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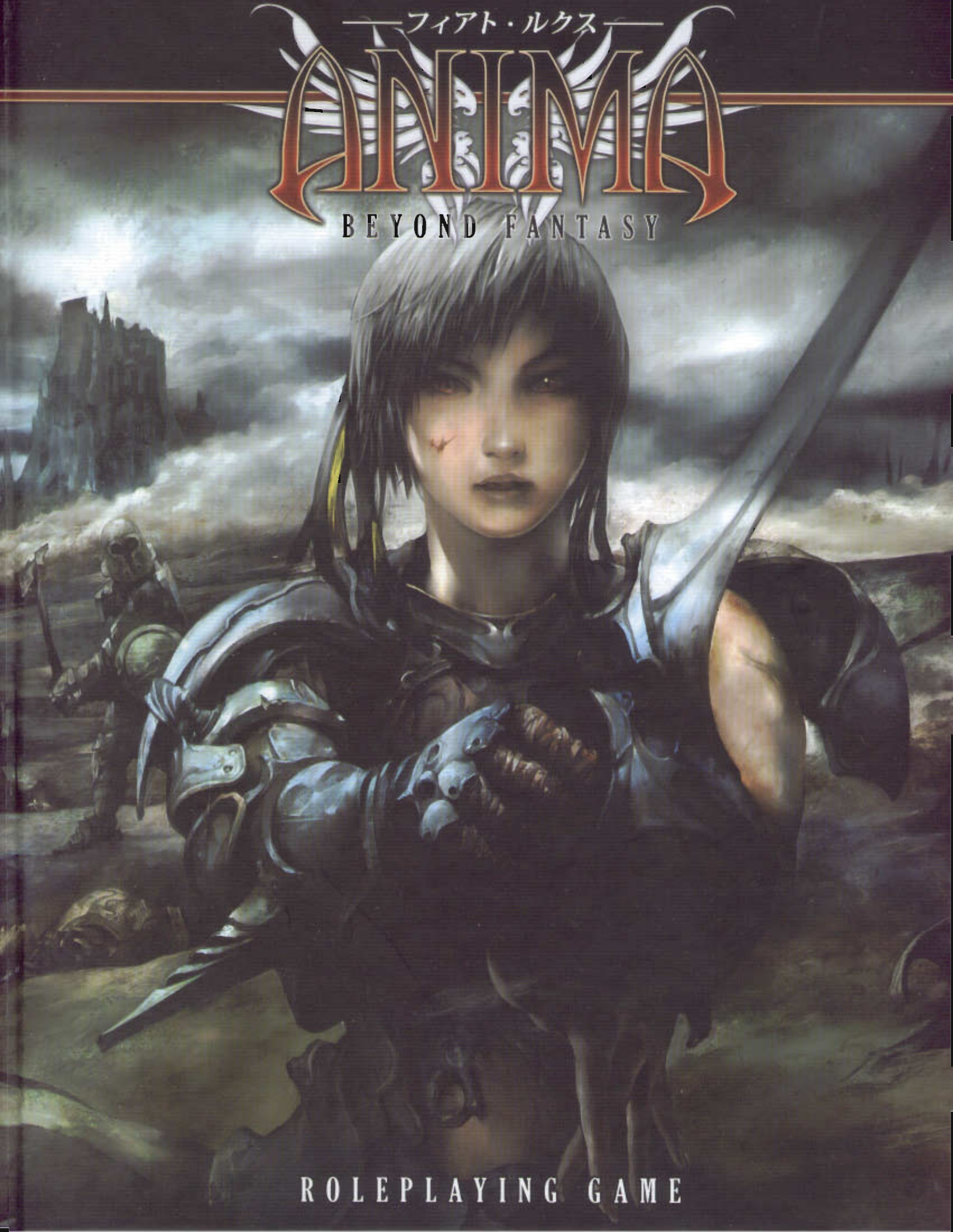
ANIMA

BEYOND FANTASY



ROLEPLAYING GAME

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Introduction

What is a Roleplaying Game?

Roleplaying is like a board game without the board, where the fundamental element is your imagination. In a roleplaying game, there are two types of participants: the players and the Game Master. The players portray the fictional characters who are the protagonists of the story that will unfold. Their objective is to give "life" to those characters and to follow them through all sorts of events. The players decide how the characters behave at every moment and what they do to try to succeed at whatever task that has been put before them.

Celia's adventures begin.

The Game Master (GM) runs the game and portrays the rest of the characters who appear (those not controlled by the players). The GM is the writer of the basic plot, which the players will later develop extemporaneously. He will also be the game's referee, applying the rules and deciding the outcomes of events.

ABOUT THIS BOOK

The book which you have in front of you is an instruction manual for playing the *Anima Roleplaying Game*. The players and the Game Master can learn to play and to portray their characters using the rules explained here. The objective of the book is to be a quick reference guide. When you play a game, it is not necessary to memorize all the rules, just be familiar with them and know where to look for them when you need to.

This book has two sections, the Player's Book and the Game Master's Book. In the player's section you will find everything you need to know to play a character – from how to create a character to how combat works. This does not mean that all the game's rules are there, since some are explained in the Game Master's section. We have also included only a small amount of information on the world of Gaïa in this part of the book, reserving most of that knowledge for the GM. In the second part of the book, you will find all the rules necessary to run a game, as well as details on the game's setting.

Playing Anima

Anima is a game of dark fantasy. The characters are individuals who will face diverse dangers. They find themselves caught between light and darkness, witnesses of events that the rest of the world ignores completely. They will have to conquer their own fears and fight for their lives when they become involved in stories related to the supernatural and plots involving forgotten organizations that still influence the world. In order to survive, they will need weapons, ability, talent, and the same supernatural arts which they confront.

The world of Gaïa presents all these elements and many more. It is a setting that allows the Game Master to introduce that dark history to the players or to use it from a more epic or realistic perspective. *Anima* does not have to be played solely on Gaïa, however. It would not be difficult to use the rules to play in other settings, even those that are not fantasy worlds. It is enough to use a little imagination and go with it.

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Equipment Needed

Except for this book, you need very few things to play *Anima*. The only really indispensable thing is a pair of ten-sided dice. With them, you can roll checks that require a result from 1–10, or 1–100. To generate the latter, roll both dice simultaneously, designating one as ones and the other as tens. A roll of two 0s equals a result of 100.

Players will also need writing instruments and paper on which to write their characters' abilities; to make this easier, there is a blank *Anima* character sheet at the back of this book that can photocopied for personal use. Miniature figures to represent where each character is located in a battle can also enrich the game experience. A calculator may also be useful.

If You Are Going to Be the Game Master

The work of a Game Master is more challenging than that of a player. As a GM, you need to learn many more rules than the other players, and you create the plots of the adventures in which everyone plays. You decide what is going to happen at every moment, and you need to modify events depending on the actions of your players. Nevertheless, in spite of all the added work that comes with being Game Master, it is also very satisfying to write your own story and control your own world.

Example of Game Play

The following example will better illustrate what a roleplaying game is like. The Game Master takes his usual role as the principal narrator and game referee. There are three other players, each acting out their characters, called Lemures, Celia, and Pazusu, respectively. In the game, it is a dark night, and the characters are following the tracks of a townsperson through a forest.

Game Master (GM): Finally, you leave the wooded area and arrive at the top of a hill. Beneath you is a small valley full of bushes. At the bottom, you can see an old abandoned church surrounded by an almost-ruined cemetery. The night is dark, and you can't see well, but you are almost sure that inside the church there is some type of faint light. You hear nothing but the wind between the trees that you leave behind you.

Pazusu: Look, let's be realistic. I don't like this place. I wouldn't want to visit it during the day, much less at night...

Lemures: Don't be like that. You worry too much about scary stories. Whatever is happening, we're not going to find out by going back. What do you think? (Talking to Celia)

Celia: That this discussion is useless. We all know that we have to go, so let's go.

GM: Very well. You begin to walk down toward the church. The path is steep, so you have to be careful. The grass is damp and you do not notice that your boots are getting wet. When you are about halfway there, you suddenly see the light in the church go out.

Lemures: Rats! They've seen us! I knew that we should have stayed hidden.

Celia: We're not going to solve anything by arguing, so let's keep going. Perhaps it's only that someone has put out the light. Remember that it's very late at night...

GM: You continue down and approach the church. A couple of minutes later, you arrive at the abandoned cemetery. The building is only a few meters from here.

Pazusu: At least we could avoid the cemetery! Can't we?

Lemures: If that means you'll calm down a little, sure. Is there a way we can go to get to the church without crossing it?

GM: Yes. The cemetery is only in front of the church and on the sides, so you can approach from the back.

Celia: That's unusual (she says, a little surprised), cemeteries are usually behind churches, not in front.

Lemures: Now you're starting? Come on, we go around the cemetery.

GM: You have no problems. In the rear, you see a small entrance and some windows reinforced with metal bars. You hear nothing from inside.

Lemures: Fine, let me sneak up to make sure everything is OK.

GM: Make a Hide roll (The GM rolls the dice without the players seeing the result). Perfect. It seems that nobody has seen you, although frankly, it also seems that no one is here. Everything is totally quiet.

Lemures: Hmm...I look through the windows. What do I see?

GM: Absolutely nothing. The windows seem to be covered on the inside. Suddenly (the GM makes a dice roll and then talks to Celia), you have an unusual sensation. You feel you are being watched, but you're not sure if it isn't just the stress of the moment. You don't see anybody around.

Celia: I get ready to take out my sword if I need to, but I'm waiting to see what happens with Lemures. And I'm watching in case something approaches.

GM: OK. (Turning toward Lemures) What do you do now?

Lemures: I go to the door and try to open it, making the least noise possible.

GM: First of all, you are surprised by the condition of the door and its strength. You put your hand on the doorknob (he rolls dice) and you open it with a loud squeak. The door was unlocked.

Lemures: I wave to them to come over.

Celia and Pazusu simultaneously: We go.

Celia: I unsheathe my weapon and go in. Nobody is there, right?

GM: You see a small room, maybe the sacristy. Everything is destroyed – the furniture lies scattered all over the floor, as well as books with torn pages and covers. Nobody is here, and the windows are covered with planks. The only exit besides the way you came in is a small door that possibly goes to the main part of the church. Suddenly, you hear a noise, and you see several dark forms coming toward you from the ceiling!

Celia: Ah! I move away and jump!

GM: The crows leave, flying inoffensively out the door. It appears that you scared them.

Celia: (a little annoyed) No more than they did to me...

Lemures: (smiling) It would be better if you let me go first. I go toward the door at the other end of the room and try to open it. If there is somebody here (looking at Celia), surely he's heard us NOW, so I do it quickly.

GM: You try to open it but can't. This time the door is not only closed, but it seems blocked in some way.

Lemures: I lean against it and try to knock it down.

Pazusu: I help him.

GM: OK. (After the appropriate rolls) You do it! The door yields with a loud groan. You have not broken it, but the lock, or whatever was blocking it, has given way. It's exactly what it seemed, the main part of the church, but everything is terribly dark and the only light comes in through the enormous stained glass windows. (In a slow, calm tone) Spider webs and dust cover everything. The pews have been moved out of place, and at the end of the room, you can see the two enormous main doors. The ground is covered with book pages that have been torn out.

Lemures: Nobody's here? We go in cautiously, trying to look at everything.

Celia: A question: From here, can I see the window the light was in?

GM: Yes. It's the central window of the church, the one next to the altar.

Celia: Good. I approach the altar and look at it.

Pazusu: Seriously, I don't like any of this. I stay in the center of the room and don't move.

Lemures: You're right. There's something here I don't like. We're looking for somebody, not an empty church. What's happening here? I go toward the main doors.

GM: I'll start with you, Celia. On the altar, you find a Bible which is missing many pages. The few which remain are stained and torn. In fact, it looks like something has been written on them, but most of it is incomprehensible scrawls. There are many knocked-over candles, but none seems to have been totally burned.

Celia: I try...(a little nervously) I try to read it by bringing it closer to the light.

GM: As for you, Lemures, you get to the doors and notice that they are completely blocked. But there's something else – blood and some marks that look like scratches are all over the door.

Lemures: As if someone had been torn apart and blood had splattered the door?

GM: No, more as if someone had cut his fingers while scratching at the door, trying to open it from inside...and while you are doing this, (turning to Pazusu) you stayed in the room, and you notice that a liquid begins to drip onto your right arm; it falls heavily from something that is on the ceiling....

GAME MECHANICS

This section summarizes some of the essential rules and concepts used in *Anima*. They will be described in more depth in later chapters.

Luck

Even the best archer in the world cannot always hit the target, in the same way that the best pianist sometimes makes a mistake when performing. Although ability is certainly a fundamental factor in resolving situations, it is not enough to solve them all. In these cases, luck will also have an influence.

In a roleplaying game unexpected things happen, just as in real life. Even with a very capable character, the possibility of failure always exists. Dice introduce the element of chance when determining if you are successful or not. Dice rolls provide uncertainty, and this creates drama for the players.

Making Dice Rolls

In a game of Anima, the players and the GM make frequent dice rolls to see if certain actions or events are successful. Anima uses ten-sided dice (d10) and one hundred-sided dice (d100) for all game mechanics (for the later, roll a pair of ten-sided dice, designating one die to represent tens). There are two types of possible rolls: Ability Checks and Characteristic Checks. Ability Checks are the most frequent (in fact, they are the basis of the system). They are made by rolling d100 and adding the result to the value of the skill being tested. The greater the roll, the better the result. The second type of roll is the Characteristic Check, which is made with d10. In contrast with Ability Checks, the lower the result, the better.

Open Roll

This rule is used only when rolling d100. If the result is 90 or greater, the player has an Open Roll that allows him to roll again and add the new result to the previous one. This new roll can also be an Open Roll, but every time the requirement moves one point higher. For example, the second consecutive Open Roll must be 91 or higher, the third 92, the fourth 93, and so on. A 100 is always open.

You can get an Open Roll on any d100 check, except for Resistance Checks and when determining Fumble Level and Critical Level.

A character makes an Acrobatics Check and rolls the dice, getting a 95, which is an Open Roll. He rolls again. This time he rolls 90, but since this is the second roll, he needs 91 to get another Open Roll. He adds the two numbers (95 and 90) for a final result of 185, which he adds to his Ability Score.

Table 1: Fumble Level

Fumble Roll	Result Modifier
1	+15
2	0
3	-15

Fumbles

In the same way you can have a great success by means of an Open Roll, the possibility exists that an automatic failure occurs due to a Fumble. When somebody rolls d100 and the result is 1, 2, or 3, he has fumbled. A Fumble represents an immediate failure; the character has not been successful in the attempted check. When a player rolls a Fumble, he must next calculate the Fumble Level. The higher the number, the greater the failure. To determine it, roll d100 and apply a modifier that depends on the result that produced the Fumble. If the rolled Fumble was 1, add +15; if it was 3, –15. There are no Open Rolls when determining Fumble Level.

For example, Lemures rolls a 1 on a Hide Check, which is a Fumble. His player then rolls 1d100 to calculate the Fumble Level, and he gets 90. Since the original roll was 1, the player adds 15 points to this result, so Lemures has a final Fumble of 105.

Mastery

When a character has an Ability greater than 200, he has become a master. This means he is an expert without equal in the field, a person who can do things that the rest of the world would not believe possible. In real life, very few people exist who have truly been masters in something. Only the best Olympic champions or the most brilliant scientists are considered to have reached Mastery in their fields. It is much more difficult for a master to make a mistake than it is for a normal person. When a character becomes a master, Fumbles are reduced by one level. A 3 is no longer a Fumble, a 2 means a penalty of –15 for the Fumble Level, and a 1 does not have a modifier.

Celia has reached Mastery in Acrobatics, since her final Ability is greater than 200. If she makes an Acrobatics Check and rolls 3, it will not be a Fumble.

Ability Checks

These are made by rolling d100 and adding the result to the character's Ability. There are two different types: Difficulty Checks and Opposed Checks. Difficulty Checks are those in which a number decided on by the GM must be beaten. In an Opposed Check, two Abilities are compared directly to each other. These checks are diverse and specialized, so each will be explained in detail in separate sections.

Resistance Checks

Resistance Checks are the capacity of a character to avoid detrimental effects or status. There are five different Resistance Checks, which depend on what is affecting the character. In order to pass a Resistance Check, the player must roll d100 and add the result to the Resistance being tested. If he beats the required Difficulty, he has avoided the effect. No matter what the Difficulty of a Resistance Check is, a 100 is always successful. A Resistance Check cannot have an Open Roll. If a character has a Resistance 50 points greater than the difficulty being checked, he succeeds automatically.

Characteristic Checks

These checks are made directly against Characteristics. To make one roll 1d10; the goal is to get a result less than the attribute being tested. The difference above or below its value is the level of success or failure of the check. Naturally, the greater the value of the Characteristic, the greater the possibility of success.

For example, we make a check on a Characteristic with a value of 7. We roll 1d10 and obtain a result of 4, so we were successful by 3 points.

Normally, these checks are made as a test between two different Characteristics. A character may need to test a Characteristic directly against that of another character. For this, both players make the check and whoever gets a positive difference more in his favor is successful. The amount by which a character beats his opponent is his level of success on the check. The possibility exists that both characters fail the check. In this case, the winner is whoever has a lesser degree of failure. Note that the same Characteristics are not always compared in such a check. Sometimes, different Characteristics are opposed – such as Strength against Dexterity or Agility.

Celia and Lemures have an Opposed Characteristic Check featuring Dexterity. Celia has 9, whereas her companion has 10. Celia's player rolls for her and gets a 4, so she has a 5-point success. Lemures' player rolls an 8, so, although he is also successful, it is only by 2 points. In comparing the results, Celia beats Lemures in the check by 3 points (5–2=3).

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It is very difficult for an individual with too large of a difference between the Characteristics to lose simply by luck. Therefore, if the difference between the Characteristics is greater than 4, each additional point counts as 2 when making the check.

Celia makes an Opposed Strength Check against Serenade. Celia has a Strength of 5, while Serenade is a supernatural being who has an 11 Strength. Since the difference between the two Characteristics is greater than 4 (by 2 points), Serenade doubles those two additional points when making the check. Therefore, Celia would make a roll against Strength 5, whereas Serenade would have, for purposes of this check, a 13 Strength.

Rule of 10 and 1

When a character makes a Characteristic Check with only a 1d10, he falls under the Rule of 10 and 1. If you roll a 10, substract 3 points to the difference with the Characteristic (equivalent to having rolled 13). If you roll a 1, add 3 points to the difference with the characteristic (as if you had rolled a –2).

A player rolls a Dexterity Check, in which his character has a 9. He rolls a 1, which is a difference of 8 points in his favor, but thanks to the Rule of 1, he adds 3 points, for a total of 11 points. If he rolls 10, instead of failing by 1, he would fail by 4.

IN CONCLUSION

Now we'll begin to delve into *Anima*'s system. Whether you intend to be a player or a Game Master, you should begin by reading the Player's Book to get used to how the more detailed rules work. But keep in mind that the true essence of *Anima* (as with any roleplaying game) is in how you play it, which you should never forget no matter how many rules you are given.

Player's Book

Chapter 1

Character Creation

To be born is to begin to die.

Theophile Gautier

What is a Character?

The first thing you need to do to play *Anima* is create a character. This fictional individual will be the role you portray during the game. Your character is unique, based on the abilities and skills which you decide, created according to your preferences. It is important that you have a clear idea of the type of character you want to play, so that you can portray him to the fullest. Remember, characters are more than simply numbers and statistics on a piece of paper. Your actions and choices in the game will breathe life into each character you create.

The two fundamental things you should always have in mind before creating a character are his personality and past life. Who is this person? Where is he from? What would he do on a given situation? The answers to these questions will give you clues as to how you should portray your character in various situations.

Characteristics

The starting point in creating a character is determining his Primary Characteristics. Just as no two people are exactly alike, each character in the game has different Characteristics that represent the diversity of people who inhabit the world. *Anima* has eight different Primary Characteristics: Strength, Dexterity, Agility, Constitution, Intelligence, Willpower, Power, and Perception. The first four deal with the character's physical abilities, while the following three represent his psychic and spiritual capabilities. Perception is a mixed attribute, influenced by the character's physical and mental abilities. Each Characteristic must have a number. This number defines the quality of the ability in each area. The Characteristics of a human fall between 1 and 10, although in exceptional cases they can exceed these numbers.

Here, we describe the eight primary attributes of a character, describing what skills and capabilities are included in each.

Strength (STR)

Strength defines a character's musculature and energy. This Characteristic permits you to lift heavy weights, cause major damage when hitting, and break objects.

Dexterity (DEX)

Dexterity represents a character's physical skill and coordination. It affects his ability to make precise attacks, as well as to block them. Along with Agility, it also represents his reaction speed.

Agility (AGI)

Agility represents character's speed of movement and balance. A high agility makes a character more acrobatic and able to dodge attacks. Together with Dexterity, it defines reaction speed.

Constitution (CON)

Constitution defines the stamina and vitality of a character, his resistance to disease, and his ability to absorb damage. A character with a high Constitution score will have good physical resistance and will recover from wounds and sickness. This Characteristic indicates the amount of damage a character can suffer before dying.

Intelligence (INT)

Intelligence covers reasoning, learning, and memory. Intellectual knowledge and logic depend on it, as does the capacity to understand and develop spells.

Power (POW)

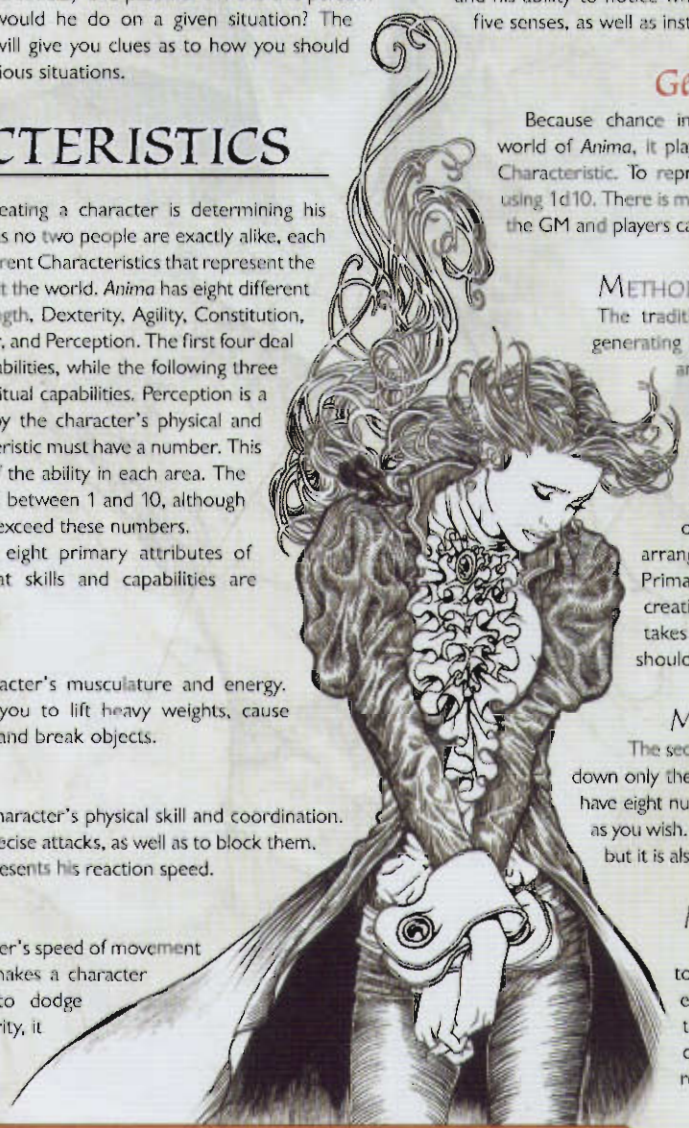
This represents the state of mind and spiritual power of a character. The higher it is, the better the character's ability to influence and resist the supernatural, as well as stand out in a crowd.

Willpower (WP)

This Characteristic measures the mental strength of an individual, his coolness and tenacity. It is also used to employ and resist psychic disciplines.

Perception (PER)

This Characteristic encompasses the acuity of the character's senses, and his ability to notice what is going on around him. It represents the five senses, as well as instinct.



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Generating Rolls

Because chance introduces variety among characters in the world of *Anima*, it plays a central role in creating scores for each Characteristic. To represent chance, Characteristics are generated using 1d10. There is more than one way to generate these numbers; the GM and players can decide which one they will use.

Method 1

The traditional and most recommended method of generating Characteristics is to roll 1d10 eight times and write each number down on a sheet of paper. Ignore any results of 1, 2, or 3 and reroll them, so that a character doesn't have any abilities that are overly low. Once you have eight numbers, discard the lowest and replace it with a 9, guaranteeing at least one Characteristic will be exceptional. Next, arrange the numbers as you like under each of the Primary Characteristics. This method of character creation generates higher abilities on average and takes into account the fact that player characters should be exceptional individuals.

Method 2

The second method is to roll 2d10 eight times, writing down only the higher of the two rolls each time. When you have eight numbers, divide them among the Characteristics as you wish. This method generates medium-high numbers, but it is also possible to roll some low numbers.

Method 3

This method is used when players want to average characters with no particularly exceptional Characteristics. Roll 1d10 eight times and write down the numbers in order of the Primary Characteristics. Whatever the roll, low or high, you must keep it.

Method 4

The last method consists of rolling the d10 seven times and adding the numbers together. The total, a number between 7 and 70, can be divided freely between the Characteristics, but in no case may a Characteristic be higher than 10.

To better explain how to create a character, we will do exactly that throughout this chapter. As we have said, the first thing to do is generate Characteristics. We will use Method 1, as it is the most common method used. After rolling the dice (and rerolling 2 and 3 as being too low), the final numbers we generate are: 10, 8, 8, 6, 5, 5, 4 and 4. These numbers will represent the Primary Characteristics of Celia, our player character. Now, we arrange the numbers among the Characteristics (replacing one of the 4s with a 9) in the following way: Strength 5, Dexterity 9, Agility 10, Constitution 5, Intelligence 8, Power 6, Willpower 4, and Perception 8.

Modifiers and Their Use

Now that we know our character's primary characteristics, we need to check their modifiers, a number that modifies all the abilities that depend on it. Depending on the value of the characteristic, the modifier is a positive or negative number, as indicated in **Table 2**.

Limits on Human Characteristics

As mentioned earlier, 10 represents the maximum value of natural human Characteristics. If the Game Master permits, however, a player can increase his character's attributes beyond the limit, using Creation Points (see page 15) or by increasing in level. Even if the GM allows Characteristic progression beyond 10, he may still wish to impose limits. To do this, he could limit the additional advantages that those superhuman Characteristics convey. For example, a GM might allow a character with a Strength of 11 to have a modifier of +20 to his Strength-related abilities and damage, but not increase the amount of weight that character can carry. For psychic and intellectual characteristics—Intelligence, Power, Willpower, and Perception—given the difficulty of defining what can be understood as "human" and what can't, a character has all the benefits that an attribute of that value conveys. That is, how does one justify to a wizard, given his already superhuman capacity to cast magic, that he can't increase his Power beyond 10 and get the additional benefits?

This does not mean that a character would never be able to obtain the benefits of superhuman physical Characteristics. Rather, he would have to achieve certain requirements to succeed – such as using Dominium abilities (as explained in **Chapter 10**) or by means of supernatural methods.

It is also necessary to point out two exceptions to human Characteristic limits – namely, the Inhumanity and Zen. Inhumanity allows a character to obtain the benefits of physical Characteristics to a score of 13, while Zen completely destroys the limits, granting the character the capacity to use the maximum advantages of his attributes. Both abilities are explained in greater detail in following chapters.

Table 2: Characteristics Modifiers

Characteristic Value	Modifier
1	-30
2	-20
3	-10
4	-5
5	0
6-7	+5
8-9	+10
10	+15
11-12	+20
13-14	+25
15	+30
16-17	+35
18-19	+40
20	+45

Box 1: Characteristics

What do Characteristics Values Represent?

1

The lowest Characteristic possible in the game. This is a subhuman value, which generally should not be allowed in play.

2 / 3

The character has minimal ability in this area. For example, a 2 in Intelligence indicates a terribly limiting deficiency, including in speech. In Strength, the equivalent would be that of a child two or three years of age. A 3 in Intelligence represents the capacity for limited speech, but not for understanding complete sentences. A character with 3 Strength would have the strength of a child of five or six.

4

A 4 represents a slight deficiency, a minor inferiority with respect to normal persons. Someone may be clumsy with a Dexterity of 4, while the same score in Constitution indicates an individual with a weak physique and little resistance to damage.

5

5 is the human average. It's the score that all people have in those areas in which they don't stand out. It's the score that the great majority of people in the world have.

6

A score of 6 represents the high average for humans. A quick-witted person has a 6 in Intelligence, and a healthy person has a Constitution of 6, for example.

7 / 8

These numbers represent an exceptional ability. Those characters with 7's and 8's surpass most other people. Individual player characters with these scores in their physical Characteristics would be professional athletes or Olympic participants.

9

Only exceptionally gifted people have a Characteristic with a score of 9 – such as Olympic champions or Nobel Prize winners.

10

A 10 in a Characteristic represents the maximum ability of a human being. These levels are attained only rarely in history, and those individuals are legendary. Einstein would have had a 10 in Inteligence, and a legendary Olympic champion a 10 in Agility.

11 and Greater

Scores greater than 10 surpass what we know of as possible for a human. These values increase geometrically, such that a being with a Strength of 15 would be able to move a small mountain. Initially, no method of Characteristic generation allows these scores.

Physical Abilities

These capabilities depend directly on physical Characteristics, with no effects from other abilities or knowledge skills. In **Chapter 6** we explain this in greater detail. For now, only two interest us, Movement Value and Fatigue. A character's Movement Value is equal to his Agility, while Fatigue is equal to his Constitution.

For example, Celia possesses an Agility of 10 and a Constitution of 5. Therefore, she has a Movement Value of 10 and a Fatigue of 5.

Secondary Characteristics

Once you have the eight Primary Characteristics and their modifiers, you can calculate the Secondary Characteristics still remaining, Appearance and Size.

Appearance: Appearance reflects beauty and is always calculated after a character's Primary Characteristics. The Game Master should decide if it will be calculated by rolling 1d10, as with the other Characteristics, or by allowing the player to choose it freely. In contrast to the other Characteristics, Appearance cannot be greater than 10, as that score would represent such incredible beauty that the character would be attractive to everyone, no matter what their tastes or personal preferences.

Size: Size indicates the height and weight of the character. To calculate it, add a character's Strength and Constitution scores. For example, a character with an 8 and 7 in those Characteristics would have a Size score of 15. To decide the exact height and weight of the character, consult **Table 3** and choose a number between those given for the appropriate Size. Naturally, this table is used only for humans. You may subtract a point from Size for female characters, if you wish.

Returning to Celia, her player determines her Appearance by rolling 1d10. He rolls an 8 and records that number under Appearance (she is going to be a very attractive woman). Next he calculates her Size, which will be 10 (Strength 6 plus Constitution 5, minus one point for being female). Now we have Celia's principal attributes and soon we will see who she is and what she does.

RACE

The next stage in character creation is choosing the character's race. Race here does not refer to ethnicity, but rather to a true supernatural species with attributes distinct from ours. The world of *Anima* is predominantly human, but if a player wishes, he can choose one of the Lost Souls detailed in **Chapter 2**. Each of those races has some supernatural elements that grant a character special abilities. For now, we will ignore them and focus on other aspects of character creation.

PRIMARY AND SECONDARY ABILITIES

A character's Primary and Secondary abilities represent his knowledge and skills, which tell us in what areas he is competent and to what degree.

Primary Abilities

Primary Abilities represent the basic faculties of a character and are divided into three areas: Combat Abilities, Psychic Abilities, and Supernatural Abilities. Each of these encompasses a series of skills related to its specialty.

Krauser

Table 3: Size & Weight

Size	Height	Weight
2	8" to 2'	10 to 35 lbs.
3	1'6" to 2'	20 to 45 lbs.
4	2' to 3'4"	45 to 65 lbs.
5	2'8" to 4'	45 to 110 lbs.
6	3'4" to 4'6"	65 to 110 lbs.
7	3'6" to 4'10"	65 to 135 lbs.
8	4' to 5'4"	75 to 155 lbs.
9	4'4" to 5'4"	90 to 175 lbs.
10	4'8" to 5'8"	90 to 200 lbs.
11	4'8" to 6'	110 to 220 lbs.
12	5' to 6'	110 to 220 lbs.
13	5' to 6'	110 to 310 lbs.
14	5'4" to 6'3"	110 to 330 lbs.
15	5'4" to 6'6"	135 to 395 lbs.
16	5'8" to 6'10"	155 to 485 lbs.
17	5'8" to 6'10"	175 to 530 lbs.
18	5'11" to 7'2"	200 to 615 lbs.
19	6'3" to 7'6"	220 to 615 lbs.
20	6'6" to 7'9"	245 to 705 lbs.
21	6'10" to 8'6"	265 to 990 lbs.
22	+8'	+800 lbs.

Combat Abilities

These abilities encompass the fighting skills of a character. When appropriate, add the corresponding Characteristic modifier to calculate the final ability scores. Combat Abilities are the following:

Attack Ability: This represents an individual's ability to reach his opponent and get past his opponent's guard to inflict damage. This ability depends on Dexterity.

Block Ability: This represents a character's defensive ability – namely, how well he can deflect or stop attacks from hitting him. This ability depends on Dexterity.

Dodge Ability: This represents a character's ability to move out of the way of an attack. This ability depends upon the Agility Characteristic.

Ki Abilities: Permit an individual to use his spiritual energy in physical ways. There are two Ki abilities: Ki and Ki Accumulation.

Weapon Modules: These represent a character's ability to use a variety of weapons.

Martial Arts: This represents a character's knowledge and mastery of various unarmed combat styles.

Wear Armor: This represents a character's ability to wear heavy armor without penalty or restrictions. This ability depends on Strength.

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Psychic Abilities

Psychic Abilities cover everything related to the area of psychic powers and their use. Classes gifted with psychic powers – such as Mentalists – utilize these abilities in the course of their adventures.

Psychic Points (PP): These represent points used by a psychic character to develop and utilize his mental powers.

Psychic Projection: This represents a character's capacity to project his mental powers at a target. This ability depends upon a character's Dexterity score.

Psychic Modules: This represents a character's capacity to use his combat abilities to project mental powers at a target.

Supernatural Abilities

Supernatural Abilities encompass all mystical knowledge and arts. Classes gifted with supernatural powers – such as Wizards, Summoners, and Illusionists – utilize these abilities in the course of their adventures.

Zeon: Indicates a character's total magic points. These points determine the number of spells a magic user can cast.

Magic Accumulation (MA): This ability represents a character's ability to gather his Zeon to weave magic and cast spells.

Magic Projection: This represents a character's ability to project spells and aim them at a desired target. This ability depends upon a character's Dexterity score.

Summon: This represents a character's capacity to bring supernatural creatures into the world. This ability depends upon a character's Power score.

Control: This represents a character's capacity to control supernatural beings. Control depends upon a character's Willpower score.

Bind: This represents a character's capacity to trap the essence of mystical beings inside objects or persons. Bind depends upon a character's Power score.

Banish: This represents a character's ability to expel supernatural beings from this plane of reality. It depends upon a character's Power score.

Mystical Modules: This represents a character's capacity to utilize his combat abilities when casting spells.

Secondary Abilities

Naturally, a character possesses much more complexity than simply being able to fight or cast spells. He also has many abilities and areas of knowledge that differentiate him from others. Take yourself for example. You know how to read, you have some knowledge of math, and you know other things based upon your life experience. Each character also has these types of abilities, which are called Secondary Abilities. Each Secondary Ability is found under a specific field and is linked to a specific Characteristic. For example, the Acrobatics ability is in the Athletics field and depends upon a character's Agility score, while Sciences fall under the Intellectual field and depend upon a character's Intelligence score. Above is a list of Secondary Abilities for *Anima*; you will find a more complete description of them in **Chapter 4**.

Calculating and Using Ability Scores

To calculate a character's final Secondary Ability score, add the base Ability score (what you get by spending Development Points, page 12) to the modifier of the Characteristic tied to that Secondary Ability, and then add any other special modifiers. The result will be the character's final Secondary Ability score, the number added to Ability Check rolls (discussed more fully in **Chapter 4**).

If a character has not developed a Secondary Ability (by spending Development Points), his default base Ability score is –30, rather than 0. If, after adding Characteristics and special modifiers, the number remains negative, subtract that number from each of the character's Ability Check rolls. Some special abilities – such as Magic and Psychic Abilities – work in a different way. These cases will be explained in more detail in their respective chapters.

Box II: Secondary Abilities

Secondary Abilities

Athletics
Acrobatics
Athleticism
Climb
Jump
Ride
Swim

Creative
Art
Dance
Forging
Music
Sleight of Hand

Perceptive
Notice
Search
Track

Social
Intimidate
Leadership
Persuasion
Style

Subterfuge
Disguise
Hide
Lock Picking
Poisons
Theft
Stealth
Trap Lore

Intellectual
Animals
Appraisal
Herbal Lore
History
Memorize
Magic Appraisal
Medicine
Navigation
Occult
Sciences

Vigor
Composure
Feats of Strength
Withstand Pain

Returning to the example of Celia, her player spends 100 DP (Development Points) in Acrobatics, giving her a base Ability score of 50. Next, since Acrobatics depends upon Agility, he adds Celia's Agility Characteristic modifier, which for her would be +15. Therefore, her final ability score in Acrobatics will be 65, absent any additional modifiers discussed later in this chapter.

ARCHETYPES AND CLASSES

Classes represent specialties the character has dedicated his life to studying – that is, the training and philosophy he has received to succeed in a specific profession. No one can simply decide one day to become an architect and then immediately start designing buildings. He must learn and practice for several years. A character, therefore, must undergo similar training so that he can function as a member of his class.

Archetypes

Before choosing a class, a player should first choose an Archetype for his character. The Archetypes are prototypes, ideal models that encompass specific concepts about the class you will choose. There are six Archetypes, which include many classes:

Domine: Those individuals who specialize in the use of their spiritual energy, through which they can accomplish amazing actions. Domine seek to master the Ki abilities.

Fighter: Fighter Archetypes specialize in armed and unarmed combat. They seek to perfect their combat abilities with unwavering commitment.

Mystic: This Archetype encompasses several classes which deal with the supernatural realm. Mystic characters can summon supernatural creatures or change reality through their spells. They seek to master their Supernatural Abilities.

Prowler: Characters with this Archetype use subterfuge and wit to accomplish their objectives, preferring to avoid direct confrontation. Prowlers specialize in physical Secondary Abilities.

Psychic: This Archetype encompasses not only those characters gifted with psychic powers, but also those who have dedicated themselves to perfecting the psychic arts. Psychics seek mastery over all Psychic Abilities.

Novel: Characters with this particular Archetype have not specialized in anything specific during their apprenticeships and, therefore, have no specific preferences. Mundane humans – such as innkeepers and peasants, as well as more advanced professionals – fall in to this Archetype.

Box III: Archetypes and Classes

Archetypes and Classes

Fighter
Acrobatic Warrior
Dark Paladin
Paladin
Ranger
Shadow
Tao
Warrior Summoner
Warlock
Warrior
Warrior Mentalist
Weaponsmaster

Mystic
Illusionist
Summoner
Warlock
Warrior Summoner
Wizard
Wizard Mentalist

Prowler
Assassin
Illusionist
Ranger
Shadow
Thief

Psychic
Mentalist
Warrior Mentalist
Wizard Mentalist

Domine
Tao
Technician

Novel
Freelance

Classes

Now that we know the character Archetypes, it's time to choose a class. Having a class does not mean that someone has dedicated himself to a specific profession in the strictest sense. A Thief doesn't necessarily support himself by robbery, just as an Assassin needn't solely go around killing people.

Classes indicate the development costs of the character, limits on point distribution, and some of his special abilities. Box III: Archetypes and Classes lists the twenty *Anima* character classes divided by Archetype. Detailed information on all of these classes is found in **Chapter 3.**

If you look at the box carefully, you will see that some classes are listed under two different Archetypes. Some classes have a dual nature and can fit into more than one Archetype. These are called mixed classes.

Now is time for Celia's player to choose a path for Celia to follow. Thinking a little bit about Celia's background, he decides that she has been fascinated with combat since she was a young girl. Therefore, choosing the Fighter Archetype makes the best sense for her. Now her player needs to choose Celia's class. Given that neither Strength nor Constitution is her strongest Characteristic, he passes on the traditional Warrior class. However, her high scores in Agility and Dexterity make her an ideal Acrobatic Warrior. Because of her speed and adroitness, Celia can be a devastating opponent in a fight, despite her lack of exceptional Strength.

Development Points and Levels

Development Points (DP) are fundamental in the creation of characters, since they allow each character to learn and continue to achieve greater mastery over their abilities. Unfortunately, DP are not limitless; each player only has a specific number available to spend on their character. Therefore, characters having a number of different skills cannot really specialize in any. Conversely, highly specialized characters will not have the breadth of skills that other more well-rounded characters might. For example, a Thief who dedicates almost all of his time to Theft has probably spent a great majority of his DP in this skill. However, in doing so his player has neglected other abilities – such as Stealth and Hide. Consequently, he will be better than other thieves in Theft, although his more balanced colleagues will possess greater skills in other areas.

Just as some people have a greater facility to learn while others must make much more effort to reach the same level, characters in *Anima* do not possess equal capabilities in improving their abilities. This learning differential is represented in game by the concept of Development Costs. Development Costs are, essentially, ratings which determine how difficult abilities are to improve. In short, they indicate how many DP a player must spend to improve a character's ability. The lower the Development Cost, the fewer DP a character needs to learn or advance in a particular area; the character requires less effort to improve. The value of these costs is determined by the character's class, since it is easier to improve in one's specialties. Logically, a Wizard will improve his mystical abilities at a lesser cost than a Warrior will, while the Warrior will learn combat skills more easily.

Power Levels

A character's level is a measure of power, indicating the strength of his abilities. The higher the level, the greater his powers, since he has more DP to spend on improving them. All characters begin the game at 1st level with 600 DP. Don't make the common mistake of thinking that a character's Level refers solely to his combat abilities. Instead, it represents the potential that this person has realized in the world. One could say that Einstein was a 3rd- or 4th-level character without it ever meaning that he was good at fighting. He was simply able to use some above-average abilities more than other people, so his level also was greater than that of the general populace.

Calculating and Distributing Points

Normally, character abilities that are checked against 1d100 have a Development Cost between 1 and 3. This indicates the number of DP that a player must spend to improve a character's specific ability by 1 point. When you want to learn an ability in which your character has no knowledge, you must spend sufficient DP to have a minimum base of 5.

Let's imagine that we want to spend 60 DP in an ability such as Science. If the cost of this skill were 1, we would have an ability of 60 points. With a cost of 2, our level in the ability would be 30, with 3 it would be 20, etc. As you can see, the value varies in spite of having invested in each case the same number of DP.

Some abilities have different increase rates. Magic points, called Zeon, increase in increments of 5. Therefore, if they have a Development Cost of 2, they would increase 5 points for each 2 DP spent. Other abilities, such as Magic Accumulation (MA) and Ki, grant special benefits that are improved in different ways. We will discuss these special cases in greater detail in each of the sections dedicated to them.

Point Distribution Limits

There is a limit to the number of DP a player can spend in each of his character's three Primary Abilities (Combat, Psychic, and Supernatural). Besides listing the Development Costs for a character, each class has a different limit to the number of DP a player can spend on each Primary Ability type. The standard rule is that a player cannot spend more than 50% to 60% of his DP in any Primary Ability area, depending upon his

character's class. Players of 1st-level characters whose class possesses a 50% limit in Combat Abilities, for example, may invest a maximum of 300 DP in that Primary Ability area, while players of 1st-level characters whose class possesses a 60% limit on Psychic Powers may invest a maximum of 360 DP in that Primary Ability area.

Secondary and special abilities have no limitations on DP expenditure.

Since Celia's player has chosen the Acrobatic Warrior class for her, that player can only spend up to 60% of Celia's DP on Combat Abilities, and 50% on Supernatural and Psychic Abilities. As Celia is a 1st-level character with 600 DP, her player can invest up to 360 DP in Combat. However, that would leave him only 240 DP to spend on Supernatural and Psychic Abilities, as well as Secondary Abilities.

Limits on Offensive and Defensive Abilities

In addition to the limits to DP distribution that we have already explained, there is another general limitation for each class: limits to offensive and defensive abilities. A character can never spend more than half of his DP total on Attack and Defense abilities, that is, on Attack, Block, and Dodge.

As an Acrobatic Warrior, Celia has a limit of 60% for points in her combat abilities (360 points at 1st level). Nonetheless, she cannot spend more than 300 DP on Attack and Dodge, since that would be more than half of her DP total. This would leave 60 points for other combat abilities, such as Ki, Wear Armor, Martial Arts, and Weapon Modules.

It is not possible to have a difference greater than 50 between an individual's base Attack and Defense. Someone who, for example, has a base Attack of 90 could not have more than 140 in Block or Dodge. In this case, to increase his Defense, he must first increase his Attack.

A character may want to increase only his Attack or Defense ability, but not both at the same time. For example, a thief wants to Dodge only, or an archer who only wants to learn to shoot with a bow. In this situation, the character can spend only half of the total points he is allowed to on Attack and Defense (that is, one quarter of his DP total), but he can ignore the rule that requires him to have a difference of no more than 50 points between his Attack and Defense.

Limits on Magic and Psychic Projection

The last limit is located in the Magic and Psychic Projection. Players cannot spend more than half of their character's total allowable Magic or Psychic Abilities allocation (as dictated by class) on the Projection ability.

Pazusu is a Mentalist who has looked after Celia since she was small. Let's assume that he is 1st level and, as with Celia, has 600 DP, of which his player may spend 360 on Psychic Abilities (60% of the total). In this case, the maximum number of points that player may spend on his Psychic Projection ability is 180 DP – half of the amount allowed for Pazusu's Primary Psychic Abilities.

Innate Class Bonuses

Some character abilities improve without having to spend points. The points a character gains through a class bonus count as special bonuses, instead of additions to the base ability. If, for example, someone has a class bonus of +10 in a Secondary Ability, add 10 points as a special bonus.

Your character's class bonuses are determined by the class you choose. These bonuses are applied not only at character creation, but are added again when gaining a level.

Exploring some old ruins

Since Celia is an Acrobatic Warrior, she has a class bonus of +10 per level to her Acrobatics ability. If she had a 65 in this ability (50 in the base ability plus 15 for her characteristics), her final ability score would be 75 after adding the class bonus.

Natural Bonus

When a player has spent his DP on a character's Secondary Abilities, he may then add another single Characteristic bonus to any single Secondary Ability. This reflects a character's natural skill in a particular area. The increase is made directly on your characteristics bonus, and not the class bonuses discussed above. Each time you gain a level you may do this again with any Secondary Ability you choose (the same or a different one), and again add the characteristics bonus. Naturally, you can use this only for a positive bonus.

Returning to our earlier example, Celia has a final score of 75 in Acrobatics (50 base score, 15 for her characteristic, and 10 for class bonus). If she chose this ability to add her natural bonus to, she would again add her Agility bonus and obtain a final ability of 90 (50 base score, 30 for her characteristic, and 10 for class bonus).

Mastery

When a character possesses a final ability score of 200, he has reached mastery in that ability. He has become a true expert in that particular area, acquiring capabilities that others will find difficult to achieve. Einstein was a master of sciences, just as some Olympic champions master their diverse athletic fields. For this reason, when a character uses an ability in which he has mastery, his Fumble number is reduced by one so that he fumbles only on a result of 2 on d100.

A character can achieve mastery in Attack, Block, Dodge, Magic Projection, any summoning ability, Psychic Projection, and all Secondary Abilities.

LIFE POINTS AND INITIATIVE

Life Points indicate a character's resistance to wounds and the amount of damage he can suffer before receiving a critical wound. When a character reaches 0 Life Points, he may die.

The base Life Point score are based on Constitution. The base number of Life Points for all living beings is always 20 points, to which you add Constitution multiplied by 10 and afterward add or subtract your modifier. For your convenience, Base Life Points are listed in **Table 4**. To this number you should add the class bonus for your character's class.

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Let's return now to Celia in order to calculate her Life Points. Since her Constitution score is 5, her player consults Table 4 and determines that her Base Life Point score is 70. Since she is an Acrobatic Warrior, her player then adds her Life Point class bonus (which is 10) to her base score, for a total Life Point score of 80.

A player can increase his character's Life Points by spending DP to reach a Life Point multiple, which is determined by a character's class. This increase is a special ability. Each time a player spends enough DP to reach a multiple, he can increase his character's total Life Points by a number equal to that character's Constitution score.

Master of the sword

For example, Celia's Life Point score (80) means that she is going to have to worry about wounds. To solve that problem, her player spends some DP to improve her damage resistance. As an Acrobatic Warrior, Celia's Life Point multiple is 20. Therefore, for each 20 DP spent, her player can add the value of her Constitution score to her Life Points. After some thought, her player spends 20 DP, increasing her Life Point score by 5 (the value of Celia's Constitution score), for a total of 85.

The base Initiative of a normal-sized character is always 20. To calculate the final Initiative score, add the character's Dexterity and Agility modifiers to his base Initiative, and then subtract any penalty for using particular armor and weapons (unarmed characters receive a +20 modifier to Initiative). Finally, add a character's Initiative class bonus. Since it is possible for a character to have different Initiatives, depending on which weapons or armor he uses, players should always use the first column of the reaction table on the character sheet to calculate final unarmed and unarmored Initiative, and then use the others for specific weapon/armor combinations.

Table 4: Base Life Points

Constitution	Base Life Points
1	5
2	20
3	40
4	55
5	70
6	85
7	95
8	110
9	120
10	135
11	150
12	160
13	175
14	185
15	200
16	215
17	225
18	240
19	250
20	265

Returning to our sample character, Celia's base Initiative is 20 – since she is a normal-sized human. Because her Dexterity is 9 and her Agility is 10, her player can add 25 (the total of her Dexterity and Agility modifiers) to her base, for a total of 45. As an Acrobat Warrior, Celia possesses an Initiative class bonus of 10, bringing her Initiative total to 55. Finally, since she goes unarmed and does not wear any armor, her player adds the unarmed Initiative bonus of 20 and doesn't need to subtract any armor penalties to Initiative. Her final Initiative score is 75.

PRESENCE AND RESISTANCES

Presence is the sum of all the existential aspects of a character – both physical and spiritual. A player character has an almost unlimited potential to develop his abilities; the more developed, the greater the Presence base he has. Presence depends on the character's level and on the number of total DP he possesses. Higher-level characters will, therefore, have a higher Presence. To determine a character's Presence score, simply divide his total DP by 20 (for quick reference, see **Table 5**). A 1st-level character has a Presence of 30.

Table 5: Base Presence

Level	Presence	Level	Presence
1	30	9	70
2	35	10	75
3	40	11	80
4	45	12	85
5	50	13	90
6	55	14	95
7	60	15	100
8	65	+1 level	+5

Illustrated by © Nak

Illustrated by © Alain Gaillou

In *Anima*, there are five types of Resistance, each one protecting a character against a different type of negative effect. Resistance values are calculated by adding a character's Presence to the applicable Characteristic modifier (detailed below).

The five types of Resistance are:

Disease Resistance (DR): Represents a character's ability to avoid falling ill or being affected by a disease. DR also indicates how quickly a character can recuperate from an illness. Based on Constitution.

Magic Resistance (MR): Represents how well a character can resist the effects of a spell or of an ability of supernatural origin. Based on Power.

Physical Resistance (PhR): Represents a character's tolerance for damage and shock. PhR allows characters to avoid falling unconscious and overcome the effects of criticals. Based on Constitution.

Venom Resistance (VR): Represents a character's Resistance to venom, poison, and toxic environmental effects. VR allows a character to alleviate or overcome the effects of poison. Based on Constitution.

Psychic Resistance (PsR): Represents a character's force of will which allows him to resist psychic attacks and any mind-altering attacks. Based on Willpower.

Since Celia is a 1st-level character, she has a Presence of 30. To determine her Resistances, her player adds the relevant Characteristic modifiers to obtain the following results: DR 30, MR 35, PhR 30, VR 30, and PsR 25. Each time Celia advances a level, her player adds 5 points to her Presence, thereby increasing her Resistances.

Illustrated by © Alicia Cuellar

Resistance Checks

On many occasions during a game session, players will need to roll Resistance Checks. To undertake a Resistance Check a player rolls 1d100 and adds the result to his character's Resistance score. If the total is greater than the required difficulty of the check, that character has saved against the effect. Otherwise, the amount by which the check is missed indicates the level of failure.

CREATION POINTS

The final step before a player begins to spend DP and complete a character is to allocate Creation Points on Advantages and Disadvantages. As with each creature that populates the world, *Anima* characters have several idiosyncrasies not solely reflected in their Characteristics and Abilities. These idiosyncrasies are inherently tied to an individual's essence or nature. They are not learned and do not improve; characters are either born with them, or they never have them.

Is my character ambidextrous, or does he have magical abilities? Was she born with psychic gifts, or does she heal slowly? The answers to these questions cannot rest solely on chance, nor on the whim of each player's desires.

Each character can acquire Advantages and Disadvantages from the following lists. Each Advantage or Disadvantage grants benefits or inconveniences as described below. Players can spend up to 3 Creation Points (CP) on the Advantages that he chooses and believes most appropriate. The cost of the Advantage indicates how many CP a player must spend to gain it. Some Advantages have variable costs, which mean that they grant greater benefits according to the number of CP spent on them.

Disadvantages function in a similar manner, but instead of costing a player CP, each Disadvantage gives a player Creation Points he can spend on other Advantages. In this way the benefits and inconveniences balance out: The more advantages you have, the greater your problems will be. Players can choose up to three Disadvantages for a character – although they don't have to choose any.

Unless specifically stated otherwise, players may choose each Advantage or Disadvantage only once.

Common Advantages

Players may choose the following Advantages regardless of a character's class or race. Cost indicates the number of Creation Points needed to purchase each Advantage.

Add One Point to a Characteristic

One of the character's attributes is greater than before.

Effects: Add a point to the value of a single Characteristic.

Restriction: Strength, Dexterity, Agility, and Constitution cannot be increased to more than 11 through this Advantage. Intelligence, Power, Willpower, and Perception cannot be increased to more than 13 through this Advantage.

Special: You may take this Advantage as many times as you wish.

Cost: 1

Acute Senses

The character's senses are as developed as those of an animal.

Effects: This Advantage adds 1 point to the character's Perception when making Characteristic Checks. It also adds a special bonus of +30 to Notice and Search.

Cost: 1

Artifact

The character possesses a mystical device of enormous power.

Effects: The player and the Game Master must agree on the abilities of the device. Spending additional points increases the capabilities of the object.

Cost: 1, 2, 3

Ambidextrous

An ambidextrous person can use both hands equally well.

Effects: An ambidextrous character can perform maneuvers with either hand. In combat, he suffers only –10 to attacks with an additional weapon.

Cost: 1

Increase One Characteristic to Nine

This Advantage allows a player to increase the value of one of his character's Primary Characteristics.

Effects: Substitute one Characteristic's value for a 9, no matter what its original value was.

Special: You may take this Advantage as many times as you wish.

Cost: 2

Access to One Psychic Discipline

The character is gifted with the ability to use the powers of a single psychic discipline. Its abilities are limited to a single field and, no matter how much it increases his potential, he will not have access to powers that are greater than his natural capacities.

Effects: This Advantage allows use of PP to acquire affinity to a single psychic discipline and the matrix powers.

Cost: 1

Charm

The character has a certain personal magnetism that makes others react positively toward him. He always receives a positive reaction from people who do not know him, and some individuals may even be slightly more permissive with him.

Effects: The limits of this Advantage must be decided by the Game Master.

Cost: 1

Disquieting

A character with this Advantage can make people nervous whenever he wishes. He can also discourage violence against himself or force intimidating people to agree with him.

Effects: The limits of this Advantage must be decided by the Game Master.

Cost: 1

Animal Affinity

A character with this Advantage has a special link with animals that allows him to obtain a positive reaction. He is also able to communicate in a limited way with them, understanding their general intentions, and vice versa.

Effects: The limits of this Advantage must be decided by the GM. In any case, an animal trained to attack will still do so in spite of this Advantage, but probably after giving a warning and offering the character an opportunity to escape. When combat against an animal is unavoidable, a character with this Advantage will always be the last person attacked if he is in a group.

Cost: 1

Danger Sense

Characters with this Advantage have a sixth sense, which allows them to detect when something dangerous approaches or threatens them – though they will not be able to detect the origin or nature of the danger until they see it.

Effects: The character cannot be taken by surprise, unless his opponent's Initiative score is 150 points or more higher than his.

Cost: 2

Been Around

The character has already had experiences in the real world, by which he has learned great lessons.

Effects: The character begins the game with 50, 100, or 150 additional Experience Points, depending on the amount of Creation Points spent. For example, spending 3 CP increases the character's Experience Points by 150. This increase permits a conventional rise in level if the necessary point total is reached.

Cost: 1, 2, 3

Aptitude in a Subject

A character with this Advantage has an enormous capacity to learn a single Secondary Ability, which allows him to develop it with very little effort.

Effects: This Advantage reduces the Development Cost of a single Secondary Ability for each Creation Point spent. For example, a Wizard's player could reduce the cost of the Composure ability from 3 to 2 if he spent 1 point on this Advantage, or even to 1 if he spent 2 points.

Restrictions: Development Costs cannot be reduced below 1. This Advantage works only for Secondary Abilities.

Cost: 1, 2

Access to Natural Psychic Powers

The character has a limited psychic capacity that allows him to use one Psychic Ability unconsciously. He doesn't know the origin of the power or have complete control over it, but he can use it whenever he needs to.

Effects: The character can naturally use one specific Psychic Ability. He is not a true psychic and cannot use Psychic Points to acquire new abilities or to harness the power that he has. His psychic potential is not based on Willpower and does not require rolling dice, but automatically is Difficult (DIF). The chosen power can be of any level, but it cannot have a base requirement greater than Difficult. It can be used once per minute without the character suffering a penalty, but each additional use without the required rest inflicts 1 point of Fatigue. Spending additional points increases the natural psychic potential to Very Difficult (VDF) and Absurd (ABS), respectively.

Cost: 1, 2, 3

Katalin has a special affinity with animals.

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Aptitude in a Field

As per Aptitude in a Subject, except that in this case, the character has a great capacity to learn an entire area of Secondary Abilities.

Effects: The Development Cost for a field of Secondary Abilities is reduced by 1 point. If the character's class offers a Secondary Ability within this field at a reduced cost, the benefits of this Advantage apply in addition to the class benefit. For example, if an Explorer decides to reduce the cost of the abilities of the Intellectual field, these will cost 2 instead of 3. The Medicine ability, which normally costs 2, will now cost only 1.

Restrictions: Development Costs cannot be reduced below 1. This Advantage works only for Secondary Abilities.

Cost: 2

Repeat a Characteristics Roll

This Advantage allows a player to modify one of his character's Primary Characteristics.

Effects: Players may roll one additional die once they have generated Characteristics and use the result in place of one of the previous rolls. The new number cannot be less than the character's lowest roll.

Restriction: This Advantage is not compatible with the fourth method of generating Characteristics.

Special: You may take this Advantage as many times as you wish.

Cost: 1

Martial Mastery

The Martial Knowledge of a character with this Advantage is superior to others of his level. Usually, the character has received special training that has allowed him to explore his Ki abilities – although it is also possible that he has simply been born with enormous natural ability.

Effects: Adds 40 points to a character's Martial Knowledge (MK). Additional Creation Points increase this amount to 80 and 120 points, respectively. For example, a character whose player spends 2 Creation Points would receive 80 additional points to his Martial Knowledge.

Cost: 1, 2, 3

Good Luck

Characters with this Advantage are exceptionally lucky in everything they do and very rarely commit a serious mistake.

Effects: The required number to fumble is reduced by 1 point. In normal circumstances, therefore, the character will only fumble on a roll of 2. If a character with this Advantage attains mastery in any ability, he will fumble only on a 1 when using it.

Cost: 1

Ki Recovery

This Advantage allows a character's spiritual energy to recover more quickly than normal.

Effects: The character recovers 1 point of Ki every ten minutes, instead of every hour. Spending additional Creation Points decreases the recovery time to five minutes and one minute, respectively.

Cost: 1, 2, 3

Jack of All Trades

Characters with this Advantage can adapt to any need that arises and develop knowledge in all fields and subjects. No matter how rare or unusual the Secondary Ability needed, they will always have some knowledge or skill useful in that situation.

Effects: The character never applies the –30 penalty for not spending DP in a Secondary Ability, and he also receives a special bonus of +10 in all his Secondary Abilities.

Cost: 2

Natural Armor

The character has extremely resistant skin and very hard muscles – such that it is very difficult to penetrate them.

Effects: Grants natural armor of 2 against all classes of attacks except energy-based ones. Although it counts as armor, penalties are not applied for using additional armor layers.

Cost: 1

Mystical Armor

The character's aura forms a layer of mystical energy that protects him against supernatural attacks.

Effects: Grants a character a natural armor of 4 against energy-based attacks. Although it counts as armor, penalties are not applied for using additional armor layers.

Cost: 1

Untiring

A character with this Advantage possesses a superior endurance relative to what his Constitution would indicate.

Effects: A player can add 3 points to his character's Fatigue. Spending additional Creation Points adds 6 and 9 points, respectively. Thus, a character whose player spends 2 Creation Points on this Advantage would add 6 to his Fatigue score.

Cost: 1, 2, 3

Uncommon Size

A character with this Advantage possesses an unusual Size relative to his Strength and Constitution. This allows someone who should be a colossal mass of muscles to be a small person, or vice versa.

Effects: The player can increase or decrease his character's Size up to 5 points during character creation.

Cost: 1

Starting Wealth

The character has a great fortune in materials and equipment.

Effects: This Advantage provides starting money or equipment valued at 2,000 gold crowns (GC). Further points spent increase this amount to 5,000 and 10,000, respectively.

Restriction: The Game Master may prefer to give a different amount of money, tailored to his game. In this case, both the GM and the player should decide the amount.

Cost: 1, 2, 3

Regeneration: Basic, Advanced, and Greater

Wounds suffered by the character heal easily.

Effects: This Advantage increases the character's Regeneration by two levels. Spending additional points increases Regeneration by four and six levels, respectively.

Cost: 1, 2, 3

Elan

A character with this Advantage has attracted the attention of a Shajad or a Beryl. Generally, this means that an ancestor of the character was bound to the being and it still maintains some type of bond with all the members of the family. It is also possible that this attention is due to some actions the character has taken. At the moment, he enjoys its favor – although after the player begins playing his character, the relationship will depend on how he behaves.

Effects: The character has Elan 25 for the entity he chooses. Spending additional points increases the level to 45 and 60, respectively. Thus, a character whose player spent 2 Creation Points on this Advantage would have Elan of 45 with the particular Shajad or Beryl whose favor he enjoys.

Cost: 1, 2, 3

Immunity to Pain and Fatigue

A character with this Advantage is especially resistant to the effects of pain and fatigue.

Effects: Penalties caused by pain and Fatigue are reduced by half.

Cost: 1

The Gift

The character can feel and control supernatural energies inherent within his own soul. Magic flows through his very spirit, and with the appropriate knowledge, the character with this Advantage will be able to cast spells.

Effects: The character can see and use magic. He also adds a special bonus of +10 to his MR, since his supernatural nature better resists mystical effects.

Cost: 2

See Supernatural

A character with this Advantage can perceive the Soul Flow and at the same time perceive the energy of psychic matrices.

Effects: The character sees supernatural things – including magic and psychic matrices – as spiritual creatures. He does not apply the blinded penalty in any of these situations.

Cost: 1

Night Vision

This Advantage allows a character to see in the dark and to adapt quickly to any change in light intensity.

Effects: The character may ignore any penalty caused by the dark – except for magically induced dark or absolute lack of light, in which case the penalty is reduced by half.

Cost: 1

Fortunate

A Fortunate character enjoys true luck. He can often escape difficult situations due to his lucky star.

Effects: The limits of this Advantage must be decided by the Game Master. In any case, the character will never suffer the negative effects of a trap or an attack determined solely by chance.

Cost: 1

Free Access to Any Psychic Discipline

Characters with this Advantage may use any type of psychic discipline and its abilities.

Effects: This Advantage enables the character to use as many psychic disciplines as he wishes using his Psychic Points.

Cost: 2

Quick Reflexes

The character has exceptional reflexes that allow him to respond quickly to any situation.

Effects: Grants a special bonus of +25 to a character's Initiative score. Spending additional Creation Points will increase the bonus to +45 and +60, respectively. Thus, a character whose player spends 2 Creation Points on this Advantage receives a +45 bonus to his Initiative score.

Cost: 1, 2, 3

Learning

Characters with this Advantage possess an enormous capacity to learn and develop their potential, always gaining the maximum benefit from whatever they have seen or done.

Effects: Characters gain an additional 3 Experience Points when the Game Master grants points at the end of each game session. Spending additional Creation Points increases the benefit to 6 and 9 points, respectively.

Cost: 1, 2, 3

Natural Learner

Characters with this Advantage naturally improve in a specific Secondary Ability.

Effects: Grants a character an innate special modifier of +10 per level in a single Secondary Ability. Add this modifier to any other innate class-based bonus the character receives. Spending additional points on this Advantage increases the bonus to +20 and +30, respectively. Thus, a character whose player spends 2 Creation Points on this Advantage would receive a modifier of +20 per level to a single Secondary Ability.

Cost: 1, 2, 3

Natural Learner, Field

As Natural Learner, but in this case the character improves in all the Secondary Abilities that belong to a certain field.

Effects: Grants a special +5 per level bonus to all the Secondary Abilities in a field. Add this bonus to any other innate class-based bonus the character receives. Spending an additional point on this Advantage increases the bonus to +10. Thus, a character whose player spends 3 Creation Points on this Advantage would receive a modifier of +10 per level to all Secondary Abilities in Athletics, for example.

Cost: 2, 3.

Exceptional Magic Resistance

Characters with this Advantage possess heightened resistance to magical attacks and effects.

Effects: Add a special bonus of +25 to Magic Resistance (MR). Spending a second Creation Point increases the bonus to +50.

Cost: 1, 2

Exceptional Physical Resistance

Characters with this Advantage possess heightened resistance to physical attacks and effects. Damage, poisons, and diseases do not affect them as they do other people.

Effects: Add a special bonus of +25 to Physical Resistance (PhR), Venom Resistance (VR), and Disease Resistance (DR). Spending a second Creation Point increases the bonus to +50.

Cost: 1, 2

Exceptional Psychic Resistance

The mind of a character with this Advantage possesses very strong mental barriers that protect him from psychic attacks and other negative psychic effects.

Effects: This Advantage adds a special bonus of +25 to a character's Psychic Resistance (PsR). Spending a second Creation Point increases the bonus to +50.

Cost: 1, 2

Light Sleeper

A character with this Advantage remains partially conscious while sleeping and is able to wake at the slightest noise or movement.

Effects: The character applies a penalty of only –20 to his Notice ability while sleeping.

Cost: 1

Magic Advantages

The following Advantages can be acquired only if the character has the Gift of magic. It is not necessary that the character be a member of a class within the Mystic Archetype; anyone with the capacity to weave spells can acquire these benefits.

Elemental Compatibility

A character with this Advantage is naturally compatible with the powers of a specific magical path, being simultaneously weaker in its opposite. His essence is bound strongly to this element, and his magic is more powerful when he uses those spells.

Effects: The character has a special bonus of +20 to his MA and to his MR in the magical path that he chooses. When he uses spells of the opposed path, he has a penalty of –20 to his MA and to his MR. If the chosen path is necromancy, apply the penalty to all other paths.

Cost: 1

Natural Knowledge of a Path

A character with this Advantage possesses the capacity to cast certain spells naturally, without having to study them. He can unconsciously weave the powers of the Soul Flow for one Path – as if the Path were simply responding to his abilities. The character knows how to use the spells perfectly, but he does not understand the theory behind them, nor can he explain it to others.

Effects: This Advantage grants innate knowledge of a Path at level 40 without investing Magic Level points. As it is innate knowledge, the wizard can continue to develop it beyond level 40 by spending new Magic Level points.

Special: This Advantage can be acquired again for different Paths.

Cost: 1

Illustrated by © Wen Yi Li

Contested Spell Mastery

The attack spells of a character with this Advantage are greater when it clashes against another Supernatural Beam.

Effects: The character applies a bonus of +50 to his roll to calculate the result of a Collision against another beam.

Cost: 1

Aptitude for Magic Development

A character with this Advantage has the capacity to understand and achieve levels of power with his spells far greater than his Intelligence would normally allow.

Effects: A player can add 3 points to his character's Intelligence to determine the maximum potential of the spell. This bonus is not applied to any other ability – not even to calculate the character's level of magic.

Cost: 1

For example, a character with an Intelligence of 8 tries to cast a luminous spell of Imbue Calm. Since the spell has a limit of Intelligence x10, the maximum value of the spell could not be greater than 80 points. However, with this Advantage the character would effectively have an Intelligence 11 (3 more than his true value), so the spell value would equal 110.

Illustrated by © Kenzo (Chaos Angels)

Aradia has Elemental Compability toward Darkness.

Half-attuned to the Tree

As in Elemental Compatibility (see above), but in this case the character is naturally compatible with the magic of half of the Mystical Tree.

Effects: The wizard has a special bonus of +20 to his MA and his MR in the five magical Paths of a segment of the Tree. In the rest, he has a penalty of –20 to his MA and his MR.

Restriction: Necromancy is not included in this Advantage.

Cost: 2

Improved Innate Magic

A character with this Advantage can execute his innate spells with a greater potential than normal.

Effects: The innate spells of the wizard add +10 to their potential as indicated by their MA. Additional Creation Points increase the value to +20 and +30, respectively. Thus a wizard with an MA of 100 whose player spent 2 points in this Advantage could cast his innate spells with a value of up to 60 (40 by his MA, plus 20 due to the Advantage).

Cost: 1, 2, 3

Unspoken Casting

A character with this Advantage does not need to speak to control the powers of the Soul Flow of souls.

Effects: The character can cast spells in complete silence without reducing his MA.

Cost: 1

Gestureless Casting

A character with this Advantage does not need to make physical gestures to use his magic; he can take any type of physical action without affecting his powers.

Effects: The character does not reduce his MA if unable to gesture.

Cost: 1

Superior Magic Recovery

The essence of a character with this Advantage acts like a magnet for magic, and he is able to regenerate his power at a faster rate than that of other mystical individuals.

Effects: The character recovers his Zeon at twice his normal Zeonic regeneration rate. Spending additional Creation Points will triple or quadruple the normal rate.

Cost: 1, 2, 3

Psychic Advantages

A character who has previously acquired an Advantage that gives him access to psychic disciplines may choose from the following list:

Amplify Sustained Power

A character with this Advantage can maintain his psychic powers with more force.

Effects: Any powers maintained in this way are one difficulty level higher than what the psychic could normally attain.

Cost: 2

Psychic Point Recovery

A character with this Advantage can easily recover from using his abilities.

Effects: The character's recovery rate for Psychic Points is 1 point every 10 minutes. Spending additional Creation Points increases the rate to 1 point every five minutes or every minute, respectively.

Cost: 1, 2, 3

Psychic Fatigue Resistance

A character with this Advantage never experiences exhaustion when using his psychic powers.

Effects: If a character fails in the use of one of his powers, he does not lose Fatigue when he has used up his available PP. Third level powers are not affected by this Advantage.

Cost: 2

Passive Concentration

A character with this Advantage can concentrate in any situation, no matter the difficulty or complications.
Effects: The psychic can concentrate to harness a power even while executing active actions.
Cost: 2

Psychic Inclination

A character with this Advantage has developed one of his Psychic Disciplines more than the rest of his abilities.
Effects: The character automatically gains one level of difficulty greater than normal when using the powers of a specific discipline.
Cost: 2

Focus

Characters with this Advantage can harness their ability more than normal and focus their powers on a particular objective.
Effects: Psychic Points spent to improve Psychic Projection increase the ability by +20 instead of +10.
Cost: 1

Extreme Concentration

A character with this Advantage can concentrate much more than most psychics, thereby gaining greater benefits from his abilities.
Effects: The psychic doubles the bonus he normally gains from concentration. For example, if he concentrates for a full round, he gains +20 instead of +10.
Cost: 2

Common Disadvantages

These are the available Disadvantages a player may choose for his character. The Benefit indicates the number of Creation Points you gain for acquiring the Disadvantage. Remember that you may not choose more than three Disadvantages.

Bad Luck

Characters with this Disadvantage have very bad luck in doing what they set out to do; they fail much more than they would like.
Effects: The required number for a fumble increases by 2 points. Normal abilities, therefore, fumble on a result of 5 (4 if the character possesses mastery in that ability).
Benefit: 1

Blind

A character with this Disadvantage is completely blind.
Effects: The character cannot use any ability that requires sight. He applies the blinded penalty at all times.
Benefit: 2

Deafness

A character with this Disadvantage cannot hear anything.
Effects: The character cannot use any ability that requires hearing.
Benefit: 1

Mute

A character with this Disadvantage is incapable of speaking.
Effects: The character cannot speak.
Benefit: 1

Nearsighted

A character with this Disadvantage cannot see well. Many things appear blurry, and he has difficulty even reading.
Effects: Apply a –50 penalty to any Notice and Search rolls using vision, and a –3 to any Perception checks that require it. This penalty also applies to aiming. A character can reduce this penalty somewhat (as determined by the GM) by obtaining glasses.
Benefit: 1

Exclusive Weapon

A character with this Disadvantage is accustomed to fighting exclusively with a specific weapon and therefore is less able to fight with other weapons.
Effects: The character applies a penalty of –30 to his combat ability with any weapon other than his preferred one.
Restriction: Only classes in the Domine, Fighter, Prowler, and Novel Archetypes can acquire this Disadvantage.
Benefit: 1

Severe Allergy

A character with this Disadvantage suffers from some type of allergy which is so serious that, by mere contact or inhalation, he will have a terrible allergic reaction lasting hours. Some examples of typical allergies are to metal, pollen, or even sunlight.
Effects: On making contact with the allergen, a character suffers penalties between –40 to –80 on all actions, depending on the severity or the length of time in contact with the allergen.
Benefit: 1

Addiction or Serious Vice

A character with this Disadvantage has an urgent need to take some type of action or to consume a specific substance daily and will do anything necessary to satisfy his vice – otherwise he will begin to feel very nervous and go into withdrawal.
Effects: The character applies a cumulative penalty of –10 for every day that passes without satisfying his addiction (up to –100).
Benefit: 1

Atrophied Limb

A character with this Disadvantage has a severe problem with one of his limbs. This limb may shake all the time, or it may not respond when most needed.
Effects: The character applies a penalty of –80 to all physical actions that require the use of the atrophied limb.
Benefit: 1

Serious Illness

A character with this Disadvantage suffers from some type of degenerative disease that will end up killing him. Usually, he has an average of little more than half a year of life remaining when beginning the game. However, the period can be greater or lesser if the GM needs it to fit within the time frame of his campaign. A character with this Disadvantage is not only very playable, but he can also have an additional objective in finding a cure for himself.
Effects: The character applies a cumulative penalty of –10 to all actions for each month of game time that passes. The GM secretly determines the date when the character will die.
Benefit: 2

Physical Weakness

A character with this Disadvantage is exceptionally weak physically; whenever he receives a critical wound, he has a strong possibility of dying or of suffering irreversible damage.
Effects: Reduce the Physical Resistance (PhR) of a character by half.
Benefit: 1

Deep Sleeper

A character with this Disadvantage sleeps very deeply and has difficulty awakening. He will remain asleep even with light physical contact, and when he finally does awaken, he will be stunned for several minutes.
Effects: The character applies a penalty of –200 to any Perceptive roll while sleeping. For the first ten turns after waking, he has a penalty of –40 to all actions.
Benefit: 1

Illustrated by © Wen Yu Li

Deduct Two Points from a Characteristic

One of the Characteristics of a character with this Disadvantage is less developed than it should be.

Effects: Deduct 2 points from one of the character's Primary Characteristics.

Restrictions: Characters can only acquire this Disadvantage once. You cannot reduce a Characteristic below 3.

Benefit: 1

Unfortunate

Misfortune follows the character wherever he goes. Terrible things happen to him no matter how much he tries to avoid them.

Effects: The GM will have to interpret the limits of this Disadvantage. In a group, an Unfortunate character will always be the one who "randomly" falls in the trap, and he will be the first one attacked when chance decides who is hit first.

Benefit: 1

Easily Possessed

A character with this Disadvantage is easily controlled by any being with the ability to affect his mind or alter his personality – even if the character's will is strong.

Effects: The character receives –50 to any Physical Resistance or Magic Resistance against any type of domination or possession capable of modifying his conduct.

Benefit: 1

Exhausted

A character with this Disadvantage is vulnerable to Fatigue. Not only will he tire more easily than others, but he particularly suffers the effects of Fatigue.

Effects: Doubles Fatigue penalties to actions and reduces the base Fatigue of the character by 1 point.

Benefit: 1

Severe Phobia

A character with this Disadvantage experiences a terrible fear of something, which forces him to behave irrationally in its presence. The exact nature of the phobia is at the discretion of the GM.

Effects: The character suffers the Fear State whenever he encounters the object of his phobia.

Benefit: 1

Vulnerable to Pain

The character has no resistance to physical pain, which terrifies him.

Effects: Doubles any penalty caused by pain, including those produced by critical or mystical effects.

Benefit: 1

Sickly

A character with this Disadvantage suffers from bad health and sickens easily.

Effects: Reduce the character's Disease Resistance (DR) by half.

Benefit: 1

Slow Healer

A character with this Disadvantage possesses a very low recuperative capacity and recovers from wounds with great difficulty – even with supernatural aid.

Effects: The character recovers only half the Life Points he should by whatever means, whether through normal or magical recuperation.

Benefit: 1

Slow Learner

A character with this Disadvantage cannot learn as quickly as a normal individual.

Effects: The character suffers a penalty of –4 Experience Points to those granted by the GM at the end of a session. An additional point in this Disadvantage increases the penalty to –8.

Benefit: 1, 2.

Slow Reactions

The character's reflexes leave him ill-prepared to respond quickly to events.

Effects: The character applies a special penalty of –30 to his Initiative. An additional point in this Disadvantage increases the penalty to –60.

Benefit: 1, 2.

Susceptible to Magic

A character with this Disadvantage is easily affected by magical energies.

Effects: Reduce the character's MR by half.

Benefit: 1

Susceptible to Poisons

A character with this Disadvantage cannot combat the negative effects of any type of harmful substance.

Effects: Reduce the character's Venom Resistance (VR) by half.

Benefit: 1

Unattractive

A character with this Disadvantage suffers from terrible deformities that make him very distasteful to look upon.

Effects: This Disadvantage reduces a character's Appearance to 2.

Restrictions: The character must have a minimum of 7 in Appearance and it must have been generated by means of a die roll, not chosen by the player.

Benefit: 1

Vulnerable to Heat/Cold

A character with this Disadvantage is particularly vulnerable to heat or cold (player's choice).

Effects: The character suffers a penalty of –80 to his Resistance against the chosen element and –30 to all actions in extreme climates.

Benefit: 1

Magic Disadvantages

Only characters with the Gift of magic may choose Disadvantages from this list. Creation Points obtained with these Disadvantages may be used only to buy magic Advantages. Remember that the maximum number of Disadvantages is three; if a player chooses three general Disadvantages, he will not be able to select one of these.

Oral Requirement

A character with this Disadvantage can only cast spells if he can speak.

Effects: The character must be able to speak to accumulate magic and to cast his spells.

Benefit: 1

Require Gestures

A character with this Disadvantage must have complete freedom of movement in order to control or use his powers.

Effects: The character must move freely to accumulate magic and cast spells.

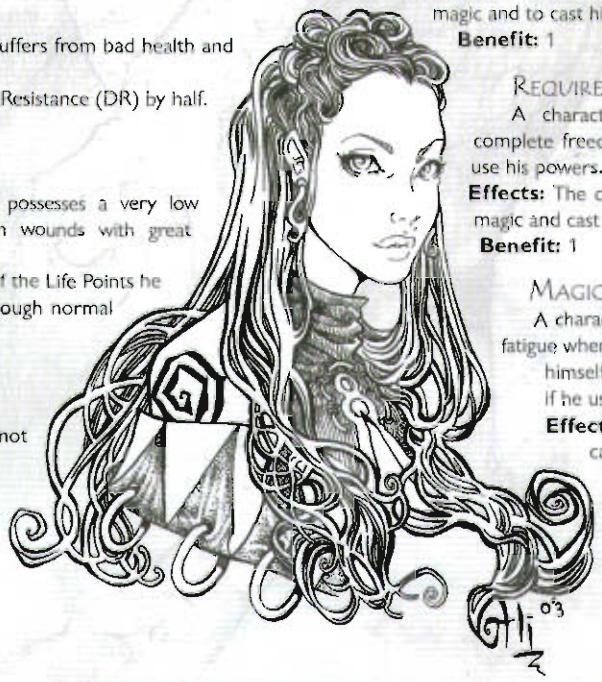
Benefit: 1

Magical Exhaustion

A character with this Disadvantage suffers intense fatigue whenever he uses magic. The mage will exhaust himself if he casts spells of great power, weakening if he uses his abilities too much.

Effects: The mage loses 1 point of Fatigue when casting a spell with a potential greater than 100, 2 if it is greater than 200, and 3 if it is greater than 300.

Benefit: 1



Illustrated by © Alicia Casillas

Shamanism

The magic practiced by this character has a tribal and shamanic character. His supernatural powers are tied to the material world, and he needs certain components to channel them and cast spells.

Effects: The character requires material components to cast spells. Each spell requires a different component as determined by the GM – according to its origin and the knowledge of the character.

Benefit: 2

Magical Ties

The powers of a character with this Disadvantage are tied to the same roots as the magical paths, so his capacity to develop or specify his own spells is practically impossible. The character obtains knowledge of his paths only and cannot research his own spells.

Effects: The magician cannot choose free spells of his magical paths or freely access chosen spells.

Benefit: 1

Slow Recovery of Magic

Magic has problems passing through the wizard's essence; he experiences difficulties recovering power he has used.

Effects: Reduce the Zeonic regeneration of the character by half.

Benefit: 1

Magic Blockage

Magic does not flow naturally through the body and soul of a character with this Disadvantage. Some type of blockage prevents him from channeling the powers of the environment, and his own soul does not regenerate magic either. When he uses his power, the character never recovers it by himself. The only way he can do so is to feed on the mystical energies of other magical beings or objects.

Effects: The character lacks Zeonic regeneration and does not naturally recover the points of Zeon he consumes. He regains magic only by draining objects that allow it or living beings with the Gift.

Restriction: This Disadvantage cannot be combined with Slow Recovery of Magic.

Benefit: 2

Action Requirement

The control that a character has over the powers of the Soul Flow is fickle, and they respond for him only while he performs a certain action. If, for example, his magic is tied to dance, his spells will work only while he dances. It is possible that the magical powers work solely in specific situations or conditions, such as during the day or with one's feet on the ground.

Effects: The character may use magic only if the specific action is performed or the specific conditions of the Disadvantage are met. If the action is a Secondary Ability, the character must roll a check against Difficult (DIF) to cast his spells.

Benefit: 1

Psychic Disadvantages

Only characters with psychic capacities may choose Disadvantages from this list. Creation Points obtained with them may be used solely to buy psychic mental Advantages. Remember that the maximum number of Disadvantages is three; if a character chooses three general Disadvantages, you will not be able to select one of these.

Psychic Exhaustion

The psychic powers of a character with this Disadvantage cause great physical stress upon his body, leaving him terribly exhausted even when using his low-level psychic abilities.

Effects: The character loses double the points of Fatigue indicated whenever using psychic powers.

Benefit: 1

Psychic Consumption

The psychic powers of a character with this Disadvantage create serious feedback in his body, causing internal damage.

Effects: If the character suffers a psychic failure, he automatically loses the same number of Life Points as the number by which he failed.

Benefit: 2

One Power at a Time

The psychic powers of the character do not allow him to use several abilities at once. If the character uses one power, his focus remains so intense that he cannot project others – except those maintained unconsciously.

Effects: The character can use only one psychic power per assault. This does not prevent him from continuing to use others which are maintained, as long as they began in previous assaults.

Benefit: 1

No Concentration

The psychic powers of a character with this Disadvantage are too unreliable for him to plan ahead in their use.

Effects: A psychic with this Disadvantage does not apply bonuses to his psychic potential by concentrating.

Benefit: 1

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SOME FINAL DETAILS

Now that you know all the basic things needed to create your own character, you can fill in your character sheet, but keep in mind that in the two following chapters, "Lost Souls" and "Classes," you will find additional information that you need.

This is what you need to do to create your character, using the information we've given you so far:

1. Generate and calculate Characteristics.
2. Choose race.
3. Choose class.
4. Use Creation Points to acquire Advantages and Disadvantages.
5. Spend DP on Primary Abilities.
6. Spend DP on Secondary Abilities.
7. Add innate class bonuses.
8. Add the natural bonus to a Secondary Ability.
9. Calculate Life Points and your Initiative.
10. Calculate Resistances.

Remember, however, that a character should be much more than a piece of paper with notes and drawings. How a player acts and portrays his character gives "life" to that page.

GAINING LEVELS

In order to advance in levels, a character needs to gain a specified number of Experience Points. These points measure how much the character has learned. When a character earns the necessary experience, he gains a new level and 100 new DP, which his player can use to obtain new abilities or improve those he already has.

In order to raise a character's level, players must take steps similar to those used to create the character. First, players should distribute the new DP between their character's Primary and Secondary Abilities, following the point distribution limitations discussed in this chapter.

Since you now have 100 additional points, you will be able to spend 50 or 60 DP in those primary abilities whose limits are 50% and 60%, respectively. Also don't forget that you cannot spend more than half of your total DP in Attack and Defense abilities of a primary ability, nor exceed your limits in Magic or Psychic Projection.

After spending DP, a player can use a new natural bonus to improve one of his character's Secondary Abilities. He can add this new bonus to any ability, even one to which he previously applied a bonus. Next, a player should total all class bonuses, with which he will determine the new final abilities of the character. Finally, characters also gain 5 points of base Presence, which will increase Resistances.

This is a summary of the steps a player must take when a character gains a level:

1. Distribute the new 100 DP between Primary and Secondary Abilities.
2. If it is an even level, add +1 to one Primary Characteristic.
3. Add a new natural bonus to one Secondary Ability
4. Add any new class innate bonuses for the level.
5. Increase Life Points and Initiative with appropriate class bonuses.
6. Add 5 points to Presence and modify all Resistances.

A player can decide not to spend all his character's DP gained when rising in level, reserving some of them for later. To check the amount of experience necessary to rise in level, the DP for each level, or the base Presence of your character, see **Table 6**.

Limitations to Combat Class Bonuses

Some classes gain an innate bonus of +5 in their offensive and defensive abilities. Whereas improvement in other abilities has no limits, the class increase in Combat Abilities can never be greater than +50, that is to say, ten levels of class bonuses. Even if the character changes classes, this limit applies.

TABLE 6: PROGRESSION BY LEVEL

Level	DP	+ Characteristics per level	Experience Needed	Base Presence
0	400		N/A	20
1	600		0	30
2	700	+1	100	35
3	800		225	40
4	900	+1	375	45
5	1000		550	50
6	1100	+1	750	55
7	1200		975	60
8	1300	+1	1225	65
9	1400		1500	70
10	1500	+1	1800	75
11	1600		2125	80
12	1700	+1	2475	85
13	1800		2850	90
14	1900	+1	3250	95
15	2000		3675	100
+1	+100	+1 (for each even level)	+450	+5

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Increasing Characteristics

When a character rises in level, his player can improve his attributes. At each even level of experience, a player can add 1 point to one of his character's Primary Characteristics. This increase represents the character's natural progression, his inherent capacity to improve. For example, a character of 6th level would have increased up to 3 points in whatever attributes desired.

If a Primary Characteristic increases, it is possible that it modifies some other aspects of a character. If the new Characteristic has a different bonus from the previous one, a player should change it and recalculate final abilities. If Constitution improves, for example, it will increase base Life Points and the value of multiples, so a player will have to recalculate his character's Life Point total. If increasing Power, he will have to recalculate his character's base Zeon points.

Changing Classes

A player may decide he does not like his character's class and may want to change it to a different one. Changing class is a serious undertaking for a character. It not only represents forgetting his previous focus, but also developing a new way to assimilate what he learns.

In order to change class, the character must work hard to modify his approach to life, which requires time and training. Therefore, the player must declare that he wants to change class two levels before the change actually takes place. For example, a player of a 2nd-level character who announces that he wants to change class will be able to do so when his character reaches 4th level. In addition, a certain amount of game time must pass after the declaration, since otherwise the character cannot prepare himself.

Secondly, the character must make a huge effort to change his abilities, spending enough DP to affect the change. The difficulty should be proportional to the existing difference between the two classes. Logically, a Wizard must make a greater effort to become a Warrior than would a Paladin or a Weaponsmaster. For that reason, the amount of DP which a player will have to spend to change class varies depending on the present Archetype of the character and the Archetype of the future character class.

If the change is between two classes that belong to the same Archetype – such as a Warrior who wants to become a Weaponsmaster, it costs 20 DP. If one or both classes are mixed (i.e., they belong to more than one Archetype), but they have at least an Archetype in common, the change costs 40 DP. This would be, for example, the case of an Assassin who tried to become a Shadow. If both classes belong to different Archetypes, such as the change between a Wizard and a Warrior, it will cost 60 DP.

You may change class by fulfilling all the requirements. When doing so the character does not forget his previous abilities, but keeps them while learning new ones. The character sheet continues to show the same level and maintains all the previous abilities, but from then on the character has the costs and special bonuses of the new class.

ZERO LEVEL

Level 0 is for characters during their first period of training and development. They are young, lacking experience and skills, and they have not had the opportunity to do much of relevance in their lives. Most of the time, characters begin at 1st level, since adventurers are generally more talented than the general populace. A GM may prefer, however, that his players begin their characters during the training phase, in which case they would be 0 level.

A 0-level character has only 400 DP, cannot use the natural bonus, and adds only half of all class bonuses (he gains the remainder upon becoming 1st level). Except for these things, creating a 0-level character is exactly the same as creating a 1st-level one. Passing 0 level does not require a certain amount of experience. Theoretically, characters are waiting until something in their lives happens that allows them to reach 1st level. In most cases, this happens by means of training or natural ability, but on other occasions the GM can require something much more important happen. A character becomes 1st level when the GM thinks he is prepared for it.

Illustrated by © N.K.

Guilian has followed many paths in his life.

CHARACTER CREATION EXAMPLE

Since we now know everything needed to create a character, we can continue to develop Celia. Her player has already distributed her Characteristics and chosen her Acrobatic Warrior class. Next, her player needs to choose her Advantages and Disadvantages using Creation Points.

After looking at the list, he decides to choose four Advantages and one Disadvantage (to obtain the additional Creation Point needed). He chooses Animal Affinity, See Supernatural, Good Luck, and one point of Quick Reflexes for Advantages, as well as Deep Sleeper for a Disadvantage.

Now, the player must distribute Celia's 600 DP among her abilities, using the costs for an Acrobatic Warrior (see Chapter 3: Classes). He begins distributing points among her Primary Abilities. Since she is an Acrobatic Warrior, it seems logical that her most important Primary Abilities will be Combat. Her player has 360 DP to spend in this field, as her class has a 60% limitation in that field. Of those points, her player can spend only 300 in Attack and Dodge (the defense ability she will use preferentially), since a player may not spend more than half of his character's total DP on offensive and defensive abilities. He chooses a saber as her primary weapon and then spends points to learn a martial art – which costs 50 DP. That leaves 310 DP. Next, Celia's player spends 50 DP on the Wear Armor ability. Since the Development Cost is 2, the 50 points become a base of 25. As Wear Armor depends on the Strength Characteristic (which for Celia has a bonus of 0), and she doesn't possess any class bonuses in this ability, her final score is 25. Now only 260 DP remain for Attack and Dodge. Wanting to be sure that she can defend herself well, her player spends 150 points on Dodge (which also has a Development Cost of 2), giving Celia a base ability of 75. As Dodge depends upon Agility, her player adds Celia's Characteristic bonus (+15) as well as her class bonus, giving her a final Dodge of 95. Her player now spends the 110 remaining points on Attack (which also has a Development Cost of 2) and obtains a base of 55. He repeats the same steps he did for Dodge, adding the Characteristic bonus and her class bonus. As this ability depends on Dexterity, he adds +10 (Celia's Characteristic bonus), and then a +5 (for her class bonus), for an Attack score of 70.

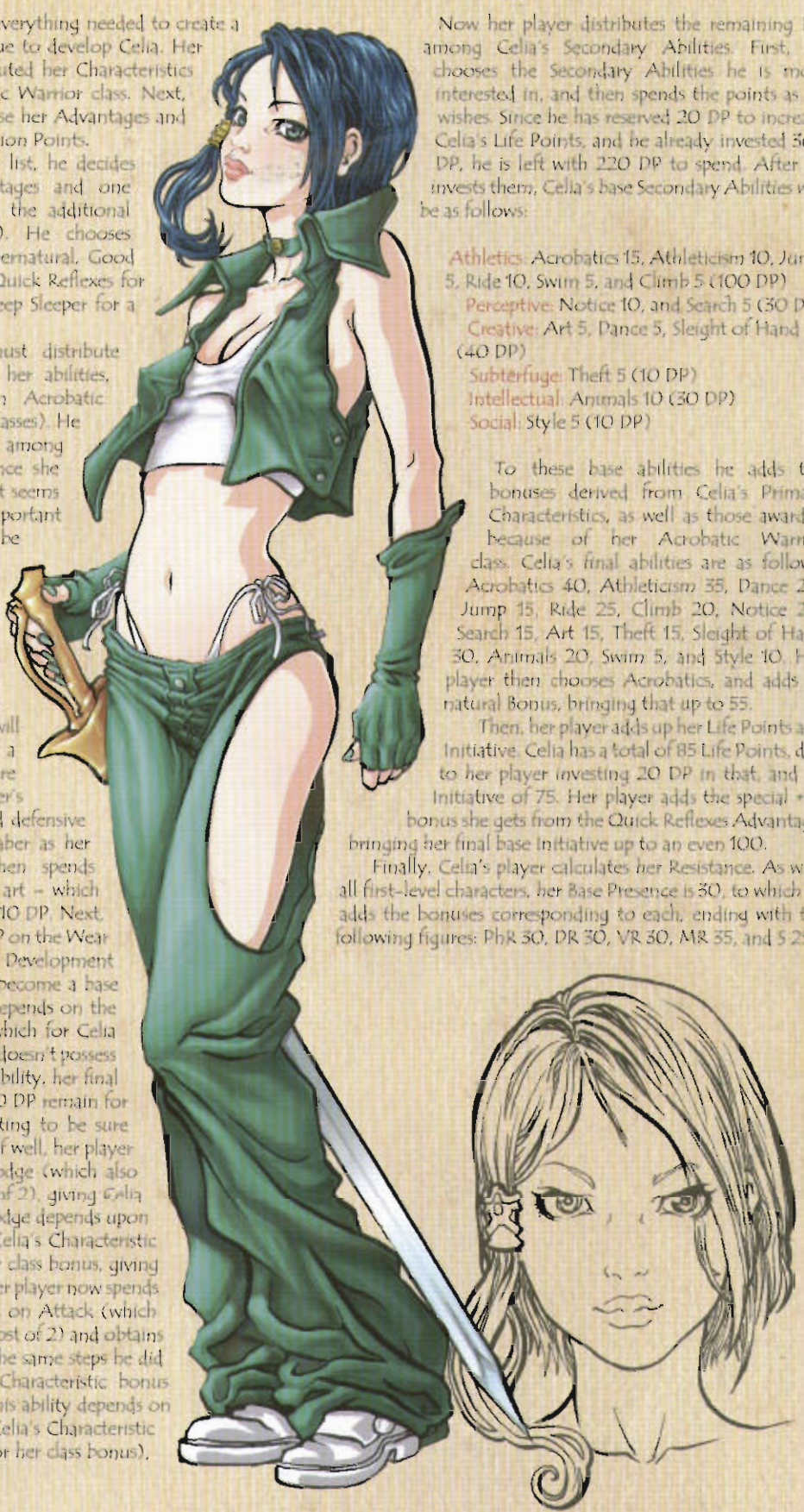
Now her player distributes the remaining DP among Celia's Secondary Abilities. First, he chooses the Secondary Abilities he is most interested in, and then spends the points as he wishes. Since he has reserved 20 DP to increase Celia's Life Points, and he already invested 360 DP, he is left with 220 DP to spend. After he invests them, Celia's base Secondary Abilities will be as follows:

Athletics: Acrobatics 15, Athleticism 10, Jump 5, Ride 10, Swim 5, and Climb 5 (100 DP)
Perceptive: Notice 10, and Search 5 (30 DP)
Creative: Art 5, Dance 5, Sleight of Hand 10 (40 DP)
Subterfuge: Theft 5 (10 DP)
Intellectual: Animals 10 (30 DP)
Social: Style 5 (10 DP)

To these base abilities he adds the bonuses derived from Celia's Primary Characteristics, as well as those awarded because of her Acrobatic Warrior class. Celia's final abilities are as follows: Acrobatics 40, Athleticism 35, Dance 20, Jump 15, Ride 25, Climb 20, Notice 20, Search 15, Art 15, Theft 15, Sleight of Hand 30, Animals 20, Swim 5, and Style 10. Her player then chooses Acrobatics, and adds its natural Bonus, bringing that up to 55.

Then, her player adds up her Life Points and Initiative. Celia has a total of 85 Life Points, due to her player investing 20 DP in that, and an Initiative of 75. Her player adds the special +25 bonus she gets from the Quick Reflexes Advantage, bringing her final base Initiative up to an even 100.

Finally, Celia's player calculates her Resistance. As with all first-level characters, her Base Presence is 30, to which he adds the bonuses corresponding to each, ending with the following figures: PhR 30, DR 30, VR 30, MR 35, and S 25.



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Chapter 2

The Lost Souls

Soul, for the human.
Anima for the beast.
Yet always we say:
Blessed the Animas of Purgatory

Jose Greco Laborde

They were once here. They walked this earth, as we do now. They breathed the same air. And yet, in the end, they stained the soil with their blood. We were much alike, but their essences were more tied to the supernatural than is ours. Like mere shadows, their civilizations sank into darkness and disappeared. Their lifeless bodies covered the world, and all their works vanished as easily as tears in the rain.

Mankind erased the last traces of their existence. We concealed our history by destroying that which was unlike us. Time passed, and those beings were converted to myth and legend.

But unknown to us, before they vanished and were lost to memory, they left something behind.

Much more than their Legacy. More than their works.

They left here their souls.

And thus were born the Nephilim.

The Nephilim

Man is not the only intelligent race to have populated Gaïa. More than nine centuries ago, other beings shared this world with us – supernatural beings with their own civilizations and cultures. All of these civilizations disappeared without leaving proof of their existence, and no scholar or sage can name the cause of their decline. Perhaps they destroyed themselves, or maybe mankind brought about their end. However it happened, these beings slowly faded into mere legend. The majority of mankind's myths are based on stories of those creatures and the time we shared with them.

Death, however, did not signal their end. For reasons we do not understand, their souls were unable to travel to the beyond; they remained bound to this world, awaiting a moment of return. Trapped without recourse to any escape, these spirits began to reincarnate in human bodies, inhabiting the forms of children who should have died stillborn and soulless. And so, a new race inhabited the world – human persons with non-human souls gifted with unnatural powers. The Bible calls them Nephilim, the children of men and Fallen Angels who populated the earth ignorant of their own nature.

The *Anima* system revolves mainly around players who control human characters confronting the supernatural as something truly exceptional while never losing their humanity. It is much more entertaining to confront the unknown as a mere human being, rather than as a member of some mystical race. Nonetheless, always playing human characters could become monotonous, while playing a character with a mystical bent could be deliciously attractive. If the GM and players agree, players can roleplay an incarnated Nephilim: one of those men or women who bear within them the supernatural inheritance of another race.

The Nephilim are the souls of supernatural beings reincarnated in human bodies. Though they remember nothing of their previous existence, their mystical essence gives them, in a limited way, access to some of the abilities and powers they once possessed. These powers exist as part of the warp and weft of their very being, even as they remain unconscious of the origin of their abilities. Often, Nephilim suffer from strange dreams or nightmares which are, in reality, fragments of past lives engraved forcefully upon their very essence.

In addition, Nephilim have a more difficult time learning from their experiences than do true humans, as their divided natures constantly struggle over interpreting what happens to them. For that reason, they suffer penalties to all Experience Points awarded to them by the Game Master (GM) at the end of each gaming session.

No one knows how many Nephilim have been born, nor how many more may yet arrive. The only thing known for certain is that their numbers grow day by day. This also means that there are fewer Nephilim waiting to be reincarnated each day. Estimates peg their birthrate as extremely low – about one for every 20,000 children born. When the human reincarnation of a Nephilim dies, that soul never again comes back to life. Instead, it returns to the essence of Gaïa, becoming one with the River of Life.

Since there were a multitude of supernatural races in antiquity, there are also many types of Nephilim in the game – depending on the origin of the reincarnated soul. Each of these Nephilim types possesses its own special powers and drawbacks. Usually these powers are mystical in nature, but on occasion may influence their bodies – giving the Nephilim exceptional physical Characteristics. The influence exerted by their souls also causes the Nephilim to behave in certain predisposed ways, depending upon the type of soul reincarnated.

Each of the descriptions below contains information about this habitual behavior. Players may use these notes to get an idea of the typical conduct for each Nephilim type. However, this information exists simply to give each player a foundation from which to shape his particular character. He is not obligated to act in the described fashion.

The following paragraphs detail the typical characteristics of each Nephilim type, listing relevant background information, as well as the Advantages and Disadvantages each possesses. These descriptions apply only to the reincarnated Lost Soul and not to the original races from which they came. This information is restricted to the Game Master, and is fully explained in the Game Master's section.

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SYLVAIN

The Nephilim of elven origin are the most numerous, since they were the most populous of the ancient races. Their essence is connected more tightly to Light and Magic than the spirit of other beings. For that reason, these Nephilim are often born with the Gift, and they have great facility in developing spells.

The Sylvain are usually attractive people with fine features. They tend to have fair hair, generally blonde or chestnut-colored, and blue or green eyes. The most noteworthy of their facial features lies in their slightly pointed ears – though not every one possesses these upswept lobes. These Nephilim are usually of slight build and limited height. No matter how much they eat or drink, they never become overweight. Sylvain tend to live a bit longer than the average human, normally surviving a century, and they retain their physical abilities until about 80 years of age.

Their essence frequently influences their personalities, leading them to deep reflection and giving them exceptional patience. They are generally interested in things of beauty and often spend a good portion of their time engaging in artistic pursuits or studying various fields of knowledge. Sylvain do not make enemies easily, but once crossed, they make exceptionally deadly opponents who show little regret for what they may be forced to do.

These Nephilim possess a natural antagonism toward the Dark and everything that it represents, but, unlike true Elves, their human nature does enable them to become accustomed to it. They feel a natural disgust for any of the Duk'zarist race, although some speak of collaboration between these Nephilim in rare cases.

The Sylvain dream of their past lives much more than other Nephilim, which causes them to feel out of place. For this reason, they often spend a great deal of time traveling to find something to fill the emptiness they feel inside.

The nature of Sylvain souls has important effects on their abilities and gives them surprising powers – both physical and spiritual. Any player who chooses to portray one of these Nephilim gains the following abilities and drawbacks:

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Exceptional Resistances: As a reflection of their former existence, the Sylvain Nephilim are exceptionally resistant to magic, psychic attacks, and disease. They apply a bonus of +10 to their Magic Resistance (MR) and Psychic Resistance (PsR), a +20 to Disease Resistance (DR), and a +5 to Physical Resistance (PhR) and Venom Resistance (VR). In addition, a Nephilim cannot choose the following Disadvantages: Sickly, Serious Illness, or Susceptible to Magic.

Unbalanced Inclination to the Light: All Sylvain possess a natural inclination to Light. That natural inclination gives them a special resistance of +10 against any effect based on The Light. However, that inclination also impedes them from choosing the Elemental Compatibility (Dark) Advantage.

Quick Healing: Sylvain possess an incredible capacity for recovering from physical injury. They add one point to their natural Regeneration.

Sense Light and Dark: Sylvain perceive the Dark or Light essence emanating from certain reincarnated souls. Thus, they can sense the presence of any other Sylvain or Duk'zarist Nephilim present – although that does not mean they can identify them as such. This ability does not enable Sylvain to detect an individual hidden by spells or Ki abilities.

Limited Needs: Sylvain characters require much less food or sleep than humans – though they still need more than true elves. Basically, Sylvain can survive on half as much food or sleep as humans. This doesn't mean that they don't experience hunger when denied food, only that in the end they need less to survive.

Immortal Soul: Like all Nephilim, the elvish soul of the Sylvain is conflicted by the contrast between what he learns while living and his ancient memories. For that reason, a Sylvain suffers a –4 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

JAYAN

In the ancient language, Jayan means Giant. The Jayan were a race mostly human in appearance, though of much greater size. Legends mention that they had horns and a Third Eye on their foreheads with which they could see spirits. Jayan have no particular inclination toward any element.

The number of Nephilim born from these souls is considerable – though they are not quite as numerous as the Sylvain or the Daimah. Jayan souls are simple but powerful, and they influence their bodies in a way that is mostly physical. Spells and supernatural abilities easily affect these Nephilim, despite their mystical origins.

Jayan have inherited their ancestors' great size, with females usually standing greater than six feet tall, and males measuring seven feet tall or higher. Jayan nearly always possess strong builds with well-developed muscles. Their skin is often swarthy, even among those from traditionally lighter-skinned human races. Jayan also possess strong and well-defined features, with thick hair (usually brown). Their life expectancy is the same as that of humans, but they mature rapidly – often reaching full growth by the time they are 15 years old. Although not common, a few Jayan have developed small bumps on their foreheads that resemble tiny horns. These protuberances emerge at about 10 years of age, and they grow slowly and painfully.

Their souls' echoes make Jayan firm and resolute, with a great tendency to lose their tempers and react violently. They have a strong preference for manual labor and depend on their strength to solve many problems. Once a Jayan has begun something, it is very difficult to turn him from his path. Jayan generally see their way to the end, whatever the consequences.

In addition, they feel great affection for their companions and do not hesitate to speak the truth bluntly in almost every situation. Jayan work well as team members, and they do not turn down help when they really need it. In general, these Nephilim cannot idly pass the time, and when they are not otherwise occupied, they look for something in which to invest themselves.

Although they lack their ancestors' Third Eye, Jayan can, at times, see the spirit world and sense supernatural things – experiences which tend to trouble them. It is rare for the Jayan to dream about their past lives, and even when they do, they rarely act on these dreams.

Though the influence of their souls manifests mostly in physical ways, Jayan do preserve some part of the supernatural powers conferred on them by the third eye. They have the following abilities:

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Giant: Jayan add 2 points to their Size Characteristic and may not choose to reduce it using the Uncommon Size Advantage.

Withstand Fatigue: The Jayan tire less than other characters with the same Constitution, and therefore they add 1 point to their maximum Fatigue number.

Resistance to Damage: Jayan souls make their bodies much more resistant to the shock produced by damage. As a result, they apply a +15 bonus to their Physical Resistance (PhR).

Uncommon Strength: Because of their enhanced muscular development, Jayan add 1 point to their Strength. Additionally, Jayan may not use the Deduct Two Points from a Characteristic Disadvantage to lower their Strength.

Spiritual Vision: The residual power of the Jayan's Third Eye has left them with the ability to see spirits under certain conditions. To do so, they must close their eyes and allow their unconscious to look for spiritual beings. While doing so, Jayan cannot see anything in the material world. This ability does not permit a character to see spells, mystical effects, or psychic matrices – only souls invisible to the human eye.

Susceptibility to Magic: Spells and mystical effects are especially effective against Jayan, who suffer a –10 penalty to their Magic Resistance (MR).

Immortal Soul: Like all Nephilim, the Jayan experiences conflict between what he learns while living and his ancient memories. For that reason, a Jayan suffers a –3 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

D'ANJAYNI

The D'Anjayni were a race that lived in the shadows of history, observing developments in the world and noting important occurrences. The few sages who know something of this race call them "the gray ones," due to their ability to act without attracting notice. Very few Nephilim have inherited the spirits of the D'Anjayni; only the Ebudan have fewer reincarnations. D'Anjayni special abilities relate only to the supernatural and have very little effect on their physical bodies.

Little boys and girls born with D'Anjayni souls often experience great sadness. They grow up feeling left out, as other children often forget them when games are being organized. D'Anjayni appear no different from an average person – neither exceptionally good looking nor particularly ugly. Their lifespan surpasses those of normal humans. D'Anjayni often reach the century mark, but they grow and mature at a normal human pace.

These Nephilim usually behave peacefully and calmly, wishing to avoid violent behavior as much as possible. They are observant and meticulous, prone to watch rather than participate in events. D'Anjayni tend to set long-term goals, and from the moment they have decided on one, they focus everything they possess (time, energy, resources) to achieve it. These Nephilim break down their long-term objectives into smaller, attainable pieces without worrying about how long it might take to reach the final goal. D'Anjayni also prefer to be well informed before acting; at times they seem almost passive in their intense contemplation. At the moment when action becomes necessary, however, they use any means within their power – including violence.

D'Anjayni are highly individualistic and do not usually like to become part of any group, though they will do so when circumstances oblige them. Characters with this soul generally do not grow close to others, in part because others pay little attention to them. They often abandon their parental homes at an early age to walk a lonely path.

These Nephilim often dream of their past lives – though usually in a chaotic and senseless fashion. Typically, these manifest as single visions of some critical moment that repeats itself frequently. D'Anjayni hold their names as something almost sacred, since part of their powers are linked to them. Thus, they will often use meaningless pseudonyms, revealing their true names only to those whom they trust implicitly.

Their souls give them strange mystical abilities that they only gradually learn to control:

Pass Without Trace: When a D'Anjayni travels barefoot, his tracks erase themselves as he goes. Anyone attempting to track a D'Anjayni moving in this way suffers a –40 penalty to their Ability Check.

Forgetfulness: When D'Anjayni wish, they may pass unnoticed wherever they go; even those who saw them will not remember much about them. They are capable of having a conversation with one or more people while leaving those persons unable to remember their description or the topic of conversation. In game terms, anyone who sees or speaks with a D'Anjayni character must pass a Magic Resistance (MR) check of 100. Failure indicates that the person in question has forgotten the description of the D'Anjayni and the conversation topic itself.

This ability is considered the equivalent of an automatic mystical effect whose only conditions are an encounter with a D'anjayni character who has not mentioned his true name. It is almost impossible to detect the use of this ability, even for someone who can see magic. The persons affected do not realize anything unnatural has happened. A wizard must pass a magical Difficulty Check of Impossible to detect the use of this ability. This special skill ceases to have effect if the D'Anjayni reveals his true name during the conversation, or if he runs into individuals who know his true identity.

Common appearance: Because of their average looks, D'Anjayni never possess an Appearance of less than 3 or more than 7.

Undetectability: The D'Anjayni have the mystical ability to resist detection by magical or Ki-based means. For that reason, D'Anjayni apply a bonus of +30 to their Resistance to detection. In addition, they have a natural understanding of the use of Ki Concealment, which they perform adding a bonus of +30.

Silent Whisper: It is quite difficult to hear the words of a D'Anjayni if they are not directed at you. Anyone but the intended listener trying to overhear a D'Anjayni applies a –60 penalty to the Ability Check.

Immortal Soul: Like all Nephilim, the D'Anjayni experience conflict between what they learn while living and their ancient memories. For that reason, a D'Anjayni suffers a –3 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

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EBUDAN

Ages ago, the celestial Ebudan (literally, the "followers of destiny") fell from the heavens after losing their wings. Legends say that these creatures had the ability to perceive changes in the Soul Flow, and that their bodies were covered in mystical tattoos, called the "Marduk," by means of which they attempted to foresee future events. Sages have taught that each Ebudan had a distinct purpose in life, which they referred to as their Sue' Aman, and that each Ebudan sought to achieve that purpose above all else.

Illustrated by © MoonNana 2001

The Ebudan are the least numerous of all the Nephilim. They possess builds like that of normal humans, though they have a tendency to be somewhat more muscular. Ebudan have deep eyes and exceptionally fair hair – sometimes running to pure white. From the moment these Nephilim come into the world, they bear particular symbols, reflections of their previous Marduk tattoos (modern society sees these symbols as mere birthmarks). During adolescence, a few more such marks appear, mostly on more private areas of their bodies.

The Ebudans' souls strongly influence their personalities, as their previous Sue' Aman still drives them in their new incarnation. Indeed, those Ebudan who have accomplished their destiny never reincarnate. Reborned ones have come to fulfill their uncompleted purpose. Their dreams always relate to their particular Sue' Aman, and in these portentous dreams they see their determined purpose clearly. Generally, Ebudan pass through their childhoods undisturbed by visions, but at adolescence, these Nephilim suffer their first dream; thereafter its subject becomes an obsession for them. Almost all Ebudan attempt to fulfill their destiny. However, there are a few who believe their dreams are nothing more than hopes of impossible futures, and they decide to keep their feet on the ground. Ebudan are serene and spiritual persons who seem not to care to form close bonds with others.

Though they possess very limited supernatural abilities, greater power lays latent deep within them. The Ebudan's true powers do not surface until they have achieved their Sue' Aman. Until then, these characters have access to a small portion of their full abilities. Normally, a Game Master determines the Sue' Aman of an Ebudan character – though GMs should feel free to work with the player to create a workable destiny.

Ebudan possess the following powers:

Or'inie: The mystical symbol with which the Ebudan are born is known as the Or'inie. It works as a shield against anything that might threaten to turn them from their Sue' Aman. As a consequence, Ebudan apply a bonus of +30 to their resistance against Forgetfulness and Emotional Control effects that might impede the fulfillment of their destiny. Once an Ebudan obtains his Sue' Aman, this ability disappears completely.

Celestial Essence: When an Ebudan has achieved his set purpose, his full spiritual essence suffuses his body, preventing him from suffering natural physical injuries. In game terms, the Ebudan becomes invulnerable to any natural attack that isn't capable of damaging Energy.

Seraphim Wings: The moment they achieve their purpose, Ebudan recover part of their lost essence and gain two luminous wings. These energy wings represent the feathery appendages the Ebudan used to possess in their former lives. They can summon these wings of energy at will, but doing so requires an entire combat turn. An Ebudan's energy wings grant him Flight Value 12. They can only use this ability after they achieve their Sue' Aman.

Immortal Soul: Like all Nephilim, the Ebudan experience conflict between what they learn while living and their ancient memories. For that reason, an Ebudan suffers a –3 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

DAIMAH

The Daimah are the last of the races born of the Nephilim, and with the possible exception of the elvish Sylvain, are the most numerous. Their essence is bound to nature itself, and many ancient sages considered a number of the Daimah as forest spirits.

Though the Daimah possess a few small physical differences from humans, they are not really inhuman in nature. Daimah have slightly protuberant, almond-shaped pupils, sometimes so pronounced that they resemble cat or fox eyes. Their hair grows very quickly and in an unruly fashion – especially that of female Daimah. Males develop prominent sideburns, although if they shave them, that hair never reappears. Like the elvish Nephilim, Daimah possess slightly pointed ears with small tufts of hair sprouting from their ear tips. They are generally small in stature, possessing slight builds. Their lifespan is equal to that of normal humans.

Generally, Daimah behave in a very cheerful and fun-loving fashion. They face life with a smile, seem to have no worries, and rarely, if ever, become angry. They cannot bear to be inactive, and thus always look for some diversion to prevent boredom. Daimah exhibit extreme curiosity; they eavesdrop by habit and readily stick their noses into anything that sparks their interest. Unfortunately, this curiosity often leads them to throw caution to the wind, and they often end up in situations from which they cannot extricate themselves easily.

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Daimah have difficulty fixing their attention on anything for too long, and they lose interest when something appears no longer entertaining. In general, these Nephilim detest complicated plans and tend to jump into things without any preparation – trusting luck to get them out of trouble. They are natural explorers, and, although they prefer forests, Daimah constantly yearn to discover new places and emotions. They love good fellowship, and when Daimah take a liking to someone, they stick to them like glue, always seeking to be the center of their friend's attention.

Daimah love to wear things that make them resemble animals. For example, female Daimah may wear hair bands that make them look as if they have cats' ears, or wear clothing from which a tail seems to be protruding. Presumably, this is because they feel a strong affection for certain creatures.

Daimah rarely dream of their past lives, though when they do, their curious nature leads them to want to know more, at least until something else distracts them. Their powers manifest primarily at a spiritual level – especially in forests or other places where nature is a definite presence.

The list of their abilities is as follows:

See the Essence: The eyes of the Daimah see the souls of the living, immediately identifying the elemental or spiritual ties of any type of being. This ability is treated as an innate power of detection, but an individual can also resist it naturally with a Magic Resistance check of 140.

Sense the Forest: Though they cannot literally talk with plants, the Daimah can sense the feelings of nature (both plants and animals), detecting such things as fear, calm, or even just disquiet.

Nature's Cure: As long as they are within the forest, the soul of the Daimah provides their bodies with the essence of life around them. Therefore, while in thick forest or jungle, Daimah add three points to their Regeneration.

Movement in the Forest: The Daimah recognize nature as their home, and nature accepts them. No matter how thick the forest or how tangled the brush, Daimah suffer no penalties to movement.

Small Size: The Daimah are not usually tall or heavily built. They subtract 1 from their Size Characteristic.

Immortal Soul: Like all Nephilim, the Daimah experience conflict between what they learn while living and their ancient memories. For that reason, a Daimah suffers a –2 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

DUK'ZARIST

The Duk'zarist are also called "the shadow souls" for they once belonged to a race whose nature was tied to the Dark. In spite of being one of the dominant ancestral races, their numbers as Nephilim are quite few, simply because there were few of them in life. Like the elvish Nephilim, the essence of the Duk'zarist is notably supernatural and ties them, especially the women, very tightly to magic.

Duk'zarist are always very physically attractive. They tend to be somewhat tall: Rarely are the men under six feet tall, and the women are only a few inches shorter. They have perfect physiques and never grow fat. Duk'zarist are typically very pale-skinned, with hair that is sometimes quite dark, and other times fair, perhaps ashen-grey. Their eyes are light-colored, showing a touch of red when reflecting light. They are not longer-lived than other humans, but they maintain their physical abilities well into their nineties, at which point they age very rapidly.

The souls of the Duk'zarist influence their personalities much more than is the case for other Nephilim. They unconsciously obey the code of conduct they followed in their former lives. They are extremely competitive in everything they do – whether in intellectual or physical activities – but they tend to develop the latter side more. Duk'zarist are attracted to strength, and they usually admire others that they see as intrinsically strong – even while desiring to surpass them. It is very difficult for Duk'zarist to admit when something is beyond them, and if they do ask for help, it means their situation is truly desperate. Although they do not like solitude, these Nephilim are very individualistic when it comes time for action. They can be devoted to those they truly appreciate, but they never show such feeling openly. Duk'zarist are natural plotters and manipulators, but their impatient nature leads them to frequently debate over whether to act immediately or wait for the proper moment.

Like the Sylvain, the Duk'zarist are commonly assaulted by dreams about their past lives, and although it doesn't trouble them to the degree it does the elvish Nephilim, it does at least make them uncomfortable.

The uncommon power possessed by the souls of the Duk'zarist manifests itself strongly in their human bodies, conferring on them abilities that are both physical and spiritual:

Exceptional Resistances: The souls of the Duk'zarist influence their human bodies at every stage of development, thereby greatly increasing their resistances. This ability acts differently in men and women. Male souls apply a bonus of +15 to all Resistance rolls except Physical Resistance (PhR), for which they receive +20. Female Duk'zarist gain +15 to all Resistance rolls except Magic Resistance (MR), for which they receive +20.

Unbalanced Inclination toward the Dark: The Duk'zarist souls have an Unbalanced Inclination toward the Dark. That natural inclination gives them a special resistance of +10 against any effect based on The Dark. However, that inclination also impedes them from choosing the Elemental Compatibility (Light) Advantage.

Withstand Death: When they are in a state between life and death, the Duk'zarist do not need to pass a Physical Resistance (PhR) check to survive, since their souls are so firmly wedded to their bodies they automatically pass such checks.

Quick Healing: Duk'zarist possess an incredible capacity for recovering from any physical injury. They add one point to their natural Regeneration.

Limited Needs: The Duk'zarist need much less rest and nourishment than any other race; they can survive on one-third the sleep and food required by humans.

Sense Light and Dark: Duk'zarist perceive the Dark or Light essence emanating from certain reincarnated souls. Thus, they can sense the presence of any other Sylvain or Duk'zarist Nephilim present – although that does not mean they can identify them as such. This ability does not enable Duk'zarist to detect an individual hidden by spells or Ki abilities.

Night Vision: The eyes of the Duk'zarist are more adapted to darkness than any other human being. In game terms, this ability is not as developed as that acquired through spending a Creation Point, but it permits the Duk'zarist to reduce any penalty due to natural darkness by one-half.

Devotion to Fire: The psychic powers of the Duk'zarist are naturally tied to fire. If they develop their mental abilities, the first one they must acquire is the discipline of Pyrokinesis.

Perfect Bodies: The essence of the Duk'zarist prevents their bodies from developing any natural malformation. A Nephilim cannot choose the following Disadvantages; Atrophied Limb, Blind, Deafness, Mute, Nearsighted, Physical Weakness, Serious Illness, Sickly, and Susceptible to Poisons.

Allergic to Metal: The only weakness of the Duk'zarist in their past lives was their vulnerability to metals, especially iron and iron-alloys. The original Duk'zarist could be killed even by simple contact with metal; swords harmed them more because they were made of metal than because they were sharp. Although in a limited way, the reborn Duk'zarist have inherited part of this disadvantage. If their skin makes contact with any metal containing iron, the Duk'zarist must pass a Check of their base Presence against a Difficulty of 60. If they fail, they suffer an adverse reaction causing a Penalty to All Action equivalent to the margin by which they failed the Check. If the metal is pure iron, the Check is against a Difficulty of 80. These negative effects disappear at a rate of 10 points per minute. The Duk'zarist Nephilim can use clothing and gloves to avoid these effects.

Immortal Soul: Like all Nephilim, the Duk'zarist experience conflict between what they learn while living and their ancient memories. For that reason, a Duk'zarist suffers a –5 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

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Chapter 3

The Classes

Everybody thinks that having talent is a matter of luck; nobody thinks that luck could be a matter of talent.

Jacinto Benavente

Choosing a Class

Classes determine the cost of developing a character, as well as what innate bonuses they possess. It can be very useful to imagine your character's past and personality before choosing a class. It is fundamental to have a clear idea of what you hope to do with him or her before making that important decision. If you envision him as a wine-soaked old soldier about to get a second chance in life, it wouldn't be very fitting to make him a Wizard when the Warrior and Weaponsmaster classes would be much more appropriate. The choice should also be based on the kind of character the player believes will be fun to play. It would not be a good idea for someone who doesn't enjoy combat to choose a class from the Fighter Archetype, when he would enjoy playing a Thief, or something else, much more.

It is natural to think that an Assassin must be a dark man dedicated to killing for money, and that a Paladin, of course, must be the embodiment of all virtues. However, the mere fact of belonging to a class does not oblige the character to behave in a predetermined fashion. A Paladin may well not be a saintly man who fights for what he believes is right. He may instead be a twisted individual who lives by exploiting his learning and natural abilities to seek his own benefit. Although player characters will certainly be exceptional persons, it should never be forgotten that they are flesh and blood, with their own desires, eccentricities, and fears. The more real you make the character in play, the more interesting the game will be, and the more involved you will become in the world that surrounds you.

Creation of new classes

The classes described in this chapter provide a great number of options for players to develop unique and interesting characters, and all of the classes are balanced so that no single class has an overall advantage over the others. Nonetheless, it is also very common for players to wish to invent a new class for their character. When that moment arrives, you should first ask if that new class is actually necessary and whether the character you have in mind could be created with a class that already exists. The Creation Points given to each character exist for precisely that reason – to enable players to customize and mold emerging characters to fit their vision. Imagine, for example, that a player wishes to create a philosopher-prince, the noble warrior enshrined in Plato's *Republic*. Rather than creating a new class with good abilities in both combat and intellectual pursuits, it would be better to simply choose the Freelancer class, and then invest Creation Points to reduce the cost for acquiring Secondary Abilities related to Intelligence. Another example might be a Witch Hunter. It isn't necessary to invent a new class to give a character that specialty. A character of nearly any character class (from Warrior to Assassin) who chooses that mission in life can fulfill the player's witch hunting hopes perfectly. It would be enough to simply build up the character's Secondary Ability of "Occult," and learn how to fight against supernatural powers.

One special case is the spiritual leader class present in many other fantasy games (often called a Cleric or Priest). Such classes are not present in *Anima*, but that doesn't mean a player can't create a pious character. Players who wish to roleplay such a character could simply choose a class that most pleases the Power they wish to serve, and then they should acquire the Elan Advantage with their Creation Points.

For example, a god of Thievery would give powers to a burglar (rather than to a priest who happened to belong to his cult) and a god of War would favor a fighter over any other character.

Finally, it should be mentioned that a Freelancer class exists to provide room for all those professions that aren't expressly included in any other class. A Freelancer can become anything he or she wishes, from a scholar to a blacksmith.

Seline, Heaven Order Paladin

Illustrated by © Sunya 2002

THE CLASSES

Below, we present brief portraits of the classes from which a player can choose his or her character. Each portrait includes the following information:

Archetype: This indicates the Archetype to which the class belongs. There are six Archetypes: Domine, Fighter, Mystic, Novel, Prowler, and Psychic. Each class belongs to at least one Archetype, but might be included in two in some cases. The classes that belong to two Archetypes are called "Mixed Classes."

Life Point Multiple: The Life Point Multiple is the number of Development Points (DP) that must be invested to add Life Points to the character's total. Each investment of the Life Point Multiple adds Life Points equal to the character's Constitution value—not its bonus.

Life Points: This is the innate bonus a player adds to his character's Life Points. This number of points is added at first level and every time the character moves up a level.

Initiative: This is the natural bonus a character adds to his initiative. This number of points is awarded at first level and every time the character moves up a level.

Martial Knowledge: This is the Martial Knowledge each character receives for belonging to a given class. They receive this number of points at first level, and again each time they move up a level.

Innate Psychic Points: This indicates how many PP the character receives per level. Any character with Psychic Abilities begins with a single Psychic Point (PP), and after gaining a certain number of levels, he receives another PP, without spending Development Points. The number of levels the character must gain to receive the PP depends on his class. If, for example, he receives one additional PP for each 3 levels, he will acquire a second PP at 4th level, a third PP at Level 7, and so on.

Primary Abilities: This is the cost for developing the Primary Abilities of characters belonging to that class. Each Primary Ability has a limit to the number of DPs that can be invested in it (between 50% to 60% of the character's total DPs).

Combat Ability

Attack, Block, Dodge: These are the costs of developing a character's offensive and defensive Combat Abilities. No more than half of the character's total DPs can be invested in these abilities.

Ki: This is the cost of developing a new point of Ki for the character.

Ki Accumulation: Investing this number of DPs, the player adds one point to the Ki Accumulation of a characteristic.

Wear Armor: This is the cost to develop the ability to Wear Armor.

Supernatural Ability

Zeon: Zeon is not acquired in a traditional way. Rather, Zeon points are purchased in blocks of five. When you spend the number of DPs indicated, your character gains five additional Zeon points.

MA Multiple: This is the cost for adding a Magic Accumulation Multiple to a character. All characters possessing The Gift begin with one Accumulation Multiple and by investing the number of DPs listed, they add a new one to the MA. For example, someone with a base MA of 10 who spends two Magic Accumulation Multiples can add 20 to his base, ending up with an MA of 30. This is fully explained in **Chapter II**.

Magic Projection: This is the cost to develop the ability to direct spells. No more than half of a character's total DPs for Supernatural Abilities can be invested in Magic Projection.

Summon, Control, Bind, and Banish: These numbers are the cost of developing the character's abilities related to Summoning.

Psychic Ability

Psychic Points (PP): This is the cost in DPs that the character must invest to acquire a new PP.

Psychic Projection: This is the cost to develop the ability to direct matrixes. No more than half of a character's total Psychic Ability DPs can be invested in this.

Secondary Abilities: In this section, the cost for developing the Secondary Abilities for each class are listed. There is no limit to the number of DPs that can be invested in them.

Reduced Costs: Some classes have lower Development Costs for certain Secondary Abilities than other abilities in the same group. For example, a Paladin develops Withstand Pain at a much lower cost than other abilities in the Energy group. This section explains whether the class can purchase any ability at a reduced cost, as well as exactly what that reduced cost is.

Innate Bonuses: These are the special bonuses intrinsic to each class. A character receives these bonuses upon choosing a class, and then he receives the same points as a bonus each time he moves up a level. The innate bonuses for Attacking, Blocking, or Dodging can never exceed +50, but all others can increase without limit.

Special: This section lists any special class benefits not reflected in the Development Costs or innate bonuses. This will not be listed if no special advantage exists.

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A young Ranger in Pristina Forest

WARRIOR

The Warrior is the virtual embodiment of the Fighter Archetype. This class covers those who have completely dedicated their lives to combat, and it includes those who are best able to fully exploit their warlike talents. This inclination leads them not only to master the use of weapons, but also to use their spiritual energy in a fight. Warriors find it easy to develop great knowledge in the field of military tactics and become leaders of armies. Traditionally, Warriors can end up in a wide variety of occupations, from mere mercenaries to sworn knights.

Archetype: Fighter
Life Point Multiple: 15
Life Points: +15 per level
Initiative: +5 per level
Martial Knowledge: +25 per level
Innate Psychic Points: +1 every 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 20

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
+1 Feats of Strength: 1

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*
+5 Block per level *(maximum +50)*
+5 Wear Armor per level

Secondary
+5 Feats of Strength per level

Illustrated by © Alicia Casillas

ACROBATIC WARRIOR

Acrobatic Warriors are Fighters who have specialized in getting the biggest advantage out of their speed and agility. Their greatest benefit lies in being a step ahead of their adversaries and trying to finish them off before they can react. They also prefer to dodge attacks, often standing as far as possible from where their enemy's blows actually land. They possess excellent mobility, and they can jump, fall, or run with a fleetness that few can match. Acrobatic Warriors can play almost any role in society, but they generally gravitate toward professions associated with combat – such as duelists or swordsmen.

Archetype: Fighter
Life Point Multiple: 20
Life Points: +10 per level
Initiative: +10 per level
Martial Knowledge: +25 per level
Innate Psychic Points: +1 every 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 20

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*
+5 Dodge per level *(maximum +50)*

Secondary
+10 Acrobatics per level
+10 Jump per level
+10 Athleticism per level
+10 Sleight of Hand per level
+10 Style per level

PALADIN

Paladins are Fighters who are very oriented toward defensive fighting, and also make use of certain mystical capabilities. One of their specialties is that of banishing supernatural beings using their own natural powers. Generally, they guide themselves by codes of conduct based on a religious belief or their own sense of honor—though this is not obligatory. They are natural leaders, capable of using their charisma to mobilize a great number of people who may even be willing to give their lives in their service.

Archetype: Fighter
Life Point Multiple: 15
Life Points: +15 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 20

Supernatural Ability: Limit 50%
+5 Zeon: 2
MA Multiple: 60
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 1

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 1
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 2
+1 Subterfuge: 3
+1 Creative: 2

Reduced Costs
+1 Withstand Pain: 1

INNATE BONUSES

Primary
+5 Block per level *(maximum +50)*
+10 Wear Armor per level
+10 Banish per level
+20 Zeon per level

Secondary
+10 Leadership per level
+10 Withstand Pain per level
+5 Style per level

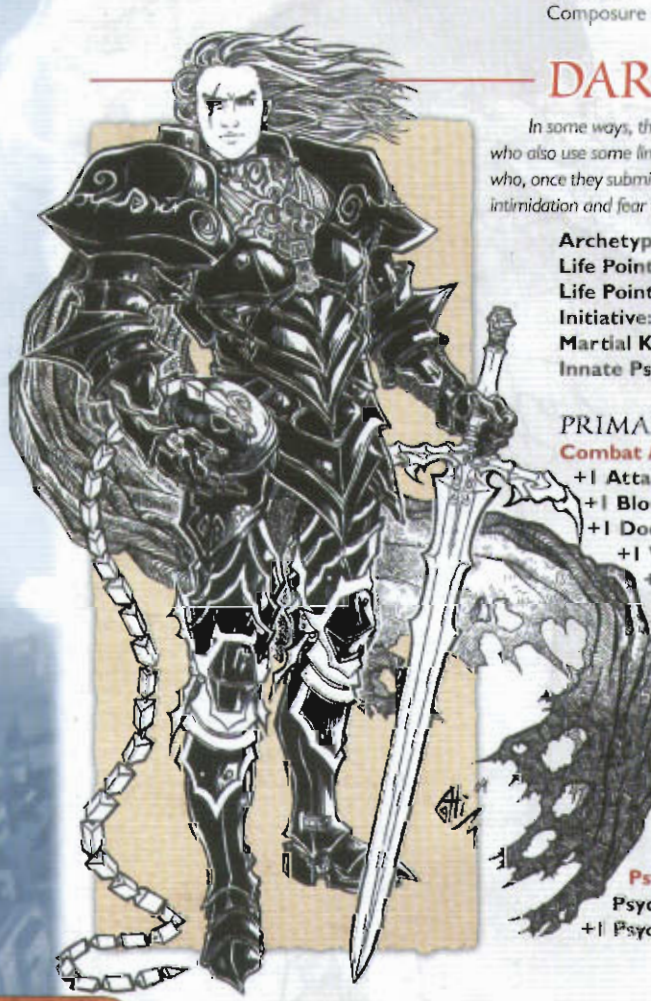
SPECIAL

If the Paladin doesn't want to develop any supernatural ability, he can exchange the +10 Banish and +20 Zeon innate bonuses for a +10 Composure per level bonus.

Illustrated by © Alex Guillén

DARK PALADIN

In some ways, this class is the polar opposite of the Paladin. Dark Paladins are Fighters who specialize in offense, but who also use some limited mystical abilities. A Dark Paladin's most important power is the control of supernatural beings who, once they submit to his will, are used to his own benefit. Dark Paladins have a real gift for command, but they employ intimidation and fear to bend others to their wishes. If that doesn't work, they will use persuasion to get what they want.



Archetype: Fighter
Life Point Multiple: 15
Life Points: +15 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 every 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 20

Supernatural Ability: Limit 50%
+5 Zeon: 2
MA Multiple: 60
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 1
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 1
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
+1 Composure: 1

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*
+5 Wear Armor per level
+10 Control per level
+20 Zeon per level

Secondary
+10 Intimidate per level
+10 Composure per level
+5 Style per level
+5 Persuasion per level

SPECIAL

If the Dark Paladin doesn't want to develop any supernatural ability, he can exchange the +10 Control and +20 Zeon innate bonuses for a +10 Withstand Pain per level bonus.

WEAPONSMASTER

These are Fighters who have dedicated themselves to perfecting their skill in armed combat. They are born warriors who have taken their combat skills to limits not reached by any other class. Unlike many other Fighters, they disdain the use of anything but their abilities with weapons in combat. In a fight, they ignore physical energies and everything else except pure weapons skill. This does nothing to detract from their status as the most able of all Fighters and the most strictly devoted to true martial expertise. The great majority of knights and mercenaries are of this class.

Archetype: Fighter
Life Point Multiple: 10
Life Points: +20 per level
Initiative: +5 per level
Martial Knowledge: +10 per level
Innate Psychic Points: +1 every 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 1
+1 Ki: 3
Accumulation Multiple: 30

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 1
+1 Subterfuge: 3
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+5 Attack per level
(maximum +50)
+5 Block per level
(maximum +50)
+10 Wear Armor per level

Secondary
+5 Feats of Strength per level

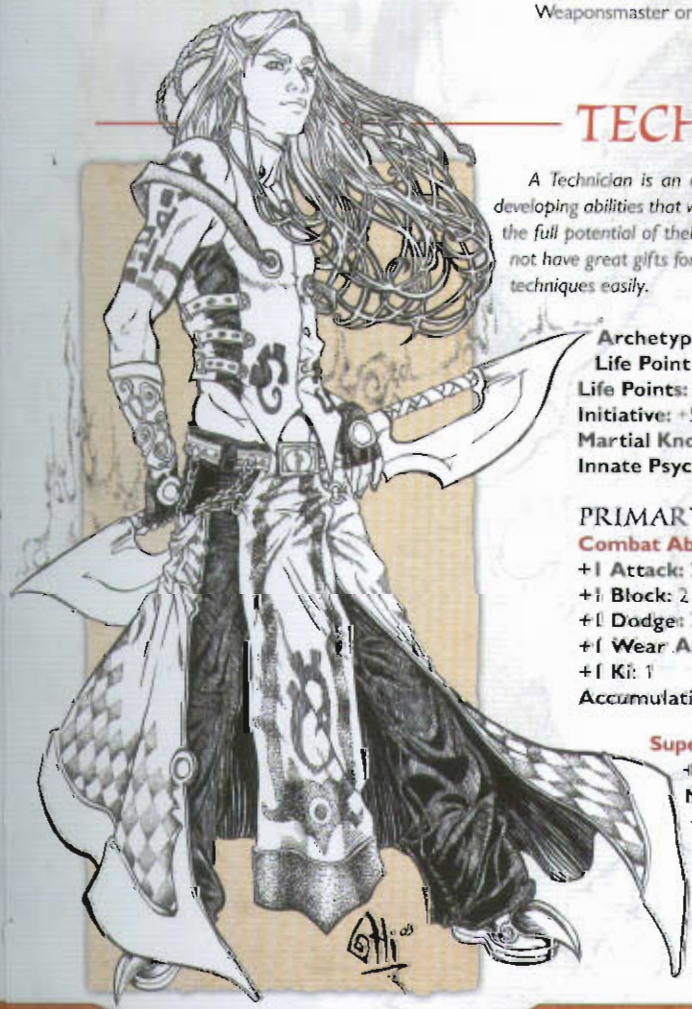
SPECIAL

Purchasing General Weapon Modules, Archetypical Weapon Modules, and Style Modules costs the Weaponsmaster only half the usual DP.

Illustrated by © Alicia Cuellar

TECHNICIAN

A Technician is an expert at using Ki abilities. He has deeply explored the secrets of the body and soul, developing abilities that would be impossible for the normal person. Technicians can sometimes take years to realize the full potential of their abilities, but when they do, they become persons of formidable power. Though they do not have great gifts for combat, when they use their Ki control against an adversary, they can unleash inhuman techniques easily.



Archetype: Domine
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +5 per level
Martial Knowledge: +50 per level
Innate Psychic Points: +1 every 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 1
Accumulation Multiple: 10

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*

Secondary
None

TAO

Tao are martial artists who specialize in unarmed combat, though nothing prevents Tao from employing any type of weapon. Dedicated to gathering all the martial knowledge they can, these characters always seek to develop new and unique fighting techniques. Their training permits them to quickly learn any martial arts style they choose, taking from them the elements that help them become better fighters. When the moment comes, Tao also use their internal energies to maximum advantage to overcome heavily armed enemies.

Archetype: Fighter, Domine
Life Point Multiple: 20
Life Points: +10 per level
Initiative: +5 per level
Martial Knowledge: +30 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 15

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
None

Secondary
+5 Style per level

SPECIAL

Martial arts have a cost of only 20 DP (10 for the first martial art learned).

RANGER

A Ranger is the virtual embodiment of the traditional adventurer – a person who has made the most of his ability to perceive what is around him and venture where others fear to tread. A Ranger usually has his senses well attuned to the environment, so it isn't easy to take him by surprise. He is also a tracker and a born survivalist, possessing incredible knowledge of forest and wilderness environments. In society, Rangers often work as hunters, scouts, or even archaeologists, but most of them are simply people who have learned these skills from living in remote areas where such skills are necessary for survival.

Archetype: Fighter, Prowler
Life Point Multiple: 20
Life Points: +10 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 25

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 1
+1 Intellectual: 3
+1 Vigor: 3
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
+1 Trap Lore: 1
+1 Herbal Lore: 2
+1 Animals: 1
+1 Medicine: 2

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*

Secondary
+10 Notice per level
+10 Search per level
+10 Track per level
+5 Trap Lore per level
+5 Animals per level
+5 Herbal Lore per level

SPECIAL

+10 per level to Detect Ki (only if developed).

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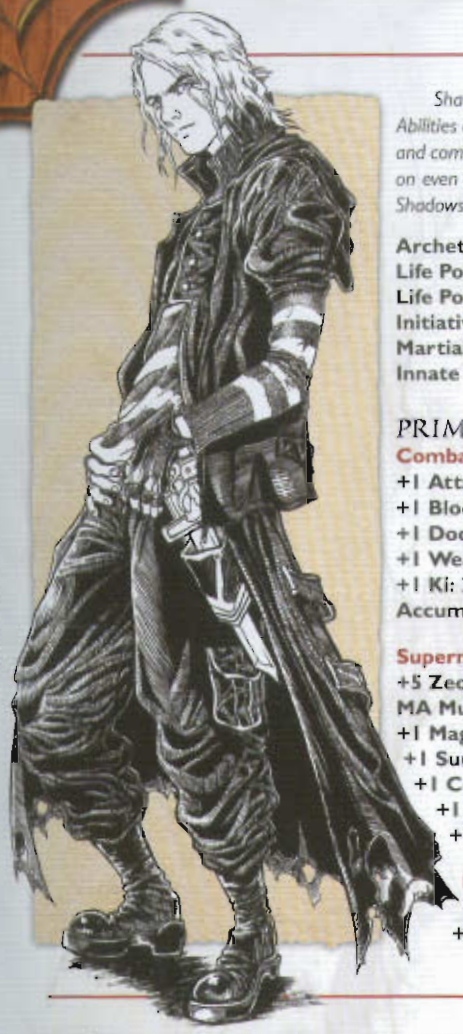

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SHADOW

Shadows are Fighters who move in darkness and take advantage of their surroundings. Although their Combat Abilities are excellent, they prefer to defeat enemies without giving them a chance to fight back. They employ Subterfuge and complex tricks or tactics to gain the advantage of surprise. Even when detected, a Shadow is able to battle his enemies on even footing, but his resistance tends to be weaker than other Fighters' in such situations. Generally fast and agile, Shadows prefer to dodge rather than meet attacks.

Archetype: Fighter, Prowler
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +10 per level
Martial Knowledge: +25 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 20

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*
+5 Dodge per level *(maximum +50)*

Secondary
+10 Notice per level
+10 Search per level
+10 Hide per level
+10 Stealth per level

SPECIAL

+5 per level to Ki Concealment (only if developed).

THIEF

As the name suggests, a Thief is someone specialized in skills related to stealth, theft, and hiding. They flee direct confrontation, trusting in their skills and subterfuge to get what they are after. Since their Physical Resistance is usually not very high, Thieves become adept at fleeing or dodging when discovered. They can play diverse roles in society, although they usually dedicate themselves to the profession that gives this class its name.

Archetype: Prowler
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +10 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 2
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 3
+1 Ki: 2
Accumulation Multiple: 25

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 1
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 3
+1 Subterfuge: 1
+1 Creative: 2

Reduced Costs
+1 Appraisal: 1

INNATE BONUSES

Primary
+5 Dodge per level *(maximum +50)*

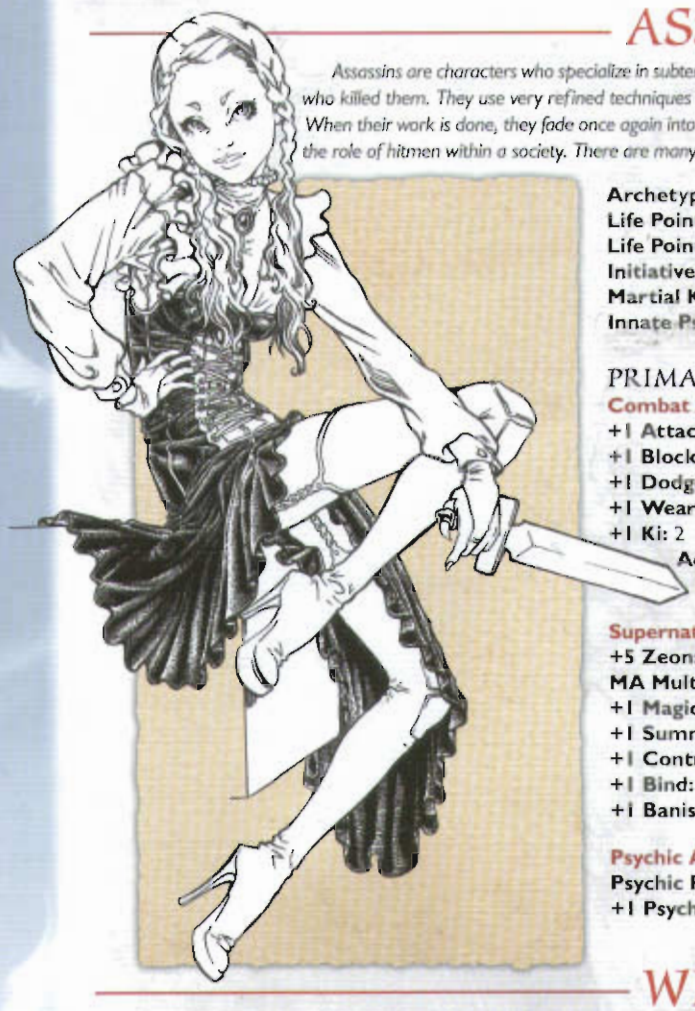
Secondary
+5 Notice per level
+5 Search per level
+5 Hide per level
+5 Stealth per level
+5 Trap Lore per level
+5 Sleight of Hand per level
+10 Theft per level

SPECIAL

+5 per level to the ability to Ki Concealment (only if developed).

ASSASSIN

Assassins are characters who specialize in subterfuge and intrigue. They move in anonymity and prefer that their victims die not knowing who killed them. They use very refined techniques that help them avoid open combat, as they are very vulnerable in direct confrontations. When their work is done, they fade once again into the shadows. Of course, characters from this class are not necessarily obligated to perform the role of hitmen within a society. There are many other ways that their special abilities can be useful – such as in espionage.



Archetype: Prowler
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +10 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 2
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 3
+1 Ki: 2
Accumulation Multiple: 25

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 1
+1 Intellectual: 3
+1 Vigor: 3
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
+1 Stealth: 1
+1 Composure: 2
+1 Memorize: 2

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*

Secondary
+10 Notice per level
+10 Search per level
+10 Hide per level
+10 Stealth per level
+10 Poisons per level
+10 Composure per level
+10 Trap Lore per level

WIZARD

Wizards have the incredible ability to manipulate mystical energy. They have dedicated themselves, body and soul, to understanding and mastering magic. They specialize in the purest aspects of magic – using spells that are capable of bending reality to their will, focusing and controlling its powers with complete precision. Wizards are also interested in every field of intellect, though, unfortunately, this makes their physical development somewhat inferior to that of others.

Archetype: Mystic
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +5 per level
Martial Knowledge: +10 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 3
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 3
+1 Ki: 3
Accumulation Multiple: 30

Supernatural Ability: Limit 60%
+5 Zeon: 1
MA Multiple: 50
+1 Magic Projection: 2
+1 Summon: 2
+1 Control: 2
+1 Bind: 2
+1 Banish: 2

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 3
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
+1 Magic Appraisal: 1

INNATE BONUSES

Primary
+100 Zeon points per level

Secondary
+10 Magic Appraisal per level
+5 Occult per level

Illustrated by © Alina Gorlika

Illustrated by © Alicia Gaither

WARLOCK

A Warlock is a magical warrior who develops both his martial and magical abilities. Like Wizards, Warlocks control the purest of supernatural abilities – the ability to cast spells to modify reality itself. Although they can concentrate on just one area, a Warlock is perfectly capable of becoming a master who controls both combat arms and supernatural arts equally well. Of course, doing this can leave other important abilities neglected.

Archetype: Fighter, Mystic
Life Point Multiple: 20
Life Points: +10 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 25

Supernatural Ability: Limit 50%
+5 Zeon: 1
MA Multiple: 50
+1 Magic Projection: 2
+1 Summon: 2
+1 Control: 2
+1 Bind: 2
+1 Banish: 2

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*
+5 Block per level *(maximum +50)*
+5 Dodge per level *(maximum +50)*
+20 Zeon points per level

Secondary
+5 Magic Appraisal per level

ILLUSIONIST

Illusionists combine their notable skills at subterfuge with the control of magic. A good Illusionist makes it impossible for those who witness his feats to tell if he has done them using supernatural powers or mere natural skill. His mystical powers are nearly as great as those of other spellcasters, but he normally lacks the ability to cast spells quickly. In spite of being called Illusionists, these magic users master not only the power of illusion, but many other types of magic as well. They are very vulnerable physically, however, and usually reject the idea of direct combat in favor of more ingenious stratagems.

Archetype: Mystic, Prowler
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 3
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 3
+1 Ki: 2
Accumulation Multiple: 25

Supernatural Ability: Limit 60%
+5 Zeon: 1
MA Multiple: 60
+1 Magic Projection: 2
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 3
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
+1 Sleight of Hand: 1
+1 Persuasion: 1

INNATE BONUSES

Primary
+75 Zeon points per level

Secondary
+5 Magic Appraisal per level
+10 Stealth per level
+10 Hide per level
+10 Sleight of Hand per level
+5 Disguise per level
+5 Theft per level
+5 Persuasion per level

WIZARD MENTALIST

The potential for Wizard Mentalists is enormous. Persons in this category are dedicated to controlling the combination of exceptional abilities with which they are endowed – namely, magic and the psychic matrixes. Although their resistance and Secondary Abilities may be weak due to their extreme dedication, their ability to launch spells and support those spells with psychic disciplines make them exceptionally formidable characters.

Archetype: Mystic, Psychic
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +5 per level
Martial Knowledge: +10 per level
Innate Psychic Points: +1 each level

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 3
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 3
+1 Ki: 3
Accumulation Multiple: 30

Supernatural Ability: Limit 50%
+5 Zeon: 1
MA Multiple: 50
+1 Magic Projection: 2
+1 Summon: 2
+1 Control: 2
+1 Bind: 2
+1 Banish: 2

Psychic Ability: Limit 50%
Psychic Points: 10
+1 Psychic Projection: 2

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 3
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+100 Zeon points per level

Secondary
+10 Magic Appraisal per level
+5 Occult per level

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SUMMONER

Summoners are mystics endowed with the ability to summon supernatural creatures and force them into submission. Although, in and of themselves, neither their magical powers nor their physical abilities are especially notable, the beings they summon may be capable of almost anything. Summoners can also perform invocations, calling on help from great supernatural Powers for a limited time.

Archetype: Mystic
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +5 per level
Martial Knowledge: +10 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 3
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 3
+1 Ki: 3
Accumulation Multiple: 30

Supernatural Ability: Limit 60%
+5 Zeon: 1
MA Multiple: 60
+1 Magic Projection: 3
+1 Summon: 1
+1 Control: 1
+1 Bind: 1
+1 Banish: 1

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 3
+1 Subterfuge: 2
+1 Creative: 2

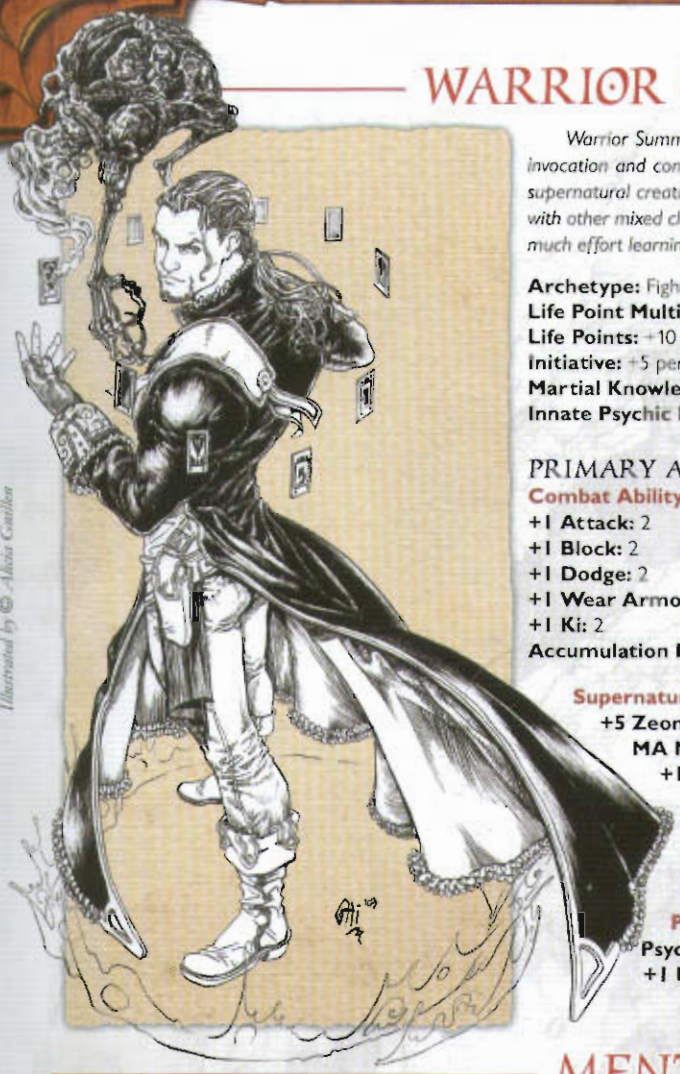
Reduced Costs
+1 Occult: 1

INNATE BONUSES

Primary
+50 Zeon points per level
+10 Summon per level
+10 Control per level
+10 Bind per level
+10 Banish per level

Secondary
+5 Magic Appraisal per level
+10 Occult per level

WARRIOR SUMMONER



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Warrior Summoners bring together the combat abilities of Fighters and the Summoner's powers of invocation and control. When they fight, they can invoke the aid of great Powers or employ the aid of supernatural creatures they call into this world and temporarily take into their service. Unfortunately, as with other mixed classes, Warrior Summoners tend to neglect other important abilities due to spending so much effort learning two such diverse arts as those of combat and convocation.

Archetype: Fighter, Mystic
Life Point Multiple: 20
Life Points: +10 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 3 levels

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 20

Supernatural Ability: Limit 50%
+5 Zeon: 1
MA Multiple: 60
+1 Magic Projection: 3
+1 Summon: 1
+1 Control: 1
+1 Bind: 1
+1 Banish: 1

Psychic Ability: Limit 50%
Psychic Points: 20
+1 Psychic Projection: 3

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*
+5 Block per level *(maximum +50)*
+5 Dodge per level *(maximum +50)*
+20 Zeon points per level
+5 Summon per level
+5 Control per level
+5 Bind per level
+5 Banish per level

Secondary
+5 Occult per level

MENTALIST

Mentalists are characters who have dedicated themselves to the maximum development of their psychic powers. They are not satisfied with merely possessing mental disciplines; they also wish to discover how they work and how to master new abilities. Like Wizards, Mentalists have wide knowledge in the intellectual fields – though that dedication leads their physical development and resistance to be less than those of other classes.

Archetype: Psychic
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +5 per level
Martial Knowledge: +10 per level
Innate Psychic Points: +1 each level

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 3
+1 Block: 3
+1 Dodge: 2
+1 Wear Armor: 3
+1 Ki: 3
Accumulation Multiple: 30

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 60%
Psychic Points: 10
+1 Psychic Projection: 2

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 3
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
None

Secondary
None

WARRIOR MENTALIST

Warrior Mentalists are fighters endowed with Psychic Abilities who have developed complete control of those powers to obtain an advantage in combat. Their mental and combat abilities can be as high as those of warriors – though this extreme dedication can cause them to underdevelop their other abilities. Normally, a Warrior Mentalist concentrates on one of these two fields, becoming a warrior who supports himself with psychic powers in combat, or vice versa.

Archetype: Fighter, Psychic
Life Point Multiple: 20
Life Points: +10 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each level

PRIMARY ABILITIES

Combat Ability: Limit 50%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 25

Supernatural Ability: Limit 50%
+5 Zeon: 3
MA Multiple: 70
+1 Magic Projection: 3
+1 Summon: 3
+1 Control: 3
+1 Bind: 3
+1 Banish: 3

Psychic Ability: Limit 50%
Psychic Points: 15
+1 Psychic Projection: 2

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 3
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+5 Attack per level *(maximum +50)*
+5 Block per level *(maximum +50)*
+5 Dodge per level *(maximum +50)*

Secondary
None

Illustrated by © Alex Guillen

FREELANCER

The Freelancer class represents someone who does not fit any of the other Archetypes. A Freelancer character has no true specialization. From farmers and bards, to nobles and court jesters, the Freelancer class is a standard class in Anima, one which anyone can choose. The Freelancer has good abilities in all fields, from magic to combat, though he specializes in none of them. It is especially easy for a character of this type to switch to any other class later. If a player does not really know what he wishes to do with his character, he can begin as a Freelancer and later change to a class he finds most suitable.

Archetype: Novel
Life Point Multiple: 20
Life Points: +5 per level
Initiative: +5 per level
Martial Knowledge: +20 per level
Innate Psychic Points: +1 each 2 levels

PRIMARY ABILITIES

Combat Ability: Limit 60%
+1 Attack: 2
+1 Block: 2
+1 Dodge: 2
+1 Wear Armor: 2
+1 Ki: 2
Accumulation Multiple: 20

Supernatural Ability: Limit 60%
+5 Zeon: 2
MA Multiple: 60
+1 Magic Projection: 2
+1 Summon: 2
+1 Control: 2
+1 Bind: 2
+1 Banish: 2

Psychic Ability: Limit 60%
Psychic Points: 20
+1 Psychic Projection: 2

SECONDARY ABILITIES

+1 Athletics: 2
+1 Social: 2
+1 Perceptive: 2
+1 Intellectual: 2
+1 Vigor: 2
+1 Subterfuge: 2
+1 Creative: 2

Reduced Costs
None

INNATE BONUSES

Primary
+10 Zeon points per level

Secondary
+10 to five different abilities per level

SPECIAL

It costs the Freelancer only 20 DP to change class to any other Archetype, or vice versa (a Fighter, for example, could pay just 20 DP to become a Freelancer character).

Chapter 4

Secondary Abilities

The only man who never makes a mistake is the man who never does anything.

Teddy Roosevelt

The Concept of Secondary Abilities

Secondary Abilities represent a wide array of skills and knowledge that every character may choose to develop – such as performing acrobatics, knowing the uses of medicinal plants, or leading others. This chapter defines those abilities and establish their advantages and limitations.

Different Types of Abilities

Secondary Abilities are divided into seven fields: Athletics, Creative, Intellectual, Perceptive, Social, Subterfuge, and Vigor. Each Secondary Abilities is tied directly to one of a character's Primary Characteristics, which add their respective modifiers to the base ability score.

Ability Checks

When a player wishes to perform a particular action, he may need to make an Ability Check. The Game Master determines which Secondary Ability is appropriate in a given situation and assignes a Difficulty Level. *Anima* uses ten Difficulty Levels, and each one involves beating a different number. The Difficulty Levels can be seen in **Table 7: Difficulty Ratings**.

To perform the Ability Check, roll 1d100 and add that number to the Ability score being used. For this die roll, either Open Rolls or Fumbles are possible. If the combined die roll and final Secondary Ability score are higher than the task's Difficulty Level, the character has achieved what he was trying to do. If it is lower than the Difficulty Level, the character was unsuccessful. Remember that if a character does not invest any DP in a particular Secondary Ability, he suffers a –30 point penalty to Ability Checks with that undeveloped Secondary Ability.

Success and Failure

Beating the Difficulty Level established by the Game Master automatically means the character has succeeded in his attempt. However, it is possible for a result to reach a number that would have been required for a higher level of Difficulty; in that case the effect can be even more beneficial. If a character beats the required Difficulty number by 40 or more points, he achieves great success. If he beats the required Difficulty number by 80 points, he achieves an absolute success.

Ariadna, a renowned dancer of Kushistan

Illustrated by © Pako at Kadoki Kagawa 2002

Table 7: Difficulty Ratings

Difficulty	Number to beat	EXPLANATION
Routine	20	Normal actions almost anyone can do without thinking – like going up stairs two at a time or hearing a loud noise. The Game Master will usually not ask the player to perform an Ability Check on these actions except under unusual circumstances.
Easy	40	Actions we are all used to doing – like remembering a song. Even someone who knows nothing about the subject will usually be able to do this within a couple tries.
Moderate	80	These are actions that require a little bit of knowledge or experience to accomplish consistently – like picking a simple lock or curing a bothersome cold.
Difficult	120	These are very problematic actions for an ordinary person. They require a good deal of ability or uncommon luck to perform – such as scaling a wall unaided or doing circus-level juggling.
Very Difficult	140	This is the upper limit of difficulty a normal person can hope to surmount. Examples would be walking a high-wire or doing death-defying trapeze routines.
Absurd	180	Only the greatest champions or the incredibly gifted can accomplish such challenging tasks with any regularity. Quickly analyzing every possible move on a chess board is one example.
Almost Impossible	240	Even the very best in the world find these actions very difficult, and they usually fail. Catching a fly with a pair of chopsticks while blindfolded might be one example.
Impossible	280	These actions stand at the margin of what we call reality, but which, however miraculous or unbelievable, are at least physically conceivable. Dodging a bullet by calculating its trajectory is one example.
Inhuman	320	These are actions that are beyond logic, such running 100 yards in two seconds, or scoring a 17 on 18 holes of golf. Mere ability added to a die roll will not suffice when it comes to these feats. It will be necessary for the character to have access to Inhuman Actions to do these things.
Zen	440	These are actions that are completely the scope of what we call reality – like riding a beam of light. As with Inhuman tasks, mere ability will not enable Zen-level actions; the character will need a supernatural capacity to perform them.

On the other hand, not beating the established Difficulty Level means the attempt was unsuccessful, but not necessarily an unmitigated disaster. The greater the margin by which the Ability Check failed, the worse the result.

Passive Abilities

Some Secondary Abilities are passive, which means there is no need for the character (or player) to declare he wishes to use them in order for them to have an effect. Passive abilities are used automatically when the Game Master considers it necessary – even at times when the player is not aware of its use. An example is the Notice ability. It wouldn't be very logical for a player to declare he will try to Notice that someone is picking his pocket, when of course he doesn't know it's happening. Instead, the Game Master should secretly make an Ability Check using the character's Notice ability to determine if the character realizes he is being robbed.

Opposed Checks

Secondary Abilities sometimes directly oppose those of other characters or NPCs. In such cases, an Opposed Check of abilities is made. Each character performs an Ability Check, and whoever receives the higher score triumphs over his adversary. The greater the difference between the winning and losing numbers, the better the effect for the triumphant character.

In some cases, specific Secondary Abilities have an advantage when confronting other Secondary Abilities, so that at times it is necessary to beat a rival's final Secondary Ability score by a specified margin in order to succeed.

Lemures is sneaking into a mansion to find out what has happened to Celia. Since he has an 80 in Hide, he tries to conceal himself in a room which a patrolling guard is about to enter. Lemures rolls a 24, which gives him a final ability score of 104 (80 + 24). The guard, who has a Notice of 50, has better luck than Lemures, and rolls an 85, giving him a total of 135 (50 + 85) – which is 31 points higher than Lemures. If there were no modifiers in this Opposed Check, the guard would have detected Lemures. However, detecting a hiding person requires a final ability score 80 points greater than that of the person hiding. Therefore, Lemures remains undetected and can continue his investigation.

As it is impossible to foresee all possible circumstances, there may be confrontations between Secondary Abilities that are not listed in the description. In such a situation, it is the Game Master who decides which abilities are in conflict, and if these are directly equal in power or not.

Fumbles

Secondary Ability checks can be fumbled just like Primary Ability checks. If a character fumbles during an Opposed Check against another character or an NPC, the level of fumble is subtracted from the fumbling character's final ability score. If it is a direct action, the level of fumble indicates the degree of failure as follows:

1 to 50: If the fumble is less than 50, the attempt simply doesn't work. A person trying to move silently instead steps on a twig, or someone trying to identify a plant has no idea of what it is, or its effects.

51 to 100: Represents an attempt that fails miserably and has a negative effect on the fumbling character. A character performing Acrobatics falls and breaks a leg, or someone attempting to give another medical care instead makes their condition worse.

+101: This level of a fumble represent an absolute and tragic failure. The character mistakes a poison for its antidote, or he sinks his ship trying to navigate it out of a harbor.

Specialization

Some Secondary Abilities include broad knowledge or expertise that permits a character to specialize in one part of that discipline. Before beginning his development, the player must declare if he wishes to specialize. If he does so, the character applies a bonus for that specialty, but at the cost of a negative applied to the other areas within the Secondary Ability. It is only possible to specialize in the fields that expressly permit this.

Knowledge-related Abilities

There are Secondary Abilities that require certain academic knowledge. It is therefore necessary for a character to be able to learn them from teachers or books. In such cases, if the Secondary Ability is undeveloped (i.e., the player hasn't spent any Development Points in the ability), the character is unable to make checks with that ability.

Penalty for Wearing Armor

A natural penalty is applied to certain Secondary Abilities when a character is wearing armor. They include abilities such as swimming, acrobatics, or even moving quietly. The penalties can be overcome by using the character's Wear Armor ability, as explained in **Chapter 8**.

SECONDARY ABILITY DESCRIPTIONS

Athletics

These abilities depend on a character's mobility, balance, and agility.

Acrobatics *(Agility)*

Acrobatics helps a character perform physical tasks that require balance, coordination, and mobility, such as tumbling or walking a tightrope. It is also used to enable one to fall from heights without injury. A character who falls can make an Acrobatics Ability Check to try and land without breaking bones, as explained in **Chapter 14**.

Characters wearing armor suffer a penalty to this Secondary Ability.

Athleticism *(Agility)*

This indicates a person's capability to push themselves to their physical limits, skillfully perform a variety of athletic feats in extreme conditions, and to distribute their energies in order to endure more without flagging.

Characters wearing armor suffer a penalty to this Secondary Ability.

Climb *(Agility)*

This Secondary Ability is used to climb up or down any kind of vertical surface, such as walls or trees. If used with appropriate climbing equipment, the character can apply a bonus of up to +40 to his Ability Check. Normally, the rate at which a person can climb is one-quarter that of his Movement Value. However, a character's climb rate can be one point higher for each level of Difficulty achieved above the requirement for the check (see Movement Value in **Chapter 6**).

Characters wearing armor suffer a penalty to this Secondary Ability.

Jump *(Strength)*

This Secondary Ability permits the character to jump vertically or horizontally. The higher the level of Difficulty achieved, the further the character can jump, as indicated by his Movement Value (see **Chapter 6**).

Characters wearing armor suffer a penalty to this Secondary Ability.

Ride *(Agility)*

This measures the ability of a person to ride animals. Almost everyone in the world of *Anima* can ride a tame and obedient horse under normal conditions; in such cases, Ride checks aren't usually necessary. Things get more complicated when a rider wishes to go very fast or when he takes his mount into rough terrain. This ability also permits the character to bend his mount's will to his own in problematic situations – obligating it to jump obstacles or continue traveling in spite of fatigue. It also enables the character to perform acrobatic actions from the saddle – such as hiding his body behind the mount while riding or picking up objects from the ground without dismounting. Although traditionally employed in relation to horses, this Secondary Ability also enables a character to ride other animals, such as camels or elephants.

Swim *(Agility)*

This represents how well a person handles themselves in the water, and, at higher levels, the speed with which they can swim or dive in water. Characters wearing armor suffer a penalty to this Secondary Ability, but unlike other penalties, this one cannot be overcome by the Wear Armor ability.

Social

These Secondary Abilities reflect a character's skill at interacting with influencing others.

Intimidate *(Willpower)*

To intimidate someone is to frighten them through one's attitude, words, or mere presence. An individual does not have to seem menacing to use this Secondary Ability; it is enough to know how to act to intimidate someone.

Leadership *(Power, passive)*

This represents charisma and the ability to win the confidence of those in your charge, even in difficult circumstances. It is an aptitude that any monarch, general, or other commander needs in order to lead well. A charismatic leader can eventually win the support and confidence of even his most skeptical critics, or raise the morale of his troops in the worst of circumstances.

Persuasion *(Intelligence)*

This ability permits the character to influence and convince others. It can often be important to distinguish between a player's skill of persuasion and that of his character's. Even the best plans and most logical arguments can fall on deaf ears if the characer's Persuasion ability is undeveloped. On the other hand, if the character makes a favorable Persuasion Check, a reasonable Game Master could help a struggling player find the right words for a given situation.

The aristocrats are masters of the Social abilities.

Illustrated by © Ruvik 2002

Style *(Power, passive)*

Style is the ability to continue looking good in any situation, whether at a party or in a battle. Someone with a lot of Style can be confident that no matter how bad things get, he will at least go out with some class. Even when being slugged in the face, a character can do a Style Check to make sure his hair is flung dramatically around by the force of the blow, or that the trickle of blood issuing from his lips just adds to his good looks. It also insures that any scars he receives are attractive rather than horrifying. At very high levels, a successful Ability Check would allow the thunder and lightning of a storm to provide rhythmic accompaniment to a character's theatrical movements.

Perception

These abilities permit a character to make full use of his five senses and analyze the information obtained.

Notice *(Perception, passive)*

This represents a character's awareness of everything happening around him. A character can notice any strange thing that occurs (or which he finds) in his surroundings – from an unusual piece of graffiti to a knife-wielding assassin coming at his back. Characters use all five senses for Notice, though the most commonly used are sight and hearing. If a character loses one of those two senses, it cuts his ability in half, unless circumstances dictate the use of only certain determined senses.

Table 8 lists modifiers for Notice divided according to a character's five senses. Aside from those listed, an individual who is distracted suffers an additional penalty of between –20 and –40 to his Ability Check, as considered appropriate by the Game Master.

Search *(Perception)*

This represents a character's visual and intuitive ability to search for some determined object using his senses, whether it is a trap door or a hiding person. This ability is more precise than Notice, since it is a conscious action. Searching doesn't always turn up what a character intended to find – a player looking for a hidden object in a room might instead find a hidden staircase, for example. Searching for traps requires a level of Difficulty one less than that of the trap itself.

This ability uses the same modifiers as Notice, appearing in **Table 8**.

Track *(Perception)*

This enables a character to follow tracks and gather information from them – such as the number of persons who left the tracks and how long ago the tracks were made. Also included within this ability is the character's skill in orienting himself. In other words, his ability to follow a trail and recognize landmarks so that he knows where he is.

Intellectual

Intellectual abilities are those that depend mainly on knowledge, wisdom, and the reasoning power of the character.

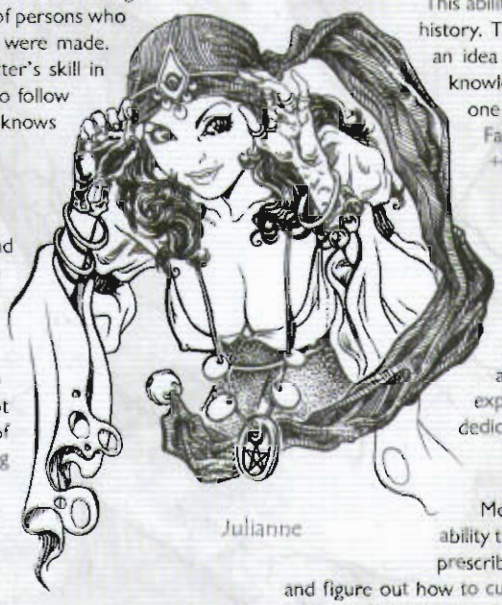
Animals *(Intelligence, knowledge)*

This includes all knowledge related to the animal world. It enables a character to not only identify the characteristics and habits of animals, but to also become expert in raising and training them.

It is possible to specialize in one particular species, in which case the character obtains a +40 bonus to these abilities.

Appraisal *(Intelligence, knowledge)*

This talent allows evaluation of approximate monetary values of items. Even without knowledge of art or antiquities, a character with this ability can attempt to figure out which object in a group is of the highest value and determine what price it might fetch on the market.



Julianne

Table 8: Perception Skills Modifiers

Sight	Modifier
Dimly lit area	-30
Complete darkness	-60
Rain	-20
Target only partially visible	-30
Target appropriately camouflaged for the environment	-30
Target color contrasting with the environment	+40
Observing character is alerted	+20
Observer with height advantage	+30
Hearing	
Slight background noise	-20
People speaking	-40
Loud noises	-80
Smell	
Obvious odor	+30
Various smells present	-30
Touch	
Wearing gloves	-40
Taste	
Previously known taste	+40
Inactive palate	-40

Herbal Lore *(Intelligence, knowledge)*

This Secondary Ability covers all knowledge about the world of plants – including their nature and uses, as well as where they are found. This ability can allow a character to recognize edible plants or those which contain antidotes or poisons. At advanced levels, a character with herbal lore can create compounds of any kind.

History *(Intelligence, knowledge)*

This ability indicates knowledge of current, as well as past, history. The character can recognize insignias, and he has an idea of the political situation of an area, as well as knowledge of its legends. It is possible to specialize in one particular field, such as Biographies of the Great, Fables, or Economics, which gives the character a +40 to the check of that ability.

Magic Appraisal *(Power, passive, knowledge)*

This Secondary Ability allows characters to judge and evaluate magical forces. By means of this ability, a character can detect magical beings, supernatural objects, and spells. Only individuals who possess the Gift, or the ability to see magic, are capable of developing this ability. This is explained in more detail in **Chapter II**, which is dedicated to Magic.

Medicine *(Intelligence, knowledge)*

Medicine offers knowledge of human anatomy, the ability to diagnose illness and injuries, and the authority to prescribe treatment. A character can diagnose an illness and figure out how to cure it if he passes a Medicine Check against triple the level of the disease. For example, a Level 30 disease requires the healer to beat a Difficulty of 90. If the character diagnoses the disease successfully, and the patient follows treatment successfully, the sick person can make a new Disease Resistance Check, applying a bonus equivalent to the margin by which the healing character beat the required Difficulty.

Illustrated by © Alicia Cunliffe

For example, Celia has caught pneumonia, a Level 40 illness, after wading through near-freezing swamp water. When she makes it to a nearby city, she seeks the help of Kasius, a renowned physician. Fortunately, Kasius is a very good doctor, with an ability of 80 in Medicine. After examining her, he rolls his Medicine Check and gets a 65, which gives him a result of 145 (80 + 65). Recognizing Celia's illness requires only a 120 (three times the level of the disease). Kasius is quickly able to put her into treatment. As his die roll beat the Difficulty requirement by 25 points, Celia can add +25 to her DR Check if she follows the doctor's orders.

This ability can also be employed to treat diverse physical wounds. To do this correctly, it is necessary to have the appropriate materials, such as gauze or bandages, otherwise the healer will apply a penalty of –40 to his check. Characters can only perform Medicine Checks once per wound or group of wounds (or illnesses), and the check must be performed within a few hours after they are suffered. The number of Life Points recovered depends on the damage that occurred, as indicated in **Table 9**. Naturally, a healer can treat himself, but will apply a –20 penalty to his Ability Check.

Characters can use this Secondary Ability for first aid as well. A severely wounded character with negative Life Points can recover from this dying state if someone performs a Medicine Check with a Moderate Difficulty. If this is successful, the injured character is out of danger and his Life Points instantly move to zero. A new check can be made every hour until the victim is either brought out of danger or actually dies. If a character suffers a wound that bleeds, stopping the bleeding requires passing a Medicine Check of Easy Difficulty.

Lemures, Celia's comrade in arms, has been wounded in combat. He has received two sword wounds causing 50 and 40 points of damage, respectively. They immediately take Lemures to Kasius' home and ask for help with the wounds. Kasius puts his skills to work again and this time rolls a 70, earning a final ability score of 150, equal to a Difficulty rating of Very Difficult. Consulting Table 9: Treatment of Wounds, we see that Lemures recovers 20% of his lost Life Points, which in this case amounts to 18.

Table 9: Treatment of Wounds

Final Ability	Difficulty	Recovery
40	Easy	Stops Bleeding
80	Moderate	Stabilized
120	Difficult	+10% of Damage
140	Very Difficult	+20% of Damage
180	Absurd	+30% of Damage
240	Almost Impossible	+40% of Damage
280	Impossible	+50% of Damage
320	Inhuman	+70% of Damage

Memorize *(Intelligence)*

This measures a character's ability to retain information. It allows him to memorize facts and small details with great precision, whether this be in relation to books, songs, or a person's face.

Navigation *(Intelligence, knowledge)*

This ability is used to navigate any type of boat or ship, and to read maritime maps. It does not just determine how the character handles the helm, but also how he takes advantage of currents to increase speed, and how he avoids accidents.

Occult *(Intelligence, knowledge)*

This represents academic knowledge of the supernatural fields. It permits recognition of ritual daggers or traditional methods of getting rid of a werewolf. At the discretion of the Game Master, it may also be used to recognize supernatural creatures.

Science *(Intelligence, knowledge)*

With the exception of Medicine, the Science ability describes any systematic field of study or the knowledge gained from such study. Some examples of concepts related to this ability are mathematics, mechanics, astronomy, and philosophy. Naturally, the aptitudes a character may develop in these fields will not be as advanced as those of today's science in the real world, because their scientific training will not be part of a unified discipline as it would be today.

It is possible to specialize in one particular science, in which case the character obtains a +40 bonus to that ability.

Vigor

These are the abilities based on physical strength, endurance, and mental resistance.

Composure *(Willpower, passive)*

This is the ability to remain unperturbed in the most critical situations. With this ability, an individual can remain calm and coolheaded even in the face of death. If a character is the target of a supernatural effect that affects his moods or emotions, he can add a bonus to the corresponding Resistance according to **Table 10**.

Table 10: Composure

Final Ability	Difficulty	Resistance Bonus
40	Easy	+5
80	Moderate	+10
120	Difficult	+15
140	Very Difficult	+20
180	Absurd	+25
240	Almost Impossible	+30
280	Impossible	+35
320	Inhuman	+40

Withstand Pain *(Willpower)*

This ability enables one to put up with physical or psychological pain. The character's Willpower gives him the ability to put these things out of his mind and ignore them, even when his body is at its limits. At lower levels, the character can use this ability to take damage without complaint, while at higher levels, he can tolerate terrible tortures without breaking.

Withstand Pain can be used to reduce the penalties to an action that a character normally incurs due to suffering or Fatigue. To do this, the player must make a Withstand Pain Check according to **Table 11** and subtract the indicated figure from the penalties. Keep in mind that this ability only reduces the penalties for pain or Fatigue. If the penalties are due to the grave injuries (like a severed limb), or supernatural factors, this Secondary Ability will have no effect.

Table 11: Withstand Pain

Final Ability	Difficulty	Reduction to Penalties
80	Moderate	-10
120	Difficult	-20
140	Very Difficult	-30
180	Absurd	-40
240	Almost Impossible	-50
280	Impossible	-60
320	Inhuman	-70
440	Zen	-80

Feats of Strength *(Strength)*

This Secondary Ability permits a character to get the most out of his physical strength. It consists of knowledge about how to use muscles in a way that applies the greatest possible force. This does not mean that characters with this Secondary Ability are actually stronger, only that they know how to use their strength more efficiently.

Characters wearing armor suffer a penalty to this Secondary Ability.

Subterfuge

These Secondary Abilities are based on deception and the ability to act without being detected.

Theft *(Dexterity)*

A character can use this Secondary Ability to steal small objects without the victim becoming aware of it. This is directly Opposed by the Notice Ability of the individual being robbed. If the final ability score of the Thief is higher, the victim remains unaware of the loss. If what is being stolen is in direct contact with the victim's skin, or it is in a very difficult location – such as a ring or pendant worn on the body, the GM can apply an appropriate modifier. For a third person to realize that someone is being robbed while in his presence requires a Notice Ability Check (with a –40 penalty) Opposed against the offending character's Theft ability.

Disguise *(Dexterity)*

This Secondary Ability changes one's apparent identity, allowing a character to take on different appearances by dressing and using makeup or similar techniques. It also measures the ability to imitate a particular type of person, including that person's way of moving and speaking. Disguise is directly Opposed by the Notice and Search abilities of other persons. To detect someone disguised, a character must beat the Opposer Ability Check for Disguise by 80 points if he's using Notice, or by 20 points if he's using Search. If the character and his observer have met before, the margin by which the observer must beat the Opposed ability using either Notice or Search is cut in half.

In order to make best use of this ability, a character needs time and materials for the disguise. These factors modify chances as shown in **Table 12**.

Table 12: Disguise

Situation	Modifier
Less than one minute preparation	-20
Over one hour preparation	+20
Several hours preparation	+40
Without material for disguise	-40
Improvised disguise material	-20
Appropriate materials	+20
Prepared makeup and materials	+40

Hide *(Perception)*

This is the ability allows a character to remain undetected by others. It can also be used to hide objects carried by the character. When used to conceal persons or objects, the Game Master can apply the modifiers he thinks are appropriate according to the setting and their physical characteristics. Hiding directly Opposes other characters' Notice and Search abilities. If someone remains motionless in their hiding place, an observer using Notice must beat the Opposed Check by 80 points. If an observer uses Search, he must beat the Opposed Ability Check by 20. There are various modifiers that can affect the ability of a character to Hide. These are reflected in **Table 13**.

Characters wearing armor suffer a penalty to this Secondary Ability.

Large Size: The hidden person is of size 18 or larger.
Small Size: The hidden person is of size 9 or smaller.
Done in Front of Someone: If the character tries to hide while clearly in view of another individual, apply this penalty only in relation to that individual.
Appropriate Hiding Place: The character is in a forest, a storehouse full of large objects, or another similar place in which there are many places to hide.
Shadowy Area: An area with many shadows that offer the character a good place to hide.
Well-lit Area: An area with lots of light and few shadows.
Empty Area: An open space containing no large objects in which it is very difficult to hide.

Table 13: Hiding

Situation	Modifier
Large Size (size 18 or larger)	-20
Small Size (size 9 or smaller)	+20
Done in front of someone	-200
Appropriate hiding place	+40
Shadowy area	+20
Well-lit area	-20
Empty room or featureless area	-80

Stealth *(Agility)*

This allows someone to perform actions – such as move, climb, or draw weapons in complete silence – and remain unnoticed. Stealth is directly Opposed by the Notice ability of other individuals. If the Stealth ability of a character is higher than the Notice of an observer who does not know the character is nearby, the character will surprise his adversary. When a character moves silently, he must subtract four points from his Movement Value or apply a –80 penalty to this ability. This ability can also be used to avoid leaving tracks, in which case it is directly Opposed by the Tracking ability of a character's pursuers without any modifier.

Characters wearing armor suffer penalties to Stealth. Unlike the penalties for wearing armor with other Secondary Abilities, these penalties can only be reduced by half with the Wear Armor Combat Ability.

Trap Lore *(Dexterity)*

This ability can be used to create, detect, and deactivate traps. Each trap has a level (from 10 to 100) that indicates its overall complexity and potential effectiveness. Higher Trap Lore Cheks allow for creating higher level traps, as show in **Table 14: Traps.** The final complexity of a newly created trap is further modified by the amount of time spent in preparation and the type of materials used, as reflected in **Table 15**. The exact nature of a trap (a covered pit, a falling cage, etc.) is determined by its creator (see **Chapter 14: States and Accidents**).

Detecting and deactivating a trap requires beating a Difficulty rating one less than that used to create it – unless the Game Master decides differently. If in attempting to disarm a trap, the character fails his check by a margin of 40 or more, he accidentally triggers the trap.

Table 14: Traps

Final Ability	Difficulty	Trap Level
20	Routine	Level 10
40	Easy	Level 20
80	Moderate	Level 30
120	Difficult	Level 40
140	Very Difficult	Level 50
180	Absurd	Level 60
240	Almost Impossible	Level 70
280	Impossible	Level 80
320	Inhuman	Level 90
440	Zen	Level 100

Table 15: Trap Preparation

Situation	Modifier
Less than one minute preparation	-60
Over one hour preparation	+0
One day of preparation	+40
Weeks of preparation	+80
Improvised materials	-40
Especially prepared materials	+40

Lock Picking *(Dexterity)*

Characters use this ability to open or secure all types of locks or similar mechanisms for which they have no key. If a keyed lock or traditional padlock is the object of the attempt, characters must use a lockpick or else suffer a penalty of -40 to their Ability Check.

Poisons *(Intelligence, Knowledge)*

This ability grants knowledge of poisons – including their use, preparation, and antidotes. They can be recognized by appearance, by taste or smell, or by observing symptoms. If the character has appropriate ingredients, it is possible to mix antidotes or toxins according to **Table 16** (See **Chapter 14** for more info on poisons).

Table 16: Poisons

Final Ability	Difficulty	Poison Level
40	Easy	Level 10
80	Moderate	Level 20
120	Difficult	Level 30
140	Very Difficult	Level 40
180	Absurd	Level 50
240	Almost Impossible	Level 60
280	Impossible	Level 70
320	Inhuman	Level 80
440	Zen	Level 90

Creative

These abilities are related to the artistic or inventive capacity of a character.

Art *(Power)*

This measures the expertise of an individual in fields of art, such as painting or sculpture. A character can specialize in a certain artistic discipline, in which case a +40 is used for those Ability Checks.

Dance *(Agility, knowledge)*

This represents the ability to dance and learn new dances. The higher the ability, the greater number of dances a character can perform. It is certainly a good way to make a living; a great dancer can always earn a few coins. A character can specialize in a certain type of dance, ballroom dancing, for example, in which case a +40 is used for those checks.

Characters wearing armor suffer a penalty to this Secondary Ability.

Music *(Power, knowledge)*

This allows a character to play musical instruments well and to compose and read music. It is possible to specialize in a single instrument and obtain a +40 bonus to Ability Checks using that instrument.

Sleight of Hand *(Dexterity)*

This permits the use of manual dexterity to perform juggling tricks or prestidigitation. Characters use this Secondary Ability for performing tricks, such as pulling a card from their sleeve in the middle of a game or tossing objects in the air and catching them before they fall to the ground. It is possible to specialize in one of these arts, applying a +40 bonus to checks using that art. Sleight of Hand may be opposed by another character's Notice ability.

Forging *(Dexterity, knowledge)*

This reflects the ability of the person to forge metals and make tools from metal or other materials, such as wood or leather. Simple objects, such as horseshoes, as well as weapons and armor of any type, can be manufactured with this ability. Of course, it is also possible to repair damaged objects or maintain equipment in perfect condition. Use this skill according to the instructions below:

First, decide what object will be created. As **Table 18: Forging** shows, each object has a different degree of Difficulty for manufacture. If a character beats that Difficulty Level, he has succeeded in making the object of normal quality. For each two grades of Difficulty that the maker attains above the required Difficulty, the object obtains an additional +5 to its quality. For each level below the required Difficulty, the object receives a -5 to its quality. The maximum bonus an object can receive is a +15. The higher bonuses are not obtained by means of forging alone, but also by supernatural means. Keep in mind that a +5 weapon is already a masterwork in itself, while a +10 weapon would be unique and legendary.

Forging also requires a great investment of time, effort, and resources by the maker. To know the modifier the time employed triggers, consult **Table 17**. Keep in mind that a day of work is equal to 12 hours work in an adequately equipped workshop or smithy. This ability allows specialization in one specific type of item – such as heavy armor, swords, or even kitchen utensils. If this is done, add a +40 bonus to checks for this type of manufacture.

Basilius is a well-known blacksmith with many years experience in forging weapons. On this occasion, he has received an order from a general to make a Bastard Sword. Our smith has an ability of 110 at Forging, and as we can see, the difficulty for a Bastard Sword is 120. He invests one month forging it (+20), uses Black Steel, and achieves a final ability score of 240, so the weapon will have a +5 quality, since it will have beaten the required quality level by two grades. The general will be quite satisfied.

General Victor receives his new forged sword.

Illustrated by © Sanyin 2002

Table 17: Time Employed

Time employed in manufacture	Modifier
One hour	-60
Two to four hours	-40
One day	-20
Two or three days	-10
A week	0
Two weeks	+10
One month	+20
Two or three months	+40
Six months	+60
One year	+80
Three or four years	+100
About ten years	+120

Illustrated by © N.K.

CREATING NEW SECONDARY ABILITIES

Naturally, it isn't possible to list all conceivable Secondary Abilities. There is always a chance that someone will think of a new skill that is not on the list. If this happens, the player can seek the agreement of the Game Master to create that new ability. To do this, it must first be determined which Characteristic governs the skill. Such an ability will have the same cost as others dependent on that Field. Of course, it is necessary for the Game Master to approve the rules and agree to the established advantages and limitations.

Table 18: Forging

Difficulty	Final ability	Weapons	Armor	Helmets	Other
Easy	40	Standard Arrow, Flight Arrow, Club, Staff		Circlet, Leather Hood, Forehead Plate	Horseshoes, Buckles, Hooks, Sheets of Metal, Bowls or Plates, Saucepan, Frying Pans
Moderate	80	Harpoon, Bullets (For Sling), Spiked Ball, Chain, Dagger, Blowgun Darts (Hand), Hook, Scythe, Great Warhammer, Handaxe, Sling, Javelin, Lance, Lasso, Large Multi-Headed Flail, Warhammer, Flail, Mace, Heavy Battle Mace, Tonfa	Padded Armor, Complete Leather, Leather, Hardened Leather, Fur	Casque	Imitation Jewelry, Candelabras
Difficult	120	Fighting Fan, Halberd, Short Bow, Long Bow, Bolas, Blowgun, Scimitar, Raven, Parrying Dagger, Shield, Full Shield, Broad Sword, Bastard Sword, Short Sword, Long Sword, Stiletto, Armor-Piercing Arrow, Claws, Two-Handed Axe, Battle Axe, Kusari-Gama, Cavalry Lance, Whip, Nunchakus, Gladiator's Net, Buckler, Shuriken, Trident	Byrnie, Studded Leather, Armored Longcoat, Chainmail, Breastplate, Partial Plate	Mail Coif, Open Helm	Elaborate Imitation Jewelry, Light Barding
Very Difficult	140	Composite Longbow, Crossbow, Heavy Crossbow, Boomerang, Cestus, Rapier, Foil, Katana, Katar, Two-Handed Sword, No-Dachi, Swordbreaker, Saber, Sai, Shuko, Tinto	Scale Mail, Light Plate, Half Plate	Great Helm	Fine artesany, Chandelier
Absurd	180	Hara No Okina, Two-Bladed Katana, Chakram, Arquebus, Miniature Crossbow, Repeating Crossbow, Matchlock Pistol	Full Plate, Heavy Full Plate, Full Field Plate		Eyeglasses, Watches, Spyglass, Compass

BOX IV: MATERIALS

The material used by the character is a fundamental factor in determining the quality of the result and how easy it is to achieve. Below is a list of materials present in Gaïa, and how they modify Forging ability.

Difficulty: This measures how complex it is to obtain a good result working with the mentioned material. Naturally, obtaining a better result with materials with a negative modifier is more difficult. This modifier should be applied to the character's Forging Check.

Our blacksmith has selected a material often used for making high-quality weapons, Black Steel, for which reason the ability check is done at a +20.

Quality: All materials, no matter how well worked, have a limit to their improvement. The quality indicates where that limit is, as well as the maximum bonus the object can receive.

Even if Basilius rolls high enough to beat the required Difficulty of the weapon forged by four levels, it will still have a maximum quality of +5, because it is made of Black Steel.

Availability: As with equipment, every type of material has its corresponding availability according to its abundance in the world. Materials classified as inaccessible should be treated by the Game Master with great caution, since they are so rare that most forgers might never have heard of them.

LIST OF MATERIALS

Stone
Difficulty: –80 **Maximum Quality:** +0
Availability: Common
Description: Stone has been one of the most frequently used materials for making tools since the beginning of history due to its wide availability and simplicity of use.

Bone
Difficulty: –60 **Maximum Quality:** +0
Availability: Common
Description: Like stone, bone has been used to make all sorts of useful items since the dawn of civilization. The bone referred to here comes from common animals.

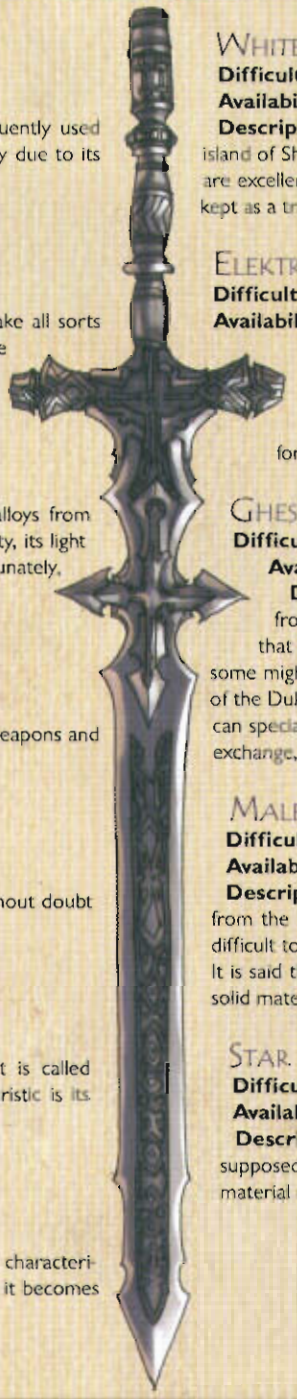
Bronze
Difficulty: –20 **Maximum Quality:** +0
Availability: Common
Description: Bronze was was one of the earliest alloys from which objects were forged because of its high malleability, its light weight, and the ease with which it was produced. Unfortunately, it is not very tough.

Iron
Difficulty: +10 **Maximum Quality:** +0
Availability: Common
Description: Iron is a favorite material for making weapons and armor because of its notable resistance and accessibility.

Steel
Difficulty: –20 **Maximum Quality:** +5
Availability: Common
Description: Of all the common metals, steel is without doubt the best due to its quality and resistance.

Black Steel
Difficulty: +20 **Maximum Quality:** +5
Availability: Uncommon
Description: This is an exceptionally rare alloy. It is called "black" due to its dark coloring. Its principal characteristic is its incredible hardness.

Illuminatum
Difficulty: +80 **Maximum Quality:** +5
Availability: Inaccessible
Description: This is a silvery metal of mystic nature characterized by how easily it is molded while hot. Once cooled, it becomes one of the most resistant of existing materials.



White Steel of Shivat
Difficulty: –40 **Maximum Quality:** +10
Availability: Uncommon
Description: This whitish metal is found only in the mines of the island of Shivat. It is difficult to work, but when mastered, the results are excellent. In the eastern lands, the techniques for its working are kept as a tradition passed down from father to son.

Elektra
Difficulty: +20 **Maximum Quality:** +10
Availability: Rare
Description: Elektra is a rare alloy formed of black and white steel in exact proportions. The few artisans who know the formula guard it with utmost jealousy. This is the material usually used by the most powerful organizations for their creations.

Ghestal Wood
Difficulty: –40 **Maximum Quality:** +10
Availability: Inaccessible
Description: The wood of Ghestal can be obtained only from the Ramalen trees of the Duk'zarist. All indications are that none remain upon the face of Gaïa – though legends claim some might yet survive in old abandoned temples. Only the artisans of the Duk'zarist know the secret of working this wood. A character can specialize in its use, and that changes its difficulty to +40, but in exchange, he loses the ability to use other materials.

Malebolgium
Difficulty: +20 **Maximum Quality:** +15
Availability: Inaccessible
Description: Malebolgium is the name given to the metal formed from the bones of the most ancient dragons. Though exceptionally difficult to forge, the results obtained with this metal are unequalled. It is said that a well-made malebolgium weapon is capable of cutting solid materials as though they were paper.

Star Metal
Difficulty: +80 **Maximum Quality:** +15
Availability: Inaccessible
Description: A legendary metal of unknown origin, Star Metal supposedly carries supernatural powers, though most assume the material exists only in myth.

Illustrated by © Ilya Yefi

Chapter 5
Between Life and Death

Among so many changes in human affairs,
Only death is certain;
Nonetheless, all lament
This thing that fools no one

Seneca

Illustrated by © Pedro Kadeki Kagawara 2002

Lemures' wounds drag him to the thin line between life and death.

Life Points

When you create your character, you calculate his total Life Points (LP), according to the character's Constitution and Class. These points track the character's physical condition. When these are at their maximum, a character is in perfect condition. But as he suffers wounds or other damage, his LP begin to go down.

There are many ways a character can lose LP. Receiving a wound in combat, falling down a set of stairs, or being rolled on by a horse are only a few examples. When an individual suffers damage, these are subtracted from his LP.

When a character possesses more LP than another character, it means that his damage resistance is greater, and he is able to withstand greater wounds. However, a character with more LP does not actually ignore a greater quantity of life-threatening wounds. For example, if a character with 90 LP is hit by an attack that causes 130 points of damage it will result in his immediate death. Such a blow could be described having smashed through his rib cage and crushed his lungs. A blow like that would kill anyone. But, say a character with 240 LP is hit with the same attack (130 points of damage); this doesn't mean the attack smashed through his rib cage and destroyed this character's lungs, yet he somehow survived anyway. Instead, is could be said that the attack didn't break through this sturdier character's ribs. Therefore, even though he is seriously hurt, the result is much less dire.

Death

Sooner or later, a badly wounded person can end up dying. There are two ways someone might lose his life. First, if he suffers a critical with amputation to the head or the heart (both vital points), death is automatic and impossible to avoid. A character also dies if he receives wounds that reduce his LP to very low negative levels. If his LP fall below zero, the character loses consciousness immediately, but is not dead. A character does not die until he reaches a negative number five times greater than his Constitution. When damage causes a character's LP to fall below that number, he dies.

Someone with a Constitution of 5, for example, will hang on Between Life and Death until his LP drop below –25, while another individual with a Constitution of 8 would last until he dropped below –40.

Bleeding Out

When a character receives a critical, he has received a wound so formidable that the damage can become worse due to blood loss – even if he suffers no immediate effects. In such a case, the character loses one additional Life Point per minute until his wounds can be treated and the bleeding stopped. Taking care of bleeding of this type requires a Medicine Check with an Easy Difficulty Level. For every 5 LP lost through bleeding out, the character suffers a –10 penalty. If this bleeding damage causes a character's LP to drop to zero, he becomes unconscious and enters the state Between Life and Death – although he stops to lose Life Points due to bleeding.

The Game Master can decide that bleeding has ceased naturally after a given amount of time.

The Thin Line Between Life and Death

When a character's LP fall below zero (but not far enough to kill him outright), he is in a critical state called Between Life and Death. In this situation, it is possible that the character's body may simply give out at any time and die. A character in a state Between Life and Death must beat a Physical Resistance Check with a Difficulty of 120 every hour to stabilize his condition, or else he loses one additional LP. If, due to this loss of LP, his LP level falls below a negative number five times greater than his Constitution, or if he fails his PhR Check by more than 60, the character dies.

If a character succeeds in stabilizing himself, his Life Points elevate to zero, and he recovers consciousness – although he will suffer a –60 All Action Penalty. That penalty is reduced by 5 points per day (unless the character's Regeneration indicates otherwise). A character can also be stabilized by beating a Medicine Check with Moderate Difficulty.

Called Away

When a person dies, his spirit remains in this world one hour for each point of Power he possessed. When that time expires, his soul transmigrates to the Beyond and never returns. While waiting for transmigration, the soul will either remain with the body or in the place where the person died, as considered appropriate by the Game Master.

Table 19: Base Regeneration

Constitution	Regeneration level
1 to 2	None
3 to 7	1
8 to 9	2
10	3
11	4
12	5
13	6
14	7
15	8
16	9
17	10
18	11
19 or 20	12

RECOVERY

Most wound heals with time, but how long such healing takes depends on the seriousness of the wound and the character's Constitution. Each individual has his own healing factor that indicates the speed with which he will recover from damage. This is called his Regeneration.

Regeneration

The Regeneration of a character is based on his Constitution. Depending on how high that number is, his healing will be slower or faster, as can be seen in **Table 19**. It is not necessary to reach Inhumanity to receive the Regeneration of a Constitution greater than 10, because a living body repairs itself naturally. Regenerations of 19 and 20 are special cases. Only entities with a Gnosis higher than 40 can reach those levels.

Below, in **Table 20**, you can see the LP a person recovers according to his Regeneration. Resting characters must pass the day receiving care and moving as little as possible. The table also shows the penalties to action due to physical wounds, such as broken bones or concussion, during different stages of the healing process. These are, for example, the effects produced by criticals above 50 that did not cause amputation. In the case of creatures with Damage Resistance, the healing index for LP regenerated is multiplied by five.

Aside from the healing itself, the Regeneration can give the character various innate abilities as shown in the Special Capabilities column.

Table 20: Healing

Level of Regeneration	Resting	Not Resting	Reduction of Penalty	Special Capabilities
1	10 per day	5 per day	-5 per day	
2	20 per day	10 per day	-5 per day	
3	30 per day	15 per day	-5 per day	
4	40 per day	20 per day	-10 per day	
5	50 per day	25 per day	-10 per day	No scars remain
6	75 per day	30 per day	-15 per day	The character does not suffer the effects of Bleeding Out
7	100 per day	50 per day	-20 per day	Cleanly amputated limbs recover if placed on the stump within a week
8	250 per day	100 per day	-25 per day	As above, but within five days
9	500 per day	200 per day	-30 per day	As above, but within three days. The character automatically overcomes the state Between Life and Death
10	1 per minute	NA	-40 per day	As above, but within one day
11	2 per minute	NA	-50 per day	Any amputated limb recovers if placed on the stump within a week
12	5 per minute	NA	-5 per hour	As above, but within three days
13	10 per minute	NA	-10 per hour	As above, but within one day
14	1 per Turn	NA	-15 per hour	Any limb recovers if placed on the stump within several hours
15	5 per Turn	NA	-20 per hour	Any limb recovers immediately if placed on the stump within one Turn. Except for the head, any amputated member grows back within a week.
16	10 per Turn	NA	-10 per minute	Except for the head, any amputated member grows back within three days
17	25 per Turn	NA	-30 per Turn	Except for the head, any amputated member grows back within few hours
18	50 per Turn	NA	-25 per Turn	Except for the head, any amputated member grows back within few Turns
19*	100 per Turn	NA	ALL each Turn	The amputated limb regrows and is completely functional in one Turn
20*	250 per Turn	NA	ALL each Turn	All physical criticals are annulled

*Regeneration 19 requires a Gnosis of 40; Regeneration 20 requires a Gnosis of 45.

Chapter 6
Physical Abilities

All men
are made of the same clay,
but not from the same mold.

Trinidad

PHYSICAL ABILITIES

Physical Abilities depend directly on the character's attributes. There are three kinds: Movement Value, Weight Index, and Fatigue. Each of these has different functions, from deciding how fast a character can run to indicating the weight he can carry.

Movement Value

Movement Value represents the maximum speed at which a person can run. It is equivalent to the Agility Characteristic: If a character has an Agility of 7, his Movement Value is also 7. To know how much distance are covered by this movement, consult **Table 21**. The distance listed there is the maximum distance a character can run during one Combat Turn (which is three seconds long), while the character is already moving. In unfavorable conditions, such as in mountainous or broken terrain, this speed can be from one to three points lower, as considered appropriate by the Game Master. This ability is modified by the Athleticism Secondary Ability.

When a character reaches a Movement Value greater than 10, he moves at a speed no normal human could reach in real life. Characters cannot, therefore, possess Movement Values greater than 10, even if their Agility is higher than that – unless they have developed an ability to perform Inhuman or Zen actions. Entities that travel using Movement Value 20 can travel any distance they wish in a single Combat Turn.

Jumping

A character's ability to jump depends on his Movement Value. With the appropriate running start, a character can jump horizontally up to one-fifth of his Movement Value distance, rounded down. This ability is modified by the Jump Secondary Ability.

Since Celia's Movement Value is 10, she can jump up to 23 feet horizontally if she gets a good running start.

Weight Index

This indicates how much weight a character can carry. It is equivalent to the Strength Characteristic. Thus, if a character has a Strength score of 7, his Weight Index would be 7, as well. To know how much weight a character can carry, consult **Table 22**. The first column represents how much a character can carry or lift over his head without difficulty. If an individual is carrying or lifting more than that figure, it reduces his Movement Value by 2 points. He also loses an additional Fatigue Point for each half-hour spent carrying it. The second column indicates the maximum weight a character can lift. Any person trying to move while carrying that much weight reduces his Movement Value by 5 and loses 1 Fatigue Point per Combat Turn. To have a Weight Index higher than 10, one must be able to perform Inhuman or Zen actions. A creature with a Weight Index of 20 is capable of lifting absolutely any mass, as long as he is standing on something that won't give way first.

Table 21: Movement Value

Movement Value	Distance per combat turn	Require
1	Less than 3 feet	
2	15 feet	
3	25 feet	
4	50 feet	
5	65 feet	
6	70 feet	
7	80 feet	
8	90 feet	
9	105 feet	
10	115 feet	
11	130 feet	Inhuman
12	160 feet	Inhuman
13	250 feet	Inhuman
14	500 feet	Zen
15	800 feet	Zen
16	1,500 feet	Zen
17	3,000 feet	Zen
18	3 miles	Zen
19	15 miles	Zen
20	Special	Zen

Table 22: Weight Index

Weight Index	Natural Weight	Maximum Load	Require
1	Less than 9 pounds	10 pounds	
2	10 pounds	20 pounds	
3	20 pounds	40 pounds	
4	30 pounds	90 pounds	
5	50 pounds	130 pounds	
6	90 pounds	260 pounds	
7	130 pounds	400 pounds	
8	175 pounds	575 pounds	
9	220 pounds	770 pounds	
10	330 pounds	925 pounds	
11	440 pounds	1,300 pounds	Inhuman
12	770 pounds	1 Ton	Inhuman
13	1 Ton	3 Tons	Inhuman
14	5 Tons	25 Tons	Zen
15	15 Tons	100 Tons	Zen
16	100 Tons	500 Tons	Zen
17	500 Tons	2,500 Tons	Zen
18	1,000 Tons	10,000 Tons	Zen
19	10,000 Tons	150,000 Tons	Zen
20	Special	Special	Zen

Table 23: Fatigue

Fatigue	Penalty
0	-120
1	-80
2	-40
3	-20
4	-10

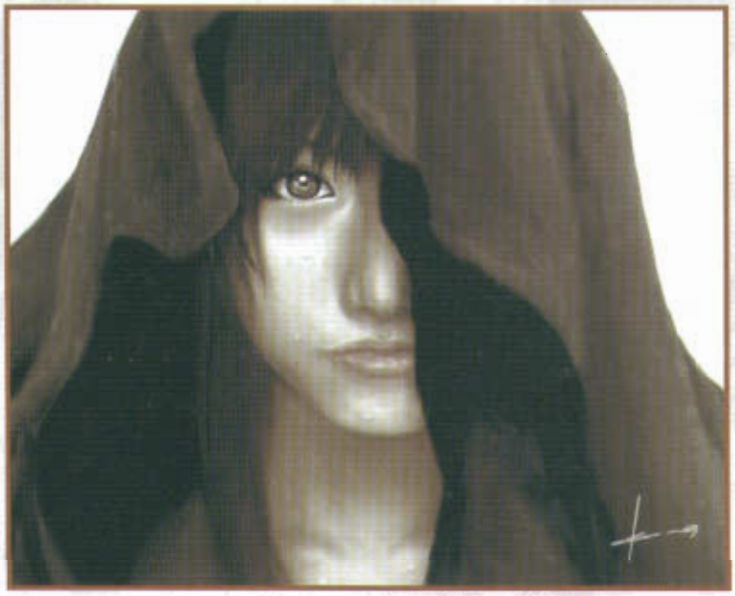
Fatigue

Fatigue is related to the physical activities performed by a character. Every time someone makes a physical effort, it drains him. This attribute depends directly on a character's Constitution. Thus, a character with a Constitution of 6 would have 6 Fatigue Points. These points drop at a rate of 1 for every thirty minutes of hard work or two hours of light work.

If a character wishes, he may voluntarily spend Fatigue Points to improve his performance of physical actions. In a way, he is burning off reserves to perform actions that would otherwise be very difficult. Each point of Fatigue spent on an action gives a character a +15 bonus to his die roll. This rule only permits improvement for Ability Checks on Secondary Abilities that depend on Strength and Agility, as well as those Combat Abilities based on Dexterity and Agility. It is not possible to use Fatigue Points to improve Magic Projection or Psychic Projection, as they are not dependant on physical effort.

Of course, no one can exhaust themselves with a single maneuver. Therefore, a player may only spend 2 of his character's Fatigue Points per Combat Turn – either to improve a single action (and obtain a +30 bonus) or two different actions (and obtain a +15 bonus on each). A player must declare that his character will spend Fatigue Points before rolling the dice. If Fatigue Points are used in a Contested Ability Check, such as an attack or defense, it must be declared before the opponent makes his roll. A character can also expend Fatigue points to improve his die roll for Strength, Dexterity, or Agility Characteristic Checks. Every point spent this way confers a bonus of one point on the die roll for that attribute.

Lastly, Fatigue can be used to increase a character's Supernatural Abilities for a very brief period of time. Each Fatigue Point invested in this way increases a character's MA by +15, or it adds a bonus of +1 to all his Ki Accumulation, for one Combat Turn only.



It's very difficult to resist the fatigue effects.

Rayne is attempting to escape from guards in a city where she is falsely accused of a murder. As they chase her, she has to jump from the top of a house to try and lose them. To avoid injury, she needs to perform an Acrobatics Check. However, before her player throws the dice, he declares that she will spend 2 Fatigue Points on the attempt. As a result, she adds +30 to the final ability score obtained through the die roll.

Later, Rayne is forced to make a Strength Check. Since she only has a Strength of 5, and her player wants to make sure she passes the check, he invests 1 Fatigue Point before making the roll to lower the target number by one. The roll turns out to be a 6, but, thanks to the Fatigue Point invested, the result is lowered to a 5, and Rayne passes the check by a hair.

Table 24: Physical needs

Situation	Penalty
Minimal food and drink	-5
One day without eating	-10
One day without drinking	-15
Insufficient sleep	-10
No sleep	-20

Exhaustion

If a character's Fatigue Points reach a very low level, he begins to suffer the effects of exhaustion. When a character's Fatigue Points drop to 4 or less, physical and mental fatigue cause a penalty to any action undertaken. The value of this penalty is indicated in **Table 23**. If a character naturally has a Constitution of 4 or lower, he does not automatically suffer that penalty constantly, but does so as soon as he begins to lose Fatigue Points. Characters recover Fatigue Points at a rate of 1 for every thirty minutes of complete rest or for every one hour without significant effort.

Remembering that Rayne invested 3 Fatigue Points to improve various abilities, and given that she has a base Constitution of 7, after carrying out those actions she has only 4 Fatigue Points remaining. This gives her a -10 penalty to any actions because of exhaustion. She should rest for a while to recover.

Movement and Fatigue

Naturally, as a person travels he gradually tires. Below, is a reference to how much a character tires at different movement speeds.

Walking Pace: The character is walking normally. He loses 1 Fatigue Point every 6 hours.

Marching: This is a quick, steady walk. It causes the loss of 1 Fatigue Point for every 2 hours of marching.

Running: The character is running, but without pushing himself to the maximum. He moves at a Movement Value 2 levels below his maximum, but loses only 1 Fatigue Point for every 10 minutes of running. This period of time is doubled for each Difficulty Level obtained above Moderate on an Athleticism Check.

Maximum Speed: This is the fastest a character can move. The character uses his full Movement Value, but he loses 1 Fatigue Point for every 5 Combat Turns that he maintains such a pace. Each Difficulty Level above Moderate achieved on an Athleticism Check doubles that period of time.

Physical Needs

Any normal human needs both food and sleep; otherwise, he suffers penalties to actions for each day that passes without satisfying those needs. **Table 24** lists these penalties. Of course, a continued lack of food and drink can end up causing the character's death.

Illustrated by © Kawa (Chow - Angels)

Chapter 7
Combat Modules

It is always good
to know about everything
Lao Tse

The Idea Behind Modules

When a character develops his Attack and Defense abilities, he does so with a single weapon, which he will have chosen from the beginning. It is also possible to learn to fight without weapons, in which case the character's Combat Ability is considered to be "Unarmed."

Modifiers to Combat Abilities

Even if he originally only learned to use one weapon, a character who is an expert fighter will have at least some minimal notion of how to fight using many other types of weapons. Although the way they are used might be quite different, there are always certain similarities. So, when using a weapon other than that with which he is trained, a character simply applies a penalty to his Attack and Block abilities. That penalty depends on the degree of difference between his normal weapon and the weapon he is currently using.

Table 25: Modifiers to Combat Ability

Tipe	Penalty to Ability
Similar Weapon	-20
Mixed-Class Weapon	-40
Different Class / Unarmed	-60
Blocking and Dodging	-60

Similar Weapon: The character knows how to fight with at least one weapon of this class. This would be the case, for instance, for someone who knows how to use a Long Sword (Sword class) and tries to use a Saber (also Sword class).

Mixed-Class Weapon: The character knows how to use a weapon, but attempts to use one that is of more than one Class, including one in which he is not trained. This would be the case of someone who, for example, knows how to handle a Long Sword (Sword class) but wishes to wield a Bastard Sword (Sword and Two-handed Sword classes).

Different Class / Unarmed: The character is using a weapon with which he has no training. This would be the case for a person who knows how to use a Long Sword (Sword class) and tries to use a Warhammer (Mace). It is also used when someone who knows only unarmed combat tries to use a weapon, or vice versa.

Blocking and Dodging: This is the penalty that must be applied when a person with the Block ability tries to Dodge an attack, or vice versa. Remember that in addition to the -60, the two abilities are based on different Characteristics, and therefore use different bonuses.

When we created Celia, for example, we decided that her main weapon would be a saber, with which she has an Ability score of 70. If she takes up a Rapier, a similar weapon, her attack is reduced to 50, while if she grabs a Mixed-Class Weapon, such as a Bastard Sword, her ability falls to just 30. And, if she tries to fight Unarmed, or uses a weapon with which she has no expertise, such as a Battle Axe, she would have an ability of only 10.

The Modules

An individual isn't limited to learning just one weapon; with practice he can become equally adept with many others. The Weapons Modules allow a character to eliminate the penalties for wielding weapons other than the one they chose initially, and even, on occasion, to use their Combat Ability to launch spells, or psychic powers. To acquire these modules, it is necessary to spend the DP indicated for their cost.

The General Weapons Modules

These modules are listed as a Primary Ability for combat. Therefore, any DP invested in these modules count toward a character's point distribution limit.

Similar Weapon

The character knows how to use two similar weapons.

Effects: Gives the character the ability to use an additional weapon of the same class as one the character already knows.

Cost: 10 DP

Mixed-Class Weapon

The character knows how to use two weapons with some similarities.

Effects: Gives the character the ability to use an additional weapon that shares at least one class with a weapon the character already knows.

Cost: 15 DP

Different Type / Unarmed

The character knows how to use two very different weapons.

Effects: This gives the character the ability to use a weapon of a class with which he is not familiar.

Cost: 20 DP

Whole-Class Weapons

The character has managed to dominate the techniques for use of all weapons of a given class, and he may use any of them without penalty.

Effects: Allows the use of any weapons of a determined class without applying any penalty to his Combat Abilities. The player must choose a specific class of weapon, whether that is pure or mixed. If a character is trained in the use of Swords, he can handle any of them without penalty, but that would not hold for a Bastard Sword, because it is mixed-class weapon.

Cost: 50 DP

Projectile Weapons

The character is able to use his aim with all projectile weapons.

Effects: The character can use any projectile weapon using the same Attack ability.

Cost: 50 DP

Throwing

The character is able to use his aim while throwing any object or weapon.

Effects: The character acquires skill at throwing all sorts of items with the same Attack ability. Keep in mind that this doesn't physically permit the use of weapons using the Throwable rule, just the ability to throw them.

Cost: 50 DP

Improvised Weapons

The fighter in question is very skilled at using whatever objects happen to be around to fight with.

Effects: This module allows any type of object to be used as an improvised weapon.

Cost: 50 DP

The Archetypical Weapons Modules

These modules include a number of weapons that are traditionally used with great mastery by certain types of people. If you wish, you can create your own such modules, as long as the selection has a real relationship with a traditional or archetypical figure. As with the foregoing, these are considered Primary Abilities for combat.

Barbarian Module

These big, powerful weapons are often used by individuals with fierce and barbaric fighting styles.

Effects: Awards skill in the following weapons: War Axe, Battle Axe, Two-handed Sword, Bastard Sword, and Heavy Battle Mace.

Cost: 50 DP

Ninja Module

These exotic weapons were used by oriental assassins.

Effects: Awards skill in the following weapons: Katana, Tanto, Claws, Shuriken, and Kusari-gama.

Cost: 50 DP

Illustrated by © Sanjya 2002

A warrior specialized in wielding gladiator weapons.

Duel Module

These weapons are used by swordsmen and fencing masters.

Effects: Awards skill in the following weapons: Rapier, Foil, Parrying Dagger, Saber, and Long Sword.

Cost: 50 DP

Pirate Module

These are the weapons most used by sailors.

Effects: Awards skill in the following weapons: Harpoon, Gladiator's Net, Hook, Saber, and Handaxe.

Cost: 50 DP

Nomad Module

These weapons were used by warriors who were raised in the desert.

Effects: Awards skill in the following weapons: Dagger, Chakram, Long Bow, Scimitar, and Lance.

Cost: 50 DP

Hunt Module

These weapons are used by fighters expert in subterfuge who make use of light, often projectile weapons.

Effects: Awards skill in the following weapons: Javelin, Bow, Short Sword, Lance, and Bolos.

Cost: 50 DP

Knight Module

These weapons are used by orthodox warriors who fight on foot or from horseback.

Effects: Awards skill in the following weapons: Long Sword, Cavalry Lance, Mace, Bastard Sword, and Shield.

Cost: 50 DP

Gladiator Module

These are the exotic and showy weapons used by fighters in circuses and arenas.

Effects: Awards skill in the following weapons: Short Sword, Gladiator's Net, Buckler, Trident, and Whip.

Cost: 50 DP

Assassin Module

These precise, deadly, and easy-to-hide weapons were often used by dark fighters.

Effects: Awards skill in the following weapons: Short Sword, Miniature Crossbow, Club, Blowgun, and Stiletto.

Cost: 50 DP

Soldier Module

These are the weapons traditionally taught to regular soldiers in most any army.

Effects: Awards skill in the following weapons: Crossbow, Long Sword, Halberd, Lance, and Shield.

Cost: 50 DP

Indigenous Module

This is the combat equipment traditionally used by indigenous tribes of little sophistication.

Effects: Awards skill in the following weapons: Javelin, Lance, Full Shield, Bow, and Blowgun.

Cost: 50 DP

Bandit Module

These simple but menacing weapons are used by warriors who specialize in theft and robbery.

Effects: Awards skill in the following weapons: Dagger, Crossbow, Short Sword, Mace, and Club.

Cost: 50 DP

The Style Modules

These modules permit the character to increase his combat effectiveness by reducing the penalties for performing certain attack maneuvers. As with the foregoing, these are considered Primary Abilities for combat.

Batto Jutsu / Iai Jutsu

This skill permits a character to unsheathe his weapon with perfect ease.

Effects: The character can unsheathe his weapon without applying the -25 penalty to the Attack or Block abilities. It has no effect for two-handed weapons.

Cost: 30 DP

Area Attack

The character specializes in broad maneuvers that can take out various enemies with greater ease.

Effects: This reduces the penalty for an Area Attack maneuver by half. Therefore a character applies -25 to his attack ability when using this attack.

Cost: 40 DP

Precision Attack

The character has a marked ability to put his adversary in a Menace Position.

Effects: This reduces the penalty for a Put at Weapon's Point maneuver by half. Therefore a character applies -50 to his attack ability when using this attack.

Cost: 50 DP

Disarming Attack

A character with this ability has specialized in disarming his opponents.

Effects: This reduces the penalty for a Disarm maneuver to -20.

Cost: 40 DP

Mystical Modules

These modules act as Primary Supernatural Abilities. Therefore, any DP invested in these modules count toward a character's point distribution limit.

Magic Projection as an Attack

This represents a character's joining of his combat knowledge with the ability to direct spells at an opponent. For this character, spells act like real weapons that he can project like a true martial ability.

Effects: This allows the character to use his attack ability when undertaking an offensive Magic Projection. Only the base ability score is used, not the points for innate improvement that come from combat classes. This module cannot be used to launch passive or defensive spells.

Cost: 75 DP

For example, Exodo, a third-level Warlock, has a final Attack score of 115. His base ability is 90, to which +10 is added for his Dexterity, and a +15 as an innate bonus due to his class. As he has no Magic Projection, he spends 75 DP to buy this module. When he does so, he cannot use the +15 innate bonus given to him by his class. This makes his final ability score 100 when using this module.

Magic Projection as a Defense

The character uses his defensive knowledge to project his passive and shielding spells as though they were weapons or armor that intercept the attacks of his enemies.

Effects: This permits a character's Defense ability to be used as a defensive Magic Projection. Only the base ability is used, not the points for innate improvement that come from particular classes. This module cannot be used to direct offensive spells.

Cost: 75 DP

The Psychic Module

This module acts as a Primary Psychic Ability. Therefore, any DP invested in this module counts toward a character's Point distribution limit.

Psychic Projection Module

The character uses his Combat Abilities to project his mental powers as if they were actual weapons.

Effects: This gives the character the ability to use Combat Abilities as a Psychic Projection. The offensive is used to attack, and the defensive to raise shields. Only the base ability is used, not the points for innate improvement that come from particular classes.

Cost: 100 DP

MARTIAL ARTS

In *Anima*, a character who fights only using his body can learn to dominate martial arts. Any of the styles below will allow the character to use his Attack or Block abilities without penalty when fighting unarmed. In a way, they are equivalent to an Empty-hands Weapons Module, but they also offer their adherents additional advantages.

The acquisition of a martial art by a character implies much more than simply knowing the style. Many persons learn these styles, but that doesn't mean they really know how to make use of the advantages they can offer. If a character in *Anima* "knows" a martial art, it means he is a true master who has learned it to perfection.

Learning a martial art is done by investing the necessary Development Points (DP). Each style costs 50 DP – although if a character decides to forego learning a weapon in order to develop his abilities with a martial art, the first martial art learned will cost only half as many points. If the character is a Tao, the cost of the first martial art learned will be only 10 DP.

There are ten basic martial arts, and ten more advanced ones. The basic ones are those that offer the character the ability to fight unarmed, while the more advanced improve the abilities conferred by the basic ones. To learn an advanced style, it is therefore necessary to first learn a basic one. For each martial art you will find a list of the advantages it offers.

For example, Hayato Nobunaga decides to develop his Combat Ability directly as a martial artist, instead of learning a weapon. It therefore costs him only 25 DP, rather than the 50 DP it would cost to learn a martial art if he already knew the use of a weapon.

Combining Martial Arts

A character can learn various martial arts and choose the advantages that he prefers from each. He can also accumulate the abilities gained and combine their effects – such as launching an additional attack or using a Trapping maneuver with only half the normal penalty. He can also choose the higher Final Damage of his multiple martial arts. Regarding special bonuses to the Attack, Block, or Dodge abilities, these are added as innate bonuses for a character's class, and so the maximum limit, combined with those obtained through his profession, would be a +50.

Basically, this means that a character who knows several martial arts is not using them separately; Instead, he has created his own martial art using the characteristics that interest him from each one.

Nobunaga is a master of Shotokan, Kempo, and Sambo. He can therefore carry out additional attacks applying only a –10 to his ability, and any penalties to his combat maneuvers are halved. He also adds together the bonuses for Shotokan and Sambo, so that he has a bonus of +10 to his Attack, and a +10 to Block. Additionally, he can use the base damage of Shotokan, which is much higher than that of the others.

Limits to the Martial Arts

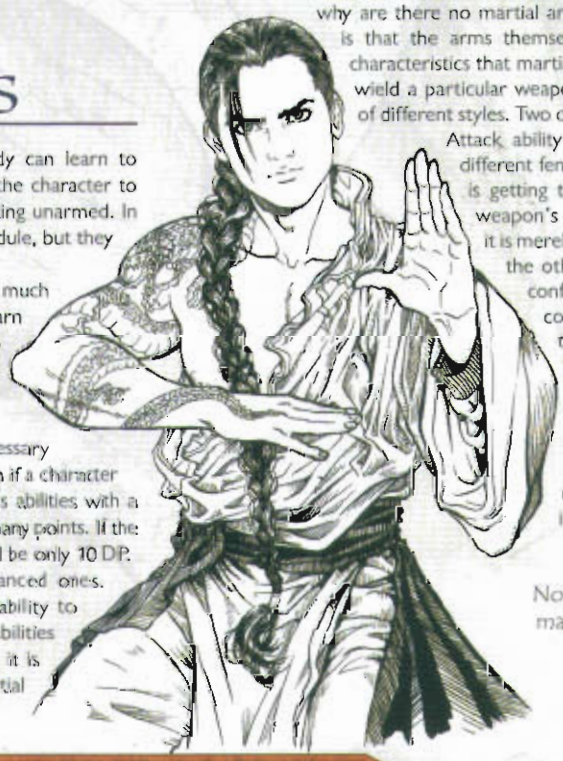
A character can only develop one Martial Art for every 40 points that he develops his Attack ability or Defense ability. If he wants to learn more styles, he must first bring up his Combat Abilities.

Nobunaga has an Attack ability of 80 points, and a Dodge of 50, so he can learn a maximum of three Martial Arts. This is because the total of his Combat Abilities is 130, and divided by 40 (the points required to permit learning a new martial art) allows him to learn up to three styles (rounding down).

Why Aren't There Martial Arts for Weapons?

Someone might ask why there are no martial arts for weapons. Of course, a Samurai who uses a Katana has studied Kenjutsu, a style of fighting that could be considered a martial art as much as Shotokan or Aikido. So, why are there no martial arts for weapons? The answer is that the arms themselves offer the same special characteristics that martial arts do. The very ability to wield a particular weapon represents the possession of different styles. Two characters who have the same Attack ability with a Katana may employ different fencing styles, but even so, each is getting the most possible out of his weapon's characteristics. How they use it is merely a question of aesthetics. On the other hand, the special abilities conferred by the martial arts are considered specific attributes of those unarmed arts, because the human body can be used as a weapon in many different ways.

The closest thing to martial arts with weapons are the Style Modules explained in the previous section.



Nobunaga, master of many combat styles.

Illustrated by © Alicia Gamboa

Learning the Martial Arts

It wouldn't be logical for a character to know a martial art without having taken the time to train in it. Therefore, even if he has the DP necessary, a character must still have a way of studying it, as well as some time to dedicate to it. It is up to the Game Master to determine how much time is necessary to invest in order to master a martial art.

The Basic Martial Arts

These are the simplest martial arts a character can acquire. The characteristics of each of the ten are discussed below:

Advantages: These are the advantages that martial art offers the character who learns it.

Requirements: To learn a style, it is necessary to meet the requirements listed in this section.

Martial Knowledge: The martial arts always confer a bonus to the character's Martial Knowledge, which is listed in this section.

Bonuses: The bonuses awarded by the martial arts are like innate class bonuses to the Attack, Block, and Dodge abilities. Therefore, the total of those bonuses are subject to the limit to innate improvement in combat. They can never be greater than +50. Of course, a character only receives the bonus when he masters the martial art, and not again every time he levels up.

Kempo

This is a freewheeling style of combat that uses combinations of strikes. The style uses rapid multiple attacks to try and find gaps in an opponent's defenses.

Advantages: The rapid flurry of blows allows a Kempo master to carry out additional attacks with a penalty of –10 to his ability instead of the usual –25. It has a Base Damage of 20, plus the character's Strength bonus. Kempo uses the Blunt Table.

Requirements: None.
Martial Knowledge: +10
Bonus: None.

Capoeira

Capoeira is a system of combat that appears chaotic and employs broad acrobatic movements of the legs that resemble a dance.

Advantages: The movements of Capoeira are so sweeping that when the user makes an Area Attack, he is considered to be using a large weapon, and he can affect up to five opponents. Capoeira has a Base Damage of 20, plus the character's Strength bonus. It uses the Blunt Table.

Requirements: Dance 40.
Martial Knowledge: +10
Bonus: +10 to Dodge.

Tai Chi

More than just a martial art, Tai Chi is a philosophy. It employs every part of the body using movements that are so fluid and elegant that it does not even seem to be a real way of fighting.

Advantages: Tai Chi possesses a Base Damage of 20, plus double the Power bonus of the character, representing the use of the character's internal energy. Given that this energy is used only as a force multiplier, Tai Chi attacks occur on the Blunt Table, and not the Energy table.

Requirements: Use of Ki.
Martial Knowledge: +30
Bonus: None.

Shotokan

Shotokan is a martial art that employs forceful strikes with either the fists or the legs. The style consists of taking advantage of the weak points of an opponent's defenses to defeat him with a single attack. It is an offensive martial art capable of inflicting enormous damage.

Advantages: Shotokan has a Base Damage of 30, plus the character's Strength bonus. It uses the Blunt Table.

Requirements: None.
Martial Knowledge: +10
Bonus: +10 to Attack (Unarmed).

Sambo

The name Sambo comes from Samooborona Biez Orousia, which means "unarmed personal defense." It is a very precise and defensive combat style, developed for the training of certain military organizations.

Advantages: Practitioners of Sambo reduce the penalties for the following combat maneuvers in half: Trapping, Area Attack, Take-Down, and Disarm. Sambo has a Base Damage of 20, plus the character's Strength bonus. It uses the Blunt Table.

Requirements: None.
Martial Knowledge: +10
Bonus: +10 to Block (Unarmed).

Kung Fu

Kung Fu is broad style developed by many great oriental masters of martial arts. It takes its inspiration from various animals and imitates their movements while adapting them to human combat. Because its techniques are highly varied, it is an art capable of adapting itself to situations as they arise. Thus, its practitioners can modify their style with great ease.

Advantages: Every combat turn, a master of Kung Fu can choose a bonus of +10 to his Attack, Block, Dodge, Damage, or Initiative, as he finds convenient. He should declare the ability to which his bonus is dedicated before Initiative is calculated for the Combat Turn. If he uses it to improve his Attack, Block, or Dodge ability, it is *not* considered an innate class bonus, and therefore *can* increase it by more than +50. Kung Fu has a Base Damage of 20 plus the character's Strength bonus, and attacks occur on the Blunt Table.

Requirements: Acrobatics 40, Sleight of Hand 40, and Style 20.
Martial Knowledge: +10
Bonus: Variable +10.

Taekwondo

Taekwondo is a system of combat that is ideal for combining with the use of weapons. It is a martial art that is based primarily on effective attacks with the legs that are directed with power and expertise.

Advantages: Taekwondo possesses a Base Damage of 20, plus the character's Strength bonus. It allows the character to make an additional attack with his legs after all his other attacks have been made. This extra attack suffers a penalty of only –20 and acts just as an additional weapon would. It can be used even after making an attack with a weapon. Taekwondo uses the Blunt Table.

Requirements: None.
Martial Knowledge: +10
Bonus: None.

Aikido

Aikido is a martial art that enables a practitioner to defend himself against attacks using the enemy's own strength against him. Its devotees easily trap or break their attacker's arms or legs using minimal movement. According to the philosophy behind this art, the adversary's own violence is the only thing that will defeat them.

Advantages: The damage caused by Aikido is 10, plus the Strength Bonus of the Aikido artist. However, when making a counterattack, twice the opponent's Strength Bonus is also added (a minimum bonus of +5). The attack occurs on the Blunt Table, and it allows one's opponent to easily be controlled, so that there are no penalties to the Trapping maneuver during a counterattack.

Requirements: Sleight of Hand 40.
Martial Knowledge: +10
Bonus: +10 to Dodge or Block (Unarmed).

Muay Thai

Muay Thai maximizes utilization of the strength of those who practice it. The fighter utilizes the harder parts of his body, like his elbows and knees. Its masters seek out the opponent's weakest points, such as the joints or ribs.

Advantages: Muay Thai has a Base Damage of 20, plus triple the Strength bonus of the user (instead the habitual Strength bonus). It uses the Blunt Table.

Requirements: Feats of Strength 40.
Martial Knowledge: +10
Bonus: None.

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Grappling

Grappling is an art that consists of holding and trapping one's opponent. Training in grappling includes falls, punches, kicks, strangleholds, and throws. The essence of the style is to close the distance between the fighter and his opponent, take him down, and finish him off on the ground.

Advantages: Grappling permits a character to use the Trapping and Take-down maneuvers without any penalty. It has a Base Damage of 20, plus the character's Strength bonus. It utilizes the Blunt Table.

Requirements: Feats of Strength 40.

Martial Knowledge: +10

Bonus: None.

The Advanced Martial Arts

The Advanced Martial Arts are more complex styles of martial arts. They are based on knowledge developed through the basic arts, but with considerably higher level techniques. Naturally, to learn an Advanced Martial Art, it is necessary to first have mastered one or more of the styles on which they are based.

Melkaiah

This is a strange system of fighting that maximizes the strength and ability of its practitioners to inhuman levels. The style is based on holds, throws, and take-downs of incredible effectiveness. It is said that as long as a practitioner of Melkaiah keeps his feet on the ground, he cannot be defeated by conventional means.

Advantages: This martial art awards a bonus of +3 to Strength or Dexterity Checks when performing Take-Down or Trapping maneuvers.

Requirements: Grappling or Sambo, Inhumanity, more than 160 in both Attack and Defense (Unarmed).

Martial Knowledge: +10

Bonus: +10 to Attack (Unarmed).

Seraphite

According to tradition, Seraphite is a style that was developed for the purpose of hunting demons. It is an art that uses unusually perilous movements that put the practitioner at risk, but that also multiply the effectiveness of the attack. In current times, this art is known by certain sectors of the Church, especially members of the Inquisition.

Advantages: A character who employs Seraphite adds a +10 bonus to the Final Damage of the Basic Martial Art style being used. If desired, he can also temporarily add +20 to his Attack ability in exchange for a –30 to his Defense ability. This must be declared before calculation of Initiative.

Requirements: Shotokan or Kempo, Presence Extrusion, more than 180 Attack (Unarmed).

Martial Knowledge: +10

Bonus: +20 to Attack (Unarmed).

Dumah

Dumah is known as "the art of the wind," a name it received because it teaches its practitioners to use their hands and legs as though they were cutting or thrusting weapons. This is a tribal practice usually transmitted from parents to children within a family.

Advantages: A character who employs Dumah adds a +10 bonus to the Final Damage of the Martial Art style being used, and he can also choose to use the Thrust or Cut Tables when attacking. The forcefulness of these cuts or thrusts is such that it reduces the opponent's Armor Type by two points. It also adds +10 to the Breakage of its attacks.

Requirements: Kempo or Capoeira, Presence Extrusion.

Martial Knowledge: +10

Bonus: +20 to Attack (Unarmed).

Emp

Emp is a refined technique of fighting that prepares its users to fight against armed enemies. Using rapid and dizzying spiral movements, a master of Emp is capable of advancing on and rendering an opponent helpless in a couple of short moves.

Advantages: This style permits its user to perform the Disarm maneuver with no penalty to his ability, and it adds a bonus of +3 to his Characteristic in Contested Checks.

Requirements: Kempo or Taekwondo, Mastery of Attack (Unarmed).

Martial Knowledge: +10

Bonus: +20 to Attack (Unarmed) and +10 to Initiative when using martial arts.

Enuth

Known as "the art of dreams," Enuth was created during the period of war between the Sylvain and the Duk'zarist. One faction of the elves, followers of the philosophy of C'iel, which forbids killing, created Enuth in order to battle the Duk'zarist without having to take their lives. Due to the incredible resistance of the Duk'zarist, the style reached a level of perfection of incredible extremes in order to equal the fighting power of their antagonists.

Advantages: Enuth permits the application of a +20 bonus to the die roll to calculate the Critical Level when the character strikes intending to knock his opponent unconscious. It can also permit the character to voluntarily reduce the amount of damage inflicted by his blow – even after the dice have been thrown for both antagonists.

Requirements: Sambo or Shotokan, more than 160 in both Attack and Defense (Unarmed).

Martial Knowledge: +10

Bonus: +20 to Dodge and Block (Unarmed).

Shephon

Shephon is, probably, the most perfect system of defense that exists. It is inspired by the flow of water, and with its free-flowing movements, a master of this style is capable of avoiding almost any attack by changing its trajectory.

Advantages: When a character declares that he has entered into Total Defense mode, it increases the bonus for that maneuver to +60.

Requirements: Aikido and Kung Fu, Ki Control, Mastery of Defense (Unarmed).

Martial Knowledge: +10

Bonus: +20 to Dodge and Block (Unarmed).

Asakusen

Although the word Asakusen is used today to designate any fighting style used to kill, it is actually one of the most complex martial arts in the world. It has been prohibited for centuries due to its lethal nature. With the passage of time, it was diluted into various styles created by schools of Kung Fu that are no more than pale reflections of true Asakusen.

Advantages: Asakusen makes the variable +10 bonus of Kung Fu apply to Dodge, Attack, Block, Initiative, and Damage all at the same time – as long as martial arts are being used. However, the character still adds another +10 to any one of those abilities he chooses in the same way as is done for Kung Fu.

Requirements: Kung Fu, and more than 160 in both Attack and Defense (Unarmed).

Martial Knowledge: +10

Bonus: Only those mentioned in Advantages.

Velez

To learn Velez it is necessary for the practitioner to control his internal energy and know how to channel it. This style concentrates all the spiritual power of the martial artist when he strikes, permitting him to create a flow of power capable of penetrating even physical matter. It is without doubt one of the rarest and most spectacular martial arts in the world – although the few who know its secrets are reluctant to share them.

Advantages: Velez permits the character to strike using the Energy Table. Nonetheless, attacks made with this style can be blocked normally, since they are not intangible.

Requirements: Tai Chi or Kung Fu, Presence Extrusion.

Martial Knowledge: +20

Bonus: +20 to Block or Dodge (Unarmed).

Selene

According to mythology, Selene was the first martial art to be recognized as such. It was practiced exclusively by women, and, traditionally, no man was permitted to discover its secrets. Selene turns the attacker's own force against him, tossing him around like a rag doll. In spite of its great complexity, the movements of Selene are so subtle that it often seems the artist hasn't even moved.

Advantages: Due to his ability to use his Defense ability, a master of Selene doubles his bonus for counterattacking if he uses his Response Action to attack his opponent with this martial art.

Requirements: Aikido, Mastery of Block or Dodge (Unarmed).

Martial Knowledge: +10

Bonus: +20 to Dodge and Block (Unarmed).

Hakyoukuken

Many consider Hakyoukuken to be the most perfect martial art that has ever existed. In fact, its origin isn't even human, though its true source is a mystery. The practitioner of Hakyoukuken controls the tension of every muscle of his body and makes his attacks with devastating power, literally destroying his adversaries from inside. This style also teaches one to get in the first strike: If there is no attacker, there is no need for defense.

Advantages: Hakyoukuken adds a bonus of +20 to the Final Damage of whatever martial art is being used. Most armor offers no protection against its attacks and so subtract a –2 from the AT if they are soft. As it destroys an enemy's internal organs, add a +20 to the die roll calculating the Critical Level due to attacks made using this martial art. This last advantage applies only to organic beings.

Requirements: Shotokan or Muay Thai, Use of Necessary Energy, Mastery in Attack (Unarmed).

Martial Knowledge: +10

Bonus: +20 to Initiative when using martial arts and +10 to Attack (Unarmed).

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Chapter 8
Arms and Equipment

If the porcupine were a little smarter, it wouldn't need all those needles.

A. Graf

No matter what a character's expertise, it won't do much good if he doesn't have the right equipment. As he prospers and improves, he can seek and acquire progressively better tools to meet his needs. This chapter offers detailed information about common equipment and some of the necessary arms and armor.

An Antiquity shop in Lannet

Money and its Uses

Money is a fundamental necessity for buying and selling things. The amount of money characters possess determines their ability to acquire equipment, and it also serves as a measure of their social level. In the world of Gaïa, there are three denominations of money, each with a distinct value. The most common and least valuable are the copper coins (CC). They are used for everyday transactions to acquire inexpensive common goods. In some principalities, copper is substituted with iron or bronze, but the value is identical. The second most common coin is the Silver Coin (SC), which is worth 10 copper coins. Finally, the Gold Coin (GC) represents a much higher value; each Gold Coin is worth 100 silver coins. Gold coins are used only for unusually expensive items.

Coins in Gaïa are usually of similar size and shape in all its kingdoms and principalities. Generally, they are called "Crowns," and each bears on one face the seal of the Old Empire and on the other the symbol of the principality in which it was minted. Generally, coins can be counted upon to have the same value in any part of Gaïa, though there are places where the money of a rival kingdom is not accepted, or is taken only at a discount. Of course, trade doesn't have to be tied exclusively to coinage. Wealth can also be represented by precious stones, land, or titles.

Exchange Rate

1 GC = 100 SC
1 SC = 10 CC

Start-up Money

Characters normally begin play with a specified amount of start-up money for expenses and initial equipment purchases. The player may invent the explanation he wishes for the origin of the money – an inheritance, wages received, or the result of a stroke of luck, for example. Those who have Combat Abilities also begin with the basic weapon they know how to use or some cheap piece of armor, as an alternative.

To determine the Starting Money of a character, you should first note his social class. One's origin has a lot to do with how much money one begins with. The figures given below are for reference, and the Game Master can modify the amounts listed if he finds it appropriate. It is recommended that each player be allowed to choose his social class, as this will enable him to create his character's background exactly as he wishes. Social class may also be determined randomly by rolling 1d10: 1=Poor, 2-5=Middle Class, 6-9=Upper Class, and 0=Minor Nobility.

Social Class: Start-up Money

Poor 5 CC
Middle Class 1 GC
Upper Class 20 GC
Minor Nobility 150 GC

Equipment Lists

Below is a listing of the most useful and commonly available goods and services. Included are the object's price, weight, and availability.

Price: The price is for reference only. It is an average price, which can vary depending on where the good or service is sought. The Game Master may decide to increase the price of certain goods in large cities or in isolated locales. In some cases, multipliers need to be applied to reflect the quality of the item, which can change its value.

Weight: The weight of items is given in pounds.

Availability: Not all objects are easy to find. There are three levels of availability: Common, Uncommon (U), and Rare (R). Common goods are not marked on the list in any special way, and as the name indicates, they can be found in almost any city or town. The Uncommon (U) equipment can only be obtained in larger cities or specifically favorable locations. Finally, the rarest items are marked with the letter R. These are unique artifacts, almost impossible to obtain even in the greatest metropolis.

Not all objects are as easily found in one part of the world as in another. Something that is very uncommon in one part of the world might be plentiful elsewhere. As an example, equipment our world considers to be of oriental origin can only be found commonly on Gaïa in the principalities of Lannet and Shivat; elsewhere they are exotic imports.

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EQUIPMENT

CLOTHING

Item	Cost	Availability
Pants	1 SC	
Shirt	2 SC	
Vest	1 SC	
Tunic	3 SC	
Cap	2 SC	
Jacket	2 SC	
Coat	5 SC	
Dress	5 SC	
Scarf	1 SC	
Gloves	2 SC	
Broad-brimmed hat	2 SC	
Mittens	1 SC	
Men's Underwear	1 SC	
Women's Underwear	2 SC	
Lingerie	5 SC	U
Belt	1 SC	
Handkerchief	1 SC	
Ball Gown	5 GC	U
Man's Formal Outfit	2 GC	U
Man's Kimono	15 SC	U
Woman's Kimono	20 SC	U

Footwear	Cost	Availability
Clogs	5 CC	
Walking Boots	5 SC	
Shoes	1 SC	

Price modifiers

Mediocre quality	1/2	
Decent quality	x1	
Good Quality	x10	
Luxury or Designer	x100	U

TRAVEL COSTS

By Sea	Cost	Availability
Short Passage (2-5 hours)	5 SC	
Short Voyage (1 day)	10 SC	
Modest Voyage (2-5 days)	1 GC	
Long Voyage (a week or more)	5 GC	

By Land	Cost	Availability
Short trip (1 day)	2 SC	
Significant Journey (2-5 days)	50 SC	
Modest Journey (1-2 weeks)	1 GC	
Long Journey (more than a month)	5 GC	

Price modifiers

Mediocre quality	1/2	
Decent quality	x1	
Good Quality	x5	
Luxury travel	x100	
Dangerous journey	x10	

TRANSPORT

Animal	Cost	Availability
Pack Mule	1 GC	
Horse	5 GC	
Purebred Horse	50 GC	U
Warhorse	250 GC	U
Working Ox	2 GC	
Pack Bull	2 GC	
Riding Bull	3 GC	
Saint Bernard	15 GC	U

Transport	Cost	Availability
Cart	1 GC	
Cloth-enclosed Wagon	5 GC	
Wood-enclosed Wagon	30 GC	
Standard Coach	60 GC	
Luxurious Coach	150 GC	U
Sleigh	2 GC	U

Vessel	Cost	Availability
Boat	20 GC	
Single-masted Sailing Vessel	150 GC	
Two-masted Sailing Vessel	450 GC	
Three-masted Sailing Vessel	1,200 GC	
Small Cruiser	3,500 GC	U
Cruiser	8,000 GC	U
Warship	15,000 GC	R

FOOD AND DRINK

Beverage	Coste	Availability
Beer	1 CC	
Good Beer	3 CC	
Wine	2 CC	
Good Wine	5 CC	
Excellent wine	3 SC	U
Milk	1 CC	
Juice	5 CC	
Exotic Drinks	1 GC	U

Food	Cost	Availability
Mediocre Food	4 CC	
Normal Food	6 CC	
Good Food	5 SC	
Fine Food	5 GC	U

Rations (one week)	Cost	Weight	Avail.
Field Rations (mediocre)	2 CC	10 lbs.	
Field Rations (decent)	5 CC	15 lbs.	
Field Rations (good)	5 SC	20 lbs.	
Field Rations (excellent)	30 SC	20 lbs.	U

LODGING

Lodging	Cost	Availability
Mediocre Lodging	5 CC	
Decent Lodging	1 SC	
Good Lodging	25 SC	U
Luxurious Lodging	5 GC	R

DWELLINGS

Dwelling	Cost	Availability
Shack	15 GC	
House	60 GC	
Large House	150 GC	
Mansion	800 GC	
Palace	2.000 GC	U
Castle	30.000 GC	R

Price modifiers

Mediocre quality	1/2
Decent quality	x1
Good Quality	x2
Luxurious	x10
Urban area	x2

SERVICES AND CONTRACTS

Per day of labor	Cost	Availability
Artisan	10 SC	
Assassin	5 GC	U
Guide	20 SC	
Blacksmith	25 SC	
Teacher / Instructor	1 GC	
Physician / Healer	1 GC	
Messenger	5 SC	
Mercenary	50 SC	
Valet / Lackey	1 SC	
Thief	1 GC	
Troubadour	5 SC	

Price modifiers

Mediocre (level 0)	x1	
Decent (level 1)	x2	
Professional (level 3)	x10	U
Celebrated (level 5)	x100	R

ART AND DECOR

Item	Cost	Availability
Candelabra	2 GC	
Glass China Cabinet	65 GC	U
Coat of Arms	20 GC	U
Carpet	5 GC	
Tapestry	4 GC	

Silver- or Gold-smithing	Cost	Weight	Avail.
Ring	2 GC	0.25 lb.	
Fan	1 GC	0.25 lb.	
Decorated Cane	3 GC	3 lbs.	
Broach	10 GC	0.5 lb.	
Scepter	15 GC	6 lbs.	U
Necklace	4 GC	0.5 lb.	
Crown	10 GC	4 lbs.	U
Diadem	5 GC	0.25 lb.	U
Buckle	50 SC	0.1 lb.	
Slide	2 GC	0.25 lb.	
Comb	3 GC	0.5 lbs.	
Earrings	2 GC	0.1 lb.	
Bracelet	2 GC	0.5 lb.	
Rosary	3 GC	0.25 lb.	

Price modifiers

Mediocre quality	1/2
Decent quality	x1
Good Quality	x2
Excellent quality	x10
Luxury or designer	x100

Gems (medium size)	Cost	Availability
Zircon	50 GC	U
Various Gems	100 GC	U
Pearls	150 GC	U
Sapphire	200 GC	U
Ruby	300 GC	U
Diamond	320 GC	U
Emerald	440 GC	U
Black Opal	500 GC	R
Black Pearl	650 GC	R

Painting	Cost	Availability
Common Painting	25 GC	
Good Painting	80 GC	
Excellent Painting	125 GC	U

Price modifiers

Known artist	x2	
Prestigious artist	x4	U
Legendary artist	x10	R

POISONS

Dose	Cost	Availability
Acqua Toffana	25 GC	U
Al-Baladin	80 GC	R
Royal Arsenic	280 GC	U
Atropine	2 GC	U
Belladonna	15 GC	U
Cantharidin	2 GC	U
Cyanide	80 GC	U
Curare	100 GC	R
Muscarine	1 GC	U
Ramalen sap	800 GC	R
Thallium	20 SC	U
White Cobra Venom	500 GC	R
Serpent's venom	5 GC	U
Salt of Saturn	3 GC	U

MISCELLANEOUS ITEMS

Item	Cost	Weight	Avail.
Oil	5 CC	2 lbs.	
Torch	2 CC	2 lbs.	
Small Chest	15 SC	4 lbs.	
Large Chest	25 SC	20 lbs.	
Harpoon	50 SC	7 lbs.	
Barrel	10 SC	4 lbs.	
Walking Stick	2 CC	4 lbs.	
Small Bag	2 SC	0.5 lb.	
Large Bag	5 SC	2 lbs.	
Small Glass Bottle	20 GC	2 lbs.	U
Large Glass Bottle	50 GC	7 lbs.	U
Light Chain (3 feet)	1 GC	2 lbs.	
Heavy Chain (3 feet)	2 GC	7 lbs.	
Quiver of Arrows	20 SC	2 lbs.	
Box	5 SC	2 lbs.	
Bell	25 SC	1 lb.	
Spyglass	250 GC	1 lb.	U
Small Trap	50 SC	7 lbs.	
Large Trap	1 GC	11 lbs.	
Decent Lock	10 SC	2 lbs.	
Good Lock	5 GC	1 lb.	U
Excellent Lock	80 GC	1 lb.	U
Small Basket	5 CC	1 lb.	
Large Basket	1 SC	2 lbs.	
Cross	1 SC	0.5 lb.	
Bucket	1 SC	2 lbs.	
Decent Rope (30 foot)	5 SC	4 lbs.	
Good Rope (30 foot)	25 SC	4 lbs.	
Excellent Rope (30 foot)	5 GC	13 lbs.	
Rope Ladder (30 foot)	20 SC	13 lbs.	
Small Metal Mirror	1 GC	2 lbs.	
Small Glass Mirror	200 GC	1 lb.	U
Spectacles	180 GC	0.2 lb.	
Lock Pick	1 GC	1 lb.	
Hook	15 SC	1 lb.	
Soap	1 SC	1 lb.	
Small Blank-paged Book	20 GC	2 lbs.	U
Large Blank-paged Book	100 GC	4 lbs.	U
Lime Stick	25 SC	2 lbs.	
Lantern for Candles	50 SC	0.5 lb.	
Oil Lamp	20 SC	4 lbs.	U
Canvas (1 square yard)	20 SC	2 lbs.	
Blanket	1 SC	0.5 lb.	
Backpack	30 SC	2 lbs.	
Monocle	200 GC	0.1 lb.	
Wineskin	2 SC	0.5 lb.	
Paper	1 GC	N/A	U
Papyrus	20 SC	N/A	
Decent Perfume	35 SC	0.5 lb.	
Good Perfume	2 GC	0.5 lb.	
Excellent Perfume	100 GC	0.5 lb.	U
Parchment	50 SC	N/A	
Sharpening Stone	5 CC	0.5 lb.	
Fishing Net (3 foot)	10 SC	1 lb.	
Hourglass	2 GC	1 lb.	U
Mechanical Clock	300 GC	45 lbs.	R
Large Sack	1 SC	1 lb.	
Small Sack	2 SC	0.5 lb.	
Whistle	10 SC	0.25 lb.	
Luxurious Tent	200 GC	9 lbs.	U
Large Tent	20 GC	13 lbs.	
Pavilion Tent	150 GC	30 lbs.	
Small Tent	1 GC	2 lbs.	
Ink	1 GC	0.5 lb.	
Chalk	5 CC	0.5 lb.	
Flint and Tinder	1 SC	0.5 lb.	

ARMS AND WEAPONS

Weapon	Cost	Weight	Avail.
Halberd	12 GC	7 lbs.	
Harpoon	50 SC	4 lbs.	
Chain	50 SC	4 lbs.	
Cestus	3 GC	1 lb.	
Scimitar	10 GC	2 lbs.	U
Dagger	50 SC	1 lb.	
Parrying Dagger	10 GC	1.5 lb.	U
Broadsword	4 GC	3 lb.	
Bastard Sword	20 GC	4 lbs.	U
Short Sword	2 GC	1.5 lbs.	
Long Sword	5 GC	3 lbs.	
Stiletto	60 SC	1 lb.	
Rapier	25 GC	2.5 lbs.	U
Scourge	3 GC	4 lbs.	
Foil	15 GC	2 lbs.	U
Hook	1 GC	1 lb.	
Club	50 SC	3 lbs.	
Great Warhammer	15 GC	11 lbs.	
Scythe	20 SC	5.5 lbs.	
Two-handed Axe	40 GC	11 lbs.	
Battle Axe	15 GC	3 lbs.	U
Hand Axe	2 GC	2 lbs.	
Javelin	2 GC	2 lbs.	
Lance	4 GC	7 lbs.	
Cavalry Lance	20 GC	4 lbs.	U
Whip	5 GC	2 lbs.	
Lasso	20 SC	0.5 lbs.	
Two-handed Sword	50 GC	7 lbs.	U
Large Multi-headed Flail	15 GC	2 lbs.	
Warhammer	4 GC	2.5 lbs.	
Flail	12 GC	2.5 lbs.	
Mace	2 GC	4 lbs.	
Heavy Mace	15 GC	5.5 lbs.	
Gladiator's Net	1 GC	1 lb.	
Saber	20 GC	2 lbs.	U
Trident	3 GC	4 lbs.	U
Staff	40 SC	2 lbs.	

Shields	Cost	Weight	Avail.
Shield	20 GC	4 lbs.	
Full Shield	50 GC	13 lbs.	
Buckler	5 GC	2 lbs.	

Asian Items	Cost	Weight	Avail.
War Fan	5 GC	0.5 lb.	U
"Haru no Okina" Three-section Glaive	15 GC	6.5 lbs.	U
Raven	5 GC	1 lb.	U
Katana	50 GC	2 lbs.	U
Double-bladed Katana	75 GC	4 lbs.	U
Kusari-Gama	10 GC	2 lbs.	U
No-Dachi	70 GC	3 lbs.	U
Nunchakus	2 GC	1.5 lbs.	U
Sai	1 GC	1 lb.	U
Shuriken	50 SC	0.25 lb.	U
Shuko	3 GC	0.5 lb.	U
Tanto	20 GC	1 lb.	U
Tonfa	1 GC	1 lb.	U

Exotic weapons	Cost	Weight	Avail.
Boomerang	3 GC	1.5 lb.	U
Claws	3 GC	1 lb.	U
Sword Breaker	30 GC	2 lbs.	U
Katar	40 GC	1.5 lbs.	U

Projectile weapons	Cost	Weight	Avail.
Arquebus	500 GC	10 lbs.	R
Short bow	5 GC	1.75 lbs.	
Longbow	20 GC	3 lbs.	
Composite Longbow	80 GC	4 lbs.	U
Pistol Ball	20 SC	N/A	U
Cannonball	10 GC	35 lbs.	R
Light Ballista	100 GC	250 lbs.	
Heavy Ballista	250 GC	700 lbs.	U
Crossbow	50 GC	5.5 lbs.	U
Miniature Crossbow	250 GC	3 lbs.	U
Repeating Crossbow	200 GC	9 lbs.	R
Heavy Crossbow	70 GC	6.5 lbs.	U
Spiked Ball	1 GC	0.5 lb.	
Bolas	2 GC	2 lbs.	
Cannon	5,000 GC	800 lbs.	R
Blowgun	1 GC	1 lb.	
Blowgun Dart	20 SC	0.25 lb.	
Darts (hand)	50 SC	0.25 lb.	
Standard Arrow	2 SC	0.25 lb.	
Flight Arrow	1 SC	0.25 lb.	
Armor-piercing Arrow	50 SC	0.25 lb.	
Matchlock pistol	600 GC	4 lbs.	R
Gunpowder (2 shots)	10 GC	0.25 lb.	R
Gunpowder (10 shots)	100 GC	1 lb.	R
Crossbow Bolt	1 SC	0.25 lb.	U
Miniature-crossbow Bolt	2 SC	0.25 lb.	R
Heavy-crossbow Bolt	1 SC	0.5 lb.	U
Chakram	5 GC	1.75 lbs.	U
Light Quarrel	10 SC	4 lbs.	
Heavy quarrel	50 SC	11 lbs.	U

Price modifiers

Weapon –5	1/2 cost	
Weapon +0	x1 cost	
Weapon +5	x20 cost	R

ARMOR

Armor	Cost	Weight	Avail.
Padded	1 GC	7 lbs.	
Byrnie	50 GC	20 lbs.	
Full Plate	400 GC	20k	U
Complete Leather	5 GC	7k	
Full Field Plate	800 GC	45 lbs.	R
Full Heavy Plate	700 GC	65 lbs.	R
Leather Coat	1 GC	7 lbs.	
Hardened Leather	15 GC	9 lbs.	
Studded leather	25 GC	10 lbs.	
Scale Mail	120 GC	20 lbs.	U
Armored Longcoat	5 SC	3 lbs.	U
Chainmail	70 GC	30 lbs.	
Breastplate	40 GC	9 lbs.	U
Fur	5 GC	4 lbs.	
Partial Plate	40 GC	13 lbs.	U
Light Plate	300 GC	40 lbs.	
Half Plate	100 GC	30 lbs.	

For animals	Cost	Avail.
Light Barding	20 GC	U
Heavy Barding	150 GC	U

Price modifiers

Armor –5	1/2 cost	
Armor +0	x1 cost	
Armor +5	x20 cost	R

Special Equipment

Not all items are of the same quality. At times, it may be possible to find items of unusual quality, such as magnificently forged weapons and armor, or even supernatural artifacts. Such equipment receives a special bonus of between +5 and +25, depending on the level of quality. While those that possess a +5 are simply extraordinary, perhaps forged by masters, objects with a +15 or +20 have an origin that is nearly divine and certainly mysterious. The bonus for an object can never be more than +25. An item's quality also affects its Presence, and vice versa. The higher its bonus, the higher its power is likely to be. Each bonus of +5 awards 50 points more of Presence.

Below is a list of the benefits awarded by these bonuses. These are also explained in greater detail in their respective sections.

For each +5 an object possesses, add:
+50 to the object's Presence
+10 to its Fortitude
+10 to the Ability of the user for that item

Each +5 to a weapon adds:
+5 to Attack and Block Abilities
+5 to Speed
+10 to its damage
+50 to its Presence
+5 to its Breakage
+10 to its Fortitude
-1 to the AT used by the Defender

Each +5 for armor adds:
-5 to the natural penalty and initiative
-5 to the Armor Requirement
+1 to its AT
+50 to its Presence
+10 to its Fortitude
-1 to the Movement Penalty

Mediocre Equipment

Just as it is possible to run into especially good equipment, it is also possible to run into equipment that is worn out or poorly made, to which a –5 is applied. These items are handled similarly to those that receive positive bonuses, but with negative instead of positive modifiers. Presence, however, is not affected by an item being otherwise substandard.

For example, a –5 Broadsword lowers the user's Attack and Block Abilities. His Initiative receives a –10 penalty, and its Base Damage is only 45, but the weapon's presence remains at 25 in spite of the other negatives.

WEAPONS

When a character enters combat, he will usually use a weapon rather than only fists and feet. Weapons are objects created with the aim of being wielded in some way as an effective means of attack and defense. Almost anything can be considered a weapon, from a mere tree branch to an arquebus.

Types of Attack

When a weapon is being used in an attack, it attacks in a specific manner. There are seven different attack types: Cut, Impact, Thrust, Heat, Cold, Electricity, and Energy. Normally, physical weapons attack using the Cut, Impact, or Thrust tables – although there are special or supernatural items that attack using the Electricity, Heat, Cold, or Energy tables. The type of attack employed is also called the Critical. Following is a brief description of each:

Cut: These are cutting or slashing attacks that leave long and bloody wounds. They possess a sharpened edge.

Impact: These are crushing or smashing blows. The damage done is from the weight and force of the blow.

Thrust: These are penetrating attacks that puncture and run through the body. The weapons involved usually have a sharp pointed end.

Heat: These attacks are based on the effects of high temperatures. They cause burns and abrasive wounds.

Cold: These attacks produce damage from freezing. They are caused by ice and extreme low temperatures.

Electricity: These attacks are based on the shock of electrical discharges, like those caused by lightning.

Energy: These are attacks of mystical origin that affect the soul and essence of an opponent.

Types of Weapons

There are eight Types of weapons, as described below:

Short Arms: These are small weapons, such as Short Swords, hand-to-hand weapons, or daggers. They are usually easy to use and are generally Cut or Thrust weapons. They are of Small (S) size.

Axe: This includes all types of axes. They are Medium (M) size weapons.

Mace: This includes all blunt weapons that cause damage directly due to Impact. They are Medium (M) size weapons.

Sword: All weapons with a long cutting edge are considered swords. They are Medium (M) size weapons.

Two-handed: The Two-handed weapons are those that, due to their size and weight, need to be wielded with both hands. These are Large (L) weapons.

Pole Weapons: These are weapons that include a long shaft or pole topped with some type of damage-causing device. They are usually used with both hands. They are of Large (L) size.

Cord: These are the weapons made of chain links, cables, cords, or rope. They are usually Medium (M) size weapons.

Mixed-Class: These are weapons that possess characteristics of two or more types, such as both Mace and Two-handed. Their size is that of the largest of the types included.

Weapon Damage and Speed

All weapons produce a specified Base Damage to which is added the Strength Bonus of the weapon's wielder in order to calculate the Final Damage. If the weapon is capable of being used two-handed, and the user does wield it with both hands, the Strength Bonus is doubled. The Speed of the weapon is the number used to calculate the Initiative of the character using it. A weapon has either a positive or a negative Speed that is added to (or subtracted from) the Initiative. If the character is carrying a weapon in each hand and tries to use both in combat, the Speed of the slower weapon is used. Fighting unarmed has a Speed of 20 and a Base Damage of 10 – unless the character has mastered a martial art.

Lemures uses a Long Sword in combat. The Base Damage for that weapon is 50, and given that Lemures' Strength Bonus is +10, the Final Damage caused will be 60. If he were wielding a Heavy Mace, whose Base Damage is 60, Lemures would double his Strength Bonus to +20 by using both hands, and the Final Damage would be 80.

Special Weapons

Naturally, the quality of a weapon can affect its speed, the damage it produces, and the apparent skill of the weapon's user. A character adds the weapon's bonus to his Attack and Block Abilities while using it. That bonus does not apply to Dodge, since that is not affected by the weapon being used.

The Quality Bonus is added to the Speed and Breakage and is doubled with respect damage. In other words, a +5 weapon would add 10 points to the Base Damage, and a +5 each to Speed and Breakage. A weapon of exceptional quality can also penetrate more protective armor. Each +5 of quality subtracts 1 from the Armor Type (AT) it is used against. Therefore, a +10 sword would reduce an opponent's AT by 2, a +15 reduces it by 3, and so on. As with any other special object, the weapon's Presence and Fortitude also increase.

Let's look at a Bastard Sword for example. If this is a +10 weapon, it would have a Speed of –20 (base speed of –30, improved by +10) and would produce a damage of 90 (a Base Damage of 70 plus double the quality bonus, in other words, a 20). The weapon's Presence would be 125, and its Fortitude and Breakage would go up to 35 and 15, respectively. As it is a +10 weapon, it also subtracts 2 AT levels from the opponent's armor. And finally, any character using the weapon adds a +10 to his Attack and Block Abilities.

Required Strength

To use a weapon effectively, it is necessary to have the strength to wield it. The Required Strength is the Strength a character must have to wield that type of weapon effectively. If a character is wielding a weapon for which he does not meet the Required Strength, he subtracts –10 from his ability with that weapon *for each point* he is short of the requirement.

Celia has a Strength of 5, but she tries to use a Two-handed Sword that has a Required Strength of 8. As her Strength is 3 points below the minimum required, she bears a –30 penalty for wielding it. She'd be better off with a saber.

Enormous and Giant Weapons

A weapon can also have certain advantages or disadvantages based purely on its size. Those of Enormous (En) size are from two to five times larger than normal. To wield them requires the character to be at least Large, or even bigger, and requires two Strength points more than for the respective normal-sized weapon. An Enormous weapon increases its Base Damage by 50% (rounded down, in increments of 5). Its Breakage increases by 3 points and its Fortitude by 6 points. If a character of Medium size wishes to wield an Enormous weapon, he receives a penalty of –40 to Initiative due to being too small to effectively handle the weapon. Giant weapons are those more than 5 times the normal size. They can only be used by a Giant- or Colossus-sized creature, and to wield them requires 5 Strength points more than a normal weapon of that type. These weapons double the Base Damage for that weapon type; their Breakage is 8 points higher, and their Fortitude is 16 points higher than the respective normal-sized weapon. If a Large or Enormous being wishes to wield a Giant weapon, he will suffer the same restrictions that a Large human would using a merely Enormous weapon: a –40 to Initiative. If the weapon has any special bonus to its damage, this is added *after* the weapon's increased Base Damage due to its size is calculated.

An Enormous Long Sword would case a Base Damage of 75 points, but it requires a Strength of 8 to use it. If the weapon were Giant instead, its Base Damage would be 100, and it would require a Strength score of 11 to wield. If it also happens to be a +5 quality, the +10 bonus to damage would be applied after those increases.

Special Rules for Weapons

Some weapons have a series of special characteristics in common. If they also have some specific peculiarity, it is explained in the description of the weapon.

Precision: These weapons permit their user to reduce in half the penalties for hits directed at a specific point, or for the Menace Attack maneuver. This is applied only to hand-to-hand combat, not projectile weapons.

Two-handed Weapons: These are weapons that must be wielded with both hands. They allow the character's Strength Bonus to be doubled for calculating Final Damage.

One- or Two-handed Weapons: These weapons can be used with either one or two hands. If used with two hands, the character's Strength Bonus is doubled for calculating Final Damage. On the list, the Required Strength to use the weapon two-handed is first, and the strength to use it one-handed is second.

Complex: These are weapons whose use is especially difficult to learn. Wielders of such weapons have, their Fumble rating is increased by two points (1--5 on a 1d100). However, if the character reaches Mastery with the weapon, the penalty disappears completely.

Throwable: All weapons with this notation are designed or balanced to be thrown. Characters who have Ability with these weapons can use them either in hand-to-hand combat or by throwing them without needing to acquire the Throwing Module.

Trapping: These weapons enable the user to use specific maneuvers to trap or pin an opponent. Unlike such an attempt made bare-handed, the character trapping with one of these weapons uses the Strength of the weapon. This represents the weapon's own intrinsic usefulness in ensnaring an enemy. Naturally, the bonuses for Opposed Checks between opponents are still made according to their own abilities. In the case of a weapon of quality, a +1 is added to the weapon's Strength for Trapping purposes for each +5 to its Quality.

Trapping Weapon: These are items that, due to their particular design, offer the opportunity to trap an opponent's weapon or disarm him. If, when blocking with one of these weapons, a counterattack is achieved, the character can make a Disarm attack with no penalty against his opponent.

Mounted Charges and Pole Weapons

Given that Pole Weapons are especially effective in a charge, twice the Strength Bonus of the mount is added to the Base Damage of the attack. This is only applied if the weapon can be used to Thrust.

Hand-to-Hand Weapons

Hand-to-Hand weapons are those used when opponents are within reach of each other. Below, in **Tables 26, 27,** and **28,** you can see a list of them in which the following characteristics are included:

Name: The name by which it is commonly known.
Type: This is the weapon Type.
Damage: The Base Damage it causes.
Speed: The speed of the weapon; the character adds or subtracts this number to Initiative when using it.
Fortitude: The resistance of the weapon to breaking.
Breakage: The ability of the weapon to break other weapons or armor when it hits them.
Required Strength: The Strength necessary to use this weapon effectively. In the case of weapons that can be used either one or two handed, the second number is the Required Strength to use the weapon one-handed.
Presence: This is the weapon's power and resistance to supernatural effects.
Primary Attack Type: This is the type of attack made using the weapon.
Secondary Attack Type: This is a second type of attack that is possible with some weapons.
Special: These are special abilities the weapon may have.

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Table 26: Common Weapons

Weapon	Damage	Speed	Req. STR	Primary Attack Type	Second Attack Type	Weapon Type	Special	Fort.	Break.	Pres.
Bastard Sword	70	-30	7/9	Cut	Impact	Sword, Two-handed	One- or two-handed	15	5	25
Battle Axe	70	-30	7	Cut	Impact	Axe	Throwable	15	5	25
Broadsword	55	-5	5	Cut		Sword		15	3	25
Cavalry Lance	80	-30	8	Thrust		Pole	Special	12	7	25
Cestus	25	+10	3	Thrust	Cut	Short Arm		11	-2	15
Chain	25	+0	6	Impact		Cord	Complex, Trapping (strength 8)	13	2	15
Club	30	+0	5	Impact		Mace		11	-2	15
Dagger	30	+20	3	Thrust	Cut	Short Arm	Throwable, Precision	10	-2	15
Flail	40	+0	6	Impact		Mace / Cord	Complex	13	4	15
Foil	35	+15	3	Thrust		Sword / Short Arm	Precision	9	-2	20
Gladiator's Net	5	+0	4	Impact	Cut	Cord	Throwable, Trapping, (strength 10), Special	13	-4	15
Great Warhammer	70	-35	7/10	Impact		Mace	One- or two-handed	16	6	20
Halberd	60	-15	6/11	Cut	Impact	Pole / Two-hand	One- or two-handed	15	4	20
Hand Axe	45	+0	5	Cut		Axe	Throwable	13	4	15
Harpoon	35	-5	5	Thrust		Pole	Throwable, One- or two-hand	11	0	15
Heavy Battle-Mace	60	-15	6/10	Impact		Mace / Two-handed	One- or two-handed	16	5	15
Hook	30	+10	3	Thrust		Short Arm		11	-2	15
Javelin	35	+5	4	Thrust		Pole	Throwable	10	-2	20
Lance	40	+5	4/6	Thrust		Pole	Throwable, one- or two-handed	13	2	25
Large Multi-Headed Flail	80	-50	8/10	Impact		Mace / Two-handed	Complex	14	6	20
Lasso	5	+10	4	Impact		Cord	Complex, Trapping (strength 9), Special	9	-4	20
Long Sword	50	+0	6	Cut		Sword		13	3	25
Mace	40	+0	6	Impact		Mace		14	4	15
Parrying Dagger	30	+15	3	Thrust	Cut	Short Arm	Trapping weapon, throwable, Precision	12	0	20
Quarterstaff	30	+10	4	Impact		Pole	Two-handed	11	0	30
Rapier	40	+15	4	Thrust	Cut	Sword	Precision	11	2	20
Saber	45	+10	6	Cut	Thrust	Sword		12	3	20
Scimitar	50	-5	5	Cut		Sword		13	4	20
Scythe	35	+0	5/9	Cut	Impact	Pole / Two-hand	One- or two-handed	12	2	25
Short Sword	40	+15	4	Thrust	Cut	Short Arm	Precision	12	1	20
Stiletto	25	+20	3	Thrust		Short Arm	Throwable, Precision	8	-3	15
Trident	40	-10	6/7	Thrust		Pole	Throwable, one- or two-handed	12	3	15
Two-handed Axe	100	-70	9/11	Cut	Impact	Axe / Two-handed	One- or two-handed	17	7	30
Two-handed Sword	90	-60	8/10	Cut	Impact	Two-handed	One- or two-handed	18	6	30
Unarmed Combat	10	+20	--	Impact		Unarmed	Precision	--	--	--
Warhammer	50	-5	6	Impact		Mace		15	4	15
Whip	35	-20	4	Cut	Impact	Cord	Complex, Trapping (Strength 8)	9	-3	20

Table 27: Exotic or Custom-Made Weapons

Weapon	Damage	Speed	Req. STR	Primary Attack Type	Second Attack Type	Weapon Type	Special	Fort.	Break.	Pres.
Boomerang	30	+10	4	Impact	Cut	Short Arm	Throwable, Special	10	0	15
Claws	30	+15	4	Cut	Thrust	Short Arm		12	2	15
Haru No Okina	35	+15	4	Cut	Thrust	Pole	Complex Two-handed, Special	12	2	25
Katana	50	+0	5/6	Cut		Sword	One- or two-handed	11	3	40
Katar	40	+10	8	Thrust	Cut	Short Arm	Complex, Special	13	3	25
Kusari-Gama	40	+5	5	Cut	Impact	Short Arm / Cord	Two-handed, Trapping (strength 8), Special	12	4	25
Nodachi	80	-35	8/10	Cut		Two-handed	One- or two-handed	14	4	40
Nunchakus	30	+15	5	Impact		Cord		11	0	15
Raven	35	+10	4	Impact	Cut	Short Arm	Complex, Precision, Special	11	2	25
Sai	35	+15	4	Thrust	Cut	Short Arm	Trap weapons, Precision	12	0	25
Shuko	20	+10	4	Thrust		Short Arm	Special	9	-2	25
Shuriken	25	+20	4	Cut	Thrust	Short Arm	Throwable	10	1	20
Sword Breaker	50	-20	8/10	Impact	Cut	Two-handed	One- or two-handed	16	8	25
Tanto	40	+20	3	Cut		Short Arm	Precision	9	1	40
Tessen (War Fan)	30	+20	4	Cut	Impact	Short Arm	Precision, throwable	8	0	25
Tonfa	30	+20	4	Impact		Short Arm	Precision	13	0	25
Two-bladed Katana	55	-5	8	Cut		Sword	Special	11	3	40

Table 28: Improvised Weapons

Weapon	Damage	Speed	Req. STR	Primary Attack Type	Second Attack Type	Weapon Type	Special	Fort.	Break.	Pres.
Broken Bottle	15	+10	3	Cut	Impact	Short Arm		5	-3	15
Chair	25	-20	5	Impact		Two-handed	Two-handed	9	0	20
Kitchen knife	25	+10	4	Cut		Short Arm		9	-1	10
Hammer	30	-20	4	Impact		Mace		12	2	10
Hoe	30	-20	4	Cut	Impact	Axe		10	1	15
Metal bar	25	-5	5	Impact		Mace		12	2	15
Pick	40	-20	5	Thrust		Short Arm		10	3	15
Sickle	35	-10	4	Cut	Thrust	Short Arm		8	0	15
Torch	20	-10	4	Impact	Heat	Mace		10	-2	20
Vase	15	-10	4	Impact		Mace	Throwable	6	-2	20
Wooden Pole	20	+0	4	Impact		Mace		8	-1	10
Woodsman's axe	40	-10	5/7	Cut		Axe	One- or two-handed	12	3	15

Table 29: Shields

Weapon	Damage	Speed	Req. STR	Primary Attack Type	Second Attack Type	Weapon Type	Special	Fort.	Break.	Pres.
Buckler	15	-15 special	5	Impact		Shield	+10 to Blocking +5 to Dodging, Special	14	0	20
Shield	20	-25 special	7	Impact		Shield	+20 to Blocking +10 to Dodging, Special	16	0	25
Full Shield	25	-40 special	10	Impact		Shield	+30 to Blocking +15 to Dodging, Special	18	1	25

Shields

Shields work differently than other weapons. Although they can certainly be used for Impact attacks, they are primarily defensive weapons and award a bonus to the defensive ability of the user. Unlike the Buckler, Medium Shields and Large Shields require the use of one hand to hold them; however, using the left hand (or the right hand for left-handers) does not cause a penalty to the Block Ability, although that penalty is used for a Shield Bash (attack with the shield). Shields, like armor, cause a reduction to Initiative that is subtracted from the final Initiative as a special penalty.

Using a shield defensively is *not* considered the same as using a second weapon. If a character does wish to use it in an attack as a second weapon, it does not add its bonus to Defense Ability during that Combat Turn.

For example, Krauser is a warrior who uses a hand axe in combat, giving him a Final Initiative of 45. If he also uses a shield, he applies a special penalty of –25 to his Initiative, and so his Final Initiative is reduced to 20. In exchange for being slowed down this way, he adds 20 points to his Block Ability by using the shield.

Another of the principle advantages provided by shields is the ability to block projectiles with reduced penalties. If a character is using a shield to block a fired projectile, there is only a –30 to his ability, and no penalty at all if he is a Master. Against thrown projectiles, he suffers no penalty.

Example of plate armor

Projectile Weapons

Projectile weapons are those used to attack at a distance without needing to move within reach of the enemies' hand-held weapons. There are two different types: Fired or Thrown projectiles. The latter, the Thrown projectiles, include many normal weapons (such as daggers and axes) when using the Throwable rule; they are simply thrown by hand. Fired projectiles, on the other hand, are fired or launched by the power of some device, and the user primarily has to aim them. There is a special rule for Firing Weapons of high quality. Quality bonuses for Firing Weapons are applied to their Attack Ability, but not to Damage. On the other hand, quality bonuses for their munitions increase Damage, but not Attack Ability.

In addition to the list of projectile and siege weapons (and their munitions) in **Tables 31** and **32**, **Table 30** also indicates the Rate of Fire (ROF), the reloading rate, and the weapon's range.

Table 30: Reloading and Rate of Fire

Weapon	Type	Rate of Fire	Reload	Range
Arquebus	Firing		4	80 m.
Battle Axe	Throwable	100		5 m.
Blowgun	Firing		1	50 m.
Bolos	Throwable	80		20 m.
Boomerang	Throwable	60		20 m.
Cannon	Firing		12	250 m.
Chakram	Throwable	80		30 m.
Composite bow	Firing		1	90 m.
Crossbow	Firing		2	60 m.
Dagger	Throwable	50		20 m.
Darts	Throwable	40		20 m.
Gladiator's Net	Throwable	100		5 m.
Hand Axe	Throwable	80		10 m.
Harpoon	Throwable	100		20 m.
Heavy Ballista	Firing		12	200 m.
Heavy Crossbow	Firing		2	80 m.
Javelin	Throwable	80		30 m.
Lance	Throwable	80		30 m.
Light Ballista	Firing		10	150 m.
Matchlock Pistol	Firing		4	50 m.
Miniature Crossbow	Firing		2	30 m.
Longbow	Firing		1	60 m.
Parrying Dagger	Throwable	50		15 m.
Repeating Crossbow	Firing		3	60 m.
Short bow	Firing		1	40 m.
Shuriken	Throwable	30		20 m.
Sling	Firing		1	50 m.
Spiked Ball	Throwable	50		20 m.
Stiletto	Throwable	30		30 m.
Tessen (War Fan)	Throwable	40		20 m.
Trident	Throwable	100		15 m.

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Table 31: Projectile Weapons

Weapon	Damage	Speed	Req. STR	Primary Attack Type	Second Attack Type	Weapon Type	Special	Fort.	Break.	Pres.
Arquebus		-20	6			Projectile	Strength 11, Complex, Special	9	-3	20
Pistol Shot	60			Thrust		Munition	Munition for Arquebus	11	5	15
Bolas	30	-10	5	Impact		Throwing	Trapping (Strength 10), complex, Special	6	2	15
Blowgun		-10	4			Projectile		3	-3	15
Blowgun Darts	5			Thrust		Munition		2	-4	15
Chakram	40	+0	6	Cut		Throwing	Special	9	2	20
Composite Bow		-30	7			Projectile	Two-handed	8	-2	25
Flight Arrow	30			Thrust		Munition	Munition for bows, Special	3	0	20
Standard Arrow	40			Thrust		Munition	Munition for bows	4	1	20
Armor-piercing Arrow	30			Thrust		Munition	Munition for bows, Special	3	0	20
Crossbow		+0	4/8			Projectile	Strength 8,one- or two-handed, Special	8	-2	20
Crossbow Bolt	40			Thrust		Munition		3	0	15
Darts	20	+20	3	Thrust		Throwing		3	-4	15
Repeating Crossbow		+0	5/8			Projectile	Strength 8, one- or two-handed, Special	6	-2	20
Crossbow Bolt	40			Thrust		Munition		3	0	15
Heavy Crossbow		-20	7/10			Projectile	Strength 8, one- or two-handed, Special	8	-1	20
Heavy Crossbow Bolt	60			Thrust		Munition	Munition for Heavy crossbow	4	1	15
Miniature Crossbow		+10	3			Projectile	Strength 6, Special	5	-4	15
Light Crossbow Bolt	30			Thrust		Munition	Munition for Light crossbow	2	-1	15
Short Bow		-10	4			Projectile	Two-handed	7	-3	15
Flight Arrow	30			Thrust		Munition	Munition for bows, Special	3	0	20
Standard Arrow	40			Thrust		Munition	Munition for bows	4	1	20
Armor-piercing Arrow	30			Thrust		Munition	Munition for bows, Special	3	0	20
Longbow		-30	7			Projectile	Two-handed	8	-2	20
Flight Arrow	30			Thrust		Munition	Munition for bows, Special	3	0	20
Standard Arrow	40			Thrust		Munition	Munition for bows	4	1	20
Armor-piercing Arrow	30			Thrust		Munition	Munition for bows, Special	3	0	20
Matchlock Pistol		+0	4			Projectile	Strength 9, Complex, Special	8	-3	20
Pistol Shot	60			Thrust		Munition	Munition for pistols	11	5	15
Sling		-40	4			Projectile		3	-6	10
Sling Stones	15			Impact		Munition	Munition for slings	7	2	10
Spiked Bail	20	+0	5	Impact		Throwing		10	2	15

Table 32: Siege Weapons

Weapon	Damage	Speed	Req. STR	Primary Attack Type	Second Attack Type	Weapon Type	Special	Fort.	Break.	Pres.
Light Ballista		-80	NA			Projectile	Strength 12, Special	18	-	25
Light Quarrel	120			Thrust		Munition	Munition for light ballista	16	8	15
Heavy Ballista		-100	NA			Projectile	Strength 13, Special	20	-	30
Heavy Quarrel	150			Thrust		Munition	Munition for Heavy Ballista	18	12	15
Cannon		-100	NA			Projectile	Strength 14, Special	24	-	30
Cannonball	150			Impact		Munition	Munition for cannon	20	14	15

Description of Weapons

This is a detailed list of the weapons and their workings. In some cases there are special rules explained in the description:

Armor-piercing Arrow: An arrow with a penetrating tip made to go through hard armor. It subtracts one additional point from the defender's AT.

Arquebus: The arquebus is a firearm made from a long metal tube through which a ball of lead shot is propelled by an explosion of gunpowder. The arquebus is basically a cannon small enough to be carried and fired by a lone man. Like crossbows, they do not depend on the Strength of the user and, therefore, do not use any Strength bonus the character may have. Instead, the Arquebus has its own Strength, an 11, for which a +20 is added to the Base Damage of the shot fired. If a Fumble is rolled with a level of less than 80 with the arquebus, the weapon fails to fire. If the Fumble is higher than 80, the arquebus bursts, which ruins the weapon. For each +5 to the weapon's quality, a point is added to the Strength with which it fires, and also adds 15 to the level of Fumble required to make it burst.

Bastard Sword: This is a sword halfway between a Long Sword and the Two-handed Sword, measuring about five feet long. The weapon's long grip and counterweight allow it to be used with either one or two hands.

Battle Axe: A more manageable version of the Two-handed Axe, a Battle Axe can be wielded with just one hand.

Blowgun: This is a hollow tube of wood or metal from one to three feet long. It is used to shoot small darts, which are usually poisoned. As a special rule, the blowgun does not apply the Strength of the person to calculate the damage caused. It requires both hands for use.

Bolos: A throwing weapon made up of three balls of metal or reinforced leather tied together by cords. It is used to capture an opponent. Unlike other weapons used for capture, it does not suffer a –40 penalty when trying to trap an opponent.

Boomerang: A curved stick of wood or metal designed to be thrown and to return if it doesn't hit anything. To catch it requires beating a Difficult Sleight of Hand check.

Broadsword: A straight-bladed weapon slightly shorter than the Long Sword. It is characterized by its broad blade and great Fortitude.

Buckler: This is a very small shield no more than a foot across. The greatest advantage of the buckler is that it can be fastened directly onto the forearm, allowing both hands to remain free.

Cannon: A firearm made of a large metal tube from which a large metal shell is propelled by gunpowder. The shell is made to explode, creating a cloud of shrapnel with a radius of 15 – 30 feet. Although the shell itself attacks in a conventional way, the explosion does not. The accuracy is checked to see if the shell hits where intended, (using **Table 45**). After that, if a victim attempts to Dodge or Block, he must pass a Dodge or Athleticism check of Absurd difficulty if he is at greater than half the radius of the explosion, or against an Almost Impossible level difficulty otherwise. Cannons do not depend on the Strength of the user, instead they have their own Strength score (13), for which reason a +25 is added to the Base Damage of the shells fired. If a Fumble less than 70 is rolled with a cannon, the weapon fails to fire. If the Fumble is higher than 70, the cannon bursts, which ruins the weapon. For each +5 to the weapon's quality, a point is added to the Strength with which its shells fire. It also adds 15 to the level of Fumble required to make it burst.

Cavalry Lance: A longer and heavier version of the traditional lance, it measures from nine to 12 feet long and can only be wielded from horseback. If it is used to block an attack, the defender applies a –30 penalty to his ability.

Cestus: Metal covering for the hands, kneecaps, elbows, or forearms that includes knives or spikes used for striking an enemy.

Chain: A length of metal links.

Chakram: Indigenous weapon that consists in a circular blade, used as thrown weapon. It's known as Turcus in other cultures. It can return after being thrown if it doesn't hit anything. To catch it requires beating a Very Difficult Sleight of Hand check.

Claws: Knives on a glove made to resemble animal claws.

Club: Made of wood or just stone, the Club is the quintessential Impact weapon.

Composite Longbow: This is the largest and most powerful type of bow. It is made of three pieces and measures more than 8 feet. It requires two hands to use, but its Strength Bonus is not doubled.

Crossbow: A bow mounted on a stock with a groove from which crossbow bolts are fired. It is cocked using a small winch. Crossbows do not depend on the Strength of the user and, therefore, do not use any Strength bonus a character may have. Instead, they have their own Strength score (8) for which a +10 is added to the Base Damage of the quarrels fired. Each +5 to the weapon's quality, aside from improving its accuracy, adds a point to the Strength with which it fires. It requires both hands for use.

Dagger: A combat knife roughly eight to 12 inches long. It is usually sharpened on both edges and balanced for throwing.

Darts: Small metal-tipped darts designed to be thrown by hand.

Flail: This is a shaft of wood or metal with a chain that ends in a spiked metal ball. A version exists with several smaller chains.

Flight Arrow: A very light arrow that adds about 60 feet to the maximum range of the bow.

Foil: A sword that is more slender and flexible than the Rapier. It is used as a Thrust weapon.

Full Shield: A large heavy shield often as tall as a man. Generally used by infantry soldiers, it has either a squared or pointed base allowing it to be stuck into the ground by its own weight.

Gladiator's Net: This weapon is a narrow net with weighted hooks designed to entangle the person at whom it is swung or thrown. Although it is a hand-to-hand weapon, its attack is against an area 9 feet wide, and it can entangle various targets. Do not apply either the Strength Bonus of the character or the –40 penalty usually applied to maneuvers aimed at capturing the enemy when utilizing this weapon.

Great Warhammer: A very large two-handed Impact weapon. It consists of a straight shaft crowned with an enormous metal hammer. Some have sharp pointed tips on one side so that they can be used for a second type of attack, a penetrating, or Thrust, attack.

Halberd: The halberd is a weapon made of a pole of wood or metal that ends in an axe-like edged blade. It measures a total of between 5 feet and six and a half feet in length.

Hand Axe: These are Light axes used with a single hand. They usually have a counterweight that facilitates their use as thrown weapons. They measure from one to two feet in length.

Harpoon: This is a short-hafted weapon similar to a javelin, but with a barbed tip.

Haru No Okina (Three-section Glaive): A weapon of oriental origin, it consists of two long poles connected by chains to a third, shorter section. Each of the longer poles ends in a blade like that of the halberd, but smaller. It is used placing the shortest, middle section against the back, while the longer poles are maneuvered with each hand. To lend greater power to the strikes, the weapon is twirled to use centrifugal force. Although both hands are used, the Strength bonus is not doubled. The Three-section Glaive allows a second attack per turn, as though a second weapon were being used, but applying a penalty of only –10 to a character's Attack Ability.

Heavy Ballista: A larger version of the later weapon that requires five persons to manage. It has a Strength of 13, and so adds +25 to the Base Damage from its quarrels. Each +5 to the weapon's quality, aside from improving its accuracy, adds a point to the Strength with which it fires. Its area attack extends for 15 feet in a straight line from its initial point of Impact.

Heavy Crossbow: A large and heavy crossbow. It has a Strength of 10, and so it possesses a bonus of +15 to the Base Damage of its quarrels. It requires both hands for use.

Hook: A weapon that is small and curved with a sharp point.

Javelin: A short spear used almost exclusively for throwing.

Katana: A sword of Asian design, it has a curved blade sharpened on only one edge. Similar to a saber, it is considerably heavier and more effective, but not as resistant to breaking.

Katar: A gauntlet equipped with knife blades 10 to 12 inches long. It possesses a complex mechanism that allows the blades to be extended and spun. In those cases, they can block projectiles like a buckler.

Kusari-Gama: This is a sickle of Asian design that has a chain attached to the bottom used to trap opponents. Although both hands are used, the Strength bonus is not doubled. It can be used for conventional attacks, or by whipping the chain to try to trap an opponent, in which case it causes a Base Damage of only 10.

Lance: The lance is the quintessential pole weapon. It consists of a long shaft of wood or metal ending in a fine two-edged point. It is very suitable for use from horseback, or for keeping enemies at a distance. It can measure from five to over seven feet long. Although it can be used with just one hand, fighting in that fashion brings on a –10 penalty to the attack, unless being used to resist a charge.

Large Multi-Headed Flail: A Flail of enormous dimensions. It has various chains coming from the end of its shaft, each ending in a spiked metal ball.

Lasso: A lasso is a rope prepared with a running knot for trapping animals or people. As a special rule, it does not apply the Strength of the person to calculate the damage caused. It requires both hands for use.

Light Ballista: The ballista is a crossbow of enormous proportions that is used as a siege weapon. It is moved on wheels because its large size makes it impossible to carry. Light ballistae are manned by three persons, two who move it laterally, and a third who aims and fires. Ballistae do not depend on the Strength of the user and, therefore, do not use the Strength Bonuses of their crews. Instead, the weapon has its own Strength score (12), for which a +20 is added to the Base Damage of the quarrels fired. Each +5 to the weapon's quality, aside from improving its accuracy, adds a point to the Strength with which it fires. As a special rule, the tremendous penetrating power of the quarrel fired by the ballista allows it to make a type of area attack in a straight line 10 feet long from its initial point of Impact.

Long Sword: A cutting blade with a sharp point. It is generally three to three and a half feet long.

Longbow: Like the Short Bow, but with a size of between four-and-a-half and six feet tall. It requires two hands to use, but its Strength Bonus is not doubled.

Mace: This weapon consists of a wood or metal shaft about 18 inches long topped with a heavy round or spherical head.

Matchlock Pistol: A smaller and more complex version of the arquebus that can be fired with one hand. Like its larger counterpart, it has its own Strength score (9), for which a bonus of +10 is added to the Base Damage of the shot it fires. If a Fumble is rolled with a level of less than 80, the weapon misfires. If the Fumble is 80 or higher, it bursts, which ruins the weapon. For each +5 to the weapon's quality, a point is added to the Strength with which it fires, and also adds 15 to the level of Fumble required to make it burst.

Miniature Crossbow: A crossbow of very small size which may be fired with just one hand. It has a Strength of 5, and so no bonus is added to the Base Damage. In game terms, it works the same way as a normal crossbow, and so it is not necessary to learn its use separately.

No-Dachi: A larger version of the Katana. It is used in a similar way, but it is much longer and thicker.

Nunchakus: These are two short sticks of wood or metal connected by a short chain.

Parrying Dagger: A variation on the traditional dagger designed to block the attacks of enemy weapons and trap them with the hilt. At its base are two sharp edges.

Quarterstaff: This weapon is a pole of wood or metal that may be as long as three feet. Although it can be used with just one hand, fighting that way causes a –10 penalty to a character's Attack Ability.

Rapier: A fine and stylized two-edged sword.

Raven: A multi-bladed knife in the shape of a star with a hole in the center. The thumb is placed in the hole, and the knife is spun hard. As it spins, it can block missile attacks as though it were a Buckler.

Repeating Crossbow: In reality, this is not a different class of weapon from the normal crossbow, so it can be used without any need to develop a separate expertise. It is simply equipped with a system of gears that enable it to fire a larger number of quarrels without needing to reload. Usually it has a magazine containing from between 4 to 8 quarrels. It requires both hands to use.

Saber: A light curved blade that is smaller and less durable than the Long Sword, but much more maneuverable.

Sai: An unsharpened, pointed, knife-like weapon whose cross guard curves forward to resemble a trident. It is used primarily to block an opponent's weapons.

Scimitar: A large curved sword generally shorter than the Long Sword, but with a broader blade.

Scythe: This weapon consists of long shaft ending in a long curving blade. It also has a handle allowing it to be used with two hands.

Shield: A metal or reinforced wood surface with handles on the back so it can be held. It is used mostly as a means of defense.

Short Bow: This weapon consists of a taut cord attached to either end of a single curved piece of flexible wood and is less than about four feet tall. It requires two hands to use, but its Strength Bonus is not doubled.

Short Sword: A straight sharp blade about a foot and a half long. Although it can cut, it is used principally as a Thrust weapon. Its reduced size makes it a very discrete weapon.

Shuko: This is a claw-like device held in the palms of the hands. It is used both as a weapon and as a tool for climbing. Shuko add a +10 to a character's Climbing Ability.

Shuriken: Small Asian metal weapons used exclusively for throwing. They can be various shapes, from simple sharp-edged disks to star-shaped knives.

Sling: This is a small leather pouch tied to a cord. It is used with a spinning motion to throw stones.

Spiked Ball: Metallic balls equipped with spikes to facilitate their being thrown.

Standard Arrow: The most common arrow for use with bows.

Stiletto: A sharp needle-like knife whose main purpose is for throwing, although it can also be used in hand-to-hand combat.

Sword Breaker: This is a short sword of great weight, containing a blade almost 10 inches wide. Due to its enormous Impact potential, it is often used to break weapons or break through an enemy's armor.

Tanto: Another oriental weapon, it resembles the Katana but is much smaller.

Tessen (War Fan): An especially exotic oriental weapon, its appearance is that of a fan, but sharp knives have replaced the wooden slats of the fan. The base of the fan is a heavy counterweight that can deliver a Impact attack.

Tonfa: This is a club with a short handle sticking out in the middle used while being held along the line of the forearm.

Trident: A spear or lance with a three-part tip resembling a fork. Its design does allow it to be thrown. It is slightly larger than the trident used for fishing.

Two-bladed Katana: This is a staff with a Katana on each end. It is held and maneuvered holding the long central shaft. Although both hands must be used, the Strength bonus is not doubled. Because of the way it is wielded, it allows a second attack per turn, as though a second weapon were being used. However, it applies a penalty of only –10 to a character's Attack Ability when being used in that way.

Two-handed Axe: An enormous axe with a counterweight at the base of the handle. Depending on the design, it can be single- or double-bladed. Its size makes it almost imperative to wield it with both hands. It can measure from 5 feet to over 7 feet long.

Two-handed Mace: A heavier version of the Mace with a shaft almost 3 feet long. It is topped with a weight of enormous proportions. Due to its size, it is usually used with both hands.

Two-handed Sword: The Two-handed Sword is the greatest of swords and can measure more than 5 feet long. Used almost exclusively with two hands, it is an awkward, but very deadly weapon.

Unarmed Combat: This is not a weapon, of course. Rather, these are the numbers used for a character fighting without weapons. The attacks made are made by punching, kicking, head-butting, and biting. Fighting unarmed requires use of the whole body, so a character fighting this way cannot apply the rules for attacks with other weapons.

Warhammer: A crushing weapon consisting of a shaft topped by a great steel hammerhead.

Whip: A whip is a cord or chain appropriately made to be used as a weapon. It is used with rapid flicks of the wrist and is capable of cutting or trapping an opponent.

ARMOR

Characters can equip themselves with armor to avoid damage when in combat or from traps. This protections are made from a set of pieces or clothing that is intended to diminish the damage caused by various types of attack.

Armor Type (AT)

Armor Type (AT) is the degree of protection offered by the armor being worn. Each type of armor has an AT rating against specific types of attack. The higher the AT, the better it protects against the specific type of attack and, as will be seen in the following chapter, it can considerably reduce damage. Armor Types range from 0 to 10, where a 0 means there is no armor protection and a 10 means the wearer is very well protected from that type of attack. Armor does not always have the same AT against different types of attack. For example, while heavy armor may be very effective against physical Impact, it won't help much against Electricity.

Wearing Armor and Its Requirements

Wearing armor isn't always easy. Just as it protects, it also limits or slows down movement. For that reason, a character needs to get used to wearing armor and learn to wear it without it causing difficulties. The Armor Requirement is the level of difficulty of using each item. The heavier and more complete it is, the greater the Armor Requirement. To be able to use armor without problems, a character must develop the Wear Armor ability to the degree required by each piece. A character who does not develop sufficient ability suffers a penalty to all physical actions equal to the difference between his Wear Armor rating and the specified Armor Requirement.

The ability to Wear Armor is considered a Primary Ability for combat, and so it must be developed within the point distribution limits set for that. It is based on the Strength of the character, and so the bonus for that attribute is added even if the character has not invested any DP in the ability.

For example, to use a set of Partial Plate, which has a Requirement of 50, Celia needs to develop her Wear Armor to that level (base 50 + 0 Strength bonus). If she now wishes to switch to scale mail armor, which has a requirement of 80, the young lady will suffer a penalty of -30 to all her actions, because that is the difference between her Wear Armor ability and the Armor Requirement of Scale Mail. To be able to use Scale Mail without penalty, Celia will have to increase her Wear Armor by 30 points.

Natural Penalty and Movement Restriction

Each type of armor bears a natural penalty that is subtracted from a character's Initiative and certain Secondary Abilities. Such penalties are applied from simply wearing armor. In addition, the heaviest armor also comes with restrictions on a character's Movement Value. It is possible, however, for a character to develop his Wear Armor ability such that it reduces the penalties or eliminates them completely. The number of Wear Armor points above the Requirement reduces the natural penalty. In this way, having 20 points more than the Requirement for a particular armor reduces that negative by 20 points. Each 50 points of Wear Armor above that requirement also overcomes one point on the restriction of movement.

Let us suppose that Celia is using light plate armor (Requirement 90) without difficulties because she has a 90 Wear Armor. Even so, she must subtract 4 points from her Movement Value and apply a -35 to her Initiative and those Secondary Abilities affected by the light plate armor's natural penalty. If Celia had a Wear Armor ability of 110, she would have a natural penalty of only -15 points, because she would pass the requirement for light plate armor by 20 points. If she had passed that figure by more than 50 points (with a Wear Armor of 140), her restriction on movement would be only -3.

Armor Class and Location

Armor does not necessarily protect a character's entire body. Aside from helmets, there are three armor varieties, according to the part of the body protected: breastplates, shirts, or complete. The first of these protects only the chest and back of the character. Shirt armors also cover the arms, though they leave the legs uncovered. Lastly, complete sets protect the entire body except for the head, which must be protected separately by a helmet. The second way these are differentiated is in regard to their hardness. The harder armor is rigid, while the softer ones are more flexible and conform to the movements of characters.

Armor Combinations

It is possible for the character to use various layers of armor together to increase protection, for instance, by combining a scale piece with a piece of chainmail. Unfortunately, using multiple types of protection is much more complicated and is subject to two types of limitations:

1: Only one hard armor type may be worn – although it is possible to combine that with up to two soft armor types.

2: Each additional layer of protection (except for Natural Armor) adds a special penalty of -20 to the character's Initiative and certain Secondary Abilities. This penalty is automatic, and it does not disappear no matter how much a character develops his Wear Armor ability.

The Requirements for all armors worn is cumulative. If, for example, two types are worn that have Requirements of 10 and 50 points, a Wear Armor ability of 60 would be necessary to use these combined armors without penalty to actions. The penalties to Initiative are also cumulative, as are those to a character's Secondary Abilities and Movement Value. A character wearing two sets of armor with natural penalties of -20 and -25, with respective penalties to Movement Value of 1 and 3 points, will suffer a final negative penalty of -45 to his Initiative and Secondary Abilities, and a -4 to his Movement Value.

To calculate the final AT resulting from the combination, take the highest AT number as the base, and add half of any other armor's value, rounding fractions down. For example, if an armor with an AT of 6 against Cut attacks was combined with another armor that has an AT 5 against Cut attacks, the final result for the AT against this type of attack would be 8 (the 6 of the higher-rated type, plus half of 5, rounded down to 2).

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Let's imagine Lemures wants to wear fur armor under his light plate as extra protection. Since fur has a Requirement of 10 and the light plate has a requirement of 90, he needs a Wear Armor of 100 to do that without difficulties. The sum of the two penalties to Initiative is –45, but a special –20 is also subtracted for wearing a second layer of armor, making a total penalty of –65. Now we look for the higher AT of the two against each type of attack, and then add half of the protection offered by the less effective type. The result is worth the trouble, since the final result is: Cut 6 (5+1), Impact 4 (4+0.5), Thrust 6 (5+1), Heat 3 (3+0.5), Electricity 2 (0+2), Cold 4 (3+1), and Energy 1 (1+0).

High Quality or Special Armor

Armor of high quality gives the person using it better protection than others of the same type. Each +5 Quality Bonus the armor merits adds one AT level against all types of attacks (except Energy, unless the armor is magical). High quality armors are also more manageable than lower quality examples, so the quality bonus is also subtracted from both the armor's Requirement and Natural Penalty, it also reduces the penalty to the Movement Value by 1 for every +5 to the armor's quality.

Let's imagine that we have a full plate armor with a +10 Quality. Thanks to the bonus, we can add two levels to the AT against all types of attack, as follows: Cut 7, Impact 7, Thrust 7, Heat 6, Electricity 2, Cold 6, and Energy 4. The Armor Requirement would be only 90, and its Natural Penalty would be reduced to –40. The penalty to movement would also be reduced by two points, ending up as –2.

List of Armors

Table 33 lists all of the available armors, described according to the following characteristics:

Name: This is the common name traditionally given this armor.
Armor Requirement: This is the Wear Armor ability necessary to use that type without penalty.
Natural Penalty: This is the negative applied to Initiative and some Secondary Abilities. This penalty can be negated if the character's Wear Armor surpasses the Requirement of that type of armor.
Movement Restriction: These are the points that must be subtracted from a character's Movement Value when wearing this armor. This penalty is reduced by 1 for each 50 points that the character's Wear Armor surpasses the Armor Requirement.
Fortitude: This is the resistance of the armor to breaking.
Presence: This is the Presence it has – including its resistance to supernatural effects.
Location: Indicates the part of the body protected.
Class: Indicates if it is soft or hard.

Table 34 contains the list of AT for the armor discussed, in which the degrees of protection offered can be seen.

Table 34: Armor Protection Values

Name	Cut	Impact	Thrust	Heat	Elec	Cold	Ene
Padded	1	1	1	1	2	2	0
Leather	1	0	2	1	2	1	0
Armored Longcoat	1	0	2	1	2	2	0
Fur	2	1	2	1	2	2	0
Complete Leather	1	0	2	1	2	1	0
Hardened Leather	2	2	2	2	2	2	0
Studded Leather	3	1	2	2	1	2	0
Chainmail	4	2	1	2	0	1	0
Breastplate	4	5	4	1	0	1	0
Partial Plate	4	3	2	3	2	2	0
Byrnie	4	3	1	2	0	1	0
Half-Plate	4	4	4	2	0	1	1
Scale Mail	4	4	4	3	0	3	1
Light Plate	5	4	5	3	0	3	1
Full Plate	5	5	5	4	0	4	2
Full Heavy Plate	6	6	6	4	0	4	2
Full Field Plate	7	7	7	4	0	4	2

Table 33: Armors

Name	Armor Requirement	Natural Penalty	Movement Restriction	Fortitude	Presence	Location	Class
Padded	0	-5	0	10	25	Shirt	Soft
Leather	0	0	0	12	25	Shirt	Soft
Armored Longcoat	0	-5	0	10	25	Full Plate	Soft
Fur	10	-10	0	10	25	Shirt	Soft
Complete Leather	10	0	1	12	25	Full Plate	Soft
Hardened Leather	20	-10	0	13	25	Breastplate	Hard
Studded Leather	25	-10	1	14	25	Breastplate	Hard
Chainmail	30	-15	1	15	30	Full Plate	Soft
Breastplate	40	-15	1	16	30	Breastplate	Hard
Partial Plate	50	-20	2	15	30	Complete	Hard
Byrnie	60	-20	2	15	30	Shirt	Soft
Half Plate	70	-20	3	16	35	Complete	Hard
Scale Mail	80	-25	3	17	35	Complete	Hard
Light Plate	90	-35	4	17	40	Complete	Hard
Full Plate	100	-50	4	18	45	Complete	Hard
Full Heavy Plate	120	-60	5	19	45	Complete	Hard
Full Field Plate	150	-70	6	20	50	Complete	Hard

Table 35: Helmet Protection Values

Name	Armor Requirement	Perception Penalty	Fortitude	Presence	Location	Type
Circlet	0	0	8	15	Head	Hard
Forehead plate	0	0	12	15	Head	Hard
Casque	0	0	12	15	Head	Hard
Leather Hood	0	0	10	15	Head	Soft
Mail Coif	0	-10	13	20	Head	Soft
Open Helm	5	-20	16	25	Head	Hard
Great Helm	10	-30	16	25	Head	Hard

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Armor Descriptions

Padded: This is a simple armor made of various layers of quilted cloth to absorb the force of blows.

Leather: This is armor made of very thick leather treated with oils to give it better resistance.

Armored Longcoat: This is armor made of treated leather but with quilted layers to give it better consistency.

Fur: Protection made of layers of animal skins (fur). It is heavy and difficult to use.

Complete Leather: A version of leather armor that also protects the legs. The joints are made of cloth.

Hardened Leather: This is an armor made of leather treated with oils and unguents until it becomes completely solid.

Studded Leather: This is a soft leather armor studded with small metal fragments. It is very useful, but difficult to wear.

Chainmail: This is possibly the most advanced armor of its era. It is composed of fine metal rings interwoven or sewn to each other; it offers enormous protection as well as great mobility.

Breastplate: This metal armor covers the chest and back.

Partial Plate: Armor made of various pieces of metal that cover the most vital parts of the body. Normally they are sewn onto a suit of leather or fur – though sometimes this is done with joints.

Byrnie: This is a jacket made of metal rings interlaced with each other and sewn onto a layer of stiffened leather or cloth to hold it together.

Half Plate: This is a complete metal armor made of dozens of pieces perfectly forged and prepared to fit into each other. It is lighter than "Full Plate," since it sacrifices protection for mobility.

Scale Mail: This is a leather armor covered in metal scales like those of a fish.

Light Plate: This is heavy armor composed of a combination of metal plates over articulated joints. This has fewer pieces than Full Heavy Plate, but it also covers the entire body.

Full Plate: These are true works of metallic art that are usually made to order. The pieces making it up cover the entire body utilizing joints of leather which are in turn covered by metal plates. Unfortunately, its weight is excessive and permits little mobility.

Full Heavy Plate: A version of the previous type in which the metal plates have two or three times the thickness. Although it requires greater strength and skill to use, the protection it offers is much better.

Full Field Plate: This is the heaviest and most complete of all the different types of armor. Even the joints are covered over with thick layers of metal that, although they make movement difficult, protect every bit of the anatomy.

Helmets

Helms, or helmets, are used only to protect the head. The AT they offer is only used when a blow hits them directly. Using a helmet with other armor is not considered a combination, because each protects a completely different area – although their requirements and penalties are added together. Helms, however, cover the eyes and ears, reducing the sensing abilities of the character. They also cause penalties to Notice and Search abilities.

Perception Penalty: This is the special penalty applied to the character's secondary abilities of Notice and Search.

Helmet Descriptions

Circlet: This is a metal ring that goes around the head of the character, protecting it from lateral blows or those attacks aimed at the forehead.

Forehead Protector: This is a metal plate to block blows at the forehead.

Leather Hood: This is a hood of oil-treated leather that covers the whole head except the face.

Casque: This is a metallic helmet that protects the upper part of the head.

Mail Coif: This helmet is identical to the leather hood, but it is made of rings or woven metal strands. The inside is lined with cloth to avoid damage to the wearer's skin.

Open Helm: This is a full helm covering the entire head, except for the face.

Great Helm: This is a helm that covers the entire head. Usually, it has a visor that can be raised for better vision or lowered to protect the face.

Example of great helm

Table 36: Protection from Helmets

Name	Cut	Impact	Thrust	Heat	Elec	Cold	Ene
Circlet	2	2	1	1	1	1	0
Forehead Protector	3	3	3	1	1	2	0
Leather Hood	1	0	2	1	3	1	0
Casque	4	4	3	2	0	3	0
Mail Coif	4	2	1	2	0	1	0
Open Helm	5	4	5	3	0	3	1
Great Helm	5	5	5	4	0	4	2

Chapter 9
Combat

Never count how many times you have fallen.
But the strength with which you arise.

Anacharsis

A great battle

In *Anima*, not all situations can be resolved peacefully. Characters must often fight for their lives against a variety of adversaries. In this chapter, we bring together an elaborate combat system that gives the player a broad range of options – from simple hand-to-hand fighting to the use of supernatural powers, like spellcasting or summoning.

Remember, combat in *Anima* is much more than a simple exchange of die rolls. Each Combat Turn is a sequence of attacks, dodges, and counterattacks that can be interpreted as colorfully as you like to help bring the excitement of battle to life.

COMBAT SEQUENCE

When conflict occurs, each combatant's actions are divided into a sequence known as a Combat Turn. Combat Turns are periods of time that separate the many events happening simultaneously or sequentially in combat. In *Anima*, they represent a period of 3 seconds.

Calculating Initiative

It is very important to decide the order of actions in a Combat Turn, because combat will change a lot depending on who is able to act first. This sequence of actions will be useful not only for combat, but also when two or more characters are trying to achieve conflicting goals (such as for an Opposed Check) and it is necessary to decide who will act first.

Initiative is not something fixed; it will vary each Combat Turn, according to chance. To determine the order of events, each combatant who wishes to act rolls 1d100, adding the result to his own Final Initiative score (see Initiative in **Chapter I**). Fumbles and Open Rolls are applied to Initiative as they are to anything else.

Each combatant declares and carries out his actions according to the results obtained. The combatant with the highest total Initiative acts first, and all others then act in the order of their Initiative for that Combat Turn. If the character who has the Initiative wants to hold back, he may do so. A character who holds back may act subsequently at any time he chooses. If more than one combatant holds back, the character with the lowest Initiative must act first.

When all combatants who will act in the Combat Turn have done so, the Combat Turn ends and a new one begins. Remember that all actions taken during a single Combat Turn happen simultaneously. Initiative during a Combat Turn simply represents the fact that some characters have a faster reaction time. In practice, this can be a matter of tenths of a second.

A character's Final Initiative may vary according to which weapon he uses or what kind of action he undertakes. Therefore, before rolling any dice, players must declare to the Game Master that they are using weapons or taking actions that can affect their Final Initiative. If a character uses two weapons simultaneously, for example, he fights more slowly and, therefore, his Initiative will be lower. On the other hand, a character who fights unarmed can attack much faster, receiving a +20 to his Initiative. If two or more combatants end up with the exact same result, whoever has the highest Final Initiative score (before the dice roll) acts first.

Box V: Combat Turn order of events

1. Calculate Initiative
2. Players declare and execute actions
4. Calculate damage and Criticals
3. End the combat turn and begin the next one

Surprise

There is a chance that a combatant's action happens so swiftly and unexpectedly that it takes everybody else by surprise. A combatant surprises his opponents if he ends up with an Initiative at least 150 points higher than theirs. This effect occurs specifically between two or more individuals. Just because one character's opponent is Surprised, doesn't mean that all of his opponents are Surprised.

A character who has been Surprised suffers a -90 penalty to any action directly opposed by the Surprising opponent – including any defense against an attack. This penalty is only in effect for the first action taken by the combatant who achieved that Surprise.

If a combatant has achieved Surprise over an enemy, he may still decide to hold back. If he does so, he will lose some of the benefits of Surprise but acquire others in exchange. Although the -90 penalty no longer applies, he may choose to interrupt any action made by the Surprised opponent, even after the opponent has rolled his dice.

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For example, Celia and Lemures are locked in combat with three city guards. Luckily, Celia has achieved Surprise over all three guards thanks to an Open Roll on her Initiative, but she decides to hold back from acting to see what the guards do. While holding back, she notices Lemures successfully defend himself from the attacks of two guards. However, he third guard makes an attack with a very high dice roll, and she fears Lemures will be hurt. Celia can use her Surprise advantage to intervene and try to push Lemures out of the way, even though the guard has already rolled his dice.

ACTIONS

During each Combat Turn, a character can carry out a variety of actions, divided by their nature into two types: Active and Passive.

To carry out Active Actions, the character must have the Initiative, or in other words, it must be his turn. Active Actions require an effort and clear intention – such as attacking, running at full speed, or using a specific Secondary Ability. Normally, Active Actions are performed routinely when it is the character's turn. In some cases, however, it is possible for a character to lose his ability to carry out Active Actions – if he is successfully hit by an attack, for example.

During a Combat Turn, a character can normally perform only a single Active Action. If he wishes to try to execute further actions, he suffers an accumulating penalty of -25 to the abilities used. For example, if someone wishes to run at his full Movement Value at an enemy, attack that enemy, and then use the Search Secondary Ability to scan the area for hidden enemies, he would run without penalty, make the attack with a -25 penalty, and try the Search at a -50 penalty. To determine the maximum number of Active Actions a character can attempt in one Combat Turn, total the character's Dexterity and Agility points and consult **Table 37: Actions**.

Table 37: Actions

Dexterity + Agility	Maximum number of actions
1 to 10	1
11 to 14	2
15 to 19	3
20 to 22	4
23 to 25	5
26 to 28	6
29 to 31	8
32 or more	10

If a player wants his character to perform multiple Active Actions in a Combat Turn, he must declare the exact number of those actions before the start of the Combat Turn. Note also that a character can normally perform each type of Active Action only once per Combat Turn. However, as explained in this chapter, it is sometimes possible to carry out additional attacks.

Reactions, or Passive Actions, are those performed instinctively, in response to events – including such simple things as speaking or taking a few steps in a given direction. They are performed instantly, as needed, and do not imply any kind of Active Action. Therefore, characters can attempt Passive Actions as many times as the occasion demands without incurring any penalties. Some Secondary Abilities are considered Passive Actions and therefore do not use up a character's allowed number of Active Actions. **Box VI** lists some examples of Active and Passive Actions.

Movement as Action

During a Combat Turn, characters move around the area where the battle is taking place. A character can move up to one-quarter of his Movement Value as a Passive Action during a turn. If he wishes to move more than that, he must use an Active Action, thereby applying a -25 penalty to any subsequent Active Action he performs during that Combat Turn.

Secondary Actions as Active Actions

Many Secondary Abilities require the character to have the Initiative during the Combat Turn to perform them. Nonetheless, a character may use a Secondary Ability to Oppose the ability of an opponent even if it is not his turn. Characters can, of course, use Passive Action Secondary Abilities whenever they wish.

Box VI: Examples Of Actions

Active Actions

- Attack an enemy
- Use Active spells or psychic powers.
- Use physical abilities
- Move more than ¼ of your Movement Value
- Use an Active Secondary Ability
- Withdraw from combat

Passive Actions

- Defend against an attack
- Draw or unsheathe a weapon (special)
- Use Passive spells or psychic powers.
- Move less than ¼ of your Movement Value
- Carry out an Opposed Check
- Use a Passive Secondary Ability
- Speak

COMBAT BASICS

Once we have learned to calculate the order of action for the Combat Turn, it is time to look at the heart of the *Anima* combat system: Attack Ability and Defense Ability.

As its name indicates, Attack Ability measures the expertise of an individual in reaching an opponent, breaking through his defenses, and causing him damage. It is employed with all Weapon Types, including hand-to-hand and projectile weapons. It can also be used with other actions related to fencing or aiming, such as trying to hit an archery target on a bet. Attack Ability is based on Dexterity. Therefore, a character adds his Dexterity bonus to his Base Primary Ability Score (see **Chapter 1: Character Creation** for more details). Some classes that specialize in combat also possess special innate bonuses that are added to calculate the character's Final Ability.

Defense Ability is divided into two different skills: the Block Ability and Dodge Ability. Both have the same basic essence – avoiding an adversary's attack. Block is based on Dexterity, and so a player adds the bonus for that Characteristic to calculate his character's Final Block Ability. Likewise, Dodge uses the Agility Characteristic. Just as with the Attack Ability, some classes add innate bonuses to their Block or Dodge Abilities.

The Attack Ability and Defense Abilities directly Oppose each other. Attacks are Active Actions. Therefore, a character must have the Initiative at that point during the Combat Turn in order to carry out an attack. When a character makes an attack, the target may defend himself as a Passive Action. If the defender's Final Defense (see Hand-to-hand Combat below) is superior, he will have gained the right to make a counterattack and will be able to act during his own initiative in the Combat Turn. On the other hand, if the defender does not have a high enough Final Defense, he does not achieve a counterattack and can not act in his turn.

In *Anima*, Combat Turns are much more than a mere exchange of "my turn, your turn" phases in which each combatant attempts to strike his adversary. When a character is unable to counterattack, it means that he is so busy defending himself he can not do anything else. Naturally, a character who has not been attacked is free to act when it is his turn.

The final essential element in combat is to know the amount of damage an attack might cause. The Attack Ability and Final Damage are closely related. Combining them gives us the Life Point total lost to whoever is hit by the attack. Each weapon has its own Base Damage, to which the Strength Bonus of the character is added.

HAND-TO-HAND COMBAT

Hand-to-hand combat occurs at close distances and normally implies physical contact between the combatants. Once again, players use chance to calculate success or failure by rolling 1d100 and adding the number obtained (taking into account any Open Rolls or Fumbles) to a character's Attack, Dodge, or Block Abilities. The results of this total are called the Final Attack or Final Defense, respectively. The difference between them, reached by subtracting the defender's Final Defense from the attacker's Final Attack, is the number used on the Combat Table (see **Table 38**).

Let's look closely at each of the steps to be followed:

STEP 1: CALCULATE THE FINAL ATTACK

The attacker rolls 1d100 and adds the result to the Attack Ability. Then he adds the possible modifiers for combat situations from **Table 40**. The result obtained is the Final Attack.

STEP 2: CALCULATE THE FINAL DEFENSE

To defend, a character either uses the Block Ability or Dodge Ability, depending on which one his player wishes to use. The defender rolls 1d100, adds the result to his chosen Defense Ability, and adds any situation modifiers from **Table 40**. The result is the character's Final Defense. Because defending is a Passive Action, a character always has the right to defend himself – he can always roll the dice, no matter how poor the chances, in the hope that luck will save him.

STEP 3: COMPARING RESULTS

Subtract the attacker's Final Attack from the defender's Final Defense. The difference between the two indicates the Result of the Combat Turn, as seen on the Combat Table (see **Table 38**). If the attacker's number is higher, he has hit his target. If the defender's number is higher, he has succeeded in defending himself and can even counterattack.

For example, Celia attacks one of the guards with whom she was earlier locked in combat. Celia now has an Attack Ability of 120, while the guard's Dodge is only 60. Both of them roll the dice. Celia rolls an 86, which, added to her Ability, gives her a Final Attack of 206. The guard's dice roll is a 44, and so his Final Defense is 104. As Celia is the attacker, the guard's Final Defense is subtracted from Celia's Final Attack (206 – 104). The result used when referencing Table 38 is, therefore, 102.

The Combat Table

The Combat Table is an essential element of *Anima* because it explains the possible results of each Combat Turn. Each column shows the Armor Type (AT) of the Defender, the value of which ranges from 0 to 10. Each row, on the other hand, lists the possible result from each Combat Turn (102 in the above example of Celia's attack against the guard). The upper part of the table contains the negative quantities corresponding to counterattacks, while the lower part contains the positive figures representing the impact of the attacker's strike. Remember that the Defender's Armor Type (AT) varies according to the type of attack (Cut, Impact, Thrust, etc.) being used at the moment. To use the table, first find the appropriate AT for the type of attack being made, then find the correct column, and run down the column to see the Attack Result. The combination of the two factors will result in one of three possible outcomes:

THE ATTACK HITS AND CAUSES DAMAGE

A percent figure in the box indicates that the attack has hit and caused damage. The percentage shown is applied to the attack's Final Damage, and the result is directly subtracted from the Defender's total LP. The wounded combatant loses any possibility of making an Active Action that Combat Turn – even if he receives a counterattack result from defending against subsequent attacks.

For example, Celia had just made an attack with a favorable margin of 102 against the city guard. Since she is wielding a saber against an enemy wearing hardened leather armor, her opponent uses an AT of 2 against her Cutting attack. Consulting the Combat Table, we see that Celia's attack produces 80% damage. Since the Final Damage number is 45 (only the saber's Base Damage in this case, since Celia has a 0 Strength Bonus), the guard suffers only 36 points of damage (80% of 45).

The combat phase ends, and if there is no one else left to perform Active Actions, the next Combat Turn begins with a recalculation of Initiative. Of course, both the attacker and defender can continue performing Passive Actions – such as defending against more attacks – during that Combat Turn.

THE ATTACK MISSES OR HITS WITHOUT DAMAGE

If the Attack Result is positive, but the corresponding box on the Combat Table is blank, it means that the attack hit something but caused no damage – perhaps cutting only clothing or bouncing off the defender's armor. The effects are the same as for a hit causing damage, except of course that there is no damage. The defender is fully occupied defending himself and can not make a counterattack or perform other Active Actions that turn. The combat turn ends when no one can make any more Active Actions.

THE ATTACK FAILS AND A COUNTERATTACK IS POSSIBLE

When the Attack Result is a negative number (the defender's Final Defense ends up being higher than the Final Attack of the attacker), the defender can counterattack. Achieving a counterattack allows the defender to perform Active Actions when his Initiative for that Combat Turn occurs. On the Combat Table, all the boxes that permit the defender to counterattack are marked with the letter "C."

A character who achieves a counterattack may immediately make a riposte against his attacker even if other characters have a higher Initiative. This is called a Response Action. It is only possible to perform a Response Action if the individual still has the ability to attack that Combat Turn (a combatant who has already lost the right can not return the blow). Remember that a counterattack, even though it is caused by a Passive Action, is still considered

Silvia's attack against the beastman is successful

Table 38: The Combat Table

RESULT	AT 0	AT 1	AT 2	AT 3	AT 4	AT 5	AT 6	AT 7	AT 8	AT 9	AT 10
-301	+150 C	+150 C	+150 C	+150 C	+150 C	+150 C	+150 C	+150 C	+150 C	+150 C	+150 C
-291 to -300	+145 C	+145 C	+145 C	+145 C	+145 C	+145 C	+145 C	+145 C	+145 C	+145 C	+145 C
-281 to -290	+140 C	+140 C	+140 C	+140 C	+140 C	+140 C	+140 C	+140 C	+140 C	+140 C	+140 C
-271 to -280	+135 C	+135 C	+135 C	+135 C	+135 C	+135 C	+135 C	+135 C	+135 C	+135 C	+135 C
-261 to -270	+130 C	+130 C	+130 C	+130 C	+130 C	+130 C	+130 C	+130 C	+130 C	+130 C	+130 C
-251 to -260	+125 C	+125 C	+125 C	+125 C	+125 C	+125 C	+125 C	+125 C	+125 C	+125 C	+125 C
-241 to -250	+120 C	+120 C	+120 C	+120 C	+120 C	+120 C	+120 C	+120 C	+120 C	+120 C	+120 C
-231 to -240	+115 C	+115 C	+115 C	+115 C	+115 C	+115 C	+115 C	+115 C	+115 C	+115 C	+115 C
-221 to -230	+110 C	+110 C	+110 C	+110 C	+110 C	+110 C	+110 C	+110 C	+110 C	+110 C	+110 C
-211 to -220	+105 C	+105 C	+105 C	+105 C	+105 C	+105 C	+105 C	+105 C	+105 C	+105 C	+105 C
-201 to -210	+100 C	+100 C	+100 C	+100 C	+100 C	+100 C	+100 C	+100 C	+100 C	+100 C	+100 C
-191 to -200	+95 C	+95 C	+95 C	+95 C	+95 C	+95 C	+95 C	+95 C	+95 C	+95 C	+95 C
-181 to -190	+90 C	+90 C	+90 C	+90 C	+90 C	+90 C	+90 C	+90 C	+90 C	+90 C	+90 C
-171 to -180	+85 C	+85 C	+85 C	+85 C	+85 C	+85 C	+85 C	+85 C	+85 C	+85 C	+85 C
-161 to -170	+80 C	+80 C	+80 C	+80 C	+80 C	+80 C	+80 C	+80 C	+80 C	+80 C	+80 C
-151 to -160	+75 C	+75 C	+75 C	+75 C	+75 C	+75 C	+75 C	+75 C	+75 C	+75 C	+75 C
-141 to -150	+70 C	+70 C	+70 C	+70 C	+70 C	+70 C	+70 C	+70 C	+70 C	+70 C	+70 C
-131 to -140	+65 C	+65 C	+65 C	+65 C	+65 C	+65 C	+65 C	+65 C	+65 C	+65 C	+65 C
-121 to -130	+60 C	+60 C	+60 C	+60 C	+60 C	+60 C	+60 C	+60 C	+60 C	+60 C	+60 C
-111 to -120	+55 C	+55 C	+55 C	+55 C	+55 C	+55 C	+55 C	+55 C	+55 C	+55 C	+55 C
-101 to -110	+50 C	+50 C	+50 C	+50 C	+50 C	+50 C	+50 C	+50 C	+50 C	+50 C	+50 C
-91 to -100	+45 C	+45 C	+45 C	+45 C	+45 C	+45 C	+45 C	+45 C	+45 C	+45 C	+45 C
-81 to -90	+40 C	+40 C	+40 C	+40 C	+40 C	+40 C	+40 C	+40 C	+40 C	+40 C	+40 C
-71 to -80	+35 C	+35 C	+35 C	+35 C	+35 C	+35 C	+35 C	+35 C	+35 C	+35 C	+35 C
-61 to -70	+30 C	+30 C	+30 C	+30 C	+30 C	+30 C	+30 C	+30 C	+30 C	+30 C	+30 C
-51 to -60	+25 C	+25 C	+25 C	+25 C	+25 C	+25 C	+25 C	+25 C	+25 C	+25 C	+25 C
-41 to -50	+20 C	+20 C	+20 C	+20 C	+20 C	+20 C	+20 C	+20 C	+20 C	+20 C	+20 C
-31 to -40	+15 C	+15 C	+15 C	+15 C	+15 C	+15 C	+15 C	+15 C	+15 C	+15 C	+15 C
-21 to -30	+10 C	+10 C	+10 C	+10 C	+10 C	+10 C	+10 C	+10 C	+10 C	+10 C	+10 C
-11 to -20	+5 C	+5 C	+5 C	+5 C	+5 C	+5 C	+5 C	+5 C	+5 C	+5 C	+5 C
-1 to -10	C	C	C	C	C	C	C	C	C	C	C
1 to 9											
10 to 19											
20 to 29											
30 to 39	10%	10%	10%								
40 to 49	30%	20%	20%	10%							
50 to 59	50%	40%	30%	20%	10%						
60 to 69	60%	50%	40%	30%	20%	10%					
70 to 79	70%	60%	50%	40%	30%	20%	10%				
80 to 89	80%	70%	60%	50%	40%	30%	20%	10%			
90 to 99	90%	80%	70%	60%	50%	40%	30%	20%	10%		
100 to 109	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	
110 to 119	110%	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%
120 to 129	120%	110%	100%	90%	80%	70%	60%	50%	40%	30%	20%
130 to 139	130%	120%	110%	100%	90%	80%	70%	60%	50%	40%	30%
140 to 149	140%	130%	120%	110%	100%	90%	80%	70%	60%	50%	40%
150 to 159	150%	140%	130%	120%	110%	100%	90%	80%	70%	60%	50%
160 to 169	160%	150%	140%	130%	120%	110%	100%	90%	80%	70%	60%
170 to 179	170%	160%	150%	140%	130%	120%	110%	100%	90%	80%	70%
180 to 189	180%	170%	160%	150%	140%	130%	120%	110%	100%	90%	80%
190 to 199	190%	180%	170%	160%	150%	140%	130%	120%	110%	100%	90%
200 to 209	200%	190%	180%	170%	160%	150%	140%	130%	120%	110%	100%
210 to 219	210%	200%	190%	180%	170%	160%	150%	140%	130%	120%	110%
220 to 229	220%	210%	200%	190%	180%	170%	160%	150%	140%	130%	120%
230 to 239	230%	220%	210%	200%	190%	180%	170%	160%	150%	140%	130%
240 to 249	240%	230%	220%	210%	200%	190%	180%	170%	160%	150%	140%
250 to 259	250%	240%	230%	220%	210%	200%	190%	180%	170%	160%	150%
260 to 269	260%	250%	240%	230%	220%	210%	200%	190%	180%	170%	160%
270 to 279	270%	260%	250%	240%	230%	220%	210%	200%	190%	180%	170%
280 to 289	280%	270%	260%	250%	240%	230%	220%	210%	200%	190%	180%
290 to 299	290%	280%	270%	260%	250%	240%	230%	220%	210%	200%	190%
300 to 309	300%	290%	280%	270%	260%	250%	240%	230%	220%	210%	200%
310 to 319	310%	300%	290%	280%	270%	260%	250%	240%	230%	220%	210%
320 to 329	320%	310%	300%	290%	280%	270%	260%	250%	240%	230%	220%
330 to 339	330%	320%	310%	300%	290%	280%	270%	260%	250%	240%	230%
340 to 349	340%	330%	320%	310%	300%	290%	280%	270%	260%	250%	240%
350 to 359	350%	340%	330%	320%	310%	300%	290%	280%	270%	260%	250%
360 to 369	360%	350%	340%	330%	320%	310%	300%	290%	280%	270%	260%
370 to 379	370%	360%	350%	340%	330%	320%	310%	300%	290%	280%	270%
380 to 389	380%	370%	360%	350%	340%	330%	320%	310%	300%	290%	280%
390 to 399	390%	380%	370%	360%	350%	340%	330%	320%	310%	300%	290%
+400	400%	390%	380%	370%	360%	350%	340%	330%	320%	310%	300%

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an Active Action. For that reason, unless a character has the ability to make additional attacks, it is only possible to counterattack once per Combat Turn. If a character uses up all of his potential Active Actions in a Combat Turn, then he can not take advantage of a counterattack, even though the Combat Result indicates that he has the right to make one.

Naturally, a defender can only make a Response Action against the combatant who has attacked him. If a combatant wishes to attack a different enemy, he must give up his right to a counterattack and hope that he still has the right to attack when his own turn comes up.

Another factor to take into account is the margin by which the defender avoided being hit. If he avoided being hit by a wide margin, the defender receives a bonus to his counterattack as indicated in the Combat Table – the wider the margin, the bigger the counterattack bonus. The number before the letter "C" in the Combat Table results indicates the bonus a counterattacking character receives. It is possible for a defender to employ the counterattack to use a Secondary Ability to Oppose the Secondary Ability of his immediate opponent. In such cases, add the counterattack bonus to the character's Opposed Check.

As she is fleeing the guards, Celia is intercepted by a guard officer. Our friend now has a serious problem, as she is fighting three adversaries by herself. All the combatants calculate their Initiative, with the following results: Celia ends up with a 93, the guard officer has a 73, while guards A and B have a 53 and 64, respectively.

Celia can act first. Seeing her escape is cut off anyway, she launches into the fight, deciding to go after Soldier B. Celia's attack hits and causes damage, so Guard B loses the right to use any Active Action during that Combat Turn. Now it's the officer's turn to attack, and although Celia defends herself successfully and receives a counterattack result, she still can not actually make a counterattack because she has used up her Active Action for that Combat Turn. Since Guard B can not perform any Active Actions (Celia's attack has put him on the defensive for that Combat Turn), the only one who can still act is Guard A, who, fortunately for our heroine, swings wildly and misses. Since all combatants who can act have now acted, the Combat Turn ends.

The next turn however, Celia's luck looks like it is going to fade. Her initiative roll brings her to a mere 82, while the officer and guards end up with 83, 95, and 112, respectively. Every one of her opponents can act before she can. Seeing the disadvantage she's at, Celia declares to the GM that she will make two attacks during the Combat Turn, which reduces her Attack Ability per attack, as we will see. The first to attack her is the officer. However, Celia's defensive ability ends up being 76 points higher than her attacker's Final Attack, which means she can make a counterattack with a bonus of +35. Making the appropriate dice rolls, Celia wounds her opponent.

Guard A then attacks her, but Celia easily defends herself. This time, Celia has a margin of 56 points on the attack Result, which means that once again she can counterattack. In normal circumstances, Celia wouldn't be able to make a second attack, but,

Table 39: Calculated Damage Table

% / DAMAGE	10	20	30	40	50	60	70	80	90	100	+5
10%	1	2	3	4	5	6	7	8	9	10	+0
20%	2	4	6	8	10	12	14	16	18	20	+1
30%	3	6	9	12	15	18	21	24	27	30	+1
40%	4	8	12	16	20	24	28	32	36	40	+2
50%	5	10	15	20	25	30	35	40	45	50	+2
60%	6	12	18	24	30	36	42	48	54	60	+3
70%	7	14	21	28	35	42	49	56	63	70	+3
80%	8	16	24	32	40	48	56	64	72	80	+4
90%	9	18	27	36	45	54	63	72	81	90	+4
100%	10	20	30	40	50	60	70	80	90	100	+5
110%	11	22	33	44	55	66	77	88	99	110	+5
120%	12	24	36	48	60	72	84	96	108	120	+6
130%	13	26	39	52	65	78	91	104	117	130	+6
140%	14	28	42	56	70	84	98	112	126	140	+7
150%	15	30	45	60	75	90	105	120	135	150	+7
160%	16	32	48	64	80	96	112	128	144	160	+8
170%	17	34	51	68	85	102	119	136	153	170	+8
180%	18	36	54	72	90	108	126	144	162	180	+9
190%	19	38	57	76	95	114	133	152	171	190	+9
200%	20	40	60	80	100	120	140	160	180	200	+10
210%	21	42	63	84	105	126	147	168	189	210	+10
220%	22	44	66	88	110	132	154	176	198	220	+11
230%	23	46	69	92	115	138	161	184	207	230	+11
240%	24	48	72	96	120	144	168	192	216	240	+12
250%	25	50	75	100	125	150	175	200	225	250	+12
260%	26	52	78	104	130	156	182	208	234	260	+13
270%	27	54	81	108	135	162	189	216	243	270	+13
280%	28	56	84	112	140	168	196	224	252	280	+14
290%	29	58	87	116	145	174	203	232	261	290	+14
300%	30	60	90	120	150	180	210	240	270	300	+15
310%	31	62	93	124	155	186	217	248	279	310	+15
320%	32	64	96	128	160	192	224	256	288	320	+16
330%	33	66	99	132	165	198	231	264	297	330	+16
340%	34	68	102	136	170	204	238	272	306	340	+17
350%	35	70	105	140	175	210	245	280	315	350	+17
360%	36	72	108	144	180	216	252	288	324	360	+18
370%	37	74	111	148	185	222	259	296	333	370	+18
380%	38	76	114	152	190	228	266	304	342	380	+19
390%	39	78	117	156	195	234	273	312	351	390	+19
400%	40	80	120	160	200	240	280	320	360	400	+20

as we remember, she declared in advance that she would make two attacks this turn, and is therefore able to make another. Celia's counterattack adds a +15 to her Attack Ability (thanks to her opponent's negative attack Result), and with a decent dice roll she manages to wound Guard A.

Now it is Guard B's turn. His attack also fails to hit Celia, giving her the right to a third counterattack. Unfortunately, Celia has used up her two attacks and can not take advantage of this third opportunity. Finally it is Celia's turn. As she has not been hit, she has not lost her right to perform an Active Action. However, since she has already made two Active Actions (the two counterattacks), Celia can do nothing more. The Combat Turn ends.

Of course, Game Masters don't have to limit themselves to describing the in-game action using rules terminology (like counterattacking). They can employ other cinematic imagery as combat unfolds. For example, a GM might describe a counterattacking character as striking preemptively while a clumsy attacker was still winding up to swing his sword.

A Tol Rauko templar prepares to counterattack

OPTIONS IN HAND-TO-HAND COMBAT

Anima offers players a multitude of options to personalize combat and make it more intense. Those options permit the character to use the setting he finds himself in to his advantage, or to try special maneuvers such as Take Down or Disarm. As you will see, using such options can provide a major advantage, and these rules add fun and variety to the routine techniques of combat. However, many of these special options also make the course of play more complex; we therefore recommend that the GM permit their use only after both he and the players have gotten used to the basic mechanics of play.

Combat Situations

It is common in battle for a number of extraneous circumstances to influence the course of combat. It would be silly, of course, to pretend that someone can defend themselves from an attacker who has successfully snuck up on them as easily as they could defend against a frontal attack. To reflect such circumstances, the GM may apply a series of modifiers to the Attack or Defense Abilities of the combatants (see **Table 40**).

In the case of being Flanked, for example, a combatant will suffer a –30 penalty when trying to Block or Dodge an attack coming from the side, and a –10 penalty if trying to Attack an enemy located there. If the Game Master considers it appropriate, he can also apply the same penalties to actions that are not related to combat. The modifier to hand-to-hand actions is applied only to Secondary Abilities that are opposed between two persons.

Flank: Being flanked means the character's opponent is off to one side and somewhat behind him, making it very difficult to defend himself or hit back. In theory, a person of normal size might fight up to three enemies and still keep them all in front of him, but the fourth and fifth enemy will certainly be able to get to the defender's flanks if they surround him.

From Behind: Being attacked from behind means the attacker is directly behind the defender. In hand-to-hand combat, the sixth enemy fighting a surrounded character is considered to be directly behind him.

Surprised: In the same way that Surprise is achieved each turn, the modifier can also be applied any time a person is not expecting, or can not detect, an attack. It is not possible for a Surprised character to initiate an attack; he has automatically lost Initiative. Naturally, though, he can still use the counterattack rules normally.

Vision Partially Obscured: This modifier is applied when the combatant can not see his opponent clearly; this might be due to a dazzling flash of light, or because the battle takes place in a shadowy environment. At a minimum, the combatant must be able to see large movements of his enemy, otherwise the combatant has his Vision Totally Obscured, as follows.

Vision Totally Obscured: The combatant can not see his opponent at all – either from actual blindness, because of some unique factor of the setting, or because the battle takes place in total darkness. The same modifier is also used when fighting an enemy who is completely invisible.

Higher Ground: The Higher Ground advantage is used when a character is at a higher elevation than his opponent – such as on the top of a wall, or on top of a large table. It is also used for mounted combatants.

From Ground: A person fighting From Ground is one who, for some reason, is lying on the ground. An enemy who is sufficiently close can also apply the Higher Ground advantage.

Partially Immobilized: The combatant's movement is slightly restricted in some way – such as having one ankle chained to a wall or having someone grab one of his arms.

Mostly Immobilized: In this situation, the combatant may make only limited movements. For example, his hands and feet may be in chains.

Table 40: Special Combat Situations

Situation	Attack	Block	Dodge	Initiative	Physical Action
Flanked	-10	-30	-30	-	-
From Behind	-30	-80	-80	-	-
Surprised	NA	-90	-90	NA	-90
Vision Partially Obscured	-30	-30	-15	-	-30
Vision Totally Obscured	-100	-80	-80	-	-90
Higher Ground	+20	-	-	-	-
From Ground	-30	-30	-30	-10	-30
Partially Immobilized	-20	-20	-40	-20	-40
Mostly Immobilized	-80	-80	-80	-30	-60
Fully Immobilized	-200	-200	-200	-100	-200
Put at Weapon's Point	-20	-120	-120	-50	-100
Levitating	-20	-20	-40	-	-60
Flight Type 10-14	+10	+10	+10	+10	-
Flight Type 15 or higher	+15	+10	+20	+10	-
Charging	+10	-10	-20	-	-
Drawing Weapon	-25	-25	-	-	-25
Crowded Space	-40 Sp.	-40 Sp.	-40	-	-20
Small Adversary	-10	-	-	-	-
Tiny Adversary	-20	-10	-	-	-

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Fully Immobilized: In this situation, the combatant in question absolutely cannot move.

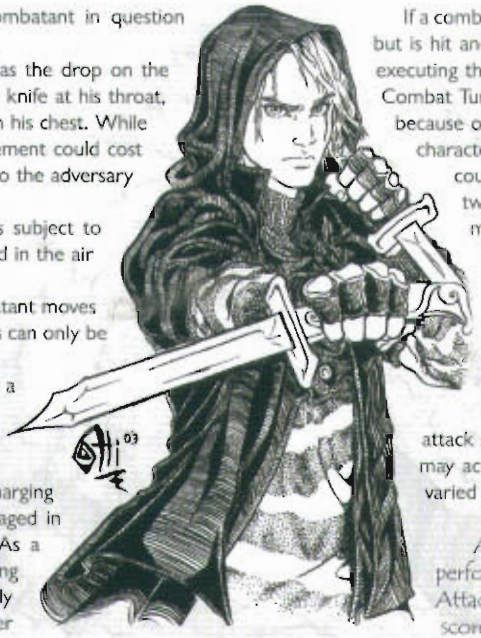
Put at Weapon's Point: Someone already has the drop on the unfortunate person. Perhaps his opponent holds a knife at his throat, or an attacker rests the tip of a sword pointedly on his chest. While the person isn't technically immobilized, any movement could cost him his life. These penalties apply only in relation to the adversary holding him at weapon's point.

Levitating: Anyone levitating supernaturally is subject to this modifier. It also applies to a person being held in the air against his will.

Flight Type between 10 and 14: The combatant moves through the air at the speeds indicated. This bonus can only be used if there is ample room to maneuver.

Flight Type 15 or more: As above, but with a higher flight speed.

Charging: The GM can apply this modifier if the attacker runs at an enemy for at least one Combat Turn. It is necessary to declare that one is Charging before calculating Initiative. Someone already engaged in hand-to-hand combat cannot execute a charge. As a special rule, a combatant who declares he is Charging does not suffer the penalty to Attack Ability normally applied to someone moving more than one-quarter of their Movement Value.



Drawing Weapon: Although generally considered a Passive Action, this penalty is applied whenever a combatant attacks or defends while also drawing a weapon during the same Combat Turn. A GM can also apply this modifier to any character who switches weapons while in combat. Unfortunately, if someone is Surprised, whether due to a large disparity in Initiatives, or because he suffers an unexpected attack, it is not possible for that character to draw a weapon; he must defend himself without it.

Crowded Space: If combat occurs in a small space, such as a narrow corridor less than 3 feet wide, the GM applies this modifier. Keep in mind that the penalties suffered to Attack and Defense only pertain to large-sized weapons – since these require more space. The Game Master can also apply this penalty to other weapons if he believes it appropriate.

Small Enemy: The GM can apply this modifier to a character fighting against an opponent less than half his size. The penalty disappears if an Area Attack is made.

Tiny Enemy: As before, but the GM applies this penalty when a character fights an enemy no more than one-tenth his size. This penalty is also ignored when making an Area Attack.

Additional Defenses

If a character suffers multiple attacks in a single Combat Turn, each successive attack is harder to Block or Dodge. For that reason, the GM should apply a penalty of –30 to a character's Block or Dodge Ability against a second attack, and an additional –20 for each successive attack after that, to a maximum of –90. This penalty is cumulative with other penalties – such as being Flanked or attacked From Behind.

Table 41: Penalty to Defense

Attack no.	Defensive Penalty
2	-30
3	-50
4	-70
5+	-90

Additional Attacks

In principle, a combatant can only make one Active Action per Combat Turn, as that would use up the allotted time. However, characters with sufficient ability can make one additional attack for each 100 points of Final Attack they possess. Of course, by splitting his efforts, an attacker does not make his attacks with the same care, therefore suffering a –25 penalty from his Final Ability for each additional attack he makes during the Combat Turn.

If a combatant declares he will make multiple attacks but is hit and loses his right to an Active Action before executing them, he can not make any further attacks that Combat Turn – no matter how many theoretically remain because of his high Final Attack score. Remember that a character may use each additional attack declared as a counterattack. Thus, a character who is to make two attacks (at a –25 penalty) can use them to make two such counterattacks instead.

The attacker using multiple attacks can use each "attack" for a distinct combat maneuver or to aim at different targets. Remember, however, that it doesn't matter how many attacks a combatant makes in a turn, they all count as a single Active Action.

Finally, a bit of clarification: A combatant's attack should not be taken to mean a single strike. It may actually represent a series, or flurry, of blows as varied as the weapons employed permit.

A Warrior with an Attack Ability of 220 can perform up to 3 attacks (1 as a normally allowed Attack and 2 additional due to a high Final Attack score) if he wishes, while one with an attack Ability of 60 can make only one. However, the warrior with an attack of 220 will see his Attack Ability reduced to 170 for each of the three attacks, since he must subtract 50 points because he is making two additional attacks (–25 for each).

Attacks with Additional Weapons

A character may try to add to his offense by wielding a weapon in each hand. If he does so, he may carry out an additional attack while paying a penalty of –40 only for the second weapon. If the combatant is Ambidextrous, the penalty for the second weapon is reduced to a mere –10. The attack made possible by wielding a second weapon can also be used for making a counterattack. The Initiative of the combatant wielding two weapons is always decided according to the slower of the two weapons.

Lemures, who has an Attack Ability of 140, is wielding two short swords. Since he is Ambidextrous, he can carry out two attacks per turn, one at 140 and the second at 130. If he has declared that he will make an additional attack, as explained in the previous section, he can carry out a total of three attacks. The first two at 115 (Attack Ability of 140, minus 25 for making an additional attack), and the third, using the second weapon, at 105 (Attack Ability of 140, minus 25 for an additional attack, minus 10 for the second weapon).

Special Purpose Attacks

A combatant in hand-to-hand combat can attempt special purpose attacks to try to accomplish something other than simply causing damage. These techniques confer penalties that the GM adds to any others in effect. It is possible to perform special purpose attacks as additional attacks, incurring the appropriate additional penalties.

Disable: This maneuver disables an opponent without killing him, perhaps by breaking his arm or leg, or cutting his tendons. If a character makes a Directed Attack against an opponent's arm or leg but declares that he only wishes to disable his opponent, the Final Damage of the attack is reduced by half. However, the GM should calculate the damage fully for determining the Critical level. The designated arm or leg is considered a vulnerable point when calculating the damage necessary to create a Critical. Disable does not work against creatures with Damage Resistance.

Directed Attacks: A character may decide to try and strike a specific part of his opponent's body – applying the appropriate penalty to his Attack Ability as indicated on **Table 42**. Of course, it is impossible to include possible penalties for body parts of creatures that may physically be very different from humans; any necessary adjustments should be made by the GM as appropriate to the circumstances. Naturally, Directed Attacks take into account only the armor worn on the part of the body attacked. For instance, a Directed Attack at the head of an opponent who is wearing Full Plate Armor but no helmet

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would proceed as if the opponent were unarmored. It is also unnecessary to determine the point where Criticals land.

Take Down: As the name would indicate, the purpose of this attack is to put the opponent on the ground. Characters attempting this maneuver suffer a –30 penalty to their Attack Ability because of its intrinsic difficulty (the penalty increases to –60 if a character tries this maneuver while wielding a weapon). An enemy attacked using Take Down always possesses an Armor Type (AT) of zero (0), since armor does not help resist this kind of attack. If an attacker inflicts the minimum damage necessary (10%, which means a margin of 30 or more on the Combat Table), then he has hit his target, and a possibility exists of achieving the Take Down. To see if it works, the two opponents perform an Opposed Check, in which the attacker chooses to employ either his Strength or his Dexterity, while the Defender must choose between his Strength or his Agility. If the attacker succeeds in performing the Take Down, his opponent immediately falls to the ground.

If the attacking character receives a Result of less than 100% Damage from the Combat Table, he must apply a –3 penalty to whichever Characteristic his player chooses for the Opposed Characteristic Check. Likewise, if the character's attack Result indicates 200% damage, he applies a +3 bonus to whichever Characteristic his player chose for the Opposed Check. Four-legged creatures have a natural bonus of +3 for these purposes. A Take Down can also produce damage to the opponent, but only if the attacker wishes it to, and the base is reduced by half, while the Defender's armor is taken into account for this purpose.

Knock Out: A Knock Out is a possible side effect of a blow to the head. If a character wishes, he can try to knock an opponent out instead of actually killing him. For this purpose, he must make a Directed Impact Attack against his opponent's head. A character must declare his intention to Knock Out an opponent ahead of time. Knock Out attempts produce only half the damage indicated on the Combat Table, but the GM should consider the full damage for calculating the Critical level. If the Critical level is higher than 50, the wounded combat is automatically Knocked Out. When a character uses this maneuver, Criticals can not cause negative effects beyond those of being Knocked Out or inflicting action penalties. They can never cause automatic death.

A character attempting to Knock Out an opponent using something other than an Impact weapon suffers an additional penalty of –40 to his Attack Ability.

Put at Weapon's Point: This special purpose attack is an attempt to "get the drop" on an adversary by putting a weapon in a position where it could easily kill him (for instance, a knife at his throat or the point of a sword resting on his chest), but not cause him damage. A character attempting this maneuver suffers a –100 penalty on his Attack Ability, and the Defender's armor does count, since it reduces the number of vulnerable places that can be threatened. If the attacker obtains a Result that would normally cause damage, the defender is instead **Put at Weapon's Point**, with no loss of Life Points.

Unlike in any other situation, a combatant who has an opponent Put at Weapon's Point can thereafter attack that opponent as a Passive Action (though it does consume an Active Action) – unless someone, even the affected opponent, obtains Surprise on the attacker.

If the GM permits, it is possible for an attacker to declare he will try Put at Weapon's Point on an opponent even after he has thrown the dice for his attack – as long as the Defender has not yet thrown his dice.

Disarm: By means of this maneuver, a character can either use Dexterity or brute Strength to knock a weapon from his enemy's hands. When attempting a Disarm, a character applies a –40 to his Attack Ability. Because armor does not protect against disarms, the GM should consider the defender's AT to be 0. If the Combat Table indicates that the attack causes damage, the two opponents must perform an Opposed Check, with each freely choosing to use either Strength or Dexterity.

If the attacking character receives a Result of less than 100% Damage from the Combat Table, he must apply a –3 penalty to whichever Characteristic his player chooses for the Opposed Characteristic Check. Likewise, if the character's attack Result indicates 200% damage, he applies a +3 bonus to whichever Characteristic his player chose for the Opposed Check. If the attacker wins the Opposed Check, he has disarmed his opponent. A Disarm maneuver does not cause the defender any damage.

Trapping: The objective of Trapping is to pin or immobilize an opponent. Characters attempting this maneuver suffer a –40 penalty to their Attack Abilities, and those who try and defend against this maneuver have an AT of 0. This maneuver can only be carried out while making an Unarmed attack or while using weapons that specifically permit Trapping.

Table 42: Directed Attacks

Body Part	Penalty against humanoids
Neck	-80
Head	-60
Elbow	-60
Heart	-60
Groin	-60
Foot	-50
Hand	-40
Knee	-40
Abdomen	-20
Arm	-20
Thigh	-20
Calf	-10
Torso	-10
Eye	-100
Wrist	-40
Shoulder	-30

If an attacker inflicts the minimum damage necessary (10%, which means a margin of 30 or more on the Combat Table), then he has hit his target and a possibility exists of Trapping his opponent. Both combatants must then perform an Opposed Characteristic Check. The attacker can choose between Strength or Dexterity, while the defender chooses between Strength or Agility. If the attacking character receives a Result of less than 100% Damage from the Combat Table, he must apply a –3 penalty to whichever Characteristic his player chooses for the Opposed Characteristic Check. Likewise, if the character's attack Result indicates 200% damage, he applies a +3 bonus to whichever Characteristic his player chose for the Opposed Check.

If the attacker achieves the Trapping by a margin of less than 3 points, the defender is treated as only **Partially Immobilized**. If the attacker succeeds by a margin of 3–10, the defender is **Mostly Immobilized**. Finally, if the attacker succeeds by a margin of more than 10 points, the Trap is perfect, and the defender is therefore **Fully Immobilized** and unable to free himself. A Trapping can also produce damage to the opponent, but only if the attacker wishes it to, and the base is reduced by half, while the Defender's armor is taken into account for this purpose.

In order to free himself, a Partially or Mostly Immobilized character can attempt a new Opposed Characteristic Check every time he has the Initiative – although all such attempts suffer a –3 penalty to the Characteristic used. If for some reason the Trapped person can not perform any Active Action that Combat Turn, he can still attempt to free himself at the end of the turn, after all other combatants have acted.

Note that the combatant holding his opponent in a Trap is also treated as **Partially Immobilized** because of the need to maintain the hold involved.

Secondary Attack Type: All normal weapons make an attack of a certain type – Cutting, Impact, or Thrust – depending on the weapon's nature. Although most weapons use only one of those attack types, some weapons also have a Secondary Attack Type that a character can use in combat. A character can use a Two-handed Sword, for example, as an Impact weapon (due to its great weight and hardness), in spite of the fact that it is intended as a Cutting weapon. If a weapon has a possible Secondary Attack Type, a combatant can use it instead of the Principal Attack Type, applying a –10 to his Attack Ability when doing so.

Area Attack: This kind of special attack allows a character to try and hit several opponents with a single attack. Due to its difficulty, performing this maneuver causes a –50 penalty to a character's Attack Ability. All of the targeted individuals in the specified area must defend against an attack at the attacker's same Final Attack score, according to the order in which they are situated. If one of the defenders obtains the right to counterattack using his Block Ability, that defender manages to halt the area attack. Those who have not yet defended themselves are not subject to the attack at all.

If a defender obtains the right to counterattack by using his Dodge Ability, however, the Area Attack continues on its path; the defender must wait until the attack finishes before making his counterattack. In order for a character to utilize an Area Attack, his victims must all be close to one another and within reach of the attack. The maximum number of targets for an Area Attack depends exclusively on the size of the weapon used. Small and Medium weapons can reach only three and four opponents, respectively, while Large weapons can attack up to five. These figures are for human-sized opponents; the Game Master can adjust the number upward or downward as appropriate for opponents of other sizes.

Special Defenses

Just as there are special purpose attacks, there are also some defenses with special characteristics.

Pure Defense: A character using Pure Defense adds a bonus of +30 to his Block or Dodge Ability in exchange for not being able to undertake any Active Action that turn. The character must wait until it is his own turn to use an Active Action, and then declare that he is using Pure Defense. Once begun, Pure Defense continues in effect until the combatant declares that he will not use it in the following turn.

Push Aside: Sometimes, a character who is Dodging might need to push another individual out of the path of an attack. This maneuver is considered an Active Action and can only be used to Push Aside persons very close to the character performing the maneuver – assuming he has the necessary Strength to do it. To Push Aside another person brings with it a –30 penalty to a character's Dodge Ability. If the Push Aside maneuver fails, the character who attempted it takes the same amount of damage as well as the person he tried to push out of harm's way.

Absorb Hits: A character can decide to forgo an attempt to Block an attack and instead simply take the hits as they come. If a player declares that his character will just Absorb Hits, the character's base Defense Abilities (Block and Dodge) are halved – after which any other relevant penalties are applied. In exchange, the combatant can perform an Active Action when it is his turn – even if he has already been hit by someone else's attack and has not earned the right to a counterattack. If the defender receives a Critical that causes an effect, he does lose his right to an Active Action. This tactic might be especially useful for a slow and heavily armored combatant.

Fortitude and Breakage

When two characters engage in combat, their clashing weapons sometimes break. This optional rule allows the sturdiness and breakability of weapons to be tested as they strike each other or hard armor. Each time a character uses a weapon to Block an attack, he must make a Fortitude Check to see if either weapon breaks. The attacker rolls 1d10 and adds the result to the Breakage of his weapon. If the final number is higher than the Fortitude of the defender's weapon, the defender's weapon breaks.

It is impossible to break weapons that have a quality bonus. When a weapon of +5 or higher quality breaks, instead of being destroyed, it simply loses a level of quality. So, when a +15 weapon breaks, it becomes a +10 weapon, and so on until the bonus reaches zero. A weapon of zero quality is destroyed if the Fortitude Check indicates that it breaks. If the weapon breaks while blocking an attack, the combatant still has his normal Initiative but can no longer use the weapon.

The Fortitude of armor works in a similar fashion. If someone wearing armor is hit, but his armor protects him from damage, the armor may itself become damaged and diminished in usefulness. The Fortitude Check for armor is made the same way as for weapons, but it uses the armor's Fortitude instead. If the defender is wearing more than one layer of armor, the Breakage is applied to all layers at once. When a piece of armor breaks, instead of being destroyed, its AT is lowered by one against each type of attack. Once it reaches zero, the armor is useless.

It is recommended that the Game Master not overuse this rule, since using it constantly would become fatiguing. It is better instead to use it only when the difference between the attacking weapon and the armor is sufficiently high that destruction of someone's arms or armor is a realistic possibility.

The Breakage and Fortitude of each item is listed in the Equipment List of **Chapter 8**.

Krauser wields a long sword in confrontation with an enemy bearing a two-handed sword. Krauser loses the Initiative and tries to Block his enemy's strike. Although he succeeds in Blocking, he must now make a Fortitude Check. His enemy, whose weapon has a Breakage of 6, needs to roll an 8 or better to overcome the Fortitude of the long sword. Unfortunately for Krauser, his attacker rolls a 9, and Krauser's weapon is cleanly broken.

Box VII: Bonus to Breakage

Since an attacker's strength can increase the chances of damaging his opponent's weapon, use the following figures as bonuses to Breakage.

Strength 8 or 9	+1 to Breakage
Strength 10	+2 to Breakage
Strength 11 or 12	+4 to Breakage
Strength 13 or 14	+6 to Breakage
Strength 15 or higher	+8 to Breakage

Unarmed Blocking

An individual might be forced to block a weapon with his bare hands, in which case he might injure himself – even if he manages to block the attack. If a character attempts an unarmed Block, his player must make a Fortitude Check against the attacking weapon, using his own body's Fortitude (which is the same as either his Constitution or Dexterity). If the result indicates a break, the defender suffers 5 points of damage for each point by which he failed the Check. However, a character suffering damage in this way does not lose his right to an Active Action or counterattack. If a character attempting an unarmed Block has armor that covers the arms, he may use the armor's Fortitude instead.

A character who reaches Mastery of Unarmed Blocking can ignore this Check, as his skill allows him to stop even the sharpest weapons using only his body.

Krauser lost his weapon in the previous combat turn and now must defend himself against his opponent's two-handed sword using only his bare hands. Although he manages to Block the attack, he must now make a Fortitude Check to see if he suffers any damage because he was unarmed. The two-handed sword has a Breakage of 6, while Krauser's Fortitude is 10 (the same as his Constitution). The attacker rolls a 7, beating Krauser's Fortitude by 3 points (6 Breakage plus 7 on the roll, equals 13 minus 10 for Krauser's Fortitude). Thus, Krauser suffers 15 LP of damage. Although he has received damage, Krauser can still make an unarmed counterattack.

Secondary Abilities in Combat

A character can use some Secondary Abilities advantageously in combat. Below are a list of these Secondary Abilities and the uses to which they can be put in combat.

Sleight of Hand (Defense Against Projectiles): Juggling, an ability developed with Sleight of Hand, permits a person to catch projectiles in mid-air before they reach their targets, and it can therefore be used as a defense against them. A character can catch projectiles thrown naturally (meaning not fired and not projected by means of magic, psychic powers, or Ki) by passing a Difficulty Check of Absurd. For faster projectiles, such as arrows and bolts the Difficulty Check is set as Almost Impossible. In order for a character to even try and catch a projectile from a firearm, he must have reached Mastery. Such an attempt has a Difficulty Check of Inhuman.

To catch projectiles thrown or fired supernaturally, an Opposed Check is made between the Sleight of Hand Ability of the defender and the Attack Ability of whoever launched the missiles. If a character's Juggling Check is higher than his opponent's Final Attack, he catches the missile in mid air. A character can use this ability as a passive defense, but an additional penalty of –25 is added for each such Juggling Check made during the same Combat Turn.

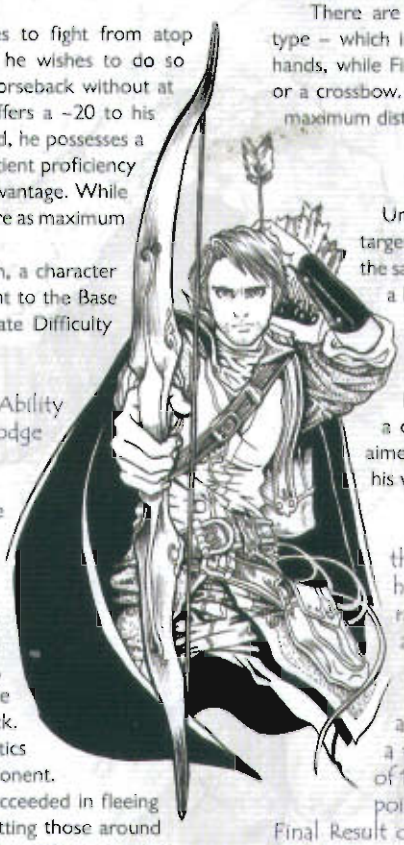
Of course, performing this maneuver requires a lot of strength if the projectiles are large or propelled with great force, and so the GM can require the defender to have a certain Strength score in order to catch some projectiles.

If a combatant fails to catch a projectile, he can still attempt to Dodge it at a penalty of –50 to his Dodge Ability.

Combat Riding: A character who wishes to fight from atop his mount must develop his Riding Ability if he wishes to do so effectively. Anyone attempting to fight from horseback without at least a minimum acquaintance with Riding suffers a –20 to his Attack and Block Abilities. If, on the other hand, he possesses a Riding Ability above 40, the character has sufficient proficiency to use his mount in combat, gaining a height advantage. While mounted, a character uses his Riding Ability score as maximum to his Dodge Ability.

When making a charge using a Pole Weapon, a character can add twice the Strength Bonus of the mount to the Base Damage of the attack after beating a Moderate Difficulty Check.

For example, if Lemures has a Dodge Ability of 120 and a Riding Ability of 70, his Dodge Ability while riding is only 70.



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Acrobatics in Combat: Acrobatics can be used in combat to great effect in various ways. Its first use is to allow a character to withdraw from hand-to-hand combat, even against several adversaries at once – by jumping over one of them or by tumbling past them. To do this, a character must have the ability to act, either because it is his turn to act, or because he has earned the right to make a counterattack. In such a moment, he performs an Acrobatics Check opposing the Attack Ability of his opponent. If he beats the Check by 40 points, he has succeeded in fleeing from the hand-to-hand combat without permitting those around him to carry out any attacks against him. If the difference is less than 40, then his enemies have intercepted his escape, and he will suffer attacks normally.

The second type of maneuver is much more complex: A character uses Acrobatics to flank or get behind his opponent, which gives him a considerable tactical advantage in combat. A character can attempt this either when he has the Initiative or has earned a counterattack. To do so, he performs an Acrobatics Check that opposes either the Attack or Acrobatics Abilities of his opponents. If the acrobatic attacker wins the Opposed Check by more than 100, he has placed himself on his enemy's flank – if by more than 150, he has maneuvered behind him. This maneuver occurs in one motion together with an attack; thus, the accompanying attack does not suffer an Additional Attack penalty. Likewise, if the maneuver fails, the defender has prevented the ensuing attack and can thereafter counterattack.

Retreat from Combat

A character may attempt to escape from a fight he's involved in. Fleeing is an Active Action and thus can only be attempted when a character has the Initiative. Retreating from a fight is very risky, because it usually allows one's opponent(s) a chance to hit you before you move out of range. An opponent of a fleeing character who is within range and still has the ability to perform Active Actions gains an automatic counterattack (using a flank modifier) with which to try to hit the fleeing party. As with counterattack, a character who has spent all his Active Actions can not take advantage of this opportunity. If a fleeing character suffers any damage from these counterattacks, his attempt at retreat fails for that Combat Turn. If a character Surprises his opponents, he can retreat without being attacked – he has simply fled too quickly for anyone to react.

RANGED COMBAT

Characters use projectiles in fights where the combatants are at some distance from each other. Except for some differences explained in this section, the rules are the same as those for hand-to-hand combat.

There are two kinds of projectiles – Thrown and Fired. The first type – which includes daggers, axes, or spears – are launched with the hands, while Fired projectiles are launched from a device, such as a bow or a crossbow. Each such projectile has a defined range that indicates the maximum distance at which it can hit.

Attack Ability with Projectiles

Unlike in hand-to-hand combat, it does not matter how well a target is hit, the maximum velocity a projectile can reach is always the same. For this reason, using Thrown or Fired projectiles places a limit on a character's Final Attack Ability. A character using a projectile weapon can never have a Final Attack greater than 280 or, in other words, a Difficulty of Impossible. The penalties for special purpose attacks are applied before calculating that limit. Thus, it may well happen that a character's Final Attack would be 280, while his shot was aimed at his opponent's head. If a character can extend his Ki to his weapon, he is capable of overcoming that limit, however.

Celia sees two enemies who are far enough away that it would take them several Combat Turns to reach her for hand-to-hand combat. Since they are within range of her bow, she decides to fire at them. Celia has a Firing Ability of 120 and rolls a 65; her attack has a Final Result of 185. In the next Combat Turn she decides to aim for her enemy's head. She gets lucky, and receives two Open Rolls, bringing her dice roll to a whopping 252 points. She then adds her firing ability of 120, bringing the figure to 372. Then, she subtracts 60 points for the Directed Attack at her opponent's head. The Final Result of her attack is therefore, ostensibly, 312 (372 minus 60). However, because of the Projectile Limit, she must lower the figure to 280. The GM must remember, though, that the shot is still aimed at the head.

Counterattacks Against Projectiles

In combat at a distance, a character not at point-blank range who gains the right to counterattack, does not apply any of the bonuses in the Combat Table to his ability with projectiles. No matter how well someone defends themselves against a projectile attack, it does not help them in returning fire.

Weapons Range

Every projectile weapon has an Effective Range – the range within which it retains its full force and beyond which it loses force, making it less dangerous. That point is normally at about half the weapon's Maximum Range (which is the range at which the projectile simply falls to the ground). When a character throws or fires a projectile to more than its Effective Range, the weapon suffers a –30 to its Attack Ability (see **Table 30**) and its damage is halved.

Note that the strength of the user modifies the Effective Range of each weapon. The stronger the user, the greater range reach projectile can travel. To find the modifier to apply for Strength, please consult **Table 43**. Weapons that have their own Strength Bonus, such as crossbows, use that score instead of their user's. However, not all missile weapons are able to withstand superhuman strength. In other words, it doesn't matter how strong a character might be, a bow can never be drawn beyond its maximum draw, or it will break. Therefore, the Game Master may permit a character with Inhuman Strength to utilize his Strength modifier only on weapons with a +5 or higher quality.

A long bow, which has an Effective Range of 200 feet, has a Maximum Range of 400 feet. However, if its user has a Strength of 8, its Effective Range increases to 260, and its Maximum Range to 460.

Table 43: Range x Strength

Strength	Distance	Weapon Quality
3	-100 feet	
4	-30 feet	
5 / 6	None	
7	+30 feet	
8	+60 feet	
9	+100 feet	
10	+150 feet	
11	+300 feet	+5
12	+800 feet	+10
13	+1,500 feet	+10
14	+1 mile	+15
15	+3 miles	+15
16+	+5 miles	+20

OPTIONS IN RANGED COMBAT

Just as there are options in hand-to-hand combat, there are various possibilities available for combat at a distance. Once again, it is up to the Game Master to decide whether or not to use these options while players are learning the basic rules.

Initiative with Projectiles/Simultaneous Shots

Initiative works the same way with projectile attacks as in hand-to-hand combat – a combatant can only act when it is his turn. However, if the difference between the Initiative of two opponents is less than 25, each of them has effectively launched his weapon before the other's projectile hits. Therefore, even if the character with the lower Initiative is hit by a missile, he can still use his own weapon as though he had not yet been hit. These characters are, in effect, attacking simultaneously. The second character to attack in such a situation does so before rolling to defend himself and does not necessarily have to target the person who targeted him. Both characters can still Block or Dodge normally.

This rule is not applied when the projectiles are exchanged at point-blank range, nor in relation to hand-to-hand attacks.

Ready to Fire

Normally, projectile weapons have a negative impact on Initiative, because they take time to load and fire. However, if a person prepares ahead of time – if he has an arrow knocked and his bow drawn and ready to fire, for example – the weapon's initiative is the same as for an Unarmed action: +20.

Modifiers to an Attack with Projectiles

Just as with hand-to-hand combat, a GM can apply a number of special modifiers to attacks with projectiles. In **Table 44** we can see the bonuses and penalties that apply to the Projectile Attack Ability.

Move More Than One-quarter of Movement Value: The current Movement Value is used.

Run at Maximum Movement Value: This represents the maximum speed at which the person is able to move.

Poor Visibility: Although he can locate his opponent perfectly, the character cannot distinguish him clearly. A good example would be someone seen through a dense fog.

Target Behind Cover: This modifier applies when the character's opponent hides behind a solid object and only uncovers himself to peek out or perform a quick action.

Change Target: This refers to a situation in which a combatant is aiming at one target but switches to another within the same Combat Turn. A GM also uses this modifier if the person firing or throwing has the ability to attack more than once per turn and uses it to attack more than one enemy. This penalty is not cumulative.

Moving Target: These modifiers are applied depending on the speed with which the target is moving.

After Having Defended That Turn: The GM uses this modifier if the character was forced to defend himself in the same Combat Turn.

Attacking Beyond Effective Range: When a projectile is at more than its Effective Range (see **Table 30**) it loses accuracy and suffers this penalty as a consequence of the distance involved.

Large Target: Add this bonus to a character's Firing Ability if his target is 8 feet tall or more. This modifier does not apply against creatures with Damage Resistance.

Aiming: Aiming at a target requires keeping it in view all the times. If a character loses sight of his target even for a second, he may not apply this bonus and must aim at his target again to reacquire the bonus. Aiming for more than 9 seconds (three full Combat Turns) does not increase the bonus any more.

Point-blank Range: The target is less than five feet from the person targeting it. If two combatants are in hand-to-hand combat using projectile weapons, any attack made will be at point-blank range.

Table 44: Projectile Modifiers

Situation	Modifiers
Move More Than ¼ of Movement Value	-10
Run at Maximum Movement Value	-50
Poor Visibility	-20
Target Behind Cover	-40
Change Target	-10
Target Moving More Than Speed 8	-20
Target Moving Speed 10	-40
Target Moving More Than Speed 10	-60
After Having Defended That Combat Turn	-40
Attacking Beyond Effective Range	-30
Large Target	+30
Aiming for One Turn	+10
Aiming for Two Turns	+20
Aiming for Three Turns	+30
Point-blank Range	+30

Firing Difficulty

A projectile can miss its target even if the Combat Table indicates damage. This might occur if the range was simply too great and the projectile fell short. To judge this, a GM should use the Firing Difficulty Table (**Table 45**). It indicates if the combatant's Firing Ability has allowed him to hit his target. If the Final Result is higher than the Difficulty required, the projectile hits. The Game Master can use these figures as a reference to see if targets not involved in combat are hit.

Table 45: Firing Difficulty

Situation	Difficulty
Point Blank: Less than 5 feet	Easy
Short Range: 5 to 30 feet	Moderate
Medium Range: 31 to 160 feet	Difficult
Long Range: 161 to 500 feet	Very Difficult
Very Long Range: 501 to 1,600 feet	Absurd
Extreme Distances: 1,601 to 2,500 feet	Almost Impossible
Unclassifiable: More than 2,500 feet	Imposible

Celia and Lemures fire their bows at a horseman coming toward them. Their target is at 300 feets from them, which is Long Range, so they must beat a Difficulty Check of 140 (Very Difficult) for their Final Attack. After applying the appropriate modifiers, Celia rolls the dice, but gets only a 132; her shot misses and the arrow is wasted. Lemures, though, obtains a Final Attack of 183, meaning he has reached his target and the defender must now defend himself against an attack as normal.

Defense Against Projectiles

It is much harder to defend oneself against projectiles than against hand-held weapons. Only when someone has reached Mastery of Block or Dodge can he easily evade an arrow or cut it in half in flight.

A character attempting to defend against Fired projectile attacks suffers a –80 penalty to his Block Ability and a –30 to his Dodge Ability. If the character in question has reached Mastery, the GM reduces his Block penalty to –20, while his Dodge penalty disappears altogether.

It is much easier to defend against Thrown weapons – such as a dagger or axe – as they do not have as high a velocity as Fired weapons. A character attempting to defend against a Thrown weapon suffers no Dodge penalty, while his Block ability suffers a –50 penalty. This penalty disappears entirely when the character in question reaches Mastery.

Naturally, these penalties are cumulative with any other modifiers applied to defense. To help keep things simple, consult **Table 46**. The shields mentioned in the table are normal ones (Full Shield, Shield, and Buckler), rather than supernatural barriers, which would suffer no penalty.

Table 46: Defense Against Projectiles

Situation	Fired Projectiles	Thrown Projectiles
Block	-80	-50
Dodge	-30	NA
Block with Mastery	-20	NA
Dodge with Mastery	NA	NA
Block with shield	-30	NA
Block with Mastery and shield	NA	NA

Rain of Projectiles

In some cases, a character may need to defend himself from projectiles fired by numerous adversaries. When a large area is full of projectiles, the GM can resolve the outcome as a single rain of projectiles instead of resolving each attack separately. In this way, the defending person only needs to make a single defense dice roll – although this also brings with it certain disadvantages.

A GM may use this rule if a character suffers attacks from more than ten adversaries who do not have a difference of more than 60 between their various Attack Abilities. If there is a variance greater than 60, the GM should group the attackers into different bands. To calculate a group's Final Attack, the GM should simply add 150 to the highest Attack Ability among the group instead throwing the dice for the attack. Depending on the number of attackers, a defender Dodging a rain of projectiles might also suffer the penalty for Area Attack (described in the section on Supernatural Abilities in combat) if the zone covered by the projectiles exceeds his Movement Value.

Due to the large number of attacks, the Base Damage of the rain of projectiles is quadruple that caused by a single projectile.

Reload Time and Rate Of Fire

Unlike when using hand-to-hand weapons, a character needs time to ready projectile weapons before he can fire them again. The period of time required to ready a Fired projectile weapon is called the Reload Time. For example, a bow, which has a Reload Time of 1, can fire an arrow each Combat Turn, whereas a Crossbow, with a Reload Time of 2, can be used only every other Combat Turn. A character must spend the "lost" Combat Turn reloading his weapon before he can Fire it again.

As with hand-to-hand combat, those with high Combat Ability can reduce the Reload Time and even fire more than once per Combat Turn. For each 100 points of Attack Ability or Sleight of Hand (use only the higher number), a character can reduce the Reload Time for his weapon by one Combat Turn – although he must apply a cumulative –25 penalty to each additional shot made. If a character reduces the Reload Time to less than 1 (as it would be for a bow), he can make more than one attack per Combat Turn.

Celia has a firing ability of 120 with the Crossbow, a weapon that normally has a Reload Time of 2. Normally someone with a crossbow could only attack once every two turns; however, thanks to her superior ability, Celia can reduce the Reload Time of her weapon to 1. She could, therefore, fire a crossbow bolt every turn at a penalty of –25. If she uses a bow, which has a Reload Time of 1, she could fire two arrows per combat turn, but at a –25 penalty for each.

Thrown weapons don't need reloading. However, these weapons possess a Rate of Fire (ROF), which indicates how many of them a character can throw in a single Combat Turn. If a weapon has a ROF of 40, a character can throw one of them for each 40 points of Attack Ability or Sleight of Hand he possesses (using the higher of the two). In other words, a combatant with an attack Ability of 120 could throw three of them per turn. A penalty of –10 to the character's Attack or Sleight of Hand Ability is applied for each additional projectile thrown.

For example, let's look at a character with an Attack Ability of 170 who has several stilettos (ROF 30) and a handaxe (ROF 80). If he wants to first throw the Handaxe, and then as many stilettos as possible, his Attack Ability would allow him to throw up to three stilettos in the same combat turn (80+30+30+30=170). However, since he is using a total of four projectiles, his Attack Ability is reduced by 30 (–10 penalty for each additional projectile). He will, therefore, throw each one with an Attack Ability of only 130.

Reload Time and Rate Of Fire are summarized in **Table 30**. Any object not listed on the Projectile Table has a ROF of 80 if it is small- or medium-sized, and 120 if it is large-sized. A combatant can always throw at least one object per Combat Turn, no matter what his Ability or the object's Rate of Fire might be.

Silvia suffers a critical damage

Illustrated by © Mainline / KNIGHT LORE

CRITICALS

A critical may have deathly consecuences

It is inevitable that characters suffer damage in combat. However, not all damage involves merely losing a set number of Life Points. When someone receives a single wound that makes him lose half his remaining LP, he has received a Critical hit. For example, an individual with 180 LP who receives a single hit that causes him to lose 90 or more Life Points has suffered a Critical. With his LP now reduced to 90, another hit causing just 45 LP more would cause another Critical.

Whenever a combatant suffers a Critical, the possibility exists that a very serious wound will result involving broken bones or even lost limbs. To find the result, it is necessary to calculate the level of the Critical. The attacker rolls 1d100 (no Open Rolls allowed) and adds that to the damage produced by the attack. The result is the Critical level. Reduce any amount above 200 by half and add that to the total. Thus, the GM would reduce a Critical level of 260 to 230 (60/2 + 200) and a level of 310 to 255 (110/2 +200).

The combatant who has suffered the Critical must then pass a Physical Resistance Check against the level of Critical (the player rolls 1d100 and adds the result to his PhR). If his final score is higher than the Critical level, he passes the check and suffers no further ill effects from the hit – other than the original Life Point damage. If, however, the character fails the PhR Check, the number by which he failed the Check – the difference between the Critical level and his Check score (his PhR score plus d100 roll) – determines the effects of the Critical.

Effects of Criticals

In this section we will explain the different effects that Criticals produce, as seen in **Table 47**.

When a character fails his PhR Check and receives a Critical, he automatically suffers an All Action Penalty equal to the level of failure – the difference between the Critical level and his Check score (his PhR score plus d100 roll). If the figure is 50 or less, the attack may have been painful, but it leaves nothing more than some bruises and a nice scar. The character's Action penalty is caused by momentary shock and pain, not any lasting physical effects, and it disappears at a rate of 5 points per Combat Turn until, at last, it vanishes completely. It isn't necessary, therefore, to determine the location of the hit, because there are no additional effects.

Table 47: Criticals in Combat

Level of Critical	Locat.	Effects
1 to 50	No	Suffers an All Action Penalty equal to the level of the Critical. The penalty diminishes at 5 points per combat turn.
51 to 100	Yes	Suffers an All Action Penalty equal to the level of the Critical. The penalty diminishes at 5 points per combat turn up to ½ its value. Hit location must be determined.
101 to 150	Yes	Suffers an All Action Penalty equal to the level of the Critical. The penalty diminishes at 5 points per combat turn up to ½ its value. If the hit is on a limb, it is irreparably destroyed or amputated. If it hits the head or heart, the person dies.
More than 150	Yes	Like the previous, but the person is immediately unconscious, and dies in a number of minutes equal to his Constitution if he doesn't get medical attention.

If the character's failure level is greater than 50, the damage he suffers involves something seriously incapacitating – like broken bones or joint dislocations. Half of the Action penalty stems from shock and pain, and it diminishes at a rate of 5 points per turn. However, the other half involves physical incapacitation, and it will last until the character recovers from the Critical. If the attack was not a Directed Attack, use **Table 48** to decide the body part affected. If it hits the head, the combatant is automatically unconscious.

For results higher than 100, the attack has destroyed the part of the body that was hit. As before, half the penalty stems from shock and pain, and it diminishes gradually. The other half, however, comes from real physical incapacitation. If the part hit turns out to be an arm or leg, the GM should consider that limb useless – whether due to being crushed or otherwise heavily damaged – or even amputated. If the strike was a Directed Attack at the heart or head (or some equally vulnerable part of a non-human's anatomy), the character dies automatically.

Finally, if the result is above 150, the effects are exactly as stated in the previous case, except that the character also instantly loses consciousness, no matter where he was hit. The unconscious character will die in a number of minutes equal to his Constitution, unless medical attention with a Difficulty Level of Very Difficult is obtained.

Unless the victim's Healing Level indicates otherwise, the Action penalties are reduced at a rate of 5 points per week. Naturally, destroyed or amputated limbs can not recover except by supernatural means.

As always, creating an appropriately colorful description for Criticals is in the hands of the Game Master. If fighting occurs with creatures whose bodies are very different from those of humans, the GM might need to adjust the location of hits.

Table 48: General Location

Location	Result
Torso	1-50
Ribs	1-10
Shoulder	11-20
Stomach	21-30
Kidneys	31-35
Chest	36-48
Heart	49-50
Right arm	51-60
Upper forearm	51-54
Lower forearm	55-58
Hand	59-60
Left arm	61-70
Upper forearm	61-64
Lower forearm	65-68
Hand	69-70
Right leg	71-80
Thigh	71-74
Calf	75-78
Foot	79-80
Left leg	81-90
Thigh	81-84
Calf	85-88
Foot	89-90
Head	91-00

Illustrated by © Ronald Wan

Vulnerable Points

There are certain places on the body that are more vulnerable to Criticals than others. These vulnerable points are areas most sensitive to damage. If a character receives a blow directed at a vulnerable point, losing a mere 10% of his current Life Points is enough to make him Check against Criticals.

For any human, the head and heart are vulnerable points – although animals and supernatural creatures may not follow that pattern. Some entities, in fact, don't even have such weak points; hitting them for half their remaining LP is the only way to cause them a Critical.

With 160 LP and in perfect health, Krauser needs to lose 80 from a single hit to Check for a Critical. But an attack directed at his head only needs to cause 16 points before he is forced to make such a Check because it is a vulnerable point.

OPEN ROLLS AND FUMBLES IN COMBAT

All d100 dice rolls in combat use the rules for Open Rolls and Fumbles that are explained in the introduction (determining Critical levels is the only exception).

The Defensive Fumble

When a combatant makes a Fumble on any of his defensive dice rolls, it means he has made a grave mistake that benefits his enemy. The GM must calculate the level of the Fumble and subtract that number from the fumbling character's Defense Ability. If the result is also over 80, the Game Master can decide if some other consequence, such as tripping or dropping his weapon, is in order.

The Attack Fumble

Fumbling an attack means, at a minimum, that it does not hit its target. If the Fumble occurs in hand-to-hand combat, the attacker provides his enemy with a chance to counterattack. If the defender is capable of taking advantage of that opportunity, he can add his opponent's level of failure to his own Attack Ability. Whatever the result, making a Fumble denies the fumbling character any further Active Actions that Combat Turn. If the level of Fumble is higher than 80, the Game Master can decide on other possible consequences, such as a character accidentally hitting someone on his own side.

Table 49: The Fumble on Initiative

Result	Penalty to Initiative
01	-125
02	-100
03	-75

The Initiative Fumble

Fumbling on Initiative means that the fumbling character simply was not prepared for what happened, and therefore he will act last. As Initiative is not an Ability, the GM does not need to calculate the level of the Fumble. To see if anyone has achieved Surprise on the fumbling character, however, the GM should apply the penalty shown in **Table 49** to the character's Initiative.

DAMAGE RESISTANCE IN COMBAT

Very large animals and some supernatural creatures use a special means of defense called Damage Resistance. Rather than using either the Block or Dodge Abilities to protect themselves, these creatures depend on their enormous capacity to absorb physical damage. For that reason, a number of slightly different rules are used for them in combat.

A Wyrm is a Damage Resistance creature

First, these creatures do not lose their right to make Active Actions when they suffer damage; they are always able to hit back. However, they do not benefit from the advantages of counterattack, and therefore must wait until it is their turn to act during the Combat Turn.

They also do not possess any defensive capacity except their own natural dice roll, which the GM subtracts directly from the Attack Ability of the creatures' opponents. This figure does not suffer any modification for additional attacks, projectiles, or any of the penalties to defense found on **Table 38**. If a being with Damage Resistance is attacked by surprise, it loses the ability to roll the dice to defend itself; it receives the full force of the attack as if it were an inanimate object. If an opponent surprises it by avoiding detection (like executing an unexpected attack from behind, for instance), then the creature is incapable of making an attack against the opponent in that Combat Turn.

Beings with Damage Resistance can also utilize magical or psychic shields – if they have the ability to create such defenses. However, they use them with a –40 to their Projection Ability, and if the shield's defense is overcome, the creatures lose their action. The GM should apply penalties triggered by situations in **Table 40** (or other penalties) to their Attack Ability.

Criticals also work in a special way against creatures with Damage Resistance. Although they must lose half their Life Points with a single attack to suffer a Critical, the GM should automatically reduce the level of the Critical by half, even without reaching 200. A Critical level over 50, however, prevents these creatures from acting that Combat Turn.

If a creature with Damage Resistance receives an Area Attack that covers at least half its body, it receives double the damage indicated on the Combat Table. Although Area Attacks are most often produced by supernatural means (fireballs, cones of destruction, etc.), the damage from a weapon with an Area Attack sufficiently large enough to cover half the creature's body is also doubled.

Finally, Fumbles have increased effects in battles with creatures with Damage Resistance. If a creature with DR Fumbles, its opponents receive double the normal bonus awarded to their Attack Ability.

SUPERNATURAL ABILITIES IN COMBAT

It is common to use Supernatural Abilities in combat, or to face others who use them. Although their use is explained in detail in the following chapters, we will look at how a GM can integrate them into the *Anima* combat system.

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Not every weapon is able to damage inmaterial creatures

Magic in Combat

Magical or mystical abilities can be very effective in combat. When facing danger, a Wizard has a wide range of offensive and defensive spells from which to choose. To cast an Active Spell, it must be the Wizard's turn to act. Even if he gets a counterattack by using a shield for defense, the Wizard must wait until it is his turn to act in the Combat Turn.

Wizards use their Magic Projection as a Combat Ability to cast attack and defense spells. The GM calculates the Attack Result as for any fight – although due to its special nature, Projection is not governed by the same modifiers as hand-to-hand or projectile combat. Wizards are capable of projecting many spells and can therefore use their power repeatedly during a single Combat Turn without suffering penalties for additional attacks. When using offensive spells, wizards also ignore the modifiers for special situations found in **Table 40** – with the exception of those for Vision Partially Obscured or Vision Totally Obscured. Magic also is not affected by the modifiers of **Table 44**. Only in the case of Attack Spells does the combatant suffer penalties for aiming at specific parts of the body.

It is also important to note that Magic Projection does not use the spellcaster's aim; therefore he would receive no bonuses for taking the time to aim at a target. Nor would he receive any bonuses from obtaining the right to counterattack – even if in hand-to-hand combat. Direct Attack Spells, such as Lightbeam or Fireball, are considered Fired projectiles when calculating any penalties for trying to Block or Dodge them.

The penalties to action do modify the wizard's Magic Projection, however.

A Wizard can cast as many spells using the same Magic Projection value as he wishes during a Combat Turn, just as he can stop various attacks without penalty. If, for example, a wizard has a Magic Projection of 120, he can attack as many times as his MA permits, and he can block offensive spells with his shields – all with an unchanging ability of 120.

Spellcasting While Fighting

Since casting spells counts as a normal action, it is possible for someone to attack and cast spells at the same time. However, since using a spell is an Active Action, the combatant applies a –25 penalty to any other actions he performs. Although the Magic Projection ability is not affected, a mage who needs to gesticulate must reduce his MA by half if he wishes to cast spells while fighting.

For example, Serenade is locked in combat against Lemures. She wins the Initiative, and decides to toss two offensive spells at her adversary. Serenade reduces her MA in half that turn because she declares she will perform actions besides casting the spells. Because she was accumulating Zeon during the previous turns, she has a sufficient pool to cast the two spells. Lemures manages to partially Dodge both spells, and, although he doesn't get a counterattack, he does escape damage. As no one has interrupted Serenade's actions, she can still act. She therefore attacks Lemures in hand-to-hand combat with a –25 to her Attack Ability.

Psychic Abilities in Combat

Although based on very different principles, Psychic Abilities are similar to magical ones in their combat effectiveness. Persons possessing psychic powers use their Psychic Projection to direct their disciplines. As with a wizard's Magic Projection, this ability is modified only by Vision Partially Obscured or Vision Totally Obscured from **Table 40**.

A combatant can attack and use his powers in the same Combat Turn, but he will apply a –25 to his Psychic Potential for each additional Active Action already performed in that Combat Turn. If he wishes to attack after using his powers, the GM applies a –25 to all subsequent actions. In no case does the character suffer penalties to his Psychic Projection for performing additional actions. Penalties to all action do also modify the combatant's Psychic Projection.

Magical or Psychic Shields

The principal means of defense used by Wizards and Psychics is the ability to create magical or psychic shields. Despite the fact that they are of different origins, both have the same purpose: to prevent an attack from landing.

It is important to remember that most such shields are not simple spheres completely surrounding their creator. For example, a Wizard tries to project his shield focusing on the points of the attack, because even if a screen exists between him and his adversary, an attack that is sufficiently powerful could get through it.

Magical Shields use the Magic Projection of the spellcaster as a method of defense. Simply roll 1d100 and add the results to his Magic Projection to calculate his Final Ability against each attack. Mentalists perform in the same way, although they add their Psychic Projection to the d100 roll. Characters who use supernatural shields do not suffer penalties for additional defenses from **Table 41**, nor do they suffer penalties for the projectiles of **Table 46** – as they are based on supernatural abilities. The only modifiers a GM applies to the shield's creator are Surprise, Put at Weapon's Point, Vision Partially Obscured, or Vision Totally Obscured from **Table 40**.

Although any bonuses to counterattacks gained using shields as a defense are not applied to Magic Projection or Psychic Projection, they do apply normally if used to carry out other actions – such as making a hand-to-hand attack.

If a shield succeeds in stopping an attack it might suffer damage or even shatter. A shield that successfully stops an attack receives the Base Damage of that attack. Persons of high ability, therefore, have the possibility of shattering shields more quickly by making additional attacks.

Let's examine a shield that can resist 300 points of damage put up by Serenade. Lemures attacks Serenade using a long sword with a Base Damage of 60. Although Serenade's shield blocks the swing (she obtained a Final Defense higher than her opponent's Final Attack), the sword blows weaken the shield considerably. The impact automatically reduces the resistance of the barrier by 60 points, so that only 240 points of defense remain.

If an attack causes sufficient damage to break the shield, it penetrates to hit its real target. The combatant automatically suffers the impact of the strike without any further chance to defend himself. However, the Base Damage of the attack is reduced by whatever defense the shield had left.

For example, Serenade's shield has only 40 points left, and again Lemures attacks. The shield once again intercepts his attack, but breaks. Serenade is hit, but the shattering shield reduces the damage to 20 (60 damage from the long sword minus 40 from the shield's remaining defense).

Covering Others

A shield can be used to defend someone other than its creator. Such an action is not passive, so the shield must either have been placed beforehand over the person, or else the person projecting the shield must have reserved their right to act earlier in the Combat Turn. In this second case, a character must announce this intention before any dice roll. The character suffers a penalty of –40 to his Projection when using the defensive barrier in this way.

If the shield does not stop the impact, the attack continues normally and the targeted victim may defend himself normally.

Supernatural Attacks

In spite of their great variability, supernatural attacks can be classified in three general categories: Energy Attacks, Area Attacks, and Essence Attacks. Each attack category requires a different type of defense.

It is possible for a single supernatural attack to include two or more of these characteristics. In fact, it is normal for attacks on Essence to be based on Energy, and affect an Area. If this occurs, the defender suffers all the consequences together. Remember that any of these are considered equivalent in effect to a Fired projectile, and so the defender suffers the penalties listed in **Table 46**.

Energy Attacks: These attacks have no physical substance. Since the power that forms them is not really tangible, a normal individual is incapable of blocking them. Logically, if someone can not touch energy, he would have a serious problem stopping an attack made from it. His Block Ability would be of no use, since there is nothing he can put in between himself and the attack. In such a case, the natural reaction would be to Dodge it, since Block is automatically reduced to zero. A character can Dodge Energy Attacks with no additional penalty beyond the difficulty of Dodging Fired projectiles.

Remember that there is a big difference between Energy Attacks and those attacks that can damage energy. Many intangible supernatural beings, or those with special protection, can not be affected by attacks that can not harm energy. For that reason, a combatant must have a magical weapon or Ki Ability to hit supernatural bodies. Although these weapons can damage intangible beings, they themselves are tangible, and therefore can be blocked by normal weapons without any penalty. By Energy Attacks, we refer to intangible magical discharges or similar effects that can pass through any material body to reach their objective.

Some magical weapons have a Secondary Energy Attack Type (or a Heat, Cold, or Electricity one), but continue to be of a material nature. In such a case, even if it is possible to force an opponent to use his armor's Energy AT by using a Secondary Energy Attack Type, the defender can still Block these attacks normally.

It is worth making special mention of attacks made with Electricity, Cold, or Heat, since in a more limited way, these can also be difficult to Block. If someone attempts to Block one of these attacks, such as an igneous discharge, a penalty of 120 applies to his Ability for not being able to Block Energy. Once again though, there are no added penalties to the Dodge Ability.

Blocking Energy and other supernatural attacks: There are special requirements for a character to Block energy. Normally, supernatural weapons that can damage Energy can also Block supernatural forces. Such a weapon can cut the lines of magic, or the energy of psychic matrixes, or even block a fireball in the air. Ki Abilities offer another option for Blocking Energy Attacks. The Presence Extrusion and Aura Extension can also offer the ability to stop such attacks without penalty. In the case of magical shields or psychic shields, each of them indicates if it is able to Block energy or not.

Area Attacks: Area Attacks have some devastating effects. They are capable of covering large areas and hitting various targets at the same time. Given that they affect a wide area, Blocking these attacks the normal way is not possible, and so the defender must possess the ability to Block energy in order to protect himself – or else he applies a penalty of –120 to his Block Ability.

If you want to determine if someone can Dodge an Area Attack, it is necessary to determine if he is able to remove himself from the area covered in that Combat Turn. Therefore, the character's Movement Value is fundamental in determining the result. If the character's Movement Value is high enough to move him out of the area in one Combat Turn, the person can attempt to Dodge the attack with no additional penalty to his Ability. However, if he is not fast enough, he suffers a penalty of –80 to his Dodge Ability. In order for a character to Dodge the Area Attack, he must have enough space available to permit such movement. If, for example, a character's Movement Value would let him move out of a 50-foot Area Attack, but the room he is in is smaller than that, the –80 penalty still applies. Any supernatural shield can stop an Area Attack without any penalty.

Essence Attacks: These attacks directly affect the essence of a person or thing. In other words, they force the defender to make a Resistance Check: an MR or PsR, for instance. Generally, normal humans can not perceive these attacks because they act at a level beyond human vision. It is completely impossible to see a psychic trying to read your mind or a sleep spell crossing the room, for example. Anyone trying to defend themselves against an Essence Attack without being able to see it must apply the penalty for Vision Totally Obscured to their Ability. If it is also unexpected, subtract –90 for Surprise.

This penalty is only applicable if the attack affects only Essence. If, for example, a character is assaulted by a creature capable of paralyzing by touch, there is no such penalty, because the creature's attack itself is seen. If the attack is of mystical origin, it is necessary for the defender to have the ability to perceive magic or psychic matrices in order to avoid the penalty.

Repeating Resistance Checks: If a person is affected by a supernatural ability in combat that obligates him to repeat a Resistance Check, these Checks are made at the beginning of the Combat Turn, before any other combatant can act – no matter how quick they might be.

Damage Resistance creatures can stand heavy damage

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Chapter 10
Ki Dominion

It is astonishing how much strength the soul can infuse into the body

W. von Humboldtv

The Ki Dominion makes incredible deeds possible

This chapter will discuss the special abilities some individuals can develop by using their inner energy and the use of the special combat Techniques.

Origin of Ki

'Ki' is a force present in all forms of life. When the soul penetrates a living organism at the time of its birth, it impregnates all of its being and becomes one with it. Even though all things possess a spirit, only those beings truly alive completely blend their body and soul. If a stone breaks in half, its soul divides in two. When a living creature dies, the spirit is separated from the body.

When souls cling to their earthly abode, they impregnate it with their essence, thus creating the physical energy we call Ki. Such force depends exclusively on the fusion of body and spirit, and so it flows internally through all human beings. This is not to say only organic beings can use Ki; elemental creatures without a physical form can develop these abilities as well. A soul's true fusion with a material abode is all it takes to make use of Ki Abilities.

Some people explain physical energy as a source of living heat. That is why the undead – those who have lost their souls but remain in this world – exude an intense spiritual chill.

Even though Ki is present in all living organisms, not everyone is fully aware of it. Only those able to sense their own energy and awaken it can control these unbelievable abilities. By doing so, they are breaking the fine line between flesh and soul in order to employ spiritual powers while still inhabiting their bodies. The term "Dominion" derives from the ability these individuals possess to control their energy and utilize it to perform physical actions no other mortal could accomplish.

Martial Knowledge

Martial knowledge (MK) indicates a character's ability to awaken Ki Dominion. MK points differ from Development Points in that a player can use them only toward acquiring Dominion knowledge – such as acquiring Ki Abilities and special Techniques. A player cannot buy additional Ki Points or Ki Accumulation with MK.

Characters acquire MK points as they move up in level, according to the MK progression listed under each class summary found in **Chapter 3**. Characters can also obtain MK with the Martial Mastery Advantage, or by mastering some martial arts.

Ki Points and Accumulation

Ki Points measure a character's internal energy. The more Ki Points the character has, the greater the power he will have awakened. The amount of Ki Points a character possesses depends upon his Strength, Dexterity, Agility, Constitution, Power, and Will Characteristic scores. In order to calculate a character's Ki Points, analyze the score for each Characteristic. A character receives 1 Ki Point for each Characteristic point up to 10, and 2 Ki Points for each Characteristic point over 10. For example, a character with a Strength of 7 would receive 7 Ki points (1 for each point of Strength), while a character with a Dexterity of 13 would receive 16 Ki Points (1 Ki Point for each point of Dexterity up to 10, and 2 Ki Points for each point of Dexterity over 10). Generic Ki points are those not linked to any specific Characteristic. This means that players can choose which Characteristic to take the Ki Points from.

Ki Accumulation represents a subject's capacity for concentrating and using Ki Points at a higher speed. Its base value is also determined by Characteristics, as shown in **Table 50**.

A player can give his character more Ki Points and Ki Accumulation by spending DP (as opposed to MK). The cost for increasing these abilities varies according to character class. Each time a player spends the DP to obtain Ki Points, he need to choose which Characteristic he will add them to. Once assigned, a player can not change this distribution. A character recovers spent Ki at a rate of 1 point per hour for each Characteristic, or twice as much if the character is concentrating or meditating.

Let's take a look at Celia's Ki points and Ki Accumulation. According to her Characteristics, her Ki points should be: Strength (Ki 5), Dexterity (Ki 9), Agility (Ki 10), Constitution (Ki 5), Power (Ki 6), and Will (Ki 4). As for her initial Accumulation, it should be: Strength (1), Dexterity (1) Agility (2), Constitution (1), Power (1), and Will (1).

Table 50: Ki Accumulation

Characteristic	Base Accumulation
1 to 9	1
10 to 12	2
13 to 15	3
+16	4

Characters can use as many Ki Points per turn as their Accumulation allows. They may concentrate Ki from all their Characteristics or only from specific ones. However, if a single turn's Accumulation is not enough to perform the intended action, the character may keep the Ki Points he has gained and continue to gather points throughout the following turns. For example, if a character's Accumulation for any given characteristic is 2, he may either use those 2 Ki Points in a turn or save them for the next one (2 in the first, 4 in the second, 6 in the third, etc.).

Accumulating Ki is a Passive Action. When characters perform other Actions in the same round, they must reduce their Accumulation to half, rounding the number up. Characters may continue to Accumulate Ki over as many Combat Turns as they wish. However, if a character concentrating his Ki stops for one Turn, he must immediately use what he Accumulated or those points will instantly dissipate, returning to his Ki Point total, and he will have to start over if he wishes to Accumulate those points again.

A total Accumulation of over 20 Ki Points will render a character's aura visible and cause slight alterations in his surroundings (breezes, tiny earthquakes, and similar phenomena). According to legend, every living creature's aura has a different color, reflecting the uniqueness of its soul.

Lemures has the following Accumulation: Strength (1), Dexterity (3), Agility (4), Constitution (1), Power (2), and Will (1). If he concentrates for two turns, he will have Accumulated 2 points for Strength, 6 for Dexterity, 8 for Agility, 2 for Constitution, 4 for Power and 2 for Will. Unfortunately, performing any other Action in that turn would cause his Accumulation to drop by half (rounding the number up), as shown below: Strength (1), Dexterity (2), Agility (2), Constitution (1), Power (1), and Will (1).

KI ABILITIES

Ki Abilities are a set of special powers that a character can develop by using Martial Knowledge points. Mastery of these abilities allows characters to perform special actions that no other human being could possibly execute. Each ability costs a different number of MK points that a character must pay in order to acquire it. Since there is a logic to the development of Ki Ability, some powers may require previous mastery of others.

Below is a complete list of abilities, MK cost, requirements, and the special effects these abilities provide.

Use Of Ki

This is the foundational Ki Ability upon which all others are based. It allows a character to awaken his inner energy and use it subconsciously.

Requirements: None
Martial Knowledge: 40

Ki Control

This ability allows total control of inner energy. A character with this ability is fully aware of his supernatural power and can Accumulate Ki. Once acquired, Ki Control allows characters to learn Dominion Techniques.

Requirements: Use of Ki
Martial Knowledge: 30

Ki Detection

This ability allows a character to detect a being's energy. Thus, a character with this ability is aware of any source of energy present in an area, but he cannot determine its form, size, or intensity. Ki Detection effortlessly overcomes obstacles such as solid objects and closed spaces, but it can not penetrate sealed energy fields. The GM should treat this power as a special Secondary Ability and can calculate its score by averaging the character's total MK and his Notice score. To learn about the extent of its reach, see Box VIII.

Requirements: Ki Control
Martial Knowledge: 20

Celia has 120 MK and a Notice score of 60. To calculate Celia's Ki Detection, add up both numbers and divide them by two, which should give a Final Ability score of 90.

BOX VIII: Ki Detection

This box details the effectiveness of the ability in relation to the Difficulty Level attained.

Routine: The character can only detect the energy of those in physical contact with him.
Easy: The character can detect the energies of those within a few feet of him.
Moderate: The character can detect energy up to 15 feet away.
Difficult: The character can detect energy up to 30 feet away.
Very Difficult: The character can detect energy up to 60 feet away.
Absurd: The character can detect energy up to 150 feet away.
Almost Impossible: The character can detect energy up to 300 feet away.
Impossible: The character can detect energy up to 800 feet away.
Inhuman: The character can detect energy up to half a mile away. It requires Inhumanity.
Zen: The character can detect energy hundreds of miles away. It Requires Zen.

Erudition

Erudition allows characters to determine the strength and form of any energy perceived. The use of this ability makes it possible to tell if someone is Accumulating Ki or if an opponent is particularly strong. It can also provide information as to a particular individual's energy type when specifically sought. For instance, a character might find the exact cell in which his friends are captive without the need of opening the door.

Requirements: Ki Detection
Martial Knowledge: 10

Weight Elimination

Through control of energy, a character may affect his own body mass and partially ignore the effects of gravity. By using this ability, a character can temporarily perform actions otherwise virtually impossible – such as running up walls or even running on water. A character using this ability can run along any type of surface at his full Movement Value in a single turn.

For example, a character with a Movement Value of 70 feet per round who attempts to cross to the other side of a river using this ability will successfully cover the first 70 feet, but he will inevitably sink if the river stretches beyond that point. The effects of this ability may be extended by investing 1 generic Ki Point in every round.

Requirements: Use of Ki
Martial Knowledge: 10

Levitation

This ability allows a character to glide through the air and move freely. Each Flight Value achieved costs a character 1 generic Ki point. A character using Levitation may only achieve a maximum Flight Value equal to one-quarter of his Movement Value, rounded up. To maintain this ability and remain levitating, the user must spend 1 extra Ki Point per minute.

Requirements: Weight Elimination
Martial Knowledge: 20

For example, a character with an Agility of 8 can Levitate up to a Flight Value of 2 if he spends 2 Ki Points from any Characteristic. He will subsequently have to spend another Ki Point for every additional minute he wishes to remain in the air.

Object Motion

Armed with this ability, a character can project his energy, using it as an extension of his own body, to touch and move objects over a distance. An object so moved must be within sight of the character, or the character must have a very definite notion of its location. The use of this ability costs 1 Ki point per turn for every 10 pounds the object weighs.

Requirements: Levitation
Martial Knowledge: 10

Flight

This ability provides a character with complete control of his body mass, enabling him to move in the air as freely as he would on the ground. This ability releases the Movement Value restriction present in Levitation, allowing for a Flight Value equivalent to that of a character's Movement Value. A character must spend 1 generic Ki Point for every Flight Value achieved. Maintaining this ability costs 1 Ki Point per minute.

Requirements: Levitation
Martial Knowledge: 20

Presence Extrusion

This ability allows a character to create an invisible aura of Ki around himself. In this way, he can physically touch pure energy and intangible elements – such as fire, spectral beings, or even magic. In physical combat, a character using Presence Extrusion may injure beings normally only vulnerable to supernatural attacks, up to a value of twice his Presence. In other words, someone with a Presence of 50 could potentially damage a creature as if he used a mystical weapon of Presence value 100. This ability also allows characters to repel supernatural effects with the Block Ability or even slash a fireball in half.

Requirements: Use of Ki
Martial Knowledge: 10

Energy Armor

This ability allows a character to use his aura as a spiritual shield against esoteric effects and pure energy based attacks. Energy Armor grants a natural AT of 2 against Energy. Even though this ability counts as a armor, a character does not suffer any penalties for using additional layers of protection.

Requirements: Presence Extrusion
Martial Knowledge: 10

Aura Extension

This ability allows a character to extend his aura and convey energy to any hand-held device as if it were a natural extension of the individual. Aura Extension channels a character's essence through a weapon, for example, making it more powerful and difficult to break. This ability also allows a character to extend the powers bestowed by Presence Extrusion to his weapon, granting it the possibility of damaging Energy as if it were a mystical device. These aura-powered weapons objects can also stop supernatural attacks and similar effects. Consequently, Aura Extension increases a weapon's Base Damage by 10 points and adds 10 points to its Fortitude and 5 points to its Breakage. The latter ability may also be applied to armor. If two individuals engage in combat using weapons powered by this ability, the clash of their sharp edges will send out sparks visible to everyone.

Requirements: Presence Extrusion
Martial Knowledge: 10

Destruction By Ki

Using this ability, an individual may project his energy to destroy targets encountered in his path. Characters using this ability must touch or be in physical contact with the object they wish to destroy. Using this ability requires a character to spend 1 generic Ki Point, which forces a targeted body to pass a Physical Resistance Check against the base Presence of the character using this ability. When used against a living creature, Destruction By Ki causes damage equal to the target's Resistance Failure Level. Unless inorganic objects pass their Resistance Check by 40 or more, they are immediately destroyed or decrease in quality by one degree. Each extra Ki Point that a character spends on the ability adds 5 points to a character's Presence for purposes of the Resistance Check, up to a maximum of twice his Presence. A fighter may use his Attack Ability to attempt physical contact with the enemy. Since Destruction By Ki is regarded as an attack, it can not be maintained. A character must spend new Ki Points every turn he wishes to make this kind of attack.

Requirements: Presence Extrusion
Martial Knowledge: 20

Lemures, a level 5 character (presence 50), wishes to use this ability to destroy an enemy standing before him. He spends 1 Ki Point to set off the attack, which forces his opponent to pass an PhR of 50. However, Lemures uses 5 extra Ki Points to raise the difficulty of the Check by 25 (for a difficulty of 75). Fortunately, Lemures hits his adversary, who fails the Resistance Check by 35 points, thereby suffering 35 LP of damage.

Ki Transmission

This ability allows a character to transmit or absorb Ki from another subject. When two individuals with this ability meet, they can exchange their points freely. Naturally, the Ki exchanged occurs between the same Characteristics from which they stem. The transmission index per round is equal to a character's Accumulation.

Requirements: Use of Ki
Martial Knowledge: 10

Ki Healing

This ability allows a character to restore 2 Life Points to a wounded creature for every 1 generic Ki Point spent. A character with this ability can heal himself or any other individual with which he comes into contact. This ability can not restore health completely; it can only repair up to half the damage.

Requirements: Ki Transmission
Martial Knowledge: 10

Use of Necessary Energy

A character with this ability can control his energy in such a way that he employs only the required amount for each one of his actions. This allows him to run or carry out sustained efforts for days without suffering the effects of exhaustion. Use of Necessary Energy multiplies the amount of time a character can spend on physical labor, running, or performing heavy tasks without losing Fatigue points by a factor of 10. For example, a character using this ability and running at his maximum Movement Value would lose 1 Fatigue Point every 50 turns, not every 5 turns as the rules state for characters without this power.

This ability also makes it possible for characters to go beyond the normal limits of exertion by increasing the maximum number of Fatigue Points allowed per turn. Instead of 2 Fatigue points per round, this ability raises a character's spending limit to 5, thus adding a +75 bonus to a single Action, or several bonuses of +15 to several at a time.

Requirements: Use of Ki
Martial Knowledge: 10

Arias' Ki armor

Illustration © Mario Sala 2001

Ki Concealment

A character with this ability hides the traces of his energy, rendering it invisible to Ki Detection and Erudition. Technically, it creates a spiritual void that hinders tracking. Like Ki Detection, Ki Concealment is calculated as a Special Secondary Ability. Simply find the average between a character's total MK and his Hide score. When someone with Ki Detection tries to locate a character using Ki Concealment, they must make an Opposed check – the hiding character's Concealment score is deducted from the searching character's Detection score. An individual Accumulating Ki while using this ability must subtract 10 from his Concealment score for every 1 Ki Point in use.

Ki Concealment also distorts energy information gathered with Erudition. By succeeding at an Opposed Check, individuals may send out false information to those using Erudition.

Finally, this ability also grants certain advantages against supernatural detection. If a character using Ki Concealment is being tracked down by a spell or psychic ability, he can add half his Ki Concealment score to the Resistance Check he needs to pass in order to avoid detection.

Requirements: Use of Necessary Energy
Martial Knowledge: 10 MK

For example, Lemures is trying to hide from an enemy who's attempting to detect his energy. They are 30 feet away and both roll their dice. Lemures calculates his Final Score (130) in Ki Concealment. His adversary, on the other hand, receives a score of 175 for Detection. The difference between the two scores is 45, indicating a Difficulty Level of Easy. A quick look at Box VIII reveals that had Lemures been less than 15 feet away from his adversary, he would have been detected. Since he is standing 30 feet away from his opponent, Lemures remains hidden. Furthermore, with a Ki Concealment ability of 100, he gets a +50 bonus to any Resistance against supernatural detection.

False Death

This ability enables a character to slip into a comatose state very much like death. Someone in this state can not move but will be aware of any event taking place around him. Anyone examining his body will conclude the subject is actually dead. The "corpse" possesses no breath, heartbeat, or energy. The only way to assess the character's true condition is by passing a Medicine Check against an Impossible difficulty. Regaining control of the body after use of False Death takes a whole turn. During this time, the recovering character still can not move – though his body's functions are returning to normal.

Requirements: Ki Concealment
Martial Knowledge: 10

Elimination of Necessities

A character with this ability has virtually eliminated his physical needs, requiring only one-tenth the food, water, and sleep of a normal person.

Requirements: Use of Necessary Energy
Cost: 10 MK

Penalty Reduction

A character with this ability can reduce penalties applied to him from Fatigue or Criticals by half (rounding down). Penalty Reduction does not act upon penalties applied due to amputation or similar damage, nor penalties caused by magic or psychic powers.

Requirements: Use of Necessary Energy
Martial Knowledge: 20

Recovery

This ability allows a character to use Ki to recover from physical exertion. Recovery allows a character to recover 1 Fatigue point for every 3 generic Ki Points spent. Only 1 point may be recovered per turn.

Requirements: Penalty Reduction
Martial Knowledge: 20

Characteristic Augmentation

By using internal energy, individuals with this ability can increase their physical Characteristics up to three points higher than their original values. The number of Ki Points a character must spend equals the target number they want to reach in the particular Characteristic. Furthermore, the Ki points spent must come from the Characteristic the character wants to improve. In addition to the initial Ki investment, this ability costs 1 Ki point per turn to maintain.

Requirements: Use of Necessary Energy
Martial Knowledge: 20 MK

Celia has an Agility score of 10. Using this ability, she can increase her Characteristic up to 13. To do this, however, she must spend 13 Ki Points (derived from Agility), and then spend one extra point per turn to maintain her augmented Agility.

Inhumanity

This ability allows a character to perform physical tasks otherwise impossible to human beings. Inhumanity allows its user to count any Inhuman-level results they achieve on the Difficulty Table and get the most out of the capabilities their Characteristics allow.

Requirements: Use of Ki
Martial Knowledge: 30

Zen

Zen is the state of ultimate perfection in body and soul. It works exactly like Inhumanity, except for the fact that it enables characters to reach Zen Difficulty in their Checks and Abilities.

Requirements: Inhumanity
Martial Knowledge: 50

Learning Ki Abilities

Just because a character possesses the necessary Martial Knowledge to develop a particular Ki Ability does not automatically imply he can learn it and use it immediately. These abilities demand a huge amount of dedication and practice from the character developing them. It isn't possible for someone to suddenly master several abilities for no reason. Most of the times, characters require an instructor to help in the process.

Thus, the Game Master may not allow characters to develop Ki Abilities on their own. The recommended course of action is to have a character spend some time on his training in order to acquire these abilities.

As a general rule, a character without an instructor and only a few hours a day to practice could spend 1 MK point a week toward the development of a new Ki Ability once he had somehow gained Use of Ki. At this rate, it would take him 20 weeks to master a Ki Ability that cost 20 MK. If a character exclusively spends his time training, or has an instructor, he can spend 1 point per day toward the development of a new ability. These figures are merely illustrations. It is up to the GM to modify the time span required to master Ki. He may even decide not to endow characters with Inhuman abilities at all, or limit certain abilities (like Inhumanity) to characters of certain levels.

DOMINION TECHNIQUES

Characters who can control their internal energy have more than Ki Abilities at their disposal. By investing MK points players can develop other special capabilities for their characters. These arts have diverse functions, ranging from upgrading Attack and Defense Abilities to transporting characters over long distances. These Techniques make it possible for individuals to employ their internal energy to perform amazing actions. For example, a certain Technique could project an attack over a distance or increase a character's speed so he can perform several penalty-free actions in a single round.

Please note that every Technique is visually different from the rest – even when it might have the same effects. A long-distance attack might take the form of a simple rippling in the air, or the hurling of a weapon might manifest as an energy whirlwind. It's up to the players themselves or the Game Master to flesh out the visual signature of each Technique.

Using a Technique is a Passive Action when linked to another Action with the purpose of enhancing it. If the Technique is used as an attack, it must be the character's turn to attack. If it is meant for defensive purposes, a simple Block or Dodge check will do. Those Techniques endowing special abilities, such as Teleportation or Energy Weapons, always require an Active Action from the character. A player wishing to use a Technique must declare it before rolling the dice. When modifying an Opposed Ability such as Defense or Attack, it should be declared before any opponents roll their dice. When modifying Initiative, it should be declared before calculating Initiative. Techniques use Ki Points. Each time a character uses a Technique, he must spend the corresponding Ki required by the Technique in question.

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Technique Execution

In order to use a Technique, a character needs enough concentrated Ki. An individual may start Accumulating Ki until he reaches the required amount. However, as soon as a character starts executing a Technique or stops Accumulating Ki, any excess Ki Points will return to the pool, and he will have to start Accumulating again to use another Technique.

If a player declares his intention to use a particular Technique before his character starts Accumulating Ki, he will not be compelled to use it immediately. He can put the Technique on hold until the right moment arrives. Each turn spent holding the Technique costs a number of generic Ki Points equal to the Technique's level (first-level Techniques cost 1 point per turn, second-level Techniques cost 2, and third-level Techniques cost 3). There is no penalty against Accumulating Ki for other Techniques after one has been prepared; a character may prepare more than one Technique at any particular time.

Normally, characters performing any other actions in a turn other than concentrating Ki reduce their Accumulation by half. However, characters do not halve their Accumulation by performing the Action to which they have linked the Technique in its execution. Characters may also still perform a Technique if their Accumulation is high enough to allow them use the Technique in a single turn. Therefore, if it's an offensive Technique, attacking with it results in no penalty.

For example, Lemures has an Accumulation of 3 for Dexterity and an Accumulation of 4 for Agility. He can perform any Technique with a cost of Dexterity (3) and Agility (4) to enhance his attack in a single turn, regardless of other simultaneous actions, because he has enough Accumulation to allow for it. He could Dodge a blow first and then attack another opponent with that Technique.

There is no limit to the number of Techniques a character can perform – other than the availability of Accumulated Ki. However, multiple Techniques linked to a single Action do not overlap. A character who links two Techniques to a single Attack can not add their effects together, only choose which of the two he wants to occur. This does not mean that a character couldn't employ two different offensive Techniques in a single turn. He most certainly could do so, provided they linked to separate actions. A fighter could, for example, declare two attacks in the same turn (with the corresponding penalty to Ability) and set off a different Technique in each of them.

TECHNIQUE CREATION

A GM must take several elements into account when players create Techniques – including their level, effects and Disadvantages. Given the complex nature of creation, this book includes several samples Techniques at the end of this chapter to make the choosing process easier. Players and Game Masters should use these tables until they have become familiar with the creation process.

Technique Levels

The power of a Technique is limited by its level. There are three levels: Basic (level 1), Major (level 2) and Arcane (level 3). Each level allows a player to spend a maximum number of MK, access a certain set of abilities, and a certain number of Disadvantages. These limitations are shown in **Table 51**. A second-level Technique requires mastery of 2 first-level techniques, whereas an Arcane Technique requires mastery of 2 second-level Techniques.

Table 51: Technique Levels

Level	Maximum MK	Minimum MK	Disadvantages
1	50	20	1
2	100	40	2
3	200	60	3

Box IX: Creation Technique step by step

Step 1: Choose Technique Level
Simply choose the level of the Technique to determine how many MK points you can spend on it.

Step 2: Choose Main Effect
Choose the main effect of the Technique (remember the cost in Ki Points is under Primary).

Step 3: Choose Secondary Effects
Choosing secondary effects is not compulsory. Still, a player can choose as many as his MK will allow. The cost of secondary effects in Ki Points is reflected in the Secondary box

Step 4: Calculate Technique MK
Once a player has chosen the effects of the Technique, he must add up their cost in order to arrive at the final MK necessary to develop it. If the cost exceeds the points allowed by the Technique Level, he must modify the effects or choose Disadvantages to lower the MK cost.

Step 5: Calculate Accumulation Cost
Check the Ki Point cost of the effects and the Characteristics on which they are based. If a player has chosen four effects, he will have four different costs potentially tied to four different Characteristics. If two effects are based on the same ones, the player should add their Ki Point cost together.

Step 6: Modify Accumulation Costs Between Attributes.
Now that the player knows the exact Ki Point cost of each effect, he can distribute that cost among optional Characteristics. A player can take all (or just a portion) of the Ki Point cost it takes to power the Technique and share it among as many optional Characteristics as he wishes. However, each optional Characteristic possesses an additional Accumulation cost which a player must add to the Technique's total cost if he chooses to distribute the Ki Point cost among those Characteristics.

For example, if the Ki Point cost of a certain Technique's effect is 10 Dexterity points, but the effect has +1 Agility and +2 Power listed as optional characteristics, a player can distribute those 10 points among Dexterity, Agility, and Power. If he does so, however, the must add 3 (+1 from Agility and +2 from Power) to the total Ki Point cost, raising it to 13. Then, he can distribute the new total cost among the three Characteristics. For instance: Dexterity 5, Agility 6 and Power 2.

Here is an example of a Technique creation:

A player wants to generate a first-level Technique with the following effects: 300-foot distance attack and +50 to damage where the main effect is the distance attack and the damage bonus is the secondary effect. The MK cost for those two effects is 35 (20 for the long-distance attack and 15 for the damage bonus). The player then looks at the Ki Point cost of the effects. He determines that the cost of the 300-foot attack (5 Ki Points) is too high and decides to distribute 3 points of the Ki cost to his character's Will. Because the effect lists Will as an optional Characteristic with a +1 Ki Point cost, the total cost of the effect becomes 6, and the player's distribution for this effect looks like this: 2 Power and 4 Will.

The player then determines the cost of the secondary effect (the +50 damage bonus), which happens to be 6 Strength. He decides not to distribute these points to any optional Characteristics. Thus, the total Ki Point cost for this effect is 2 Power, 4 Will, and 6 Strength

Creation of Dominion Techniques

The first step in creating a Technique is choosing its level. As seen earlier, level indicates the number of MK points a player can spend, which is a fundamental aspect in Technique creation. Once a player knows the MK spending limit, he can decide what the effects will be.

Every Technique has a single main effect, which may or may not be accompanied by several secondary effects. The main effect represents the core purpose of the Technique, while secondary effects are added abilities of a more diverse nature and lesser importance. Every effect has a specific MK and Ki cost. There is no change in MK points for main or secondary effect, but the Ki Point cost does follow different rules. Main effects have Ki Point costs lower than that of secondary effects, since they are the true essence of the Technique. This Ki Point cost is always based on a specific related Characteristic. In other words, if a player wants to enhance his character's Attack Ability, the Ki Point cost will come from Dexterity. If he wants to improve damage, the Ki Point cost will come from Strength. However, it might not be convenient for a player to base a Technique on an effect's original Characteristics. He has the option, therefore, of basing the effect on different optional Characteristics – although in doing so, the player incurs an additional Ki Point cost for the effect. Each Technique effect description lists the additional Ki Point cost incurred next to the optional Characteristic (see **Box IX** for more details).

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Finally, a player decides on whether to take Disadvantages, which reduces the MK cost for learning a Technique, or extend their duration, which increases the MK cost.

Technique Maintenance

Even though many Techniques occur instantaneously, some can have a prolonged duration. In fact, some Techniques can even remain active through many turns. A player wishing to extend the duration of a Technique's effect must declare his wish at the time of development. Doing so increases the Technique's MK cost according to its level – by 10 MK at first level, 20 MK at second level, and 30 MK at third level.

In addition to the MK increase, extending the duration of a Technique requires the character to pay a Maintenance Ki Point cost each turn and adding that same value to the Ki Point cost of the Technique. A player may choose to retain only certain effects of a Technique and let the others die out.

The number of Ki points necessary for the abilities to remain active through the subsequent rounds is equal to the value added as maintenance cost. Therefore, if maintenance costs 8 extra points, every subsequent round will cost another 8 points. This amount should be paid using the Characteristics involved in the effect, although this is done innately regardless of the character's Accumulation.

We intend to maintain a 60-foot attack Technique. Since this is the main effect, the cost is only 5 Ki and 10 MK points. Next, we add the extra 10 MK points, and we get a final value of 20 points. After that, we add the maintenance cost to the Ki point cost, which since it's only 2, makes the effect's final value 5 Ki points. In subsequent rounds, the 60-foot attack effect will cost 2 Ki points.

An extended technique only allows a character to reuse that technique once per turn, but it doesn't add special properties to all his actions. For example, a technique which adds a +50 to the Attack Ability would apply the bonus to only one of the character's attacks, even if he declares more than one attack per turn or he uses an additional weapon.

Options

Some of the effects listed below introduce different optional Advantages from which to choose. While a player is not required to adopt any of these Advantages, the possibility to do so comes with the acquisition of the effect. However, the adoption of optional Advantages will increase the Technique's MK and Ki Point cost. There is no restriction to the number of Advantages a character can choose. Maintaining these optional Advantages entails an additional cost, just like maintaining Techniques.

For example, a player wishes to obtain two additional attack effects – worth 30 MK and 12 Ki Points – for a certain Technique. He also plans on developing one of the optional Advantages of that effect, Continuous Attack, worth +30 MK and +10 to Ki. By developing this Advantage, the final cost of the effect goes up to 60 MK and 22 Ki.

EFFECTS

The following is a list of possible Technique effects. But first, let us consider the elements taken into account during their creation:

Effects: The abilities granted by the Technique.
Primary: The Ki cost as the Technique's primary effect.
Secondary: The Ki cost as the Technique's secondary effect(s).
MK: The number of MK points required for learning or developing the Technique.
Level: The power level of the effect. There are three levels: Basic, Major and Arcane. Basic Techniques have no indication, Major techniques are marked with a 2, and Arcane Techniques are marked with a 3. Players can only choose effects that are not higher level as their Technique. In other words, a player can only choose an effect marked 2 for Major or Arcane Techniques.
Primary Characteristic: The base Characteristic of the effect.
Optional Characteristics: The Characteristics among which a player can distribute the Ki Point cost of the effect. Each optional Characteristic possesses an added value, indicating the extra Ki Points a player must pay for distributing Ki Points to that specific Characteristic.
Element: The related elements of the effect.
Maintenance: The cost of maintaining the Technique through several rounds. This figure's use is twofold. It shows both how much the effect increases the cost, and the amount to be paid per turn.

Offensive Effects

These effects improve a character's Attack Abilities. They are generally used with the most aggressive Techniques.

Attack Ability

This effect adds a bonus to the Attack Ability. Upon rolling the dice, a character adds the number under "Attack Bonus" to his roll.

Attack Bonus	Primary	Secondary	MK	Maint.	Lvl
+10	2	4	5	1	
+25	3	5	5	2	
+40	4	6	10	3	
+50	5	8	15	4	
+75	8	11	20	6	
+90	12	15	25	8	
+100	14	18	30	10	
+125	18	22	35	12	2
+150	22	26	40	14	2
+175	26	32	45	16	3
+200	30	36	50	18	3

Primary Char: Dexterity **Related Elements:** Air, Fire, Darkness
Optional Char: Agility +2, Power +2, Will +3, Strength +2

Counterattack Ability

This effect adds a bonus to a character's Attack Ability when counterattacking. These bonuses only apply after a successful defense that grants the possibility of a Counter-attack.

Attack Bonus	Primary	Secondary	MK	Maint.	Lvl
+10	1	2	5	1	
+25	2	4	5	2	
+40	3	5	10	3	
+50	4	6	10	4	
+75	6	9	15	6	
+90	9	12	20	8	
+100	12	15	25	10	
+125	14	18	30	12	2
+150	18	22	35	14	2
+175	22	26	40	16	3
+200	26	32	45	18	3

Primary Char: Dexterity **Related Elements:** Air, Water, Earth
Optional Char: Agility +2, Power +2, Will +3, Strength +2

Defensive Effects

These effects improve a character's Block or Dodge Abilities. They are used with Techniques whose main objective is to stop attacks from an opponent.

Block Ability

This effect adds a bonus to a character's Block Ability when using the Technique. The player rolls the dice and adds the number under "Block Bonus" to his dice roll.

Block Bonus	Primary	Secondary	MK	Maint.	Lvl
+10	2	4	5	1	
+25	3	5	5	1	
+40	4	6	10	2	
+50	5	8	15	3	
+75	8	11	20	4	
+90	12	15	25	5	
+100	14	18	30	8	
+125	18	22	35	10	2
+150	22	26	40	12	2
+175	26	32	45	14	3
+200	30	36	50	16	3

Primary Char: Dexterity **Related Elements:** Light, Water, Earth
Optional Char: Agility +2, Power +2, Will +3, Strength +2

Limited Block Ability

This effect adds a bonus to a character's Block Ability, but it does not allow him to counterattack – even if the Result indicates that a counterattack can happen. Nothing prevents a character from attacking on his Initiative.

Block Bonus	Primary	Secondary	MK	Maint.	Lvl
+10	1	2	5	1	
+25	2	4	5	1	
+40	3	5	10	1	
+50	4	6	10	2	
+75	6	9	15	3	
+90	8	11	20	4	
+100	10	13	25	6	
+125	12	15	30	8	2
+150	16	20	35	10	2
+175	20	24	40	12	3
+200	24	29	45	14	3

Primary Char: Dexterity **Related Elements:** Light, Water, Earth
Optional Char: Agility +2, Power +2, Will +3, Strength +2

Dodge Ability

This effect adds a bonus to a character's Dodge ability. For example, a character with a 140 Dodge Ability performing this Technique with a +40 bonus will defend himself from one attack that turn by rolling the dice, adding 40 to that roll, and then adding that number to his Dodge Ability.

Dodge Bonus	Primary	Secondary	MK	Maint.	Lvl
+10	2	4	5	1	
+25	3	5	5	1	
+40	4	6	10	2	
+50	5	8	15	3	
+75	8	11	20	4	
+90	12	15	25	5	
+100	14	18	30	8	
+125	18	22	35	10	2
+150	22	26	40	12	2
+175	26	32	45	14	3
+200	30	36	50	16	3

Primary Char: Agility **Related Elements:** Light, Air, Water
Optional Char: Dexterity +2, Power +2, Will +3, Constitution +2

Limited Dodge Ability

This effect adds a bonus to a character's Dodge Ability, but it does not allow him to counterattack – even if the Result indicates that a counterattack can happen.

Dodge Bonus	Primary	Secondary	MK	Maint.	Lvl
+10	1	2	5	1	
+25	2	4	5	1	
+40	3	5	10	1	
+50	4	6	10	2	
+75	6	9	15	3	
+90	8	11	20	4	
+100	10	13	25	6	
+125	12	15	30	8	2
+150	16	20	35	10	2
+175	20	24	40	12	3
+200	24	29	45	14	3

Primary Char: Agility **Related Elements:** Light, Air, Darkness
Optional Char: Dexterity +2, Power +2, Will +3, Constitution +2

Destructive Effects

These effects enhance Attack damage, provoking terrible consequences upon the enemy.

Damage Multiplier

This effect multiplies an attack's final damage. For instance, a character attacking with a 60-point Final Damage sword will inflict 120 damage using a Technique that multiplies damage by two.

Multiplier	Primary	Secondary	MK	Maint.	Lvl
x2	10	15	25	4	
x3	15	20	40	8	2
x4	20	30	80	12	3

Primary Char: Strength **Related Elements:** Fire, Earth
Optional Char: Dexterity +3, Power +1, Will +1, Constitution +2

Damage Augmentation

This effect increases the damage caused by an attack. This bonus is not added to the result shown in the Combat Table, but rather to the attack's Base Damage. For example, a character who wields a weapon that deals 60 damage using a Technique supplying a +50 bonus would have a 110 Base Damage.

Damage Bonus	Primary	Secondary	MK	Maint.	Lvl
+10	1	2	5	1	
+25	2	4	5	1	
+40	3	5	10	1	
+50	4	6	15	2	
+75	6	9	20	3	
+90	8	11	25	4	
+100	10	13	30	5	
+125	14	18	35	6	2
+150	16	20	40	8	2
+175	18	22	45	10	3
+200	20	24	50	12	3

Primary Char: Strength **Related Elements:** Fire, Earth
Optional Char: Dexterity +3, Power +2, Will +1, Constitution +1

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Optional Advantage: Sacrifice

This Advantage allows a character to increase his attack's Base Damage even more by means of a sacrifice added to the Technique – such as losing Life Points or Characteristics.

Option	Cost	MK	Maint.
Vital Sacrifice	+4	15	3
Double Vital Sacrifice	+10	50	4
Health Sacrifice	+2	10	2
Characteristic Sacrifice	+2	10	2

Vital Sacrifice: A character can increase his Base Damage up to an amount equal to the number of Life Points he sacrifices when using a Technique with this effect. If a character spends 50 LP, for example, he adds a +50 bonus to the Technique's Base Damage. If a creature using this Advantage has Damage Resistance, the amount should be increased by means of the Life Multiplier. This LP loss is equivalent to the spell Vital Sacrifice.

Double Vital Sacrifice: The same as above, except damage is increased by twice the amount of sacrificed Life Points.

Health Sacrifice: Allows for an increase in an attack's Base Damage equivalent to twice the maximum LP sacrificed. Unlike Vital Sacrifice, Life Points sacrificed in this way can never be recovered.

Characteristic Sacrifice: This Advantage increases an attack's Base Damage by 50 points for every primary Characteristic point sacrificed. For example, a character who sacrificed 2 Constitution points would add a +100 bonus to the Technique's Base Damage. This can only be done with those Characteristics employed in Ki Accumulation. Therefore, Intelligence and Perception are excluded. Sacrificed Characteristics can not be recovered by any means.

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A Damage Augmentation Technique

Action Effects

These effects allow a character to perform several penalty-free additional actions during the same turn.

Additional Attack

This effect permits a character to perform additional penalty-free attacks. For example, a character who gets one extra attack can perform two attacks in a single turn at full Ability. Any secondary effect of the technique applies to all of the attacks.

Attacks	Primary	Secondary	MK	Maint.	Lvl
+1	6	9	20	3	
+2	12	15	30	6	
+3	18	22	40	9	
+4	24	29	50	12	2
+5	30	36	60	15	3

Primary Char: Dexterity **Related Elements:** Air, Water
Optional Char: Agility +2, Power +3, Will +3, Constitution +1

For example, a Technique that grants two additional attacks, as well as a +50 bonus to Attack Ability and another +50 to damage would allow a character to perform three attacks with a +50 bonus to his Attack Ability and damage on all of them.

Optional Advantage: Continuous Attack

This Advantage allows a character to deliver all of his attacks uninterrupted. His opponent can not counterattack until all attacks are resolved. However, this Advantage does not prevent the opponent's counterattack indefinitely. If the Combat Result allows, he may take his counterattack right after his attacker finishes his last blow. In any event, the fact that an opponent can not counterattack does not prevent him from withdrawing from physical combat.

Option	Cost	MK	Maint.
Continuous Attack	+10	30	5

Optional Advantage: Added Fatigue Bonus

This Advantage allows a character to add any bonus he receives from using Fatigue Points to all the attacks he performs with this Technique. For example, a character who uses 2 Fatigue points to receive a +30 bonus to his Attack Ability would add this bonus to every attack of the Technique.

Option	Cost	MK	Maint.
Added Fatigue Bonus	+8	30	2

Limited Additional Attack

Characters may use this ability to perform penalty-free additional attacks. However, additional effects from this Technique only apply to one attack and not the additional ones.

For example, a Technique that grants two additional attacks, as well as a +50 bonus to Attack Ability and another +50 to damage would allow a character to perform three attacks with a +50 bonus to his Attack Ability and damage only on one of them.

Attacks	Primary	Secondary	MK	Maint.	Lvl
+1	3	5	5	1	
+2	6	9	10	2	
+3	9	12	15	3	
+4	12	15	20	4	
+5	15	19	30	6	
+6	18	22	40	8	2
+8	22	26	50	10	2
+10	26	32	60	12	3

Primary Char: Dexterity **Related Elements:** Air, Water, Darkness
Optional Char: Agility +2, Power +3, Will +3, Constitution +1

Optional Advantage: Continuous Attack

This works identically to the Continuous Attack Advantage described under the Additional Attack effect above.

Option	Cost	MK	Maint.
Continuous Attack	+10	30	5

Additional Defense

This effect enables a character to make multiple penalty-free Block and Dodge attempts during a single turn. For example, a warrior using a Technique that provides three additional defenses can attempt to Dodge the first three attacks on him without applying modifiers from **Table 41**. If he suffers a fourth attack, he will receive only a –30 penalty to Dodge (as if it were actually a second attack).

Defenses	Primary	Secondary	MK	Maint.	Lvl
+1	1	2	5	1	
+2	2	4	5	2	
+3	3	5	10	3	
+4	4	6	15	4	
+6	5	8	20	6	
+8	6	9	25	8	
+10	7	10	30	10	2
Unlimited	8	11	35	12	3

Primary Char: Agility **Related Elements:** Light
Optional Char: Dexterity +1, Power +3, Will +3, Constitution +1

Optional Advantage: Added Fatigue Bonus

This Advantage allows a character to add any bonus he receives from using Fatigue Points to all defenses he performs with this Technique.

Option	Cost	MK	Maint.
Added Fatigue Bonus	+6	20	2

Additional Action

This effect allows a character to perform several Active Actions in a single turn without applying penalties. For instance, a character could move at his top Movement Value, try and steal something, and perform an acrobatic maneuver, avoiding the penalties for performing multiple Actions.

Actions	Primary	Secondary	MK	Maint.	Lvl
+1	1	2	5	1	
+2	2	4	5	2	
+3	3	5	10	3	
+4	4	6	15	4	
+5	5	8	20	6	
+6	6	9	25	8	
+8	7	10	30	10	2
+10	8	11	35	12	3

Primary Char: Dexterity **Related Elements:** Air
Optional Char: Agility +1, Power +3, Will +3, Constitution +1

Optional Advantage: Added Fatigue Bonus

This Advantage functions in the same way as Added Fatigue Bonus does under Additional Attacks and Additional Defenses.

Option	Cost	MK	Maint.
Added Fatigue Bonus	+6	20	1

Reaction Effects

These effects increase a character's response capability. They boost his reaction speed to critical situations.

Initiative Augmentation

This effect increases a character's Initiative for the turn. Simply add the amount under "Bonus to Initiative" to his Initiative rolls. This must be declared before calculating Initiative for that turn.

Bonus to Initiative	Primary	Secondary	MK	Maint.	Lvl
+25	1	2	5	1	
+50	2	4	10	1	
+75	4	6	15	2	
+100	6	9	20	3	
+125	8	11	25	4	2
+150	10	13	30	5	2
+175	12	15	35	6	3
+200	14	18	40	7	3

Primary Char: Agility **Related Elements:** Air
Optional Char: Dexterity +1, Power +3, Will +3, Constitution +2

Esoteric Effects

These effects place opponents in different states – ranging from paralysis to coma.

States

This ability links some form of supernatural effect to a character's offensive Technique. When receiving damage from this type of attack, however small it may be, a character must pass a Physical Resistance (PhR) Check. If the character fails the check, he suffers an esoteric effect, and the consequences of the attack automatically activate at the end of the turn.

The following table shows the Resistance Check difficulty of the effect. A player must choose the state to which an opponent will be subjected from the Added State Optional Advantage.

PhR to pass	Primary	Secondary	MK	Maint.	Lvl
40	1	2	5	1	
60	2	4	5	1	
80	3	5	10	2	
100	5	8	15	3	
120	6	9	20	4	
140	8	11	20	5	2
180	10	13	30	6	2
200	14	18	50	8	3
240	18	22	80	10	3

Primary Char: Power **Related Elements:** Darkness, Light
Optional Char: Will +1, Strength +4, Dexterity +4, Constitution +4

Optional Advantage: Added State

There is no limit to the number of states that a player can add. Each forces an opponent to make a separate PhR Check. However, each additional state raises the Advantage's Ki cost by 2 points. Thus, if a character acquires Action Penalty and then Blindness, the cost of the latter will be +7 instead of +5.

Option	Cost	MK	Lvl
Action Penalty	+2	5	
PhR Reduction	+2	10	
Blindness	+5	15	
Characteristic Reduction	+2	10	
Partial paralysis	+6	10	
Damage	+5	10	
Unconsciousness	+8	15	
Comma	+10	30	2
Total Paralysis	+8	20	2
Life Drain	+8	15	2
Control	+10	40	3
Death	+12	50	3

Blindness, Unconsciousness and Damage: All these effects apply in the general way described in Chapter 14: States, Effects and Accidents.

All Action Penalty: This effect applies an All Action Penalty equal to the number by which the target failed his PhR Check. Penalties are recovered at a 5 point per hour rate.

PhR Reduction: This effect reduces the victim's Physical Resistance by an amount equivalent to the number by which he failed the PhR Check. Penalties are recovered at a 5 point per hour rate.

Characteristic Reduction: This effect causes the victim to lose 1 Characteristic Point for every 10 points by which he fails the PhR Check. The player must choose the specific Characteristic affected by this ability. The affected character will recover 1 Characteristic Point per hour.

Coma: This effect renders its victim unconscious for 1 hour per point by which he fails his PhR Check. Characters can not be awakened from this state by any other means. Players may choose this effect only for second-level Techniques.

Partial Paralysis: The affected character will be subjected to partial paralysis for a number of turns equivalent to his PhR Check failure level.

Total Paralysis: Same as above, except paralysis is complete. Players may only choose this effect for second-level Techniques.

Life Drain: This effect causes additional Life Point damage to the victim equal to the amount by which he failed the PhR Check. Characters using this effect may absorb those drained Life Points and use them to heal their own wounds. Life Points obtained in this way may only come from the drained points from this effect and not the total damage from the attack. Players may only choose this effect for second-level Techniques.

Control: This effect allows a player to exert complete control over the victim for one hour for every 10 points by which the victim failed the PhR Check. If a character gives his victim an order completely contrary to his worldview or values, the victim receives another Resistance roll against the same Difficulty. However, the victim uses his Psychic Resistance instead. Players may choose this effect only for Arcane Techniques.

Death: This effect kills victims who fail the Physical Resistance Check. Players may only choose this effect for arcane Techniques.

Special Effects

This section organizes any remaining effects – from long-distance attacks to the creation of powerful energy shields – not incorporated in individual categories.

Combat Maneuvers and Aiming

This effect allows a character to perform aimed attacks and other combat actions, such as Disarm, while decreasing the penalty for the maneuver. The penalty reduction value appears in the first column.

Precision	Primary	Secondary	MK	Maint.	Lvl
-10	1	2	5	1	
-25	2	4	5	1	
-50	3	5	10	2	
-75	4	6	10	2	2
-100	6	9	15	3	2
-120	8	11	20	3	3

Primary Char: Dexterity **Related Elements:** Air
Optional Char: Agility +1, Power +2, Will +2, Constitution +2

Armor Increase

This effect allows a character to increase his Armor Type for a complete turn. It may be combined with any other armor as an additional layer, but it does not bring additional penalties to Initiative. This effect works against all kinds of attack.

A.T.	Primary	Secondary	MK	Maint.	Lvl
1	1	2	5	1	
2	2	4	5	1	
3	4	6	10	2	
4	6	9	15	2	
5	8	11	20	3	2
6	10	13	25	3	2
7	12	15	30	4	2
8	14	18	40	5	3

Primary Char: Constitution **Related Elements:** Earth, Water, Light
Optional Char: Power +1, Will +2, Strength +2, Agility +3

Armor Destruction

This effect lowers the targeted victim's Armor Type. The number by which the victims AT is reduced appears under the "Reduction" column.

Reduction	Primary	Secondary	MK	Maint.	Lvl
-1 AT	1	2	5	1	
-2 AT	2	4	5	1	
-3 AT	3	5	10	2	
-4 AT	4	6	10	2	
-5 AT	5	8	15	3	2
-6 AT	6	9	20	3	2
-7 AT	8	11	25	4	2
-8 AT	10	13	30	5	3

Primary Char: Strength **Related Elements:** Darkness, Fire
Optional Char: Power +1, Will +2, Dexterity +2, Constitution +2

Breakage Augmentation

This effect increases the Breakage value of a character's weapon.

Breakage	Primary	Secondary	MK	Maint.	Lvl
+5	1	2	5	1	
+10	2	4	10	1	
+15	4	6	15	2	
+20	6	9	20	3	
+25	8	11	25	4	2
+30	12	15	30	5	2
+35	14	18	35	6	2
+40	18	22	40	8	3

Primary Char: Strength **Related Elements:** Earth, Fire
Optional Char: Will +1, Power +2, Dexterity +4, Constitution +2

Fortitude Augmentation

This effect increases a character's weapon or armor fortitude, rendering it more resistant to blows.

Fortitude	Primary	Secondary	MK	Maint.	Lvl
+10	1	2	5	1	
+15	2	4	5	1	
+20	3	5	10	2	
+25	4	6	10	2	
+30	5	8	15	3	2
+35	6	9	20	3	2
+40	7	10	25	4	3

Primary Char: Strength **Related Elements:** Earth, Fire
Optional Char: Will +1, Power +2, Dexterity +4, Constitution +2

Long-distance Attack

This effect allows characters to project attacks over a distance. Any ability may be used in the attack, including Magical or Psychic projection. Any Technique performed at a distance counts as a fired projectile as far as calculating defense penalties.

To determine a Technique's long-distance Base Damage, choose either the damage produced by the hand-held weapon or a value equivalent to twice the user's Base Presence plus his Power Bonus. Thus, a third-level character would produce a damage of 80 plus the corresponding value supplied by his attribute.

Distance	Primary	Secondary	MK	Maint.	Lvl
15 feet	1	2	5	1	
30 feet	2	4	10	1	
60 feet	3	5	10	2	
50 feet	4	6	15	3	
150 feet	5	8	20	4	
800 feet	6	9	25	5	2
1,500 feet	8	11	30	6	2
3,000 feet	10	13	35	8	2
3 miles	14	18	40	10	3
6 miles	18	22	45	12	3
60 miles	22	26	50	14	3

Primary Char: Power **Related Elements:** Air, Water, Fire
Optional Char: Will +1, Dexterity +2, Agility +3, Constitution +4

Area Attack

The effect creates an attack that affects every person within its radius using a single offensive roll. A player must choose the radius and pay the costs at the time of Technique Creation. It is not possible to specify particular targets with an area attack.

Base Damage of an area attack uses either the weapon's natural damage or twice the character's Base Presence plus his Power Bonus.

Radius	Primary	Secondary	MK	Maint.	Lvl
3 feet	1	2	5	1	
15 feet	2	4	10	1	
30 feet	3	5	15	2	
80 feet	4	6	20	3	
50 feet	6	9	25	4	2
150 feet	8	11	30	5	2
1,500 feet	10	13	40	6	2
3,000 feet	12	15	50	8	3
3 miles	16	20	60	10	3

Primary Char: Power **Related Elements:** Darkness, Light, Fire
Optional Char: Will +1, Dexterity +2, Agility +3, Constitution +3

Optional Advantage: Target Choice

This Advantage allows a character to choose specific targets within an area attack. Unaccounted targets, such as those hidden from the character, can not be de-selected.

Option	Cost	MK	Maint.
Target Choice	+2	10	1

Automatic Transportation

The character automatically covers the distance shown in the effect's first column. Even though movement is automatic, the Technique does not confer the ability to pass through solid bodies – except when the character using the Technique is also an immaterial entity. If a character combines this ability with an attack effect, he can attack the moment he appears. Automatic Transportation can not be used to gain automatically the bonus for a Back or Flank attack because an enemy can turn to face the attack. If combined with a successful defense, a character can automatically withdraw from combat.

Distance	Primary	Secondary	MK	Maint.	Lvl
30 feet	2	4	5	1	
60 feet	3	5	10	2	
150 feet	4	6	10	3	
300 feet	5	8	15	4	
800 feet	6	9	20	5	
1,500 feet	8	11	25	6	2
3,000 feet	10	13	30	7	2
3 miles	14	18	35	8	2
6 miles	18	22	40	10	3
60 miles	22	26	50	12	3

Primary Char: Agility **Related Elements:** Air, Light, Darkness
Optional Char: Strength +2, Power +3, Dexterity +2, Constitution +2

Critical Enhancement

Whenever an attack produces a Critical, this effect allows a character to add a bonus to his roll when calculating the Critical level.

Critical	Primary	Secondary	MK	Maint.	Lvl
+10	2	4	5	1	
+25	3	5	5	2	
+40	4	6	10	3	
+50	5	8	15	4	
+75	8	11	20	6	
+90	12	15	25	8	
+100	14	18	30	10	
+125	18	22	35	12	2
+150	22	26	40	14	2
+175	26	32	45	16	3
+200	30	36	50	18	3

Primary Char: Power **Related Elements:** Fire, Earth
Optional Char: Strength +1, Will +1, Dexterity +2, Constitution +2

Optional Advantage: Automatic Critical

This Advantage allows the Technique to cause an automatic Critical if it causes any amount of damage, regardless of the opponent's Life Points. In regards to creatures with Damage Resistance, the Critical is not automatic, but the whole of the creature's body is considered a vulnerable spot.

Option	Cost	MK	Maint.
Automatic Critical	+8	30	+4

Physical Ki Weapons

This effect allows to create a physical weapon using Ki. It's quality depends upon the invested points, as indicated by the table's first column. Characters can not create projectiles for Fired Weapons – although they can create Thrown projectile weapons. The weapons impact with the natural Attack Type of the imitated artifact. A weapon created by Ki vanishes once the Technique ends.

Quality	Primary	Secondary	MK	Maint.	Lvl
+0	2	4	5	1	
+5	4	6	5	1	
+10	6	9	10	2	
+15	8	11	15	3	2
+20	10	13	20	4	3

Primary Char: Power **Related Elements:** Light, Darkness, Earth
Optional Char: Will +1, Constitution +1, Strength +2, Dexterity +3

Optional Advantage: Projectiles

Projectile creation allows a character to create Fired Projectile weapons and produce unlimited ammunition in the corresponding quality.

Option	Cost	MK	Maint.
Projectile Weapon	+2	10	1

Trapping

Upon attack, a character can attempt to trap his adversary. This effect uses the same rules as the Trap combat maneuver; no penalties apply to the attacker's Ability, however. Instead of using his Dexterity or Strength, a character uses the score shown in the first column for this effect.

Trap	Primary	Secondary:	MK	Maint.	Lvl
4	2	4	5	1	
6	3	5	10	2	
8	4	6	10	3	
10	5	8	15	4	
12	6	9	20	5	
14	8	11	25	6	2
16	10	13	30	7	2
18	14	18	35	8	3
20	18	22	40	10	3

Primary Char: Strength **Related Elements:** Earth
Optional Char: Dexterity +1, Will +2, Constitution +2, Power +2

Projection

The character strikes his opponent with the Strength shown in the first column of this effect. If his opponent fails to pass an Opposed Check against this Technique using his own Strength, he will be knocked back a distance proportional to the number by which he failed the Check.

Projection	Primary	Secondary	MK	Maint.	Lvl
4	1	2	5	1	
6	2	4	5	2	
8	3	5	10	3	
10	4	6	10	4	
12	5	8	15	5	
14	6	9	20	6	2
16	8	11	25	7	2
18	10	13	30	8	3
20	12	15	35	10	3

Primary Char: Strength **Related Elements:** Earth, Fire
Optional Char: Power +1, Will +1, Constitution +2, Dexterity +3

Energy Shield

This effect enables a character to create an energy shield to defend himself until the end of the Combat Turn. The screen relies on the character's Block or Dodge Abilities for its Defense Ability score, and it is governed by the same rules as magical and psychic shields. Its resistance appears in the column marked LP, and each type of shield has a Damage Barrier of 40.

LP	Primary	Secondary	MK	Maint.	Lvl
100	2	4	5	1	
200	3	5	5	1	
300	4	6	10	2	
400	5	8	15	3	
500	8	11	20	4	
800	12	15	25	5	2
1,000	14	18	30	8	2
1,250	18	22	35	10	2
1,500	22	26	40	12	3
2,000	26	32	45	14	3

Primary Char: Power **Related Elements:** Light, Water
Optional Char: Will +1, Constitution +2, Strength +2, Dexterity +3

Intangibility

The character and his belongings become intangible for the duration of the Turn. He can travel through solid objects and ignore conventional attacks, as long as none of them are based on energy.

Effect	Primary	Secondary	MK	Maint.	Lvl
Intangibility	3	5	10	2	

Primary Char: Power **Related Elements:** Light, Darkness, Water
Optional Char: Will +1, Constitution +3, Strength +3, Dexterity +3

Mirage

The character generates illusory images of himself that he can control. These images may perform any action and even make individual attacks. Since they are not real, anyone with the ability to detect energy or see through illusions immediately grasps their true nature. The number of beings created is specified in the "Mirages" column.

Mirages	Primary	Secondary	MK	Maint.	Lvl
1	1	2	5	1	
2	2	4	5	2	
4	4	6	10	3	
6	6	9	10	4	
10	8	11	15	6	2
15	10	13	20	8	2
20	12	15	25	10	2
25	14	18	30	12	3

Primary Char: Will **Related Elements:** Water, Darkness
Optional Char: Power +1, Agility +2, Dexterity +3, Constitution +3

Optional Advantage: Non-detection

This Advantage permits characters to try and hide the illusory nature of mirages from those trying to detect them through Ki Abilities. A character who tries to detect the presence of mirages must use his detection ability and pass a Check at the difficulty prescribed by the Advantage.

Option	Cost	MK	Lvl
Moderate	+1	5	
Difficult	+2	10	
Very Difficult	+3	10	
Absurd	+4	15	
Almost impossible	+5	15	
Impossible	+6	20	2
Inhuman	+7	25	2
Zen	+8	30	3

Attack Mirroring

With a successful defense, this effect confers the ability to return the attack to the aggressor. This mirrored attack uses the same Final Attack Abilities of the initiator, as well as his attack roll. A mirrored attack is regarded as a counterattack, so even though the character may add the obtained counterattack bonus against the mirrored attack, he is unable to perform a second attack after he has used this Technique. Esoteric effects associated with the attack can not be mirrored.

Effect	Primary	Secondary:	MK	Maint.	Lvl
Attack Mirroring	12	15	30	8	2

Primary Char: Power **Related Elements:** Light, Darkness, Water
Optional Char: Will +1, Strength +2, Agility +3, Dexterity +3

Optional Advantage: Target Choice

This Advantage allows a character to redirect the mirrored attack to any other target within its radius.

Option	Cost	MK	Maint.
Target Choice	+2	10	+2

Optional Advantage: Mirroring Esoteric Abilities

Other than damage, the mirrored attack retains all of its special abilities – including those of a magical or psychic nature.

Option	Cost	MK	Maint.
Mirroring Esoteric Abilities.	+4	20	+1

Energy Damaging Attack

The attack is able to damage energy, regardless of the Presence required for affecting the opponent.

Attack	Primary	Secondary:	MK	Maint.	Lvl
Energy	1	2	5	1	

Primary Char: Power **Related Elements:** Fire, Light, Darkness
Optional Char: Will +1, Constitution +2, Strength +3, Dexterity +3

Elemental Attack

The attack has elemental properties; therefore, it produces increased effects against creatures especially vulnerable to them. It is necessary to choose the specific element upon which it shall be based. If the element is Fire, it can attack using the Heat Attack Type. If it is Air, it can use the Electricity Attack Type, or the Cold Attack Type if it is Water. A character using Stone attacks may opt between Thrust, Impact or Cut attacks

Attack	Primary	Secondary:	MK	Maint.	Lvl
Elemental	2	4	5	1	

Primary Char: Power **Related Elements:** Variable
Optional Char: Will +1, Constitution +2, Strength +3, Dexterity +3

Eld, a powerful fire Technique

Supernatural Attack

This effect makes an attack supernatural in nature. Consequently, it uses the Energy Attack Type. Since it is an immaterial blow, only characters with the ability to stop Energy Attacks can parry against supernatural attacks.

Attack	Primary	Secondary	MK	Maint.	Lvl
Energy	5	8	10	1	

Primary Char: Power **Related Elements:** Light, Darkness
Optional Char: Will +1, Constitution +2, Strength +3, Dexterity +3

Damage Resistance

When using this Technique, a character functions as a creature with Damage Resistance. Characters with Damage Resistance have a natural Armor of 4 which they add to any other protection as an additional layer. At the same time, characters add a bonus to their Life Points from which they deduct damage first before reducing their original LP.

+LP	Primary	Secondary	MK	Maint.	Lvl
100	2	4	5	1	
200	3	5	5	1	
300	4	6	10	2	
400	5	8	15	3	
600	8	11	20	4	
800	12	15	25	5	
1,000	14	18	30	8	2
1,200	18	22	35	10	2
1,400	22	26	40	12	3

Primary Char: Constitution **Related Elements:** Earth
Optional Char: Will +1, Strength +3, Power +3, Dexterity +3

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DISADVANTAGES

Disadvantages lower the MK of Techniques. First-level Techniques may have one Disadvantage, second-level Techniques may have two Disadvantages, and third-level Techniques may have three. Regardless of the number of Disadvantages chosen, MK costs can not be lowered beyond half their original value.

Looking back at our previous Technique, its 50 MK seems high, so we look for a Disadvantage. We choose an Elemental Binding, relating the Technique to two elements (air and fire). Because of this, we deduct 10 points from its MK value. Since the MK value of the Technique is 50, it can never be lower than 15.

Elemental Binding

This Disadvantage forces the player to choose effects only related to a particular element. Additionally, this Disadvantage will also force the character using it to choose that element again if developing a higher-level Technique based upon it. In other words, once a player chooses this Disadvantage, all higher-level techniques must also carry this Disadvantage.

Option	MK Reduction
Single Element	–15
Two Elements	–10

Single Element: Effects must be bound to a single element.

Two Elements: As before, except players must limit the effect to two elements. Naturally, they can not be adopted simultaneously.

Reduced Damage

This Disadvantage reduces or cancels Technique-derived damage. It can only be applied to offensive Techniques.

Option	MK Reduction
No Damage	–20
Half damage	–10

No Damage: This Disadvantage renders the attack null, regardless of Combat Table results. Still, the Technique's esoteric effects occur as usual – as long as the impact makes it to the Combat Table.

Half damage: As above, only final damage is cut to half. These Disadvantages can not be combined.

Special Requirements

Certain requirements must be met in order to perform the Technique.

Option	MK Reduction
Simple Intensity	–15
Major Intensity	–10
Determined Condition	–5 to –25

Simple Intensity: In order to use this Technique, the character must have at least two intensities of a specific element at hand. Without it the use of the Technique is imposible.

Major Intensity: Same as above, only the requirement is eight or more intensities of a particular element. These Disadvantages can not be combined.

Determined Condition: This Technique can only be performed under special conditions. Limitations and applicable MK reduction will be determined by the player in concert with the GM. Examples of simple conditions are "riding exclusively on a saddle," or "only effective at night," while complex conditions would include "only effective against a particular individual."

Predetermination

Predetermined Techniques require that the character declares in advance he will Accumulate Ki in order to use it. As soon as he is capable of casting the Technique, he must execute it straight away. A player can only choose this Disadvantage for second- and third-level techniques.

Option	MK Reduction
Predetermination	–20

SAMPLE TECHNIQUES

The following is a list of several ready-made techniques included to make choosing a Technique easier and to serve as an illustration in the creation of your own Techniques.

Celeritas

Celeritas is an art based mostly on speed. By controlling body energy to enhance his senses, someone using this discipline can react at the speed of thought, anticipating any of his opponents' actions. All Celeritas Techniques are offensive. This art does not concern itself with defense of any kind. It conquers and subjects.

Excisum Aeris

This Technique allows the character to emit a full Ki explosion at a specific moment, projecting a blow at such speed that it causes the air to warp while he advances to attack. This Technique uses the Base Damage of the user's weapon.

Required MK: 25 **Level:** 1
AGI 4
DEX 4
POW 2
Effects: Long-Distance Attack 50 meters, +50 to Initiative.

Velocitas Ventus

By increasing his speed beyond human limits, a character can travel so fast that his body seems to split. In this way, he can attack four times during the Combat Turn while also adding a bonus to his Final Initiative.

Required MK: 25 **Level:** 1
AGI 7
DEX 7
POW 4
Effects: +3 Limited Attacks, +50 to Initiative.

Excisum Magister

The fighter concentrates all his energy in a single move – an attack of such speed that it has the ability to split an opponent's body. This Technique increases both base Initiative and Attack Ability.

Required MK: 45 **Level:** 2
AGI 8
DEX 8
POW 5
Effects: +75 to Attack Ability, +125 to Initiative

Magnus Exactor

The character moves at full speed shattering all obstacles in his way up to a 30-foot radius. The victims of the attack only manage to see someone suddenly materialize and charge against them, only to disappear soon after. This Technique uses the Base Damage of the user's weapon.

Required MK: 45 **Level:** 2
AGI 7
DEX 7
POW 3
Effects: Area Attack: 30-foot radius, +150 to Initiative

Summun

The character reaches out his arms and vanishes momentarily. Right at that moment, he begins to materialize around the victim, continually going back and forth through his body, destroying him completely in the process. The attacker appears to vanish, then materializes in a whirling blur of motion that completely destroys his victim. This Technique allows a character to perform nine attacks in the same Combat Turn, the first of which is usually accompanied by Surprise due to its reaction speed.

Required MK: 85 **Level:** 3
AGI 15
DEX 17
POW 8
Effects: +8 to additional limited attack, +175 to Initiative

Ignis

Ignis is the essence of flame – a style that uses Ki to perform powerful fire attacks. This style is often employed by many Duk'zarist. All Ignis Techniques suffer the Elemental Binding Disadvantage to fire.

Feuer

By concentrating Ki in his weapon, a character can surround it with an aura of fire, thus increasing its Base Damage by 25 points and gaining the possibility of attacking in the Heat Table as a primary Critical. Feuer can be maintained investing 1 Ki Point for Will and 1 for Power in each round. This is also a key Technique for performing subsequent attacks of greater power.

Required MK: 20 **Level:** 1
WIL 5 **Maint** 1
POW 1
STR 3 **Maint** 1
Effects: +25 to Damage, Elemental Attack: Heat, Maintained Technique

Le Feu

This Technique unleashes a potent ball of fire which can strike a target up to 60 feet awat. Le Feu does not use the weapon's damage, but twice the character's Base Presence plus his Power Bonus.

Required MK: 20 **Level:** 1
WIL 5
DEX 3
POW 3
STR 1
Effects: +40 to attack, Long-Distance Attack: 60 feet

Horecka

This Technique unleashes an inferno that devours everything contained within a 150-foot radius around the character in a huge explosion. This Fire is so intense it doubles the weapon's original Base Damage. Horecka requires a character to maintain the first-level Technique, Feuer.

Required MK: 40 **Level:** 2
WIL 10
DEX 6
POW 6
STR 2
Effects: Damage Multiplier: x2, Area Attack: 150-foot radius
Requirements: Keeping Feuer active

Vatra

Like a phoenix, the attacker wreathes himself in flames and charges against his opponent with an attack that consumes him physically and spiritually. This attack increases damage, Attack Ability, and the resulting Critical (if any). Vatra requires a character to maintain the first-level Technique, Feuer.

Required MK: 40 **Levels:** 2
WIL 11
DEX 6
POW 6
STR 1
CON 3
Effects: +75 to the Attack, +75 to Damage, +40 to Critical
Requirements: Keeping Feuer active

Eld

This frightening Technique has devastating effects, both on the victim and the performer. In order to employ it, a character must sacrifice part of his vital energy, suffering the resulting Damage in the process. In addition to increase the Attack Ability of the character, it increases the Base Damage in an amount equivalent to twice the Life Points sacrificed. Eld requires a character to maintain the first-level Technique, Feuer.

Required MK: 60 **Level:** 3
WIL 19
DEX 10
STR 10
Effects: +150 to Attack, Double Vital Sacrifice
Requirements: Keeping Feuer active

The Dragon

The secrets of this ancient art are said to have been passed down from one of the great beasts. All its Techniques are as varied as they are powerful, and they resemble the powers of the creature upon which they are inspired. Each time a character uses one of these Techniques, his body is covered with tattoos suggestive of dragon power.

The Scales

Dragons are equipped to face a multitude of enemies. Thus, they can repel several attacks without applying penalties. This Technique allows the user to repel seven attacks without compromising his Ability.

Required MK: 20 **Level:** 1
DEX 3
CON 3
AGI 1
Effects: +6 Additional Defenses.

The Claws

There are few things as lethal as a dragon's claws. Executing this Technique permits the user to make two attacks, each with a 40-point bonus to Base Damage.

Required MK: 30 **Level:** 1
DEX 4
CON 4
AGI 4
STR 2
Effects: +1 additional Attack, +40 to Damage.

The Fang

This attack lowers the victim's AT by six points while increasing offensive ability and reducing penalties for performing aimed Attacks.

Required MK: 45 **Level:** 2
DEX 5
CON 8
AGI 6
STR 3
Effects: –6 to the victim's AT, –50 to aimed Attacks, +50 to Attack Ability.

The Tail

A dragon's tail flap can send entire armies flying. This technique allows a character to make a forceful attack within an 80-foot radius using his weapon's Base Damage and increasing its offensive ability. Any individual. Anyone hit by this Technique must make an Opposed Check against Strength 16 or be knocked to the ground.

Required MK: 55 **Level:** 2
DEX 6
CON 8
AGI 6
STR 2
Effects: +40 to Attack Ability, Area Attack. 80-foot radius, 16 Strength Projection.

The Dragon's Breath

This Technique fires a pulse of pure energy up to a maximum distance of one mile. At the will of the user, the pulse bursts, causing utter destruction in a 300-foot radius. The damage Dragon's Breath deals is twice the character's Base Presence, plus his Power Bonus, then multiplied by two. Dragon's Breath is a Predetermined Technique and must be declared before it is used.

Required MK: 80 **Level:** 3
DEX 10
CON 10
AGI 10
POW 6
STR 15
Effects: Long-Distance Attack: 1 mile, Area attack: 300-foot radius, Energy Damaging Attack, Damage Multiplier: x2.
Disadvantage: Predetermination

Chapter 11
Magic

Once, I dreamt my soul abandoned my body
I could fly and look inside the hearts of men.
The only thing I could not do, was wake up.

Montaigne

Magic is a fundamental element in *Anima*. It is from magic that spellcasters derive the power to alter the very essence of reality. Magic is the principle upon which supernatural beings and mystical objects rely. This chapter will discuss the foundations of magic, the execution of spells, and the way characters can use them to their best advantage.

Magic Theory

Magic influences the living and the dead, the real and the unreal. It may be everything or nothing at all – but it has always existed and will be with us forever. Magic is constituted by the spiritual energy of the world. Its own nature is linked to the Flow of Souls, although it would be more precise to say it is one of its aspects. Magic springs from spirits and reality itself. In a way, it can be thought of as the shadow of existence; it does not respond to the laws of physics or logic, but it alters the world as it pleases.

The power of magic is not homogeneous. It takes on varied shades as it merges with souls and comes into contact with different elements or emotions. In this way, it can be organized into diverse types as it passes through a wizard or stays in a specific, emotionally charged place. Dark spells, fueled by negative emotions, draw their power from magic that has been in contact with feelings of anger, rage, fear, or hatred. While those spells associated with light rely on peace tranquility, calm, and love.

Not everyone can control the power of souls. It is not an easy task – not even for supernatural spirits themselves. However, some entities are born with the ability to sense magic. They can let it flow through their bodies and channel its energy in the form of spells. Wizards and warlocks are among those born with the gift of altering reality as they please. Wizards are a light in the darkness for magic; they are the centers around its power revolves. They act as portals for magical energies to manifest themselves in the physical world. Magic concentrates around them, penetrating inside them and growing within their souls until it breaks into the existence through a spell.

In reality, enchantments are simply a way to control existence and to alter its rules. Sorcerers use their supernatural energy to produce spells that weave a net around the very essence of reality. Gestures and verses are words that they whisper to the soul of the world to channel their energies better, but they are not necessary to alter reality. Wizards can rely on their own will alone to handle magic and cast spells. However, the use of rituals may increase their power considerably. Each wizard has their formula to modify existence. They create their spells using whatever knowledge and means they have available; therefore, the execution of magic may vary considerably from one person to the next.

A wizard flies over Gaïa

The Gift

The Gift is the principle through which magic manifests itself. This is the name given to the ability some people have of handling mystical forces. Those born with such a blessing (or curse) are called wizards. Their souls not only have the ability to attract and sense mystical energies, but they also can master their power and alter reality.

It is not clear why there are only a few bearers of the Gift. Some entities argue that all living beings are capable of controlling magic, and that having the Gift simply indicates the soul has awakened to its own true power. Even so, there is a true difference between those born with the Gift and the rest of all living beings.

Normally, wizards are not even aware they are in possession of the Gift. They use magic unconsciously all of their lives and experience sensations that are unusual for others, but they never manage to control their power. As children, they are faced with serious difficulties – as they are driven by incomprehensible forces that they can not always control. Only those wizards who eventually gain access to arcane knowledge or to some form of proper instruction can ever become true magicians.

The Gift is an exceptionally rare ability, and very few people are born with it. Only 1 out of 10,000 humans in Gaïa have it – although the percentage of those who go on to become true spellcasters in the shadows is even smaller.

MYSTICAL POWERS

Let's take a look at how magic works and spells are cast.

Magic Accumulation and Zeon

Magic Accumulation and Zeon are the basis of the magic system in *Anima*. Zeon is the mystical energy that wizards control. It represents the amount of power available to them – the "magic points" they can invest on casting spells. In fact, the word Zeon means many things, like Wonders of God, Mana, or Erzavayu. Magic Accumulation (MA) represents the speed with which a wizard can utilize his power. The higher the Accumulation level, the faster the wizard can concentrate his energies, allowing him to cast more powerful spells in less time. Everyone has MA and Zeon, although only those who possess the Gift are able to control them.

Zeon is the magical "life" of the character. Base Zeon is calculated using the same procedure used for calculating Life Points, only substituting Constitution with Power. To make things easier, calculations are offered in **Table 52**. Players can invest the DP of their Supernatural Abilities to increase their maximum Zeon Points. As you can see from the cost, and contrary to other abilities, Zeon points are acquired in groups of five. Thus, a wizard with a Zeon Cost of 1 who spends 20 DP to acquire more Zeon will increase his maximum by 100 points. Some categories of the Mystical Archetype also have an innate Zeon Level bonus which should be added to this total. The final sum of these points is the Zeon Reserve, which is the maximum amount of Zeon that wizards can contain.

Table 52: Base Zeon

Power	Base Zeon	Power	Base Zeon
1	5	11	150
2	20	12	160
3	40	13	175
4	55	14	185
5	70	15	200
6	85	16	215
7	95	17	225
8	110	18	240
9	120	19	250
10	135	20	265

The MA is also based on Power. Base MA's will vary according to this characteristic – as shown on **Table 53**. The next step is to apply the number of magic Multiples to the base MA. The number of Multiples is the number of times the Base MA needs to be multiplied to find out the number of Zeon points the character is able to accumulate per turn. All characters start out with one MA Multiple and can acquire more by investing DP.

Table 53: Base MA

Power	Base MA	Power	Base MA
1 to 4	0	15	20
5 to 7	5	16 to 17	25
8 to 11	10	18 to 19	30
12 to 14	15	20	35

Exodus is a warlock with Power 7, which means his base MA is 5 points. He invests 100 DP to increase his magic Multiples to three, giving him a final MA of 15 (5 base points multiplied by 3). If at a later stage Exodus should manage to increase his Power to 8 and change his base MA to 10, his final Accumulation would reach 30 (10 base points multiplied by 3).

It is always advisable to maintain a balance between both abilities. A wizard with a high Accumulation Level but little Zeon would quickly exhaust his ability to use magic. On the other hand, with a low MA level, he would need several turns to cast even the simplest of spells and would be unable to respond promptly in an emergency. A suggested balance is 10 Zeon points per point of MA (e.g., a character with a 50 point MA should have a at least 500 Zeon points).

Magic Recovery

Whenever a wizard uses his spells, he spends Zeon points. However, points are not permanently lost. In time, spellcasters can recover the magic invested and replenish their Zeon reserve. Their soul attracts the magic in the environment and regenerates it according to their potential. The higher the wizard's ability to concentrate its power, the higher his ability to regain lost energy. Characters regenerate their Final MA in Zeon points every day.

Spellcasters may take Zeon points from other spellcasters, a magic container, or a magical creature that will voluntarily give them away. It is necessary that both spellcasters be in contact with one another, so that one of them can allow his mystical power to flow into the other. The per-turn transmission index is equivalent to the Final MA of the giver. Characters without the Gift can not use their magical power; this means they are not able to give magic points to individuals who can.

If Exodus's MA is 30, he will be able to recover 30 lost Zeon points each day.

Casting Spells

Characters with the Gift can cast all the spells they know, at any time they like. Each spell has a Base Cost representing the number of Zeon points that need to be invested every time the spell is cast. A spell's power and the caster's Magic Accumulation together determine how quickly the spell can be cast. For example, a wizard with a 50-point MA could cast a spell costing 50 Zeon or less in a single turn.

With a 30 point MA, Exodus attempts a Create Light spell. Since the spell's cost is 20 points, he manages to cast it in only one turn. If he should later attempt to cast a more powerful spell, such as Armor of Light with a base cost of 60, he would need two full turns to Accumulate (four if he were forced to Accumulate at half capacity as we shall later see) enough.

Magic Accumulation is a Passive Action, but if characters perform any action other than Accumulating or casting the spell in the same turn, their MA will be reduced in half. To take full advantage of the Accumulation, spellcasters must also be able to pronounce conjurations and make hand gestures. Losing their ability to speak and or move their body will reduce their Accumulation by half (rounded up in groups of 5). Characters will be able to use their reduced MA to prepare and cast their spells, even if completely restrained and gagged – unless they have the Oral Requirement or the Require Gestures disadvantages.

Casting an enchantment may be an Active or Passive Action depending on the nature of the spell. Active spells require the character to have the Initiative, while Passive spells may be used whenever they are needed. Spellcasters are not limited to one spell per turn. As long as their Accumulated points allow, they may perform simultaneous spells with no negative modifer to action or MA. The use of magical powers in combat adds to Initiative the same amount as the use of unarmed actions: +20.

There are two possible methods for casting spells: Accumulating pure magic to unchain it later, or preparing only a specific spell.

Accumulating Pure Magic: When characters start Accumulating Zeon points they are not obligated to declare the enchantment they are preparing; they can simply concentrate their magic and cast the spell or spells they find appropriate. However, they are not allowed to stop Accumulating Zeon. They keep concentrating the power until an opportunity to cast presents itself. If a character stops Accumulating Zeon for even one turn, all of his concentrated points will go back to the Zeon reserve, and he will lose 10 points in the process.

Illustrated by © Wayne's Night

As we have previously mentioned, spellcasters may use as many spells in a single turn as their Accumulation allows them. However, the next turn after performing any one spell, all of their unused Zeon will return to their Zeon Reserve.

Exodus is preparing to cast several spells, so he spends five turns Accumulating magic. We know his MA is 30, so by the fifth turn he has already accumulated 150 points. At that time he uses a Create Light spell, which costs him 20 points, a Shield of Light for 50 and Induce Calm for 40. The total amount comes to 110 points, which means he still has 40 points to spend. Unless he uses them to cast another spell in that same turn, they will return to his Zeon Reserve, and he will lose 10 of them in the process. Since he can not keep them Accumulated for the next turn, he will need to start the Accumulation process again if he wants to cast a spell at a later time.

Preparing a Specific Spell: Instead of concentrating pure magic, the spellcaster may choose to declare the spell he wishes to perform. In this case, he will put his Accumulation capacity to the service of only that specific spell and will be unable to use the Zeon points for casting any other. He must declare the spell and its potency. Nevertheless, unlike in the previous method, he is not forced to cast it right away. He can hold it for a number of turns equal to his Power Characteristic. After this waiting period, he must decide whether to perform the spell or recover his magic. If he should choose the second option, he will lose 10 Zeon points due to the tension and energy consumption involved. Spellcasters may start preparing a new spell or Accumulating pure magic while they already have a spell prepared. Some spellcasters will have MA bonuses when they use certain kinds of magic. Said bonuses only apply for specific spell casting, not pure magic Accumulation.

Exodus is now preparing to cast a Light Beam spell with a 60-point potency. With his 30 MA, it should take him two turns to have the spell ready. Instead of being forced to cast it immediately, he may go 8 turns (as he has Power 8) without casting it. During this time, he can prepare another spell or start Accumulating pure magic. If after 8 turns he does not cast it, he will recover only 50 of the Accumulated points.

Damage During Accumulation

If a spellcaster should suffer damage while Accumulating magic, there is a chance that he may lose his concentration. Keeping the Accumulated Zeon requires passing a Withstand Pain Check with a Difficulty equal to twice the damage he received. If a character fails his Check with a number less than the Base Damage of the attack, he will not only fail to maintain his concentrated Zeon, but he will also lose those points. If the spellcaster is preparing to cast a specific spell, he can apply a +40 bonus to the roll. Creatures with Damage Resistance do not need to pass this Check unless they receive an attack that causes a critical. Receiving damage does not influence maintained spells.

While he was accumulating, Exodus suffers an attack that causes him 60 damage. To avoid losing the magic he has prepared, he needs to pass a Withstand Pain Check with a Difficulty of 120 (twice the damage he received). If he fails, the accumulated magic points will return to his Zeon reserve. If he fails the Check by more than 60 (the amount of damage he suffered), all the Zeon he had accumulated will instead be lost.

Magic Projection

Magic Projection is the ability a spellcaster has to control and direct his spells. Each time a caster attempts a spell, he needs to pass a Magic Projection Check to determine if he succeeded in focusing his power appropriately.

A spellcaster may use Magic Projection to attack others, and defend himself, with spells in the same way a warrior uses his Attack and Defense abilities in combat. However, the only combat penalties a spellcaster ever applies to Magic Projection are All Action Penalties and penalties for Blindness, as described in the **Supernatural Abilities in Combat** section of **Chapter 9**. Furthermore, a Spellcaster who successfully casts a spell on a target that he is in physical contact with applies a +40 bonus to his Ability (including Attack and Spiritual spells).

Because a city guard charges at him and another one shoots him with a crossbow, Exodus prepares to receive two attacks in one turn. In order to defend himself, he decides to create a Shield of Light which he had been preparing for several turns. First comes the arrow attack, which he manages to stop without penalties for defending against a projectile attack, thanks to the magical nature of the shield. He then receives the blow of the sword from the city guard, who is hand to hand with him. He also does not receive the penalty for defending himself twice in a turn.

Magic Projection also indicates the maximum distance of spells. Any spell can be cast up to the maximum distance indicated by the character's own Magic Projection – except for those which have the spellcaster as the center of the spell by definition. The ability also measures the accuracy with which the spellcaster will hit inanimate targets. See **Box X: Difficulties in Magic Projection**.

Box X: Difficulties In Magic Projection

Routine: Spell effects may be used on the spellcaster himself or on a person or object the spellcaster is contact with.
Easy: Projecting spells up to a maximum of 15 feet.
Medium: Projecting spells up to a maximum of 80 feet.
Difficult: Projecting spells up to a maximum of 300 feet.
Very Difficult: Projecting spells up to a maximum of 800 feet.
Absurd: Projecting spells up to a maximum of 1,500 feet.
Almost Impossible: This allows the spellcaster to hit targets out of direct eyesight if he has perfectly determined their exact location. Some sort of supernatural detection that will reveal the exact location is needed (e.g., a Spy of Light spell). Coverage is 3,000 feet.
Impossible: Impossible: This allows the caster to affect targets not within sight of the sorcerer with only an approximate notion of their location. For instance, if the spellcaster knows that his target is located in a house, he would be able to target the spell even though he may not know the precise address. Distance should not exceed three miles.

Exodus is attempting to cast a Create Light spell in a dark room. Since he does not wish to shed any light around him and reveal his position, he attempts to center the spell (which has a 15-foot radius) at the back of the room, which is 60 feet away. If we check on Box X, we see he needs to pass a Medium-difficulty Check (80) with his Magic Projection.

Spellcasting Fumbles

A Fumble result in the Magic Projection Check means that the spellcaster has failed to focus his powers correctly, and even though he has spent Zeon points, the spell fails. A Fumble Level of over 90 represents a spell completely out of control, with potentially dire consequences for the caster and those around him. The exact effects of such a failure are left to the GM's discretion, depending on the spell being cast and the Fumble Level.

If a spellcaster Fumbles an attempt to maintain an existing spell (as in the case of magical shields and other defenses), the Fumble roll does not annul the spell, but the Fumble Level is subtracted from the Magic Projection of the spellcaster.

Magic Projection Imbalance

A spellcaster has the option of boosting his Magic Projection Ability to favor Attack or Defense, according to his personal preference. When he starts developing his Ability, he may choose to have a positive or negative offensive imbalance. If, for instance, he chooses a 15-point positive imbalance, that number is added to the Ability of his offensive spells and subtracted when he defends himself. Under no circumstance may this difference be higher than 30 points. If the spellcaster is unhappy with the imbalance he has chosen, he can alter it at a 10-point rate each time he moves up a Level. The 30-point limit still stands, however.

The only way to achieve an offensive imbalance is to develop the Ability by investing DP directly, and not through any one of the Mystical Modules. Subjects that acquire the ability of Projection via a Module will develop only an Offensive or Defensive Ability depending on the Module they have acquired.

When Exodus first started to develop his Magic Projection Ability, he decided he preferred a Defense-oriented ability, and he set for himself a negative offensive imbalance of 10 points. Since he had a Final 60-point Ability, he attacked and projected his spells with 50, and he defended himself with 70. However, as his knowledge increased, he realized his spells were becoming more offensive, so he decided to start modifying his Projection towards Attack. Each time his level increased, he modified his offensive imbalance by 10 points until he reached the +30 limit, which he was able to do after having moved up four levels.

Clashing of Spells

During combat, it is possible that two spells may clash with one another. In a situation like this, results may vary according to the power each of the opponents has, as well as the spells they are using. Casting an offensive spell that would intercept another Attack spell requires that the character in question gets a parallel shot in his or her Initiative roll, as it is explained in the **Options in Ranged Combat** section of **Chapter 9**. If the second player declares he intends to intercept the opponent's attack, he must make a Magic Projection Check and achieve a result within 50 points of his opponent's ability (or that surpasses it). If the player manages to achieve this result, both spells meet and a clash is produced.

In order to resolve the clash, each spellcaster rolls 1d100 and adds the result to the Base Damage produced by his particular spell, then applies his Power bonus. The difference between both results is compared to **Table 54: Discharge Collision**.

Table 54: Discharge Collision

Difference	Effect
1 to 50	Both spells are nullified
51 to 100	The winner's spell passes through the other spell; but its Base Damage is reduced by half.
+100	The lower spell is completely nullified, and the winner's spell moves on without any penalties.

Exodus is facing Serenade, a powerful Lord of Darkness. They roll their initiative and get a difference that allows them to make parallel shots. Serenade shoots a Dark Beam with a 100-point Base Damage and Exodus, in utter despair, responds in the same way, attempting to intercept the attack even though his spell only causes 60 Life Points of damage. They both attack and receive a 150 and 190 respectively, meaning that Exodus succeeds in intercepting Serenade's discharge. They both roll the dice: Exodus gets a 40, which he then adds to the 60 points of damage of his spell and to the 10 point Power bonus; this yields a 110 result. Serenade is luckier and gets 65, which he adds to his 100 damage points and the 25 Power point bonus. His final result according to these numbers is 190. Comparing these results, we find Serenade has beat Exodus by 80 points. Serenade's spell, though debilitated and only causing half its damage, has outpowered Exodus's spell.

There is also the possibility of having two or more spellcasters unite their spells against a third spellcaster. In this case, the spell with the highest Base Damage is treated as the primary spell, the second most powerful spell adds half of its normal Base Base Damage to the total Base Damage, the third most powerful spell adds one-third of its Base Damage, the fourth most powerful spell adds one-fourth, etc.

This rule only applies to Attack spells with direct damage, never to Spiritual or Effect spells. However, you can also use it with any kind of supernatural discharge of a psychic nature, Ki abilities, or special powers (like a dragon breath). Only spellcasters have the possibility of adding up the Power bonus to their spells.

Next, Exodus receives help from the psychic Pazusu, and each of them casts a spell to intercept Serenade's next attack. Exodus' damage, plus his Power bonus, is still 70, and Pazusu's spell has a 40-point base. This means Exodus can add 20 (half the damage produced by Pazusu's Psychic Power) to his next Clash Check against Serenade's attack.

Innate Magic

Some spellcasters have such mastery of magic that they can utilize supernatural energies present in the environment without resorting to their own powers. In this way, they can cast spells without spending Zeon points. These types of spells are called Innate, and work normally with their appropriate Zeonic potential. When casting an Innate spell, characters can not use any other spell during that turn, nor can they Accumulate magic. If the Innate spell has maintenance, the spellcaster will be able to keep it active without spending magic points, but he is unable to cast any other Innate spell. Since Innate spells are based on the concept of managing environmental magic, it is in the hands of the GM to adjust the amount of magic available in the surroundings and to give the characters a modifier to their Innate Magic. The maximum value of Innate spells is reflected by **Table 55: Innate Magic**.

Table 55: Innate Magic

Sorcerer's MA	Innate Magic
10 to 50	10 Zeon Points
55 to 70	20 Zeon Points
75 to 90	30 Zeon Points
95 to 110	40 Zeon Points
115 to 130	50 Zeon Points
135 to 150	60 Zeon Points
155 to 180	70 Zeon Points
185 to 200	80 Zeon Points
+200	90 Zeon Points

Mystical Objects: Containers and Amplifiers

Among all existing types of magical objects, two of them are particularly efficient for spellcasters; their particular nature earns them a special mention in this chapter. They are Magic Containers and Amplifiers.

Magic Containers are supernatural objects with the ability to store pure magic inside them and to allow spellcasters to recover lost energies. In a way, they act like magic batteries that spellcasters can use to absorb Zeon. Spellcasters may recover or introduce Zeon Points into the containers in the same way they would with another character with the Gift – that is, at a rate equivalent to their Final MA per turn. As inanimate objects, batteries will not re-charge on their own, but spellcasters may re-introduce energy into them and thus prepare for an emergency. The amount of magic that can be stored will depend on the object's power. Most batteries have a very limited space, from 50 to 100 Zeon Points, but some of them have an enormous capacity and can hold more than 500 points.

Magic Amplifiers are undoubtedly the most powerful objects a spellcaster can ever own. As their name indicates, they have the ability to increase the magic energy used in spells. Spellcasters use amplifiers to channel their power when they Accumulate mystical energy. Even if they have several amplifiers, they can not be used simultaneously to concentrate magic; spellcasters can use only one means for channeling their power at a time. In game terms, Magic Amplifiers give spellcasters a bonus between 5 and 25 to their Final MA. Most of them add 5 points to Final MA, but the most powerful ones may increase it from 10 to 15 points respectively. Magic Amplifiers that add 20 or 25 points are almost divine objects. The most powerful amplifiers also increase the character's Zeonic regeneration.

Joanne, whose Final MA is 30, obtains a mystical obsidian bracelet that functions as a +10 Magic Amplifier. When it comes to casting spells, this brings her MA up to 40. Unfortunately, finding another amplifier with identical characteristics would not give her a +20 amplification.

SPELLS

Spells are an essential element of magic because they represent the true power of spellcasters. The number of spells a character knows indicates the number of mystical abilities he or she possesses.

The Paths and Magic Level

Spells are organized into Paths of Magic. Each Path concentrates knowledge of a particular aspect of existence and represents a particular form of influence. There are eleven separate Paths, divided into two different types – Lower and Higher. The Higher Paths are the five that control the most fundamental aspects of reality: Light, Darkness, Creation, Destruction, and Necromancy. The Lower Paths are the six that control the basic elements, souls, and lies: Fire, Air, Earth, Water, Essence, and Illusion. Paths may be of level 1 through 100, and characters are considered to have learned a spell for every two levels they have achieved. Accordingly, spellcasters reaching level 50 of the Path of Light would master the first 25 spells of Light.

The knowledge spellcasters can reach within a certain Path is only limited by their Magic Level, which represents their wizardry expertise and indicates the number of spells they will be able to understand. Characters may increase their Level in one Path, or split it into as many as they wish. For instance, Magic Level 30 may be used to master only one Path at level 30, or two at Level 15.

The Magic Level depends exclusively on Intelligence as indicated in **Table 56**. Still, this does not mean spellcasters will always have their limit value automatically. Characters with the Gift do not normally achieve their full knowledge level right from the start. The recommended policy is that the GM allows recently created characters to develop half their maximum Magic Level (for Mystical Archetypes) and only a fourth of their potential for any other mixed archetypes.

Not all Paths have affinity with one another. Each Path has an antagonist that represents a power opposed to their nature and knowledge. For instance, Light opposes Darkness and Creation opposes Destruction. Characters wishing to develop knowledge on a Path opposed to another one they already master will need to invest twice the Magic Level to do so.

Exodus is a spellcaster with Intelligence 9. This means his maximum magic level is 40. He could learn one Path up to Level 40, or one to Level 15 and another to 25, or even four different Paths to level 10 each. However, if any of the Paths he decides to learn is opposed to any of the Paths he has already knows, the new one will cost him double. In other words, he will need to spend 20 Magic Levels to get just 10.

Table 56: Magic Level

Intelligence	Maximum Magic Level
1 to 5	0
6	10
7	20
8	30
9	40
10	50
11	75
12	100
13	150
14	200
15	300
16	400
17	500
18	600
19	700
20	800

Joanne obtains an Erebus Armlet, a powerful mystical artifact

Free Access Spells

Paths are not totally pre-determined. Two spellcasters of a similar level with mastery over the same kind of magic will not necessarily have identical spells – thanks to the existence of Free Access spells. Free Access spells are generic charms without a particular affiliation to any of the Paths. They are based on the idea that not all spellcasters develop exactly the same mystical bases, and that each one will research spells that suit him best. By choosing Free Access spells, characters with magical abilities customize their powers; this prevents all spellcasters of the same Path from being identical to one another.

Each magic Path allows characters to choose a different number of Free Access spells. This is precisely the main difference between the Lower and Higher Paths. The Higher Paths have more spells of their own, but they grant fewer choices of Free Access spells. On the other hand, the Lower Paths have fewer spells and a lot more Free Access spell slots. A spellcaster's number of Free Access spells is defined by his Magic Level and the Path that he has mastered. Whenever "Free Access" appears in a Path's spell list, it means the caster is entitled to choose a spell from that list if he has a Free Access Slot.

There are two limitations to learning spells. First, the Free Access spell may not be of a higher level than the magic option slot. For instance, if the slot appears with the message "Level: 1–30," the maximum level for the Free Access spell will be 30. Second, some of these spells are closed to certain Paths because their nature is in complete opposition to the magic the Paths represent. In these cases, the Free Access Spells can not be chosen using that specific Path.

Exodus's magic level is 40. He chooses to spend all of it on the Path of Light, giving him four Free Access Slots. He chooses to learn the following spells: For the Level 4 Slot, Move Objects (Level 1 to 10); for Level 14, Slippery Area (Level 1 to 20); for Level 24, Understand Languages (Level 1 to 30), and finally for Level 34, Speed (Level 1 to 40).

Choosing Spells

A spellcaster may choose to use his Magic Level points to learn specific spells instead of increasing his level in one or more Paths. This method allows for more customization instead of learning more overall spells by mastering an entire Path. The cost of the spells in terms of Magic Level depends on how high they are, as **Table 57: Choosing Spells** illustrates. It is perfectly possible to combine both options and invest some Magic Level points on a specific Path and others on single spells.

Table 57: Choosing Spells

Spell Level	Magic Level Cost
2 to 10	2
12 to 20	4
22 to 30	6
32 to 40	8
42 to 50	10
52 to 60	12
62 to 70	14
72 to 80	16
82 to 90	18
92 to 100	20

High and Divine Magic

Spells of Level 81 and higher are considered special. The powers they entail are too elevated to be controlled by mortals; the majority of spellcasters will simply fail to execute them. This is not to say that they will not understand them, but rather that the supernatural nature of that magic is too lofty for mortal use. The use of these spells is limited to entities with enough Gnosis to cast them.

There are two kinds of special magic: High Magic (spells of a Level 81–90) and Divine Magic (spells of Level 91 and above). High Magic spells are restricted to creatures that have a Gnosis score of at least 25. Divine Magic requires a Gnosis score of 40 or above. High and Divine Magic apply only for spells of the various Paths; these limitations do not count for Free Access spells when they are chosen individually.

Magic Instruction

The amount of time required for characters to learn any given spell, or to advance a level of their Path, is a very subjective issue. Each spellcaster will need a different time span to learn, depending on the level of the spell and the spellcaster's Intelligence. Instead of going by a fixed rule, it is preferable to leave it to the GM's best judgment.

But, where do wizards learn their spells? The usual form would be to have them access mystical texts or tutors to draw knowledge from. Learning from these books or instructors, spellcasters have a real foundation to lean on and to absorb the spells. However, access to these elements is not indispensable if they are already familiar with the principles of magic. Spellcasters in full knowledge of the supernatural principles to cast spells are able to develop spells on their own and advance on their Path. How they do it is entirely up to them. For example, spellcasters of the Path of Essence will spend the day meditating and analyzing their souls in order to perfect their knowledge; Air spellcasters may experiment with the wind and the weather instead. Still, the GM must take into consideration that learning the spells by autodidactic methods should be a lot more demanding than doing it by instruction. Remember also that characters who have invested their entire Magic Level have also reached the limit of their understanding and can not master any more spells until they increase their Intelligence.

Using Spells

Every spell has a base cost, and spellcasters must Accumulate enough Zeon with their MA to pay for the value of the spell and obtain the base effect described. However, spells do not always need to be cast with the same magic base value; spellcasters have the option of investing more Magic Points to enhance its effects. This option can allow a single spell to cover a wide spectrum of functions, depending on the power the character decides to cast a spell with.

For every 10 extra Zeon Points spent on potency, effects will increase as shown in the Added Effect section of the spell's description. For instance, if spellcasters spend 20 points over a spell's base value, they may add the Added Effect twice. There is a limit to the maximum value reached by each spell, depending on the character's Intelligence. The Intelligence of the spellcaster defines his ability to formulate efficient spells and to reach a higher Zeonic Value. Each spell has a different limit, as indicated in the Maximum Zeon section of the spell's description. This limit is a multiplier that must be applied to Intelligence. The result is the spell's limit of Zeon Points. There are five possible multipliers ranging from Intelligence times 10 to times 50. A character with Intelligence 8 looking at a spell with "Maximum Zeon Intelligence x30" will only be able to cast it with a maximum potency of 240 Zeon points (8 times 30). In cases where the character's Intelligence does not even allow him to reach the minimum value of the spell, the spellcaster will be incapable of understanding it.

Exodus casts a Create Light spell with his MA 30. The spell costs 20 points, so he is able to cast it in one turn. With the initial value of the spell, he will get the base effect of illuminating a 15-foot radius. Since his Accumulation allows him to spend 10 extra Zeon Points, he could invest these to extend the radius another 15 feet.

Later, he prepares to cast an Armor of Light to its fullest extent. Looking into the characteristics of the spell, we find its maximum value to be the Intelligence of the user multiplied by 10. Since Exodus has an Intelligence of 9, he will be able to cast the spell up to a maximum level of 90 Zeon points (10 times 9). Exodus spends three entire turns Accumulating the 90 points and then casts the spell. The spell's base cost is 60 Zeon, which gives an AT 2 against Energy. Since Exodus still has the 30 points, he can increase the effects of the spell in three Added Effects (each Added Effect costs 10 points). In this case, each Added Effect adds 1 to the spell's AT, giving the Armor of Light spell a final AT of 5.

Maintaining Spells

Not all spell effects are instantaneous and temporary. Many of them may be maintained over prolonged periods of time, provided the spellcaster continues to invest Zeon points to that end. The amount of Zeon necessary for keeping such spells active depends on their Zeonic Value. Each spell that can be maintained has a specific cost according to the amount of Zeon invested on it. The spellcaster must spend that amount to keep it active each turn after it is cast. For instance, if the spell has a "1 every 10" Maintenance, and it was cast with 150 points, the spellcaster will automatically lose 15 points of Zeon for every turn the caster wishes to maintain it. The cost is rounded up in increments of fives.

Paying for maintenance is an Innate Action. Spellcasters automatically chain these spells to their essence, and they draw Zeon from their magic reserve without altering their MA. The spells themselves take their nourishment from the power of the spellcasters, so they can be maintained even when the spellcasters are asleep or unconscious. In order to end a maintained spell, spellcasters must consciously dispel it.

The only limitation for the number of spells spellcasters can maintain is their Zeon reserve.

Exodus's Armor of Light can be easily maintained for a number of turns. In this case, it costs 1 Zeon Point for every 20 points of the spell's Zeonic Value. Exodus cast the spell at level 90, meaning it will cost 5 points (rounded up from 4.5) per turn to maintain. Exodus will maintain this spell automatically by drawing the necessary 5 points every turn for as long as he has Zeon Points available, or until he chooses to end the spell.

There is a second type of maintained spell, the so-called "daily" spells. These spells may also have their durations extended, but their cost is so reduced that instead of spending Zeon Points by turn, payment is made per day. The maintenance costs for daily spells are deducted from the caster's Zeon Regeneration. The costs of all daily maintained spells are added together and rounded up to the nearest five. This sum reduces the amount of Zeon the caster regenerates each day. If the payment is higher than the magic regeneration amount, the excess points are instead taken from the caster's Zeon Reserve.

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Exodus has two daily spells that consume 8 and 10 Zeon points each. If he wished to maintain both spells, he would have to reduce his daily Zeon regeneration by 20 points (8 plus 10, rounded up to 20). Since his MA is 30 points, Exodus would then only regenerate 10 Zeon points each day he maintained both daily spells. If he later casts a third spell with a daily maintenance of 20 points, instead of recovering magic, Exodus would lose 10 points each day he maintained all three daily spells.

Types of Spells

There are six different types of spells. This categorization has been made to simplify explanation and make them easier to understand. However, this does not mean each spell belongs to only one category. In many cases, they may be mixed and include properties of one or two types simultaneously. The following is a brief description of each type and its characteristics:

Attack: These spells produce an attack upon a target using the spellcaster's Magic Projection as a Combat Ability. All spells of this type are attacks equivalent to projectile weapons with their own Base Damage. They attack following the natural rules of distance combat. The spellcaster does not use any of the modifiers to Projectile Attack in Table 44, and penalties to Projection do not apply for additional actions. Attack spells are perfectly visible, but their supernatural nature makes it necessary most of the time to have the ability to stop Energy in order to successfully Block any of these attacks. They will be regarded as a Fired Projectile with respect to calculating penalties for the target. More on the particularities of these spells can be found in the **Supernatural Abilities in Combat** section of **Chapter 9**.

Only attacks on the Energy AT are capable of damaging immaterial beings or those immune to non-Energy based damage. As magical as it may be, a fire ball will not harm a specter; a more spiritual attack is needed for achieving this task.

For calculating the breakage of spells, the Base Damage they produce must be divided by 20. For example, a spell attack with Base Damage of 60 will have a breakage of 3.

Defense: As the name indicates, these are spells that allow characters to use their Magic Projection defensively against all sorts of attacks. Usually, they come in the form of magic shields, but they may have different functions. Magic shields never apply negatives for receiving additional attacks. Some of their particulars are explained in the **Supernatural Abilities in Combat** found in **Chapter 9**. Shields are perfectly visible while in use.

Spiritual: Spiritual spells affect the essence of their targets. They require spellcasters to attack using their Magic Projection and receive a minimum damage of 10% on the Energy AT. If they succeed, they will have accomplished their goal, and the affected character will need to pass the spell's MR to avoid the effects. If the targeted individual passes the Resistance, the spell fails and no further Checks are required.

Since they work directly upon the soul, these spells are totally invisible, and those attempting to defend against them will suffer the Blinded penalty unless they are able to see magic. As with Attack spells, characters must be able to touch Energy in order to succeed in Blocking them. If the spellcaster fails to reach a 10% result on the Energy AT, the target has avoided the spell and no MR will be required.

Spells that belong to both Attack and Spiritual categories will be perfectly visible.

Selena and her clumsy apprentice Karla, a Daimah Nephilim

Effect: These spells produce automatic results on the environment and on spellcasters themselves. They usually have positive consequences, so they are infrequently met with Resistance. Spellcasters will use them for such varied tasks as lighting a room or materializing an object. Like Spiritual spells, they can not be perceived by those unable to see magic. Their results, however, are usually visible to everyone.

Automatic: This is the most complex category on the list. Spellcasters do not need to use their Magic Projection upon targets in order to affect them; the only thing necessary for the spell to be performed is the fulfillment of a certain condition stated in the spell itself. For instance, the spell Mark of Fear requires that the targeted characters look right at the enchantment. These spells are usually also Spiritual. If that should be the case, the targets who fulfill the condition that sets the spell off will automatically need to pass the MR. If the target passes the Check, he will be immune to the effects of the spell even if he sustains the action (such as not looking away from Mark of Fear). If he does so after fifteen seconds (5 Combat Turns), he needs to pass the MR Check again.

It is important that these spells be clearly differentiated from those simply with area effects. Area Attack or Spiritual spells require a spellcaster to pass a Magic Projection Check against his target's Defense, whereas Automatic spells take effect immediately on the individuals who fulfill the condition stated in the spell's description. However, Automatic spells still demand a spellcaster to make a Magic Projection Check for the spell to be successful and to manifest in the designated place.

Detection: These are specialized versions of Automatic spells. As their name indicates, these spells allow spellcasters to retrieve information about the characteristics and location of people and objects whenever they fail the spell's MR. Detection spells can be resisted by some mystical effects and the Ki Concealment Ability.

Common Spell Features

Each spell has its own specific description, but there are also certain general rules that apply to most spells.

Affectable Presence: All animate or inanimate entities have a spiritual force that indicates how vulnerable they are to mystical abilities, which is called their Affectable Presence. Likewise, every spell has a Zeonic Value that represents its power, which is dependant on both the nature of the spell itself and the capabilities of the caster. The higher a target's Affectable Presence, the higher the Zeonic Value needed to fully affect the target with magic. In some cases, lower Zeonic Value spells will work on to a lesser extent, and in others they simply will not work at all.

Some spells allow a caster to distribute the effects of the spell amongst multiple targets, as long as each individual's Affectable Presence is lower than the Zeonic Value of the spell. Other spells may allow a caster to increase the effect on a single weaker target. Generally, the presence of the equipment characters carry with them is already taken into consideration in the spell. This is not to say that spellcasters can affect all inanimate matter they come into contact with, but clothes, weapons, and backpack contents are usually included. This rule excludes artifacts with a Presence higher than 200.

The base spell Pass Without Leaving Trace will affect up to a maximum Presence of 120 points, but it can influence several individuals if its value is split. It could be used on a single 120-Presence subject, two 60-Presence subjects, one subject with 50 Presence points and two with 35, and so forth.

Allowing the Effect: An MR Check is not always necessary to know if a certain character has been affected by a Spiritual spell. Those individuals who voluntarily declare their desire to be affected by the magic will not require a Resistance Check.

Target Selection: Spellcasters will only affect the targets of their choice unless otherwise explicitly stated. On the other hand, they will not be able de-select targets inside a radius unless they are perfectly aware of their existence.

Base Magic Resistance: All the spells that require Magic Resistance have their Difficulty levels specified in the description. However, some Effect-type spells, which usually grant positive States, may happen to be voluntarily resisted. In such cases, as long as the GM deems it necessary, these spells can be treated as having a Difficulty of 120. Bear in mind this rule can only be used when the spell is directly affecting the essence of individuals who state their will to resist, not for environmental spells. A character hiding out in a dark place will not be granted the chance of resisting a light spell that seeks to illuminate his hideaway.

Ghostly Spells: Some illusory spells possess a ghostly nature; they are so believable that targets are truly convinced they are suffering their consequences. None of the damage caused by any of these spells is real, but the deceived individual does not recognize this until the spell ends. Those who die at the hands of a ghostly spell are automatically left unconscious and remain in that state for several hours. Additionally, if the damage received is so great as to produce a mortal critical, the character can actually die of cardiac failure.

Every 5 Turns: Characters subject to a supernatural effect as a consequence of failing an MR Check are entitled to a new roll every 5 turns unless the spell indicates otherwise. For instance, someone affected by a Paralyze spell would not be able to move for the following five turns, but he would get a new roll in the sixth, later at the eleventh, etc. Only maintained spells allow characters to roll for a new Resistance. Spells that produce a sustained effect after failing the Check (and do not require maintenance, as is the case of Destroy Memories) do not grant new rolls. This rule applies only to effects resistible by MR and does not include any other type of Resistances.

Change in Magic Resistance: As an exception to the previous rule, all characters are entitled to a new MR Check if their Magic Resistance is temporarily increased by way of a supernatural effect. This is to say, someone affected by a Paralyze spell effect may repeat the MR if an Increase Resistance spell is cast upon him. There will be only one Check per supernatural effect. A character in possession of a magic ring that applies a bonus to MR will not be allowed to put it on and take it off over and over in order to repeat the Check every turn until he passes it. No matter how many times puts it on, he will be allowed a new MR Check the first time only.

The Appearance of Spells

Just as there are no pre-established formulas for spells, there is no reason why they should all be perceived in the same way. When it comes to casting them, every sorcerer has created different magic, and therefore their spells may also have a different look. It is not plausible that a Light Beam spell always manifests itself in the form of a fine ray of light that pierces through everything. Players have absolute freedom to describe the look of their spells the first time they cast them, and of give them whatever shape they choose. Once described, spells should always follow similar guidelines so that effects have a personal touch. Let's take a Fire Ball as an example. The most traditional shape is that of a huge flaming sphere that springs from the sorcerer's hands and bursts when it hits its targets. However, the same spell may take very different forms depending on what the sorcerer has in mind. A sorcerer known as "The Dragon" could declare that his spell are shaped like a black flame dragon that descends from the skies and bursts once it reaches his target. Or, some magical symbols could be drawn in the affected area and then suddenly burst into flames.

Spells of a more mystical tendency are also likely to adopt some unusual styles. The spell Blessing could very well materialize in the form of two wings of light growing on the character's back, and the whole radius fills with white feathers. It is all up to the player's imagination. But remember: The way a spell is perceived does not modify the existing effects in the least, nor add new ones. The character with Blessing may grow wings, but he will not acquire the ability to fly, and the feathers will be of no use to him. All in all, the appearance of the spells is pure Hollywood, and its only purpose is to collaborate with a propitious atmosphere that will help players experience the mysticism of magic.

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Magic Rituals

Until now, we have focused on spells that require only a few turns' preparation. Sometimes spellcasters will need to prepare their spells for days in order to obtain the desired effects. Magic rituals are ceremonies that spellcasters perform to increase the potency of their spells, or to cast spells their Intelligence would not normally allow them to cast. Spellcasters may add a bonus to their Intelligence in order to calculate the maximum limit their spells can reach – depending on the amount of time they employ. Unfortunately, the ritual also increases the spell's Zeonic Cost, which is multiplied according to complexity level. All these effects are described in **Table 58: Magical Rituals**.

No two magic rituals are alike; they vary according to the kind of magic characters use, and the knowledge they possess. Rituals usually involve supernatural components and sacrifices. The GM should establish the requirements for each ritual and the components spellcasters must be furnished with. The GM may even establish that a certain ritual is to be performed exclusively on a specific day of the year, or amidst a storm. An Occult Check may also be a requirement for knowing the precise method.

Katerine executes a ritual

Table 58: Magic Rituals

Preparation	INT bonus	Additional Cost
One hour	+1	+50%
An entire day	+2	Two times
Three days	+3	Three times
One week	+4	Four times
A year	+5	Five times

Exodus wishes to attempt a very powerful Travel by Light spell. The spell's description indicates its maximum level is Intelligence x30, which means Exodus would normally be able to cast it at only a 270-point maximum value. However, Exodus spends an entire day preparing a ritual and is thus able to increase his Intelligence to 11. This allows him to reach a maximum level of 330 points. However, the ritual doubles the spell's cost, forcing him to spend 660 Zeon points in order to cast it.

Magic Grimoires

A magic grimoire is any sort of manuscript that lists spells. Grimoires are simply "Magic Theory" text books that initiate spellcasters on the basics of the supernatural. Characters with the Gift may cast the spells found within simply by following the instructions – even without knowledge of the spell or of any other spells of the same Path. However, since they are interpreting magic and following written orders, spellcasters using grimoires must automatically reduce their MA by half. The use of a grimoire does not endow characters with any additional knowledge: they simply recite and follow the instructions.

Grimoire spells are pre-determined and cannot modified when cast; their Zeonic Value is fixed. When the Zeonic Value of a grimoire spell is higher than the character's Intelligence allows him to cast, he simply cannot cast it.

Some spells are directed at very specific ends, which is another limiting factor for the sorcerer using the grimoire. If a sorcerer has written a Recreate spell with the goal of recreating a lost eyeball, this spell will not work for recreating any other body parts except eyeballs.

Magic Appraisal

Magic appraisal is a vital ability for spellcasters. As explained in Chapter 4, this ability permits spellcasters to measure and recognize magic, as well as to hide it from others. Spellcasters may use it to detect magical beings and other bearers of the Gift. It is a Passive ability, and players who declare that their characters are being attentive to the magic fluctuation around them are entitled to a new roll each time they encounter any magical force. Incidentally, it will also allow spellcasters to conceal their supernatural power and spells Passively, even in their sleep. Those attempting to analyze the level of power of someone concealing their magic must pass an Opposed Ability Check. If this Check succeeds my more than 40 points, the magical aura around the target can be perceived. If the difference is more than 80, the spellcaster will be able to measure his target's potential compared to his own.

It is extremely difficult to conceal supernatural power while Accumulating magic. For this reason, spellcasters receive a penalty to their Magic Appraisal equivalent to twice the Zeon Points they have Accumulated when trying to conceal their power. In addition to this, there are other modifiers that could influence a spellcaster's Magic Appraisal ability, as explained in **Table 59**.

The ability may also be used to recognize spells and effects. The Difficulty Level the character must pass is subject to the complexity of the spell (see **Table 60**). If the spellcaster wishes to conceal the spell, he may use his Magic Appraisal as an Opposed Ability to decrease the ability of the examiner. If the character knows the spell he is examining, he can apply a +40 bonus to his roll. As for magical objects, it is in the hands of the GM to decide what Difficulty Level to assign to each.

Table 59: Magic Detection

Situation	Modifier
The magic source is more than 60 feet away	-20
The magic source is more than 150 feet away	-40
The magic source is more than300 feet away	-80
The magic source is more than 1 mile away	-120
*Environment slightly charged with magic**	-40
*Environment strongly charged with magic**	-80

*These modifiers will only apply to detect a specific magical element in the environment.

Table 60: Magic Analysis

Spell level	Efecto
Easy	Recognize the nature of the magic
Medium	Magic Level 20
Difficult	Magic Level 40
Very Difficult	Magic Level 60
Absurd	Magic Level 70
Almost impossible	Magic Level 80
Impossible	Magic Level 90
Inhuman	Magic Level 100

SPELL DESCRIPTIONS

What follows is a list of spells in the Eleven Paths and Free Access magic. The following information is specified for each spell:

Level: This number represents the Magic Level characters must invest in order to use the spell. For example, a spellcaster with a Magic Level of 40 in a specific Path would know all the spells of the Path up to that level. It also determines the cost of the spells in case players wish to select them individually.

Action: Spells may be either Passive or Active Actions, depending on their nature.

Cost: This is the amount of Zeon necessary to cast the spell at its base level. Spellcasters without enough Zeon to pay for the base cost of the spell are not able to use it. When characters spend the required Zeon points, the base effect is produced.

Effect: This is the description of the effect when the base cost is paid.

Added Effect: The power of the spells may be increased by investing additional Zeon Points. This section shows how the effect is enhanced for every 10 points the spellcaster adds to the base cost.

Maintenance: Some spells may have their duration extended by continuing to invest Zeon Points after casting them. "No" means the spell's effect cannot be maintained. For those spells that can be maintained, the cost will depend on their Zeonic Level. For instance, if if a spell with a "1 every 10" maintenance was cast with 150 points of Zeon, the spellcaster will automatically lose 15 points of Zeon for every turn he wishes to maintain it. The figure in parenthesis is the maintenance already calculated from the spell's base value. "Daily" means the value is so low that it is paid daily instead of on a per turn basis.

Maximum Zeon: There is a limit to the amount of Zeon that may be spent on every spell, and it depends on the Intelligence of the spellcaster. There are five different limits to the maximum Zeonic Level – Intelligence x10, x20, x30, x40, and x50. A character with Intelligence 11 attempting to cast a spell with a maximum value of Intelligence x20 should make sure that the Zeonic value of the spell does not rise above 220.

Type of Spell: This specifies the type of spell.

The Paths of Magic

LIGHT: This is the Path that confers dominion over one of the two Higher Elements, pure light. It controls man's most positive emotions, such as love, peace, and pleasure. Light also regulates knowledge and detection. Its offensive and defensive powers are very balanced. The Path opposed to Light is Darkness.

DARKNESS: Darkness does not govern the absence of light, but rather it manipulates the very power of the shadows. It controls all negative emotions, such as fear, anger, and hatred. It also represents the power of secrets, among which concealment and obfuscation are included. Like Light, its power is very well balanced. The Path opposed to Darkness is Light.

CREATION: The power of creation is the magical ability to organize and alter the reality that surrounds spellcasters. These spells are about change, healing, and creating things. It is a distinctly defensive magic. The Path opposed to Creation is Destruction.

DESTRUCTION: This Path allows the caster to channel the power of the Flow of Souls, turning it against reality itself. These spells affect both the material and spiritual worlds. It is a naturally offensive power. It's opposed by the Path of Creation.

FIRE: The first of the four Lower Elemental Paths rules over high temperatures. These spells generate heat and fire, and they devastate large areas of land. It also contains sacrifice enchantments that consume certain sides of an individual to bring up others in turn. It is a very offensive Path. The Path opposed to Fire is Water.

WATER: This Element hosts a variety of diverging concepts. This is the Path that confers dominion over liquids and the purity of things. It also represents the power of ice and low temperatures. Its power is offensively and defensively balanced. The Path opposed to Water is Fire.

EARTH: Earth is the power of the planet, stones, and minerals. It is the most substantial of magics, and it governs the laws of physics – like gravity and magnetism. Its influence over spirits and the immaterial is very limited. Earth spells are the magic of resistance, endurance, and slowness. The Path opposed to Earth is Air.

AIR: This is the Path of the ethereal and incorporeal. It contains movement and speed spells. With its power, space may be altered and bodies may be transported from one place to another. This is also the Path in charge of the weather and electricity. The Path opposed to Air is Earth.

ESSENCE: Essence controls life and souls. This Path has control over spirits and natural beings that belong to the world. It is also the Path of nature and spells of a druidic origin. The Path opposed to Essence is Illusion.

ILLUSION: The power of this Path gives spellcasters control over Deception and Illusion. Spells can alter reality and the way it is perceived. The Path opposed to Illusion is Essence.

NECROMANCY: Necromancy is a perversion of magic. While the rest of the Paths derive their power from the network of souls, these spells destroy the essence of life by stagnating and perverting the souls it uses. Its power gives back life to the dead, destroys souls, and drains the life and essence of other beings. Necromancy is opposed to the rest of the magic Paths.

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Book of Light

Create Light
Level: 2 **Action:** Active
Cost: 20
Effect: Creates light in a radius of 15 feet
Added Effect: +15 feet radius.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (2) **Daily**
Type of Spell: Effect

Free Access
Level: 1-10

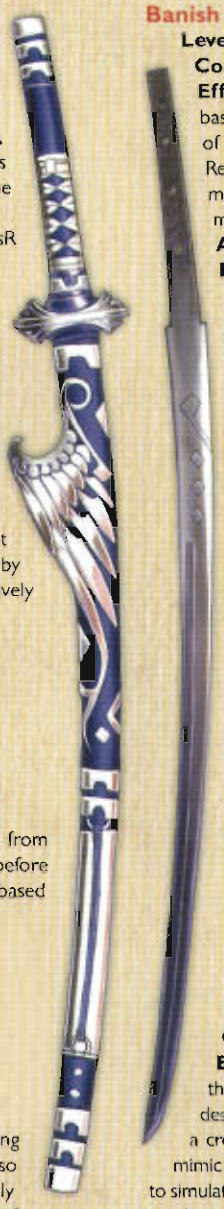
Induce Calm
Level: 6 **Action:** Active
Cost: 40
Effect: Calms individuals feeling fear or hatred within 50 feet of the caster. Makes any Fear, Terror, or Anger States disappear, even if of supernatural origin. It does not prevent violent actions deliberately done in cold blood. The MR or PsR Check to overcome this spell has a Difficulty of 80.
Added Effect: +30 feet to radius and +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Blinding Flash
Level: 8 **Action:** Active
Cost: 50
Effect: Causes a sudden flash of light for a radius of 50 feet. It blinds anyone looking at it when it goes off for as many combat turns as he fails the MR check by, divided by 10. It is not possible to designate specific targets within the flash, and everyone except the caster is equally affected. Characters can resist this spell by passing a PhR Check with a Difficulty of 140. If someone is actively avoiding looking at the flash, the PhR Check Difficulty is 80.
Added Effect: +15 feet to radius.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Automatic

Shield of Light
Level: 10 **Action:** Passive
Cost: 50
Effect: Forms a barrier of Energy that protects the caster from any source of attack. The shield can absorb up to 300 points before breaking, but is only damaged by supernatural attacks. Impacts based on Darkness cause double damage.
Added Effect: +100 Resistance Points.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5)
Type of Spell: Defense

Perceive
Level: 12 **Action:** Active
Cost: 50
Effect: This spell improves the perception of the caster, increasing his secondary abilities of Notice and Search by +50. It also increases his Magical Appraisal by the same amount, but only for the purpose of detecting or measuring the magic potency of something or someone, not to hide it.
Added Effect: +10 to Notice, Search and Magical Appraisal.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Effect

Free Access
Level: 1-20



Armor of Light
Level: 16 **Action:** Active
Cost: 60
Effect: Forms a mystical armor with AT 2 against Energy-based Attacks, and an AT of 1 against all others. Although it counts as armor, it does not count as an additional layer of armor for purposes of penalties to Initiative.
Added Effect: +1 to the AT.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Effect

Banish Shadows
Level: 18 **Action:** Active
Cost: 60
Effect: Destroys shadows within a radius of 10 meters. Any darkness based creatures within the radius must pass a MR Check with a Difficulty of 120, or lose the double their Failure level in Life Points (Damage Resistance creatures increases this amount by its Damage Resistance multiple). As long as the spell is maintained over the creatures, they must do a new MR Check each combat turn.
Added Effect: +20 meters to radius and +10 to the MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Spiritual, Effect

Detect Negative Emotions
Level: 20 **Action:** Active
Cost: 50
Effect: Detects any negative sentiments such as hatred, fear, or anger within 10 meters of the caster. It also senses creatures based on such emotions. Resisting the spell requires beating a MR Check with a Difficulty of 80.
Added Effect: +20 meters to radius and +10 to the MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Detection

Light Beam
Level: 22 **Action:** Active
Cost: 50
Effect: Projects a beam of Light based magical energy. Light Beam is an Energy Attack Type with a Base Damage of 60.
Added Effect: +5 to Base Damage.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-30

Hologram
Level: 26 **Action:** Active
Cost: 40
Effect: Creates an immaterial luminous form with a maximum size of three square feet. The caster can give the hologram the appearance he desires, making it very difficult to tell it from something real. If he creates a creature, it can perform any inhuman action the caster wishes, but will mimic the physical abilities of the caster. If, for example, the hologram is used to simulate an attack, it uses the combat ability of the caster. The hologram cannot touch anyone nor be touched, but if it receives any damage based on Energy, it disappears. To detect that the hologram is not real, it is necessary to beat a Notice check against a difficulty of Almost Impossible, or Search against Very Difficult.
Added Effect: +3 square feet to maximum size.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (4)
Type of Spell: Effect

Illustrated by © Wen Yu Li

Bonds of Light
Level: 28 **Action:** Active
Cost: 60
Effect: It cast bonds of light that hold the designated target immobile. An attack is made using the rules for Trapping, although the caster suffers no penalty to his Ability for performing this maneuver. The bonds use a Strength of 8 for any Check. If anyone tries to help free the person Trapped, the Bonds of Light are treated as an Energy weapon with a Fortitude of 20.
Added Effect: +1 to Strength for all checks
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Attack

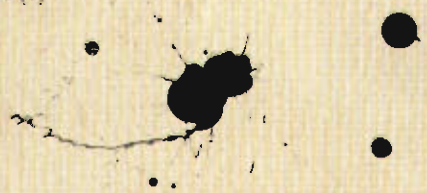
Control Light
Level: 30 **Action:** Active
Cost: 50
Effect: Modifies and controls the form, color, or intensity of light in a 60-foot radius. If cast at Light-based beings, they must pass a MR Check with a Difficulty of 80 or they will fall under the control of the caster. A creature can only repeat the check if it is ordered to do something against its nature.
Added Effect: +30 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5)
Type of Spell: Spiritual, Effect

Detect Life
Level: 32 **Action:** Active
Cost: 60
Effect: Detects any life-form within 80 feet. The spell only detects the number of life-forms and their exact location. Resisting the spell requires beating a MR Check with a Difficulty of 140.
Added Effect: +30 feet to radius and +10 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Detection

Free Access
Level: 1-40

Spy of Light
Level: 36 **Action:** Active
Cost: 100
Effect: Creates a small light of energy that moves as wished by the caster, with a Flight Value of 14, for a maximum distance of one mile. Through it, the caster can see and hear as though he were present, but doing so overwhelms his body's senses, and he can only perceive the world through the Spy of Light. Each combat turn the caster decides if he will see through the Spy of Light, or his own senses. The Spy of Light has an ability of 100 at Notice and Search. If attacked, it can defend itself with the Magic Projection of its caster. For purposes of Initiative, it acts when its controller does. It is only possible to attack it with supernatural attacks, although it is destroyed if it receives any damage.
Added Effect: +5 to Notice and Search and +1 mile to range
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (20) **Daily**
Type of Spell: Effect

Ecstasy
Level: 38 **Action:** Active
Cost: 60
Effect: This spell intoxicates anyone affected with a feeling of utter ecstasy. The sensation of pleasure is so powerful that the victim's senses are completely clouded, and he receives a –20 All Action Penalty while affected. However, the spell's victims are also completely oblivious and immune to any pain or other affliction based penalty, except those for actually being physically incapacitated. The MR Check to resist this spell has a Difficulty of 80, and affects a radius of 30 feet.
Added Effect: +30 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Spiritual



Banish Negative Emotions
Level: 40 **Action:** Active
Cost: 80
Effect: Temporarily banishes any negative sentiments such as hatred, fear, or anger within 300 feet of the caster. Resisting the spell requires beating a MR or PsR Check with a Difficulty of 100.
Added Effect: +150 feet to radius and +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Healing Light
Level: 42 **Action:** Active
Cost: 80
Effect: Causes whomever the spell is directed at to recover 40 Life Points. This spell does not restore permanently lost or destroyed limbs, nor eliminate penalties caused by Critical attacks.
Added Effect: +5 Life Points
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-50

Seeking Sphere
Level: 46 **Action:** Active
Cost: 120
Effect: Unleashes a sphere of luminous energy with Base Damage of 100. The caster can control it using his Magic Projection until it hits its target. If the target successfully dodges, the Seeking Sphere can continue attacking the following turn, since it has not been destroyed. When Seeking Sphere causes damage, or is blocked, the Sphere explodes and vanishes. If the caster abandons control of it, it will act independently, following its last designated target with a Magic Projection of 150.
Added Effect: +5 to Base Damage and +5 to the Magic Projection of the Seeking Sphere
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12)
Type of Spell: Attack

Zone of Detection
Level: 48 **Action:** Active
Cost: 140
Effect: This spell allows the caster to detect any being within the area of the spell who does not beat a MR Check with a Difficulty of 180. The Zone of Detection only tells the caster how many individuals are in the zone, and their exact location. It also senses spells of Detection that attempt to enter into the area, as long as the spellcaster using them does not beat the MR (regardless of his actual location). The affected zone can be no larger than 60 feet in radius, and is stationary in the place it was cast.
Added Effect: +30 feet to radius and +10 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (7) **Daily**
Type of Spell: Detection

Enter Another's Dreams
Level: 50 **Action:** Active
Cost: 120
Effect: This allows the caster to physically enter a sleeper's dreams. The caster has no control over the dream world of the dreamer, and anything that happens there will be real to the caster. The person must have peaceful dreams to be affected by this spell, and the moment the dream turns into a nightmare, or he awakens or dies, the mage abandons the dream world and returns to reality. Any Spiritual spell cast on the dreamer while the caster is present in his dreams will also affect the caster. The MR or PsR Check has a Difficulty of 140. Once he is in the target person's dreams, the caster can jump to the unconscious of yet another dreamer who is physically no more than 30 feet from the original sleeper. Naturally, this new dreamer will have the right to his own MR Check. If the dreamer's consciousness happens to be in the world of The Wake, the caster is trapped there even when the spell expires.
Added Effect: +30 feet additional to jumping range and +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6) **Daily**
Type of Spell: Spiritual

Light Form
Level: 52 **Action:** Active
Cost: 100
Effect: The body designated by the caster is transformed to pure luminous energy and becomes intangible to matter and non-energy attacks. While in this state, the transformed person gains a +50 bonus to his abilities of Notice and Search, and a +30 to his Resistance against effects based on Light. In this state, the damage caused by Darkness based attacks is doubled. The maximum Presence that can be affected is 100.
Added Effect: +10 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-60

Blessing
Level: 56 **Action:** Active
Cost: 100
Effect: Blessing endows the affected party with incredible energy. Those affected receive a bonus of +20 to all their actions and Resistances. All allies within 15 feet of the caster are affected. No one can be affected by more than one Blessing at a time.
Added Effect: +15 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (5)
Type of Spell: Effect

Create Good Feelings
Level: 58 **Action:** Active
Cost: 100
Effect: This creates positive sentiments such as love, pleasure, or friendship in the people designated by the caster. The radius of the spell is 60 feet, and the MR or PsR Check has a Difficulty of 120. Those affected can repeat the Resistance Check once per day.
Added Effect: +5 to MR or PsR Difficulty and +30-foot radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Spiritual

Hypnotic Display

See Truth
Level: 60 **Action:** Active
Cost: 100
Effect: Permits the affected person to perceive supernatural forces that are invisible to the human eye, including magic, psychic matrices, and invisible or spiritual beings. Although this spell does not directly work against illusion spells because they affect the mind, not the vision, anyone using See Truth against visual illusions can apply a +50 bonus to their MR Checks, since it would help detect their falseness. The maximum Presence that can be affected is 80.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Effect

Shield from Negative
Level: 62 **Action:** Active
Cost: 140
Effect: This spell enchants a certain area, making it impenetrable for beings naturally based in negative emotions or Darkness. Any such creature entering the zone must pass a MR Check with a Difficulty of 120 or suffer the loss of a number of Life Points equal to the margin of failure. Additionally, if it fails the check, it receives an immediate −40 All Action Penalty. The affected zone can be no larger than 60 feet in radius, and is stationary in the place it was cast.
Added Effect: +60 feet to radius and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-70

Find
Level: 66 **Action:** Active
Cost: 160
Effect: By means of Find, the caster can locate any person, place, or thing, and know its exact location in that moment regardless of the distance separating them. Anything can be found, whether an individual object, or a type of object, or simply something that fulfills a specified condition. For example, the caster can try to locate a city, the thief who stole his crosier (even if he doesn't know who did it), or the closest eligible maiden of royal blood. Objects, places, or people affected must make a dice roll against a MR Check with a Difficulty of 140 to avoid being located. Large places apply a −40 penalty to this check.
Added Effect: +10 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Detection

Restore
Level: 68 **Action:** Active
Cost: 160
Effect: This spell allows the person affected to recover from any penalties including those caused by fatigue, hunger, physical damage, and even spells, although not from actual physical loss such as from the loss of a limb or other body part. Restore automatically restores any number of Fatigue points lost due to fatigue. The maximum Presence that can be affected is 100.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Hypnotic Display
Level: 70 **Action:** Active
Cost: 140
Effect: This spell creates spectacle of lights in a specified place that has a fascinating and dumbfounding affect. All the characters that see the display cannot help but continue watching it. It is visible for a radius of half a mile, and anyone seeing it must make a MR or PsR Check with a Difficulty of 120 to resist its effects. Those affected can perform Passive Actions, but cannot move. They can make a new Resistance Check every time they are attacked. The condition for being affected is looking directly at the Hypnotic Display.
Added Effect: +1 mile to radius and +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 50 (3)
Type of Spell: Automatic

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Catastrophic Light
Level: 72 **Action:** Active
Cost: 120
Effect: Creates a deadly discharge of Light with a Base Damage of 150. Catastrophic Light has a radius of 80 feet and is an Energy Attack Type.
Added Effect: +30 feet to radius and +5 damage
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-80

Luminous Material Objects
Level: 76 **Action:** Active
Cost: 150
Effect: Forms a material object from luminous energy. Whether it is something as complex as a clock, or as simple as a sword, the object created cannot have a Presence of more than 60, but for all purposes it is treated as having a quality of +10. As an exceptional rule, the quality of the object does not affect its Presence.
Added Effect: +10 to the object's Presence
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15)
Type of Spell: Effect

Travel by Light
Level: 78 **Action:** Active
Cost: 250
Effect: Transports individuals or objects designated by the caster from one light source to another that must be less than 60 miles away. The quantity of Presence that can be transported cannot be greater than 250. If someone wishes to resist, the MR Check has a Difficulty of 120.
Added Effect: +5 to MR Difficulty, +20 to transportable Presence and +60 miles.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Spiritual, Effect

Lordship Over Dreams
Level: 80 **Action:** Active
Cost: 300
Effect: Permits the control of any type of dream. The caster has the ability to control the sleeper's dream world, modifying it as if he had a Gnosis of 45 (although it is not real). If the dream is fed by negative energy, in other words, if it turns into a nightmare, his Gnosis becomes only 30. If the dreamer wishes to resist the spell, it requires beating a MR Check with a Difficulty of 140. This spell also has a second use, depending on whether or not the caster is in the Wake. Within the Wake, the caster can control his surroundings and acquires the powers of a creature with a Gnosis of 40, as long as he is in an area strongly influenced by positive energies. If he is in an area of neutral energies, he is treated as having a Gnosis of 30.
Added Effect: +5 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (60) **Daily**
Type of Spell: Spiritual, Effect

High Magic

Create Being of Light
Level: 82 **Action:** Active
Cost: 250
Effect: Creates a luminous being with the appearance of life, but completely under the control of the caster. The entity is developed as a Being Between Worlds, using the powers and limitations of Light Elementals explained in **Chapter 26**. The creature has 600 DP and its maximum level is calculated using the same rules as in the spell Create Being from the Path of Creation.
Added Effect: +50 DP.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Reflecting Prism
Level: 86 **Action:** Passive
Cost: 160
Effect: Creates a body of light that works like a prismatic shield, reflecting any spell, psychic attack, or Ki technique back at the caster. For the charge to be reflected back, it must lose a Clashing Spells check against an equivalent of 100 Base Damage. It is also necessary to make a successful Block using the Prism. If defending against an Area Attack, the prism does not reflect the entire spell; it will still affect anyone in the area of the spell except the caster of the Reflecting Prism. This spell does not reflect Spiritual spells. The caster can use his Magic Projection to redirect the attack. It will absorb 800 points of damage before breaking.
Added Effect: +5 to damage for Clashing Spells and +100 Resistance Points
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (16) **Daily**
Type of Spell: Defense

Radius of Omniscience
Level: 88 **Action:** Active
Cost: 200
Effect: Permits the caster to be omniscient concerning any occurrence or thought within a radius of 1,500 feet from his location. Affects only individuals whose Presence is less than 60 and who do not have higher Gnosis than the caster. The caster will automatically know everything that is happening and everything thought within the Radius. No Resistance is possible.
Added Effect: +1,500 feet to radius and +5 to the affected Base Presence.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (40)
Type of Spell: Effect

Predict
Level: 90 **Action:** Active
Cost: 200
Effect: Permits the caster to foresee future events that will happen around a given person, place, or thing. Predict shows the caster the most probable destiny awaiting someone or something, providing him with detailed information about future events. The period of time covered can never be more than a year from the moment of the prediction. The Game Master can truthfully tell the caster what events will occur in the future. Of course, these predictions are not infallible; what is seen is only the most probable destiny, which may be changed through the intervention of higher powers or the actions of persons with elevated Gnosis.
Added Effect: Doubles the period of time covered.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Divine Magic

Prison of Light
Level: 92 **Action:** Active
Cost: 200
Effect: Encloses the victim in an inescapable world of Light, a separate universe which has no interaction with our own. While the victim is imprisoned, he will have no knowledge of anything that happens outside the prison, nor does anyone outside have any knowledge of the prisoner. To try to break out from within, the prison will resist damage points up to 100 times the Zeon value of the spell, which defends itself according to the rules of Damage Resistance with an AT of 10. From the outside, the prison can resist only double the Zeon value spent. It can only be damaged by Energy-based Attacks with a Presence greater than 180. The prison recovers from any damage with a Regeneration of 19. The spell can be avoided by passing a MR Check with a Difficulty of 140, but if that fails, the prisoner has no chance to check again later; if he wants to get out, he better be able to break through the spell.
Added Effect: +10 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (40) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-100

One with the Light
Level: 96 **Action:** Active
Cost: 100
Effect: Permits the caster to enter a state of utter meditation in which his body becomes one with the Light. He abandons this world and ascends to the Flow of Souls to nourish himself from their energies. Apart from, and without knowledge of anything happening elsewhere, he multiplies his Zeon Regeneration rate by 10, and cures his wounds with a Healing Regeneration of 16. Although there is no maintenance cost for this spell, the caster can be in the Flow of Souls for the equivalent of one day.
Added Effect: One day additional stay in the Flow of Souls.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Ascension
Level: 98 **Action:** Active
Cost: 300
Effect: This spell exchanges the material essence of a person for divine energy, modifying his spirit through pure supernatural power. The affects of Ascension are different depending on whether the caster is casting it on himself, or on another. When increasing his own power, the spell increases his Gnosis by 10 points. If used on another person, it can give the target as much Gnosis as desired, up to a level 10 points below that of the caster. For instance, a caster with a Gnosis of 45 can raise another individual to at most a Gnosis of 35. This spell can affect as many targets as desired as long as their accumulated presence is no higher than 80.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Effect

Holocaust of Light
Level: 100 **Action:** Active
Cost: 600
Effect: This spell unleashes the power of Light in its purest state, sweeping away everything in the spiritual as well as the material world. The freed energy sweeps up and devours everything, unifying its existence to the Light. Even elemental creatures of light are assimilated by its power. The Holocaust of Light creates a great luminous dome within which everything is dissolved. It has a radius of 300 feet, attacks the Energy AT, and causes a Base Damage of 350. Anyone receiving damage, no matter how small, must beat a MR Check with a Difficulty of 160 or be joined with the Light, and automatically destroyed in body and soul. It is not possible to designate specific targets within the Holocaust; all except the caster are equally affected.
Added Effect: +10 Base Damage and doubles the radius of the spell.
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Attack, Spiritual

Book of Darkness

Create Darkness
Level: 2 **Action:** Active
Cost: 20
Effect: Completely darkens an area within a 15-foot radius. Everything within the area is perceived as though on a dark and moonless night.
Added Effect: +15-foot radius.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (2) **Daily**
Type of Spell: Effect

Free Access
Level: 1-10

Induce Fear
Level: 6 **Action:** Active
Cost: 40
Effect: Temporarily causes a Fear State in all people within 50 feet of the caster. The spellcaster decides what the victims are afraid of. The MR or PsR Check to overcome this spell has a Difficulty of 80.
Added Effect: +5 to MR or PsR Difficulty and +30-foot radius
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

See in Darkness
Level: 8 **Action:** Active
Cost: 40
Effect: Permits the caster, or anyone he selects, to see perfectly in the dark. This spell can affect as many targets as desired as long as their accumulated Presence is no higher than 80.
Added Effect: +5 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (4) **Daily**
Type of Spell: Effect

Shield of Darkness
Level: 10 **Action:** Passive
Cost: 50
Effect: Forms a barrier of Energy that protects from any source of attack. The shield can absorb up to 300 points before breaking, but is only damaged by supernatural attacks. Impacts based on Light cause it double damage.
Added Effect: +100 Resistance Points.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5)
Type of Spell: Defense

Shadow
Level: 12 **Action:** Passive
Cost: 50
Effect: This spell increases the caster's ability to conceal, boosting his Secondary Abilities of Stealth and Hide by +50. It also increases his Magic Appraisal by +50, but only for the purpose of hiding the magical potency of something or someone, not to detect it.
Added Effect: +10 Stealth, Hide, Magic Appraisal.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5)
Type of Spell: Effect

Free Access
Level: 1-20

Armor of Darkness
Level: 16 **Action:** Active
Cost: 60
Effect: Forms a mystical armor with AT 2 against Energy-based Attacks, and an AT of 1 against all others. Although it counts as armor, it does not count as an additional layer of armor for purposes of penalties to Initiative.
Added Effect: +1 to AT
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Effect

Banish Light
Level: 18 **Action:** Active
Cost: 60
Effect: Destroys ambient light within a radius of 30 feet. Any light-based creatures within the radius must pass a MR Check with a Difficulty of 120, or lose the double their Failure level in Life Points (Damage Resistance creatures increases this amount by its Damage Resistance multiple). As long as the spell is maintained over the creatures, they must make a new MR Check each combat turn.
Added Effect: +10 to the MR Difficulty and +60-foot radius
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Spiritual, Effect

Hide Magic
Level: 20 **Action:** Passive
Cost: 50
Effect: Hides a spell, or the mystical properties of an object, from any type of magical detection. In game terms, it produces a –80 penalty to the Magic Appraisal spell of anyone attempting to detect or measure a spell or object that has been hidden (it also hides the Hide Magic spell itself).
Added Effect: –10 to Magic Appraisal.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5) **Daily**
Type of Spell: Effect

Dark Beam
Level: 22 **Action:** Active
Cost: 50
Effect: Projects a beam of Dark-based magical energy. Dark Deam is an Energy Attack Type with a Base Damage of 60.
Added Effect: +5 to Base Damage.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-30

Darkzone
Level: 26 **Action:** Active
Cost: 60
Effect: Creates a mystical environment that clouds the senses of anyone within it. The Darkzone increases the difficulty of any Perceptive check within it by 2 levels. This ability also affects Ki Detection. The spell has a radius of 60 feet, and it is not possible to designate targets within it. No Resistance is possible.
Added Effect: +60-foot radius.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (3)
Type of Spell: Effect

Bonds of Darkness
Level: 28 **Action:** Active
Cost: 60
Effect: This spell casts bonds of darkness that hold the designated target immobile. An attack is made using the rules for Trapping, although the caster suffers no penalty to his Ability for performing this maneuver. The bonds use a Strength of 8 for any Check. If anyone tries to help free the person Trapped, the Bonds of Darkness are treated as an Energy weapon with a Fortitude of 20.
Added Effect: Strength +1
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Attack

Control Darkness
Level: 30 **Action:** Active
Cost: 50
Effect: This spell modifies and controls the intensity of darkness within a radius of 60 feet. If cast at Darkness-based beings, they must pass a MR Check with a Difficulty of 80 or they will fall under the control of the caster. A creature can only repeat the check if it is ordered to do something against its nature.
Added Effect: +30-foot radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5)
Type of Spell: Spiritual, Effect

Concealment
Level: 32 **Action:** Passive
Cost: 60
Effect: Conceals the presence of the caster or a target designated by him from any type of detection. In game terms, it increases the resistance to supernatural (mystical or psychic) detections by +40. This ability also increases the Ki Concealment of the person by 40 points, permitting him to hide his energy even if he has not developed that ability.
Added Effect: +10 to Resistances against detections and +10 to Ki Concealment.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect

Free Access
Level: 1-40

Obfuscate
Level: 36 **Action:** Active
Cost: 100
Effect: Modifies the body of the individual, blending him into the background and permitting him to hide himself naturally. While the spell is active, the person can exchange his own level of ability at Stealth and Hide for a base of 100. It also offers the same level of ability at Ki Concealment, even if he has not developed that ability. Remember that these numbers are not added to the person's Secondary Abilities, but are substituted for them if they are lower.
Added Effect: +5 Stealth, Hide and Ki Concealment
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (20) **Daily**
Type of Spell: Effect

Enrage
Level: 38 **Action:** Active
Cost: 60
Effect: Provokes a Rage State in those affected, making them lose control and attack the person closest to them. The spell's victims apply a bonus of +10 to their offensive abilities and a –30 to all other checks. Enrage has a radius of 15 feet and can be resisted by beating a MR Check with a Difficulty of 80.
Added Effect: +15-foot radius and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Spiritual

Banish Positive Emotions
Level: 40 **Action:** Active
Cost: 80
Effect: Temporarily banishes any positive sentiments such as inner peace, calm, or joy within 300 feet of the caster. Resisting this spell requires beating a MR or PsR Check with a Difficulty of 100.
Added Effect: +150-foot radius and +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Night
Level: 42 **Action:** Active
Cost: 80
Effect: Forms a dome of darkness with a maximum radius of 80 feet. Everyone in the interior area, except the caster, is subject to the rules for Vision Totally Obscured. To see through this darkness, whether from inside or outside the done, requires a difficulty check of Inhuman in Notice, or Almost Impossible in Search.
Added Effect: +80-foot radius.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (8)
Type of Spell: Effect

Free Access
Level: 1-50

Dark Sphere
Level: 46 **Action:** Active
Cost: 120
Effect: Unleashes a sphere of dark energy with Base Damage of 100. The caster can control it using his Magic Projection until it hits its target. If the target successfully dodges, the Dark Sphere can continue attacking the following turn, since it has not been destroyed. When Dark Sphere causes damage, or is blocked, the Sphere explodes and vanishes. If the caster abandons control of it, it will act independently, following its last designated target with a Magic Projection of 150.
Added Effect: +5 to Base Damage and +5 to the Magic Projection of the Dark Sphere
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12)
Type of Spell: Attack

Zone of Concealment
Level: 48 **Action:** Active
Cost: 140
Effect: By casting this spell over a particular zone, the spellcaster creates a mystical area that impedes the detection of anything within it. Anything within the area is concealed, with a MR Check against a value of 180 to avoid detections. Additionally, any Ki Detection or Magic Appraisal used within the zone suffers a -140 penalty to its Final Result. Similarly, any type of psychic detection is subject to a -40 penalty to its Potential. The affected zone can be no larger than 60 feet in radius, and is stationary in the place it was cast.
Added Effect: +30-foot radius, +10 to MR, -10 to Ki Detection, -10 Magic Appraisal and -10 to the Potential of any psychic detection.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (7) **Daily**
Type of Spell: Detection

A Dark Sphere

Enter Another's Nightmares
Level: 50 **Action:** Active
Cost: 120
Effect: This allows the caster to physically enter in a sleeper's nightmares. The spellcaster has no control over the dream world of the dreamer, and anything that happens there will be real to him. The person must have terrible nightmares to be affected by this spell, and the moment the dream turns into a peaceful dream, or he awakens or dies, the mage abandons the dream world and returns to reality. Any Spiritual spell cast on the dreamer will also affect the caster. The MR or PsR Check for the sleeper has a Difficulty of 140. Once he is in the other person's nightmares, the caster can jump to the unconscious of yet another dreamer who is physically no more than 30 feet from the original sleeper. Naturally, this new sleeper will have the right to his own MR Check. If the dreamer's consciousness happens to be in the world of the Wake, the caster is trapped there even when the spell expires.
Added Effect: +5 to MR or PsR Difficulty, +30 feet to jumping range
Maximum Zeon: Intelligence x20
Maintenance: 1 every 50 (3) **Daily**
Type of Spell: Spiritual

Dark Form
Level: 52 **Action:** Active
Cost: 100
Effect: The body designated by the caster is transformed to pure dark energy and becomes intangible to matter and non-energy attacks. While in this state, the transformed person gains a +50 bonus to his abilities of Stealth and Hide, and a +30 to his Resistance against effects based on Darkness. In this state, the damage caused by any attacks based on Light are doubled. The maximum Presence that can be affected is 100.
Added Effect: +10 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-60

Perdition
Level: 56 **Action:** Active
Cost: 100
Effect: Perdition causes a disturbed feeling among those affected, reducing their abilities. Those within its area of influence must pass a MR Check with a Difficulty of 120, or else receive a -40 All Action Penalty. The area covered is that within 15 feet of the caster, automatically affecting anyone within that radius. The penalties for Perdition are not cumulative, and so no one ever suffers a double penalty if in the area of influence of more than one such spell.
Added Effect: +15 feet to radius and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (5)
Type of Spell: Automatic

Create Negative Feelings
Level: 58 **Action:** Active
Cost: 100
Effect: This creates negative sentiments such as hatred, fear, or anger in the people designated by the caster. The radius of the spell is 60 feet, and the MR or PsR Check to resist the effects has a Difficulty of 120. Those affected can repeat the Resistance Check once per day.
Added Effect: +30 feet to radius and +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Spiritual

Eliminate Traces
Level: 60 **Action:** Active
Cost: 100
Effect: The caster can erase the evidence that he has been in a certain place. In fact, any sign whatsoever of his passing, whether detectable naturally, or by supernatural means, disappears completely. This spell even provides immunity from spells that permit someone to see the past of a place or an object, hiding the presence of the caster of Eliminate Traces from the recording of past events. The only way to overcome the effects of this spell is by achieving a Zen level at Track. The spell erases all such traces within a 150-foot radius.
Added Effect: +150 feet to radius.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Effect

Shield from Positive
Level: 62 **Action:** Active
Cost: 140
Effect: This spell enchants a certain area, making it impenetrable for beings naturally based in positive emotions or Light. Any such creature entering the zone must pass a MR Check with a Difficulty of 120 or suffer the loss of a number of Life Points equal to the margin of failure. Additionally, if the creature fails the check, he receives an immediate -40 All Action Penalty. The affected zone can be no larger than 60 feet in radius, and is stationary in the place it was cast.
Added Effect: +60 feet to radius and +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-70

Dark
Level: 66 **Action:** Passive
Cost: 120
Effect: Creates a shadow shield with the ability to swallow any attack spell received. For the defense against an attacking spell to work, it is necessary to achieve a Block against the attack. If the defender does achieve it, the attacking spell must then lose a Clashing Spells Check against a damage of 80. The void absorbs half the Zeon of the devoured spell, giving those points to the caster. It is also possible for it to devour Area Attacks. The shield will resist 600 points of damage before breaking.
Added Effect: +5 to damage for Clashing Spells and +100 Resistance Points
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6)
Type of Spell: Defense

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Devastate
Level: 68 **Action:** Active
Cost: 100
Effect: Causes penalties through an accumulation of pain, suffering, misery, and other negative mystical effects. The affected person must pass a MR Check with a Difficulty of 120 or suffer an All Action Penalty and a penalty to his Resistances equivalent to the margin of failure of the Check. If he does not pass the Check, the target of Devastate does not have the right to a new check for as long as the spell is maintained.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10)
Type of Spell: Spiritual

Mark of Fear
Level: 70 **Action:** Active
Cost: 140
Effect: Forms a display of shadows in a designated spot that terrorizes all who see it. Anyone seeing the Mark of Fear suffers the Terror State unless they beat MR or PsR with a Difficulty of 120. The spell is visible for a radius of one mile. The condition for being affected is merely looking directly at the Mark of Fear.
Added Effect: +1 mile to radius and +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 50 (3)
Type of Spell: Automatic

Catastrophic Darkness
Level: 72 **Action:** Active
Cost: 120
Effect: Creates a deadly discharge of Darkness with a Base Damage of 150. The Catastrophic Darkness has a radius of 80 feet and is an Energy Attack Type spell.
Added Effect: +5 Base Damage and +30-foot radius.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-80

Dark Material Objects
Level: 76 **Action:** Active
Cost: 150
Effect: Forms a material object from dark energy. Whether it is something as complex as a clock, or as simple as a sword, the object created cannot have a Presence of more than 60, but for all purposes it is treated as having a quality of +10. As an exceptional rule, the quality of the object does not affect its Presence.
Added Effect: +10 to the object's Presence.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15)
Type of Spell: Effect

Travel by Shadow
Level: 78 **Action:** Active
Cost: 250
Effect: Transports individuals or objects designated by the caster from one shadow to another that must be less than 60 miles away. The quantity of Presence that can be transported cannot be greater than 250. If someone wishes to resist, the MR Check has a Difficulty of 120.
Added Effect: +5 to MR Difficulty, +20 to transportable Presence and +60 miles.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Spiritual, Effect

Lord of Nightmares
Level: 80 **Action:** Active
Cost: 300
Effect: Permits the control of any type of nightmare. The caster has the ability to control a sleeper's dream world, modifying it as if he had a Gnosis of 45 (although is not real). If the dream is fed by positive energy, in other words, if it stops being a nightmare, his Gnosis becomes only 30. If the dreamer wishes to resist the spell, it requires beating a MR Check with a Difficulty of 140.
This spell also has a second use, depending on whether or not the caster is in the Wake. Within the Wake, the caster can control his surroundings and acquires the powers of a creature with a Gnosis of 40, as long as he is in an area strongly influenced by negative energies. If he is in an area of neutral energies, he is treated as having a Gnosis of 30.
Added Effect: +5 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (60) **Daily**
Type of Spell: Spiritual, Effect

High Magic

Create Being of Darkness
Level: 82 **Action:** Active
Cost: 250
Effect: Creates a dark being with the appearance of life, but completely under the control of the caster. The entity is developed as a Being Between Worlds, using the powers and limitations of Dark Elementals explained in **Chapter 26**. The being has 600 DP, and to calculate its maximum level the same rules are used as for Create Being from the Path of Creation.
Added Effect: +50 DP.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Concealment from Magic
Level: 86 **Action:** Passive
Cost: 200
Effect: Hides the presence of the individual from Automatic spells, causing him to be directly unaffected by them. As an exception to the general rule, an opposing caster maintaining any Automatic Spell must succeed in fixing his Magic Projection on the caster who is defending himself using Concealment from Magic, as though the Automatic Spell were a Spiritual one (even if the caster of Concealment from Magic meets the condition for being subject to the Automatic Spell). The maximum Presence that can be affected is 80.
Added Effect: +5 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20) **Daily**
Type of Spell: Effect

Kingdom of Darkness
Level: 88 **Action:** Active
Cost: 200
Effect: Creates a 150-foot radius zone around the caster in which total darkness reigns. The body of the spellcaster blends into the shadows, increasing his resistance to all kinds of detection by +40. To locate him using the senses requires passing a check of Impossible difficulty with Search, or Inhuman using Notice. Even while using Ki Detection, it is still necessary to beat an Inhuman level check. In addition, as long as he is one with the Darkness, the caster can transport himself each Combat Turn anywhere he wishes within the Kingdom of Darkness. The MA of the caster is also increased by 20 points when using spells of darkness, and any living being (except Dark Elementals) within the covered area automatically loses 10 points of Zeon per Combat Turn (20 points per turn if an Light Elemental). The spell is stationary in the place it was cast.
Added Effect: +150 feet to radius.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 20 (10)
Type of Spell: Automatic

Undetectable
Level: 90 **Action:** Active
Cost: 380
Effect: The target of this spell becomes completely immune to supernatural detection, whether mystical, psychic, or based on Ki. The only way to locate the person is through the physical senses such as sight, hearing, or smell. The maximum Presence that can be affected is 60.
Added Effect: +5 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (76) **Daily**
Type of Spell: Effect

Divine Magic

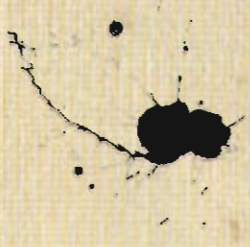
Prison of Darkness
Level: 92 **Action:** Active
Cost: 200
Effect: Encloses the victim in an inescapable world of Darkness, a separate universe which has no interaction with our own. While the victim is imprisoned, he will have no knowledge of anything that happens outside the prison, nor does anyone outside have any knowledge of the prisoner's status or activities. If the prisoner tries to break out from within, the prison will resist damage points up to 100 times the Zeon value of the spell, which defends itself according to the rules of Damage Resistance with an AT of 10. From the outside, the prison can resist only double the Zeon value spent. It can only be damaged by Energy-based Attacks with a Presence greater than 180. The prison recovers from any damage with a Regeneration of 19. The spell can be avoided by passing a MR Check with a Difficulty of 140, but if that fails, the prisoner has no chance to check again later; if he wants to get out, he better be able to break through the spell.
Added Effect: +10 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (40) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-100

One With the Darkness
Level: 96 **Action:** Active
Cost: 100
Effect: Permits the caster to enter a state of utter meditation in which his body becomes one with the Dark. He abandons this world and ascends to the Flow of Souls to nourish himself from their energies. Apart from, and without knowledge of anything happening elsewhere, he multiplies his Zeon Regeneration rate by 10, and cures his wounds with a Healing Regeneration of 16. Although there is no maintenance cost for this spell, the caster can be in the Flow of Souls for the equivalent of one day.
Added Effect: One day additional stay in the Flow of Souls.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Dark Ascension
Level: 98 **Action:** Active
Cost: 300
Effect: This spell exchanges the material essence of a person for divine energy, modifying his spirit through pure supernatural power. The affects of Ascension are different depending on whether the spell is casting it on himself, or on another. When increasing his own power, the spell increases his Gnosis by 10 points. If used on another person, it can give him as much Gnosis as desired, up to a level 10 points below that of the caster. For instance, a caster with a Gnosis of 45 can raise another individual to at most a Gnosis of 35. This spell can affect as many targets as desired as long as their accumulated Presence is no higher than 80.
Added Effect: +10 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Effect

Holocaust of Darkness
Level: 100 **Action:** Active
Cost: 600
Effect: This spell unleashes the power of Darkness in its purest state, sweeping away all before it in the spiritual as well as the material world. The freed energy sweeps up and devours everything, unifying its existence to the Darkness. The Holocaust of Darkness creates a great dome of darkness within which everything is dissolved. It has a radius of 300 feet, attacks the Energy AT, and causes a Base Damage of 350 points. Anyone receiving damage, no matter how small, must beat a MR Check with a Difficulty of 160 or be joined with the Darkness, and automatically destroyed in body and soul. It is not possible to designate specific targets within the Holocaust; all except the caster are equally affected.
Added Effect: +10 to Base Damage and doubles the radius of the spell.
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Attack, Spiritual



Book of Creation

Minor Creation
Level: 2 **Action:** Active
Cost: 30
Effect: Creates a simple object with a Presence of no more than 25.
Added Effect: Creates one additional object.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3)
Type of Spell: Effect

Free Access
Level: 1-10

Reconstruct
Level: 6 **Action:** Active
Cost: 40
Effect: Restores a non-organic object to its original form from parts or pieces that remain. Note that it is necessary to either have all the pieces, or enough of the prime material to rebuild the complete object, otherwise it will be only partly reconstructed. This spell affects objects with a Presence of no more than 20.
Added Effect: +5 to the maximum Presence of the object
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Create Energy
Level: 8 **Action:** Active
Cost: 40
Effect: Creates one Intensity of one of the three types of existing energies (Cold, Fire, or Electricity).
Added Effect: +1 additional Intensity
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (4)
Type of Spell: Effect

Regeneration
Level: 10 **Action:** Active
Cost: 60
Effect: Increases the ability of a body to heal all types of wounds. This spell provides a base Regeneration Level of 4 to anyone designated by the caster, substituting it for the person's natural Regeneration Level. If it increases above 14, two more Added Effects are necessary instead of one to continue increasing it more. A Regeneration Level of more than 18 cannot be achieved through this spell unless the caster has sufficient Gnosis.
Added Effect: +1 to the base Regeneration Level
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect

A bat humunculus

Inorganic Modification
Level: 12 **Action:** Active
Cost: 60
Effect: Through control of magic, the caster can alter the form and nature of an inorganic object, transforming it into a completely different thing but of similar spiritual power. This permits the caster to transform something with a Presence of 20 or less into something else of equal or lesser Presence.
Added Effect: +5 to the maximum Presence that can be affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Effect

Free Access
Level: 1-20

Increase Resistances
Level: 16 **Action:** Active
Cost: 80
Effect: Supernaturally increases all Resistances by +10 (Disease, Magic, Physical, Psychic, and Venom) of an individual. Multiple castings of this spell on a single target are not cumulative.
Added Effect: +5 to all Resistances
Maximum Zeon: Intelligence x10
Maintenance: 1 every 5 (16) **Daily**
Type of Spell: Effect

Royal Shield
Level: 18 **Action:** Passive
Cost: 40
Effect: Forms a barrier of Energy that protects the caster from any source of attack. The shield will absorb 500 points of damage before breaking.
Added Effect: +150 Resistance Points
Maximum Zeon: Intelligence x30
Maintenance: 1 every 20 (2)
Type of Spell: Defense

Heal
Level: 20 **Action:** Active
Cost: 80
Effect: Causes whomever the spell is directed at to recover 50 Life Points. This spell does not permit recovery of permanently lost or destroyed limbs, but does eliminate the temporary penalties caused by Criticals, up to a quantity equivalent to half the Life Points returned.
Added Effect: +5 Life Points.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Damage Barrier
Level: 22 **Action:** Active
Cost: 60
Effect: The supernatural energies governed by this spell adhere to the body of the designated individual, and provide him with certain immunity to damage. In game terms, he obtains a Damage Barrier of 30 points (see **Chapter 14**).
Added Effect: +5 to the Damage Barrier
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect

Free Access
Level: 1-30

Create Homunculus
Level: 26 **Action:** Active
Cost: 60
Effect: Homunculus are small magical elementals that casters use at times for various purposes, from espionage to housework. The spell creates a zero-level mystical being under complete control of the caster, as per the rules in **Chapter 26**. It is a Being Between Worlds with a Gnosis of 5, but, given its minor nature, the following rules apply:
1- First of all, its characteristics can never be higher than 5, nor can it have any Primary Ability or Secondary Ability higher than 50.
2- It also suffers a –2 penalty to size, and it cannot choose Uncommon Size.
3- It can't contain any Zeon points.
Each Homunculus created might be completely different.
Added Effect: +1 additional Homunculus
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect

Minor Change
Level: 28 **Action:** Active
Cost: 60
Effect: This spell permits altering the appearance of an object or being by modifying its form. The change is limited to varying its exterior appearance, and never alters its original qualities or nature. In this way, a shining short sword might become old and rusty, but could never become a walking stick. In the case of living things, this spell can change things by no more than two points of size, perhaps making an ugly and overweight man into a young good looking one. The MR Difficulty to avoid the change is 80. Regarding objects, once affected they have no further right to make Resistance Checks, but people can repeat the Check once a day if they wish to be free of the effects. It is possible to affect various targets, as long as the sum of all their Presences is no higher than 60.
Added Effect: +5 to the MR and +10 to the maximum Presence that can be affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Spiritual

Imitate
Level: 30 **Action:** Active
Cost: 100
Effect: Creates an exact copy of an already existing inorganic object within reach of the caster. It creates a perfect imitation of the original that retains all its qualities, including the supernatural ones. The copied object can not have Presence greater than 30. The spell has no effect on magically animated creatures, but can affect mechanical constructions as long as they have no soul.
Added Effect: +5 to the maximum Presence that can be duplicated
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (5) **Daily**
Type of Spell: Effect

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Immunity
Level: 32 **Action:** Active
Cost: 80
Effect: This spell permits the caster, or those people designated by him, to be immune to 5 Intensities of a given type of Energy, whether it is Fire, Electricity, or Cold. If an attack is made using the type of Energy to which they are immune, each Intensity of immunity reduces the Base Damage by 5 points and provides a +5 to the Resistances against its effects.
Added Effect: +1 Intensity of immunity
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect

Free Access
Level: 1-40

Reduction of Damage
Level: 36 **Action:** Passive
Cost: 80
Effect: The magic of this spell affects the power of an attack, reducing the force of its impact. Upon being cast, this spell reduces the Base Damage of an attack by 40 points. If the damage is lowered to zero, the attack produces no effect. If, for example, this spell is used against an attack with Base Damage 60, when it actually hits, it does so as if it were an attack of only 20. Reduction of Damage must being cast before rolling any dice.
Added Effect: -5 to the Base Damage of the attack
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Automatic

Physical Control
Level: 38 **Action:** Active
Cost: 120
Effect: Using this spell, the caster is able to control the body of a being as though it were a simple puppet. Since the control is purely physical, not spiritual, the subject being controlled is not obliged to use any Supernatural Ability (Magic, Ki, and Psychic Powers) against his will, although any natural fighting abilities are under the caster's control. Resisting the spell requires beating a MR Check with a Difficulty of 80. The person being controlled has the right to one new Resistance Check per day, and also any time he receives orders that are entirely against his nature.
Added Effect: +5 to the MR
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (24) **Daily**
Type of Spell: Spiritual

Raise Abilities
Level: 40 **Action:** Active
Cost: 80
Effect: This spell temporarily increases the Secondary Abilities of an individual, providing him with a +40 bonus to divide freely among them, except for those Abilities requiring knowledge
Added Effect: +10 to bonus.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4)
Type of Spell: Effect

Fuse
Level: 42 **Action:** Active
Cost: 140
Effect: Unites two beings in a single body, creating a new individual who possesses the characteristics and abilities of both. The caster designates which capacities prevail, selecting those that he is interested in from each. If the spell joins a fighter and a psychic, for example, the resulting individual could have the fighting ability of the warrior, the mental powers of the mentalist, and the highest Secondary Abilities of each one. Control of the resulting united body falls to whichever of the two wins an Opposed Check of Willpower, although some characteristics typical of the other personality can be retained. The original bodies remain in the state they were in before the fusion and so, when the spell lapses, return to the state and condition they were in before it was cast. The death of the joint entity causes the death of both original people. The total Presence of both originals cannot be more than 80. It is also possible to Fuse an individual with objects, in which case the GM can award the result the advantages and abilities he considers appropriate.
Added Effect: +5 to the MR and +5 to the maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14)
Type of Spell: Effect

Free Access
Level: 1-50

Create Memories
Level: 46 **Action:** Active
Cost: 140
Effect: Permits creation of new memories in the target, without necessarily erasing the pre-existing ones. Most of the time, unless very deeply-rooted memories are modified, the person affected will feel slightly confused, but will be convinced that his memories are real. The caster determines what information he is trying to introduce, regardless of its complexity or duration. Resisting the spell requires beating a MR or PsR Check with a Difficulty of 100. Although this spell doesn't require maintenance, the individual affected has the right to a new Resistance Check any time something makes him suspect his memory might be inaccurate.
Added Effect: +5 to the MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Recover
Level: 48 **Action:** Active
Cost: 150
Effect: This spell completely restores the physical condition of the subject, curing up to 300 Life Points of damage and removing all physical penalties, unless caused by amputations or similar losses. This spell does not restore Fatigue Points, nor eliminate negative States caused by supernatural means.
Added Effect: +20 additional Life Points
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Acquire Powers
Level: 50 **Action:** Active
Cost: 100
Effect: Gives the caster, or the person on whom the spell is cast, the ability to acquire the abilities of supernatural beings. In game terms, it gives the character 100 additional DP with which to acquire any of the Powers listed in **Chapter 26**, as though they had a Gnosis of 25. These also temporarily affect their physical form. If, for example, someone obtain Natural Flight, it would be logical for him to have developed enormous wings. The effects of this spell are not cumulative and a subject can only be affected by one Acquire Powers at a time.
Added Effect: +10 DP with which to acquire powers
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (20)
Type of Spell: Effect

Create Monstrosity
Level: 52 **Action:** Active
Cost: 80
Effect: Creates a magical being with the appearance of life, but completely under the control of the caster. The being is developed as a Being Between Worlds using the rules described in **Chapter 26**. The creature is first-level with the equivalent of Gnosis 20. The spell does not permit the creation of a creature of higher level than the caster, since it is based on the caster's spiritual presence. The Monstrosity is not able to receive a soul, so it is not possible to give it independent life.
Added Effect: +1 level
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Effect

Free Access
Level: 1-60

Protective Aura
Level: 56 **Action:** Passive
Cost: 120
Effect: Supernaturally increases all the Resistances (VR, PhR, DR, MR, and PsR) of all the designated individuals within 1,500 feet of the caster by +20. The effects of this spell are not cumulative, and a subject can only be affected by one Protective Aura at a time.
Added Effect: +5 to the Resistances and +150-foot radius
Maximum Zeon: Intelligence x30
Maintenance: 1 every 20 (6)
Type of Spell: Effect

Spiritual Standstill
Level: 58 **Action:** Active
Cost: 150
Effect: As the name indicates, this spell preserves the spirit of the individual on whom it is cast in the same state as at the moment it is cast. From that moment on, the affected person does not make any further MR or PsR Checks, and remains inalterably in the same spiritual condition. The person cannot be affected by States of any kind, either positive or negative. The subject can resist this spell by passing a MR Check with a Difficulty of 100. Naturally, the person affected by this spell cannot make any type of Check to free himself of it while it is in effect.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15)
Type of Spell: Spiritual

Perfect Shield
Level: 60 **Action:** Active
Cost: 150
Effect: Forms a barrier of Energy that protects from any source of attack. The shield can absorb 100 points of damage before breaking. If it is not destroyed by the end of the combat turn, it automatically recovers all lost Resistance Points.
Added Effect: +20 Resistance Points
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15) **Daily**
Type of Spell: Defense

Vitality
Level: 62 **Action:** Active
Cost: 150
Effect: This spell creates a state of supernatural vitality in an individual, increasing his maximum Life Points by +50 while the spell is maintained. The effects of this spell are not cumulative, and only one casting can affect a subject at a time. Beings with Damage Resistance apply this quantity to their Damage Resistance multiple.
Added Effect: +5 to maximum Life Points
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15) **Daily**
Type of Spell: Effect

Free Access
Level: 1-70

Complete Creation
Level: 66 **Action:** Active
Cost: 150
Effect: Creates an object with a Presence of no more than 50. The creation must appear in a location that is logical for it, according to its nature. It would not be possible, for instance, to conjure up a small mountain in mid-air, and then let it fall on someone. As a limit, the Presence of the object cannot be more than twice the Base Presence of the caster. For example, a fifth-level character with a Presence of 50 could therefore create objects with a maximum Presence of 100 (if he pays enoughs Added Effects, of course).
Added Effect: +5 to the maximum Presence of the object created
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15) **Daily**
Type of Spell: Effect

Reinforce Magic
Level: 68 **Action:** Passive
Cost: 100
Effect: Reinforce Magic adds strength to another spell launched either at the same time or that is being maintained. In game terms, it adds an Added Effect to the Zeon value of the Strengthened spell. Once the spell lapses, the added power disappears.
Added Effect: +1 Added Effect
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Transmute
Level: 70 **Action:** Active
Cost: 250
Effect: The caster transforms an inorganic object, converting it to a different one of similar spiritual power. This permits the caster to modify something with a Presence of 50 or less into something else of equal or lesser Presence. If the object is supernatural, or especially powerful, it can resist by passing a MR Check with a Difficulty of 120. If the transmuted Presence is over 100, two Added Effects are necessary in place of one to increase the maximum value that can be affected by 5 points.
Added Effect: +5 to the MR Difficulty and +5 to the maximum Presence that can be affected
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Spiritual

Metamorphism
Level: 72 **Action:** Active
Cost: 150
Effect: Using this spell, the caster can transform a person or object into anything he wishes (a mouse, a statue, etc.) as long as the Presence of the new form is not higher than the target's original Presence. Living things metamorphosized into non-living objects continue to be alive in their new forms even if it happens that they cannot move or breathe. When the spell lapses, the individual or object returns to its original form. Metamorphism does not permit the acquisition of essential powers or abilities, except those possessed by natural living creatures with a Gnosis of zero. Resisting this spell requires passing a MR Check with a Difficulty of 120. It is only possible to repeat the Resistance check once per day.
Added Effect: +5 to the MR
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (8) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-80

Recreate
Level: 76 **Action:** Active
Cost: 300
Effect: Manipulating the essence of both matter and soul, the caster is able to restore any damage or loss an individual or object might have suffered. The caster can decide which parts to recreate, and is not obligated to restore the target to its original state. If he uses the spell on a one-eyed, one-armed person, the caster can Recreate only the eye, only the arm, or both of them at once. Casting this spell on a wounded individual or a damaged object makes any damage or penalty disappears automatically (as long as the caster wishes it to, of course). Recreate also eliminates the effects of any Supernatural Abilities that have diminished the individual or object physically or spiritually; it restores lost memories or DP.
This spell has only two limitations. The first is that it affects only loses or damage suffered artificially, not due to natural or positive change. It therefore cannot "restore" a person to an earlier state that was damaged or inferior. Secondly, it has no jurisdiction over deceased souls, or those that have passed into the Flow, so is unable to return the dead to life. The maximum Presence that can be affected is 60.
Added Effect: +5 to the maximum Presence that can be affected
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Effect

Create Being

Level: 78 **Action:** Active
Cost: 250
Effect: Creates a creature with the appearance of life, but completely under the control of the caster. The entity is developed as is a Being Between Worlds, with 600 DP and a Gnosis of 25. Given that their existence is directly tied to the soul of the caster, the number of beings that are created by and that depend on him (whether through this spell or the Level 82 spells of the minor Paths) will limit the maximum level of the entity. The creature can therefore have at most the level of its creator minus the number of entities he has magically created and is maintaining. For example, if the caster creates only a single being, it can have at most one level less than its creator, two levels less if there are two beings, three less if he is maintaining three entities, etc. If one or more beings were already created at the highest possible level for them, and the caster thereafter creates another, the earlier ones automatically drop one level immediately. The level of the entity is measured by the quantity of DP it possesses; a creature with 850 DP, for instance, would be a level 4 creature.
Added Effect: +50 DP
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Chimera

Level: 80 **Action:** Active
Cost: 250
Effect: The caster, or whomever he designates, ceases to be a natural being to become a Being Between Worlds with a Gnosis of 25, enjoying all the advantages and disadvantages that implies. He also obtains 150 additional DP to use to choose between Essential Abilities and powers from the Creation of Beings, described in **Chapter 26**. It also permits him to choose up to 50 DP in Disadvantages or penalties to obtain additional points.
Excess DP raises the Character Level. In case of partial improvement, if for instance he only gets 170 DP, the character still improves two levels, but when he goes up another level he will receive 30 aditional DP to use. This spell works only on Natural creatures, and so cannot be cast on Being Between Worlds or Spirits to increase their abilities.
All the powers and gifts acquired through this spell depend directly on the physical body of the individual, and so if by any means he returns to his prior state, or his soul transmigrates to another body or form, he automatically loses the advantages received.
Added Effect: +10 DP and +5 DP in optional disadvantages
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

High Magic

Zone of Safety

Level: 82 **Action:** Active
Cost: 350
Effect: Creates a magical zone inside which no person or object can be harmed in any way by anyone or anything. A person within the zone could not, for instance, break down a door or even harm a cockroach by stepping on it by mistake. Zone of Safety automatically affects anyone within the area, including the caster. The affected area has a radius of 300 feet and remains where it was cast without being movable by the caster. To overcome the effect requires beating a MR Check with a Difficulty of 120. It is only possible to repeat the Resistance check once per day, even if someone has left the zone and then returned.
Added Effect: +5 to the MR Difficulty and +150 feet in radius
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (35) **Daily**
Type of Spell: Automatic

Free Access

Level: 1-90

The birth of a new being

Maintain Magic

Level: 86 **Action:** Active
Cost: 250
Effect: Affects an existing active spell, tying it to the world in a more lasting way. In game terms, it adds 500 points of Zeon to keep up maintenance of the designated spell. Remember these points do not add to the spell's power, only to its Maintenance.
Added Effect: +50 toward the Maintenance of the designated spell
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Effect

Provide Soul

Level: 88 **Action:** Active
Cost: 500
Effect: Through this spell, the caster is able to create a complete soul, giving the breath of life to an object or body able to contain one. If the soul is provided to a magically engendered creature such as those developed with the level 78 spell of this Path, or with the level 82 elemental spells, Provide Soul makes it unnecessary to continue maintaining those spells to sustain the creature. The creature thereby breaks any bond it has with its creator, obtaining free will as just one more Being Between Worlds.
Not all souls created by this spell are capable of entering the body into which they are introduced. It is possible to provide souls to bodies or objects with a Presence of no more than 30. It cannot be used to provide a soul to something that already has a living soul.
Added Effect: +5 to the maximum Presence that can be affected
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Effect

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Greater Creation

Level: 90 **Action:** Active
Cost: 400
Effect: Gives the caster the gift of creating at whim, awarding him 500 Presence points to distribute freely between various objects or constructions. He can create any inanimate object he wishes, from castles to mountains, as long as the Presence of each of his creations is not greater than 180.
Added Effect: +50 additional Presence Points to share out
Maximum Zeon: Intelligence x40
Maintenance: 1 every 20 (20) **Daily**
Type of Spell: Effect

Divine Magic

Eternal Magic

Level: 92 **Action:** Active
Cost: 600
Effect: As the name indicates, this spell affects another existing one, enormously reducing (or even eliminating) its Maintenance Cost. Eternal Magic effects vary according to whether or not it affects a spell with Daily maintenance. If the spell in question is Daily, Eternal Magic stabilizes it, making maintenance unnecessary. The spell continues being controlled by its caster, but it will continue in effect even after his death. If the spell's maintenance requirement is "per Combat Turn," it becomes one requiring only Daily maintenance. Eternal Magic only influences spells with a Zeonic value 100 or less and that have a Path Level less than 80.
Added Effect: +10 to its maximum Zeon value
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Effect

Free Access

Level: 1-100

The Barrier

Level: 96 **Action:** Active
Cost: 800
Effect: This unusual spell forms a breach in reality that is capable of separating the world into two parts. This separation cannot be perceived naturally, even by those capable of seeing magic. It may adopt any appearance, from being completely invisible to looking like a simple stone wall. Whatever form it takes, it does not permit anyone so much as a glimpse of what hides beyond it.
Usually none are aware of its existence, even when attempting to go through it. If someone attempts to cross it, they exit at another point of The Barrier, completely unaware of what is behind (it is even possible to turn directly around without noting it). Transport is not automatic, rather, little by little, reality starts adapting to the exit location almost imperceptibly (Inhuman difficulty for Notice). As an example, The Barrier can be used over an island, to separate it from the rest of the world. That location disappears from view, and any ship sailing in the area will see only water, being transported immediately to another place to innocently continue their voyage. The Barrier need not be made absolutely perfect. The caster can choose to deliberately leave passages or openings, in one or both directions, to use for crossing. There are certain requirements for someone to be able to pass through it. To start with, it must be someone with a Gnosis greater than 25 who knows of The Barrier and its exact location. If both conditions are fulfilled, he must pass a MR Check with a Difficulty of 120 to get through. If he fails, he can only repeat the check once per day.
The spell can affect a territory of 60 square miles, or be extended in a line of the same length. Once cast, it remains in the same location.
Added Effect: +5 to the MR Dificulty and +60 miles
Maximum Zeon: Intelligence x50
Maintenance: 1 every 20 (40) **Daily**
Type of Spell: Effect

The Gift of Life

Level: 98 **Action:** Active
Cost: 800
Effect: The caster is imbued with the ability to create a new form of life, the newborn of a race that never existed before. The creation can be of any class (Natural, Spiritual, or Between Worlds) and can be tied to a particular element. The maximum level of the creature cannot be higher than that of his creator. The creator should choose the Gnosis of his creation, awarding it no more than ten points less than his own.
In the beginning it will be a first level creature, although if it is a Natural Being with a Gnosis 20 of less, it will be given 50 DP with which to select additional racial powers and abilities, employing the rules described in **Chapter 26**.
Added Effect: +1 to level if the creation is a Between Worlds or Spiritual Being and +10 DP if it is is a Natural Being
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Effect

Create

Level: 100 **Action:** Active
Cost: 1,000
Effect: Permits the caster to obtain absolute power over creation, giving him the ability to create anything he wishes: Continents, oceans, and even entire worlds. In game terms, it grants 5,000 Presence Points to create whatever the caster wishes, as long as it doesn't exceed 350 points of Presence.
This spell can also impose new rules of reality: alter gravity, modify the rate at which time passes, and so forth. Anyone with a Gnosis of less than half that of the caster is affected by such changes.
Added Effect: +1,000 Presence Points
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Effect

Book of Destruction

Fragility

Level: 2 **Action:** Active
Cost: 30
Effect: This spell alters the solidity of an object, reducing its sturdiness and making it easy to break. Anything affected automatically loses its Damage Barrier; if the spell is cast on arms or armor, their Fortitude receives a reduction of –2. This spell affects objects with a Presence of no more than 30.
Added Effect: +5 to the maximum Presence that can be affected and –1 to Fortitude
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3)
Type of Spell: Effect

Free Access

Level: 1-10

Dismantle

Level: 6 **Action:** Active
Cost: 40
Effect: Dismantles an object made of various pieces. It affects inanimate objects with a Presence of no more than 20.
Added Effect: +5 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Destroy Intensities

Level: 8 **Action:** Active
Cost: 40
Effect: Destroys one intensity of one of the three types of existing energies (Cold, Fire, or Electricity).
Added Effect: –1 additional intensity
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Minor Destruction
Level: 10 **Action:** Active
Cost: 50
Effect: Affects the essence of a lifeless material object, destroying it completely, as long as its Presence is no greater than 20.
Added Effect: +5 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Sphere of Destruction
Level: 12 **Action:** Active
Cost: 30
Effect: Projects a ball of magical energy. Sphere of Destruction is an Energy Attack Type with a Base Damage of 30.
Added Effect: +5 to Base Damage
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-20

Increase Weakness
Level: 16 **Action:** Active
Cost: 50
Effect: This spell finds a being's weak points, and makes them weaker supernaturally. In game terms, it doubles the penalty the individual suffers for any vulnerability. For example, an elemental who is especially vulnerable to light would suffer quadruple damage, instead of double damage, from an attack using light, while a character vulnerable to poisons would have his VR reduced to a fourth of its usual value. To avoid being affected by Increase Weakness, its target needs to pass a MR Check with a Difficulty of 120. If he fails, he can only roll the Check again when he is affected by his weakness.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5) Daily
Type of Spell: Spiritual

Magic Destruction
Level: 18 **Action:** Passive
Cost: 60
Effect: Destroys a spell whose Zeon value is no greater than 40. Since Magic Destruction is passive, it can be employed to nullify any spell launched in the same combat turn.
Added Effect: +5 to the Zeon value of the spell
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Aggravate Damage
Level: 20 **Action:** Passive
Cost: 60
Effect: Increases the Base Damage of any attack (physical or supernatural) by 30 points. For example, if an attacker is wielding a weapon with a Base Damage of 60, using this spell increases it to 90. In spite of its being a passive spell, it must be cast before any dice are rolled, to make it possible to calculate the opponents' respective attack and defense factors.
Added Effect: +5 Resistance Points
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Destruction of Matrices
Level: 22 **Action:** Active
Cost: 80
Effect: This spell unravels the energy matrices of a Psychic Power whose Potential is no more than 80 (that is to say, of Medium Difficulty). Since it is a passive spell, it can be employed to nullify any Psychic Power launched in the same combat turn.
Added Effect: +10 to Psychic Potential of the power that can be affected
Maximum Strength: Intelligence x20
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-30

Wound
Level: 26 **Action:** Active
Cost: 80
Effect: Wound affects the physical condition of an individual, doing damage to his health. It produces wounds and damage equal to 20% of his current Life Points, not of his total. Resisting the spell requires beating a MR Check with a Difficulty of 120.
Added Effect: +5% of Life Points and +5 to the MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Destroy Ki
Level: 28 **Action:** Active
Cost: 80
Effect: The magic unleashed by this spell penetrates the soul of its victim, dissolving his reserve of Ki. The victim must beat a MR Check with a Difficulty of 120, or he loses as many points of Ki as the level of Failure. The caster chooses the order and distribution of points lost among the different characteristics.
Added Effect: +5 to the MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Produce Damage
Level: 30 **Action:** Active
Cost: 80
Effect: Through the use of this spell, the caster automatically causes a wound in an individual's body. If the victim does not beat a MR Check with a Difficulty of 120, he suffers 40 points of direct damage. Creatures with Damage Resistance multiply the damage by their Resistance multiple.
Added Effect: +5 to the MR Difficulty and +10 to the damage received.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Destruction of Senses
Level: 32 **Action:** Active
Cost: 100
Effect: The caster cuts off the senses of an individual who fails a MR Check with a Difficulty of 100. The caster can choose which senses to take.
Added Effect: +5 to the MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (5)
Type of Spell: Spiritual

Free Access
Level: 1-40

Mystic Bolt
Level: 36 **Action:** Active
Cost: 80
Effect: Projects a mystical bolt that affects a single target. The attack is an Energy Attack Type with a Base Damage of 100.
Added Effect: +5 to Base Damage
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Unravel Ties
Level: 38 **Action:** Active
Cost: 100
Effect: Using this spell, the caster undoes any type of tie that permits a summoner to Control his creatures. It can be used with equal effect on either the controller or the controlled creature, but it is always the creator of the Bound whose MR is checked. If cast upon the creature, it affects only the ties binding the two of them, but if it is cast directly against the summoner, it breaks an additional binding for every 10 points by which the controller fails a MR with a Difficulty of 120.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Destroy Resistances
Level: 40 **Action:** Active
Cost: 80
Effect: The person affected by this spell has all his Resistances reduced by an amount equal to the margin by which he did not pass an MR Check with a Difficulty of 120.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (8)
Type of Spell: Spiritual

Undo States
Level: 42 **Action:** Active
Cost: 120
Effect: Immediately undoes any of the States described in **Chapter 14**, or others that are equivalent to them. This spell can affect as many targets as desired as long as their accumulated Presence is no higher than 120. The spell cannot undo the penalties to action caused by a Critical. Resisting the spell requires beating a MR Check with a Difficulty of 100.
Added Effect: +5 to the MR Difficulty and +10 to the maximum Presence that can be affected
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-50

Dome of Destruction
Level: 46 **Action:** Active
Cost: 100
Effect: Unleashes a dome of supernatural energy that bursts over an area of 30 feet in radius. It is not possible to choose targets within the area. The attack is an Energy Attack Type with a Base Damage of 80.
Added Effect: +5 Base Damage and +15 feet to radius.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Zone of Decay
Level: 48 **Action:** Active
Cost: 140
Effect: This spell covers a fixed area of 30 feet in radius, within which all forms of life begin to rot and decay at an accelerated pace. Anyone found within the Zone of Decay loses 10% of their total Life Points unless they beat a MR Check with a Difficulty of 100. Each turn they remain within the Zone they must make a new check, regardless of whether they passed a previous check or not. The condition for being affected is simply being within the area.
Added Effect: +15 feet to radius and +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14)
Type of Spell: Automatic

Aura of Destruction
Level: 50 **Action:** Active
Cost: 150
Effect: Enchants a place or object, creating in the area an aura of magic that destroys everything that comes into contact with it. Anyone who touches it must beat a MR Check with a Difficulty of 80, or he loses as many points of Life Points equivalent to the Failure level. The maximum Presence of the object or place affected is 60. However, even if the object is very large, the aura cannot extend more than five feet long. This spell can affect even its caster.
Added Effect: +5 to Presence, +5 feet and +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15) **Daily**
Type of Spell: Effect

Destroy Memories
Level: 52 **Action:** Active
Cost: 140
Effect: Affects the memories of an individual, making him forget whatever the caster wishes. The spell does not affect a person's abilities, only their conscious memories. The MR or PsR to avoid the effects is 100.
Added Effect: +5 to the MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-60

Block Learning
Level: 56 **Action:** Active
Cost: 120
Effect: This spell impedes the ability of an individual to learn, completely preventing him from developing or acquiring new knowledge. While a person is under the effects of this spell, he cannot acquire new Experience Points or develop any abilities or powers. To avoid the effects of the spell, he must beat a MR Check with a Difficulty of 120. It is only possible to repeat the Resistance check once per day.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12) Daily
Type of Spell: Effect

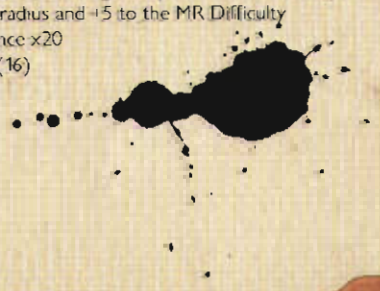
Forbid
Level: 58 **Action:** Active
Cost: 100
Effect: The caster vetoes some specific action by the spell's victim, completely prohibiting him from even attempting to do it. The spell Forbids only Active Actions. Resisting the spell requires beating a MR Check with a Difficulty of 120. If the forbidden action is very general, like attack or move, the target can add a special bonus to his MR between +10 and +30.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (5)
Type of Spell: Spiritual

Destroy Powers
Level: 60 **Action:** Active
Cost: 140
Effect: The person affected by this spell is completely unable to use any of his supernatural powers. He is thereby prevented from using any magical, psychic, or Ki powers he possesses. Mystical beings also lose all their powers (although not their natural abilities). To avoid the effects of the spell, its target must beat a MR Check with a Difficulty of 120.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14)
Type of Spell: Spiritual

Greater Mystic Bolt
Level: 62 **Action:** Active
Cost: 150
Effect: Projects a powerful supernatural bolt. The attack is an Energy Attack Type with a Base Damage of 150.
Added Effect: +10 to Base Damage
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-70

Destroy Will
Level: 66 **Action:** Active
Cost: 160
Effect: This spell affects a 30-foot radius area, within which any individual who does not beat a MR Check with a Difficulty of 120 automatically loses the ability to make decisions. While a person is influenced by this spell, he cannot undertake any Active Action, even moving, except in case of necessity.
Added Effect: +15 feet to radius and +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (16)
Type of Spell: Spiritual



Zone of Weakness
Level: 68 **Action:** Active
Cost: 200
Effect: With this spell the caster weakens the fibers of reality itself within a given area, making everything inside become fragile and vulnerable. Any damage produced within the spell's area is automatically doubled, and characters suffer Criticals as though their entire body was a vulnerable point. Structures and constructions automatically lose their Damage Barrier, and objects with a Fortitude rating such as swords and armor suffer a –5 penalty. The spell affects an area with a radius of 60 feet, which remains stationary where it is cast. Any living being can avoid the spell's effects by beating a MR Check with a Difficulty of 140. The condition for being affected by the Zone of Weakness is simply to be within its area, and it is only possible to free oneself by leaving it, since it is only permitted to repeat the Resistance Check once per day.
Added Effect: +5 to MR Difficulty and +30 feet
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20) Daily
Type of Spell: Automatic

Essence of Destruction
Level: 70 **Action:** Active
Cost: 150
Effect: The caster alters the material of a body, transforming it to a form of purely destructive energy capable of devouring everything it comes in contact with. While in this state, the body can only be damaged by attacks capable of affecting supernatural targets, and anyone coming in contact with him must beat a MR Check with a Difficulty of 80, or lose as many Life Points as the Failure Level. The maximum Presence that can be affected is 100.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15)
Type of Spell: Effect

Death
Level: 72 **Action:** Active
Cost: 200
Effect: The caster is capable of producing the death of a living being by separating his soul from his body. The power of this spell is so great that it can kill even spiritual beings or necromantic creatures, converting them to simple dead souls or even destroying them completely. To resist the effects of this terrible spell, it is necessary to beat an MR or PhR against 120.
Added Effect: +5 to the MR or PhR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-80

Devouring Zone
Level: 76 **Action:** Active
Cost: 250
Effect: Like a deadly vortex, the Devouring Zone spreads, shredding the essence of everything it finds in its path by slowly consuming it. Little by little, the things this spell reaches weaken until they are unmade, whether they are material objects or living beings. Every day the victims (either people or things) remain within its area, they must beat a MR or PhR of 140, or temporarily have their Base Presence reduced by five points. If their Presence falls to zero, they decompose leaving little trace. Living beings also receive an additional All Action Penalty equivalent to twice the Presence Points lost. The spiritual damage is recouped at a rate of five points per day once the person leaves the area of the spell. Devouring Zone affects an area with a radius of 1,500 feet, which remains stationary where it is cast.
Added Effect: +1,500 feet to radius and +5 the MR or PhR Difficulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (25) Daily
Type of Spell: Automatic

Destroy Capabilities
Level: 78 **Action:** Active
Cost: 150
Effect: This spell destroys part of the abilities or powers of an individual, stripping him of them forever. The caster freely removes 50 DP from the affected person, choosing the capacities or fields affected. He could, for instance, cut the persons Attack Ability by 30 DP and take the remaining DP from a Secondary Ability he chooses. It is also possible to destroy the Supernatural Powers of mystical creatures with this spell, using the value in DP listed in **Chapter 26** for reference. Destroy Capabilities also permits one to strip advantages chosen with Creation Points, at a cost of 100 DP per CP. The MR Difficulty to avoid the effects is 120.
Added Effect: +5 to the MR Difficulty and –10 DP
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Sever Existence
Level: 80 **Action:** Active
Cost: 340
Effect: As though wielding a knife of nothingness, the caster can cut through reality itself, annihilating anything in his path. Anything that comes in contact with the spell is destroyed physically and spiritually, leaving no sign that it ever existed. The spell permits either cutting a line 30 feet long or focusing all its power in a single point, destroying everything it touches completely unless the required Resistance Check is successful. In spite of being a Spiritual spell, the cut in reality is perfectly visible even to those incapable of seeing magic. The objects or individuals cut off by Sever Existence are destroyed completely, and do not return to the Flow of Souls. The MR Difficulty to resist the effects of the spell is 120, but if focused on a single point, becomes 140.
Added Effect: +30 feet to the line and +5 to the MR Difficulty
Maximum Zeon: x30
Maintenance: No
Type of Spell: Spiritual

High Magic

Rain of Destruction
Level: 82 **Action:** Active
Cost: 250
Effect: This spell unleashes a storm of selective blasts that destroy only the targets designated by the caster within a 150-foot radius. It has a Base Damage of 200, and attacks on the Energy AT. Additionally, if it impacts a target and causes damage to him, the victim must beat a MR Check with a Difficulty of 140, or he loses a quantity of Life Points equal to the Margin of Failure.
Added Effect: +30-foot radius, +5 to Base Damage and +5 to MR Difficulty
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-90

Destruction of Zeon
Level: 86 **Action:** Active
Cost: 200
Effect: By directly affecting the essence of magic, this spell is capable of dissipating the power of another active spell, automatically diminishing its Zeon value by 60 points. If the diminished spell is thereby reduced below its base cost, it disappears.
Added Effect: –5 to the Zeon of the spell.
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Effect

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Sweep from the Heavens
Level: 88 **Action:** Active
Cost: 300
Effect: By stealing away its very essence, this spell takes away the divine presence of an entity, temporarily transforming it into an earthly creature. In terms of the rules of the game, the creature affected by the spell has its Gnosis value reduced by 10. That reduction affects the powers or abilities of the entity that depend on Gnosis, and so it cannot use them while in the reduced state. Resisting the spell requires beating a MR Check with a Difficulty of 120. It is not possible to repeat the Resistance Check while it remains active.
Added Effect: -5 to Gnosis and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (60) Daily
Type of Spell: Effect

Void
Level: 90 **Action:** Active
Cost: 250
Effect: This spell forms a sphere of absolute void that absorbs into itself all physical and spiritual matter around it, unmaking them completely. The dome has a 15-foot radius and must be located in an open space. Once cast, it remains fixed in that location until the spell ends. Once created, it begins to suck in anything within a 50 meter radius. The power of attraction of the spell employs an equivalent Strength of 14, and anyone failing in an Opposed Check of characteristics will be drawn toward it at a rate of 30 feet for every point of difference. The void is so powerful that anything coming into contact with the sphere weakens until it disappears. Each combat turn a victim remain within the dome, he must beat two distinct Resistance Checks with a Difficulty of 120; one is a MR Check which if failed causes him to lose a number of Zeon equivalent to the margin of failure, and the other is a PhR Check, which if failed causes him to lose as many points of Life Points as the Margin of Failure. When a victim has lost all Zeon, he begins to permanently lose one point of Power for every 100 points of Zeon he would continue to lose. If his Power falls to zero, or he dies from loss of Life Points, his being is totally swallowed by the nothingness. Although the caster is not drawn by the attractive power of the dome, he will suffer the effects of the Void if he comes in contact with its nucleus.
Added Effect: +3 feet to radius, +150 feet to the area of influence and +5 to the MR and PhR Difficulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (25)
Type of Spell: Effect

Divine Magic

Greater Destruction
Level: 92 **Action:** Active
Cost: 350
Effect: Provides the ability to destroy part of the material world on a grand scale, disintegrating even large constructions such as entire cities or vast areas of land. This spell can affect as many inorganic objects as desired as long as the sum of their Presence is no higher than 100.
Added Effect: +10 to the maximum Presence that can be affected.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-100

Destroy Souls
Level: 96 **Action:** Active
Cost: 500
Effect: The power unleashed by the destruction of souls sweeps away the spiritual matter around the caster, ending the existence of anyone who does not resist its effects. Any individual within an area of 3 miles from the point where the spell is unleashed by the caster must make a MR Check against a Difficulty of 100 or have his soul completely disintegrated, causing immediate death.
Added Effect: +3 mile radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Automatic

Chaos
Level: 98 **Action:** Active
Cost: 700
Effect: Chaos is a spell of almost insuperable power, since it is capable of shaking the very pillars of reality. Upon being unleashed, the caster causes the order of things to crumble, altering the balance of all things in a completely unexpected way. Inside the zone of Chaos, nothing works as it should, and all events are unnaturally twisted. For example, chaos can affect gravity, making some things as light as feathers and others as heavy as lead. It can affect the weather, causing icy winds only yards from tropical gales or heat waves. This spell does not affect only the natural elements, though. It can influence the feelings and instincts of living beings, making lovers hate each other with a passion, or irreconcilable enemies form bonds of peace. The spell can even affect the passage of time, making it flow more quickly or slowly (it cannot be used to travel to the past, however). That is to say, Chaos is capable of affecting practically any imaginable facet of reality.
The caster can designate a specific aspect of reality he wishes to alter, or on the other hand, transform it completely. In either case, this spell does not give the caster direct control over what is changing, so the results and consequences of events can be, as the name of the spell implies, completely chaotic.
Chaos covers a maximum radius of 60 miles, and is static in the place it was cast. It automatically affects anyone with a Gnosis of 15 or less.
Added Effect: +60 miles to radius and +1 to the Gnosis that can be affected.
Maximum Zeon: Intelligence x50
Maintenance: 1 every 10 (70) Daily
Type of Spell: Automatic

Uncreation
Level: 100 **Action:** Active
Cost: 1,000
Effect: This spell permits the caster to designate an aspect of existence, one as far-reaching as a city or race, or as precise as a single specific individual, and simply make it so it ceases to exist. The unmade item or person is erased from reality with all the consequences that implies, so that it never did exist. No one who knew of what was unmade remembers it, and all events it may have affected are modified as though what was unmade had no part in it; even returning to life those whose death the unmade might have caused (as long as their souls were not destroyed). Only entities with a Gnosis of more than 40 will be conscious of what happened. It is only possible to make one MR Check against a Difficulty of 140 to avoid the effects of this spell, even if it affects a multitude of persons or objects. The MR Check is made using the highest resistance that anyone or anyone to be affected by Uncreation has at that exact moment. It is not possible to unmake elements of the past, only things that are currently present.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Automatic

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Raise Wind
Level: 2 **Action:** Active
Cost: 30
Effect: Raises wind up to a maximum of 10 miles per hour. The spellcaster needs to be in the open or in an area likely to experience wind drafts. Maximum wind draft width is 80 feet.
Added Effect: +5 miles per hour and +15 feet wide.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3)
Type of Spell: Effect

Free Access
Level: 1-10

Move
Level: 6 **Action:** Active
Cost: 30
Effect: This spell allows the spellcaster to move inanimate objects without physical contact over a distance with a maximum speed equivalent to Flight Value 10. The maximum weight he can affect is 60 pounds.
Added Effect: +20 pounds.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3) **Daily**
Type of Spell: Effect

Free Access
Level: 1-10

Weight Reduction
Level: 10 **Action:** Active
Cost: 40
Effect: It reduces a material body weight by 60 pounds.
Added Effect: –20 pounds
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (4) **Daily**
Type of Spell: Effect

Stop Breathing
Level: 12 **Action:** Passive
Cost: 40
Effect: The target of this spell does not need to breathe and is no longer affected by lack of air. A spellcaster may apply this spell to as many individuals as he wishes, as long as the sum of their combined Presence is 80 or below.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (4) **Daily**
Type of Spell: Effect

Free Access
Level: 1-20

Free Motion
Level: 16 **Action:** Active
Cost: 50
Effect: The target of this spell is able to move freely along any type of solid surface, completely untouched by gravity. Individuals under this spell are able to walk on water or run on walls and ceilings. A spellcaster may apply this spell to as many individuals as he wishes, as long as the sum of their combined Presence is 80 or below.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Effect

Free Access
Level: 1-20

Air Blow
Level: 20 **Action:** Active
Cost: 40
Effect: The caster unleashes a potent air blow that can either hit a single long-distance target or hold a group of people together over a distance. The blast of air will cover a maximum area of 15 feet wide and exert pressure equivalent to Strength 6. When directed at a single target, a +4 bonus to Strength is applied. Though modest, a blow of air can cause real damage equivalent to twice the bonus of the blow's Strength; such an attack uses the Impact Attack Type.
Since this is an air-produced blow, only those who pass an Absurd-level Notice Check, or who are able to see magic, will perceive the attack. Once a spellcaster raises the impact Strength over 12, he will have to use 2 added effects to increase the spell's Strength by 1 point thereafter.
Added Effect: +1 Strength and +15 feet wide
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

Air Screen
Level: 22 **Action:** Passive
Cost: 50
Effect: This spell forms an air barrier that offers protection against all kinds of attacks, except those based on Electricity or Energy. In addition, the strong winds raised will hinder any physical projectile fired or thrown by the enemy, causing a –50 penalty to the projectile's Final Attack. The shield can take up to 300 damage points before breaking.
Added Effect: +100 Resistance Points
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5)
Type of Spell: Defense

Free Access
Level: 1-30

Automatic Transportation
Level: 26 **Action:** Active
Cost: 50
Effect: The recipient of this spell can be transported up to a maximum distance of 150 feet. This spell allows individuals to pass through physical objects, such as walls or doors – provided these are not based on energy. A spellcaster may apply this spell to as many individuals as he wishes, as long as the sum of their combined Presence is 60 or below.
Added Effect: +10 to maximum Presence affected and +150 feet
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-30

Flight
Level: 30 **Action:** Active
Cost: 60
Effect: This spell grants targets the ability to move with Flight Value 4. Once a spellcaster empowers this spell to move beyond Flight 10, he will need to use 2 added effects to increase the Flight Value by 1 point.
Added Effect: +1 to Flight Value.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 5 (12) **Daily**
Type of Spell: Effect

Reaction Increase
Level: 32 **Action:** Active
Cost: 60
Effect: This spell increases a subject's reaction time by adding a +30 bonus to his Initiative. If Initiative is increased over 200, the caster must use two added effects to increase it by 10.
Added Effect: +10 bonus to Initiative
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Effect

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Free Access
Level: 1-40

Electrify
Level: 36 **Action:** Active
Cost: 80
Effect: This spell electrifies physical bodies, inflicting strong discharges on those who touch them. Anyone who comes into physical contact with an electrified body, including the caster himself, must pass a Physical Resistance Check (against a Difficulty of 100) per Combat Turn to avoid losing a number of Life Points equal to half his level of failure. This effect is considered an Electricity Attack Type. The electrified body can't have a Presence greater than 40 and must be less than three feet in size.
Added Effect: +5 to PhR Check difficulty, +5 to maximum Presence affected and +3 feet to size affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect

Free Access
Level: 1-40

Air Cut
Level: 40 **Action:** Active
Cost: 60
Effect: This spell produces a strong gust of wind capable of inflicting cuts on any surface it comes into contact with. The cut will affect a 10-foot line where no targets can be selected. The Base Damage of this spell is 80, and it uses the Cut Attack Type, reducing enemy AT by 2.
Added Effect: +5 feet.
Maximum Zeon: Intelligence x20
Maintenance: No.
Type of Spell: Attack

Speed
Level: 42 **Action:** Active
Cost: 80
Effect: This spell increases its target's speed. In game terms, it doubles the feet-per-round ratio allowed to characters by their Movement Value. A spellcaster may apply this spell to as many individuals as he wishes, as long as the sum of their combined Presence is 50 or below.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect

Free Access
Level: 1-50

Lightning
Level: 46 **Action:** Active
Cost: 80
Effect: This spell sets off a 100-point Base Damage lightning strike. After hitting its target, electricity bounces once to the nearest body in a 15-foot radius, causing a new attack with identical characteristics. Although the caster can not choose the second target, he is exempt from this second attack. If the surrounding area is empty, lightning will either vanish harmlessly or hit the ground.
Added Effect: +1 additional bounce, +15 feet maximum bouncing distance.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-50

Whirlwind
Level: 50 **Action:** Active
Cost: 140
Effect: The caster raises a whirlwind with a maximum 10-foot radius that leaves nothing but a trail of destruction behind it. Any subject within its area will automatically receive an attack (with a 180 Final Attack score and a 40-point Base Damage on the Impact Table). In addition, all those affected will have to pass an Opposed Strength or Agility Check against the equivalent of Strength 12. Otherwise, the whirlwind sucks them into the air. Victims trapped within the whirlwind suffer a –60 All Action Penalty for as long as they remain inside. Once the spell ends, suspended bodies will fall from a distance of between 100 and 130 feet. The only condition for being affected by the whirlwind is being inside the area from the first round after the whirlwind has been created. The caster may propel the spell with speed 8. It has no effect upon immaterial bodies or those not affected by air.
Added Effect: +5 feet to the spell's radius.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (28)
Type of Spell: Automatic

Ethereal Form
Level: 52 **Action:** Active
Cost: 100
Effect: This spell transforms a designated body into air, rendering it intangible and therefore immune to all matter and non-energy based attacks. For as long as the spell lasts, the subject can move through the air with a speed equivalent to his natural Movement Value, and he will only be visible to individuals who pass an Almost Impossible Notice Check or a Very Difficult Search Check. Those who can see magic can also see the ethereal individual. Although unable to pass through physical matter, ethereal bodies may travel through any cracks or gaps that allow the passage of air. The maximum Presence affected by this spell is 100.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-60

Air Control
Level: 56 **Action:** Active
Cost: 80
Effect: This spell endows the caster with dominion over air and any other gaseous substance in a 150-foot radius. The wizard can manipulate wind currents and gaseous elements, using them at will. For instance, he could deprive an entire area of air or change the course of a tornado. If cast against a being made of air, the caster can attempt to control it – provided the creature fails an MR Check against a target Difficulty of 120.
Added Effect: +80 feet and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (8)
Type of Spell: Effect, Spiritual

Free Access
Level: 1-60

Electricity Control
Level: 60 **Action:** Active
Cost: 80
Effect: This spell grants control over the form and direction of electrical sources not exceeding 5 intensities. If faced with a being made of electricity, the magician can control it – provided the creature fails an MR Check against a Difficulty of 140.
Added Effect: +1 electricity intensity and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (8)
Type of Spell: Effect, Spiritual

Defensive Movement
Level: 62 **Action:** Passive
Cost: 120
Effect: This spell allows the magician to move away from the reach of an attack. When cast, this spell uses the caster's Magic Projection Ability in place of his Dodge Ability. A mage can defend himself this way a maximum of three times per Combat Turn. For the purpose of counting penalties against Area Attacks, the spell grants the caster a speed equivalent to Movement Value 8.
Added Effect: +1 Dodge per turn and +1 Movement Value to exit areas
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12)
Type of Spell: Defense

Free Access
Level: 1-70

Teletransportation
Level: 66 **Action:** Active
Cost: 150
Effect: The caster, or the character appointed by him, can be transported to a maximum distance of 5 miles. This spell allows individuals to pass through physical objects, provided these are not made of energy. The spell may affect as many individuals as the caster wishes, as long as the total Presence of the affected characters remains under 80.
Added Effect: +10 to maximum Presence affected and twice the reach
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-70

Immateriality
Level: 70 **Action:** Active
Cost: 120
Effect: The designated body becomes completely immaterial, thus turning intangible to all non-energy based creatures, objects, and attacks. While remaining in this state, the subject in question will not be able to touch or be touched, and he can pass through any material not of a supernatural origin. If a mage casts this spell on an unwilling target, the subject in question will have to pass a MR against 100 in order to avoid being affected. Should the target fail the Check and become immaterial, he will be entitled to a new Check each day. The caster can affect creatures up to a maximum Presence of 80.
Added Effect: +10 to maximum Presence affected and +5 MR Dificulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12) **Daily**
Type of Spell: Spiritual

Hurricane
Level: 72 **Action:** Active
Cost: 200
Effect: This spell creates a tremendous gale that sweeps away everything in a one mile-radius area. All characters inside the area must pass a Check against Strength 12 or be taken by the wind. All construction with a Damage Barrier lower than 60 shatters automatically, while those with a Barrier under 120 suffer 10 points damage per round until they are utterly destroyed. Construction with a Damage Barrier higher than 120 remains unaffected by the eldritch hurricane.
Bodies dragged by the wind remain in the air until the spell wears off, at which time they plunge to the ground. Distance to the ground may vary according to the environment and the magician's will – although under no circumstance can it exceed 300 feet. Characters who pass the Opposed Strength Check are safe and will not have to make further Checks as long as they remain immobile. It is up to the GM to apply whatever bonus he deems fit to the Strength Check of those affected.
Added Effect: +150 feet to radius
Maximum Zeon: Intelligence x30
Maintenance: 1 every 20 (10)
Type of Spell: Automatic

Free Access
Level: 1-80

Solid Air
Level: 76 **Action:** Active
Cost: 140
Effect: This spell solidifies the very air, producing resistant, compact matter. The magician may choose its form and location, but the area of the solidified air is limited to an 80-foot radius. Possible uses of this spell are obstructing an entrance with a solid block of air or building an invisible bridge to cover a gap, for example. Only energy damaging weapons can harm solid air, and it will resist up to 150 points of damage every 15 feet before breaking. The only way this substance can be seen is by the viewer passing an Inhuman-level Notice Check or an Absurd-level Search Check.
The spell could also be used to fence people in, preventing them from moving about freely. When used with this purpose, attacks may be performed following the Trapping rules; no penalties apply to the magician's Projection Ability for performing this maneuver. Solid Air affects all individuals inside spell area as if it possessed Strength 14.
Added Effect: +80 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (7)
Type of Spell: Effect, Attack

Free Access
Level: 1-80

Weather Control
Level: 80 **Action:** Active
Cost: 220
Effect: With this spell, a magician can fully control the weather within a 3-mile radius. He has the power to modify any meteorological element at will, thus gradually creating the desired climatic situation.
Added Effect: +3 miles to radius.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (44) **Daily**
Type of Spell: Effect

High Magic

Create Sylph
Level: 82 **Action:** Active
Cost: 250
Effect: This spell creates a seemingly live creature completely under the magician's control. This entity shall be developed as a Being Between Worlds, subject to the elemental powers and limitations of Air elementals established in **Chapter 26**. The creature shall have 600 DP and its maximum level will be calculated using the same rules as in the spell Create Being from the Path of Creation.
Added Effect: +50 DP.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Superior Psychokinesis
Level: 86 **Action:** Active
Cost: 160
Effect: This spell allows a spellcaster to move organic and inorganic bodies at a distance, sparing the need for physical contact. Objects moved by this spell can travel up to a speed equivalent to Flight Value 10. Superior Psychokinesis can affect a maximum weight of 100 tons. Living creatures may resist this spell by passing a MR Check with a Difficulty of 100.
Added Effect: Twice the maximum weight and +5 to the MR difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (32) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Relocate Magic
Level: 90 **Action:** Active
Cost: 180
Effect: The magician is able to transport the magical sources supporting an active spell from one place to another. In this way, the mage can relocate spells at will. A character casting this spell can relocate any mantained spell with a Zeonic value lower than 100 points – including those not under his control. Maximum relocation distance is determined by the general rules of Magic Projection. This spell can be used against place-oriented, individual-oriented and object-oriented spells. When performing the relocation of an Spiritual spell, all effects are treated exactly as if the spell had just been cast, allowing the new target to defend himself with a normal Resistance Check.
Added Effect: +5 to the Zeonic value the spell can affect.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (18) **Daily**
Type of Spell: Effect

Divine Magic

Passive Magic
Level: 92 **Action:** Active
Cost: 300
Effect: This spell envelops the magician's essence, allowing magic to flow within him in an instinctive manner. The caster is at one with magic, and they respond to events as a single entity. As long as he maintains this spell, all other spells that he performs occur as Passive Actions – including Attack and Spiritual spells. This spell affects a maximum Presence of 80 points.
Added Effect: +5 to maximum Presence affected.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30)
Type of Spell: Effect

Free Access
Level: 1-100

Lord of the Air
Level: 96 **Action:** Active
Cost: 300
Effect: This spell grants a character control of all air or electricity nuclei, regardless of the number of intensities they are composed of, within a 60-mile radius. This dominion also allows for weather manipulation and the creation of gales, storms, or gusts of wind of all sizes. All air-based creatures within the spell area will be immediately controlled by the caster unless they pass an MR Check with a target Difficulty of 140. Once passed; they will not be required to make another Check. The affected parties are entitled to a new roll only if they alter their base Resistance.
Added Effect: +60 miles to radius and +5 to MR Dificulty.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-100

A Place in the World
Level: 100 **Action:** Active
Cost: 450
Effect: By performing this spell, the character modifies the very order of the soul network, thus altering reality itself. Even when not able to change the essence of things, or their shape, the spell grants the caster the ability to move them around and place them anywhere he wishes – with no other limit than his own will. Any object or being, both physical and spiritual, can be teletransported anywhere. There is no per round limit to the number or condition of things that can be moved and relocated. The only way a character or creature can avoid the effects of the spell is to succeed on a MR Check with a Difficulty of 140. This spell's area of influence is 30 miles. All beings or creatures within the area are automatically affected.
Added Effect: +5 miles to radius and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x40
Maintenance: 1 every 10 (45)
Type of Spell: Automatic

Book of Water

Spring
Level: 2 **Action:** Active
Cost: 30
Effect: This spell draws forth any nearby underground current or stream, causing a spring to flow from the spot designated by the caster. The spell affects natural liquids within 300 feet of the character casting the spell, but it can not overcome energy barriers.
Added Effect: +100 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (3) **Daily**
Type of Spell: Effect

Free Access
Level: 1-10

Create Chill
Level: 6 **Action:** Active
Cost: 30
Effect: This spell creates one ice or cold intensity. The temperature will remain stable for as long as the mage maintains the spell.
Added Effect: +1 cold or ice intensity
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3) **Daily**
Type of Spell: Effect

Free Access
Level: 1-10

Aquatic Capability
Level: 10 **Action:** Active
Cost: 50
Effect: This spell grants its recipient the ability to breath and move freely in an aquatic environment. The target of the spell can use his maximum Movement Value, breathe liquids, and resist any amount of pressure while underwater. The caster may apply this spell to as many individuals as he wishes, as long as their total Presence scores remain are not above 50.
Added Effect: +10 to maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (5) **Daily**
Type of Spell: Effect

Cold Immunity
Level: 12 **Action:** Active
Cost: 50
Effect: This spell grants the recipient immunity to 5 intensities of cold. When suffering an attack based on that element, every level of intensity to which the character is immune decreases the attack's Base Damage by 5 points and gives the immune character +5 to Resistance Checks against cold effects.
Added Effect: Immune to an additional intensity of cold.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (3) **Daily**
Type of Spell: Effect

Free Access
Level: 1-20

Protection Bubble
Level: 16 **Action:** Passive
Cost: 40
Effect: This spell creates a bubble of magical energy around the caster that stops all attacks with a Base Damage of less than 40. An attack with a Base Damage of 40 or higher destroys the bubble.
Added Effect: +10 to Base Damage.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (2)
Type of Spell: Defense

Free Access
Level: 1-20

Water Impact
Level: 20 **Action:** Active
Cost: 50
Effect: The spellcaster unleashes an offensive burst of water. Although this attack uses the Impact Table, it can damage energy. The spell's Base Damage is 40 points. However, it also hits the target with an additional Impact of Strength 8. A character can raise the Impact Strength by using an Added Effect. If the Impact Strength increases to 12 in this way, it will cost two Added Effects to increase the Impact Strength by 1 point thereafter.
Added Effect: +5 to damage and +1 to Impact Strength.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

A water elemental born from the Create Undine Spell

Liquid Control

Level: 22 **Action:** Active
Cost: 60
Effect: This spell grants the caster complete control of one gallon of liquid mass. The mage can alter the physical characteristics (such as color and clarity) of the liquid, as well as modify its mass density. The liquid mass can even move on its own. When this spell is cast against a water elemental, the magician can control the creature if it does not pass a MR Check with a Difficulty of 100. Elementals will receive an additional MR Check if their controller gives them an order in direct opposition to their nature. They also receive an MR Check each day.
This spell can also manipulate the bloodstream in living organisms. However, victims receive +40 to their MR or PhR Check in such cases. Bloodstream manipulation allows the spellcaster to cause an All Action Penalty and damage per round equivalent to half the failure level. Victims of bloodstream manipulation can make an additional MR Check to free themselves from the mage's influence every 5 Combat Turns.
Added Effect: Doubles the amount of liquid that can be affected and +5 to MR Dificulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Spiritual

Free Access

Level: 1-30

Freeze Emotions

Level: 26 **Action:** Active
Cost: 60
Effect: This spell freezes a person's feelings, granting him psychological immunity to all emotional states. The caster may apply this to as many individuals as he wishes, as long as their total Presence is not above 50.
Added Effect: +10 to maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Effect

Free Access

Level: 1-30

Control Cold

Level: 30 **Action:** Active
Cost: 50
Effect: This spell grants the caster an ability to control the equivalent of 5 intensities of cold or ice. Control Cold empowers the caster to alter potency to half its value, changing the shape or even sculpting it as he pleases. When this spell is directed at a being made from cold or ice, the spellcaster can control it – provided the creature fails a MR Check with a Difficulty of 100. A creature controlled in this way can make a new MR Check each day or when receiving commands completely contrary to its nature.
Added Effect: +1 controllable Intensity of cold or ice and +5 to MR target Dificulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5) **Daily**
Type of Spell: Spiritual

Freeze

Level: 32 **Action:** Active
Cost: 60
Effect: This spell inflicts intense cold on one individual or several people at once, freezing their bodies while enclosing them in ice prisons. Freeze has a 15-foot radius and an MR Difficulty of 120 (140 when concentrated upon a single opponent). The consequences of the spell will vary depending upon the victim's failure level. A difference of less than 20 points will produce Minor Paralysis, less than 80 points will produce Partial Paralysis, and a difference equal to or greater than 80 points will provoke Total Paralysis.
Added Effect: +15 feet to radius and +5 to the MR target
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Spiritual

Free Access

Level: 1-40

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Ice Screen
Level: 36 **Action:** Passive
Cost: 60
Effect: This spell forms an ice barrier that offers protection from any source of attack. Whenever the shield successfully repels a Light- or Darkness-based energy attack, it can reflect that attack using the same Final Attack Ability as the original strike. The ice shield can take up to 400 points of damage before breaking.
Added Effect: +100 Damage Points.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (3)
Type of Spell: Defense

Free Access
Level: 1-40

Create Liquids
Level: 40 **Action:** Active
Cost: 80
Effect: This spell produces two gallons of water or a similar liquid substance. In the cases where a sustance's Presence is higher than water, the GM may reduce the quantity as he sees fit. Mystical liquids can not be created using this spell.
Added Effect: Double the amount of liquid created
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect

Ice Attack
Level: 42 **Action:** Active
Cost: 80
Effect: This spell releases a strong ice attack that can damage energy. The spellcaster can decide whether to attack on the Cold or Thrust AT. Either way, the spell has a 100-point Base Damage.
Added Effect: +5 to Base Damage.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-50

Crystallization
Level: 46 **Action:** Active
Cost: 80
Effect: This spell turns a body into crystal, rendering it fragile and brittle. The targeted individual must pass a MR or PhR Check with a Difficulty of 140 to stop his whole body from freezing and being subject to immediate Minor Paralysis. In addition, all damage received will automatically be a Critical, regardless of its value. Creatures with Damage Resistance won't suffer automatic Criticals, but this spell does render their entire body a vulnerable spot.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (4)
Type of Spell: Spiritual

Free Access
Level: 1-50

Reflected Control
Level: 50 **Action:** Active
Cost: 80
Effect: This spell mystically ties the victim's body to the caster's, forcing the target to mimic the spellcaster's every move. In a way, the targeted individual behaves as a mirror image, automatically duplicating his dominator. In order to resist this spell, the target must pass an MR Check with a Difficulty of 80. Victims receive subsequent Checks if the spellcaster forces them to engage in an action entirely contrary to their nature.
Added Effect: +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4)
Type of Spell: Spiritual

Liquid Body
Level: 52 **Action:** Active
Cost: 100
Effect: This spell transforms a targeted body into a liquid substance immune to many types of attacks and susceptible to form shift at the spellcaster's will. This limited metamorphism is very effective, because anyone who sees a character affected with this spell needs to pass a Very Difficult-level Notice Check to perceive his body's liquid nature. This liquified form can turn its limbs into various physical weapons with a +5 quality bonus.
Although not, strictly speaking, an immaterial being, liquified bodies can pass through any hole or crack that water can. While in this state, characters are utterly invulnerable to non-energy damaging Thrust and Cut attacks. Furthermore, Impact attacks will have half their regular effect upon them – unless they can damage energy, in which case they will still have full effect. Liquified characters do, however, become vulnerable to paralyzing cold effects, suffering a –20 penalty to Resistance Checks against them. This spell affects a maximum Presence of 100 points.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-60

Reflect States
Level: 56 **Action:** Passive
Cost: 120
Effect: The caster creates a mystical mirror, with the ability to reflect any supernatural state of which the spellcaster, or a nearby individual, may be a victim. The effect automatically reflects upon the originator, who must pass a MR Check with a Difficulty of 120 in order to avoid failing victim to his own powers. For example, if a caster falls prey to a terrible pain of a magical nature, this spell would force the character who caused the pain to pass a MR Check or undergo the same suffering. This spell requires no maintenance; the reflected state will remain for as long as the original target continues to suffer the ill effects. Each effect can only be reflected (or tried to be reflected) once.
Added Effect: +5 to the MR Dificulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Automatic

Free Access
Level: 1-60

Ice Storm
Level: 60 **Action:** Active
Cost: 120
Effect: This spell creates a heavy ice storm that freezes anything in its path. Anyone within its range must pass a PhR Check with a Difficulty of 140 every 5 Combat Turns or automatically suffer a 10-point cold-based damage, plus a cumulative –5 All Action Penalty. Due to the intense blizzards called forth by this storm, perceptive ability difficulties increase by two levels. The storm has a maximum 150-foot radius within which no targets can be selected. All creatures inside the area of this spell's effect after the first round it appears must make their Resistance Checks. The spell will remain stationary.
Added Effect: +80 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6)
Type of Spell: Automatic

Tide Control
Level: 62 **Action:** Active
Cost: 150
Effect: The caster gains limited control of river and sea currents, and he is able to alter their course and strength. Through the use of this spell, a mage can even create small underwater earthquakes, tidal waves, or reverse the course of rivers. The maximum area of influence is a 1,500-foot radius which the spellcaster can relocate as he wishes.
Added Effect: +300 feet to radius
Maximum Zeon: Intelligence x40
Maintenance: 1 every 10 (15) **Daily**
Type of Spell: Effect

Free Access
Level: 1-70

Water Confinement
Level: 66 **Action:** Active
Cost: 140
Effect: This spell produces a huge water mass that swallows all individuals it encounters. Whoever is trapped inside will move as if diving and will soon drown unless he is able to breathe in liquid environments. Potent currents push prisoners inside the center of the prison, making it difficult for them to break free. An escape attempt requires passing an Opposed Strength 14 Check. However, characters receive a +1 bonus to their Check for every Swim level above Easy that they pass. The water mass appears as a cube 30 feet wide and 30 feet high. All creatures inside the area of this spell's effect after the first round it appears must make their Opposed Checks.
Added Effect: +30 feet to length
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (7)
Type of Spell: Automatic

Free Access
Level: 1-70

Glacier
Level: 70 **Action:** Active
Cost: 200
Effect: As implied by its name, this spell creates an immense glacial zone around the caster, totally independent of the prevailing weather conditions. The surroundings will immediately be covered with ice and snow, while the temperature will drop several degrees below freezing. Natural weather phenomena will not affect the cold for as long as the caster maintains the spell. It covers a one mile radius.
Added Effect: +half mile to radius.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (40) **Daily**
Type of Spell: Effect

Tsunami
Level: 72 **Action:** Active
Cost: 250
Effect: This spell raises a devastating mile-long Tsunami that ravages the coast. The eldritch Tsunami destroys any construction with a Damage barrier less than 80, while construction with Damage Barriers greater than 80 suffer great damage. All individuals within the area of impact suffer the logical consequences.
Added Effect: +1 mile to length.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-80

Soul Reflection
Level: 76 **Action:** Active
Cost: 200
Effect: This spell produces the spiritual reflection of a person or creature. The result is an animistic copy of the individual, featuring each and every quality present in the original. This entity is identical to the original – except it is a spiritual being. Although endowed with the capability of interacting with the real world, and visible to everyone, it is immune to non-energy-based attacks. Powers of the original creature that depend on Gnosis higher than 25 cannot be duplicated. The reflection will obey the spellcaster's orders, but it can only materialize in the presence of the subject upon whose likeness it has been created. This spell can create a copy of anyone's soul, provided he has a Presence less than 40. Unwilling participants can attempt to resist the spell by passing a MR Check with a Difficulty of 140. The spell will not work upon the caster himself.
If a spellcaster uses Added Effects to increase the maximum affected Presence to 60, it will take two Added Effects to increase the maximum Presence by 5 thereafter. Only one reflection spell can be active upon the same individual at a single time.
Added Effect: +5 to maximum Presence affected and +5 to the MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20)
Type of Spell: Automatic

Free Access
Level: 1-80

Slow Time
Level: 80 **Action:** Active
Cost: 200
Effect: The spell acts upon the space-time fibers of a specific section of reality, slowing down its pace in such a way that time passes at a much slower rate for everyone – including the caster. The affected area is momentarily separated from reality. One minute inside the area equals one hour outside. The spell's final radius is 300 feet around the caster, but it will extend 30 feet per round from the time it is first cast.
Individuals entering the zone after the spell has been cast will be equally affected. Only entities with Gnosis over 30 can avoid the consequences of the spell by passing an MR Check with a Difficulty of 120.
Added Effect: +150 feet to radius and +5 to the MR Dificulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20)
Type of Spell: Automatic

High Magic

Create Undine
Level: 82 **Action:** Active
Cost: 250
Effect: This spell creates a living water creature completely under the magician's control. This entity is developed as a Being Between Worlds subject to the elemental powers and limitations of Water elementals covered in **Chapter 26**. The creature has 600 DP and its maximum level is calculated using the same rules as in the spell Create Being from the Path of Creation.
Added Effect: +50 DP
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Freeze Magic
Level: 86 **Action:** Passive
Cost: 250
Effect: This spell will freeze magic, temporarily stopping spells and canceling their effects. Spells do not vanish while they are stopped. However, they are suspended and unable to affect anything. Suspended spells do not require maintenance while in this state. Freeze Magic does affect both spellcaster-controlled and third-party spells, provided their Zeonic value is not above 150. The suspended spell will regain activity as soon as a caster ceases to maintain Freeze Magic. Since this is a Passive spell, it can suspend other spells used in the same round it is cast.
Added Effect: +5 to total Zeonic value affected
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Inside the Mirror
Level: 90 **Action:** Active
Cost: 300
Effect: The spellcaster can conjure up the reflection of a territory, thus creating a parallel reality in the image and likeness of an actual setting. The reflection will be identical, duplicating the exact condition of construction, flora, and weather present in the original at the time this spell is cast. Only living organisms with a Presence of 20 or higher and locations with exceptional characteristics escape duplication.
The caster creates several doors connecting the real world to his creation in whatever place or form he desires at the time of casting the spell. There is no top limit to the number of passages that he can create – provided there is at least one. This spell can reflect a maximum area of 1,500 feet in radius.
Added Effect: +300 feet to maximum radius
Maximum Zeon: Intelligence x40
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Effect

Divine Magic

Lord of Ice

Level: 92 **Action:** Active
Cost: 300
Effect: This spell grants the caster control of all cold or ice nuclei in a 60-mile radius – regardless of their number of intensities. He can decrease weather temperature within the area of action and crystallize ice wherever needed. Any cold-based creature inside the area must pass an MR Check with a Difficulty of 140 to resist domination by the caster. These beings receive another MR Check anytime they alter their Base Resistance or when their master gives them a command that goes against their very nature.
Added Effect: +60 miles to radius and +5 to the MR Dificulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Automatic

Free Access

Level: 1-100

Lord of Water

Level: 96 **Action:** Active
Cost: 300
Effect: This spell grants absolute control over all liquid substances in a 60 mile radius. The caster can manipulate oceans, rivers, and lakes of any size, molding them at will as if they were extensions of himself. Any water-based creature inside the area must pass a MR Check with a Difficulty of 140 to resist domination by the caster. These beings receive another MR Check anytime they alter their Base Resistance or when their master gives them a command that goes against their very nature.
Added Effect: +60 miles to radius and +5 to the MR Dificulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Automatic

Free Access

Level: 1-100

A Perfect World

Level: 100 **Action:** Active
Cost: 450
Effect: This spell freezes reality, grinding the passage of time to a complete halt. Existence is frozen for the duration of the spell. Only the caster can move and act freely upon his surroundings, but he is unable to regenerate Zeon. Only entities with a 35 Gnosis or higher who pass a MR Check with a Difficulty of 120 can avoid the consequences of this spell.
Added Effect: +5 to the MR Dificulty
Maximum Zeon: Intelligence x40
Maintenance: 1 every 5 (90) **Daily**
Type of Spell: Automatic

Book of Fire

Create Fire

Level: 2 **Action:** Active
Cost: 30
Effect: This spell creates a fire with an intensity of 1. The flame is magical and does not require any fuel. If placed upon flammable material, the material will continue burn naturally even after the spell has ended.
Added Effect: +1 fire intensity.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3) **Daily**
Type of Spell: Effect

Free Access

Level: 1-10

Put Out Fire

Level: 6 **Action:** Active
Cost: 30
Effect: This spell reduces heat or fire by 1 intensity. Bear in mind that some sources of fire, such as volcanoes, reproduce themselves automatically when not completely extinguished. When cast upon a fire-based being, the creature suffers 5 points of damage for every level of diminished intensity – provided he fails am MR Check with a Difficulty of 100. Accumulation creatures get 25 damage points for each intensity.
Added Effect: Fire reduced by an additional –1 intensity and +5 to MR Difficulty.
Maximum Zeon: Intelligence x 10
Maintenance: No
Type of Spell: Effect, Spiritual

Free Access

Level: 1-10

Fire Immunity

Level: 10 **Action:** Active
Cost: 30
Effect: This spell grants the spellcaster, or whoever he designates, immunity to 5 levels of heat intensity. When attacked from such an element, the Base Damage is reduced by 5 points for every level of intensity to which the character is immune. In addition, the immune character receives a +5 bonus to Resistances against fire for each level of intensity.
Added Effect: +1 Intensity immunity
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (3) **Daily**
Type of Spell: Effect

Detect Heat

Level: 12 **Action:** Active
Cost: 60
Effect: This spell enables the caster to locate any source of heat in an 80-foot radius. The caster can feel intensitity level and size of the heat, and can even perceive heat coming from warm-blooded creatures, but not from inanimate or immaterial beings – such as golems or undead. Living crentures can resist this spell by passing a MR Check with a Difficulty of 120.
Added Effect: +30 feet to radius and +10 to the MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Detection

Free Access

Level: 1-20

Fire Ball

Level: 16 **Action:** Active
Cost: 50
Effect: This spell projects a 50-point Base Damage fire attack which explodes in a 15-foot radius. The caster can not select targets within the explosion area. The attack qualifies as a Heat Attack Type.
Added Effect: +15 feet to radius and +5 to Base Damage
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Free Access

Level: 1-20

Control Fire

Level: 20 **Action:** Active
Cost: 50
Effect: This spell grants the caster control of fire up to 5 levels of intensity. He can alter different aspects of the flames, such as color of flame and smoke they produce. If faced with a fire-based creature, the magician can control it if the creature fails a MR Check with a Difficulty of 100.
Added Effect: +1 level of fire intensity and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5) **Daily**
Type of Spell: Effect, Spiritual

Fire Barrier
Level: 22 **Action:** Active
Cost: 50
Effect: This spell creates a strong wall of fire. Any character attempting to break through the wall receives an automatic attack with a Final Attack ability of 240 and an 80-point Base Damage using the Heat Attack Type. Suffering damage does not prevent a creature from breaching the wall. The barrier has a maximum height and length of 10 feet. In addition, the caster may use the wall as a magic shield against attacks based on water, cold, or fire. In this case, the wall takes up to 300 damage points before breaking.
Added Effect: +5 to Base Damage, +5 feet to height and length, and +50 Resistance Points.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Automatic, Defense

Free Access
Level: 1-30

Igneous Weapon
Level: 26 **Action:** Active
Cost: 50
Effect: This spell infuses a weapon with fire, thus upgrading its attack into a Heat Attack Type. This eldritch fire increases the weapon's Base Damage by 10 points without altering the weapon's Fortitude.
Added Effect: +5 to the weapon's Base Damage.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Effect

Free Access
Level: 1-30

Heat Wave
Level: 30 **Action:** Active
Cost: 60
Effect: This spell projects a powerful high-temperature wave that has a 50-point Base Damage using the Heat Attack Type. Since waves are invisible to the human eye, the victim must be able to see magic, have thermal vision, or pass an Absurd-level Notice Check in order to avoid a Blinded penalty against this attack.
Added Effect: +5 to Base Damage
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

Read the Ashes
Level: 32 **Action:** Active
Cost: 60
Effect: This spell transports the caster's senses to the past, endowing him with the possibility of seeing the causes of a specific fire. The caster must be present in the remains of the fire, but is not aware of reality around him while he is performing the spell. The spell allows for a one-hour time regression.
Added Effect: Doubles the regression time.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-40

Raise Weather Temperature
Level: 36 **Action:** Active
Cost: 60
Effect: This spell causes temperatures to rise 50 degrees Fahrenheit in a one-mile radius. The caster may use Added Effects to increase the rise in temperature up to an additional +30 degrees, but beyond that, it costs two Added Effects to raise the temperature further by +1 degree.
Added Effect: +1 degree and +1,500 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (12) **Daily**
Type of Spell: Effect

Free Access
Level: 1-40

Fire Mine
Level: 40 **Action:** Active
Cost: 80
Effect: This spell creates an igneous mine ready to explode in a 30-foot radius at the caster's command. The attack has an 80-point Base Damage using the Heat Attack Type. The extent of the potential damage is determined by proximity. If the distance between a character and the mine is more than half the explosion area, the hapless victim must defend against an attack with a Final Attack Ability of 240, or against a Final Attack Ability of 280 if the distance is less. At a distance of less than five feet from its source, the explosion has a Final Attack Ability of 320. The caster may activate the fire mines at any time as an active action. The mines affect everything in their radius, including the caster.
Added Effect: +30 feet to radius and +5 to Base Damage
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (16) **Daily**
Type of Spell: Effect

Increase Critical
Level: 42 **Action:** Passive
Cost: 60
Effect: This spell adds a +20 bonus when calculating Critical Levels for specific attacks. This spell must be cast before rolling any dice.
Added Effect: +5 to Critical Level.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-50

Dry
Level: 46 **Action:** Active
Cost: 80
Effect: This spell immediately dries any wet body in a 15-foot radius. A mage may use this spell to harm water elementals. Such creatures much pass a MR Check with a Difficulty of 100 or suffer damage equal to twice their Failure. Living creatures targeted by this spell must pass a MR Check with a Difficulty of 100 or suffer damage equal to half their Failure.
Added Effect: +5 meters to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect, Spiritual

Free Access
Level: 1-50

Melt
Level: 50 **Action:** Active
Cost: 80
Effect: This spell heats up any inorganic object the caster desires in a 150-foot radius, causing it to reach extremely high temperatures. The intensity of the heat causes any object that fails a 60 PhR Check to melt in a number of rounds equal to its Fortitude. Anyone in contact with the object in question must get rid of it, or they will suffer injury. Injury rolls occur on **Table 73**.
Added Effect: +30 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Spiritual

Body of Fire
Level: 52 **Action:** Active
Cost: 100
Effect: This spell transforms a designated body into fire. Once transformed, a fire body becomes immune to all non-energy-, cold-, or water-based attacks. All elements used to extinguish fire (sand, foam, etc.) will injure the character, however. The target receives a +30 Resistance bonus for heat-based effects as long as he remains in this state. Anyone who comes in to contact with the flames that make up a fire body must pass a PhR Check equal to twice the transformed character's Presence or suffer damage equal to half the failure level. If a character has fire protection, he receives a +5 bonus for every AT point against Heat on that roll. This spell can affect a maximum Presence of 60.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-60

Vital Sacrifice
Level: 56 **Action:** Active
Cost: 120
Effect: This spell allows a spellcaster to consume his own vital energy in order to increase his physical capabilities whenever he requires. This spell grants the Passive ability to temporarily sacrifice Life Points in order to receive a bonus to a specific action. For every 5 Life Points thus spent, a character receives +5 to one of his rolls. Creatures with Damage Resistance shall multiply these points by their DR multiple. This bonus applies only to physical actions, but it can be added to Primary Abilities – such as Attack, Defense, or Magic Projection. Even though this is a Passive action, the sacrifice must be declared prior to rolling the dice. The spellcaster may also bestow this ability upon another individual, in which case is the recipient decides how many points to spend. Characters recover sacrificed Life Points at a rate of 10 per day, independently of the character's natural Regeneration or any healing spells he might employ. The maximum number of Life Points that a character can spend per round is 40. Effects do not overlap, and only one spell of this class can be held active upon a specific individual.
Added Effect: +10 to the maximum Life Points spent per round.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6) **Daily**
Type of Spell: Effect

Free Access
Level: 1-60

Incinerate
Level: 60 **Action:** Active
Cost: 100
Effect: This spell calls fire down on any target within a 150-foot radius area that the caster designates. The spellcaster rolls the dice to attack every target he intends to incinerate, adding a +100 bonus on **Table 73: In Flames**. Creatures can resist this spell by passing an MR Check with a Difficulty of 140.
Added Effect: +10 to **Table 73** result, +5 to MR Difficulty and +80 feet to radius
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Automatic

Consume Essence
Level: 62 **Action:** Active
Cost: 120
Effect: This spell creates a terrifying supernatural aura around the spellcaster that can destroy the vital essence of people, consuming their energy and preventing them from healing by natural means. Anyone in a 30-foot radius must pass a MR Check with a Difficulty of 120 or suffer damage to Life Points and Zeon equal to their Failure. Life Points lost through this spell can not be recovered naturally; healing magic is required restore the health. Spellcasters can only recover lost Zeon by absorbing it from other spellcasters or from magic containers.
Added Effect: +15 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-70

Power Sacrifice
Level: 66 **Action:** Active
Cost: 120
Effect: This spell allows the spellcaster to consume his own magical energy in order to increase his Magic Accumulation. It grants the caster the Passive ability of spending Zeon points in order to receive a temporary bonus to MA. For every 10 points spent with this purpose, the character receives a +5 bonus on his MA until the end of the turn. The maximum number of Zeon points a character can sacrifice per round is 20. Effects do not overlap, and only one spell of this class can be held active upon a specific individual.
Added Effect: +5 to the maximum Zeon points sacrificed per round
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6) **Daily**
Type of Spell: Effect

Free Access
Level: 1-70

Direct Critical
Level: 70 **Action:** Active
Cost: 100
Effect: This spell causes an internal explosion in an individual, resulting in an automatic Level 120 Critical – although the target can counteract it with his PhR as the general rules dictate. A target can resist this spell by passing an MR with a Difficulty of 140.
Added Effect: +10 to Critical Level and +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Magic for Capacities
Level: 72 **Action:** Active
Cost: 120
Effect: This spell allows a spellcaster to consume his own Zeon in order to temporarily increase his Characteristics and dependant abilities. This spell grants the caster the Passive ability to gain a +1 to one of his Characteristics (until the end of the turn) for every 20 Zeon points he sacrifices. The maximum number of Zeon points a character can sacrifice per round is 40. Effects do not overlap, and only one spell of this class can be held active upon a specific individual.
Added Effect: +10 to the maximum Zeon points sacrificed per turn
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6) **Daily**
Type of Spell: Effect

Free Access
Level: 1-80

Fire Storm
Level: 76 **Action:** Active
Cost: 150
Effect: The caster selects an area within which a heavy fire storm appears, burning everything inside it to the ground. Every turn, individuals encompassed within the area will suffer an automatic attack with a Final Attack Ability of 240 using the Heat Attack Type. This attack possesses a Base Damage of 100. The storm area has a maximum 80-foot radius and affects all within, including the caster. This spell remains stationary.
Added Effect: +80 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15)
Type of Spell: Automatic

Free Access
Level: 1-80

Consume Life for Magic
Level: 80 **Action:** Active
Cost: 120
Effect: This spell allows the spellcaster to consume his own vital energy in order to increase his magic reserve. This spell grants the Passive Ability to temporarily sacrifice Life Points to recover Zeon. For every 5 LP sacrificed, the caster receives 50 Zeon points to spend. Damage Resistance creatures will increase this number according to their DR Multiple. Life Points lost through this spell recovers at a rate of 10 points per day, regardless of the character's natural Regeneration or any healing spells he might employ. The maximum number of Life Points a character may sacrifice per round is 20. Effects do not overlap, and only one spell of this class can be held active upon a specific individual.
Added Effect: +10 to the maximum number of Life Points sacrificed per round
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6) **Daily**
Type of Spell: Effect

High Magic

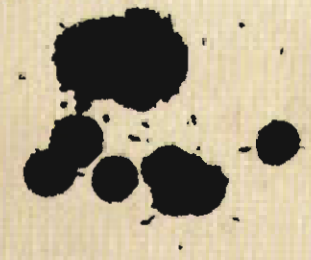
Create Ifreet
Level: 82 **Action:** Active
Cost: 250
Effect: This spell creates a live fire creature completely under the magician's control. This entity is developed as a Being Between Worlds, subject to the powers and limitations of Fire elementals in **Chapter 26**. The creature has 600 DP, and its maximum level is calculated using the same rules as in the spell Create Being from the Path of Creation.
Added Effect: +50 DP.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Pyre
Level: 86 **Action:** Active
Cost: 250
Effect: This spell produces 10 levels of fire intensity. The created fire by this spell continues to burn without consuming anything for the duration of the spell. If set on flammable material, it burns naturally after the spell has ended.
Added Effect: +5 levels of fire intensity
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (25) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Devastation
Level: 90 **Action:** Active
Cost: 200
Effect: This spell creates a 200-point Base Damage fire explosion in a 1,500-foot radius. Even though this spell can damage energy, it uses the Heat Attack Type. The caster can not select targets within the explosion area.
Added Effect: +1,500 feet to radius
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Attack



Divine Magic

Sacrificing Others
Level: 92 **Action:** Active
Cost: 250
Effect: This spell binds other individuals' essence and vital force to the caster, enabling him to consume them for his own advantage. In gaming terms, it allows the entity to use the Life Points and Zeon of those affected by the spell, for sacrifice spells: Vital Sacrifice, Magic for Capacities, Power Sacrifice and Consume Life for Magic. This spell has a one-mile permanent area within which the caster is free to select as many targets as he wishes. MR to resist the spell is 120. The affected parties will be entitled to a new roll every day, or at the time their energy is being consumed.
Added Effect: +1,500 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect, Spiritual

Free Access
Level: 1-100

Lord of Fire
Level: 96 **Action:** Active
Cost: 300
Effect: The caster controls all heat nuclei in a 200-mile radius. This dominion extends control over planetary magma, thus allowing the spellcaster to produce volcanic eruptions. All fire based creatures within the spell area are subject to the spellcaster's control unless they pass a MR with a Difficulty of 140. Affected creatures are entitled to a new roll only if they alter their base Resistance. A creature that passes the check need not reroll unless its base Resistance decreases.
Added Effect: +60 miles to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-100

Armageddon
Level: 100 **Action:** Active
Cost: 450
Effect: The definitive fire spell allows the caster to consume a portion of the world's very essence, incinerating everything, including souls. Armageddon inhibits any form of existence in a five-mile radius. Any and all organic or inorganic entities inside the area must pass a MR check with a Difficulty of 140 every minute to avoid being physically and spiritually incinerated. No life form can be born or created in the spell's zone of influence for as long as the spell is maintained.
Added Effect: +2 miles to radius, and +5 to MR Difficulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (90) **Daily**
Type of Spell: Automatic

Book of Earth

Detect Minerals
Level: 2 **Action:** Active
Cost: 20
Effect: The caster can detect a particular mineral's location in a 30-foot radius. The spell also gives an approximation of the size and purity of the source. Energy based barriers can not be overcome.
Added Effect: +5 meters to radius
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Automatic

Free Access
Level: 1-10

Mineral Control
Level: 6 **Action:** Active
Cost: 30
Effect: This spell enables the caster to move, reshape, and control any mineral substance with a Presence of 30 or lower. However, the caster cannot endow a mineral with capacities it does not already possess. In other words, the caster may reshape a pebble into an arrowhead, but he could not make it inflict electrical damage. Some golems and stone elementals can be controlled with this spell. Mineral based creatures may avoid the effect of this spell by passing a MR Check with a Difficulty of 100. The control check must be repeated immediately if the creature is given an order completely opposed to its nature.
Added Effect: +10 to the maximum Presence affected and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3) **Daily**
Type of Spell: Effect, Spiritual

Free Access
Level: 1-10

Weight Increment
Level: 10 **Action:** Active
Cost: 40
Effect: It increases a physical body's weight by 20 kg.
Added Effect: +10 kg.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (4) **Daily**
Type of Spell: Effect

Transform Mineral
Level: 12 **Action:** Passive
Cost: 40
Effect: This spell changes one type of material into another, modifying its natural composition. It can affect rocks and metals with a base Presence not higher than 30. For instance, it can turn a piece of limestone into a gold nugget. It can transform up to 20 pounds of material.
Added Effect: +5 to the maximum Presence affected and +20 pounds
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (2)
Type of Spell: Effect

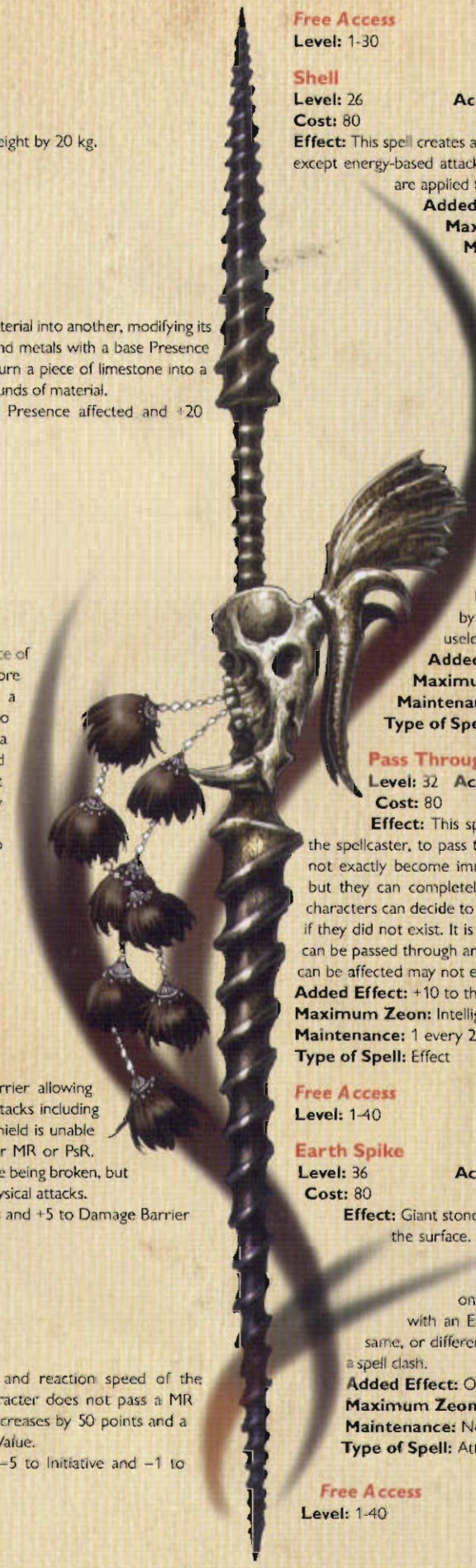
Free Access
Level: 1-20

Firmness
Level: 16 **Action:** Active
Cost: 50
Effect: This spell enhances the endurance of individuals or objects, making them more resistant to damage. When cast upon a living organism, it grants a +20 bonus to any PhR Check to avoid the effects of a Critical. On the other hand, when applied to an object with Fortitude, it increases it by +2. Each Firmness spell can affect only one body or object at a time.
Added Effect: +5 to PhR or +1 to Fortitude
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5) **Daily**
Type of Spell: Effect

Free Access
Level: 1-20

Stone Barrier
Level: 20 **Action:** Passive
Cost: 60
Effect: This spell raises a material barrier allowing the spellcaster to repel any damaging attacks including those based on energy. However, this shield is unable to stop Spiritual effects that only call for MR or PsR. The spell can take up to 600 points before being broken, but it has a Damage Barrier of 60 against physical attacks.
Added Effect: +100 Resistance Points and +5 to Damage Barrier
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (3)
Type of Spell: Defense

Slowness
Level: 22 **Action:** Active
Cost: 60
Effect: This spell decreases motion and reaction speed of the selected individual. If the affected character does not pass a MR with a Difficulty of 120, his Initiative decreases by 50 points and a -2 penalty is applied to his Movement Value.
Added Effect: +5 to MR Difficulty, -5 to Initiative and -1 to Movement Value
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Spiritual



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Free Access
Level: 1-30

Shell
Level: 26 **Action:** Active
Cost: 80
Effect: This spell creates a physical shell with an AT 2 against all kinds of attack, except energy-based attacks. Even though it is considered armor, no penalties are applied to the turn Initiative for using extra protection layers.
Added Effect: +1 to Armor Type.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 5 (16) **Daily**
Type of Spell: Effect

Free Access
Level: 1-30

Magnetic Shield
Level: 30 **Action:** Passive
Cost: 50
Effect: By controlling magnetic fields around him, the spellcaster raises a shield with the ability of repelling any attack of a metallic nature made against him, including bullets and arrows and darts with metal tips. The shield's magnetism causes a distortion that results in a -50 penalty to the attacker's offensive ability. The shield will take up to 300 damage points before being broken, but it will only be affected by energy damaging attacks. This barrier is virtually useless against immaterial or Spiritual attacks.
Added Effect: +100 Resistance Points.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Defense

Pass Through Solid Matter
Level: 32 **Action:** Active
Cost: 80
Effect: This spell enables one or more subjects, as appointed by the spellcaster, to pass through solid objects. The recipients of the spell do not exactly become immaterial, as they are still affected by heat or cold, but they can completely ignore all things non-energy based. In this way, characters can decide to pass through anything from walls to sword blades as if they did not exist. It is possible for the caster to determine what materials can be passed through and which cannot. The maximum total Presences that can be affected may not exceed 100.
Added Effect: +10 to the maximum Presence
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (4)
Type of Spell: Effect

Free Access
Level: 1-40

Earth Spike
Level: 36 **Action:** Active
Cost: 80
Effect: Giant stone spikes erupt from the ground and impale targets on the surface. The spell allows for a maximum of two spikes, each with a 60 point Base Damage in the Thrust Attack Type; they cannot affect immaterial beings, or those only damaged by energy, unless Earth Spike is combined with an Enchant spell. Each spike may be used to attack the same, or different targets. This spell cannot be employed to perform a spell clash.
Added Effect: One additional spike
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

Free Access
Level: 1-40

Breakage
Level: 40 **Action:** Active
Cost: 60
Effect: This magically increases a targeted object's or weapon's breakage by four points
Added Effect: +1 to the object's Breakage
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Effect

Telemetry
Level: 42 **Action:** Active
Cost: 120
Effect: This spell allows the caster to read the story of an object or person he comes into contact with, including the most important events in which it has been involved during the past year. Individuals have the chance of repelling the spell if they pass a MR with a Difficulty of 80.
Added Effect: +5 to MR Difficulty and an additional year
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-50

Magnetic Control
Level: 46 **Action:** Active
Cost: 100
Effect: This spell grants control over the surrounding magnetic fields in an 80-foot radius, allowing the caster to freely move any metallic body with a force equivalent to Strength 13. Magnetism control is such that actions are executed as an automatic effect on metal. For instance, a character using this spell could paralyze someone on a full armor, or snatch the sword out of his hands. In these cases, it is possible to avoid such effects by passing an opposed Strength or Agility Check. This control is an active action, therefore the caster must have the action in order to perform it, and consequently this cannot be used as a defense. Against objects or creatures only partially composed of metals, or those that are energy shielded, the control is reduced to Strength 8.
Added Effect: +80 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-50

Forge
Level: 50 **Action:** Active
Cost: 160
Effect: This spell employs magic with the purpose of forging objects, using the equivalent of a Forging ability of 100. Since the action is based on supernatural powers, none of the time modifiers in **Table 17** apply, and no forging equipment is required. This spell does not produce the materials, such as steel, needed for creating specific items; the spellcaster must provide them.
Added Effect: +5 to Forging ability
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Solid Body
Level: 52 **Action:** Active
Cost: 100
Effect: The targeted body becomes immensely solid with stone-like resistance. When cast upon individuals, they receive a natural armor Type 6 (except against energy) and a Damage Barrier of 100. The character's muscles strengthen for as long as he remains in this state, increasing his Strength characteristic by 2 and decreasing his Movement Value by 2. The transformed body resembles a different material depending on the additions employed in the spell; iron, granite, steel, diamonds, etc. The maximum Presence that can be affected is 100.
Added Effect: +10 to the maximum Presence affected, +1 to natural AT and +10 to Damage Barrier
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-60

Resistance
Level: 56 **Action:** Active
Cost: 100
Effect: This spell confers the temporary ability to absorb almost any damage inflicted on an individual. It provides 500 additional Life Points, which allow the targeted individual to use the defense rules of Damage Resistance beings. These extra LP are subtracted before any of the target's actual LP. Its Armor Type depends on the character's size, as it is described in **Chapter 26**. The target of this spell cannot use any defense abilies for as long as the spell is maintained. Resistance spells affect only one individual at a time.
Added Effect: +50 extra LP
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-60

Petrify
Level: 60 **Action:** Active
Cost: 140
Effect: This spell transforms a physical being into a stone statue. The targeted individual cannot move and has no awareness of the events going on around him for the duration of the spell. This spell can be maintained for years, but the affected being does not age. As soon as the spell ends, the individual returns to his original condition. Any damage or breakage inflicted upon the statue may result in damage, or even death, of the actual character. The tatget of this spell can resist its affects by passing a MR Check of 120 Difficulty. A subject affected by a Petrify spell is entitled to a reroll after the first day he has been affected, and later, once a week.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (7) **Daily**
Type of Spell: Spiritual

Fissure
Level: 62 **Action:** Active
Cost: 150
Effect: This spell casues a violent, but highly concentrated tremor that splits open the earth, creating a fissure 10 feet wide, 30 feet long, and 60 – 150 feet deep. Individuals in the area of the fissure must pass an Agility Check to avoid falling inside and suffering the appropriate impact damage. Constructions in the area of the fissure can also be severely damage, but any stucture with a Damage Barrier higher than 40 is not be affected by this spell, since their structure is too dense.
Added Effect: +10 feet long, +3 feet wide and +5 to Damage Barrier of constructions affected
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-70

Reverse Gravity
Level: 66 **Action:** Active
Cost: 200
Effect: This spell completely alters gravity in a particular area of the planet, reversing its force. In a way, it turns the world upside down. Everything encompassed within an 80-foot radius immediately starts to "fall" into the sky up to a maximum distance of 150 feet. The caster may set limits on this spell, such as only affecting the interior of a designated structure. Naturally, objects rooted or otherwise fixed to the ground will not fall. Individuals may avoid the effects of the spell by passing a MR Check with a Difficulty of 120. The area of effect remains stationary.
Added Effect: +30 meters to radius and height
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (40) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-70

Mineral Creation
Level: 70 **Action:** Active
Cost: 120
Effect: The spellcaster may use this spell to create anything he wishes, provided it is composed of minerals or metal. The created object cannot have a Presence higher than 40, and it must appear in a logical location according to its nature.
Added Effect: +5 to the maximum Presence of the created object
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12) **Daily**
Type of Spell: Effect

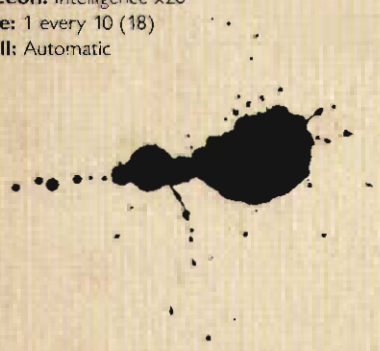
Terrain Erudition
Level: 72 **Action:** Active
Cost: 120
Effect: The caster gains immediate and total knowledge of everything in contact with the ground for several miles around him. Both constructions and living creatures can be detected straightaway, provided they are not immaterial. This spell does not affect energy-sealed places. Terrain Erudition covers a 1,200 foot radius around the caster.
Added Effect: +600 feet to radius
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-80

Earthquake
Level: 76 **Action:** Active
Cost: 150
Effect: This spell causes a devestating tremor in a 1,600-foot radius with enough potential force to destroy a city. Any construction with a Damage Barrier lower than 40 is be immediately destroyed, while the rest suffer 5 points of damage in the first round; this damage is doubled every subsequent round (10 in the second, 20 in the third, etc.). Constructions with a Damage Barrier higher than 150 are not be affected by the earthquake at all. All individuals inside the spell zone suffer the appropriate effects from falling debris, depending on their surroundings.
Added Effect: +800 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15)
Type of Spell: Effect

Free Access
Level: 1-80

Gravity Destruction
Level: 80 **Action:** Active
Cost: 180
Effect: This spell creates a high pressure gravity bubble that can trap any physical entity and damage it to the point it bursts. Trapped creatures must pass a PhR with a Difficulty of 180 every round, or be subject to damage equal to half the failure level. The victim receives a +5 bonus to the PhR roll for every AT point against Impact. The extreme pressure prevents the target from escaping the area of effect unless it passes an Opposed Check against a Strength of 16. The power of gravity is so strong that even immaterial beings are partially affected by it, although they can apply a +40 bonus to their Resistance controls and +6 to Strength. The spell affects everything in a 60-foot radius except for the caster. The area of effect remains stationary.
Added Effect: +15 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (18)
Type of Spell: Automatic



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Golem

High Magic

Create Golem
Level: 82 **Action:** Active
Cost: 250
Effect: This spell creates a living earthly creature completely under the caster's control. This entity is treated as a Being Between Worlds and is subject to the elemental powers and limitations of Earth elementals covered in **Chapter 26**. The creature has 600 DP, and its maximum level is calculated using the same rules as in the spell Create Being from the Path of Creation.
Added Effect: +50 DP
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Gravity Increment
Level: 86 **Action:** Active
Cost: 200
Effect: The spell increases the atmosphere's mass in a particular area, thus augmenting the pull of gravity and with it, the weight of everything contained in the zone. In gaming terms, it automatically doubles the weight of everything in a 1,500-foot radius.
Added Effect: Each Added Effect increases the weight multiplier by one (triples the weight, quadruples the weight, etc.)
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-90

Meteor
Level: 90 **Action:** Active
Cost: 200
Effect: This spell allows the caster to call down a small meteor from the heavens that smashes into the earth with devestating force. Everything within 30 feet of the meteor's point of impact suffer a Base Damage of 100 points against the Impact AT, plus an additional 100 points of damage against the Heat AT. Everything 30–150 feet from the point of impact suffers the effects of the expansion wave, which immediately hits with the force of a Strength 14 melee attack and inflicts a Base Damage of 60 points. Any point in space the caster can see is considered a valid target for this spell. The meteor takes 1d10+4 rounds to impact after the spell has been cast. Each additional meteor, made possible through the spell's Added Effect, strikes 1d10 rounds after the first. The caster can direct each meteor at a different target, but all targets must be designated at the time the spell is cast and cannot later be changed, even if the meteors have not yet impacted.
This spell does not take full effect when cast indoors, or in subterranean spaces, so its consequences may be altered depending on the environment.
Added Effect: One additional meteor.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack

Divine Magic

Gravity Control
Level: 92 **Action:** Active
Cost: 350
Effect: This spell grants complete control of all gravity forces in a particular area of the planet within a 60-mile radius of the caster. Inside this area, the spellcaster has absolute dominion of gravity, allowing him to increase or decrease its affects up to ten times its original value, or reverse it. Everything in the area is automatically affected.
Added Effect: +30 miles to radius
Maximum Zeon: Intelligence x40
Maintenance: 1 every 5 (70) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-100

One with the Earth
Level: 96 **Action:** Active
Cost: 300
Effect: The spellcaster merges his essence with the world, obtaining complete control of all mineral and metallic elements in a 60-mile radius. This allows him to alter the face of the earth by creating or removing mountains and valleys, redirecting rivers, and so forth. Every stone-based creature within the spell's area is required to pass a MR with a Difficulty of 140 in order to avoid being subject to the spellcaster's will. Once passed, no rerolls are necessary. The affected parties are entitled to a second roll only when they have altered their base Resistance.
Added Effect: +60 miles to radius, and +5 MR Difficulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (60) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-100

Atomic Control
Level: 100 **Action:** Active
Cost: 450
Effect: The caster is able to mold atomic matter in his surroundings like clay. To him, everything that moves is nothing but a set of atoms to manipulate as he wishes. He gains full dominion of all organic and inorganic matter within a 300-foot radius that does not pass a PhR or MR with a Difficulty of 140. There is no limit to what the caster can do with a body or object under his dominion; he may alter its shape and appearance, transform into anything else, or simply scatter its atoms, thereby causing its complete destruction. Since this spell only affects physical matter, it has no effect upon souls or completely immaterial bodies.
Added Effect: +15 feet to radius, +5 to MR or PhR Difficulty
Maximum Zeon: Intelligence x40
Maintenance: 1 every 10 (45)
Type of Spell: Automatic

Book of Essence

Natural Affinity
Level: 2 **Action:** Active
Cost: 30
Effect: This spell alters the essence of an individual, allowing him to bond with with natural beings so that such beings recognize the individual as one of their own. For instance, this spell could be used to gain wolf affinity, so that wolves would recognize the character as an actual wolf. This spell can affect up to a total 60 Presence.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3) **Daily**
Type of Spell: Effect

Free Access
Level: 1-10

Detect Essence
Level: 6 **Action:** Active
Cost: 30
Effect: The spellcaster is able to detect any being's base essence in a 30-foot radius. The caster does not obtain real information about the creatures but is able to recognize its elemental bonding and is later able to identify beings with the same type of essence or race. Avoiding the effect requires passing an MR with a Difficulty of 100. The spellcaster needs some evidence of an entity's presence nearby in order to feel its essence. This spell can affect spiritual creatures invisible to the human eye.
Added Effect: +5 meters to radius, +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3)
Type of Spell: Automatic

Free Access
Level: 1-10

Communication Through Essence
Level: 10 **Action:** Active
Cost: 30
Effect: The spell establishes a connection between the caster and another living being, making it possible for them to communicate spiritually. Since this spell does not rely on spoken language, it is even possible to communicate with plants or animals. The spell only affects beings with a Presence lower than 40.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 5 (6) **Daily**
Type of Spell: Automatic

Natural Knowledge
Level: 12 **Action:** Active
Cost: 40
Effect: This spell permits the analysis of all the information pertaining to a specific kind of natural being, such as plants or animals. A spellcaster using this spell might examine a strange plant and determine its toxicity, or identify any special properties. It can only affect plants and animals with a Presence lower than 30.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-20

Healing
Level: 16 **Action:** Active
Cost: 80
Effect: This spell instantly heals one target creature by restoring up to 30% of lost LP. The spell cannot recover lost limbs, nor can it eliminate critical based penalties, but it does stop all types of bleeding. Damage Resistance beings only recover half that percentage.
Added Effect: +5% life points
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-20

Greenness spell

Soul Barrier
Level: 20 **Action:** Active
Cost: 60
Effect: This spell creates a barrier that stops all Spiritual attacks affecting supernatural Resistances. In other words, the shield can be used to stop the attacks that would force the caster to roll for MR or PhR. It is not capable of stopping attacks that cause damage with added effects, such as Rain of Destruction. The shield itself does not have Life Ppoints, since it does not protect against damaging impacts. The barrier cannot stop attack attacks that require a Resistance Check of 120 or higher.
Added Effect: +5 to the value of Resistances that can be stopped
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Defense

Share Senses
Level: 22 **Action:** Active
Cost: 60
Effect: This spell allows the caster and one or more other creatures to share sight and hearing. The spellcaster may choose deny access to his own senses. The maximum distance allowed for the connection is one mile. Resisting the spell requires passing an MR or a PsR with a Difficulty of 100. All affected parties are entitled to a new Resistance Check each hour. The spell may affect several individuals simultaneously provided the total of their Presences is not higher than 100.
Added Effect: +5 to the maximum Presence affected, +5 to MR or PsR Difficulty and + 1 mile
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-30

Modify Essence
Level: 26 **Action:** Active
Cost: 50
Effect: This spell allows the caster to modify his own, or another subject's, essence at will. The spell does not grant special abilities as part of the change, but it does temporarily alter the animistic base of the being. In this manner, the spell could turn an elemental's earth essence into cold, causing it to become particularly vulnerable to heat-based effects and attacks. If the creature should possess powers exclusive to the element being modified, it temporarily loses those powers. To avoid this effect it is necessary to pass a MR with a Difficulty of 140.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Spiritual

Free Access
Level: 1-30

Soul Poison
Level: 30 **Action:** Active
Cost: 60
Effect: Soul poison is a supernatural substance inoculated in the soul of the targeted individual which spread through all of his body. The caster is free to decide the effects of the poison, following the description on **Chapter 14**. The substance's level cannot exceed 20. This spell can create antidotes if there is enough information available about the original poison.
Added Effect: +5 to poison level.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Analyze Soul
Level: 32 **Action:** Active
Cost: 60
Effect: This spell allows the caster to spiritually scrutinize individuals or creatures, obtaining detailed information about their natural capacities and powers. Although the spell does not confer access to subjects' knowledge, or the level of the abilities that depend on it, the caster can measure their spiritual potential its innate capabilities. For instance, when directed at a supernatural being, the caster will discover his powers and their level, but he will not be able to tell what the creature is able to do, or how good a fighter he is. The target may resist this spell with a MR Check of 120 Difficulty.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Automatic

Free Access
Level: 1-40

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Acquire Natural Capacities
Level: 36 **Action:** Active
Cost: 120
Effect: This spell grants the chance of acquiring the abilities and characteristics of existing plants or animals. It gives the target 50 extra DP to acquire secondary abilities, essential abilities, or powers described in **Chapter 26**. Only secondary abilities from the physical fields of Agility, Perception and Strength, and only special powers with Gnosis 0 requirements can be chosen. DP are invested according to the character's class. Primary Abilities may not be increased, with this spell, not can supernatural abilities to be acquired. This spell can temporarily affect the target's physical appearance. For instance, a character acquiring an increased damage Natural Weapon might sprout horns. A character can only be affected by one Acquire Natural Capacities spell at a time.
Added Effect: +5 DP
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (24) **Daily**
Type of Spell: Effect

Free Access
Level: 1-40

Revitalize
Level: 40 **Action:** Active
Cost: 100
Effect: This spell creates a 130-foot radius area around the caster, within which all living organisms are treated as having Regeneration 16.
Added Effect: +60 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10)
Type of Spell: Automatic

Life Mind
Level: 42 **Action:** Active
Cost: 120
Effect: This spell connects the caster's essence with any living organism with Gnosis 10 or lower, including plants and animals, within a 1,500-foot radius. The spell enables the spellcaster to sense the events surrounding the affected parties using their perception, but it will not enable him to exert any control upon them. Since the caster is also transmitting part of his spirit, he can cast spells through the conntected target with half his usual MA. Any Spiritual spell cast upon the targeted organism will also affect the caster of Life Mind. The targeted oraganism can resist Life Mind by passing a MR with a Difficulty of 80. Once established as a guest in a specific body, the spellcaster can jump on to any subject in the radius of effect, provided the new target fails the Resistance. An individual passing the Check cannot be affected by the spell independently of the caster's attempts. Affected people do not usually realize they are being used even when spells are being cast through them. Anyone hosting the caster's essence who leaves the area of effect of Life Mind is freed from the caster's influence.
The caster may specifically target any appropriate organism within the spell's area of effect that he is aware of, but Life Mind cannot be used to detect the presence of living organisms. If the spellcaster has no obvious target, he can direct the power of the spell to simply join with the nearest appropriate target, if there is one. However, this method can be of very limited use, since it is quite possible the nearest living organism would be nothing more than a blade of grass.
While this spell is effect, the caster is not aware of events taking place around his true being.
Added Effect: +300 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6)
Type of Spell: Automatic

Free Access
Level: 1-50

Alter Growth
Level: 46 **Action:** Active
Cost: 100
Effect: This spell modifies the natural development rate of any given organism; it either doubles, or cuts in half, the aging speed of a living body with a Presence no greater than 60. Resisting the effect requires passing a MR with a Difficulty of 100. This spell is not capable of stopping the passage of time altogether, no matter how many added effects are employed; however, it can delay its effects considerably. For instance, in the case the spell is cast with five added effects to quicken aging, each new day will count as 64 days for the targeted individual.
Added Effect: Doubles or cuts in half the growth rate again and +5 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-50

Natural Imitation
Level: 50 **Action:** Active
Cost: 60
Effect: This spell creates one or more natural animals under the spellcaster's absolute control. The creature must be a Gnosis 0 animal, but may be from any species. A single casting of this spell creates up to two levels of creatures, allowing the caster create a single level 2 creature, or two level 1 creatures. Animals in **chapter 25** can be used as a reference.
Added Effect: +1 level
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (3)
Type of Spell: Effect

Spiritual Form
Level: 52 **Action:** Active
Cost: 100
Effect: This spell transforms an individual's physical form into spiritual matter, rendering him invisible to those unable to see spirits and intangible to all non-energy-based matter. The target can also survive without physical necessities including oxygen, water, and food, for as long as he remains in this state. The affected character uses the rules for Spiritual Beings described in **Chapter 26**. The maximum Presence that can be affected is 60.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1-50

Natural Control
Level: 56 **Action:** Active
Cost: 100
Effect: By means of this spell, the spellcaster gains absolute dominion over a single living thing with Gnosis 0. Valid targets include animals, plants, and even regular human beings. The caster transmits his orders directly through a mystical connection, without the need of language. Resisting the effects of the spell requires passing a MR with a Difficulty of 80. Psychic Resistance cannot be used for resisting the spell, since it's the subject's essence, and not its mind, that is being controlled. The target is entitled to a new check every day, and every time it receives an order completely against his nature. The target may receive a +20 bonus to the MR check if given an extreme order, such sacrificing its own life, or slaying a loved one.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (20) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-50

State Induction
Level: 60 **Action:** Active
Cost: 100
Effect: Through soul manipulation, the subject can be induced into any of the generic states described in **Chapter 14**, except death. The caster chooses the specific state at the moment the spell is cast. The MR Difficulty for resisting the spell is 80. Characters may add a +40 bonus to their roll if the induced states are Comma or Complete Paralysis.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Return to the Flow
Level: 62 **Action:** Active
Cost: 100
Effect: This spell sends a spirit back to the Flow of Souls. It can affect both dead souls awaiting The Calling and creatures of a spiritual nature. The essence vanishes once it arrives to the great beyond unless the entity has a Gnosis level high enough to allow it to go back to the world. Undead are automatically destroyed by this spell. The MR Difficulty for avoiding the effects of this spell is 120.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-70

Shield Area
Level: 66 **Action:** Active
Cost: 120
Effect: This spell haunts a specific area making it impossible to be trespassed by certain beings. The spellcaster decides which beings' access will be restricted, and there is no limit to the number of creatures he can choose. For instance, he could forbid the entrance of fire elementals, or only allow the entrance of humans. The affected area has a maximum 60-foot radius and remains stationary. Any forbidden creature that attempts to enter the shielded area must pass a MR check with a Difficulty of 120. Creatures that fail the Check are entitled to a new roll each hour. Creatures already inside the area at the time the spell is cast can circulate freely and may leave the shielded area without hindrance, but once beyond the shielded area, they must pass a similar MR check to re-enter the area.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-70

Supernatural Control
Level: 70 **Action:** Active
Cost: 120
Effect: This spell grants total control of a spirit or a Being Between Worlds. The caster transmits his orders through the mystical connection directly, without the need of language or a mutual understanding. An entity wishing to resist the effects of this spell must pass a MR with a Difficulty of 80, and since it is the creature's essence that is under control, it cannot use its PsR. The victim is be entitled to a new control every day and every time it receives an order completely against its nature.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (24) **Daily**
Type of Spell: Spiritual

Share Essence
Level: 72 **Action:** Active
Cost: 140
Effect: The spellcaster ties the essence of two individuals together in an indivisible unity. In this way, all damage and spiritual effects suffered by one will affect the other. Both individuals use the highest MR of the two against Spiritual spells. When the essence of a regular being is tied to that of a Damage Accumulation being, the former only suffers one-fifth of the damage received by the creature. The total of the Presences that can be affected cannot exceed 100. Resisting this spell requires a MR check with a Difficulty of 120.
Added Effect: +5 to MR Difficulty and +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-80

Transmigrate Soul
Level: 76 **Action:** Active
Cost: 180
Effect: This spell confers upon the caster the ability to transport any soul in his presence to a new host. The soul can be hosted in a living being, or an inanimate object such as a stone or a sword. A dead body, in good condition, can also serve as a host, in which case the body returns to life. The transmigrated soul adopts all the physical capabilities and limitations of the new host, retaining only its own intellectual, and possibly its animistic, capabilities. For example, if the new host is a tree, the soul will be able think, but it will be unable to speak or move. Once the transmigration is complete, the soul remains with its new host until the host is destroyed.
If the soul transmigrates to a body, or object, already inhabited by another soul, the intruding soul will naturally meet resistance. The two souls engage in a struggle for dominion by each rolling 1d100 and adding their base Presence (no open rolls allowed); the highest total wins the struggle. If the difference between the two results is 100 or more, the winner consumes the other soul and takes control of the host permanently. If the difference is 50-99, the weaker soul is pacified and remains indefinitely asleep until something awakens it. If the difference is less than 50, the winner gains temporary control over the host, but the weaker soul remains awake and is entitled to a new check once per day.
This spell can affect souls with a maximum Presence of 60. Both the affected soul and the targeted host can attempt to resist this spell with a MR check of Difficulty 100. This spell can affect deceased spirits still awaiting the Calling, but it cannot bring back spirits from the Flux. Whenever a supernatural being is enclosed in a physical body, it may lose levels and animistic powers.
Added Effect: +5 to MR Difficulty and +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-80

Spiritual Existence
Level: 80 **Action:** Active
Cost: 200
Effect: The caster is able to transcend into a spiritual state, forsaking his physical body forever. From that point on, he is no longer a Natural or Being Between Worlds creature, instead becoming a Gnosis 25 spiritual entity, with all the benefits this implies. In addition, 150 extra Development Points are awarded, 100 of which must be spent in acquiring the Spirit state, while the remaining 50 may be spent choosing among Natural Abilities and Powers of Being Creation, described in **Chapter 26**. The spellcaster also has a choice of 50 Development Points in disadvantages and penalties in order to get additional points.
This spell will only work on natural beings and creatures Between Worlds, therefore, it can not be cast upon spirits to increase their existing abilities. If a spiritual being should reincarnate in a physical form, it automatically loses the advantages and benefits gained through this spell.
Added Effect: +10 DP and +5 optional DP in disadvantages
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

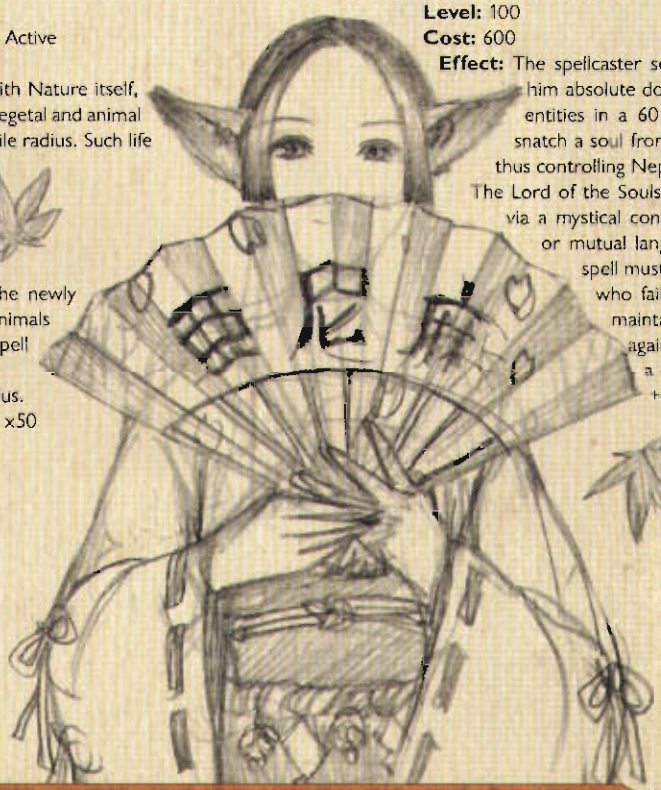
Spirit Creation
Level: 82 **Action:** Active
Cost: 250
Effect: The caster uses magic to create a spiritual entity under his complete dominion. This entity is developed as a Spirit, subject to the powers and limitations described in **Chapter 26** for such beings. The creature has 600 DP, and its maximum level is be calculated using the same rules as in the spell Create Being of the path of Creation.
Added Effect: +50 DP
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Effect

Free Access
Level: 1-90

Tie Vital Essence
Level: 86 **Action:** Active
Cost: 200
Effect: This spell ties an individual's soul to a physical object without completely disengaging it from the original body. An individual affected by this cannot die from loss of Life Points. His body is still vulnerable to damage, including criticals that could be completely incapacitating, but he remains alive even after being reduced below the LP threshold that would normally kill him. Assuming the individual has access to some form of supernatural healing (which this spell does not provide), he can eventually recover from any amount of damage. This spell also renders the individual immune to all magical effects that directly affect his essence.
If the object tied to the soul is destroyed, the individual dies instantly. Furthermore, the individual and the object must forever remain within one mile of each other, or the bond breaks, killing the subject. The object used as the container cannot have a Presence higher than 30. Those wishing to resist the effects of this spell must pass a MR check with a Difficulty of 100.
Added Effect: +5 to the maximum Presence affected, +5 to MR Difficulty and +1 mile apart.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-90

Greenness
Level: 90 **Action:** Active
Cost: 250
Effect: By merging his spirit with Nature itself, the spellcaster is able to create vegetal and animal life as he pleases within a five mile radius. Such life emerges instantly, regardless of local climate and terrain conditions. However, since the magical energy of this spell has no duration, the extended survivability of the newly created life is not guaranteed. Animals and plants created with this spell must belong to existing species.
Added Effect: +5 mile to radius.
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Effect



Life Dominion
Level: 92 **Action:** Active
Cost: 300
Effect: By seizing control of a portion of the world's essence, the caster of this spell gain absolute dominion over all Natural beings in a 60 mile radius. He transmits his order through a mystical connection, without the need for physical proximity. Any entity wishing to resist the effects of this spell must pass a MR check with a Difficulty of 100. Affected beings are entitled to a new check every day and any time they receive an order completely against their nature.
Added Effect: +60 miles to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (60) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-100

Resurrection
Level: 96 **Action:** Active
Cost: 400
Effect: This spell snatches a soul from the Flux and returns it to life. Difficulty depends on the amount of time elapsed since death. The longer the period, the more the spirit has spread and attached to the Flow of Souls. The spell has the power to bring spirits back, but not to tie them to their body or to heal it. For a completely effective resurrection, the soul should be placed in a suitable body using the spell Transmigrate Soul. However, it is possible that the time elapsed may have produced irreparable damage on the soul, therefore it is up to the GM to put some limit on the subject's memories and knowledge. Destroyed or already reincarnated souls can not be resurrected. Resurrected spirits cannot have a base Presence higher than 30, and the elapsed time since death must be less than one month.
Added Effect: +5 to the maximum Presence affected and twice the time elapsed since the subject's death.
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-100

Lord of the Souls
Level: 100 **Action:** Active
Cost: 600
Effect: The spellcaster seizes partial control of the Flow of Souls, giving him absolute dominion over all souls, Spiritual Beings, and similar entities in a 60 mile radius. Among other uses, the caster can snatch a soul from a body and reintroduce it into an unborn child, thus controlling Nephilim birth.
The Lord of the Souls conveys his orders to those under his dominion via a mystical connection that does not require physical proximity or mutual language. Those wishing to resist the effects of this spell must pass a MR check with a Difficulty of 120. A being who fails is entitled to a new check each day control is maintained, or any time it is given an order completely against its nature. If the caster is attempting to separate a soul from its original body, the target receives a +40 bonus to its MR check. This spell does not affect undead.
Added Effect: +5 MR Difficulty and +60 miles.
Maximum Zeon: Intelligence x50
Maintenance: 1 every 5 (120) **Daily**
Type of Spell: Automatic

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Illusory Sound
Level: 2 **Action:** Active
Cost: 30
Effect: This spell allows the caster to create any sound, including human voices, in a 60-foot radius area. All subjects within the area of effect must pass a MR check with a Difficulty of 100 to disbelieve the effect, though the spellcaster may choose which specific characters hear the illusion.
Added Effect: +30 feet to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 50 (1)
Type of Spell: Automatic

Free Access
Level: 1-10

Illusory Smell
Level: 6 **Action:** Active
Cost: 30
Effect: This spell creates an illusory smell. It affects those subjects in a 60-foot radius who fail a MR Check with a Difficulty of 100. The caster can choose who will smell the illusory scent and who will not.
Added Effect: +30 feet to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 50 (1)
Type of Spell: Automatic

Free Access
Level: 1-10

Illusory Touch
Level: 10 **Action:** Active
Cost: 30
Effect: This spell can distort the touch or the taste of a specific element. The caster decides the element's new taste or feel, which is noticed by all within a 60-foot radius who fail a MR Check with a Difficulty of 100. The caster can choose who notices the illusion and who does not.
Added Effect: +30 feet to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 50 (1)
Type of Spell: Automatic

Visual Illusion
Level: 12 **Action:** Active
Cost: 40
Effect: This spell creates a false image that can deceive the viewer. The image must remain static and have only a maximum mass of 5 square feet. The spell affects anyone who sees the image and fails a MR Check with a Difficulty of 100. It is up to the caster to decide who will see the image and who will not.
Added Effect: +5 square feet to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 50 (1)
Type of Spell: Automatic

Free Access
Level: 1-20

Detect Illusion
Level: 16 **Action:** Active
Cost: 60
Effect: This spell enables the spellcaster to sense the presence of all Illusions with a Zeonic Value of 80 or less in a 150-foot radius.
Added Effect: +30 feet to radius and +10 to Zeonic Value.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (6)
Type of Spell: Detection

Free Access
Level: 1-20

Sweet Talk
Level: 20 **Action:** Active
Cost: 50
Effect: This spell enhances the targeted individual's charisma and personal charm. The character receives a +50 bonus the Leadership and Persuasion Secondary Abilities.
Added Effect: +10 to Leadership and Persuasion.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Effect

Alter Appearance
Level: 22 **Action:** Active
Cost: 60
Effect: The spellcaster can change the appearance of an individual or object into that of another of his choosing. This spell will only increase or decrease the targeted individual's Size and Appearance by two degrees. All subjects in contact with the image can see through the illusion if they pass a MR Check with a Difficulty of 120. Once a viewer is affected by an illusion, he only receives a new Resistance Check when he has reason to doubt the identity or appearance of the subject.
Added Effect: +10 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-30

Illusory Invisibility
Level: 26 **Action:** Active
Cost: 60
Effect: This spell allows the caster to make any being or object vanish from sight. He can affect any number of people, as long as the sum of their Presence does not exceed 140. Only individuals who pass a MR Check with a Difficulty of 120 can detect the presence of the invisible character through their sense of vision.
Added Effect: +5 to MR and +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Automatic

Free Access
Level: 1-30

Mirror Image
Level: 30 **Action:** Active
Cost: 80
Effect: This spell creates eight illusory copies of any given target. The caster can not place these mirror images more than 15 feet apart from one another. Acting as mirrors, they perform the same actions as the targeted individual. Any images hit by an Energy damaging attack are immediately destroyed. Seeing through this illusion requires a MR Check with a Difficulty of 120.
Added Effect: +5 to MR and +2 images.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Automatic

Total Illusion
Level: 32 **Action:** Active
Cost: 80
Effect: This spell creates a complete illusion that deceives all five of a victim's senses. The caster can create any inanimate object with a volume not exceeding 5 square feet. The illusion can be destroyed by Energy damaging attacks. This spell affects anyone able to see, hear, smell, or feel the illusion who fails a MR Check with a Difficulty of 120.
Added Effect: +5 square feet to volume and +5 to MR.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 50 (2)
Type of Spell: Automatic

Free Access
Level: 1-40

Confusion
Level: 36 **Action:** Active
Cost: 50
Effect: This spell confounds all five senses of a single target. The target must pass a MR Check with a Difficulty of 120 to resist the spell. If he fails, he suffers a penalty equal to his Failure Level to all of his perception-based Secondary Abilities. Furthermore, if he fails by more than 40, the target also suffers a –20 All Action Penalty due to dizziness. An affected cannot make a new Check unless he increases his Resistances.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Spiritual

Free Access
Level: 1-40

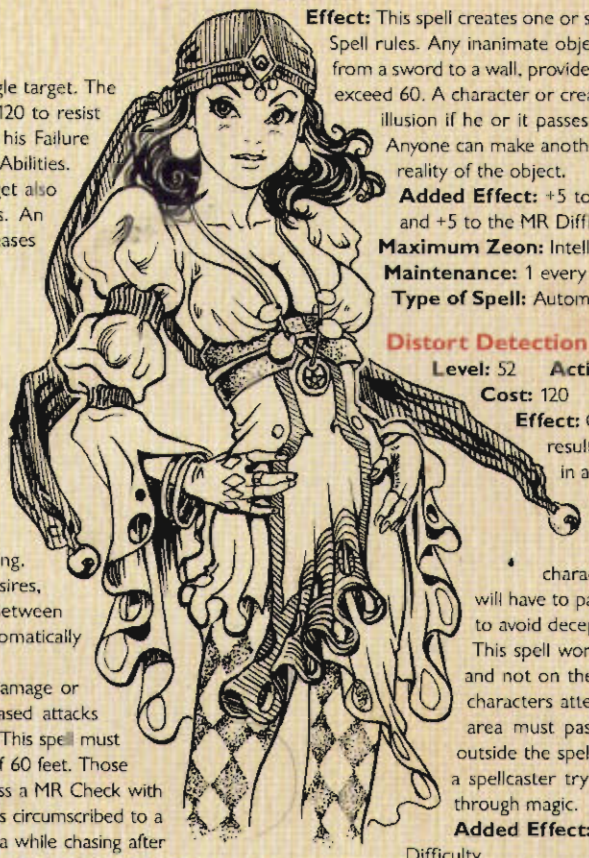
Create Illusory Being
Level: 40 **Action:** Active
Cost: 60
Effect: This spell creates a first-level illusory being. The entity is fashioned according to the caster's desires, using the rules set forth in **Chapter 26** for Beings Between Worlds. However, the illusory being's nature automatically grants it the Physical Exemption ability.
Because the creature is not real, it can not inflict damage or affect physical reality whatsoever. All non-Energy based attacks pass right through it without damaging it in any way. This spell must be cast upon a specific area not exceeding a radius of 60 feet. Those characters entering the spell's area of effect must pass a MR Check with a Difficulty of 120 to avoid it. Even though the spell is circumscribed to a specific zone, the illusory creature can leave that area while chasing after a subject affected by the spell. However, it remains unseen by anyone not previously inside the spell's area. Keep in mind that those subjects who pass the MR Check do not exist to the illusory creature, and it will ignore them. Illusions may have a maximum of two levels more than the caster.
Added Effect: +5 to MR, +1 to the created being's level and +5 feet to radius.
Maximum Zeon: Intelligence x10.
Maintenance: 1 every 20 (3) **Daily**
Type of Spell: Automatic

Resistance to Illusions
Level: 42 **Action:** Active
Cost: 80
Effect: This spell increases a subject's MR against illusory effects. It grants a +30 bonus to every MR Check made against an illusion spell. The effects of this spell do not overlap, and subjects may be affected by it only once.
Added Effect: +10 to MR against illusions.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect

Free Access
Level: 1-50

Detect Lie
Level: 46 **Action:** Active
Cost: 80
Effect: This spell automatically detects any lie told in the caster's presence. Every time a lie is deliberately told before him, the liar must make a MR or PsR Check with a Difficulty of 120 to prevent the caster from finding out. Lies unknowingly told are not detected by the spell.
Added Effect: +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-50



Ghostly Illusion
Level: 50 **Action:** Active
Cost: 120
Effect: This spell creates one or several objects governed by the Ghostly Spell rules. Any inanimate object the caster desires can be produced, from a sword to a wall, provided that its theoretical Presence does not exceed 60. A character or creature can avoid the spell and ignore the illusion if he or it passes a MR Check with a Difficulty of 120. Anyone can make another Check if he has reason to doubt the reality of the object.
Added Effect: +5 to the maximum Presence of the object and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (6)
Type of Spell: Automatic

Distort Detection
Level: 52 **Action:** Active
Cost: 120
Effect: Casting this spell, the caster distorts the result of any supernatural detection methods in a 150-foot radius. The distortion may be applied in any possible way; increasing or decreasing the potential, abilities, or situation of a creature or object. The character using the supernatural detection will have to pass a MR Check with a Difficulty of 120 to avoid deception.
This spell works on the supernatural detection itself and not on the individuals inside an area. Therefore, characters attempting to detect something inside the area must pass the MR even if they are physically outside the spell's radius. An example of this could be a spellcaster trying to locate an illusionist miles away, through magic.
Added Effect: +150 feet to radius and +5 to the MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-60

Lie
Level: 56 **Action:** Active
Cost: 100
Effect: This spell allows the caster to convince his audience to believe anything he says, no matter how ridiculous or absurd. The affected parties will not necessarily obey orders from him, but they will believe what he says to be true. Any given subject can avoid the result of the spell by passing a MR Check with a Difficulty of 120. Characters are permitted a new Resistance roll each hour. In the case of an exceptionally unbelievable lie, or if the subjects have been warned of this ability, they may apply a +40 bonus to their MR Check.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-60

Destroy Illusions
Level: 60 **Action:** Active
Cost: 80
Effect: This spell destroys any other Illusion spell with a Zeonic Value not greater than 60.
Added Effect: +5 to Zeonic Value affected by the spell.
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Effect

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Ghostly Being
Level: 62 **Action:** Active
Cost: 80
Effect: This spell creates a 4th-level ghostly being fashioned according to the caster's desires using the Being Between Worlds rules in **Chapter 26**. Ghostly Being functions exactly as the spell Create Illusory Being (Illusion level 40), except that it has no area limitation, and those who fail the MR Check are subjected to the rules of Ghostly Spells. A character might receive a new Check if he had reason to doubt the authenticity of the entity. The illusion may be a maximum of three levels higher than the caster.
Added Effect: +5 to the MR Difficulty and +1 to the Being's level.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (4)
Type of Spell: Automatic

Free Access
Level: 1-70

Gullibility
Level: 66 **Action:** Active
Cost: 80
Effect: This spell weakens a target's Resistance against illusion spells. The affected party must pass a MR with a Difficulty of 120 or suffer a penalty to future MR and PsR Checks against illusion spells equal to his Failure Level. This penalty will only work against spells of this Path.
Added Effect: +10 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Spiritual

Free Access
Level: 1-70

Ghostly Attack
Level: 70 **Action:** Active
Cost: 100
Effect: This spell projects a 100-point Base Damage discharge of energy that uses the Ghostly Spell rules. Character's can avoid the damage of this spell by passing a MR Check with a Difficulty of 120. Given the attack's unreal status, it can not clash against other discharges.
Added Effect: +5 to MR Difficulty and +5 to Base Damage.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Attack, Spiritual

The Gift of Lying
Level: 72 **Action:** Active
Cost: 140
Effect: This spell can force an individual to lie. The illusionist can compel the target to lie in absolutely everything he says, or about a specific subject matter. The affected party is not be able to indicate the deceptive nature of his words or convey any truthful information. A character can avoid this spell's effects by passing a MR or PsR Check with a Difficulty of 120. Characters who fail this Check receive a new check each day.
Added Effect: +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-80

Illusory Life
Level: 76 **Action:** Active
Cost: 140
Effect: This spell introduces fake memories into an individual's mind. The illusionist is able to alter memories and include as much new information as he desires. Once under the effects of this spell, characters can not distinguish illusory memories from their own real experiences. The MR or PsR Check for resisting this spell has a Difficulty of 120. Characters receive a new roll only upon finding a reason to doubt the authenticity of their recollections.
Added Effect: +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14) **Daily**
Type of Spell: Spiritual

Free Access
Level: 1-80

Major Illusion
Level: 80 **Action:** Active
Cost: 250
Effect: This spell creates an enormous illusion affecting all five human senses. The spell develops within a one mile radius within which people see, hear, feel, smell, and taste whatever the spellcaster desires. For instance, he may trick someone into thinking a whole town is deserted, when it is actually a thriving city. Any character entering the area of this spell is automatically affected by the illusion unless he passes a MR Check with a Difficulty of 120. Affected characters only receive a new Check upon encountering a reason to doubt the illusory world around them.
Added Effect: +500 meters to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (25) **Daily**
Type of Spell: Automatic

High Magic

Fix Illusion
Level: 82 **Action:** Active
Cost: 250
Effect: This spell creates a permanent illusion. In game terms, it adds 1,000 Zeon Maintenance Points to any spell from the Path of Illusion. Bear in mind that this amount will not serve to increase the power of the spell. It only provides the caster with the points to maintain the illusion constantly. It cannot be used in connection with Free Access spells – even if these spells are from Illusion slots.
Added Effect: +50 to the Zeon of the Maintained spell.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-90

Illusion of the Senses
Level: 86 **Action:** Active
Cost: 200
Effect: The caster has the ability to lead a subject to believe whatever he wishes. Though the caster does not actually modify reality, his spell convinces an affected character that an illusion is so real, that he will react as if it were true in every aspect. For example, if an illusionist wants to trick somebody into thinking he has no legs or arms, the subject will lose all sense of his limbs and fall to the ground in the belief that he has, indeed, lost them. Another example of this could be a fighter suffering from wounds who is led to believe, not only that he is in perfect shape, but also that he possesses a +50 All Action Bonus. A character convinced that he is dead automatically lapses into unconsciousness. The MR or PsR Difficulty for resisting the spell is 120. A character receives a new Resistance roll only upon becoming convinced he is being deceived.
Added Effect: +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20)
Type of Spell: Spiritual

Free Access
Level: 1-90

Non-existence
Level: 90 **Action:** Active
Cost: 220
Effect: The target of this spell cannot be perceived by any of the natural senses – although he still has a material existence. Others cannot see, smell, hear, touch, or taste his presence in any way. In addition to this, the target does not leave any visible trace or marks behind while the spell is maintained. The only ways to realize a Non-existent character's presence is via supernatural (magical or Ki related) detection. A character can resist the effects of this spell by passing a MR Check with a Difficulty of 120. Those subjects failing the Check are entitled to repeat it every time they have reason to believe there is someone around.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (22) **Daily**
Type of Spell: Automatic

Divine Magic

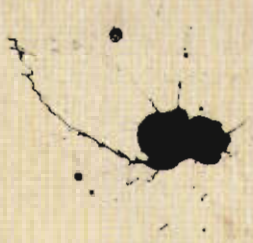
Deceive Death
Level: 92 **Action:** Active
Cost: 500
Effect: A person affected by this spell cannot die; the Flow of Souls will ignore his presence and thus be unable to claim him. However, his physical form is vulnerable to destruction, and even though his spirit will not abandon his body, he will still suffer any adverse effects produced by damage. This spell does not offer protection from soul- destroying effects. The maximum Presence this spell affects is 80.
Added Effect: +5 to the maximum Presence affected.
Maximum Zeon: Intelligence x40
Maintenance: 1 every 5 (100) **Daily**
Type of Spell: Effect

Free Access
Level: 1-100

World of Lies
Level: 96 **Action:** Active
Cost: 500
Effect: This spell creates an artificial reality that the caster can modify as he pleases. He might create a city out of nowhere and turn it into a fantasy land in the next turn, for example. Imagination is the limit. This spell covers a one mile radius within which all illusions have Ghostly Spell status. Everyone entering the spell's radius must pass a MR Check with a Difficulty of 140 or fall beneath the power of this spell. World of Lies also allows the caster to create unreal creatures to populate it. These creatures exist as illusions of a Ghostly nature. The caster has 100 levels at his disposal to distribute among these entities—although none of them can have more than half of their level rounded up. In other words, the caster; he may create one hundred 1st level Ghostly Beings, ten 5th-level beings and five 10th-level beings, or any other possible combination. The entities are fashioned according to the caster's desires using the Beings Between Worlds rules in **Chapter 26**. These creatures have illusory intelligence and life; they are able to act independently following the orders given by their master. Those characters entering the area of influence and failing the Resistance Check can only repeat it when encountering doubts on the reality of their surroundings.
Added Effect: +5 to MR Difficulty, +50 levels distributed among Beings and double the area of coverage.
Maximum Zeon: Intelligence x40
Maintenance: 1 every 5 (100) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-100

False Reality
Level: 100 **Action:** Active
Cost: 600
Effect: This spell creates a distorted reality and makes something fake real. In this way, events that can have never taken place can be invented and made to produce effects upon the present. History is not really altered, since the spell only manages to change the status of things at the time it is cast. However, few people are able to tell the difference. The spell can not accomplish the impossible; it can only alter feasible events which are likely to happen if the appropriate situation is created by the caster.
For example, the caster might say a certain mountain pass has been blocked due to a landslide caused by thieves making their escape. According to this, the False Reality spell would affect a random bunch of burglars and all individuals in the mountain pass at the time. Another example may be that the caster could claim that a non-existent entity, called Ethon, is about to destroy a city. He only needs to be able to justify the birth of the creature by saying, for instance, that it was created by a powerful sorcerer in the past. It is all up to the creativity he puts into the lie.
Utilizing MR Checks for this spell is hard to do. It is necessary to find the being or object with the highest Resistance introduced "within the lie" or affected by it. In the first of the examples above, the burglars would make the MR Check. However, if a high-level individual crossed the pass at the time, he would use his Magic Resistance instead of the thieves. In the second example, a sorcerer powerful enough to create Ethon would be the one who do the Check. Whoever he is, the chosen individual may resist (disbelieve) this spell with a MR Check with a base Difficulty of 120. The GM can adjust this Difficulty depending on the nature of the False Realty created. Extremely absurd events or circumstances should be easier to disbelieve.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Automatic



Book of Necromancy

Feel Death
Level: 2 **Action:** Active
Cost: 30
Effect: The necromancer automatically detects any deaths occurring 300 feet around him. This spell also reveals undead creatures if they fail a MR Check with a Difficulty of 120.
Added Effect: +80 feet to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (3)
Type of Spell: Detection

Free Access
Level: 1-10

See the Great Beyond
Level: 6 **Action:** Active
Cost: 30
Effect: This spell allows the caster to see specters and other spiritual creatures invisible to the human eye. The caster may bestow this gift upon as many individuals as he wishes, provided the total of their Presences do not exceed 80.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3)
Type of Spell: Effect

Control Scavengers
Level: 8 **Action:** Active
Cost: 40
Effect: This spell grants the caster control over creatures that feed mostly on the dead. The affected creatures must all be within a 30-foot radius and have a combined Presence less than 20. Some possible examples include vultures, crows, and maggots.
Added Effect: +30 feet to radius.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 20 (2)
Type of Spell: Effect

Spectral Shield
Level: 10 **Action:** Passive
Cost: 40
Effect: This spell creates a shield of necromantic energy capable of stopping Spiritual assaults that affect the character's supernatural Resistances. The spell does not stop physical attacks. Spectral Shield offers protection against mystical effects, as long as they do not force the character to make a Resistance Check with a Difficulty greater than 140.
Added Effect: +5 to the value of Resistances that can be stopped.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (2)
Type of Spell: Shield

Drain Life
Level: 12 **Action:** Active
Cost: 50
Effect: This spell allows a necromancer to absorb the life force of a another living creature, severely injuring the target in the process, while healing himself in turn. The caster must be able to physically touch the target. Any individual affected by this spell is be forced to pass a MR Check with a Difficulty of 80 or lose a number of Life Points equal to his Failure Level. The caster then adds this number to his own Life Points, however he cannot exceed his normal maximum. Creatures with Damage Resistance lose five times the amount of their Failure Level, but the caster only receives one-fifth of that number to heal his own wounds. For example, a creature with Damage Resistance that fails its MR Check by 20 points would lose 100 LP, but the caster would only add 20 to his LP total.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-20

Necromantic Detection
Level: 16 **Action:** Active
Cost: 50
Effect: This spell allows the necromancer to detect any living or undead creature within 60 feet of him. Characters who pass a MR Check with a Difficulty of 120 remain undetected by this spell.
Added Effect: +30 feet to radius and +10 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Detection

Talk to the Dead
Level: 18 **Action:** Active
Cost: 60
Effect: This spell allows the necromancer to communicate with dead souls and spirits around him. The spell automatically affects all spirits within 80 feet of the caster that have a Presence less than 40. The caster doesn't need to be aware of a spirit's exact location.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Automatic

Necromantic Paralysis
Level: 20 **Action:** Active
Cost: 60
Effect: This spell freezes the supernatural essence of undead creatures, rendering them unable to move. Any undead being in a 60-foot radius from the caster is automatically be subject to Total Paralysis if unable to pass a MR Check with a Difficulty of 120.
Added Effect: +10 meters to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Spiritual

Necromitude
Level: 22 **Action:** Active
Cost: 80
Effect: This spell allows an undead creature to recover 50 Life Points. It has no effect upon living beings.
Added Effect: +5 Life Points.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1-30

Death Beam
Level: 26 **Action:** Active
Cost: 60
Effect: This spell projects a strong necromantic discharge. The attack hits on the Energy AT and has a Base Damage of 80.
Added Effect: +5 to Base Damage.

Talk to the Dead

Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack

Raise Corpses
Level: 28 **Action:** Active
Cost: 80
Effect: Through necromantic energy manipulation, the caster can animate corpses and turn them into zombies or skeletons under his control. The dead do not keep the Special Abilities or knowledge they had while alive. But, they maintain their basic abilities – such as those associated with natural weapons and some of their physical Characteristics. The creature's Power and Resistances vary according to its body. For instance, a bear's cadaver would be considerably more dangerous than that of a human. Basic information on zombies is included in the Bestiary as reference for the GM. A caster can raise a number of corpses equal to 100 Presence points, as long as none of them are individually higher than 20.
Added Effect: +20 to total number of affected Presences and +5 to their maximum value.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4) **Daily**
Type of Spell: Effect

Dead Body
Level: 30 **Action:** Active
Cost: 80
Effect: This spell temporarily stops an individual's bodily functions without causing his death. The affected target can still move and act normally and becomes extremely resistant to damage effects and consequences for as long as the spell stays active. Any physical penalty he incurs is reduced by half, and he remains conscious while in the state between life and death. In addition, anyone inspecting the body will be unable to determine its true condition. The maximum total of Presences affected by this spell can not exceed 40.
Added Effect: +5 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect

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Drain Magic
Level: 32 **Action:** Active
Cost: 60
Effect: This spell drains the magical energy out of an individual or an object and transfers it to the necromancer. Any individual affected by this spell is forced to pass a MR Check with a Difficulty of 100 or lose a number of Zeon points equal to twice the number by which he failed the Check. The caster immediately absorbs this Zeon.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1-40

Destroy the Undead
Level: 36 **Action:** Active
Cost: 80
Effect: This spell completely destroys the essence of the undead. Any necromantic entity targeted by this spell is forced to pass a MR Check with a Difficulty of 120 or suffer damage equivalent to twice the number by which he failed the Check. Creatures with Damage Resistance increase this amount by their Damage Resistance multiple.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Drain Characteristics
Level: 38 **Action:** Active
Cost: 80
Effect: By touching an living creature, the necromancer can absorb one of the individual's Characteristics, increasing his own in the process. The necromancer must decide the Characteristic that he will drain before executing the spell. The designated target loses 1 point from that Characteristic for every 10 points by which he fails the 120 Difficulty MR Check. If the natural value of the victim's drained Characteristic is higher than that of the necromancer's, the necromancer adds that drained point to his own Characteristic. If the target's Characteristic is lower, the necromancer needs to absorb 3 Characteristic points to increase his own by 1. The increased attributes remain for as long as the spell is maintained. Lost Characteristics are recovered at a rate of 1 per hour once the caster cancels the spell.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4)
Type of Spell: Spiritual

Control the Dead
Level: 40 **Action:** Active
Cost: 100
Effect: The necromancer obtains absolute control of any undead creature in a 60-foot radius. Dominion over the undead stays active for as long as the spell is maintained, but it does not affect other necromantic creatures that might approach the area later. The undead can attempt to avoid being controlled by passing a MR Check with a Difficulty of 120. They will only be allowed to reroll upon receiving an order completely contradictory to their nature; therefore creatures without a will, such as animated corpses, can never be freed.
Added Effect: +30 feet to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Spiritual

Wither Life
Level: 42 **Action:** Active
Cost: 80
Effect: This spell creates a necromantic energy area that immediately kills any inferior life form – such as small animals and plants – around the caster. Any living being with a Presence less than 20 that is within 30 feet from the caster automatically rots away.
Added Effect: +5 meters to radius.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Automatic

Free Access
Level: 1-50

Necromantic Shield
Level: 46 **Action:** Passive
Cost: 80
Effect: This spell creates an energy shield from the essence of dead souls that protects against all kinds of attacks. The shield can absorb up to 1,000 points of damage before breaking.
Added Effect: +100 Resistance Points.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4)
Type of Spell: Defense

Dominate Life
Level: 48 **Action:** Passive
Cost: 140
Effect: This spell allows the caster to enslave a living being's soul. The targeted victim can resist the spell if he passes a MR Check with a Difficulty of 100. The controlled individual receives a new Check each day, and he also receives the chance to make another MR Check every time he receives an order completely against his behavior.
Added Effect: +5 to MR Target Number Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (28) **Daily**
Type of Spell: Spiritual

Vampire Stigma
Level: 50 **Action:** Active
Cost: 140
Effect: The target of this spell automatically absorbs 10% of the damage he deals to any opponent. Vampire Stigma will work both on physical attacks and direct damage spells, as well as similar supernatural powers. Attacks against creatures with Damage Resistance give the caster only 2% of the dealt damage.
Added Effect: +5% additional damage absorption (+1% against creatures with Damage Resistance).
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (7)
Type of Spell: Effect

Spectral Form
Level: 52 **Action:** Active
Cost: 100
Effect: The necromancer's physical body becomes a burning, spectral mass that damages the essence of all living beings that come into contact with it. Anyone touching its body feels the chill of death and is forced to make a PhR or MR Check with a Difficulty equal to twice the necromancer's Presence. If the affected character fails the Check, he suffers an All Action Penalty and loses a number of Life Points equal to half the number by which he failed the Check. The necromancer can only be hit by Energy damaging attacks for as long as he remains in this condition. The maximum Presence affected by this spell is 100.
Added Effect: +5 to the maximum Presence affected.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Free Access
Level: 1–60

Necromantic Modification
Level: 56 **Action:** Active
Cost: 100
Effect: This spell can targets either a living or undead entity, temporarily granting it new Powers and Abilities. If the target is an undead creature, it receives 100 additional DP to obtain any of the Special Powers detailed in **Chapter 26**, as a creature with a Gnosis of 25 would. When directed at a living being, the DP granted by the spell are reduced by half. The effects of this spell do not overlap, and subjects may be affected by it only once.
Added Effect: +10 DP.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10)
Type of Spell: Effect

Summon the Dead
Level: 58 **Action:** Active
Cost: 100
Effect: This spell calls the souls of dead people or specters to the necromancer. The caster is able to summon spirits selectively, although some other soul may present itself if the specific one he is seeking to contact is unavailable. Summon the Dead only works on spirits still tied to the world, or on spectral creatures, but not upon souls already transmigrated to the Flow of Souls. The maximum total of Presences affected cannot exceed 50.
Added Effect: +5 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect

Raise Specters
Level: 60 **Action:** Active
Cost: 200
Effect: By dominating the souls of the dead, the necromancer can pervert their essences and turn them into specters at his service. These ghosts keep a small part of the capacities they used to have in life, but they lose the majority of their old powers and attributes in the process. A specter raised by this spell reduces to half (and round up) the Level achieved in life. However, it abides by the general rules of undead spirits and receives 100 extra DP which the caster employs to provide it with the powers he sees fit (as a Gnosis 20 being). The spell will only work on recently deceased souls still waiting for the Calling. It can raises up to 100 Presence points among several spirits, provided none of them is higher than 30.
Added Effect: +20 to the number of Presences and +5 to their maximum value.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20) **Daily**
Type of Spell: Effect

Drain Life Force
Level: 62 **Action:** Active
Cost: 180
Effect: This spell absorbs an individual's vital force and transmits it to whoever the necromancer designates. The target must pass a MR Check with a Difficulty of 100 or lose 1 Constitution and 1 Power Point for every 10 points by which he fails the Check. The affected individual also ages gradually, according to his Failure Level. Absorbed points allow the necromancer (or the subject absorbing them) to rejuvenate and recover part of his lost vitality, up to starting levels. Characters deprived of their vital force can never recover it, except through supernatural abilities that make it possible.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1–70

Kill
Level: 66 **Action:** Active
Cost: 100
Effect: This spell stops a subject's bodily functions causing immediate death. It only works on living beings and is useless against spirits and some inanimate Beings Between Worlds. The affected character must pass a MR or PhR Check with a Difficulty of 80 to survive.
Added Effect: +5 to MR or PhR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual

Soul Beam
Level: 68 **Action:** Active
Cost: 140
Effect: This spell projects a magical energy discharge composed of withered souls. The spell hits on the Energy AT and has a 100 point Base Damage. It only affects beings with a soul; lifeless physical bodies, such as walls or golems, are ignored. Given the nature of the discharge, only those with the capacity of seeing spirits are able to sense it.
Added Effect: +5 to Base Damage.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Attack

Necromantic Chimera
Level: 70 **Action:** Active
Cost: 250
Effect: This spell creates an undead creature subject to the caster's control. This entity is developed as a Being Between Worlds with 600 DP and a Gnosis of 25. However, the necromancer cannot create the entity from scratch; in order to develop it, he must gather pieces from several corpses. If looking to endow any power or essential ability, he must first find the bodies of beings that possessed those powers. For instance, if wanting to confer Natural Flight, he must find the corpse of a creature who had that specific ability in life. The existence of the chimera is directly linked to the necromancer's soul. Therefore, its maximum level is calculated using the same rules as in the spell Create Being of the path of Creation.
Added Effect: +50 DP.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (25) **Daily**
Type of Spell: Effect

Life Perversion
Level: 72 **Action:** Active
Cost: 180
Effect: This spell corrupts the essence of a living being and stops its bodily functions, immediately transforming it into an undead entity. The affected character maintains the same Characteristics and abilities he had in life – although his animated corpse status will naturally grant him the advantage of Physical Exemption. Individuals may avoid transformation by passing a MR Check with a Difficulty of 100.
Added Effect: +5 to MR or PhR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Free Access
Level: 1–80

Vassalage
Level: 76 **Action:** Active
Cost: 250
Effect: This spell permanently ties an undead creature's soul to that of the necromancer. Thus, the spellcaster automatically becomes its hierarchical superior, and the monster's existence depends upon him. Although this spell does not endow the necromancer with real control upon the creature, their lives are tied together in a manner such that if the master is destroyed, the creature will perish too. The affected undead may resist Vassalage by passing a MR or PhR Check with a Difficulty of 80.
Added Effect: +5 to MR or PhR Difficulty.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Spiritual

Drain Souls
Level: 78 **Action:** Active
Cost: 200
Effect: This spell allows the necromancer to snatch another individual's soul so he may feed on its essence and power. The stronger the absorbed spirit, the greater the energy received. The targeted individual must pass a MR Check with a Difficulty of 120 or lose an amount of Presence equal to half the number by which he failed the Check. For every 5 Presence points lost, the target loses 1 level and all the capacities or powers dependent upon it (with the exception of knowledge-based abilities). If the target's Presence ever reaches zero, its soul is considered to be completely extinguished and he dies. For every 10 points of Presence absorbed, the necromancer temporarily increases one of his Characteristics by 1, or he can choose to receive 10 DP to acquire any Power or Essential creature ability. These increased Characteristics values will vanish at the rate of one per day, and DP will decrease at a rate of 20 per day.
Added Effect: +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual

Surpass Death
Level: 80 **Action:** Active
Cost: 300
Effect: This spell allows a living person to defeat death. The target becomes an undead entity without ties and can therefore exist in the world on his own power. The spell must be cast at the exact moment of the person's death – or a few seconds before (it will not cause death by itself). The caster is free to decide if the target in question becomes a Being Between Worlds or a Spirit, but in any case it will have a Gnosis of 25. The spell confers 150 extra DP to to use for any of the essential abilities or powers described in **Chapter 26**. If the caster chooses for the target to become a Spirit, the target must spend 100 DP to that end. He can also choose up to 50 DP in Disadvantages and Penalties, which will give him extra points. Excess DP increase the level as described in the spell Chimera. Surpass Death will only work on living creatures at the moment of death; therefore, it will have no effect upon creatures of a necromantic nature.
Added Effect: +10 DP and +5 optional DP in Disadvantages.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

High Magic

True Rise
Level: 82 **Action:** Active
Cost: 320
Effect: This spell raises a corpse allowing it to maintain its knowledge and every one of the powers and abilities it had in life. Unfortunately, the raised creature becomes an undead being lacking true soul. The spell affects deceased characters or creatures with a Presence score less than 30 whose bodies are at the reach of the caster. If death occurred a long time before the spell is cast, the raised creature's physical abilities might be damaged. Characters resurrected once through this spell can not be resurrected again. Keep in mind that, even though the character is an undead entity, it is not under the control of the necromancer.
Added Effect: +5 to the maximum Presence affected.
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1–90

Well of Life
Level: 86 **Action:** Active
Cost: 300
Effect: This spell creates a field of dark energy centerd on the necromancer that allows him to absorb half the Life Points lost by all living beings within 150 feet of him. These Life Points go towards healing any sort of wounds he may have suffered. Well of Life itself does not inflict damage, but necromancers usually combine its effects with other damaging magics at their disposal.
Added Effect: +50 feet to radius.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30)
Type of Spell: Effect

Cursed Land
Level: 88 **Action:** Active
Cost: 350
Effect: The caster corrupts a small fragment of the world, haunting a section of land. Inside this area, all deceased individuals are instantaneously resurrected as undead creatures subject to his control. Deceased characters automatically become animated corpses, but one out of a hundred are resurrected as a specter. These undead creatures only act inside the cursed land (see Level 28 and Level 60 spells of this Path as a reference). The magic sustaining them will vanish if they leave the area. The spell haunts a one mile radius, stationary to the place where it was cast.
Added Effect: +1 mile to radius.
Maximum Zeon: Intelligence x40
Maintenance: 1 every 10 (35) **Daily**
Type of Spell: Effect

Sustenance
Level: 90 **Action:** Active
Cost: 200
Effect: This spell affects the essence of one or several undead creatures maintained by the spell, allowing for their existence even after the necromancer stops paying for their maintenance. For instance, if the spellcaster uses Sustenance upon a zombie animated by the spell Raise Corpses, the creature will continue to stay active once that spell has ended. The caster may affect as many individuals as he may wish, provided the total of their Presences is not higher than 60.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect

Divine Magic

Raw Material
Level: 92 **Action:** Active
Cost: 350
Effect: This spell generates the corrupt energy used by necromantic magic to resurrect corpses and spirits, enabling the caster to create the raw material necessary to resurrect corpses at a later stage. The spell forms necromantic material, equivalent to a thousand human bodies, or a smaller amount of other more powerful creatures instead.
Added Effect: +1,000 additional bodies.
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Effect

Free Access
Level: 1–100

Lord of the Dead
Level: 96 **Action:** Active
Cost: 300
Effect: The Lord of the Dead extends its presence in the world, subduing all undead creatures in a 60 mile radius. All creatures within the spell area are subjected to the spellcaster's control unless they pass a MR Check with a Difficulty of 140. Once they do, no rerolls are necessary. Affected individuals are not entitled to a new control unless they alter their Resistances.
Added Effect: +60 miles to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (60) **Daily**
Type of Spell: Automatic

Come Back from the Dead
Level: 96 **Action:** Active
Cost: 400
Effect: This spell returns a deceased creature's spirit to the world, even after it has gone back to the Flow of Souls or has been scattered. The character returns as an undead being, with his soul and essence untouched. If the body of the deceased character still exists, it will come back to it. If it does not, he may reincarnate in a new one or become an immaterial specter. As is the case in similar spells, the time elapsed between death and resurrection is a restraining factor to the efficacy of the spell. Resuscitated souls cannot have a base Presence higher than 30, and the elapsed time since death cannot exceed one month. Destroyed or resurrected souls can not be affected by this spell.
Added Effect: +5 to the maximum Presence affected and twice the time elapsed since the subject's death.
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Automatic

The Awakening
Level: 100 **Action:** Active
Cost: 900
Effect: The Awakening is the most powerful of necromantic spells. By corrupting a part of the world, the caster extends his shadow over all existence and brings back the dead, subjugating them to his full control. The Awakening is not limited a normal area of effect; all deceased persons in the world with a Presence lower than 50 are affected. In case spirits are still awaiting the calling, they are raised either as specters or animated corpses. A small percentage of the deceased – one out of every ten thousand – come back with full faculties.
Added Effect: +5 to the maximum Presence affected.
Maximum Zeon: Intelligence x50
Maintenance: No
Type of Spell: Automatic

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FREE ACCESS MAGIC

LEVEL 1-10

Tie

Level: 1-10 **Action:** Active
Cost: 40
Effect: This spell causes chains, ropes, or any type of string to be knotted with a 140 Base Ability in Sleight of Hand. The caster may command strings to tie a subject up, in which case the target will have to fight off an automatic attack of Absurd Difficulty, following the rules of Trapping (this is to say, he would receive a direct attack with a final ability of 180). The Strength of the binding depends on the material used. Just as a reference, a very thick rope would have Strength of 10, whereas metallic chains would have Strength 12. Note that strings are not created by the spell.
Added Effect: +10 to Sleight of Hand ability.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Destruction and Illusion

Create Fire

Level: 1-10 **Action:** Active
Cost: 40
Effect: This spell creates a single fire intensity if cast upon a flammable substance. If fire catches on, it will not be necessary to maintain the spell.
Added Effect: +1 fire intensity.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (4)
Type of Spell: Effect
Closed Paths: Water

Opening

Level: 1-10 **Action:** Active
Cost: 30
Effect: This spell allows the caster to open any closed door. If the door is blocked, the spell will try to force it by employing a Lock Picking ability of 80.
Added Effect: +10 to Lock Picking.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect
Closed Paths: Destruction and Fire

Move Objects
Level: 1–10 **Action:** Active
Cost: 30
Effect: This spell moves inorganic objects without the need of physical contact, by granting them a Flight Value 10. Maximum weight that can be affected is 50 pounds.
Added Effect: +20 pounds
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (3)
Type of Spell: Effect
Closed Paths: Destruction and Earth

Stop Fall
Level: 1–10 **Action:** Passive
Cost: 40
Effect: This spell cancels the effects of falling from great heights. In game terms, it completely eliminates the impact of falling from a 150 foot distance. It may affect several individuals simultaneously, provided the total of their Presences is not higher than 60.
Added Effect: +30 extra feet of fall and +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (4)
Type of Spell: Effect
Closed Paths: Earth

Cleanliness
Level: 1–10 **Action:** Active
Cost: 30
Effect: This spell removes any minor physical impurity (such as dirt or bad smell) in the target's body and clothes. It can also be used to clean places or objects. It can affect up to a maximum Presence of 50.
Added Effect: +10 to the maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: None

Magic Detection
Level: 1–10 **Action:** Active
Cost: 40
Effect: The caster automatically detects any source of magic in a 80-foot radius around him. If the magic is hidden, this spell employs the equivalent of a Magic Appraisal Ability of 140.
Added Effect: +10 to Magic Appraisal and +80 feet to radius.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (2)
Type of Spell: Effect
Closed Paths: Darkness

Create Music
Level: 1–10 **Action:** Active
Cost: 40
Effect: This spell creates music that is audible in a 30 foot radius. The piece is performed with a Music Ability of 80. This spell can only play pieces the caster is familiar with, even if only in a vague way.
Added Effect: +25 meters to range and +5 to Music Ability.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (2)
Type of Spell: Effect
Closed Paths: Destruction

Undo Writing
Level: 1–10 **Action:** Active
Cost: 40
Effect: The spell will erase a text up to 500 characters or letters. The material upon which the text is imprinted is could be altered by this spell, but not in a damaging way. For instance, the spell causes ink to fade away, or the space created by engraving to be refilled. This spell can only affect objects with a Presence less than 30.
Added Effect: +5 to maximum Presence and +100 characters
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Creation

Static Message
Level: 1–10 **Action:** Active
Cost: 30
Effect: This spell creates a written message in a particular place or on an object. The spellcaster can make this message appear and disappear at will, even when not physically present. However, if not present, he will not know if the message is actually read by someone. The message has a 40-word limit.
Added Effect: +10 words limit
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (2) **Daily**
Type of Spell: Effect
Closed Paths: Destruction

Jump
Level: 1–10 **Action:** Active
Cost: 50
Effect: The targeted individual can supernaturally enhance his Jump Ability. The spell adds a +50 bonus to the base of a character's Jump Ability, and allows him to reach Inhuman Difficulty Levels when making Jump Checks.
Added Effect: +20 to Jump Ability
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Effect
Closed Paths: Earth

Change Color
Level: 1–10 **Action:** Active
Cost: 30
Effect: This spell will change the color of objects, or even people, provided their Presence does not exceed 40. The target can resist this spell by passing a MR Check with a Difficulty of 100.
Added Effect: +5 to MR Difficulty and +5 maximum Presence affected.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (2) **Daily**
Type of Spell: Spiritual
Closed Paths: Destruction

Level 10-20

Create Sounds
Level: 10–20 **Action:** Active
Cost: 40
Effect: This spell creates a sound in a specific place not more than 150 feet away from the caster.
Added Effect: +50 feet
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (4)
Type of Spell: Effect
Closed Paths: Destruction

Fog
Level: 10–20 **Action:** Active
Cost: 60
Effect: This spell creates fog in a 300-foot radius. Density may be determined by the caster. The fog remains stationary unless affected by wind. Light breezes will make the fog drift; stronger winds simply disperse the fog.
Added Effect: +50 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect
Closed Paths: Fire

Breathe Liquids
Level: 10-20 **Action:** Active
Cost: 40
Effect: This spell enables targets to breathe in a liquid environment just as easily as they do in air. It may affect several individuals simultaneously provided the total of their Presences is not higher than 80.
Added Effect: +20 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (4) **Daily**
Type of Spell: Effect
Closed Paths: Earth and Fire

Enchant
Level: 10-20 **Action:** Active
Cost: 50
Effect: This spell turns an object or place with a Presence of 50 or below into a supernatural element. The newly enchanted substance affects intangible beings and spells. For instance, if cast upon a weapon, the weapon will be able to inflict damage upon immaterial beings (employing the object's Presence). Likewise, ethereal beings could not pass through an enchanted wall.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3) **Daily**
Type of Spell: Effect
Closed Paths: None

Recreate Image
Level: 10-20 **Action:** Active
Cost: 40
Effect: This spell recreates an image previously seen by the spellcaster, with a maximum surface of five square feet. This apparition is a transparent hologram with no substance that remains motionless and stationary.
Added Effect: +5 square feet
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (4)
Type of Spell: Effect
Closed Paths: Destruction

Repair
Level: 10-20 **Action:** Active
Cost: 60
Effect: This spell repairs an inorganic object entirely, but it does not recreate missing pieces. Performing the repair requires that the fragments of the object are preserved, or that the necessary raw materials are available. It can be cast upon anything, from weapons to buildings, with a Presence less than 30
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Destruction and Illusion

Climb
Level: 10-20 **Action:** Active
Cost: 50
Effect: The targeted individual has his Climb Ability supernaturally enhanced. The spell adds a +50 bonus to the base of a character's Climb Ability and allows him to reach Inhuman Difficulty Levels when making Climb Checks.
Added Effect: +20 to the Climb Ability
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Effect
Closed Paths: Air

Pass Without Leaving Trace
Level: 10-20 **Action:** Active
Cost: 60
Effect: This spell eliminates the physical traces people leave behind. It takes an Inhuman-level Track Check to follow the traces of anyone using this spell. The caster may affect as many individuals as he wishes, provided the total of their Presences is not higher than 120.
Added Effect: +20 to the maximum Presence affected
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect
Closed Paths: Light

Slippery Area
Level: 10-20 **Action:** Active
Cost: 50
Effect: This spell enchants a static 15-foot radius area, rendering it as slippery as wet ice. Crossing this field without slipping requires an Acrobatics or Athleticism Check of Difficult if walking, or of Absurd if running.
Added Effect: +5 meters to area
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (3)
Type of Spell: Effect
Closed Paths: Fire

Attract Minor Vermins
Level: 10-20 **Action:** Active
Cost: 30
Effect: This spell summons a total mass of 60 pounds of small vermin to a designated spot. This spell does not create new creatures, it merely attracts existing vermin in the area. This spell does not grant any control over these creatures.
Added Effect: +20 pounds of mass
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (2)
Type of Spell: Effect
Closed Paths: None

Infinite Bag
Level: 10-20 **Action:** Active
Cost: 40
Effect: This spell permits characters to fill a bag, sack, or chest with up to ten times its normal storage capacity – without increasing its weight. The caster can always draw the exact object he needs from the container, whereas the rest of the characters will stumble upon random objects. Objects are still limited to a size that would normally fit inside the container, so this spell would not, for example, permit a wagon to be stored inside a typical backpack. The load fully materializes upon termination of the spell; in this way, it is possible that the container may burst.
Added Effect: +5 additional times its storage capacity
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (4) **Daily**
Type of Spell: Effect
Closed Paths: None

Inhumanity
Level: 10-20 **Action:** Active
Cost: 50
Effect: Targets of this spell are able to achieve Inhuman-difficulty results in any field or subject matter. Bear in mind that this does not mean actions performed by these subjects are automatically Inhuman. Rather, it means that characters can achieve them if their Characteristics or Ability Checks allow. This spell can affect several individuals simultaneously, provided their total Presence scores are not higher than 60.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5) **Daily**
Type of Spell: Effect
Closed Paths: None

Level 20-30

Close with Magic
Level: 20-30 **Action:** Active
Cost: 100
Effect: This spell automatically closes any door or lock, increasing the necessary Difficulty to open it by one degree – up to an Inhuman maximum. In other words, a door requiring a Medium-Difficulty Lock Picking Check to open would now require a Difficult Check. Although the lock itself is enchanted, the caster doesn't need to pay for maintenance; the spell will be active until the door opens. This spell will only affect one lock at a time.
Added Effect: +1 to Difficulty Level for opening
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Destruction

Cause Fear
Level: 20-30 **Action:** Active
Cost: 100
Effect: All creatures within a 15-foot radius of the caster fall prey to a terrible magical fear – unless they pass a MR Check with a Difficulty of 100. Those who fail the Check are subjected to the Fear State.
Added Effect: +5 meter to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Spiritual
Closed Paths: Light

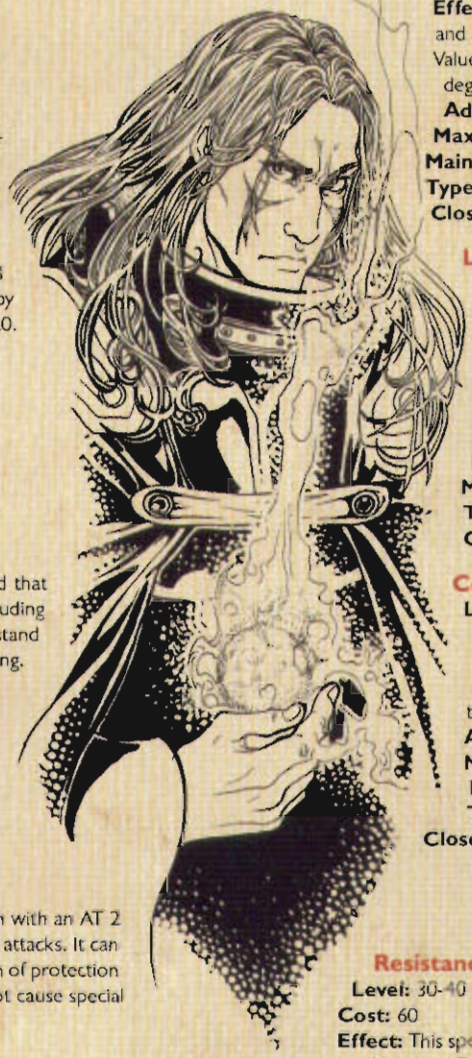
Understand Languages
Level: 20-30 **Action:** Active
Cost: 100
Effect: This spell will allow the targeted individual to gain temporary proficiency in a language previously not spoken by him. When dealing with an exceptionally complex idiom, the GM is free to demand the investment of a larger amount of Zeon to master it, as he sees fit. The spell may affect as many individuals as designated, provided their total Presence scores do not exceed 80.
Added Effect: +10 to maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (20) **Daily**
Type of Spell: Effect
Closed Paths: None

Net
Level: 20-30 **Action:** Active
Cost: 60
Effect: This spell will create high density magical fibers that form a very sticky net. The caster can use this net for whatever he may desire, such as blocking a passage or entrapping creatures. The net's maximum radius is 10 feet. It Traps with a Strength of 10, and it can endure 500 points of damage before breaking using an AT 4. Since its substance is of a mystical nature, only heat, cold, electricity or supernatural attacks will harm it.
Added Effect: +5 feet to radius and +50 Resistance Points
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Effect
Closed Paths: None

Serenity
Level: 20-30 **Action:** Active
Cost: 50
Effect: This spell produces a feeling of tranquility and peace in the target, inducing calm even when experiencing rage or terror. It cancels all fear, terror, or rage States experienced by the target – except if they are of a supernatural nature. A character can resist this spell by passing a MR Check with a Difficulty of 120.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Spiritual
Closed Paths: Fire and Darkness

Magic Shield
Level: 20-30 **Action:** Passive
Cost: 60
Effect: This spell creates a magical Shield that will protect the caster from all attacks – including those of a supernatural nature. It can withstand up to 300 points of damage before breaking.
Added Effect: +50 Resistance Points
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (6)
Type of Spell: Defense
Closed Paths: None

Magical Protection
Level: 20-30 **Action:** Active
Cost: 60
Effect: This spell grants armor protection with an AT 2 against all attacks except for Energy-based attacks. It can be used in conjunction with any other form of protection as an additional layer. However, it does not cause special penalties to be applied to the Initiative.
Added Effect: +1 AT.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Effect
Closed Paths: Destruction



Clouds
Level: 20-30 **Action:** Active
Cost: 80
Effect: This spell forms a thick layer of clouds with a maximum radius of 300 feet. The caster is in complete control of them and may move them around or shape them in any way he pleases.
Added Effect: +60 feet to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect
Closed Paths: Fire and Earth

Send Message
Level: 20-30 **Action:** Active
Cost: 80
Effect: This spell sends an oral message of 500 words or less to a familiar person not more than 60 miles distant. The language of the message must one that is familiar to the caster.
Added Effect: +60 miles to range and +100 words
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: None

Speed
Level: 20-30 **Action:** Active
Cost: 80
Effect: This spell raises a subject's Movement Value by one degree and also applies a +20 bonus to his Initiative. Increasing Movement Value beyond 12 requires two Added Effects for each additional degree of increase.
Added Effect: +10 to Initiative and +1 to Movement Value
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Effect
Closed Paths: Earth

Levitation
Level: 20-30 **Action:** Active
Cost: 50
Effect: Targets of this spell gain the ability to levitate their bodies vertically in the air, with a Flight Value of 4. This spell may affect as many targets as necessary – provided the sum of their Presences scores do not exceed 80.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (5)
Type of Spell: Effect
Closed Paths: Earth

Contraceptive Protection
Level: 20-30 **Action:** Active
Cost: 60
Effect: This spell prevents sexually transmitted diseases and pregnancy. It may affect several individuals simultaneously – provided the total of their Presence scores do not exceed 80.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect
Closed Paths: None

Level 30-40

Resistance to Pain
Level: 30-40 **Action:** Active
Cost: 60
Effect: This spell increases a living being's endurance, applying a +60 bonus to its Withstand Pain Checks.
Added Effect: +20 to Withstand Pain.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6) **Daily**
Type of Spell: Effect
Closed Paths: Essence

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True Close
Level: 30-40 **Action:** Active
Cost: 80
Effect: The caster is automatically able to obstruct any type of door, shutter, or window with a Presence of 20 or below. If cast upon an open door, this spell causes it to close by itself, or if it has a latch, the spell will fasten it closed. For as long as the spell is maintained, there will be no physical way to open the door short of destruction or employing other magical means.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4) **Daily**
Type of Spell: Effect
Closed Paths: None

Purification
Level: 30-40 **Action:** Active
Cost: 80
Effect: This spell purifies a body by eliminating any harmful substances from its system, such as poisons. It automatically eradicates any substance of Level 30 or below. Purification only affects the harmful elements of an organism, and those alien to it. In this way, a Purification spell cast upon a poisonous snake would not remove the snake's own poison, but the same spell cast upon a person bitten by the snake would be purified. The spell may affect as many individuals as designated, provided the total of their Presence scores does not exceed 80.
Added Effect: +10 to Poison Level affected and +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Creation

Extend Presence
Level: 30-40 **Action:** Active
Cost: 100
Effect: The caster is able to extend his Presence up to 15 feet away from his body, allowing him to perform action at a distance. As long as the Presence is detached from the body, the caster is unable to move, but he can return to his body without the need of ending the spell. The Presence is able to touch physical objects and even attack, but it is invisible to the human eye. The only way to notice its presence is via Ki detection, the ability to see spirits, or some other means of seeing ethereal bodies. However, if the Presence is holding an object, that object will be perfectly visible. The Presence is intangible and can only be harmed by Energy based attacks. Any Life Point lost will also affect the caster's body.
Added Effect: +5 meters to range
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (20) **Daily**
Type of Spell: Effect
Closed Paths: None

Alter Size
Level: 30-40 **Action:** Active
Cost: 80
Effect: This spell increases or decreases the target's Size up to 2 points. No matter how many added effects are employed, the lowest value for size is 1. In order to resist the spell, characters must pass a MR with a Difficulty of 120.
Added Effect: Increase or decrease 1 additional size point and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Spiritual
Closed Paths: Destruction

Invoke Aggressiveness
Level: 30-40 **Action:** Active
Cost: 80
Effect: This spell increases aggressiveness in all living creatures and persons within 60 feet of the caster. Each affected target can resist the spell with a MR or PsR Check with a Difficulty of 80. The affected individuals will show violent behavior around any person or object that may serve as a target of their rage.
Added Effect: +10 meters to radius and +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Automatic
Closed Paths: Light

Change of Outlook
Level: 30-40 **Action:** Active
Cost: 80
Effect: This spell modifies the face and body of its target. It can alter skin color or physiognomy, but it cannot change height or weight beyond the limits set by the character's Size. In order to resist the makeover, a character must pass a MR Check with a Difficulty of 100. If he fails the Check, he receives a new one each day.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Effect, Spiritual
Closed Paths: Destruction

Heal Diseases
Level: 30-40 **Action:** Active
Cost: 80
Effect: This spell automatically eliminates any illness of Level 30 or below. It may be cast upon several individuals, provided that the sum of their Presences does not exceed 80.
Added Effect: +10 to Disease Level and +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: None

Magic Beam
Level: 30-40 **Action:** Active
Cost: 60
Effect: This spell projects a magical energy discharge that uses the Energy AT and possesses a Base Damage of 40.
Added Effect: +5 to Base Damage.
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Attack
Closed Paths: Creation

Eliminate Dreams
Level: 30-40 **Action:** Active
Cost: 80
Effect: The spell suppresses an individual's ability to dream. This spell affects anyone with a Presence of 60 or below. Those wishing to resist must pass a MR Check with a Difficulty of 120. The Check may be repeated every time the character falls asleep.
Added Effect: +5 to MR Difficulty and +5 to the maximum Presence affected.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4) **Daily**
Type of Spell: Spiritual
Closed Paths: Light and Darkness

Sense Feelings
Level: 30-40 **Action:** Active
Cost: 60
Effect: This spell detects a specific feeling in an individual less than 150 feet away from the caster. It is up to him to decide what feeling he would like to perceive. Affected subjects can avoid the effects of the spell by passing a MR or PsR Check with a Difficulty of 120.
Added Effect: +10 meter to radius and +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Detection
Closed Paths: None

Eliminate Spells
Level: 30-40 **Action:** Active
Cost: 150
Effect: This spell destroys another active spell with a Zeonic value below 60.
Added Effect: +5 to the Zeonic value affected
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Automatic
Closed Paths: Creation

Level 40-50

Friendship
Level: 40-50 **Action:** Active
Cost: 80
Effect: This spell creates a bond of friendship between two characters designated by the caster. Keep in mind that the affected characters do not become stupid, meaning they will not follow their new friend's advice blindly. At any rate, they will act according to their ethics and personality. Characters wishing to resist this spell need to pass a MR or PsR Check with a Difficulty of 120. The Check will only be repeated once a day, or in a case where something sheds doubt on the true camaraderie between the characters.
Added Effect: +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Spiritual
Closed Paths: Darkness

Quick Transport
Level: 40-50 **Action:** Active
Cost: 60
Effect: This spell transports the target up to a distance of 80 feet. The spell allows characters to pass through physical bodies, provided they are not based on energy. Maximum quantity of material mass to be transported cannot have a Presence higher than 50.
Added Effect: +80 feet to range and +5 to maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Earth

Send Dreams
Level: 40-50 **Action:** Active
Cost: 120
Effect: This spell allows the caster to send images and words to a sleeping person's subconscious. The spell does not constitute a means of communication, since the caster will have no feedback on the actions or words of the target. The message may be delivered to any subject designated by the caster, regardless of distance, provided the target's Presence does not exceed 50. The target must be asleep to receive the message.
Added Effect: +5 to maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Automatic
Closed Paths: None

Read Minds
Level: 40-50 **Action:** Active
Cost: 100
Effect: This spell enables the caster to delve into a subject's memories or thoughts. It is left to the GM's best judgment to decide the number of Combat Turns needed to find the desired information, depending on how deep it is buried in the character's memory. The target may resist the spell by passing a PsR or MR Check with a Difficulty of 80. The caster will apply a +30 bonus to all Opposed Checks against him for as long as he can read his opponent's intentions.
Added Effect: +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (10)
Type of Spell: Spiritual
Closed Paths: Darkness

Cancel Magic
Level: 40-50 **Action:** Active
Cost: 150
Effect: This spell cancels the effects of all spells in a 30-foot radius that have a Zeonic value below 60. Keep in mind that the spells are not destroyed; the effects are merely neutralized within the area for the duration of the spell.
Added Effect: +5 to Zeonic value affected and +5 meters to radius
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (8)
Type of Spell: Automatic
Closed Paths: Creation

Curse
Level: 40-50 **Action:** Active
Cost: 200
Effect: This spell creates a number of negative conditions on the affected individual with the goal of bringing misfortune when the affected target attempts a specific action. Every time the accursed character attempts the specified action, it automatically fails. If the caster chooses to curse a Primary or Secondary Ability, the victim suffers a -60 penalty to that Ability every time he uses it.
It is in the nature of this spell to influence not only the target, but also those around him, if they enter the field of the curse. In this case, each person is entitled to their own MR Check. For instance, a young girl romantically interested in a boy who is affected by a curse that prevents anyone from falling in love with him would feel discouraged in her endeavor, unless she passes the MR Check. The basic MR Difficulty is 120. New Checks can be made only after their effects are re-activated.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (20) **Daily**
Type of Spell: Spiritual
Closed Paths: No

Absorb Information
Level: 40-50 **Action:** Active
Cost: 50
Effect: The caster can use this spell to absorb knowledge in any written or graphic media that is within sight or at hand. In this way, he can read a book in a few seconds and remember the details as if he had studied it carefully. He may read up to 500 words (or an equivalent amount of information) for every turn the spell is maintained. Once the spell is finished, the caster's memory will be responsible for storing the information correctly.
Added Effect: +500 words per turn
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (10)
Type of Spell: Effect
Closed Paths: None

Yuri uses a Serenity spell to help her rest.

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Show the Invisible
Level: 40-50 **Action:** Active
Cost: 60
Effect: This spell exposes any force or invisible presence to public view. The spell reveals not only supernatural effects, but also beings of a spiritual nature, or those who are completely invisible. The spell covers a radius of 150 feet. Affected creatures avoid manifesting themselves by passing a MR Check with a Difficulty of 120. The only condition for being affected by the spell is being inside the area.
Added Effect: +10 meters to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Automatic
Closed Paths: Darkness

Undo
Level: 40-50 **Action:** Active
Cost: 100
Effect: This spell destroys up to 100 pounds of any inorganic material, provided it does not pass a Resistence Check with a Difficulty of 80. It cannot affect objects with a Presence higher than 50.
Added Effect: +50 pounds affected and +5 to the Resistance Difficulty
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Creation

Cause Sickness
Level: 40-50 **Action:** Active
Cost: 60
Effect: This spell causes a Level 30 sickness in any individual who fails the required DR Check.
Added Effect: +5 the Disease Level
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Spiritual
Closed Paths: Illusion and Water

Slow
Level: 40-50 **Action:** Active
Cost: 60
Effect: This spell decreases the Movement Value of a target by –2 if it fails a MR Check with a Difficulty of 120.
Added Effect: –1 to Movement Value and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (6)
Type of Spell: Spiritual
Closed Paths: Air

Alter Energy
Level: 40-50 **Action:** Active
Cost: 100
Effect: The caster can transform up to 10 Intensities of any kind of elemental energy, such as fire, into another kind, such as electricity. If these Intensities are magical or have a Presence of their own, they can resist the spell by passing a MR Check with a Target Difficulty of 120.
Added Effect: +2 Intensities and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Spiritual
Closed Paths: Destruction

Level 50-60

Blindness
Level: 50-60 **Action:** Active
Cost: 80
Effect: The spell will cause anyone within a 15-foot radius to go blind if they fail a MR Check with a Difficulty of 100.
Added Effect: +30 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (4)
Type of Spell: Spiritual
Closed Paths: Creation and Light

Deafness
Level: 50-60 **Action:** Active
Cost: 80
Effect: The spell will causes anyone within a 15-foot radius to go deaf if they fail a MR Check with a Difficulty of 120.
Added Effect: +30 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (4)
Type of Spell: Spiritual
Closed Paths: Creation

Inability to Speak
Level: 50-60 **Action:** Active
Cost: 80
Effect: The spell causes any creature within a 15-foot radius to become mute if they fail a MR Check with a Difficulty of 120.
Added Effect: +30 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (4)
Type of Spell: Spiritual
Closed Paths: Creation

Heal Wounds
Level: 50-60 **Action:** Active
Cost: 100
Effect: This spell heals any kind of wound and restores 40 Life Points to the target. This type of healing will not regenerate missing organs or similar damage, but it will stop the effects of bleeding.
Added Effect: +5 Life Points
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Destruction

Visualize Cartography
Level: 50-60 **Action:** Active
Cost: 60
Effect: This spell enables the caster to visualize the surrounding landscape in a 15-mile radius. The spell is effective for locating cities, rivers, and mountains, however, specific individuals or constructions can not be placed.
Added Effect: +15 miles to radius
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Darkness

Sleep
Level: 50-60 **Action:** Active
Cost: 80
Effect: This spell induces a deep sleep on all subjects within a 30-foot radius who do not pass a MR Check with a Difficulty of 100. Affected characters fall fast asleep in little more than a minute. If a character fails the Check by more than 20 points, the effects of the spell will be instantaneous. The affected parties remain asleep for the duration of the spell. Potential interruptions of sleep during the spell will provide opportunities to reroll the Check.
Added Effect: +30 feet to radius and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8) **Daily**
Type of Spell: Spiritual
Closed Paths: None

Walk on Walls
Level: 50-60 **Action:** Active
Cost: 60
Effect: Characters gain the ability to walk on walls or ceilings as if they were walking on the ground. The maximum Presence affected by this spell is 80.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (3)
Type of Spell: Effect
Closed Paths: Water

Magic Saddle
Level: 50-60 **Action:** Active
Cost: 100
Effect: This spell creates a supernatural being whose sole purpose is that of transport. The creature has no attack ability, and it defends according to the rules for Damage Resistance creatures. This creature possesses a number of Life Points equal to twice the Zeonic value invested in the spell and its AT is calculated according to its Size. Its maximum Size is 20 and its maximum Movement Value is 10. Magic Saddle uses Ki Weight Elimination rules for moving.
Added Effect: +1 to maximum Size and +1 to Movement Value
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Effect
Closed Paths: Illusion

Merge with Body
Level: 50-60 **Action:** Active
Cost: 60
Effect: This spell merges one or several objects, such as weapons, suits of armor, lockpicks, with the designated character. The object remains hidden under some visible form, such as a scar or a tattoo, until the time the owner decides to disclose it. The maximum Presence of objects merged cannot exceed 100. As long as they remain hidden, no weight or size penalties are applied to the bearer, but neither will the bearer receive any bonuses or advantages from hidden objects. No object exceeding ten times the bearer's size can be merged. It takes a full turn for a merged object to materialize and detach from a character.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 5 (12) **Daily**
Type of Spell: Effect
Closed Paths: Destruction

Eliminate Fatigue
Level: 50-60 **Action:** Active
Cost: 80
Effect: This spell induces recovery from physical exhaustion, allowing characters to regain 1 lost Fatigue Point.
Added Effect: +1 Fatigue Point recovered
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: Darkness

Acid Cloud
Level: 50-60 **Action:** Active
Cost: 100
Effect: This spell forms a corrosive cloud that melts any substance by mere contact. All bodies in contact with the cloud must pass a PhR Check with a Difficulty of 120 or lose a number of Life Points equal to Failure Level of the Check. Those objects that fail the Resistance by 50 points lose 1 level of quality. For every turn that bodies are exposed to the cloud and fail the Check, they receive a −10 cumulative penalty to their subsequent Check.
The cloud has a 15-foot radius, and it moves at the caster's will at a Movement Value of 6. The caster can not select targets within the area of the cloud and may even be affected himself.
Added Effect: +5 feet to radius, +1 to cloud Movement Value and +5 to PhR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Automatic
Closed Paths: Earth

Leave Unprotected
Level: 50-60 **Action:** Active
Cost: 80
Effect: This spell lowers the victim's AT by 2 levels if he, or his armor, fails a MR Check with a Difficulty of 140.
Added Effect: −1 to AT and +10 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Spiritual
Closed Paths: Creation

Increase Psychic Characteristics
Level: 60-70 **Action:** Active
Cost: 100
Effect: This spell adds 1 point to one of the Psychic Characteristics: Intelligence, Power, Willpower, or Perception. An Intelligence boost does not allow the caster to increase the maximum potential of his spells. A single casting of this spell can only affect one of the above characteristics at a time. Increasing a characteristic beyond 12 requires two Added Effects per additional point.
Added Effect: +1 to enhanced Characteristic.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect
Closed Paths: Destruction

Magical Weapon
Level: 60-70 **Action:** Active
Cost: 140
Effect: The caster uses magic to devise a supernatural weapon. His work is treated as a Quality +10 Energy damaging object. The Presence of the weapon cannot exceed 25. The object's quality has no effect on its Presence at the time of creation.
Added Effect: +5 maximum Presence of weapon.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14) **Daily**
Type of Spell: Effect
Closed Paths: Destruction

Increase Physical Characteristics
Level: 60-70 **Action:** Active
Cost: 80
Effect: This spell adds one point to one of the Physical Characteristics: Dexterity, Agility, Strength, or Constitution. A single casting of this spell can only affect one of the above characteristics at a time. Increasing a characteristic beyond 12 requires two Added Effects per additional point.
Added Effect: +1 to enhanced Characteristic.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Effect
Closed Paths: Destruction

Minor Alteration
Level: 60-70 **Action:** Active
Cost: 80
Effect: This spell enables the caster to shape inorganic matter in such a way as to change one object into another of similar characteristics and the same Presence. For instance, a harpoon may be turned into a spear, since they are shaped similarly and they have the same Presence, but a harpoon could not be turned into a two-handed sword, since Presence and form differ greatly from one another. The maximum Presence affected is 30.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (4)
Type of Spell: Effect
Closed Paths: Destruction

Body to Magic
Level: 60-70 **Action:** Active
Cost: 100
Effect: The designated body transforms into magical energy, thus becoming intangible to all matters and non-Energy based attacks. The maximum Presence affected by this spell is 80.
Added Effect: +10 to the maximum Presence affected
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10)
Type of Spell: Effect
Closed Paths: Earth

Paralyze
Level: 60-70 **Action:** Active
Cost: 140
Effect: Any subject in a 30-foot radius is exposed to the effects of Total Paralysis unless they pass a MR wit a Difficulty of 80.
Added Effect: +5 meters to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14)
Type of Spell: Spiritual
Closed Paths: Air

Create Emotion
Level: 60-70 **Action:** Active
Cost: 160
Effect: This spell creates a specifically designated feeling or emotion within a particular character. The Difficulty for the MR or PsR Check to avoid this spell is 120. A character receives a new Check each day and whenever he becomes suspicious of being supernaturally influenced.
Added Effect: +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (16) **Daily**
Type of Spell: Spiritual
Closed Paths: Illusion

Forgetfulness
Level: 60-70 **Action:** Active
Cost: 160
Effect: This spell affects the target's memory, causing him to forget whatever the caster desires if he fails a MR or PsR Check with a Difficulty of 120. If the memories being targeted are deeply rooted in the character, a +40 may apply to his MR Check. The spell has no maintenance, but the target is entitled to make another Check when faced with potential reminders. The spell does not affect a character's abilities, only conscious memory.
Added Effect: +5 to MR or PsR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual
Closed Paths: Essence

Weakness
Level: 60-70 **Action:** Active
Cost: 80
Effect: The target of thi spell is temporarily subjected to Weakness (as explained in **Chapter 14**) unless he passes a MR Check with a Target Difficulty of 120.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Spiritual
Closed Paths: Creation

Resist
Level: 60-70 **Action:** Passive
Cost: 80
Effect: This spell enhances one type of Resistance, bestowing a +20 bonus for the duration of the spell.
Added Effect: +10 to one Resistance.
Maximum Zeon: Intelligence x10
Maintenance: 1 every 5 (16)
Type of Spell: Effect
Closed Paths: Destruction

Plague
Level: 60-70 **Action:** Active
Cost: 140
Effect: This spell must be cast upon a subject or place infected with a disease. By doing so, the infection is automatically spread to all individuals in a radius of one mile. Affected beings are be entitled to a DR Check to avoid he contagion. The plague can also be avoided by passing a MR Check with a Difficulty of 100. The selected disease Level cannot higher than 20.
Added Effect: +5 maximum Disease Level, +1 mile to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Automatic
Closed Paths: Illusion

Rejection
Level: 60-70 **Action:** Active
Cost: 80
Effect: This spell imbues a body with magical energy that provokes a Strength 8 impact on anyone coming into contact with it. When such an impact occurs, the two affected beings make an Agility or Strength Opposed Check. The difference between that check, along with possible additional effects of the surrounding environment determin the severity of damage, at the GM's discression. Increasing this spell's Strength beyond 14 requires two Added Effects per point of increase. The designated body cannot have a Presence higher than 30.
Added Effect: +5 to the maximum Presence affected and +1 to Strength
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (4) **Daily**
Type of Spell: Effect
Closed Paths: Essence, Water

Level 70-80

Invisibility
Level: 70-80 **Action:** Active
Cost: 140
Effect: This spell renders one or several bodies designated by the caster invisible. It affects as many people as desired, provided the sum of their Presences does not exceed 80. Only by passing a Notice Check against an Inhuman Difficulty or a Search Check against Almost Impossible may an individual perceive an invisible body.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (14)
Type of Spell: Effect
Closed Paths: Essence

Levitation Sphere
Level: 70-80 **Action:** Active
Cost: 150
Effect: This spell causes objects and creatures in a 80-foot radius to levitate. The caster can decide what will levitate and what will not, regardless of weight or size. Objects or people suspended in the air are moved by the caster with a Flight Value 6. Those wishing to resist the effects must pass a MR or PsR with a Difficulty of 80. Only animated or live beings are entitled to a Resistance Check, as are constructions endowed with supernatural Characteristics.
Added Effect: +80 feet to radius and +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (15) **Daily**
Type of Spell: Spiritual
Closed Paths: Earth, Water

Uselessness
Level: 70-80 **Action:** Active
Cost: 120
Effect: The target becomes clumsy and unable to perform physical maneuvers. He must roll a MR Check with a Difficulty of 120 or suffer penalties to his actions equivalent to the number by which he failed the Check. The spell cannot affect magical, psychic, or perceptive abilities.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (12)
Type of Spell: Spiritual
Closed Paths: Water

Dominion
Level: 70-80 **Action:** Active
Cost: 160
Effect: This spell bends the will of anyone who does not pass a MR or PsR with a Difficulty of 100. The affected party is entitled to a new Check only when ordered to perform an action completely against its nature. A +20 may be applied to his roll if the order is exceptionally adverse.
Added Effect: +5 to MR or PsR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 10 (16)
Type of Spell: Spiritual
Closed Paths: None

Deflect Trajectory
Level: 70-80 **Action:** Passive
Cost: 100
Effect: The caster can alter a moving body's trajectory, redirecting its course as he pleases. This spell can affect objects of any mass, from an arrow to a large ship. However, this spell does not cause stationary objects to move; it modifies the direction of those objects already in motion. Deflect Trajectory can also be used defensively against weapon attacks. If the caster succeeds in his Magic Projection defense, he manages to redirect the attack to another opponent. The spell may be resisted by passing a MR with a Difficulty of 140.
Added Effect: +5 to MR
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect, Defense
Closed Paths: Fire

Stall Spell
Level: 70-80 **Action:** Active
Cost: 150
Effect: This spell allows for another spell to be stored inside an object to be used later, possibly by a different spellcaster. Stall Spell must be cast at the same time as the spell it will affect. The spell that is stalled may be stored in any available object – easily transported items such as jewelry, staves, and pebbles are common choices. The stalled spell can be activated later, by any caster who pays the exact Zeonic cost with which the spell was cast. The spellcaster in possession of the object is in full control of the spell as if he were the original caster, and he will even be allowed to pay for Maintenance, if applicable. The stalled spell may be reused, as long as the same Zeonic cost is paid again. For example, an archmage could store a Zeonic-value 80 Fire Ball in a staff and give it to his apprentice, who could then use the staff to cast a Fire Ball every time he had 80 Zeonic points to spend. Stall Spell can affect any other spell with a Zeonic value of 100 or below.
Added Effect: +10 to maximum Zeonic value of stored spell
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect
Closed Paths: Air

Detection Mark
Level: 70-80 **Action:** Active
Cost: 100
Effect: This spell allows the caster to inscribe an arcane mark on a person, creature, or object. The mark channels the caster's five senses, allowing him to experience the sights, sounds, smells, tastes, and physical sensations surrounding the mark, regardless of its location. The caster is also always aware of the exact location of the mark. The target may not have a Presence higher than 50. Living beings and supernatural objects can avoid this spell by passing a MR Check with a Difficulty of 120.
Added Effect: +5 to maximum Presence affected and +5 to MR Difficulty
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (10) **Daily**
Type of Spell: Effect, Spiritual
Closed Paths: Darkness

Flight
Level: 70-80 **Action:** Active
Cost: 100
Effect: The target is able to move with Flight Value 8.
Added Effect: +1 to Flight Value
Maximum Zeon: Intelligence x10
Maintenance: 1 every 20 (5)
Type of Spell: Effect
Closed Paths: Earth

Offensive Erudition
Level: 70-80 **Action:** Active
Cost: 80
Effect: With the aid of this spell, the caster is able to increase his offensive Magic Projection by +20. Only one Offensive Erudition spell at a time can be used on a specific subject.
Added Effect: +5 to offensive Magic Projection
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Effect
Closed Paths: Creation

Defensive Erudition
Level: 70-80 **Action:** Active
Cost: 80
Effect: With the aid of this spell, the caster is able to increase his defensive Magic Projection by +20. Only one Defensive Erudition spell at a time can be used on a specific subject.
Added Effect: +5 to Defensive Magic Projection
Maximum Zeon: Intelligence x10
Maintenance: 1 every 10 (8)
Type of Spell: Effect
Closed Paths: Creation

Containment
Level: 70-80 **Action:** Active
Cost: 200
Effect: This spell haunts a given place, making it impossible for anyone entering it or, for those already within its boundaries, to leave the area unless they pass a MR with a Difficulty of 120. Beings within the area of the Containment can move and act normally within the spell's boundaries. Subjects are not allowed to repeat the Check for as long as the spell is being maintained – unless they increase their Resistances. The caster can not select targets in the area and may even be subject to the spell himself. Area of coverage cannot exceed a 30-foot radius, and the condition to be affected by this spell is being inside its area in the next round it is cast.
Added Effect: +15 feet to radius and −5 MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: 1 every 5 (50) **Daily**
Type of Spell: Automatic
Closed Paths: None

Perfect Target
Level: 70-80 **Action:** Active
Cost: 80
Effect: This spell enchants a conventional projectile, causing it to reach its target inevitably. The projectile uses the ability of its thrower, and opponents defend themselves using the conventional rules against projectiles. Nevertheless, the supernatural nature of the spell grants the offender a +60 bonus to the Attack, allowing the thrower to bypass the shooting difficulties in **Table 45**. Range is not a factor; as long as the caster has line of sight to the target, it can be hit. The projectile's Presence can not exceed 40. Perfect Target must be cast in the same round as the projectile is fired.
Added Effect: +10 to the maximum Presence of the projectile
Maximum Zeon: Intelligence x10
Maintenance: No
Type of Spell: Effect
Closed Paths: None

Level 80-90

Spell Return
Level: 80-90 **Action:** Passive
Cost: 150
Effect: This spell turns an active spell against the original caster or any other target selected. The returned spell uses the same Magic Projection as the person who cast it. Return is an automatic effect. The spell in question must have a Zeonic value of 100 or less.
Added Effect: +5 to the spell's Zeonic value
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Automatic
Closed Paths: None

Disenchantment
Level: 80-90 **Action:** Active
Cost: 200
Effect: This spell automatically destroys magical objects with Presence scores lower than 80. The caster can choose whether to destroy the object completely or simply to deprive it of its supernatural qualities.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Effect
Closed Paths: Creation

Natural Spell
Level: 80-90 **Action:** Active
Cost: 350
Effect: Natural Spell allows the caster to tie his essence to one or more spells prepared in advance, thus enabling him to cast them later as many times as he likes with zero Zeonic cost. In this way, the spellcaster can perform one of these spells innately per turn. At the time of using this natural spell, the caster can't accumulate magic or prepare any other spells. The total Zeonic value of the natural spell(s) cannot exceed 100 points. Only one Natural Spell at a time may be kept active at a time.
Added Effect: +5 to Zeonic value effected
Maximum Zeon: Intelligence x30
Maintenance: 1 every 5 (70) **Daily**
Type of Spell: Effect
Closed Paths: None

Steal Spell
Level: 80-90 **Action:** Active
Cost: 200
Effect: This spell allows the caster to take control of another spell that does not belong to him and treat it as he had cast it himself. The stolen spell's Zeonic value can not exceed 80 points. Only maintenance spells can be stolen, not automatic action spells. The original spellcaster can attempt to prevent this theft by passing a MR Check with a Difficulty of 120.
Added Effect: +5 to Zeonic value of the spell affected and +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Automatic
Closed Paths: None

Immortality
Level: 80-90 **Action:** Active
Cost: 300
Effect: Targets of this spell do not age or in any way suffer the passage of time for as long as the spell remains active. They also become invulnerable to poison and natural illnesses. Despite its name, this spell does not protect the subject from death due to injury. If this spell is discontinued or destroyed, the affected individual will catch up with his real age at a much accelerated speed. This spell can only affect subjects with a Presence under 60.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x30
Maintenance: 1 every 20 (15) **Daily**
Type of Spell: Effect
Closed Paths: Destruction

Magic Prism
Level: 80-90 **Action:** Active
Cost: 200
Effect: This spell solidifies magic, creating a supernatural container for Zeon. In game terms, it creates a magic container with a maximum capacity of 400 Zeon points. The container appears empty. Only one Magic Prism spell at a time may be kept active.
Added Effect: +25 to the container's Zeon capacity
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (10) **Daily**
Type of Spell: Effect
Closed Paths: Destruction

Eliminate Needs
Level: 80-90 **Action:** Active
Cost: 300
Effect: This spell completely removes most physical needs from one or more individuals. As long as the spell is kept active, the targets do not need to eat, drink, or sleep and can easily cope with any weather conditions. This spell may be applied to as many individuals as the caster wishes, as long as their total Presence scores remain under 120.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x30
Maintenance: 1 every 20 (15) **Daily**
Type of Spell: Effect
Closed Paths: Essence

Prepare Spell
Level: 80-90 **Action:** Active
Cost: 200
Effect: This spell allows the caster to introduce a second spell inside an object or person, so that it can automatically be cast later, without preparation or accumulation. Prepare Spell must be cast at the same time as the spell it will affect. The prepared spell may be activated by the caster, the subject hosting it, or the bearer of the enchanted object. It uses the Magic Projection of the original caster, unless the bearer decides to use his own. Once cast, the spell vanishes. The maximum Zeonic value of the spell cannot exceed 100. If maintenance payment of Prepare Spell is discontinued, the second spell will be lost as well. Only one prepared spell may be cast per turn, regardless of how many spells there are stored inside an object. An object or person may contain up to four times its Presence in Zeonic value. This means an individual with a Presence of 50 could have up to 200 Zeon points in prepared spells.
Added Effect: +5 to the total stored Zeonic value
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (20) **Daily**
Type of Spell: Effect
Closed Paths: None

Physical Immunity
Level: 80-90 **Action:** Active
Cost: 200
Effect: The designated object or individual is made completely invulnerable to any damage not Energy related. It may be applied to as many individuals as the caster wishes, as long as their total Presence scores remain under 60.
Added Effect: +5 to the maximum Presence affected
Maximum Zeon: Intelligence x20
Maintenance: 1 every 20 (10) **Daily**
Type of Spell: Effect
Closed Paths: Essence

Gate
Level: 80-90 **Action:** Active
Cost: 500
Effect: Gate generates a magical door between two distant places. Anyone crossing it is automatically transported to the other side. The spell remains linked to the spot where it is cast and to the designated exit. Therefore, the spellcaster will not be able to change its location at a later stage. He will, however, be able to decide if it will work in only one or both directions at the time the spell is cast. The gate has a maximum length of 15 feet, and the maximum distance between the exit and the entrance is 500 miles. Each day, the gate can transport a total number of creatures equal to Presence score of 500.
Added Effect: +50 to the maximum Presence transported per day, +500 miles to distance between both ends of the gate and +5 extra feet to gate width
Maximum Zeon: Intelligence x50
Maintenance: 1 every 20 (25) **Daily**
Type of Spell: Effect
Closed Paths: None

Teletransportation
Level: 80-90 **Action:** Active
Cost: 300
Effect: The caster, or whomever the caster designates, can instantly travel anywhere, up to a maximum distance of 50 miles. The spell allows characters to pass through physical bodies, provided they are not based on Energy. It may be applied to as many individuals as the conjurer wishes, as long as their total Presence scores do not exceed 80.
Added Effect: +50 miles to range and +5 to maximum Presences affected
Maximum Zeon: Intelligence x40
Maintenance: No
Type of Spell: Effect
Closed Paths: Earth

Location
Level: 80-90 **Action:** Active
Cost: 300
Effect: Location can be used for finding the exact position of a person, place, or object at a specified time, provided it is not more than 100 miles away from the caster. The caster must be able identify a specific target; general inqueries do work with this spell. For example, he will not be able to find his brother's murderer unless he knows exactly who it is. Characters wishing to avoid detection must pass a MR Check with a Difficulty of 120. Very spacious areas impose a -40 penalty to this Check.
Added Effect: +5 to MR Difficulty and + 100 miles to range
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Detection
Closed Paths: Darkness

Level 90-100

Eye of Time
Level: 90-100 **Action:** Active
Cost: 300
Effect: This is a limited time travel spell allows the caster to witness any event that might have occurred within the last 100 years in his current location. After the spell becomes active, the caster may he may go back and forth in time at will, but he may not physically move more than a single step in any direction, or the spell immediately ends.
Added Effect: +100 years
Maximum Zeon: Intelligence x50
Maintenance: 1 every 20 (15)
Type of Spell: Effect
Closed Paths: Darkness

Possession
Level: 90-100 **Action:** Active
Cost: 300
Effect: This spell enables the caster to take control of another individual's body, temporarily relocating part of his spirit in the host. This allows the caster to use all the abilities of the invaded subject freely or his own. In this second case, the spellcaster uses the physical Characteristics and bonuses of the host. If the victim and the caster have very dissimilar bodies, the GM can apply a penalty between -20 and -40 on account of the difficulty involved the change. The caster can decide to use either his own abilities or his host's every turn, but he cannot mix them at the same time. The spellcaster's body remains in a coma for as long as Possession is active. Non-energy damaging attacks will affect the possessed body only, whereas supernatural attacks will subtract Life Points from both. If the body in question is that of a creature with Damage Resistance, the caster suffers only one-tenth (or less, in case the creature has a Damage Resistance multiple higher than 10) of the damage received by the physical form. If the possessed body should die while the caster still has Life Points left, his spirit immediately return to his original form. Avoiding the effects of the spell requires the victim to pass a MR Check with a Difficulty of 120. The affected party is entitled to a new roll each day or each time he is made to carry out an action completely against his nature.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Spiritual
Closed Paths: None

Shield Against Powers
Level: 90-100 **Action:** Active
Cost: 300
Effect: This spell affects a specific area within which no supernatural powers can take effect. No spells with Zeonic values of 150 or below, no Psychic Powers with Potentials lower than 150, and no Ki Technique costing less than a total of 13 Ki Points will work within this area. In the same way, no Summoning activities with a Difficulty under 200 are allowed. The maximum area covered with this spell is a 150-foot radius, which remains stationary.
Added Effect: + 150 feet to radius, + 5 to Zeonic value, + 5 to Psychic Potential, + 2 Ki Points and + 10 to Summoning Difficulty
Maximum Zeon: Intelligence x30
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Automatic
Closed Paths: Creation

Seal
Level: 90-100 **Action:** Active
Cost: 200
Effect: Seal will stall a maintained Spiritual spell in someone, making it impossible for the target to be freed from its effects. This enchantment is used on Spiritual spells previously cast successfully on an individual who failed the Resistance Check. In this way, the affected character loses all ability to make another MR Check, regardless of general rules or what the spell itself dictates, until the Spiritual spell itself is destroyed or maintenance is discontinued. Seal has no effect upon non-maintenance spells or those restricted to a specific area. The affected enchantments must have a Zeonic value of 100 or below.
Added Effect: +5 to Zeonic value affected
Maximum Zeon: Intelligence x30
Maintenance: No
Type of Spell: Effect
Closed Paths: None

Imitate Spell
Level: 90-100 **Action:** Passive
Cost: 200
Effect: This spell allows the caster to imitate a spell being cast before him. Any type of spell, from automatic to maintained ones, can be imitated, provided they are cast in the same round as the Imitate Spell and have fewer than 100 Zeon. This spell can even imitate High Magic or Divine spells without the need of the caster having the required Gnosis level to cast them. The caster determines whether to use his own Magic Projection or that of the original caster.
Added Effect: +5 to Zeonic value affected
Maximum Zeon: Intelligence x30
Maintenance: As the imitated spell's Zeonic value.
Type of Spell: Effect (variable)
Closed Paths: Destruction

Conditioning
Level: 90-100 **Action:** Active
Cost: 300
Effect: This spell directly affects other spells cast by the spellcaster, stalling them and delaying their activation until the advent of a particular circumstance or moment previously determined by the caster. Conditioning must be cast at the same time as the spells it will affect. Each restricted spell may be subject to a different condition, but once set, a caster can not make any changes at a later date.
The conditioned spell automatically activates at the exact designated moment – even if the caster is unaware. For instance, a caster may condition Stop Fall to activate when falling from great heights. In the same way, a necromancer may condition Defeat Death to activate at the time of his death. Conditioned spells that have not been triggered require no maintenance. If the Conditioning spell itself disappears, all other spells linked to it also disappear. Any number of spells may be Conditioned as long as the total number of Zeon points is 100 or below. Only one Conditioning spell at a time may be kept active. Spell action will be Active or Passive depending on its own nature.
Added Effect: +5 to the spell's Zeonic value
Maximum Zeon: Intelligence x40
Maintenance: 1 every 5 (60) **Daily**
Type of Spell: Effect
Closed Paths: None

Link Maintenance
Level: 90-100 **Action:** Active
Cost: 200
Effect: The spellcaster may assign maintenance payment of one of his spells to somebody else, thus forcing the target to invest Zeon points unknowingly. Link Maintenance can only be used in persons with the Gift, or magical beings or objects. Characters wishing to avoid this spell need to pass a MR Check with a Difficulty of 120. Those individuals unaware of the fact that they are being targeted can not roll again for Resistance. If they realize this and try to stop it, they will be granted another Check depending on the type of spell they are being linked to. Daily maintenance spells grant daily Checks, whereas the rest will grant one Check every five turns. Linking stops as soon as the target passes his MR or runs out of Zeon points.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x20
Maintenance: No
Type of Spell: Spiritual
Closed Paths: None

The Magistrate

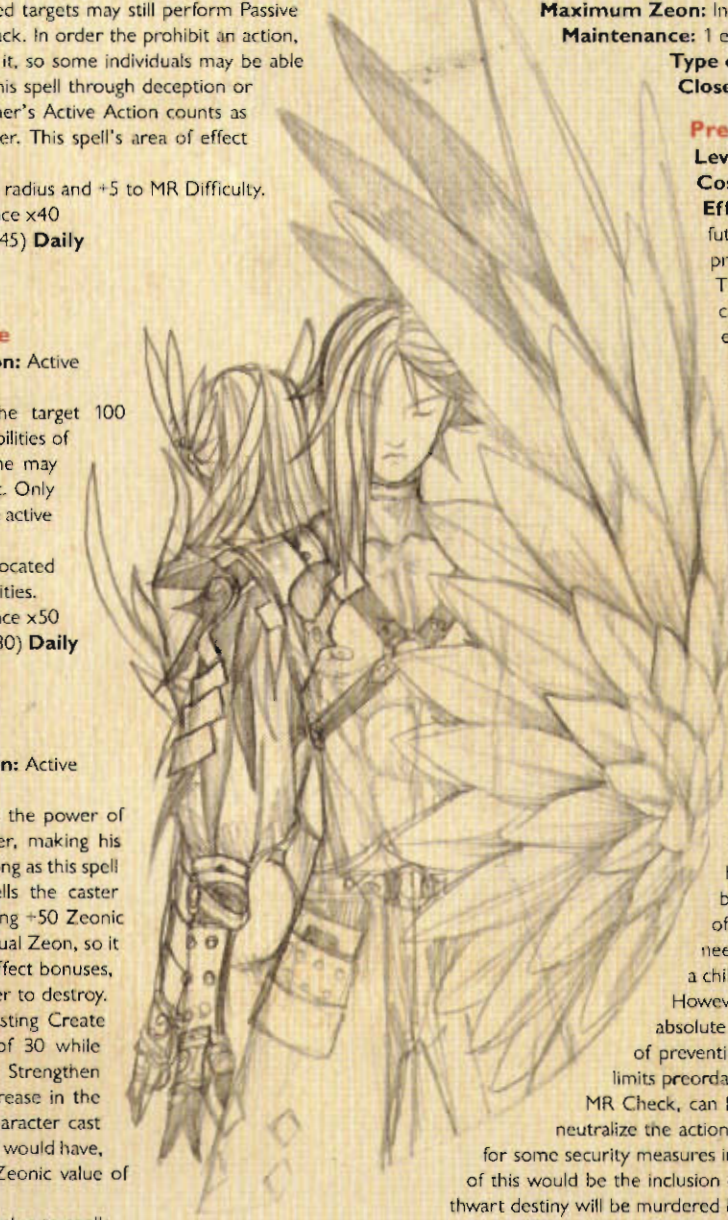
Level: 90-100 **Action:** Active
Cost: 450
Effect: With this spell, the caster acts as a supreme judge of all events that transpire in a 150-foot radius around him. Within this space, the caster has the power to prohibit any Active Action taken by any person or creature who does not pass a MR Check with a Difficulty of 140. This check must be repeated each round in which an Active Action is attempted, unless the caster chooses to allow the action to occur. Only Active Actions may be prohibited, so affected targets may still perform Passive Actions, such as repelling attack. In order the prohibit an action, the caster must be aware of it, so some individuals may be able to overcome the effects of this spell through deception or subterfuge. Prohibiting another's Active Action counts as a Passive Action for the caster. This spell's area of effect remains stationary.
Added Effect: +150 feet to radius and +5 to MR Difficulty.
Maximum Zeon: Intelligence x40
Maintenance: 1 every 10 (45) **Daily**
Type of Spell: Automatic
Closed Paths: None

The Gift of Knowledge

Level: 90-100 **Action:** Active
Cost: 300
Effect: This spell grants the target 100 bonus points to Secondary Abilities of the Intellectual field, which he may distribute freely as he sees fit. Only one Gift of Knowledge may be active in any given subject at a time.
Added Effect: +10 to be allocated in Intellectual Secondary Abilities.
Maximum Zeon: Intelligence x50
Maintenance: 1 every 10 (30) **Daily**
Type of Spell: Effect
Closed Paths: Destruction

Strengthen Magic

Level: 90-100 **Action:** Active
Cost: 200
Effect: This spell intensifies the power of the magic used by the caster, making his spells harder to destroy. As long as this spell is maintained, all other spells the caster performs are treated as having +50 Zeonic value. This increase is not actual Zeon, so it cannot provide any Added Effect bonuses, but it does make spells harder to destroy. For instance, a character casting Create Light with a Zeonic value of 30 while simultaneously maintaining Strengthen Magic would not see an increase in the Light spell, but if another character cast Destroy against him, the spell would have, to all practical purposes, a Zeonic value of 80 instead of 30.
Added Effect: +5 Zeonic value to spells
Maximum Zeon: Intelligence x40
Maintenance: 1 every 10 (20) **Daily**
Type of Spell: Effect
Closed Paths: Destruction



Innate Magic

Level: 90-100 **Action:** Active
Cost: 500
Effect: This spell increases the environmental magical potential of an area, thus increasing the capability for spellcasters to perform magic innately. The spell enchants an 80-foot radius area, within which innate spells have a +30 Potential (in addition to what the caster' MA indicates). The caster of Innate Magic can choose who will benefit from this spell.
Added Effect: +30 feet to radius
Maximum Zeon: Intelligence x50
Maintenance: 1 every 10 (50) **Daily**
Type of Spell: Effect
Closed Paths: None

Predestination

Level: 90-100 **Action:** Active
Cost: 600
Effect: This spell allows the caster to modify future events according to his plan, thus predestining several circumstances in the future. The complexity of the events is left to the caster's own design. He may preordain one event, leaving the different small happenings that lead up to its realization to chance, or quite on the contrary, he may try to determine each one of the aspects involved in producing a final result. The spell is not meant to cause a completely impossible outcome. However, the odds are limited only by the caster's imagination. Preordained events may be set for a specific date or they may be scheduled to repeat eternally through time—solstices in leap years, for example.

Given the huge complexity of the spell, let's look at a few examples of what it could be used for: An imprecise Predestination would be a caster's prediction of misfortune befalling an entire family and their offspring, condemning all their members to a horrible death before reaching a certain age. On the other hand, should the caster wish to be more explicit, he could condemn their first born children to be murdered by wild wolves on the very night of their birth. Naturally, not all predestinations need to be negative; the caster might predestine a child to become a king.

However, the future created by the spell is not absolute and inevitable; there is always the chance of preventing it from coming true. Anyone outside the limits preordained by the caster, that is, anyone passing the MR Check, can keep destiny from fulfilling itself. In order to neutralize the actions of third parties, the caster may plan ahead for some security measures inside the limits of the spell. A good example of this would be the inclusion of a clause stating that any one who tries to thwart destiny will be murdered by wolves. Preventing this spell from working only requires that the person, creature, or object with the highest resistance of those directly affected by the spell passes a MR Check with a Difficulty of 140 at the time the spell is being cast. Those influenced by its effects will not be able to do anything to stop it from happening; chance will inevitably play against them in the most unavoidable of ways. The MR can be repeated only when some of the predestined events have come true. Therefore, the greater the detail the greater the chances of preventing the event. If any of the preordained events should be stopped, the whole spell is cancelled.
Added Effect: +5 to MR Difficulty
Maximum Zeon: Intelligence x40
Maintenance: 1 every 20 (30) **Daily**
Type of Spell: Automatic
Closed Paths: None

Illustrated by © Wen Yu Li

Chapter 12
Summoning

A man's power doesn't consist of what he can do himself, but what he can will others to do.

Joshua

Summoning

This chapter covers another of the mystical abilities available to characters: summoning. The main function of the summoning powers is to conjure creatures and supernatural forces that, by agreement or other means of control, execute the will of those who call them.

Origin

Magical abilities don't depend exclusively on the Gift. Some individuals are able to control the essence of supernatural beings that exist in the Flow of Souls and bring them to the material world. These summoners do so by synchronizing their own soul with the essence of those entities they wish to contact. This way of harmonizing is often an elaborate process that can require lengthy rituals and ceremonies. Nevertheless, some Summoners develop their power and control to such a level that they can force creatures into our world merely by speaking a name.

The only living beings that can be summoned are those whose presence is subject to the Soul Flow. Most creatures that inhabit the world, such as humans, common animals, and even some supernatural races, are not bound to the Soul Flow, and thus are not affected by the influence of summoners. Their presence is much closer to the physical world than to the spiritual.

Even though summoning is a supernatural ability, individuals who use these powers do not necessarily need to have the Gift of magic. All they need is some knowledge and enough strength of soul to force other beings to yield to their will.

The Summoning Abilities

Summoning is composed of four different abilities: summon, control, bind, and banish. Although they are included within the Supernatural Primary Abilities, these Summoning Abilities are developed and used in a similar way to Secondary Abilities. Each Summoning Skill is tied to a Characteristic that adds its bonus to the Final Ability Score. For a character to be able to use a Summoning Ability, he must develop at least a base of 5 points. Like with Secondary Abilities, a character can reach Mastery in any of the Summoning Abilities.

A player must declare his intention to use a Summoning Ability. These are always considered Active Actions – although they don't provoke penalties for using more than one at the same time in the same Combat Turn. Nevertheless, a player can make only one Check of each Ability in a turn. A Summoner, for example, can use Control and Bind during a turn without suffering any penalties, but he would not be able to attempt a second Bind Check until the next Combat Turn. Summoning Abilities use the same Weapon Initiative as unarmed actions and magic: +20.

To use these abilities, a character must invest some Zeon points to alter the Soul Flow and influence supernatural creatures. The difficulty and cost in Zeon points depends on the summoned being's level. The more powerful the entity, the higher both costs will be. For the difficulty and cost of Summoning, see **Table 61: Summoning Difficulty**. The following contains a description of the four Summoning Abilities and the basic ways they function.

Summon: This ability allows the user to conjure supernatural beings – magical beasts and powerful arcane entities – and attract them to this world. It depends upon the Power characteristic.

Table 61: Summoning Difficulty

Level	Summon	Zeon	Control	Zeon	Bind	Zeon	Banish	Zeon
0	140	10	180	20	160	5	100	5
1	160	20	200	40	180	10	120	5
2	180	40	220	80	200	20	140	10
3	200	60	240	120	220	30	160	15
4	220	80	260	160	240	40	180	20
5	240	100	280	200	260	50	200	25
6	260	120	300	240	280	60	220	30
7	280	140	320	280	300	70	240	40
8	300	160	340	320	320	80	260	50
9	320	180	360	360	340	90	280	60
10	340	200	380	400	360	100	300	80
11	360	220	400	440	380	120	320	100
12	380	240	420	480	400	140	340	120
13	400	260	440	520	420	160	360	140
14	420	280	460	560	440	180	380	160
15	440	300	480	600	460	200	400	180

Control: A summoner's control over the Soul Flow allows him to subjugate supernatural beings. By creating a Spiritual Bond between the summoner and the creature, he can force it to obey orders. This ability depends on the Willpower Characteristic.

Bind: This ability allows the summoner to trap supernatural creatures inside physical objects or living creatures. To keep a creature trapped inside a vessel, the summoner must spend a certain amount of Zeon points daily to reinforce the bond. As long as the character supplies the required magic, a bound being can not free itself. This ability depends upon the Power characteristic.

Banish: This ability is directly related to Summon. A summoner can force supernatural beings to leave the material world and return to the Soul Flow. This ability depends upon the Power characteristic.

Opposing Abilities

It's possible for two characters who can use Summoning Abilities to try to use their power on the same creature. In this case, the character with the highest Final Ability Score overrides his opponent's Summoning attempt. If, for example, two characters attempt to Control the same entity, the character with the highest result will dominate the being – although both must spend the same Zeon points.

When characters use Summoning Abilities against each other, they can pit summon against either itself or banish, and vice versa. Control, however, can only oppose itself.

Beings already under a Spiritual Bound automatically use the abilities of their controller to avoid being banished, bound, or controlled again. For example, if a Paladin successfully banishes a creature controlled by someone else, the creature's controller can use his Summon Ability to counteract the Paladin's power. A character cannot summon, control, or banish a being while it is bound inside a physical form.

Summoning

When a character attempts to bring a supernatural creature to this world, he must first decide what kind of creature he wants to Summon. However, the character does not need to know the individual creature personally. He merely needs to identify its typology (i.e., he must have read about the type of being, or have seen it, in order to Summon it). If the Summoner has only a rough idea of the creature he wants to bring in to the world, he suffers a –50 penalty to his ability.

To find the Level of a creature and know the difficulty and cost involved in Summoning, players should consult **Table 61**. Once the player determines the difficulty, he rolls 1d100 and adds the result to his Summon Ability Score. If the total is less than the amount needed, the difference between the result and the difficulty becomes his level of Failure. If the total is greater or equal, the character successfully brings the creature and it appears either in his presence or in the place where the ritual was prepared on the next turn. Note that the GM can keep the summoned creature's level hidden from the player until the ritual is finished.

A character may try and control and bind a creature in the same turn he Summoned it – even before it has materialized completely. When a creature appears it can act immediately. The creature's reaction depends completely on its type and personality

Control

Control uses the exact same rules for calculating the difficulty and cost in Zeon points as summon. A character must be in the presence of a creature in order to control it, although the character doesn't necessarily need to see the creature. If the roll is successful, the character takes control over the entity, which can't do anything to stop it.

Controlled creatures still have free will, but they cannot refuse to carry out any order their lord gives them. Orders are carried directly by the spiritual link that joins them, so it's not necessary for the being to understand the controller's language. However, this communication is one way. The controlled creature could be unable, or unwilling, to communicate with its controller. Thus, many intelligent entities plot behind their master's back to find ways of freeing themselves from the control without violating their master's orders.

Nathariel accompanied by a demon she has dominated

The controlled creature and the controller always have an approximate idea of where the other is, whatever the distance that separates them. A controlled being can try to free itself from control once per hour, or every time it receives an order that directly contradicts its nature or usual behavior. To avoid this, the summoner has to overcome a new Check against the Difficulty of the original control roll. However, maintaining domination of a creature already under control doesn't cost additional Zeon points. The only limitation this ability has is that a Summoner can't absorb Zeon from a controlled creature or the bond breaks and the creature is freed from control, even if bound.

Bind

A Spiritual Bond traps the essence and the body of a creature inside a material object. Even if the entity has a physical form, the Summoner can trap it inside objects that are much smaller than the entity. When doing this, the summoner converts the creature to a spiritual mass and traps its essence. While bound inside an object, the creature can not intervene in the exterior world in any way – except by communicating with the body it's bound inside of or with the person who possesses the artifact. The summoner can extract the entity from the vessel and return it inside at will. Even though this is a Passive action, the being won't materialize until the beginning of the next turn.

Once bound, a being's essence is completely frozen. This means that when the summoner binds a creature he has previously controlled, the creature can not free itself from the control no matter how much time passes – even though it may receive orders that go against its nature. Furthermore, when a bound creature is inside its container, it is completely immune to other Summoning Abilities. When a summoner wants to affect a being bound inside an artifact, he must wait for the being to materialize in the real world. If the container is broken, or the person containing the bound creature dies, the entity is immediately freed. Since the essences of bound entities are frozen, they cannot gain levels.

Illustrated by © Hidenori Kamo 2002

Evangeline has a light elemental bound to her wand. The creature is controlled and thanks to the Spiritual Bound it can not free itself. In the face of impending combat, Evangeline decides to take the elemental out of the wand, which takes the entire Combat Turn. During this turn, the creature can't attack or be attacked. In the next turn, however, the elemental completely materializes and can act as any other character. While her elemental is inside the wand, it is immune to other character's Summoning Abilities.

Not all vessels can contain every type of creature or being. Binding the most powerful entities requires special prisons able to support their high energy levels. A creature's Presence determines which vessels can contain it. An object must have a Presence equal or greater to the creature's Presence to be able to hold it. Living beings are the exception. They can hold up to twice their Base Presence. If an object or body already contains a creature bound inside, the creature uses up part of the object's Presence, reducing the amount available to contain other creatures.

A +5 wand has a Base Presence of 80 (30 base + 50 Bonus for quality), so it can contain up to an 80 Presence being. If, for example, it already contained a second-level being, that is, one with a Presence of 35, it could contain other creatures with a combined 45 total Presence.

Maintaining a Spiritual Bond requires spending Zeon points daily. After each day is over, the summoner must invest the same amount of points that the binding originally cost. This cost is the equivalent of maintaining a daily spell.

If binding a third-level being cost Evangeline 30 Zeon points, she must spend 30 more points every day to maintain the bond.

Banish

A character can use the Banish Ability to expel supernatural beings from the material world. As with control, the summoner only needs to be in the presence of the being or to suspect of his presence in order to banish it. If the character overcomes the required Difficulty, the creature is immediately expelled from the material world and returns to the Soul Flow or the Wake. The difference by which the summoner overcomes the Difficulty indicates the time, in days, that must pass before the entity can return to the material world – if it is able to do so by itself, of course.

If Evangeline attempts to expel a Level 3 elemental, she will have to overcome a difficulty of 160 points and spend 15 Zeon points.

Summoning Multiple Beings

A character can use his Summoning Abilities, including summon, control, and banish, to affect a large group of creatures. The only exception is binding, which a character must use separately on each creature, one by one. When a character attempts to summon, control, or banish multiple beings at the same time, he suffers a –50 penalty to the specific Summoning Ability used. In this case, the player makes one roll and spends the Zeon points for each creature separately. The summoner can use his power on one concrete type of creature per Turn. Thus, all of the creatures in a summone group must belong to the same ethnic group. The character can freely choose the number of beings he wants to affect, as long has he has enough Zeon to do so. The character can designate which ones to expel before rolling the dice.

Evangeline is facing a group of eight Shadows, two Aberrations, and a kind of dark elemental she's never seen before. In the first Combat Turn, aware of what shadows are capable of, Evangeline tries to Banish all of them. She applies –50 to her Banish Ability roll and makes one roll against the eight Shadows, with a difficulty of 160 (they are third-level creatures). Since it costs 15 Zeon points to expel each one, banishing all eight will cost 120 points. In the next turn, Evangeline can attempt to repeat the banishment against the Aberrations or the unknown elemental, whichever she prefers.

Rituals

The amount of time a character invests using a particulat Summoning Ability influences the outcome. This process is usually called a Ritual. Undertaking a Ritual requires complete dedication. In order to invest an entire day to a ritual, a character must spend at least 16 hours working on it. Each Ritual can be completely different, depending on each individual's knowledge. Some Rituals require very expensive components, while other, simpler Rituals just need chants or gestures. The Game Master and the player must decide together the type of Ritual his character will normally use. The more time invested in preparing the ritual, the larger the bonus to the Summon, Control, Bind, or Banish Ability. The possible Bonuses are listed in **Table 62**.

Table 62: Time Invested In Rituals

The time spent on the Invocation	Bonus usable
Immediate	-100
A complete Turn	-50
Three Turns	-20
Five Turns	+0
A minute	+10
An hour	+20
Six hours	+30
A day	+40
A week	+50
A month	+60
Six months	+70
A year	+80
Five years	+90
Ten years	+100
More than fifty years	+120

Information and objects a character may possess can aid in Rituals. These are detailed in **Table 63: Summoning Modifiers**. Like the Ritual's preparation, these Bonuses can also be applied to Control, Bind, and Banish.

Table 63: Summoning Modifiers

Summoning modifiers	Bonus usable
Know the being's true name	+20
Possess an object that belongs to it	+10
Possess a part of it	+20
Doesn't know the type of creature	-50

Know the being's true name: This modifier requires the character to know the true name. Because of this, most powerful creatures protect their true names names carefully, as they do not want them to fall into the wrong hands.

Possess an object that belongs to it: The character must have an object that really belonged to the being and was important to it. This modifier can only be applied once, so having more than one object doesn't provide any additional advantage.

Possess a part of it: The character must have a fragment of the being, like a blood sample or a lump of flesh.

Doesn't know the type of creature: This penalty only applies to Summon, as explained in the Summoning section.

Evangeline is preparing to summon, control, and bind a lesser water elemental named Tel'Arain. Evangeline has a score of 120 in all three fields, and since Tel'Arain is a third-level being, the difficulty is very high for Evangeline. She wants to ensure her success, so she spends an entire month to prepare the Ritual, which gives her a Bonus of +60 to her three Summoning Abilities. Also, she knows the elemental's name and has an important belonging (an old flute), which adds another +30 to the roll. Since it's a third-level being, the Summoning Difficulty is 200, the Control Difficulty is 240, and the Binding Difficulty is 220. Evangeline makes a roll for each one of her abilities and, fortunately, she passes them all. The total cost in Zeon points for the process is 210 (60 for Summon, 120 for Control, and 30 for Binding). Each day she will have to pay 30 additional points to maintain the Binding.

Evangeline and Tel'Arain

Groups of Summoners

It is possible for two or more individuals to join forces and use their Summoning Abilities together to increase the chance of success. This is often called a Circle of Summoners. Two conditions must be met to create a Circle of Summoners. First, the difference in Ability level between the characters that take part can't be more than 50. If the Ability of any participant is lower than this, this character is not qualified to help in the process. So, if a summoner has an ability of 160 in bind and wants to start a group with others, none of the collaborators can have a Bind Ability of less than 110. When more than two summoners participate, the GM uses the highest Ability level as the basis for the calculation.

The second condition is that all members must participate equally in the Ritual. That is, all must invest the same amount of time. If both conditions are met, the highest-level Summoner receives a +10 bonus for each character in the Circle (up to +150). In addition, characters in a Circle can split the Zeon costs freely among the members – although each must pay a minimum of 10 points.

A Summoner cannot use his own controlled or bound creatures to make a Circle, as their essence is partially tied to his.

Gnosis and Summoning

Since characters with Summoning can only use their Powers on beings that are influenced by the Soul Flow, their powers only affect the Beings Between Worlds and Spirits described in **Chapter 26**. However, some entities are immune to certain powers, depending on their Gnosis. Given that a creature's Gnosis keep counts how much its essence is influenced by the spiritual world, they could be too powerful to be affected by earthly powers. An entity with Gnosis greater than 30 cannot be controlled. If its Gnosis is greater than 35, it can't be bound. Finally, a creature with a Gnosis of 40 or greater can not be summoned or banished without its consent.

This rule doesn't apply if the summoner is an entity with a higher Gnosis than the being it is trying to influence.

Supernatural Beings and Resistance

Supernatural creatures are vulnerable to Summoning Abilities, and their capability to counteract them is very limited. Nevertheless, some entities are especially resistant to magic, which allows them to better resist a summoner's powers. Because of this, supernatural beings that have some additional bonus to their MR can add it to the Difficulty Level of any Summoning Ability directed against them. Not all of a creature's Magic Resistance is added, only its special bonuses – even if such a bonus comes from a spell or an artifact.

A Lord of Darkness is an extremely powerful Level 10 dark elemental whose natural MR is 100. However, it has a special +20 bonus to its MR that it adds to the Difficulty of any Summoning Ability used against it. Therefore, a Summoner would need to score 360 Summon, 400 in Control, 380 Bind, and 320 Banish to affect it.

Zeon Regeneration by Bound Beings

Binding completely freezes the essence of a creature. Therefore, bound creatures that have the Gift are unable to recover spent Zeon points. They do, however, feed on the magic given off by the Spiritual Bond, so they can absorb any Zeon points the summoner spends to maintain their Binding for use as their Zeonic regeneration.

Tel'Arain, the water elemental Evangeline has Bound is a Level 3 being, so the summoner must invest 30 Zeon points daily to maintain the bond. Although Tel'Arain can't recover Zeon by himself, he takes the 30 points that Evangeline spends on the bond as if it were his Zeonic Regeneration.

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Elementalism

Any character who develops his Summoning Abilities can decide to specialize in a specific element. If so, the character receives a +30 bonus to any Summoning Ability used on beings of a related element. However, he also suffers a –30 penalty to attempts at summoning beings of any other type. If the entity is made from an element opposite from the one in which a character has specialized in, he suffers a –60 penalty to all Summoning Abilities against that being. Once a character has specialized, he cannot change his specialization.

Failure

When a character uses a Summoning Ability and isn't able to overcome the Difficulty, the attempt fails, which can have grave consequences. Remember that any Fumble Levels are subtracted from the character's Final Ability, making the Failure much worse. **Box XI** lists the effects of Summoning Failure at various levels of Failure.

A Summoner and her familiar

FAMILIARS

Some people have the ability to join part of their essence with supernatural creatures and create an invisible bond between them. To create this bond, they mix their spirits in such a way that they both have a common destiny. These entities are generally known as Familiars.

Union Bond

Creating an Union Bond that joins a familiar and a person is not easy. First of all, both participants must have a similar Base Presence – otherwise the difference in spiritual power would make the bond impossible. In order to forge the Union Bond, there can not be a difference of more than 5 Presence points, or one level, between the Summoner and the potential Familiar, though it doesn't matter which of the two is more powerful.

The potential Familiar must accept this union and give part of its blood, flesh and spirit in the process. A summoner can, however, control a being and thereby force its consent. Only Beings Between Worlds and Spirits can become familiars.

Once these requirements are met, creation of the bond can begin. The caster must pass a Bind Check on the creature as if it were two levels higher, and he must invest 10 times the cost in Zeon points required to bind it. If he is

Box XI: Failure With Summoning Abilities

Failure To Summon

Between –1 and –10: Summoning has no effect, but the character loses no Zeon points.

Between –11 and –25: Summoning has no effect, and the character loses the Zeon points that he would have invested in a successful summoning.

Between –26 and –50: Summoning has no effect, and the character loses twice the Zeon points that he would have invested in a successful summoning.

Between –51 and –75: The effect of the summoning is opposite to what was desired. Instead of Summoning the intended entity, a character ends up Summoning another entity of a higher Level and completely opposite nature. The summoner has no ability to bind or control this being when it appears, and he loses any bonuses gained from using a Ritual. The character loses twice the Zeon points that he would have invested in a successful summoning.

Between –76 and –100: A large number of higher-level beings, whose nature is opposite to that desired, are summoned. The summoner has no ability to cind or control these creatures when they appear, and he loses any bonuses he may have gained from a Ritual. The character must pay four times the Zeon cost that he would have invested in a successful summoning.

Worse than –100: An error of this magnitude can cost the summoner his life. Instead of summoning the desired creature, the summoner is transported into the presence of a very powerful entity of a completely different type than the one he wanted to summon. To make matters worse, the character loses all Zeon points.

Failure to Control

Between –1 and –10: The control has no effect, but the character loses no Zeon points.

Between –11 and –25: The control has no effect, and the character loses the Zeon points that he would have invested in a successful control.

Between –26 and –50: The control has no effect, and the character loses twice the Zeon points that he would have invested in a successful control.

Between –51 and –75: The control has no effect, and the creature is completely immune to the character's Control Ability. The Summoner loses twice the Zeon points that he would have invested in a successful control.

Between –76 and –100: The affect is reversed, and the creature takes control of the Summoner, as if the creature had successfully cast control on him. The summoner loses four times the Zeon points that he would have invested in a successful control.

Worse than 100: The effect is reversed and the creature takes control of the character. The character loses his willpower and become a puppet to the creature for the rest of its life.

Failure to Bind

Between –1 and –10: Binding has no effect, but the character loses no Zeon points.

Between –11 and –25: Binding has no effect, and the character loses the Zeon points that he would have invested in a successful binding.

Between –26 and –50: Binding has no effect, and the character loses twice the Zeon points that he would have invested in a successful binding.

Between –51 and –75: Binding has no effect, and the creature is completely immune to the character's Binding Ability. All creatures that were bound or controlled by the summoner are automatically freed. The summoner also loses twice the Zeon points that he would have invested in a successful binding.

Between –76 and –100: Binding has no effect, and the creature is completely immune to the character's Control Ability. All creatures that were bound by the summoner are automatically freed and become immune to his powers. The summoner loses four times the Zeon points that he would have invested in a successful binding.

More than 100: Binding is reversed and the character's essence is bound to the being. The summoner shares his destiny with the creature, and dies if it dies. Moreover, all creatures that the summoner had bound or controlled are automatically freed and become immune to the summoner's Summoning abilities. The character loses all Zeon points.

Failure to Banish

Between –1 and –10: Banishment has no effect, but the character does not lose any Zeon points.

Between –11 and –25: Banishment has no effect, and the character loses the Zeon points that he would have invested in a successful banishment.

Between –26 and –50: Banishment has no effect, and the character loses twice the Zeon points that he would have invested in a successful banishment.

Between –51 and –75: Banishment not only fails, but the creature becomes immune to the character's Banish Ability. The Summoner also loses twice the Zeon points that he would have invested in a successful banishment.

Between –76 and –100: Banishment is reversed causing several similar entities appear, all immune to the summoner's Banish Ability. The summoner also loses four times the Zeon points that he would have invested in a successful Banishment.

Worse than –100: Banishment is reversed causing a legion of similar entities appears – all of them more powerful and completely immune to the summoner's Banish Ability. The character loses all Zeon points.

successful, both the summoner and the creature are bound together.

A summoner may want to create a bond between two beings without forming part of the bond himself. In this case, the future master of the familiar must also accept the union voluntarily.

To maintain the bond, the master must spend half the cost in Zeon points that would be required to keep a being of that level bound. Unlike the case with bound creatures, the character can't choose whether or not to spend these points; they are automatically subtracted from the character's Zeonic Regeneration. This is why only wizards and those with supernatural abilities can afford to have Familiars.

After spending time with her, Evangeline decides to make Tel'Arain her familiar. Tel'Arain is a third-level creature, and Evangeline is a fourth-level summoner, so the Presence difference between them will allow the union. Evangeline must pass a Bind Check of 260 (as if the elemental were a fifth-level creature) and invest 500 Zeon points. Afterward, the bond will consume 15 Zeon points per day.

Familiar Powers

In many ways, a familiar is similar to a bound and controlled creature, except for the fact that both master and Familiar share a fragment of their soul and evolve together. This means that, unlike the case with bound beings, the essence of the Familiar is not frozen. Rather, it improves as its master's does. Each time a summoner achieves a new level, his familiar also gains an experience level and receives 100 new DP. A player can use these points to purchase new Abilities or Powers for his Familiar, as explained in **Chapter 26**.

The Familiar's master is always aware of where his Familiar is. Furthermore, a Summoner can sense things through the link with his Familiar as if he were actually with the creature. Since part of his soul now resides within the Familiar, a spellcaster can launch spells through the Familiar – although doing so reduces his MA by half. A Familiar never recovers Zeon points by itself, but it can receive part of its master's Zeonic Regeneration if allowed to do so. In this way, Familiars use spells or even have magical reserves on behalf of its master.

When a familiar is injured or dies, its master suffers severely. When a Familiar loses Life Points, its Master must automatically overcome a PhR Check against twice the amount of damage (one Check per wound) that the Familiar received, or suffer a –20 All Action Penalty. This penalty reduces by 5 points every hour. If the Summoner fails the PhR Check by more than 50 points, he falls unconscious. Those Summoners with Damage Resistance Familiars only have to make a PhR Check against one-tenth of their Familiars' damage. If a Familiar dies, its master automatically suffers a –20 All Action Penalty, and he must pass a PhR Check against the damage that caused his Familiar's death, or fall unconscious. If the Summoner fails this Check by more than 60 points, he dies as well. All of these rules apply to the Familiar if its Master suffers damage or dies.

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Breaking the Bond

Neither a Familiar nor its master can voluntarily break the bond between them. However, there are several ways the bond can be broken. For example, as explained in the previous paragraph, if one of the two dies and the other manages to survive, the bond is broken; the survivor can be part of a new bond in the future. Another way that a bond can be broken is if a character cannot meet the daily Zeon requirement needed to maintain it. If a character's Zeonic Regeneration is lower than the amount he must invest, both Familiar and master suffer a cumulative –10 All Action Penalty every day. If this continues to occur for a week, the bond is broken. If the bond breaks in this way, the summoner permanently loses 1 point from his Power Characteristic due to the fragmenting of his soul.

Hindering the Familiar

If a Familiar's master desires, he can hinder the creature's progress by not letting it achieve levels along with him. In this case, the creature loses the chance to improve, and it must wait for its master to go up another level before it has another chance to improve. If this happens too often, the Presence difference between the Familiar and its master may stand at more than five points. Summoners sometimes see the need to this because they can't afford the Zeon points necessary to maintain the bond with very powerful beings.

INVOCATION

Besides Summoning Abilities, characters also have the ability to contact immensely powerful beings and ask them for temporary aid. Such beings are immune to the usual Summoning Abilities, but they still intervene in the world in limited ways – sometimes sharing their power with those who call them.

The Invocation Ceremony

The first thing a character must do to receive the power from an Invocation is overcome the required Difficulty. The character uses the Summon Ability, as he would use to call any supernatural entity. Each Invocation costs a specific amount of Zeon points, which represents the cost of the entity manifesting itself in the material world. The Failure Level for an invocation works exactly the same as the negative effects described in **Box IX: Failure to Summon**. If the character can overcome the Difficulty required, the invoked being appears before the character, proposes a pact, and disappears. The pact is a request or condition that the character must meet to receive the entity's powers. The invoker can decide whether or not to accept the conditions, but he is not obliged to carry them out. Unless the pact explicitly states otherwise, there is no time limit to carry out the conditions of the bargain. When a character believes the pact has been carried out correctly, he must invoke the entity again and ask the creature to seal the pact. If the character has carried out the pact's conditions, the Invoked being grants him the ability to summon its powers. If a character asks a being to seal the pact without having fulfilled his end of the bargain, the Invocation fails, and the character loses the option of doing it again in the future. Once a pact is sealed, there is no way to break it – even if the required condition disappears.

There is no limit to the number of Invocations a character can acquire if he fulfills the conditions of all pacts. However, a character leaves a part of his essence with each Invocation, so when one of the Arcana has granted a power to the character, that character cannot sign a pact with an opposing Arcana. So, if the caster has been granted the power of Justice, he can sign as many pacts as he likes with other Arcana, both pure and reversed, but never with Justice Reversed.

Executing a Invocation

A character can use any Invocation whose pact has been sealed. This is done by overcoming the required Difficulty with the Summon Ability and spending the needed amount of Zeon points. The invoker must use the time modifiers from **Table 62**, but not the general modifiers from **Table 63**. The true aim of Invocations is to endow the Summoners with the ability of a superior supernatural being, which can be relied upon if they don't have time to use their own creatures. Thus, Invocations don't obey the general rules for Summoning, and they don't need to be Active Actions. During the time a character prepares an Invocation, he concentrates and synchronizes with it, so it is possible to use as a Passive Action. However, each Invocation can be Active or Passive, depending on its own nature. It is possible to use as many Invocations as a character needs during a Combat Turn, although the time bonus will only apply to one of them. Using an Invocation has the same Initiative as unarmed actions and magic; +20.

The Power of Invocations

When someone uses an Invocation, the entity manifests itself and uses its power against the specified target. The character has a complete control over its effects, as if it were a spell he'd cast. Each entity grants a different set of abilities, effects, and duration. The greater the character's Summon Ability, the more powerful manifestation he achieves.

As a general rule, unless the effect of the Invocation states otherwise, these entities are able to damage and defend themselves from any creature or type of attack, whatever its Gnosis or immunities.

Invoking The High Priestess, which creates an 800-Life-Point defensive energy shield, has a Difficulty 140, but the character that uses it achieves a final result of 210, which is 70 points more than the minimum required. The Priestess's ability allows the caster to raise the Resistance of the shield 100 points for every 10 points that the caster overcomes the Difficulty, so the shield's total value will be 700 more.

The following provides a list of some of the Invocations available in the world of Gaia. Each one of them is defined by the following characteristics:

Pact: The pact is not the only possible interaction for any Invocation of the same being. It's just the one most commonly requested by the entity. These Pacts are provided as a guide to the Game Master.

Difficulty: The value a character must surpass with their Summon Ability to use the Invocation.

Cost: The Zeon points that the Invocation costs.

Attack Ability: If this is an offensive Invocation, this is the Combat Ability it uses to attack. A '+' symbol after the amount means that an invoker's Power can raise the Attack Ability of the Invocation.

Defense Ability: Like the attack ability, only this is used to defend the invoker.

Effect: This describes the effect the Invocation produces.

Duration: How long the Invocation or its effects stays active. All invocations only last until the Combat Turn in which they manifest themselves – unless expressly specified otherwise.

Usual Appearance: Like Pacts, the Invocation's appearance isn't fixed. This is the most common form they take on before mortals.

THE ARCANA

The Arcana have no physical form, and they don't intervene in the world. They aren't gods or high powers, either. Rather, they are manifestations of man's passions and spirit, personifications created by the souls that return to the flow and now are nurtured by the very energies of reality. The Arcana are suspended in the Soul Flow until they are called to the world, and their manifestations are for a very short duration. Their appearance in the physical world is always in the form of illusion, and their avatars can't be attacked in any way. When a character invokes the Arcana for the first time, they offer Pacts to ingratiate themselves. In exchange for fulfilling the Pact, the Arcana join themselves spiritually to these individuals and allow them to invoke their powers. Except for The Tower, all Arcana are divided into two different groups according to the existential aspect that lead to their birth. Arcana based on positive aspects of Reality are called Pure, while their dark twins are called Reversed.

The Pure Arcana

0 The Fool

The Fool is both the weakest of the Arcana and the most powerful. It represents the beginning and the end of everything. It has no specific motivations and is a completely innocent entity. It exerts an enormous influence over the rest of the Arcana, both the Pure and the Reversed.

Pact: The Fool will ask invokers to initiate and comply with a Pact with another Arcana.

Difficulty: 120 **Cost:** 100
Atk. Ability: NA **Def. Ability:** NA
Action: Active

Effect: The Fool removes any bonus or penalty the invoker may receive in any future Invocation, whether by ritual or some supernatural effect. In game terms, the character will only have his own Ability to make Invocations, no matter how much time he invests.

This power only affects the Summon Ability when making an invocation.

Duration: 1 hour for each 10 points of success over the Difficulty.

Usual Appearance: The Fool usually manifests itself as a young female dressed like a clown. When invoked, she dances around the invoker and then disappears.

I The Magician

The Magician is the first of all Arcana. It represents beginnings and the will to undertake projects. In general, everything related to the fields of Abilities are attributed to it. It is the Arcana that controls supernatural powers.

Pact: The Magician usually requires a character to reach Mastery in an Ability. The choice can be left to the Summoner, but sometimes The Magician will indicate which Ability an invoker must master.

Difficulty: 130 **Cost:** 100
Atk. Ability: 120 **Def. Ability:** 120
Action: Passive (variable).

Effect: When invoked, The Magician can cast any Free Access Spell no higher than Level 50. Spells are cast using its base value with no modifiers. The Invocation is Passive in itself, but when it is used to cast an Active spell, the character must have Action in the Combat Turn to use it.

Duration: Instantaneous – but the cast spell persists 1 turn for every 10 points of success over the Difficulty (only if the spell is maintained).

Usual Appearance: The Magician usually appears as a middle-aged wizard with a wand and a ring. It materializes next to the invoker, imitating him and casting the spell as if it were a normal person.

II The High Priestess

The High Priestess represents wisdom, intuition, and memory. She holds all power that can be considered divine in any religion, and it protects everything sacred.

Pact: As the incarnation of wisdom, The High Priestess will pose a riddle or enigma to the invoker, who must resolve it without any outside help.

Difficulty: 140 **Cost:** 150
Atk. Ability: NA **Def. Ability:** 160
Action: Passive.

Effect: Creates an energy shield (using the Priestess's Ability) that protects the invoker against any type of attack. The shield is composed of light and can withstand 800 points of damage before breaking. However, it possesses 100 additional Resistance points for every 10 points the invoker succeeds over the Difficulty Level.

Duration: 1 Turn for each 10 points over which the invoker exceeds the Difficulty.

Usual Appearance: The Priestess manifests as an especially beautiful young woman who radiates light. She wears religious garb that fits with the invoker's beliefs. Her shield usually appears as six pairs of white wings which surround the character and protect him from all harm, after which they float apart as feathers.

III The Empress

The Arcana known as The Empress is the female aspect of creation. It represents intelligence, creativity, and motherhood. It embodies the power of maternity, which allows it to protect those who need it.

Pact: The Empress chooses someone weak who's very close to the invoker and who needs protecting. The Empress asks the character to insure that this person suffers no harm for the rest of their life in exchange for sealing the Pact. The Empress will withdraw her power if the character fails in this duty.

Difficulty: 150 **Cost:** 200
Atk. Ability: NA **Def. Ability:** NA
Action: Passive.

Effect: Augments by +20 all Resistances, either of the invoker or the person designated by the invoker. This bonus to Resistances increases by an additional +10 for every 10 points above the Difficulty Level by which the invoker succeeds.

Duration: 1 Turn for each 10 points over the Difficulty by which the invoker succeeds.

Usual Appearance: The Empress usually appears as a beautiful woman wearing regal dress and a crown. She hugs the subject designated by the invoker and leaves a light glow over the person.

IV The Emperor

The Emperor represents the masculine aspect of creation and natural power. It is the fair ruler, a stable force that uses its power when necessary and only in a proper proportion.

Pact: The invoker must become the leader of a group of a number of people which follow him of their own free will.

Difficulty: 160 **Cost:** 200
Atk. Ability: 120 **Def. Ability:** NA
Action: Active.

Effect: When invoked, The Emperor takes the form of a warrior who physically attacks the invoker's adversary. The attack has a Base Damage of 60 points and uses the Cut, Impact, or Thrust Attact Type (the invoker decides which). The Emperor calls an additional warrior that makes an additional attack in the same Combat Turn for every 10 points by which the invoker overcomes the Difficulty. All warriors disappear after their attack.

Duration: Instant.

Usual Appearance: It appears as a king or monarch with a crown and scepter. When invoked, it appears seated on a throne floating above the invoker. With a regal gesture, it causes a series of warriors to appear around the target. These warriors immediately attack and then disappear.

V The Hierophant

This Arcana represents everything sacred and sanctified in any religion and illuminates mankind, destroying ignorance and everything pagan.

Pact: The character must atone or be pardoned for all of his past sins.

Difficulty: 170 **Cost:** 250
Atk. Ability: 160 **Def. Ability:** NA
Action: Active.

Effect: The Hierophant uses its Attack Ability to launch an energy blast against a specific target in sight of the invoker. This attack is considered equivalent to an attack spell. It uses the Energy Attack Type and possesses a Base Damage of 100. The blast inflicts double damage to creatures related to darkness or evil energy. Unlike other Invocations, The Hierophant does not need to act instantly, as it will stay beside the invoker as long as the invocation lasts. It disappears after making the attack.

Duration: 1 minute for each 10 points over which the invoker exceeds the Difficulty.

Usual Appearance: The Hierophant usually appears as an old man dressed as a high-ranking priest of the invoker's church. It makes a gesture of blessing, and among a chorus of religious chants, it creates a huge cross that fires a bolt of sacred energy.

VI The Lovers

This Arcana represents human sentiments and free will. It has the power of all basic positive emotions in living beings.

Pact: The invoker has to find a person with whom he wants to share the rest of his life and whom he loves more than anything.

Difficulty: 180 **Cost:** 250
Atk. Ability: NA **Def. Ability:** NA
Action: Passive

Effect: While this Arcana is active, any person who initiates an offensive action against the invoker must overcome an automatic MR or PsR Check with a Difficulty of 140 or the attacker won't be able to execute the attack. The Resistance Check must occur each Combat Turn in which a new offensive Action against the character is declared. The affected parties can continue to act freely, but they can't attack the character or directly cause any other damage to him. It is equivalent to an Automatic Effect with the condition of declaring an attack against the invoker.

Duration: 1 Turn for each 10 points over which the invoker exceeds the Difficulty.

Usual Appearance: This Arcana appears as a pair of beautiful angels, male and female. Each has only one wing and they can fly only because they hold each other. When they are invoked, they don't usually physically materialize, but rather they change the invoker's appearance, making him irresistibly beautiful to the observer. Each individual sees this Arcana differently, but it keeps the same general appearance and nature.

VII The Chariot

The Chariot represents movement and the ability to stay out of harm's way. This Arcana governs material space and perhaps time as well.

Pact: When it manifests itself, The Chariot will ask the invoker to undertake a journey to a specific place. The place will always be distant, one which the character has never visited.

Difficulty: 190 **Cost:** 300
Atk. Ability: NA **Def. Ability:** 200
Action: Passive

Effect: The Chariot instantaneously transports the invoker, allowing him to defend himself against any attack. In game terms, the invoker uses the Arcana's Defensive Ability as if it were his own Dodge score. The Chariot never suffers penalties due to the area of the attacks. No matter the range, this Arcana can transport the invoker out of harm's way.

Duration: 1 Turn for every 10 points over which the invoker exceeds the Difficulty.

Usual Appearance: The Chariot never adopts a humanoid appearance. Rather, it appears as some sort of vessel or supernatural transport. When invoked, it covers the invoker and moves with him, avoiding attacks.

VIII The Strength

This Arcana represents strength and mastery – although at a more basic level it represents the concept of pure power.

Pact: Strength will request a power trial from the character, and it will force the invoker to face a being (normally a Major Elemental, though generally not one of more than Level 6) it summons for this purpose.

Difficulty: 200 **Cost:** 350
Atk. Ability: 200 **Def. Ability:** NA
Action: Active

Effect: The invoker can make a physical attack using the Arcana's Attack Ability. This attack is made using the Energy AT, with a Base Damage of 100 plus 10 for every 10 points over which the invoker exceeds the Difficulty.

Duration: Instantaneous

Usual Appearance: It manifests itself as a gigantic, perfectly muscled titan, or sometimes as a metallic beast. Strength appears by opening a breach in reality before the invoker and then charging toward the adversary – after which it disappears the same way it appeared.

IX The Hermit

This Arcana represents meditation and austerity. It is associated with peace, tranquility, and actions that reject the path of violence.

Pact: It requires the invoker to intervene in a specific situation. The character must avoid conflict and find a peaceful solution.

Difficulty: 220 **Cost:** 400
Atk. Ability: NA **Def. Ability:** NA
Action: Passive

Effect: This Arcana allows the invoker to defend himself from any kind of attack as if he were a Damage-Resistance creature. The character may not use any other Defensive Abilities while benefiting from this Invocation. The Hermit provides a base of 1,000 additional Life Points to the character, as well as an Armor Type of 6. Players subtract these bonus Life Points when the character is hit by an attack. Once the bonus LP are gone, the character loses his own LP directly. The invoker receives 100 additional LP for every 10 points over which he exceeds the Difficulty Level for this Invocation.

Duration: 1 Turn for every 10 points over which the invoker exceeds the Difficulty.

Usual Appearance: The Hermit appears as an old man with a quiet look about him. He holds a lamp in one hand and a book in the other. The Invocation manifests through the Summoner's body and surrounds him like a shield. When it receives an attack and suffers damage, it cracks like a glass image. Little by little, the protected character becomes visible. If it loses all bonus Life Points, The Hermit shatters into hundreds of pieces, leaving the invoker defenseless. If the Arcana does not shatter when the duration expires, it disappears in a billowing swarm of pages that erupt from its book.

X The Wheel of Fortune

No other Arcana is as chaotic and unpredictable as the Wheel of Fortune. It symbolizes chance and luck – a positive change that nobody knows where it will lead or what it will bring. It exerts a great influence over the rest of the Arcana, acting as the balancing point among them.

Pact: Whether or not the Wheel will accept the invoker is decided purely by chance. Flip a coin (heads or tails) or roll a die (odd or even).

Difficulty: 240 **Cost:** 450
Atk. Ability: Variable **Def. Ability:** Variable
Action: Passive (variable)

Effect: When called, the Wheel of Fortune provides no Abilities in itself; instead it invokes another Arcana chosen at random. The difference by which the invoker has managed to overcome the Difficulty required by the Wheel of Fortune will be considered the points used by the corresponding Invocation. To decide which Arcana manifests itself, roll 1d100 and check **Table 64**. The Arcana copied by the Wheel of Fortune need have no other bond with the invoker. The Invocation is Passive in itself, but if it invokes an Arcana with an Active Action, the character must wait to have the Initiative in the Combat Turn to use the Invocation.

Duration: Variable

Usual Appearance: The Wheel of Fortune always wears the same face and form (those of a young girl of an indeterminate age). However, each time it appears, this form it looks different and wear different clothing. When called, it appears in a small whirlwind disguised as the Arcana whose powers it provides. For example, if it appears as The Emperor, it appears as a girl sitting on a throne who calls on her warriors.

Table 64: Wheel Of Fortune

Result	Invocation
1 to 5	The Fool
5 to 10	The Magician
11 to 15	The High Priestess
16 to 20	The Empress
21 to 25	The Emperor
26 to 30	The Hierophant
31 to 35	The Lovers
36 to 40	The Chariot
41 to 45	The Strength
46 to 50	The Hermit
51 to 55	The Justice
56 to 60	The Hanged Man
61 to 65	The Death
66 to 70	The Temperance
71 to 75	The Devil
76 to 80	The Tower
81 to 85	The Star
86 to 90	The Moon
91 to 95	The Sun
96 to 99	The Judgement
100	The World

XI The Justice

Justice is the first of the upper Arcana. It represents justice and legality in a strict sense – scales that try to keep everything in balance.

Pact: The character must judge a difficult situation or prevent an unjust act from taking place. Justice will often propose that the Summoner intervene in a concrete case that it proposes.

Difficulty: 260 **Cost:** 500
Atk. Ability: Variable **Def. Ability:** 240
Action: Passive

Effect: Justice reflects an attack suffered by the invoker. By default, it can only return one attack in a Combat Turn, but it has the ability of making an additional defense (that is, return another attack) for every 10 points over which the invoker exceeds the Difficulty. To return the attack, Justice must achieve a counterattack using its Defensive Ability, without receiving any penalty for additional attacks or combat modifiers. In game terms, the defense of Justice acts like a magical shield. Attacks are returned with the same Final Ability and damage with which they were made. This ability also reflects esoteric effects, as well as area attacks. Unfortunately, if it is unable to reflect the attack, Justice doesn't provide the invoker any additional type of protection and doesn't reduce the attacker's ability. Whoever uses Justice will only have their natural defense roll to protect themselves, without adding any ability. This is "Just."

Duration: Instantaneous

Usual Appearance: Justice always appears as a female warrior armed with a sword and scales. It forms in the air amid runes and steps between the aggressor and the invoker. It creates one or several mirrors that absorb attacks and reflect them against the attacker.

For example, a warrior and a wizard attack Evangeline in the same turn. Evangeline has made a pact with Justice. The Summoner manages a Final Summon Ability of 280, so Justice will reflect up to three attacks for her this Combat Turn. The wizard is the first to act. He gets a Final Magic Projection score of 225 using his Fire Ball spell. Luckily, Justice rolls the dice to protect Evangeline and rolls a Final Defense of 280. Evangeline returns the Fire Ball with the same Ability it was cast (225). Unfortunately, the warriors rolls 305 thanks to two Open Rolls, and Justice only rolls 10 on the dice, for a Final Defense Ability of 250. Since Justice didn't stop the impact, Evangeline suffers an attack of 305, and can only defend herself with her natural roll.

XII The Hanged Man

The Hanged Man represents heroism, sacrifice and atonement – the power of those who give up everything for their beliefs, whatever the consequences.

Pact: The character must heroically risk his life for something or someone. The character's life must truly be in danger, and the possibility of death must be real for The Hanged Man to provide its power.

Difficulty: 280 **Cost:** 550
Atk. Ability: 240+ **Def. Ability:** NA
Action: Active.

Effect: The Hanged Man uses its Attack Ability to make an energy blast against a specific target. In game terms, the attack is an attack spell. This Arcana's Attack Ability increases by 5 points for every 10 points by which the invoker exceeds the Difficulty of this Invocation. The Base Damage of The Hanged Man's attack is four times the Life Points the invoker sacrifices when invoking. So, if he spends 50 LP, the Base Damage for the attack will be 200. Damage suffered through this sacrifice can be recovered normally.

Duration: Instantaneous

Usual Appearance: The Hanged Man appears as a middle-aged man with rope marks on his hands and feet. His overall look may vary, but it is commonly that of a knight with old and rusty armor. The Hanged Man holds out its hands toward the invoker and receives the character's sacrificed blood. The character need not do anything in this process, since temporary stigmata appear in the character's body, and his blood flies toward the Arcana's hands. Once it has received the blood, The Hanged Man kneads it, molds it into the shape of a crimson lance with supernatural chains, and throws it against the adversary.

XIII The Death

This Arcana personifies renewal and cleansing. It is a regenerative force that transforms all it touches.

Pact: This Arcana usually requests that the character suffer a near-death experience and then recover. To do this, the invoker must reach the state between life and death, and then pass the obligatory Check without outside intervention.

Difficulty: 300 **Cost:** 600
Atk. Ability: NA **Def. Ability:** NA
Action: Active.

Effect: When Death manifests itself, it completely cures the invoker or a subject designated by the invoker, nullifying any negative or damaging effect active on him – even if the penalty is purely physical, like a missing limb. Likewise, all spells, psychic powers, and harmful supernatural effects are automatically nullified by The Death's power.

Duration: Instantaneous

Usual Appearance: Death appears as a woman whose likeness changes constantly from that of a child to an old woman in seconds. It wears a threadbare cloak made completely out of darkness, which leaves only its face and hands visible. When invoked, it appears among pieces of broken cloak and passes through the character, regenerating him completely.

XIV The Temperance

This Arcana represents perfect balance and harmony. It has the ability to help others achieve their true potential.

Pact: It usually requests that a character reach a specific power level. In game terms, Temperance will request that a character reach between 6th and 8th level before conceding its power. At the very least, a character must go up a level after the Pact is proposed for it to be sealed.

Difficulty: 320 **Cost:** 650
Atk. Ability: NA **Def. Ability:** NA
Action: Active

Effect: Temperance boosts the effects of other Invocations, automatically adding 100 points to the score by which the invoker exceeded the Difficulty level for any other Invocation – including reversed Arcana.

Duration: 1 day for each 10 points by which the invoker exceeded the Difficulty.

Usual Appearance: The form it most commonly adopts is that of an angel of indeterminate sex. It appears among geometric forms and grants its bonus to the invoker. It then disappears. The character is usually left with a special mark as a sign that the Invocation's power is active.

XV The Devil

This Arcana represents passion and energy – the power to apply one's abilities to reach different ends.

Pact: The Devil will ask the character to impede a specific invoker from fulfilling a pact with one of the Reversed Arcana. The Devil will usually choose the antagonist and will inform the character about it.

Difficulty: 340 **Cost:** 700
Atk. Ability: 300 **Def. Ability:** 300
Action: Active.

Effect: While The Devil is active, the character can use the Arcana's Attack and Defense Abilities in combat. The Arcana's Defense is considered a supernatural Block or Dodge, as the invoker prefers. Its Attack uses the Cut, Thrust, or Impact Attack Type and has a Base Damage of 80. In more than one way, The Devil melds with the character while granting its powers. Therefore, if an adversary counterattacks one of the Arcana's Attacks, the new blow is directed towards the invoker and not The Devil.

Duration: 1 Combat Turn for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: The Devil always appears as a member of the opposite sex from that of the invoker, and it possesses a savage beauty. It manifest before him in an explosion of blue or green fire, and then it turns into a shadow. When it fights, it joins with the invoker, changing his appearance.

XVI The Tower

The power of this Arcana is the most terrible of all. Unlike the rest of the Arcana, there is no reversed version of The Tower – since it embodies both positive and negative aspects of existence. The Tower brings about destruction of reality and represents truncated destiny – evil in the root of the world.

Pact: The Tower only keeps a pact with one individual at a time. During an Invocation, it whispers the name of the current Pact holder in the Summoner's ear. He then must kill that individual in order to receive the Tower's power. Once the current holder dies, The Tower seals the Pact with the assassin. Thus, from the moment in which a invoker seals the Pact with The Tower, he knows that some day another invoker will attempt to kill him to invoke the power. If the current holder of the Pact dies at someone else's hand, or in an accident, The Tower instantly seals the Pact with the first invoker who Summons it.

Difficulty: 360 **Cost:** 750
Atk. Ability: 320 **Def. Ability:** NA
Action: Active

Effect: The Tower makes an attack equivalent to an Spiritual Spell. If it provokes damage, the affected party must make an MR Check with a Difficulty of 160 or temporarily lose all supernatural, magical, psychic, and Ki Abilities. Also, supernatural races will not be able to use any special powers.

Duration: 1 day for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: The Tower has no physical form and never manifests itself. It only speaks through barely understandable whispers. When it does appear, it is usually accompanied by minor natural disasters, like small earthquakes or storms. When invoked, it's not seen, but those present will feel that something terrible and cold has come to this world. Those who can see the supernatural will be aware that a force approaches them, but they will not see a concrete form.

XVII The Star

The Star is mankind's greatest gift – hope. Its power allows the impossible to be done, and because of it, people continue trying to achieve what they desire. It possesses the greatest defensive power of all the Arcana.

Pact: The character must raise up a symbol which brings hope to a people or ethnic group.

Difficulty: 380 **Cost:** 800
Atk. Ability: NA **Def. Ability:** 350+
Action: Passive

Effect: It creates an energy shield that protects the invoker against any type of attack, using The Star's Defense Ability. In game terms, it is considered a magical shield. The Defense Ability of the shield increases by 10 for every 10 points by which the invoker exceeds the Difficulty. The shield resists any amount of damage and cannot be broken, destroyed, or dispelled in any way.

Duration: 5 Turns for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: The first time, this Arcana appears as a shooting star that falls to the earth and turns into a young woman with long golden hair and a skirt that never ends. After that appearance, it simply manifests as a column of light that illuminates the invoker from above – even within enclosed places. The column is an insurmountable barrier which can not be broken.

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TEMPERANCE.

XVIII The Moon

The Moon represents intuition and imagination – all that is in the mind of mankind. It is the power of dreams becoming reality.

Pact: The character must propose a riddle that The Moon is not able to resolve. The Game Master must take into account all that this Arcana represents. Winning a battle of wits with The Moon is immensely difficult.

Difficulty: 400 **Cost:** 850
Atk. Ability: 350 **Def. Ability:** NA
Action: Active.

Effect: The Moon affects anyone in an area of 300 feet around the invoker who can not overcome an MR Check with a Difficulty of 160. In game terms, this Invocation is considered the same as an Spiritual Spell. Subjects who don't succeed at their MR Check are subject to the invoker's will. He can inflict any state on them as he desires, or he can transform them into anything he can imagine. The only limitation is that the ability can not be used to kill the affected parties – although it can make the task much easier.

Duration: 1 turn for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: It appears as a fascinating woman dressed completely in white, who walks together with hundreds of fantastic creatures straight out of mankind's imagination and dreams. When it is called, everything grows a bit darker, and the invoker begins to glow, surrounded by the intangible fantasy creatures that accompany The Moon.

XIX The Sun

The Sun is the source of all energy in the world, including life itself. It is the prime origin that creates and destroys things.

Pact: The character must be able to face the colossal destructive energy of the Sun and survive. Only in this way does the Sun make sure that invoker has reached a point where he will be able to control such power. In short, when the Sun is invoked, it will submit the invoker to its attack and will only seal the Pact if the invoker survives.

Difficulty: 420 **Cost:** 900
Atk. Ability: 300 **Def. Ability:** NA
Action: Active
Duration: Instantaneous

Effect: This Arcana uses its Attack Ability to make a heat blast against a specific target or targets. The Base Damage is 300, plus 10 for every 10 points by which the invoker exceeds the Difficulty. It attacks using the Heat Attack Type. The maximum area of attack is 300 feet. The invoker can choose targets within the area.

Usual Appearance: It usually takes the form of an archaic sun as appears in old engravings. When invoked, the sky opens and columns of fire descend, which devastate only what the summoner chooses.

XX The Judgement

This Arcana is the second oldest of them all. It pronounces judgement on all things and executes sentences. Some say that it is the beginning of eternity and destiny.

Pact: The Arcana usually asks the invoker if he is willing to be subject to its judgment, and if so, it will judge all that the invoker has done throughout his life. The Judement will not judge a character's actions as to whether they are simply good or bad, but rather whether the existence of the character in the world has been worthwhile and has influenced the events in history. If the result is favorable, it grants its power to the character. If the invoker receives an unfavorable judgment, the Pact fails and he must pass an automatic MR Check with a Difficulty of 160 or disappear from existence.

Difficulty: 440 **Cost:** 950
Atk. Ability: NA **Def. Ability:** NA
Action: Active

Effect: When Invoked, Judgement will undo any event that has taken place up to a maximum distance of one mile from the invoker. No time change is involved, rather reality itself is transformed. An injured party's wounds could be healed, for example, and even the dead can be brought back to life if they were killed in the time period transformed. It is not possible select among events in the area and time period – everything that happened is undone. The change is complete, but the affected individuals will be aware and will remember everything that happened until then. This Invocation can undo a maximum of 1 minute, plus another minute for every 10 points by which the invoker exceeded the Difficulty. The only limitation is that actions by creatures with a Gnosis greater than 40 can not be undone.

Duration: Instantaneous

Usual Appearance: The few times it appears, this Arcana takes the form of an elderly man through which the universe can be seen. When its power is invoked, everything seems to move backwards in slow motion.

THE WORLD.

XXI The World

The World is the supreme power among the Arcana. It represents absolute perfection and complete glory. It is the perfect world in which nothing can go wrong and no event can be changed. In a way, divine command is attributed to it.

Pact: Since it represents perfection, it will not grant its power to an individual until this person reaches all the objectives they've set in their life. Thus, the request will be different for each person, according to the objectives they've set for themselves in their life.

Difficulty: 460 **Cost:** 1,000
Atk. Ability: NA **Def. Ability:** NA
Action: Active

Effect: The World makes the invoker absolutely immune to all types of damage, disadvantages, and negative effects. The invoker can receive hundreds of blows, and the most destructive spells, and he won't even have to bother with blocking them or setting up his Resistance. Also, the World grants an automatic success in any Opposed Ability Check that doesn't imply knowledge. Nevertheless, this Invocation has no effect against the actions of entities with a Gnosis greater than 40 – although it does protect against other Arcana.

Duration: 1 minute for every 10 points by which the invoker exceeded the Difficulty.

Usual Appearance: The World never manifests itself in a material form. When called, it changes the invoker's surroundings, turning them into a paradise, with angels and the sound of heavenly choirs.

The Reversed Arcana

0 The Fool Reversed

The meaning of the Fool's reflection is similar to its twin, but much darker. It represents irresponsibility, the absurd, and everything that makes no sense. It influences all the other Arcana, weakening them and causing them to lose their connection with the world.

Pact: It will ask the invoker to request a Pact with another Arcana and fail to seal it.

Difficulty: 120 **Cost:** 100
Atk. Ability: NA **Def. Ability:** NA
Action: Active

Effect: The Fool Reversed causes any Invocation made in its presence to suffer a –50 penalty to its Final Summon Ability – even if this prevents the Invocation from taking place.

Duration: 1 minute for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: This Arcana appears as a wretched vagabond with a bundle on his back. It appears and disappears near the invoker in bizarre ways, such as by crawling from beneath a rock.

I The Magician Reversed

The Dark Magician represents supernatural power used without control or care.

Pact: The Magician will ask the invoker to summon a specific creature, of which it will provide limited information. However, the creature must remain unbound and free in the world – the summoner must not exert any sort of control over it.

Difficulty: 130 **Cost:** 100
Atk. Ability: 140 **Def. Ability:** NA
Action: Active

Effect: Invoking the Magician Reversed causes a blast of dark energy. This is an attack spell that uses the Arcana's Final Attack Ability and possesses a Base Damage of 100. Unlike other Invocations, this Arcana does not need to act instantly, as it will stay beside the invoker for the duration of the Invocation.

Duration: 1 Turn for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: The Dark Magician manifests next to the invoker, taking the form of a dark wizard or a macabre beast. It gestures as if it were casting a spell or, as a beast, it makes a supernatural cry.

II The High Priestess Reversed

The reversal of the High Priestess represents ignorance, lack of faith, and ulterior motives. It is the power that destroys what it doesn't know out of fear.

Pact: It orders the invoker to destroy an object or supernatural creature. The choice of target is left to the invoker.

Difficulty: 140 **Cost:** 150
Atk. Ability: 160 **Def. Ability:** NA
Action: Active

Effect: This Arcana offers a 60-foot radius energy area attack, using the High Priestess's Attack Ability. This invocation is considered an attack spell with a Base Damage of 80. The area of the spell increases by 30 feet for every 10 points by which the invoker exceeds the Invocation's Difficulty. The Summoner can not choose targets inside the area of the spell.

Duration: Instantaneous

Usual Appearance: This Arcana appears as a woman dressed in black-tinted religious dress, her face covered by a veil. When invoked, it turns into darkness, and a flock of supernatural crows flies out of it – destroying everything they touch.

III The Empress Reversed

The Empress Reversed incarnates the darkest aspects of womanhood. It represents infertility and a lack of imagination that repeats things over and over again, motivated only by a vague vanity. It is barren terrain – a womb out of which no life or fruit springs – and the mother whose children are stillborn.

Pact: The invoker must destroy any works that they have created and kill their descendants, if they have any.

Difficulty: 150 **Cost:** 200
Atk. Ability: 160 **Def. Ability:** NA
Action: Active

Effect: This Invocation makes an attack on the Energy Table using its Attack Ability. This is considered an Spiritual Spell. If the spell affects an individual, he must overcome a Magic Resistance Check against a Difficulty of 120 or he must repeat (in future turns) the same action he did during the Combat Turn in which The Empress Reversed was invoked. The affected individual is still able to take Passive actions. The MR Difficulty increases by 5 for every 10 points by which the invoker exceeded the Invocation's Difficulty.

Duration: 1 Turn for every 10 points by which the invoker exceeded the Difficulty.

Usual Appearance: The Empress Reversed dresses like the most elaborately attired queen imaginable. Although she is particularly beautiful, she looks fragile and sickly. The Empress Reversed makes the same gestures over and over again, and she continually whispers the victim's name.

A summoner facing off against a wizard invokes the power of The Empress Reversed. The wizard tries to stop the attack with the Shield of Light spell, but fails. In addition, he fails his MR Check against his opponent's Invocation. Starting from this current Combat Turn, and ending after the duration of the Invocation, the wizard will cast a new Shield of Light spell every turn and can not take any other active action.

IV The Emperor Reversed

The reverse of The Emperor represents tyranny and despotism. It uses its power to dominate those below them and force them do its will. Although this is a masculine aspect of creation, it is a corrupt and unnatural power.

Pact: The invoker must enslave by force or intimidation several people who considered themselves his equal, or who were at least free and independent.

Difficulty: 160 **Cost:** 200
Atk. Ability: 180 **Def. Ability:** NA
Action: Active

Effect: This Invocation makes an attack on the Energy Table using its Attack Ability. This attack is considered an Spiritual spell. If it affects the individual, he must pass an MR or PsR Check with a Difficulty of 140 or be subject to the complete control of the invoker, whom he will obey blindly. If the subject receives an order that goes completely against his behavior or personality, he may make a new Resistance Check.

Duration: 5 Turns for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: The Emperor Reversed doesn't usually physically manifest itself. However, when it does, it takes the form of a tyrant dressed in imperial robes, sitting on a throne held up by slaves of all races. Its true power lies in its voice; when it speaks, the listener can not help but obey its orders. Usually when it is invoked, it is only heared. When it does appear, it orders its slaves to open a breach in reality.

V The Hierophant Reversed

The Hierophant Reversed represents paganism and false prophets. It uses mankind's faith to control it, and keep it chained by its beliefs. It is the champion of lies and false dogmas.

Pact: The invoker must organize a cult and become its leader. The religion need not have any real aim, except to deceive and enslave its followers.

Difficulty: 170 **Cost:** 250
Atk. Ability: NA **Def. Ability:** 180
Action: Passive

Effect: Creates an energy shield that protects the invoker against any type of attack while using the Arcana's Defensive Ability. The Invocation is considered a magical shield, formed of Darkness, which can resist 1,000 points of damage before breaking. The shield receives 100 extra Resistance Points for every 10 points by which the invoker exceeds the Invocation's Difficulty.

Duration: Instantaneous

Usual Appearance: It appears as a decrepit old man dressed as a high-level priest. It carries dozens of pagan objects and books of false prophecies. When invoked, it doesn't make itself visible. Rather it forms a screen with the pages taken from books of erroneous prophecies and false dogmas.

VI The Lovers Reversed

The Dark Lovers represent obsessions that consume everything and everyone. They are the relationships destined to failure and love that corrupts.

Pact: For The Lovers Reversed to seal a pact, the character must sacrifice and destroy what he most loves in the world (object or person).

Difficulty: 180 **Cost:** 250
Atk. Ability: 200 **Def. Ability:** NA
Action: Active

Effect: The Lovers Reversed makes an attack (considered an Spiritual spell) on the Energy AT using its Attack Ability. If it successfully affects an individual, he must overcome a MR Check of 120 or lose an amount of Life Points and Zeon equal to his Failure Level. The Difficulty of the MR Check increases by 5 for every 10 points by which the invoker exceeds the Invocation's Difficulty. The invoker absorbs the damage and recovers the same amount of Life Points and Zeon that his target suffered. For the victim of the attack to recover, the invoker must first lose an amount of LP equal to the Zeon points absorbed or spent.

Duration: Instantaneous.

Usual Appearance: It appears as the spectre of a voluptuous woman or a desirable man, with no eyes and continuously bleeding eye sockets. When invoked, it flies toward the target and embraces it, consuming his life with kisses and false caresses.

VII The Chariot Reversed

This Arcana symbolizes chaos and movement without purpose. It represents a lack of direction – wandering aimlessly in the world.

Pact: If the invoker accepts the Pact, the Chariot Reversed transports him (and all who accompany him) to a random place thousands of miles from his present location. If the character manages to return to the starting point and invokes the Chariot Reversed again, the Pact is sealed.

Difficulty: 190 **Cost:** 300
Atk. Ability: 220 **Def. Ability:** NA
Action: Active

Effect: It makes an attack on the Energy Table using its ability. In game terms, the attack is considered equivalent to an Spiritual spell. If the spell affects the subject, he must succeed at an MR with a Difficulty of 160 or automatically find himself transported to a random place 60 miles from his present location. The distance moved is increased by 5 miles for every 10 points by which the invoker exceeds the Invocation's Difficulty. The invoker has neither control nor knowledge about where the subject is sent. The invoker can also use this ability on himself.

Duration: Instantaneous

Usual Appearance: The Chariot Reversed usually chooses to appear as a breach in reality itself. At times, it appears as an enormous mouth of the void which swallows the invoker or the person indicated, and makes him immediately disappear.

VIII The Strength Reversed

The twisted version of Strength is violence, unchecked power, and perverse might that grows until it destroys everything.

Pact: Dark Strength forces the invoker to initiate violent acts against other people. Even without being invoked, it whispers to the character about when and whom he should start fighting against. The Arcana informs the character when it is satisfied and the character can seal the Pact.

Difficulty: 200 **Cost:** 350
Atk. Ability: 220 **Def. Ability:** NA
Action: Active

Effect: This Invocation makes a physical attack every turn it remains in this world using the Arcana's Attack Ability. The attack has a Base Damage of 100 and has an Impact Attack Type. Each time the Strength Reversed makes an attack without inflicting damage on its adversary, the Base Damage it inflicts increases by 20. So, for example, if it attacks in two Combat Turns without inflicting damage, it will have a Base Damage of 140 in the third. The invoker must force this Arcana to attack a live or animated being every Combat Turn it appears, otherwise it will turn against the invoker himself and attack him.

Duration: 1 Turn for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: It takes the appearance of a huge savage beast that breaks its chains and charges the invoker's adversary.

IX The Hermit Reversed

The Hermit Reversed represents loneliness and mankind's isolation. Passiveness and a monotonous life often come from its power.

Pact: The invoker must isolate himself from the world and stay alone for at least a year with no contact with any other living being.

Difficulty: 240 **Cost:** 400
Atk. Ability: NA **Def. Ability:** NA
Action: Active

Effect: The Hermit makes an attack on the Energy Table using its Ability. This attack is considered equivalent to an Spiritual spell. The affected subject must pass an MR Check with a Difficulty of 140 or be separated from the rest of reality in an empty part of The Wake. This separation lasts for 1 day for each point by which the target failed its MR Check. The MR Difficulty increases by 5 for every 10 points by which the invoker exceeds the Invocation's Difficulty. After the time of isolation ends, the affected character reappears in the same place where he disappeared.

Duration: Instantaneous

Usual Appearance: It usually appears as an exceptionally gaunt and thin old man with a large beard. When invoked, this Arcana creates a dome of energy around the target and wraps it around him. The affected subject is usually left on a lonely and stormy mountain, with nothing alive around him. Sometimes, however, it may appear in an endless cave, or surrounded by darkness.

X The Wheel of Fortune Reversed

This Arcana represents regression and negative change. It is bad luck which leads one to fail unexpectedly.

Pact: To make a Pact with the Wheel of Fortune Reversed, the invoker must break a randomly chosen Pact previously sealed with another Arcana. The character must have at least four Pacts for this to be possible.

Difficulty: 240 **Cost:** 450
Atk. Ability: 240 **Def. Ability:** NA
Action: Active

Effect: The Reversed Wheel uses its ability to create a supernatural area with a 300 foot radius around the invoker. All affected by the attack must overcome an MR Check with a Difficulty of 120 or lose 1 level of experience, plus another level for every 40 points by which the target fails the Check. All who suffer its power start forgetting things and see their own abilities permanently diminish. The Difficulty of the MR check increases by 5 for every 10 points by which the invoker exceeds the required Difficulty.

Duration: Instantaneous

Usual Appearance: This Arcana often appears as a black cat.

XI The Justice Reversed

As the first of the upper Dark Arcana, Justice Reversed is tremendously powerful. It represents injustice and inequality that leads to chaos and anarchy.

Pact: Dark Justice asks the invoker to commit one or more unjust acts of its own choosing. These acts must cause extensive chaos where they take place.

Difficulty: 260 **Cost:** 500
Atk. Ability: 240 **Def. Ability:** NA
Action: Active

Effect: Justice Reversed tips the scales of power in favor of the invoker. This Arcana uses a supernatural attack (equivalent to an Spiritual spell) against its victim. An affected character must pass a MR Check with a Difficultyof 140 or be completely drained of one of the three groups of Primary Abilities: Combat, Supernatural, or Psychic. The affected character will temporarily lose all powers of this type, which will be transmitted to the invoker who will be able to use them as if they were his own. For example, if Justice Reversed is invoked against a wizard, the Dark Arcana will absorb all his magical powers and offer them to the invoker. Zeon, Ki, and PP spent are not recovered when these powers return to their rightful user, but physical qualities, like exhaustion and Damage, reset when the powers return.

Duration: Powers remain drained for 1 minute for every 10 points by which the invoker exceeds the Invocation's Difficulty.

Usual Appearance: This Arcana adopts the appearance of a beautiful blindfolded woman. Close inspection reveals holes in the blindfold that allow her to see through it. She carried a scale unbalanced by a pile of coins on one side and a spectral sword. When invoked, it will throw its sword at the target. The weapon will pass through the target without harming it, but it will steal part of its essence and transmit it to the invoker.

XII The Hanged Man Reversed

The Dark Hanged Man represents mankind's eternal suffering, our senseless physical and spiritual pain which tears at our hearts.

Pact: The character must accept an extraordinary suffering in his body that will subject him to a continuous state of Intense Pain (in game terms, he suffers a –80 All Action Penalty). The invoker can free himself from the pain if he likes, but doing so breaks the Pact. To be released from the pain and be able to seal the pact, he must find a person who will voluntarily accept the suffering from it. Once accepted, this suffering will be transmitted and the one who accepted it will bear the pain until the day of his death.

Difficulty: 280 **Cost:** 550
Atk. Ability: 260 **Def. Ability:** NA
Action: Active

Effect: The Hanged Man Reversed uses its ability to make 150-foot-radius supernatural area attack. All affected subjects must pass a Magic Resistance Check with a Difficulty of 140 or suffer an an All Action Penalty equal to the amount by which they failed their Check. The Resistance Difficulty increases by 5 for every 10 points by which the invoker exceeds the required Difficulty. The penalties are reduced at a rate of 10 points an hour, unless the target's Failure Level is greater than 80, in which case the penalties remain for life.

Duration: Instantaneous

Usual Appearance: This Arcana appears as a woman with open wounds hanging face down by sharp chains.

XIII The Death Reversed

Death Reversed represents the end of life. It is the concept of Death as an end, but not a liberating end. Rather, it heralds the annihilation of all existence.

Pact: It asks the Summoner to kill a large group of people for no other reason than fulfilling the pact. The number of victims depends on the character's power, but can never be less than 50 individuals.

Difficulty: 300 **Cost:** 600
Atk. Ability: 240+ **Def. Ability:** NA
Action: Active

Effect: Death uses its ability to make an energy attack on a person within hand-to-hand combat distance from the invoker. This attack is equivalent to an Spiritual spell, but it can be sensed by those unable to perceive the supernatural. Its Attack Ability increases by 10 for every 10 points by which the invoker exceeds the Difficulty. The affected party must pass an MR with a Difficulty of 140 or die immediately.

Duration: Instantaneous

Usual Appearance: The Death Reversed usually adopts the classic pose of a skeleton covered with black rags carrying a scythe or sickle. It appears out of the invoker's shadow by cutting the cloth of reality with its weapon and attacking the designated victim. If it hits, no trace of physical damage is detectable in the body, but the victim falls immediately, lifeless.

XIV The Temperance Reversed

The dark side of Temperance is disharmonizing and chaotic power. It represents imbalance – mankind's emotions and power scattered.

Pact: The character must allow Temperance to take away part of the character's power to accept the Pact. In game terms, the character loses 1 or 2 Experience Levels and reverts to the character sheet he had one or two levels ago.

Difficulty: 320 **Cost:** 650
Atk. Ability: NA **Def. Ability:** 280
Action: Passive

Effect: Dark Temperance creates an energy shield that protects the invoker against any type of attack using the Arcana's Defensive Ability. The shield can withstand 500 points of damage before breaking, but it is only affected by supernatural damage. If an attacker uses a supernatural power and the shield stops the attack, he must pass an MR Check with a Difficulty of 160 or temporarily lose the ability to use the type of power in question. For example, if a Fire Ball is used against the invoker, the wizard will lose the ability to cast magic temporarily.

Duration: The shield is instantaneous, but it nullifies a person's power for 1 day for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: Dark Temperance appears as a female angel with very beautiful black wings. When invoked, she covers the invoker with her black wings to protect him from any attack. If its wings are broken, it disappears in a pool of blood, but otherwise it creates a swirling mass of black feathers that stick into the attacker's body and steal his essence.

XV The Devil Reversed

The Devil Reversed is the power of unchained evil – the natural darkness hidden in the heart of all mankind. It is a dark and malignant entity that represents everything damned.

Pact: The Devil Reversed asks the character to commit an act of pure evil. It will not give advice or incite the character. It wants the invoker to look deep into his heart and choose the atrocity.

Difficulty: 340 **Cost:** 700
Atk. Ability: 300 **Def. Ability:** NA
Action: Active

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Effect: The Devil Reversed forces the target to pass an MR Check with a Difficulty of 140 as if it were an Spiritual spell. If it is not resisted, the target will be possessed by the power of The Devil and will attack its companions or friends, starting with the most loved or appreciated. The possessed character uses The Devil's Attack Ability, but he won't defend, so his companions might kill him. If the possessed subject dies, this Arcana will pass to his assassin like an automatic spell, forcing him to do a MR Check with a Difficulty of 140, or everything will begin again. As soon as a subject passes the MR Check, The Devil fades away – even if the Invocation's Duration hasn't expired yet.

Duration: The Devil Reversed stays in this world possessing souls for 10 Turns for every 10 points by which the invoker exceeds the Invocation's Difficulty.

Usual Appearance: It traditionally takes the form of the biblical devil or the invoker's conception of evil. When it appears, the world is covered by shadows and it is accompanied by obscene chants.

XVI The Tower Reversed

In its most disturbing aspect, The Tower is much more than simple destruction. It represents the end of everything from its beginnings, the terrible destiny that none can avoid and that will eventually sweep away everything in its path.

Pact: The Tower Reversed's Pact is the same as the pure Tower's, but in this case, it requires the invoker to finish off the holder of the Dark Arcana.

Difficulty: 340 **Cost:** 750
Atk. Ability: 300 **Def. Ability:** NA

Effect: The Tower makes an attack using the energy Attack Type. This Invocation is considered an Spiritual spell. If it causes damage, the affected party will be forced to pass 13 different MR Checks all with a Difficulty of 120 to avoid the following negative effects (described in **Chapter 14**): All Action Penalty, Fear of the Adversary, Terror, Pain, Weakness, Total Paralysis, Rage, Blindness, Deafness, Dumbness, Fascination, Damage, and Unconsciousness. The affected party must also pass two more Resistance Checks, one against poisons and the other against a degenerative illness, both at Level 60. The level of all the Resistance rolls increases by 5 points for every 10 points the invoker passes the Invocation's Difficulty. None of these effects can be completely avoided, since the Dark Tower's power is inevitable. When a subject passes one of the Resistance rolls, it is turned immediately against the invoker, who must in turn make a Check. If he passes the Check as well, the Resistance Check bounces back to the target, and it keeps cycling until one of the two doesn't pass. If the Arcana's original attack doesn't reach its adversary, there's no need to make any Resistance roll.

Action: Active
Duration: Instantaneous
Usual Appearance: The same as the Tower, since they are really the same entity.

Kaine invokes the Dark Tower's power against a wizard he faces, and the wizard can't defend himself against the Arcana's attack. The wizard must pass the MR Checks against all of the effects, and two additional Resistance rolls against Illness and Poison. He passes five of them, but the other affect him, as per Chapter 14. The five Resistance Checks he passed now turn against Kaine, who must do a Check against each of them. Fortunately, she is able to pass three. These three then bounce back to the wizard. If he passes them again, the circle will continue until one of the two fails.

XVII The Star Reversed

Also known as the Dark Heaven, the Star Reversed represents sadness and desperation. It is the power which denies mankind hope, leaving it in absolute darkness. It is the most ruthless Arcana of all.

Pact: The character must destroy a country or ethnic group's hopes and lead thousands of people to despair.

Difficulty: 380 **Cost:** 800
Atk. Ability: 320 **Def. Ability:** NA

Action: Active

Effect: The Star fires a charge of dark energy using its Attack Ability. In game terms, it is considered an Attack spell. Each Combat Turn it stays, The Star Reversed can make an additional attack against any target the invoker chooses. It causes a Base Damage of 200. The damage caused by the Star Reversed can never be cured by natural means, only by mystical powers.

Duration: 5 Turns for each 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: The Star Reversed has the same appearance as the Star, but with silver hair and black clothes. When invoked, the sky turns black and it descends like a dark comet. It hovers above the invoker, creating dark flashes with its hands and launching them like spells.

XVIII The Moon Reversed

The Moon Reversed represents lies and illusion – the power of dreams to confuse man's spirit. At a deeper level, it is also the Arcana which represents fear.

Pact: The invoker must create a lie big enough to fool an entire nation.

Difficulty: 400 **Cost:** 850
Atk. Ability: NA **Def. Ability:** 350

Action: Active.

Effect: The Moon uses its Defensive Ability to teleport the invoker to safety from attacks. In game terms, the invoker can use the Arcana's Defense Ability as if he were Dodging. Every time the invoker successfully defends himself, the Moon Reversed creates an illustion of another invoker. Determining which of the images is the real invoker requires overcoming an Inhuman-level Search or Ki Detection Check.

Duration: 1 turn for every 10 points the invoker exceeds the Invocation's Difficulty.

Usual Appearance: The Mistress of Lies adopts many guises, but the most common is a beautiful harlequin. When invoked, everything turns to darkness, and when it is attacked, the image of the invoker breaks like glass, with a new copy appearing out of the fragments.

XXI THE WORLD

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XIX The Sun Reversed

The Dark Sun is the source of the energy that consumes the world. It is the power that devours everything, even itself.

Pact: The Pact the Dark Sun usually requests is appalling. From the moment the invoker accepts it, he begins to lose one Life Point each Combat Turn. This damage can't be recovered by any natural or supernatural means. However, every time he or one of his controlled creatures kills a living being with a Presence of 20 or greater, he recovers 1 LP. If the invoker manages to survive a day this way, the Pact is sealed.

Difficulty: 420 **Cost:** 900
Atk. Ability: 350 **Def. Ability:** NA

Effect: This Arcana uses its Attack Ability to create an holocaust of blazing destruction. This blast uses the Heat Attack Type and possesses a Base Damage of 300. This attack has an area of 500 yards, plus 500 yards more for every 10 points by which the invoker exceeds the Difficulty. The invoker cannot choose specific targets inside the area of the attack.

Action: Active

Duration: Instant.

Usual Appearance: Usually that of the archaic sun, but with dark colors. When invoked, the sky splits in and an enormous meteor of fire descends and explodes, destroying everything – except the invoker.

XX The Judgement Reversed

This Arcana represents punishment and condemnation – the dark judgment that nobody wins. Some say that it represents the principal of nihilism, the opposite of eternity.

Pact: Judgement Reversed brings the invoker's worst enemy, or the person he most hates, before him and asks that person to pass sentence on the invoker. If the invoker voluntarily accepts the punishment, Judgement Reversed will carry out the punishment at the same time as it signs the Pact. If the invoker refuses to suffer the punishment, the Pact fails.

Difficulty: 440 **Cost:** 950
Atk. Ability: NA **Def. Ability:** NA

Action: Active.

Effect: When Invoked, Judgement Reversed reduces the Gnosis of all entities (except the invoker) in a one-mile radius of the invoker to zero. Entities with Gnosis 45 or higher are not affected by this ability. Supernatural powers that depend on Gnosis are lost while the owner remains in the radius. It is an automatic effect, so the target need only be inside the specified area.

Duration: 1 minute for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: It takes the form of a breach in reality out of which neither light nor darkness appears. When invoked, the opening expands at a great speed, as if it were trying to devour the world.

XXI The World Reversed

The final Dark Arcana is the worst of the inverted Arcana – the most terrible and terrifying power of all. It represents reality's imperfections, the absolute failure which can not be repaired. It is the world of darkness, the other side of the coin where good and evil are part of the same side.

Pact: The World Reversed will only grant its power to a person that has failed in absolutely all life goals and has lost everything. Only a character left with nothing, with no reason to live, will be granted this power. This means that only after a desperate character tries to Invoke the World Reversed and fails, will it appear and seal the pact.

Difficulty: 460 **Cost:** 1000
Atk. Ability: NA **Def. Ability:** NA

Action: Active

Effect: The World Reversed perverts reality itself around the invoker in a radius of one mile, plus an additional mile for every 10 points by which the invoker exceeds the Difficulty. Everyone inside the radius of the Dark World automatically Fumbles every roll, whatever the result of the dice. This Invocation has no effect against the actions of entities with a Gnosis greater than 45 – although it does protect against other Arcana, who are powerless inside the area of effect. If an affected subject is protected by the World pure, both powers nullify each other.

Antares the colossus, one of the Great Beasts.

Duration: 1 minute for every 10 points by which the invoker exceeds the Difficulty.

Usual Appearance: The Arcana modifies reality around the invoker, transforming it into a dark, macabre image of the real world, made up of metal, flesh, and blood. Like The World, it is still accompanied by choirs, but these consist of screams of pain and wailing infants. Any person that spends time in its interior usually ends up losing their mind.

THE GREAT BEASTS

The Arcana are not the only Invocations available to characters. There are certain creatures that are also able to grant their powers to invokers. These are generally called the Great Beasts or Aeons. They are powerful entities that don't have enough Gnosis to grant Elan, but who attract agents and followers by allowing them to use the entity's abilities.

Ancient Dragons, Titans from past eras, Elemental Lords or Fallen Gods are only a few examples of these almost divine creatures. Despite being grouped together here, they do not have necessarily anything in common. Most of them are unaware of the other's existence. Each has its own aims and motivations – be it destroying humanity, secretly helping it, or something else completely different. In game terms, the Great Beasts are governed by the same Invocation rules as the Arcana – although their abilities may be quite different. This book doesn't include their specific Invocations. Inventing their nature, powers, and Pacts is left to the Game Master and the players. Properly used, they can surely add a great deal of fun to games.

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Chapter 13

The Psychic Disciplines

It's all in the mind

H. Durán

Now that we have examined Ki Dominion and Magic, we will move on to explore the third and last of the Supernatural capabilities in *Anima:* the Psychic Disciplines. In this chapter, we shall learn about the unbelievable feats those who develop their mind power can achieve.

Control over fire is quite easy for a pyrokinetic

PSYCHIC MATRICES

Not everything can be explained through powers of the soul. Some people can use their mind to alter their surroundings merely through willpower. A person's psyche produces an enormous amount of energy – called a matrix – that can be used for controlling matter and modifying the laws of physics. Psychics are capable of moving objects at a distance; they can also set them on fire, or control their own adrenaline levels to boost their Abilities. However, psychic matrices do not affect matter exclusively. This energy also has the capability to enter into the minds of others, making it possible for psychics to read thoughts or control a person's will. On certain occasions, matrices can even intercept environmental residues and reveal events that have occurred in the past.

Matrix control is not homogeneous. The energy it produces is organized into different Disciplines, each of which grants the psychic access to very different abilities. Thus, it is possible that a character who can read people's minds and control their will may be unable to use Powers of a different area – such as those related to temperature control. His power is simply not able to tune into that particular Psychic Discipline.

Few people develop a mastery of their Psychic Powers. Only a very small number of individuals have access to the part of the mind that remains asleep for the rest of us. The reason why only some are able to accomplish such feats is unknown. Some argue this ability is entirely physical and that psychics possess more evolved brains. Others attribute it completely to psychological reasons. They claim that mastery of the mind is the only requirement to awaken and control these abilities. Be that as it may, one thing is for sure – Willpower allows them to use their abilities to the fullest.

The Use of Psychic Powers

Characters endowed with Psychic Powers can make use of them anytime they want. Once a character gains access to a specific Power, there is no limit to the number of times he can use it. Each Psychic Power has a Difficulty Level, which is an indicator of the complexity of its use. In order to execute their Powers, characters must roll 1d100 and add the result to their Psychic Potential. If the Final Score exceeds the Power's Difficulty Level, that Power functions. This is called the Potential Calculation roll (PC), and it utilizes both Open Rolls and Fumbles. A Psychic Power's effects will vary according to a character's Final Score on the PC roll.

Let us say Pazusu would like to use Minor Psychokinesis in order to move a 10 pound stone. Even though this Power will work if he passes a PC roll with an Easy Difficulty, such a result will only allow him to move an object no heavier than two poounds, leaving an object as heavy as the rock in question off limits. Pazusu has a Psychic Potential of +60. He rolls the dice and gets an 85, which he then adds to his Psychic Potential, for a Final Score of 145. By looking in the Power chart, we discover that this result is enough to move up to 40 pounds – more than enough for Pazusu to lift the rock.

Some Psychic Powers are Active; they require a character to have the Initiative in order to execute them. Others, on the contrary, are Passive and can be used whenever needed. The Passive or Active nature of each Power appears in its description. Characters can use more than one Psychic Power per turn, depending on their Psychic Potential score. When it comes to using their mental abilities, characters may employ as many Powers as they wish during the course of any given turn. These multiple Powers will all be regarded as a single action, incurring in no multiple-action penalties.

However, if a character engages in any other Active action in the same turn that he uses his Psychic Powers, he suffers a –25 penalty to his Psychic Potential per additional action. In the same way as magic, the use of Psychic Powers is equivalent to unarmed combat; it has a Weapon Initiative score of +20.

It takes a minimum of 10% damage on the Combat Table to affect an opponent with a Psychic Power using the character's Psychic Projection. So, after using the character's Potential to calculate the effects of the Power, a character must make a Psychic Projection Check to hit the target and know the reach of his power. In most cases, unless the description states otherwise, no Armor Type protects against Psychic Powers. A character can Dodge Psychic Matrix energies, but he can only Block them if he is somehow capable of stopping energy. Even if a character attempts to Dodge a Psychic Power, he still suffers a penalty as if he were Blinded – unless he can see Psychic Matrices.

All Psychic Powers count as Fired Projectiles when calculating Defense scores.

Psychic Potential

Psychic Potential is the basis for all mental Powers. It is a measure of an individual's capacity for using his Disciplines and amplifying their effects. It takes the form of a bonus that a player adds to his character's Potential Calculation roll each time he intends to use a Psychic Power. Psychic Potential depends directly on a character's Willpower Characteristic. To find out a character's Psychic Potential, turn to **Table 65**. Characters wanting to use more than one Power per turn divide their Psychic Potential the Powers they want to use. They are free to allocate more points to those Powers they wish to enhance the most. For instance, a character with a +50 Psychic Potential using two mental abilities may choose to apply +15 to the first Power and save the remaining +35 for the second. It is not possible to apply less than +10 to any given Power. Therefore, a character with a +40 Potential can use only 4 Psychic Powers per turn by splitting his potential into four +10 bonuses.

Table 65: Base Psychic Potential

Willpower	Psychic Potential
4 or below	+0
5	+10
6	+20
7	+30
8	+40
9	+50
10	+60
11	+70
12	+80
13	+90
14	+100
15	+120
16	+140
17	+160
18	+180
19	+200
20	+220

Some time later Pazusu has increased his Psychic Potential up to +80, so he can now use up to 8 Psychic Powers per turn with a +10 bonus to each. If he should wish to use three Powers in any given turn, he may distribute his Psychic Potential points freely. For instance, he may apply +20 to the first two rolls and +40 to the third. Each Power shall be individually rolled, adding the corresponding bonus.

Concentration

Even though Psychic Powers take immediate effect, it is possible for a character to amplify them through Concentration. By these means, psychics can invest some time in the preparation of a mental ability, thus improving the result. Upon initiating Concentration, the character must state the intended Power and its objective. Depending on the Concentration level reached, a character receives a bonus to his Psychic Potential – as shown in **Table 66**.

Concentration is considered to be a complete Active action. Therefore, if a character engages in other actions or receives damage, he will be unable to continue to Concentrate, thereby losing any accumulated bonuses.

Table 66: Concentration

Concentration	Available Bonus
One Turn	+10
Three Turns	+20
Five Turns	+30
One Minute	+40
One Hour	+50

Psychic Failure and Fatigue

Every time a psychic takes a chance on using a Power with a base Difficulty Level higher than his Potential, he is exposed to possible Failure. If you look closely at the effect description for any Power, you will find that occasionally the words are in italics, and instead of the description, the word "Fatigue" appears, followed by a number. If the end result, after adding a character's Potential to the roll, should fall within the Fatigue range, the character is unsuccessful in using the Power.

Psychic failure exerts great pressure on the mind, since the psyche is unable to use the energy it has generated. Therefore, the number next to Fatigue represents the consequences characters have to face when they fail. In other words, it is the number of free Psychic Points the psychic loses when he fails. He subtracts this number from any unused points. Once a character depletes his free PP, he starts consuming Fatigue Points – until he is either unconscious or able to rest. PP lost on account of Fatigue is recovered at the regular rate of points spent on acquiring temporary Psychic Abilities. Psychic Fatigue affects even physically tireless beings.

Bear in mind that if a character Fumbles on his Potential Calculation roll, his player must subtract the Fumble level from the Final Score, thus worsening the consequences.

Pazusu, who possesses a +80 Psychic Potential, intends to use Shatter, a Power with a Difficulty Level of Very Difficult. He has no time to Concentrate, so he rolls directly and gets a 15. He then adds his Psychic Potential to the roll, for a Final Score of 95. This result only achieves a Medium difficulty, two levels below his objective. When checking this result on the Shatter Effect Table, we find that he has suffered Fatigue 4. Therefore, he loses 4 of his free Psychic Points. However, since he only has 3 left, he also loses 1 Fatigue point.

If a character's Fatigue drops to 0 or below on account of Psychic Fatigue, he immediately lapses into a shock of possible fatal consequences. In this situation, all Innate Powers cease to be Maintained, and the character must make a PsR Check with a difficulty of 100 in order to avoid falling into a coma that lasts for a number of days equal to his Failure level. Every negative Fatigue Point will increase the difficulty of this Check by +10. For example, a character with -6 Fatigue Points must pass a PsR Check with a difficulty of 160. If a character fails this Check by more than 80 points, his mind shatters and he dies immediately.

Even tireless characters and creatures, who can't lose Fatigue Points, are not exempted of Psychic Fatigue Checks.

PSYCHIC POINTS

Psychic Points – otherwise known as PP – constitutes yet another fundamental element of using mental Powers. PP shows how characters spend their psychic energies, along with the aspects of their Powers they seek to enhance. In a way, it may be thought of as a set of wild cards allowing the psychic a wide array of advantages – such as developing new Disciplines or temporarily increasing his Potential. All characters start off at 1st level with one PP; this amount can increase by investing DP or moving up in levels.

With some of the advantages brought by PP they are consumed permanently; once the PP disappear, they can not be used again. Other advantages, however, provide temporary benefits that do not consume the PP forever. Characters can recover them after a while. The following is a list of the abilities PP provide, starting with the permanent ones.

Affinity with a Psychic Discipline

Characters do not initially have any Psychic Discipline. In order to access the Powers pertaining to any one Discipline, they need to permanently invest 1 PP point. By doing so, they develop a certain affinity to that specific Discipline, and from then on they are capable of mastering any of the Powers within that Discipline by investing new PP points. There is no limit to the number of Disciplines that can be mastered. For instance, a character spending 4 PP points may have access to 4 different Psychic Disciplines – such as Psychokinesis, Pyrokinesis, Telepathy and Physical Increase.

Mastering a New Mental Power

Once a character has developed an affinity to a Psychic Discipline, he is ready to master its Powers. If he seeks to use a specific Power of a Discipline with which he has an affinity, he must first master it by investing 1 PP point permanently. Characters may acquire as many Powers as they desire, provided only that they master a first-level Power before moving on to a second-level one, and so on. Thus, a character with a Pyrokinesis affinity and 3 unspent PP points, may master the Create Fire (first level), Fire Immunity (second level) and Nova (third level) Powers by spending all of his PP points.

Increasing Psychic Potential

PP are also helpful in increasing Psychic Potential, thus significantly enlarging mental capability. Characters will get a bonus proportionate to the amount of PP points they invest. They add this bonus to their Psychic Potential when using any of their Powers. **Table 67** details what bonuses a character receives according to the PP he spends. The first row shows the amount of PP points required for getting the bonus to the right. These bonuses build off of each other. Therefore, if a character wants a +40 bonus, he must first spend all the points necessary to achieve a +10, +20, and +30 bonus, as well. The figure in parenthesis represents the total sum of PP that it would take to reach that final bonus.

Table 67: Increase Psychic Potential

Required PP	Psychic Potential
1 (1)	+10
2 (3)	+20
3 (6)	+30
4 (10)	+40
5 (15)	+50
6 (21)	+60
7 (28)	+70
8 (36)	+80
9 (45)	+90
10 (55)	+100

For example, Pazusu spends 1 PP in order to get a +10 bonus to his Psychic Potential. If he later wished to increase it up to +20, he should spend 2 more PP, (which makes a total of 3).

Strengthening a Power

Characters may choose to spend their PP on strengthening the natural potential of a Power they already possess. In this way, they become experts at certain abilities and are able to employ them with superior strength. Every PP spent on one of their Powers will give them +10 to their Potential Calculation rolls. A character can not increase a Power beyond a +50 bonus. Therefore, the maximum amount of PP a character can spend on a single ability is 10.

Pazusu has Psychokinetic Flight, and he would like to strengthen it by spending 4 PP points. Consequently, he receives a +40 bonus which he adds to his PC roll every time he uses Flight. This bonus does not affect any of his other Powers.

Acquiring An Innate Slot

Some Psychic Powers can be Maintained, allowing characters to use these abilities continually – like flying or establishing mental bonds with their friends, for example. In order to Maintain a Power through several Combat Turns without rolling, it is necessary to have an Innate Slot. Innate Slots allow the psychic to subconsciously tie one of their Powers to their will, so that it can be used effortlessly in every turn. In this case, acquiring an Innate Slot requires that a character spends 2 PP points. There is no limit to the amount of Innate Slot a character can have.

The maintenance of an Innate Power is a Passive action; a character can use these abilities even if he is asleep or unconscious. Bear in mind, Innate Slots are not tied to a single Power: A character with only one Innate Slot may choose to maintain any one Power, according to his needs. He may use it to remain suspended in flight and soon after apply it to raise a mental barrier, for example.

It is necessary for characters to use a Power once before they can keep it active. Once they successfully activate the Power, they must declare that they want to keep it as an Innate Power. Starting on the next turn, they will not need to roll any dice to use it. Innate Powers function in the natural Difficulty that their user's Psychic Potential allows without rolling or applying any penalties. No additional Potential achieved through a roll or any bonus may be applied to a Maintained Power. So, if the character has a +60 Potential, his Maintained Powers will function with an Easy Difficulty.

If any given Power possesses an operative Base Difficulty higher than a character's Psychic Potential, the character can Maintain it innately with the minimal Difficulty required.

Pazusu's psychic potential is +80, which allows him to Maintain his Innate Powers at a Medium Difficulty. If he successfully employs a Psychic Shield and allows it to remain active in subsequent turns, it will have a Medium effect regardless of what his original Final Potential Calculation was.

He then wishes to Maintain Psychokinetic Flight, which requires a level of Difficult as an operative minimum. Even though naturally he could only Maintain Medium-Difficulty Powers, he can Maintain Psychokinetic Flight on a Difficult level, since it is the minimum Difficulty required for activation.

Free Psychic Points

PP not invested permanently on any of the Powers listed before will be referred to as Free PP. Free PP have several functions, ranging from keeping characters from losing Fatigue points, to bestowing special abilities on psychics. These uses do not consume Free PP completely, as in the cases described above. They cost only temporary PP. Free PP used in this manner recover at a rate of 1 per hour. For instance, a character using 3 free PP to temporarily enhance his Powers, will take 3 hours to recover them. Spending PP is a Passive action. Their many functions are described below:

Box XII: Uses Of PP

Permanent uses (With PP consumption)

Affinity to a Psychic Discipline
Master a New Mental Power
Increase Psychic Potential
Strengthen an Power
Acquire Innate Slot (Consumes 2 PP)

Temporary uses (Hourly rate recovery)

Improve Psychic Projection
Increase Psychic Potential
Eliminate Fatigue
Temporary Access to a Power
Improve Innate Power

Improve Psychic Projection: No Fatigue points may be invested on improving Psychic Projection; however, those characters using mental Powers can spend PP in order to increase their ability on any given round. Every PP spent to this effect will provide a +10 bonus to the character's Psychic Projection when using a specific Power. Not more than 5 PP may be spent in improving Psychic Projection, so the maximum bonus that can be applied to the roll by these means is +50. As is the case with Fatigue Points, the expenditure must be declared prior to rolling the dice.

Increase Psychic Potential: Characters may spend their PP in the improvement of a specific Power's Potential. Every PP spent to this effect will provide a +20 bonus to the selected Power's Potential during that turn. For instance, if a character spends 3 PP in the improvement of any given mental ability, he would add +60 to its Potential. Once more, the use of PP must be announced before the roll. Characters may spend up to 5 free PP in the improvement of a specific Power.

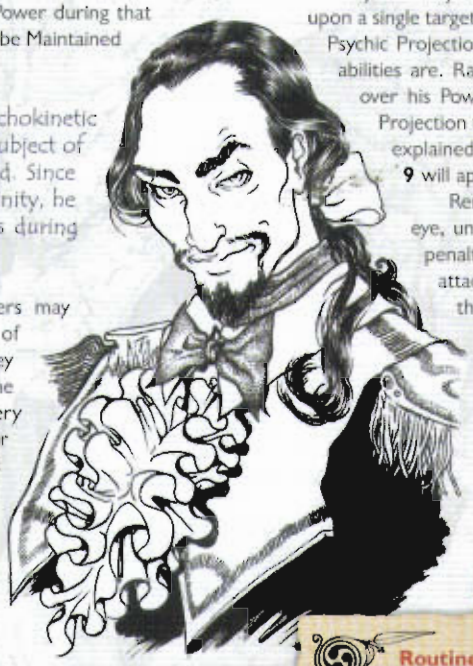
Eliminate Fatigue: Characters declaring the use of a PP in Fatigue elimination prior to calculating an ability's Psychic Potential will not lose Fatigue Points in that turn. This mental activity will not tire the character regardless of his Failure level.

Temporary Access to a Power: It is possible that characters find themselves in need of a Psychic Power they have not yet mastered. Psychics can use a mental ability they have not mastered, but which belongs to a Discipline with which they have affinity, by investing a PP temporarily. This allows them to use the Power during that turn. Temporarily acquired Powers can not be Maintained as an Innate Power.

Pazusu does not have access to Psychokinetic Shield. However, he finds himself the subject of an attack, and he is unable to respond. Since he has 1 Free PP and Psychokinesis affinity, he spends it temporarily on Shield access during that turn.

Improve Innate Power: Characters may use their Free PP to increase the strength of an Innate Power. In order to do this, they must spend the PP they want to use at the time they set the Power as an Innate. Every PP point invested in this way increases their Psychic Potential by 20 points for purposes of determining its Maintained Difficulty Level. In this way, a character with a psychic potential of +60, who would normally Maintain an Innate Power with an Easy Difficulty, would be able to raise his Innate Power Difficulty to Medium level if he spent 1 PP (thereby receiving a +20 bonus to his Psychic Potential). Psychics may spend up to 5 PP to this end.

Note that characters do not recover PP spent in this way while they Maintain an amplified Innate Power. Natural recovery rate will take effect once they stop Maintaining that Power.



Pazusu

Pazusu has created a Psychic Shield he keeps as an Innate Power with an 80-point Potential (Medium level). If he decides to spend 2 PP points to amplify his Innate Power, he could Maintain it at a 120-point Potential (at a Difficult level). If he spent 3 PP instead, he could Maintain it at 140, or a Very Difficult level.

On the other hand, if Pazusu keeps the Total Increase Power active with a +80 Potential and a minimum difficulty of Absurd, he will not be able to raise maintenance any more using PP – since even if he spent 5 PP (taking his Potential to 100), he would only reach a 180 Difficulty level, which would still be Absurd.

Box XIII: Example Of PP Spending

Now that we are familiar with the different functions of PP, let us see an example of how it could be spent.

Pazusu has 10 free PP to start acquiring Psychic Powers. The first thing he does is invest 2 PP points in developing an affinity to Telepathy and Psychokinesis. After gaining access to both Disciplines, he spends 1 PP on the Telepathic Power Area Scanning and masters it. Since he would also like to have the second-level Power Psychokinetic Flight, he spends his next 2 PP points on Psychokinesis. He spends the first of these on Minor Psychokinesis, a first-level Power that grants him access to Psychokinetic Flight. Then, he spends his second PP on acquiring Psychokinetic Flight.

He has already invested 5 of his 10 PP points. The following 2 he chooses to spend on an Innate Slot to Maintain any one of his Powers. He also spends 1 PP on enhancing his Area Scanning PC Checks by +10. Finally, he decides to keep his last 2 points as Free PP to enhance his Powers and eliminate Fatigue whenever necessary.

PSYCHIC PROJECTION

Psychic Projection is the ability to focus and control Psychic Powers upon a single target. In a way, it is analogous to a wizard's Magic Projection. Psychic Projection is not a measure of how sharp a character's aiming abilities are. Rather, it represents instead the level of control he has over his Powers so as to use them successfully. Psychics use their Projection to attack and repel attacks – although only the penalties explained in the Psychic Abilities in Combat section in **Chapter 9** will apply.

Remember Psychic Abilities are invisible to the human eye, unless explicitly stated otherwise. Therefore, the Blinded penalty will be applied to the victim if he can not see a psychic attack. Although this ability is typically used in combat only, the GM may request characters to overcome certain Difficulties in order to affect inanimate targets. See **Box XIV: Psychic Projection Difficulties** for an approximate notion. They function in a way very similar to that of Magical Abilities. The GM will be the judge when it comes to calculating the Difficulty of high-precision actions – such as threading a needle using Psychokinesis.

Box XIV: Psychic Projection Difficulties

Routine The ability may be used on the psychic himself or on a person or object with which he is in contact.
Easy: Affects targets less than 15 feet away from the psychic.
Moderate: Affects targets up to 60 feet away from the psychic.
Difficult: Affects targets up to 300 feet away from the psychic.
Very difficult: Affects targets up to 800 feet away from the psychic.
Absurd: Affects targets up to 1,500 feet away from the psychic.
Almost Impossible: Achieving this difficulty allows the psychic to hit a target whose exact location is known but not necessarily within direct eyesight. It covers up to one mile.
Impossible: Achieving this difficulty allows the psychic to affect targets out of his sight and with only an approximate location up to 10 miles away.

PSYCHIC DISCIPLINES

Mental abilities are organized into levels, each touching on a particular sphere and featuring Powers completely different from the rest. These spheres are called Psychic Disciplines. Each Discipline has a different number of Powers organized in three levels.

In certain cases, a Discipline will have some kind of modifier that will apply according to the situation in which its Powers are used. For instance, Telepathic Abilities are more easily performed upon subjects in physical contact with the psychic. Discipline modifiers will affect all the Powers comprised within that Discipline.

The following is a list of the various Psychic Disciplines, with the following descriptions:

Level: Indicates the Power's level.
Action: Indicates whether the use of the Power is an Active or Passive action.
Description: This explains the Power's effects.
Maintenance: It indicates whether or not the Power may be kept as an Innate Power.
Effects: This shows how the ability improves, depending on the Difficulty Level the psychic can reach with his Potential.

TELEPATHY

Telepathy is one of the most fascinating Disciplines psychics have at their disposal. It synchronizes the energies of two Psychic Matrices, allowing the user to access the minds of others. Some examples of Telepathic abilities are mind reading, altering a subject's perception, or even subduing their will. Telepathy has no effect upon mindless beings – such as golems or similar creatures. Unlike with other Disciplines, no Psychic Projection is required for setting the target (the check is still needed to determine the range of the Power), but if the Psychic is not able to obtain a minimum of 10% damage on the Combat Table, the affected target can add +60 to his PsR roll.

Modifiers: Psychics in physical contact with the subject against whom they are using their Telepathic Powers may add a +20 bonus to their Potential.

Area Scanning

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power detects any active mind around the psychic. It may differentiate between simple psyches – such as that of animals – or those of a much more complex nature. However, it cannot locate a specific mind within the radius. Resisting this Power requires a character to make a successful PsR Check against the target Difficulty indicated by the Effects Table below. Characters failing this Check will not be entitled to new Resistance Checks while they remain within the scanned area. This ability does not call for Psychic Projection; it will automatically affect everyone within the area.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	100 PsR / 30 foot radius
120	Difficult	120 PsR / 150 foot radius
140	Very Difficult	140 PsR / 300 foot radius
180	Absurd	160 PsR / 800 foot radius
240	Almost impossible	180 PsR / 1,500 foot radius
280	Impossible	200 PsR / 1 mile radius
320	Inhuman	220 PsR / 5 miles radius
440	Zen	260 PsR / 60 miles radius

Mental Restraint

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The psychic is able to impose a very basic restraint upon his target, preventing the victim from performing a specific action. The ability will only work on Active actions – that is, those requiring a character's conscious will. It will not affect Passive actions or those executed by mere reaction. The affected character may resist the effect by making a successful PsR Check against the target Difficulty indicated by the Effects Table below. He is also granted one additional Check every time he attempts to carry out the forbidden action. In the case of a very generic restraint, or if the prohibition limits the subject's freedom excessively, a +20 bonus may be applied to a victim's Check.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	80 PsR
120	Difficult	100 PsR
140	Very Difficult	120 PsR
180	Absurd	140 PsR
240	Almost impossible	160 PsR
280	Impossible	180 PsR
320	Inhuman	200 PsR
440	Zen	220 PsR

Mind Reading

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power allows the psychic to read a subject's current thoughts – although it does not permit him to delve into the victim's memories. Resisting this Power requires the victim to make a successful PsR Check against a target Difficulty listed along with the intensity of the effect below. A character can make a new Check every 5 turns, as long as he is somehow aware of the fact that he is being targeted by this Power. So long as he is reading his opponent's intentions, the psychic can apply a +30 bonus to any actions pitted against him.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	100 PsR
120	Difficult	120 PsR
140	Very Difficult	140 PsR
180	Absurd	160 PsR
240	Almost impossible	180 PsR
280	Impossible	200 PsR
320	Inhuman	220 PsR
440	Zen	240 PsR

Mental Communication

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The psychic is able to engage in long distance conversation with another character whose approximate location is known. Unlike with other Powers, no Psychic Projection is required for setting the target. Maximum distance allowed for conversation is indicated by the Power's effects.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	300 feet
120	Difficult	1,500 feet
140	Very Difficult	1 mile
180	Absurd	5 miles
240	Almost impossible	60 miles
280	Impossible	600 miles
320	Inhuman	3,000 miles
440	Zen	Any distance

Psychic Shield

Level: 1 **Action:** Passive **Maintenance:** Yes

Description: Psychic Shield enhances the psychic's PsR It may be used to enhance another person's PsR, but such an enhancement is reduced to half the bonus indicated.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	+10 PsR
120	Difficult	+30 PsR
140	Very Difficult	+50 PsR
180	Absurd	+80 PsR
240	Almost impossible	+120 PsR
280	Impossible	+160 PsR
320	Inhuman	+200 PsR
440	Zen	+240 PsR

Psychic Illusion

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power alters a subject's perception by introducing illusory images or sounds into his mind. It enables psychics to become invisible to individuals, to throw illusory rocks at them, or even make them think they are facing a dragon. If a character decides to form illusory creatures, they will Attack and Defend themselves using the character's own Psychic Projection, just as other illusions will (arrows, spells, explosions, etc.) Resisting this Power requires a character to make a successful PsR Check against the target Difficulty indicated by the Effects Table below. Naturally, damage is unreal and the opponent will be entitled to a new PsR Check upon being hit. If a character knows he is dealing with an illusion, he can make an PsR Check every turn.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	80 PsR
120	Difficult	100 PsR
140	Very Difficult	120 PsR
180	Absurd	140 PsR
240	Almost impossible	160 PsR
280	Impossible	180 PsR
320	Inhuman	200 PsR
440	Zen	220 PsR

Mental Research

Level: 2 **Action:** Active **Maintenance:** Yes

Description: Using this Power, the psychic delves into another person's thoughts and memories. It is left to the GM's best judgment to decide the number of turns a psychic needs to find the desired information, depending on how deep it is buried in the character's memory. The psychic will have access to the victim's knowledge, but not to supernaturally altered memories. The affected party may resist the effect by making a successful PsR Check against the target Difficulty indicated by the Effects Table below. He is also granted one additional Check every 5 turns.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	100 PsR
140	Very Difficult	120 PsR
180	Absurd	140 PsR
240	Almost impossible	160 PsR
280	Impossible	180 PsR
320	Inhuman	200 PsR
440	Zen	240 PsR

Psychic Assault

Level: 2 **Action:** Active **Maintenance:** No

Description: The psychic casts an attack upon a subject's mind, weakening his mental resistance. The victim suffers a penalty to all PsR Checks equal to his Failure against the Check to resists this Power. Weakened Resistance is recovered at a rate of 5 points per hour.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	120 PsR
140	Very Difficult	140 PsR
180	Absurd	160 PsR
240	Almost Impossible	180 PsR
280	Impossible	200 PsR
320	Inhuman	220 PsR
440	Zen	260 PsR

Psychic Connection

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power connects the psychic's mind to the mind of another willing person, allowing them both to act upon each other's physical bodies. Characters participating in the switch retain their knowledge and skills, but they are subject to the Physical Characteristics of the host individual, which means their Base Abilities must be recalcuated to account for the different advantages and disadvantages of the host's body. Since the soul does not transmigrate, spellcasters cannot cast spells upon introducing their mind into another physical form. This is a voluntary capability; characters can not be forced to give up control of their bodies or to control another body from a distance. Characters in control of another body temporarily lose control of their own. If one participant dies while the connection is active, the Power is canceled and the surviving participant returns to his normal state. The maximum distance between the bodies is determined by the success level reached using the Effects Table below.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	300 foot radius
140	Very Difficult	1,500 foot radius
180	Absurd	1 mile radius
240	Almost Impossible	5 mile radius
280	Impossible	60 mile radius
320	Inhuman	600 mile radius
440	Zen	Any distance

Alter Memory

Level: 2 **Action:** Active **Maintenance:** No

Description: This Power permits a psychic to edit a subject's memories, eliminating them completely or creating new ones. The exact element to be deleted or created needs to be determined. Each point of difference between the victim's roll and the required PsR Check represents one hour of memories that a psychic can modify. Even though no maintenance is required, the victim is entitled to a new PsR Check against the original target Difficulty if he sees or does anything that can prompt a deeply rooted memory to surface.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	100 PsR
180	Absurd	120 PsR
240	Almost Impossible	140 PsR
280	Impossible	160 PsR
320	Inhuman	180 PsR
440	Zen	200 PsR

Astral Shape

Level: 2 **Action:** Active **Maintenance:** Yes

Description: The psychic is can abandon his physical shape and project his mind in space. For as long as he remains in this state, he is absolutely intangible toward anything non-energy based, and he is invisible to those without the ability to see Psychic Matrices. He can only be hurt by attacks that affect immaterial beings or damage their Resistances. If the psychic is damaged in this state, the damage is transposed to his physical body and causes the Astral Shape to be canceled. While in an Astral Shape, the psychic has a Flight Value equivalent to his Willpower, but he can only use mental abilities. If his real body should face death, the psychic would is trapped in the Astral Shape until the time of its end, which would also be the time of his own utter destruction

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	5 mile radius
180	Absurd	60 mile radius
240	Almost Impossible	300 mile radius
280	Impossible	600 mile radius
320	Inhuman	3,000 mile radius
440	Zen	Any distance

Psychic Tracking

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power allows the psychic to pinpoint the location of a specific subject's mind within range – as determined by the psychic's success in activating this Power. The psychic should know the matrix of the subject he is seeking, but he may also be after only certain mental patterns. Once he has found his subject, the psychic may Maintain this Power so as to keep track of the subject's location at all times. Resisting this Power requires the victim to make a successful PsR Check against the target Value indicated by the Effects Table below. The affected character is allowed a new Check every 5 turns if he is aware that he is being targeted by this ability. No Psychic Projection is required. Psychic Tracking works automatically whenever the subject is inside the Power's area of action.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	Up to 5-mile radius / 140 PsR
180	Absurd	Up to 60-mile radius / 160 PsR
240	Almost Impossible	Up to 300-mile radius / 180 PsR
280	Impossible	Up to 600-mile radius / 200 PsR
320	Inhuman	Up to 3,000-mile radius / 220 PsR
440	Zen	Any distance and 260 PsR

Mind Control

Level: 3 **Action:** Active **Maintenance:** Yes

Description: The psychic obtains full control of the subject who fails the required PsR. The victim is entitled to a new Check every day, as well as every time he receives an order completely against his normal behavior. He is able to apply a +20 to his PsR if he receives a life-endangering command or any order that would subject him to extreme actions.

Effects:

20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	100 PsR
180	Absurd	120 PsR
240	Almost Impossible	140 PsR
280	Impossible	160 PsR
320	Inhuman	180 PsR
440	Zen	220 PsR

Psychic Death

Level: 3 **Action:** Active **Maintenance:** No

Description: This Power attacks a victim's mind and produces total devastation from within. The character loses one point of Intelligence and Willpower for every 10 points by which he fails the required Resistance. Characters recover lost points at a rate of one per day. However, if either of the two Characteristics should reach 0, the character has suffered catastrophic damage to mind his mind and becomes a hollow shell, incapable of independent actions. Mindless bodies do not die. However, they can be controlled through Psychic Connection.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	140 PsR
240	Almost Impossible	160 PsR
280	Impossible	180 PsR
320	Inhuman	220 PsR
440	Zen	240 PsR

Area

Level: 3 **Action:** Active **Maintenance:** Yes

Description: Maintaining Area enables the psychic to use any other Telepathic Power on all subjects within the radius – as determined by the character's success in activating the Power. Specific targets may be designated, as long as the psychic is aware of their presence within the radius. For instance, if a character utilizes Psychic Assault while this Power is Maintained on a Very Difficult level, all individuals designated by the psychic within a 30-foot area will be attacked.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 4
140	Very Difficult	30 feet
180	Absurd	300 feet
240	Almost Impossible	1 mile
280	Impossible	5 miles
320	Inhuman	60 miles
440	Zen	300 miles

PSYCHOKINESIS

Psychokinesis is the psychic ability to move distant objects by the sole action of mental force. As levels progress, characters may even be able to destroy objects or modify their atomic structure from a distance.

There are no modifiers for this discipline.

Minor Psychokinesis

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power allows a psychic to move inorganic matter from a distance. The weight and speed of the action depend upon the success a psychic has in using this Power (as detailed on the Effects Table). When used for hurling objects, as in long distance attacks, the character's Psychic Projection is reduced by half, because the control this Power offers isn't meant for that uses. A fighter with this Power who uses the Psychic Projection Module can gain control of a weapon and perform a long distance attack using his Psychic Projection rather than his Attack score (provided of course he has developed his Attack Ability and Psychic Projection on equal terms).

Effects:

20	Routine	Fatigue 1
40	Easy	2 lbs. / Flight Value 4
80	Medium	5 lbs. / Flight Value 6
120	Difficult	10 lbs. / Flight Value 8
140	Very Difficult	20 lbs. / Flight Value 10
180	Absurd	40 lbs. / Flight Value 12
240	Almost Impossible	80 lbs. / Flight Value 14
280	Impossible	200 lbs. / Flight Value 16
320	Inhuman	400 lbs. / Flight Value 18
440	Zen	1,000 lbs. / Flight Value 20

Psychokinetic Impact

Level: 1 **Action:** Active **Maintenance:** No

Description: This Power projects an invisible force that impacts its target with variable potency. Even though its main function is to push the target, Psychokinetic Impact can cause damage equal to twice the Strength bonus indicated on the Effects Table, plus whatever the GM regards suitable considering the surroundings.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	Strength 8
120	Difficult	Strength 10
140	Very Difficult	Strength 12
180	Absurd	Strength 14
240	Almost Impossible	Strength 15
280	Impossible	Strength 16
320	Inhuman	Strength 18
440	Zen	Strength 20

Psychokinetic Trap

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power enables the user to carry out Trapping maneuvers through Psychic Projection – with no penalties. The success of the Power's activation determines the intensity of the Trap (as detailed in the Effects Table). The Power could become so strong as to trap several subjects within a given area. A –2 to the Power's Strength score applies when trapping multiple targets.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	Strength 6
120	Difficult	Strength 8
140	Very Difficult	Strength 10
180	Absurd	Strength 12 / 15-foot radius
240	Almost Impossible	Strength 14 / 30-foot radius
280	Impossible	Strength 15 / 150-foot radius
320	Inhuman	Strength 16 / 300-foot radius
440	Zen	Strength 18 / 1,500-foot radius

Psychokinetic Shield

Level: 1 **Action:** Passive **Maintenance:** Yes

Description: This Power creates a psychokinetic shield that protects the user from physical attacks, including most weapons – even those with magical enchantments. It does not offer protection against spell or energy-based damage. However, if a character creates a barrier with a Power level higher than Impossible, he can use it to stop ethereal effects and attacks. Upon reaching a certain level, the shield gains a damage barrier (as detailed on the Effects Table).

Unlike others Maintained Powers, which a character can only Maintain at a strength equal to his Base Psychic Potential, the Psychokinetic Shield keeps the Life Points that it had when it was created. For example, someone with a Psychic Potential of 140 can Maintain a Power at a Very Difficult level (giving the shield 700 LP), but if he uses a Psychokinetic Shield and succeeds at activating the Power with a roll of 240 (giving it 1500 LP), the Shield would Maintain using the 1,500 LP instead of the 700 LP. However, in each subsequent turn, it loses 5 Life Points until it has only 700 LP – its normal Base Potential.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	300 LP
120	Difficult	500 LP
140	Very Difficult	700 LP
180	Absurd	1000 LP
240	Almost Impossible	1500 LP / Damage Barrier 60
280	Impossible	2000 LP / Dmg. B. 80 / Stops energy
320	Inhuman	3.000 LP/ Dmg. B. 120 / Stops energy
440	Zen	5000 LP / Dmg. B. 160 / Stops energy

Psychokinetic Armor

Level: 1 **Action:** Passive **Maintenance:** Yes

Description: This Power creates a force armor around the psychic, or anyone he designates. The armor's AT offers protection against all attacks save those based upon Energy. It can be used in conjunction with any other protection as an additional layer, but it will not cause any special penalties.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	AT 1
120	Difficult	AT 2
140	Very Difficult	AT 4
180	Absurd	AT 6
240	Almost Impossible	AT 8
280	Impossible	AT 10
320	Inhuman	AT 12
440	Zen	AT 14

Motion Detection

Level: 2 **Action:** Active **Maintenance:** Yes

Description: All bodies in motion within the radius of this Power who fail the required PhR Check will be detected by the psychic. He will perceive the object's speed, size, and direction, but he will not be able to distinguish its shape. The ability will only work on physical material forms; things without substance will remain undetected. This ability does not call for Psychic Projection; it will automatically affect all parties within its area of effect. Ki Concealment works against this Power by providing a bonus to the PhR Check (as described in **Chapter 10**).

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	120 PhR / 30-foot radius
140	Very Difficult	160 PhR / 150-foot radius
180	Absurd	200 PhR / 300-foot radius
240	Almost Impossible	240 PhR / 1,500-foot radius
280	Impossible	280 PhR / 1-mile radius
320	Inhuman	320 PhR / 5-mile radius
440	Zen	400 PhR / 60-mile radius

Repulsion

Level: 2 **Action:** Active **Maintenance:** Yes

Description: Repulsion creates a barrier that violently repels any physical body that comes into contact with it – unless it wins an Opposed Strength or Agility Check. No Psychic Projection is necessary for focusing this Power. Repulsion affects all objects or individuals in touch with the barrier. At the time a character creates the barrier, he can not use it against specific targets. The barrier's length is determined by the character's success in activating the Power (as detailed in the Effects Table). Its shape, however, is left to the psychic to determine – which means that he could even decide to wrap the barrier around his body.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	Strength 6 / 5-foot line
180	Absurd	Strength 8 / 15-foot line
240	Almost Impossible	Strength 10 / 30-foot line
280	Impossible	Strength 12 / 60-foot line
320	Inhuman	Strength 14 / 150-foot line
440	Zen	Strength 18 / 300-foot line

Ballistics

Level: 2 **Action:** Active **Maintenance:** No

Description: This Power enables the psychic to throw objects with extreme precision using his Psychic Projection. The higher the character's potential, the higher the precision and quantity of elements he will be able to throw simultaneously, ranging from a simple dagger to thousands of huge rocks. Depending on the PC the psychic has obtained, he can increase either the number of objects, so as to cover a much larger area; or the precision of his power. In other words, he must make a choice between a bonus to his projection or to throwing a multitude of objects over an area of effect. For example, if he reached difficulty level Absurd, he would have to choose between receiving a +20 projection bonus to throwing an element, or to launching a shower of attacks that would cover a 50-foot radius. Damage will vary according to the elements being projected and to whether area of effect is being used or not. If only one object is being thrown, damage depends exclusively on the element being projected with Ballistics; if it is a weapon, it uses its base Damage and adds the character's bonus for Willpower instead of Strength. For objects in area attacks, damage depends on the kind of elements being used: scenery elements (tables, chairs, rocks) or weapons. In the case of scenery elements, damage is determined by the GM, who will decide the value on a 30 to 150 scale, depending on how dangerous the elements of the scenery available to the psychic are. The use of a multitude of weapons increases their base damage by 50%.

Projectiles launched by this ability fall beyond the psychic's control; they need to be recovered before they can be used a second time.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	+0 Projection / 15 feet
140	Very Difficult	+10 Projection / 30 feet
180	Absurd	+20 Projection / 50 feet
240	Almost Impossible	+30 Projection / 80 feet
280	Impossible	+40 Projection / 125 feet
320	Inhuman	+50 Projection / 250 feet
440	Zen	+60 Projection / 500 feet

Shatter

Level: 2 **Action:** Active **Maintenance:** No

Description: This Psychic Power shatters a body, causing it to burst into pieces from the inside. If an object is targeted, it needs to pass a PhR Check to avoid being shattered. Note that Special Quality objects will not break automatically; they will lose one level for every 50 points by which they Fail the Check. If the target is a naturally live being, he needs to use his PhR against the required Difficulty or lose twice the number of LP by which he Failed the Check. If the target is an object with Structural Resistance or a creature with Damage Resistance, damage equals five times the Check's Failure level. Naturally, only material beings are susceptible to this Power.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	100 PhR
180	Absurd	120 PhR
240	Almost Impossible	140 PhR
280	Impossible	160 PhR
320	Inhuman	180 PhR
440	Zen	220 PhR

Psychokinetic Flight

Level: 2 **Action:** Active **Maintenance:** Yes

Description: The psychic gets to move freely through the air, with the Flight Value indicated by his success in activating the Power, as detailed on the Effects Table.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	Flight Value 6
140	Very Difficult	Flight Value 8
180	Absurd	Flight Value 10
240	Almost Impossible	Flight Value 12
280	Impossible	Flight Value 14
320	Inhuman	Flight Value 16
440	Zen	Flight Value 18

Organic Psychokinesis

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power allows the psychic to move material objects of an organic nature – provided that the target fails his PhR Check. Speed is determined by the psychic's success in activating the Power (as detailed in the Effects Table).

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	200 lbs. / Flight Value 4 / 100 PhR
140	Very Difficult	500 lbs. / Flight Value 6 / 120 PhR
180	Absurd	1,000 lbs. / Flight Value 8 / 140 PhR
240	Almost Impossible	2,000 lbs. / Flight Value 10 / 160 PhR
280	Impossible	5,000 lbs. / Flight Value 12 / 180 PhR
320	Inhuman	10,000 lbs. / Flight Value 14 / 200 PhR
440	Zen	20,000 lbs. / Flight Value 16 / 220 PhR

Ground Control

Level: 3 **Action:** Active **Maintenance:** No

Description: Ground Control grants the psychic complete control of the area or terrain in which he stands. His dominion is absolute; he can create a small earthquake or build a huge stone wall – as long as he stays within the area of effect. If a psychic wishes to affect something that has been built, its possible destruction is subject to its Damage Barrier.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	30-foot radius / Damage Barrier 40
240	Almost Impossible	300-foot radius / Damage Barrier 60
280	Impossible	800-foot radius / Damage Barrier 80
320	Inhuman	1,500-foot radius / Damage barrier 100
440	Zen	1 mile radius / Damage Barrier 140

Atomic Restructuring

Level: 3 **Action:** Active **Maintenance:** No

Description: The psychic is capable of restructuring the atoms of any organic or inorganic material, transforming its substance and form. A psychic could turn a living being into a stone statue, or a pile of sand into coins of gold, for example. Nevertheless, a character's ability to mold and forge is limited by his knowledge of Art and Forging. However, the Difficulty for Checks using these abilities are two levels lower than normal, as the character can act freely upon the object to be changed. In terms of material remodelling, a character can alter the quality of an object five grades up or down. However, a psychic can not make materials of a mystical nature – such as malebolgia, illuminatum, or stellar metal. The degree to which a character successfully activates this Power determines the maximum amount of mass affected, as well as the Resistance target Difficulty for those who do not wish to be affected by Atomic Restructuring (as detailed in the Effects Table below).

Effects:

20	Routine	Fatigue 24
40	Easy	Fatigue 20
80	Medium	Fatigue 16
120	Difficult	Fatigue 12
140	Very Difficult	Fatigue 8
180	Absurd	Fatigue 6
240	Almost Impossible	Fatigue 4
280	Impossible	140 PhR / 250 pounds
320	Inhuman	160 PhR / 10 tons
440	Zen	200 PhR / 100 tons

Major Psychokinesis

Level: 3 **Action:** Active **Maintenance:** Yes

Description: This is an amplified version of Minor Psychokinesis that allows characters to move much heavier masses.

Effects:

20	Routine	Fatigue 24
40	Easy	Fatigue 20
80	Medium	Fatigue 16
120	Difficult	Fatigue 12
140	Very Difficult	Fatigue 8
180	Absurd	Fatigue 4
240	Almost Impossible	500 tons / Flight Value 4
280	Impossible	10,000 tons / Flight Value 6
320	Inhuman	100,000 tons / Flight Value 8
440	Zen	1,000,000 tons / Flight Value 10

PYROKINESIS

This discipline allows dominion over high temperatures and fire. The psychic can control its shape or become immune to the effects of heat.

Modifier: The surroundings of the psychic will increase or diminish his potential in the following way:

Glacial Area or Arctic Zone	–30
Intense Cold	–10
Before a Big Bonfire	+10
Fire of Immense Proportions	+20
Volcano	+30

Create Fire

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power creates fire Intensities or arouses an existing flame to equal proportions. If used upon a body capable of catching fire, Create Fire does not require Maintenance. If not, Maintenance allows the flame to burn without consuming anything – although nothing prevents it from being extinguished.

Effects:

20	Routine	Fatigue 1
40	Easy	1 Intensity
80	Medium	3 Intensities
120	Difficult	5 Intensities
140	Very Difficult	7 Intensities
180	Absurd	10 Intensities
240	Almost Impossible	13 Intensities
280	Impossible	16 Intensities
320	Inhuman	20 Intensities
440	Zen	25 Intensities

Extinguish Fire

Level: 1 **Action:** Active **Maintenance:** No

Description: This Power lowers the Intensity of an existing fire. When cast upon a heat-based being, the creature will suffer 5 Life Points of damage for every diminished Intensity – if it does not make a successful PhR Check. Damage Resistance creatures suffer 25 points of damage per Intensity. Bear in mind that a fire not completely extinguished may regain strength in the following turn.

Effects:

20	Routine	Fatigue 1
40	Easy	–1 Intensity / 80 PhR
80	Medium	–3 Intensities / 100 PhR
120	Difficult	–5 Intensities / 120 PhR
140	Very Difficult	–7 Intensities / 140 PhR
180	Absurd	–10 Intensities / 160 PhR
240	Almost Impossible	–15 Intensities / 180 PhR
280	Impossible	–20 Intensities / 200 PhR
320	Inhuman	–30 Intensities / 220 PhR
440	Zen	–40 Intensities / 260 PhR

Control Fire

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power controls the spread and size of a fire within the Intensity range specified by the psychic's success in activating this ability (as detailed in the Effects Table). For example, a character may direct the course of a fire to a settlement, ignoring the buildings he wishes to leave unharmed. Control Fire also allows the psychic to choose the shape and color of the flames. When used against fire with a Presence of its own, or an elemental creature, this effect can be avoided by passing a PhR Check against the Difficulty indicated in the Effects Table below.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	4 Intensities / 80 PhR
120	Difficult	6 Intensities / 100 PhR
140	Very Difficult	8 Intensities / 120 PhR
180	Absurd	12 Intensities / 140 PhR
240	Almost Impossible	16 Intensities / 160 PhR
280	Impossible	20 Intensities / 180 PhR
320	Inhuman	25 Intensities / 200 PhR
440	Zen	30 Intensities / 240 PhR

Immolate

Level: 1 **Action:** Active **Maintenance:** No

Description: The psychic creates an explosion of a variable Base Damage (using the Heat Attack Type) over a wide area. He cannot select targets inside the area, and he might even find himself affected unless he is careful. Since it usually takes the form of a fire ball, the attack is perfectly visible – even to those who can not see Psychic Matrices.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	Damage 60 / 15-foot radius
140	Very Difficult	Damage 80 / 30-foot radius
180	Absurd	Damage 100 / 60-foot radius
240	Almost Impossible	Damage 120 / 100-foot radius
280	Impossible	Damage 150 / 150-foot radius
320	Inhuman	Damage 200 / 300-foot radius
440	Zen	Damage 250 / 650-foot radius

Igneous Maintenance

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power keeps several fire Intensities burning and prevents them from extinguishing. There are no natural means for extinguishing fire maintained by this method – including by sand or water. In fact, fire sustained by Igneous Maintenance does not rely on any sort of fuel to burn.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	5 Intensities
140	Very Difficult	10 Intensities
180	Absurd	15 Intensities
240	Almost Impossible	20 Intensities
280	Impossible	30 Intensities
320	Inhuman	40 Intensities
440	Zen	50 Intensities

Fire Immunity

Level: 2 **Action:** Passive **Maintenance:** Yes

Description: The psychic, or the character designated by him, gains immunity to several heat Intensities – including those of a Supernatural nature. When receiving a fire-based attack, every Intensity level to which the character is immune decreases the attack's Base Damage by 5 points and raises his Resistances by +5 against effects.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	5 Intensities
140	Very Difficult	10 Intensities
180	Absurd	15 Intensities
240	Almost Impossible	20 Intensities
280	Impossible	30 Intensities
320	Inhuman	40 Intensities
440	Zen	50 Intensities

Igneous Barrier

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This ability will create a fire barrier wherever the psychic needs it. Trespassers will automatically receive a Psychic Projection attack from its maker. It uses the Heat Attack Type and has a variable Base Damage. The maximum length of the barrier is determined by the character's success in activating the Power (as detailed in the Effects Table), but its shape is up to the psychic. In the same manner as Repulsion, Igneous Barrier can not be cast directly upon targets.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	Fatigue 1
140	Very Difficult	Base Damage 60 / 15 feet long
180	Absurd	Base Damage 80 / 30 feet long
240	Almost Impossible	Base Damage 120 / 60 feet long
280	Impossible	Base Damage 160 / 100 feet long
320	Inhuman	Base Damage 200 / 130 feet long
440	Zen	Base Damage 240 / 150 feet long

Raise Temperature

Level: 2 **Action:** Active **Maintenance:** Yes

Description: The psychic can control the weather temperature and is able to increase it considerably in a wide radius.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	Fatigue 1
140	Very Difficult	+30°F / 1-mile radius
180	Absurd	+50°F / 3-mile radius
240	Almost Impossible	+60°F / 5-mile radius
280	Impossible	+70°F / 15-mile radius
320	Inhuman	+85°F / 30-mile radius
440	Zen	+100°F / 60-mile radius

Consume

Level: 3 **Action:** Active **Maintenance:** No

Description: This Power causes objects to burn internally, consuming their substance and reducing them to ashes. Whether it is inorganic objects (such as swords) or living beings, no material substance can avoid destruction by Consume. Characters affected by this Power need to pass a PhR Check to avoid its effects. Those who Fail automatically suffer damage as indicated by the Effects Table below. Creatures with Damage Resistance multiply this amount by 5. No AT offers protection against this ability, not even Heat, since it operates directly from within the victim's bodies. Objects failing their Resistance Check will be automatically destroyed – except for those of exceptional quality, which will only lose one level of quality.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	120 PhR / Automatic Damage 80
240	Almost Impossible	140 PhR / Automatic Damage 120
280	Impossible	160 PhR / Automatic Damage 160
320	Inhuman	180 PhR / Automatic Damage 200
440	Zen	220 PhR / Automatic Damage 250

Nova

Level: 3 **Action:** Active **Maintenance:** Yes

Description: This Power allows a character to consume his own vital energy in order to increase his psychic capabilities. In gaming terms, he is allowed to trade Life Points in exchange for a bonus to Psychic Potential. Each point consumed allows him to increase his Psychic Potential by 2 during the current turn. Note that beings with Damage Resistance multiply lost LP times 5. The maximum amount of Life Points a character can sacrifice per round is determined by his success in activating this Power (as detailed in the Effects Table). However, a character has the choice of investing fewer points than the maximum. Damage is fire based and heals half as fast as conventional wounds.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	10 Life Points
140	Very Difficult	20 Life Points
180	Absurd	30 Life Points
240	Almost Impossible	40 Life Points
280	Impossible	60 Life Points
320	Inhuman	80 Life Points
440	Zen	120 Life Points

Major Fire

Level: 3 **Action:** Active **Maintenance:** Yes

Description: An amplified version of Create Fire. A character can create flames and temperatures of much greater strength, according to the Effects Table below.

Effects:

20	Routine	Fatigue 20
40	Easy	Fatigue 16
80	Medium	Fatigue 12
120	Difficult	Fatigue 8
140	Very Difficult	Fatigue 6
180	Absurd	Fatigue 4
240	Almost Impossible	30 Intensities
280	Impossible	40 Intensities
320	Inhuman	50 Intensities
440	Zen	60 Intensities

CRYOKINESIS

Just like Pyrokinesis refers to the control of fire, this Discipline focuses on low temperatures and ice control. These Powers may go as far as freezing people or decreasing temperature across very long distances.

Modifier: As in Pyrokinesis, the surrounding area will increase or decrease a character's Psychic Potential in the following way:

Volcano	–30
Fire of Immense Proportions	–10
Cold and Rainy Ground	+10
Intense Cold	+20
Glacial Area or Arctic Zone	+30

Create Chill

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power creates several levels of cold Intensity. If applied to liquid bodies, Create Chill may produce ice.

Effects:

20	Routine	Fatigue 1
40	Easy	1 Intensity
80	Medium	3 Intensities
120	Difficult	5 Intensities
140	Very Difficult	7 Intensities
180	Absurd	10 Intensities
240	Almost Impossible	13 Intensities
280	Impossible	16 intensities
320	Inhuman	20 Intensities
440	Zen	25 Intensities

Freeze

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power freezes anybody who fails the required Check. The victim receives an All Action Penalty equivalent to the amount by which he Failed the Check. If the difference is higher than 40, the victim is frozen and subject to Partial Paralysis. The Cold AT may be used defensively against this Power. Affected individuals can make a new Check every 5 turns.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	80 PhR
140	Very Difficult	100 PhR
180	Absurd	120 PhR
240	Almost Impossible	140 PhR
280	Impossible	160 PhR
320	Inhuman	180 PhR
440	Zen	220 PhR

Sense Temperature

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The character can sense any variation in weather temperature – including live body heat – within the area of effect. This ability can overcome walls or obstacles that are not based on energy. However, it is useless against Ki Concealment or opponents who do not emit heat. All individuals within the area will be equally affected without the need of Psychic Projection.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	30-foot radius
140	Very Difficult	150-foot radius
180	Absurd	300-foot radius
240	Almost Impossible	1,500-foot radius
280	Impossible	1-mile radius
320	Inhuman	5-mile radius
440	Zen	60-mile radius

Eliminate Cold

Level: 1 **Action:** Active **Maintenance:** No

Description: This Power decreases the temperature of an object, being, or zone by several Intensities. When cast upon a cold-based being, Eliminate Cold causes 5 Life Points of damage points for every diminished Intensity – provided the creature fails the appropriate PhR Check. Creatures with Damage Resistance receive 25 Life Points of damage for each level of Intensity diminished.

Effects:

20	Routine	Fatigue 1
40	Easy	–1 Intensity / 80 PhR
80	Medium	–3 Intensities / 100 PhR
120	Difficult	–5 Intensities / 120 PhR
140	Very Difficult	–7 Intensities / 140 PhR
180	Absurd	–10 Intensities / 160 PhR
240	Almost Impossible	–15 Intensities / 180 PhR
280	Impossible	–20 Intensities / 200 PhR
320	Inhuman	–30 Intensities / 220 PhR
440	Zen	–40 Intensities / 260 PhR

Cold Dominion

Level: 1 **Action:** Active **Maintenance:** Yes

Description: Psychics with this Power can control ice and cold within a given area. They may modify it in any way they please, breaking it or causing it to shift its shape. An elemental creature can avoid the effects of Cold Dominion by passing a PhR Check against the appropriate target difficulty (as detailed in the Effects Table below).

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	4 Intensities / 80 PhR
120	Difficult	6 Intensities / 100 PhR
140	Very Difficult	8 Intensities / 120 PhR
180	Absurd	12 Intensities / 140 PhR
240	Almost Impossible	16 Intensities / 160 PhR
280	Impossible	20 Intensities / 180 PhR
320	Inhuman	25 Intensities / 200 PhR
440	Zen	30 Intensities / 240 PhR

Crystallize

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power crystallizes any type of body that Fails the required PhR Check. All things frozen in this way become exceptionally brittle and likely to break at the slightest bump. A crystallized character is subject to Minor Paralysis and automatically suffer a Critical with a –40 penalty to his PhR Checks upon suffering any sort of damage. Creatures with Damage Resistance will not receive a direct Critical, but their whole body will be regarded as a vulnerable spot from then on.

Effects:

20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	Fatigue 2
180	Absurd	120 PhR
240	Almost Impossible	140 PhR
280	Impossible	160 PhR
320	Inhuman	180 PhR
440	Zen	220 PhR

Ice Splinters

Level: 2 **Action:** Active **Maintenance:** No

Description: The psychic creates ice splinters that he can use as projectiles during an attack. They strike on the Cold or Thrust AT with a Base Damage that varies according to the Effects Table. These projectiles are perfectly visible to everyone, including characters without the ability to see Psychic Matrices.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	Fatigue 1
180	Absurd	Base Damage 80
240	Almost Impossible	Base Damage 100
280	Impossible	Base Damage 120
320	Inhuman	Base Damage 160 / 15-foot area
440	Zen	Base Damage 200 / 80-foot area

Decrease Ambient Temperature

Level: 2 **Action:** Active **Maintenance:** Yes

Description: The psychic is in control of the temperature and can decrease it considerably in a wide area of effect.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	Fatigue 1
140	Very Difficult	–40°F / 1-mile radius
180	Absurd	–50°F / 3-mile radius
240	Almost Impossible	–60°F / 5-mile radius
280	Impossible	–70°F / 15-mile radius
320	Inhuman	–85°F / 30-mile radius
440	Zen	–100°F / 60-mile radius

Ice Shield

Level: 2 **Action:** Passive **Maintenance:** Yes

Description: This Power creates a shield of ice that protects the psychic from any non-energy based source of attack and beams from Light or Darkness. Unlike other Powers, Ice Shield works on the same Life Points with which it has been created. Once created, the shield loses 5 Life Points per turn until it reaches an amount that the psychic can Maintain naturally.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	600 LP
140	Very Difficult	800 LP
180	Absurd	1,200 LP
240	Almost Impossible	1,800 LP
280	Impossible	2,500 LP
320	Inhuman	4,000 LP
440	Zen	6,000 LP

Absolute Zero

Level: 3 **Action:** Active **Maintenance:** Yes

Description: The psychic is able to cause the temperature to drop to absolute zero, destroying all organic or inorganic bodies within the radius. In gaming terms, every being or physical object failing a PhR Check with a difficulty of 100 each turn they remain within the area of effect are automatically destroyed by the complete cold. All individuals within the area will be affected equally without the need of Psychic Projection.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	15-foot radius
240	Almost Impossible	30-foot radius
280	Impossible	60-foot radius
320	Inhuman	150-foot radius
440	Zen	300-foot radius

Everlasting Moment

Level: 3 **Action:** Active **Maintenance:** Yes

Description: Through cold manipulation, psychics can create a low temperature area within which any body in motion, except for his own, is immobilized – unless it passes the required PhR Check. If a character Fails the Check by more than 40 points, he is completely frozen and subject to Full Paralysis. A Failure of less than 40 points inflicts an All Action Penalty equal to the Failure level.

Penalties last for as long as the Power is Maintained. Characters are not entitled to new Resistance rolls while they remain in the area of effect. Even individuals who pass their PhR Check must repeat the Check every 5 turns while in the area of effect. All individuals within the area will be affected equally without the need of Psychic Projection.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	120 PhR/ 15-foot radius
240	Almost Impossible	140 PhR/ 30-foot radius
280	Impossible	160 PhR/ 60-foot radius
320	Inhuman	180 PhR/ 150-foot radius
440	Zen	200 PhR/ 300-foot radius

Major Cold

Level: 3 **Action:** Active **Maintenance:** Yes

Description: An amplified version of Create Chill. It permits psychics to generate temperatures of an extreme nature.

Effects:

20	Routine	Fatigue 20
40	Easy	Fatigue 16
80	Medium	Fatigue 12
120	Difficult	Fatigue 8
140	Very Difficult	Fatigue 6
180	Absurd	Fatigue 4
240	Almost Impossible	30 Intensities
280	Impossible	40 Intensities
320	Inhuman	50 Intensities
440	Zen	60 Intensities

PHYSICAL INCREASE

This Discipline endows psychics with a complete dominion of their body and the cells which comprise it. In this way, they control every inch of their anatomy. Powers can be applied to the same individual only once. There are no modifiers for this Discipline.

Increase Jump Ability

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The psychic can jump extraordinarily high. The psychic adds a variable bonus to his Jump Ability (in some cases reaching to Inhuman or Zen levels), depending on his success in activating this Power.

Effects:

20	Routine	Fatigue 2
40	Easy	+10 to Jump
80	Medium	+20 to Jump
120	Difficult	+40 to Jump
140	Very Difficult	+80 to Jump
180	Absurd	+120 to Jump / Inhumanity
240	Almost Impossible	+180 to Jump / Inhumanity
280	Impossible	+220 to Jump / Inhumanity
320	Inhuman	+280 to Jump / Zen
440	Zen	+320 to Jump / Zen

Increase Ability

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power enhances a psychic's Dexterity or Agility. If the psychic chooses Agility, only the Characteristic score increases; Movement Value does not increase. Progression is cut in half once the increased Characteristic reaches 10. In other words, two added points are necessary to increase one point past that number.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Dexterity or Agility +1
120	Difficult	Dexterity or Agility +2
140	Very Difficult	Dexterity or Agility +3
180	Absurd	Dexterity or Agility +4
240	Almost Impossible	Dexterity or Agility +5
280	Impossible	Dexterity or Agility +6
320	Inhuman	Dexterity or Agility +8
440	Zen	Dexterity or Agility +10

Increase Acrobatics

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The psychic can perform stunning acrobatic tricks and somersaults of almost Supernatural proportions. To this effect, a certain bonus is added to the Acrobatics Ability. In some cases, a psychic's Acrobatics Ability can reach to Inhuman or even Zen levels.

Effects:

20	Routine	Fatigue 2
40	Easy	+10 Acrobatics
80	Medium	+20 Acrobatics
120	Difficult	+40 Acrobatics
140	Very Difficult	+80 Acrobatics
180	Absurd	+120 Acrobatics / Inhumanity
240	Almost Impossible	+180 Acrobatics / Inhumanity
280	Impossible	+220 Acrobatics / Inhumanity
320	Inhuman	+280 Acrobatics / Zen
440	Zen	+320 Acrobatics / Zen

Increase Strength

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power increases the psychic's Strength. Progression is cut in half once the increased Characteristic has gone beyond 10. In other words, two added points are necessary to increase 1 point past that number.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Strength +1
120	Difficult	Strength +2
140	Very Difficult	Strength +3
180	Absurd	Strength +4
240	Almost Impossible	Strength +5
280	Impossible	Strength +6
320	Inhuman	Strength +8
440	Zen	Strength +10

Inhumanity

Level: 1 **Action:** Active **Maintenance:** Yes

Description: With this Power, psychics can reach Inhuman Difficulty levels when performing physical actions. In addition, Inhumanity improves all Athletics Secondary Abilities by applying bonuses to the corresponding rolls.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Inhumanity
120	Difficult	Inhumanity / +5 to Athletics Abilities
140	Very Difficult	Inhumanity / +10 to Athletics Abilities
180	Absurd	Inhumanity / +20 to Athletics Abilities
240	Almost Impossible	Zen / +30 to Athletics Abilities
280	Impossible	Zen / +40 to Athletics Abilities
320	Inhuman	Zen / +60 to Athletics Abilities
440	Zen	Zen / +80 to Athletics Abilities

Increase Motion

Level: 1 **Action:** Active **Maintenance:** Yes

Description: Psychics can move at much higher speeds than usual, increasing their movement Value. Progression will be cut in half once their Movement Value reaches 10.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	Movement Value +1
140	Very Difficult	Movement Value +2
180	Absurd	Movement Value +3
240	Almost Impossible	Movement Value +4
280	Impossible	Movement Value +5
320	Inhuman	Movement Value +6
440	Zen	Movement Value +8

Increase Reaction

Level: 2 **Action:** Active **Maintenance:** Yes

Description: By increasing their reaction speed and enhancing their senses, this ability allows psychics to jump ahead of normal people when responding to events. Reaction Increase provides a special Initiative bonus for the next turn.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	+20 to Initiative
140	Very Difficult	+40 to Initiative
180	Absurd	+60 to Initiative
240	Almost Impossible	+80 to Initiative
280	Impossible	+120 to Initiative
320	Inhuman	+160 to Initiative
440	Zen	+200 to Initiative

Lemures

Perception Increase

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power enhances a character's perceptive capabilities. In gaming terms, it adds points to a psychic's Perception. Progression will be cut in half if the Characteristic exceeds 10.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	Perception +1
140	Very Difficult	Perception +2
180	Absurd	Perception +3
240	Almost Impossible	Perception +4
280	Impossible	Perception +5
320	Inhuman	Perception +6
440	Zen	Perception +8

Increase Endurance

Level: 2 **Action:** Passive **Maintenance:** Yes

Description: The psychic is able to strengthen his body resistance by controlling his own cells. In this way, he can absorb damage and receive impacts without suffering the consequences. This Power increases a character's PhR as determined by the success achieved in activating it (see the Effects Table).

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	+10 to PhR
140	Very Difficult	+20 to PhR
180	Absurd	+40 to PhR
240	Almost Impossible	+80 to PhR
280	Impossible	+120 to PhR
320	Inhuman	+160 to PhR
440	Zen	+200 to PhR

Regeneration

Level: 2 **Action:** Active **Maintenance:** Yes

Description: By controlling their bodies on a very primary level, psychics can increase their healing rate. This Power increases a character's Regeneration level – although it can not increase it past 18.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	+1 to Regeneration level
140	Very Difficult	+2 to Regeneration level
180	Absurd	+4 to Regeneration level
240	Almost Impossible	+6 to Regeneration level
280	Impossible	+8 to Regeneration level
320	Inhuman	+10 to Regeneration level
440	Zen	+12 to Regeneration level

Fatigue Elimination

Level: 3 **Action:** Active **Maintenance:** No

Description: By using energy from their Psychic Matrix, characters can unload physical exhaustion, restoring some of their lost Fatigue Points. Fatigue Points lost due to failing in the use of Psychic Powers can not be restored with this power.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	Recovery of 2 Fatigue Points
240	Almost Impossible	Recovery of 4 Fatigue Points
280	Impossible	Recovery of 6 Fatigue Points
320	Inhuman	Recovery of 10 Fatigue Points
440	Zen	Complete recovery

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Total Increase

Level: 3 **Action:** Active **Maintenance:** Yes

Description: Characters can increase all of their Physical Characteristics at once. This Power provides a bonus to Strength, Dexterity, Agility, Constitution, and also Perception. The effects of this Power will add up with those of any other increase kept active by the character. Progression will be cut in half once their Characteristics reaches 10.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	Physical Characteristics +1
240	Almost Impossible	Physical Characteristics +2
280	Impossible	Physical Characteristics +4
320	Inhuman	Physical Characteristics +6
440	Zen	Physical Characteristics +8

Imbue

Level: 3 **Action:** Active **Maintenance:** Yes

Description: This Power allows the psychic to use abilities from this Discipline on other characters. Imbued Powers cannot have an activation Difficulty higher than the one indicated on the Effects Table below.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	Very Difficult-level Powers
240	Almost Impossible	Absurd-level Powers
280	Impossible	Almost Impossible-level Powers
320	Inhuman	Impossible-level Powers
440	Zen	Inhuman-level Powers

ENERGY

This Discipline allows psychics to use their Powers to generate pure energy and, to a lesser extent, influence Heat, Cold and Electricity. There are no modifiers for this discipline.

Energy Object Creation

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power creates one simple material object, such as a sword, shaping it out of sheer energy. The material is Energy based and has Resistance 25. If a character creates a weapon, it has a Base Damage between 80 and 120 (depending on size), and a natural speed of 10. Since it is pure energy, it does not use the character's Strength bonus, but it attacks on the Electricity AT.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	3 cubic feet
140	Very Difficult	5 cubic feet
180	Absurd	10 cubic feet
240	Almost Impossible	15 cubic feet
280	Impossible	60 cubic feet
320	Inhuman	100 cubic feet
440	Zen	200 cubic feet

Energy Discharge

Level: 1 **Action:** Active **Maintenance:** No

Description: Energy Discharge allows characters to use their Psychic Projection for performing attacks. This Power uses the Electricity Attack Table with a Base Damage that varies according to character's success at activating it (as detailed on the Effects Table below). If a character succeeds at an Impossible or higher level activation, Energy Discharge can even damage immaterial beings. This attack is perfectly visible – even to those who can not see Psychic Matrices.

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Medium	Fatigue 1
120	Difficult	Damage 50
140	Very Difficult	Damage 70
180	Absurd	Damage 100
240	Almost Impossible	Damage 120
280	Impossible	Damage 140/It affects immaterial beings
320	Inhuman	Damage 180/It affects immaterial beings
440	Zen	Damage 220/It affects immaterial beings

Create Energy

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power creates Energy Intensities or arouses an existing source to equal proportions. Any type of energy may be created, from bonfires to lightning, provided that they do not have a Supernatural origin.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	1 Intensity
120	Difficult	3 Intensities
140	Very Difficult	5 Intensities
180	Absurd	7 Intensities
240	Almost Impossible	10 Intensities
280	Impossible	13 Intensities
320	Inhuman	16 Intensities
440	Zen	20 Intensities

Energy Shield

Level: 1 **Action:** Passive **Maintenance:** Yes

Description: This Power creates a shield of energy that protects the psychic from all sorts of attacks – including those of a Supernatural origin. Unlike other Powers, Energy Shield works on the same Life Points with which it was created instead of using the psychic's natural Maintenance. However, once created, it loses 5 Life Points per turn until it reaches an amount that the psychic can Maintain naturally.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	300 Life Points
140	Very Difficult	500 Life Points
180	Absurd	800 Life Points
240	Almost Impossible	1000 Life Points
280	Impossible	1400 Life Points
320	Inhuman	2000 Life Points
440	Zen	3000 Life Points

Sense Energy

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The character can detect the energy around him, including the Intensity and nature of the source – unless it is hidden in some way. This ability does not call for Psychic Projection; it will automatically affect all parties within its area of action.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	30-foot radius
120	Difficult	150-foot radius
140	Very Difficult	300-foot radius
180	Absurd	800-foot radius
240	Almost Impossible	1,500-foot radius
280	Impossible	1-mile radius
320	Inhuman	5-mile radius
440	Zen	60-mile radius

Modify Nature

Level: 2 **Action:** Active **Maintenance:** No

Description: This Power allows a psychic to transfer several Intensities of a particular Energy Type to another type of Energy. For example, a character using Modify Nature might turn Fire into Electricity or Ice. A living being, or anything with a Presence of its own, can avoid the effects of this Power by making a successful PhR Check (as detailed in the Effects Table).

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	6 Intensities / 100 PhR
180	Absurd	8 Intensities / 120 PhR
240	Almost Impossible	12 Intensities / 140 PhR
280	Impossible	16 Intensities / 160 PhR
320	Inhuman	20 Intensities / 180 PhR
440	Zen	25 Intensities / 220 PhR

Undo Energy

Level: 2 **Action:** Active **Maintenance:** No

Description: This Power decreases the Intensity level of energy – except for those of a Supernatural origin. When used against an Energy-based being of any kind, it will cause 5 points of damage for every Intensity level decreased – unless the creature succeeds at a Physical Resistance Check with a target difficulty based upon the psychic's success at activating Undo Energy (as detailed on the Effects Table below). Note that creatures with Damage Resistance will suffer 25 points of damage for every Intensity level decrease.

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	-1 Intensity / 100 PhR
140	Very Difficult	-3 Intensities / 120 PhR
180	Absurd	-5 Intensities / 140 PhR
240	Almost Impossible	-8 Intensities / 160 PhR
280	Impossible	-12 Intensities / 180 PhR
320	Inhuman	-18 Intensities / 200 PhR
440	Zen	-24 Intensities / 240 PhR

Immunity

Level: 2 **Action:** Passive **Maintenance:** Yes

Description: The psychic, or whoever he designates, becomes immune to several Intensities of a specific Energy Type. This is a single-type Immunity, which means that a character choosing immunity to Electricity will still be affected by Cold and Heat. Characters can reduce the Base Damage of an attack by 5 points for every Intensity level of their immunity. They also receive +5 to their Resistance Checks against effects from these attacks for every Intensity level of their immunity.

Effects:

20	Routine	Fatigue 12
40	Easy	Fatigue 8
80	Medium	Fatigue 6
120	Difficult	Fatigue 4
140	Very Difficult	Fatigue 2
180	Absurd	10 Intensities
240	Almost Impossible	15 Intensities
280	Impossible	20 Intensities
320	Inhuman	30 Intensities
440	Zen	40 Intensities

Control Energy

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power allows the psychic full control of several Cold, Heat or Electricity Intensities. A character is free to manipulate and manage these Intensities as he want – although his Psychic Projection will be reduced by half its value if he employs them offensively. A live being, or anything with a Presence of its own, can avoid the effects of this Power by making a successful PhR Check (as detailed in the Effects Table).

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	4 Intensities / 80 PhR
140	Very Difficult	6 Intensities / 100 PhR
180	Absurd	8 Intensities / 120 PhR
240	Almost Impossible	12 Intensities / 140 PhR
280	Impossible	16 Intensities / 160 PhR
320	Inhuman	20 Intensities / 180 PhR
440	Zen	25 Intensities / 220 PhR

Energy Dome

Level: 3 **Action:** Active **Maintenance:** No

Description: The psychic is able to generate an energy dome that will destroy anything that comes its way. The attack will affect a wide area within which no targets can be selected. The attack uses the Electricity AT; its damage varies depending on the psychic's success in activating the Power (as detailed on the Effects Table). Note that the Energy Dome can become so pure that it damages immaterial beings. This attack is perfectly visible – even to those who can not see Psychic Matrices.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	Damage 100 / 80-foot radius
240	Almost Impossible	Damage 120 / 150-foot radius
280	Impossible	Damage 140 / 300-foot radius
320	Inhuman	Damage 160 / 650-foot radius It can damage immaterial beings
440	Zen	Damage 200 / 1,500-foot radius It can damage immaterial beings

Major Energy

Level: 3 **Action:** Active **Maintenance:** Yes

Description: An amplified version of Create Energy, Major Energy is capable of provoking much more devastating effects.

Effects:

20	Routine	Fatigue 20
40	Easy	Fatigue 16
80	Medium	Fatigue 12
120	Difficult	Fatigue 8
140	Very Difficult	Fatigue 6
180	Absurd	Fatigue 4
240	Almost Impossible	25 Intensities
280	Impossible	35 Intensities
320	Inhuman	45 Intensities
440	Zen	55 Intensities

SENTIENCE

This Discipline allows the psychic to perceive and control other people's feelings and senses. As is the case with Telepathy, it has no effect upon mindless beings, such as golems or similar creatures. Unlike with other Disciplines, no Psychic Projection is required for setting the target (the check is still needed to determine the range of the Power), but if the Psychic is not able to obtain a minimum of 10% damage on the Combat Table, the affected target can add +60 to his PsR roll.

Modifier: Psychics in physical contact with a subject against which they are using their Sentience Powers may add a +20 bonus to their Psychic Potential.

Sense Feelings

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The psychic can sense an individual's feelings at a particular moment. Resisting this Power requires the target to pass an PsR Check with a variable target that depends upon the psychic's success at activating the Power (as detailed in the Effects Table). The victim is entitled to a new Check every 5 turns only if he suspects that he is a victim of this Power.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	100 PsR
120	Difficult	120 PsR
140	Very Difficult	140 PsR
180	Absurd	160 PsR
240	Almost Impossible	180 PsR
280	Impossible	200 PsR
320	Inhuman	220 PsR
440	Zen	240 PsR

Intensify Feelings

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power intensifies an individual's dominant feeling or mood at a specific time. Bear in mind that this Power does not accentuate previously non-existent feelings. One might, for instance, drive an angry person mad with wrath, or have a sad person sink fast into depression. Characters wishing to resist this Power must pass an PsR Check (as detailed in the Effects Table). They are entitled to a new Check every 5 turns only if they suspect that they have been subject to Intensify Feelings.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	100 PsR
120	Difficult	120 PsR
140	Very Difficult	140 PsR
180	Absurd	160 PsR
240	Almost Impossible	180 PsR
280	Impossible	200 PsR
320	Inhuman	220 PsR
440	Zen	240 PsR

Detect Feelings

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power detects a specific feeling in any subject within its area of effect. For instance, if the psychic is seeking to detect anger, the search would turn up angry individuals within the area of influence. The affected party may resist by passing an PsR Check against a target difficulty that varies with the psychic's success in activating the Power (as detailed in the Effects Table). All individuals within the area will be affected equaly without the need of Psychic Projection.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	80 PhR / 30-foot radius
120	Difficult	100 PhR / 150-foot radius
140	Very Difficult	120 PhR / 300-foot radius
180	Absurd	140 PhR / 800-foot radius
240	Almost Impossible	160 PhR / 1,500-foot radius
280	Impossible	180 PhR / 1-mile radius
320	Inhuman	200 PhR / 5-mile radius
440	Zen	220 PhR / 60-mile radius

Connect Senses

Level: 1 **Action:** Active **Maintenance:** Yes

Description: This Power links the psychic's senses with those of another individual, and vice versa, granting them both access to what each of them hears and sees. It is the exclusive prerogative of the psychic to deny access to his own senses. Characters who pass an PsR Check with a variable target difficulty (as detailed in the Effects Table) successfully resist this ability and deny the psychic access to their senses. If a character affected by Control Senses suspects that he is under the influence of the Power, he can make a new PsR Check every 5 turns. Maximum distance between the two connected bodies is determined by the psychic's success in activating the Power.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	60 PsR / 30-foot radius
120	Difficult	80 PsR / 300-foot radius
140	Very Difficult	100 PsR / 1,500-foot radius
180	Absurd	120 PsR / 1-mile radius
240	Almost Impossible	140 PsR / 5-mile radius
280	Impossible	160 PsR / 60-mile radius
320	Inhuman	180 PsR / 600-mile radius
440	Zen	200 PsR / Any distance

Project Senses

Level: 2 **Action:** Active **Maintenance:** Yes

Description: Psychics are capable of projecting their senses at a distance. Once they do, they can use their Secondary Perceptive Abilities as if they were really standing in that place. The psychic's presence will only be detected by those individuals able to sense Psychic Matrices. The Power can not get through against energy barriers and magically protected areas.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	1-mile radius
180	Absurd	5-mile radius
240	Almost Impossible	30-mile radius
280	Impossible	60-mile radius
320	Inhuman	600-mile radius
440	Zen	Any distance

Eliminate Senses

Level: 2 **Action:** Active **Maintenance:** Yes

Description: The psychic is able to temporarily eliminate one of his victim's five senses. One extra sense may be eliminated for every 20 points by which the victim fails his PsR Check. Victims will be allowed a new Check every 5 turns, but they will only recover one sense at a time.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	100 PsR
180	Absurd	120 PsR
240	Almost Impossible	140 PsR
280	Impossible	160 PsR
320	Inhuman	180 PsR
440	Zen	220 PsR

Create Feelings

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power instills new feelings in an individual. For instance, it may cause two people who despise each other to fall in love, or two lovers to be repelled by one another. This Power enables psychics to subject their opponents to any psychological state they desire – such as fear, sorrow, etc. Those wishing to resist these effects need to pass an PsR with a variable target that depends upon the psychic's success at activating this Power (as detailed in the Effects Table). If the nature of the feelings created is radically contrary to the victim's current emotional state, the target receives a +20 bonus to his PsR Check. Victims suspicious of the unnatural origin of their feelings can make new Checks every 5 turns.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	80 PsR
140	Very Difficult	100 PsR
180	Absurd	120 PsR
240	Almost Impossible	140 PsR
280	Impossible	160 PsR
320	Inhuman	180 PsR
440	Zen	200 PsR

Infuse Feelings

Level: 2 **Action:** Active **Maintenance:** Yes

Description: This Power will infuse an object or place with a strong feeling that automatically affects all individuals in contact with it. For instance, an anger-infused sword would incite immense rage in anyone who touched it. If a place is infused, the total area that a character can affect with Infuse Feelings depends upon his success in activating this Power (as detailed in the Effects Table). Characters wishing to resist will need to pass an PsR Check with the appropriate target difficulty. Victims who become suspicious that their feelings are being manipulated by unnatural means can make new rolls every 5 turns. The psychic does not need to use his Psychic Projection. All it takes is his presence in the specific place or physical contact with the object. Effects vanish immediately outside the area or when contact with the object is interrupted.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	100 PsR / 15-foot area
180	Absurd	120 PsR / 30-foot area
240	Almost Impossible	140 PsR / 80-foot area
280	Impossible	160 PsR / 150-foot area
320	Inhuman	180 PsR / 60-foot area
440	Zen	220 PsR / 1,500-foot area

Destroy Feelings

Level: 3 **Action:** Active **Maintenance:** No

Description: The psychic is able to eliminate unwanted feelings in any given individual. In order to use this Power, it is necessary to specify the exact feeling and identify whether it is of a general nature or associated with a particular element. Characters wishing to resist this Power need to pass an PsR Check at the required Difficulty. Deeply rooted emotions may give the resisting character a +20 bonus to his Check. The psychic can erase one extra feeling for every 20 points by which the victim fails the PsR. If the victim fails the Check by more than 80 points, the psychic could erase all feelings altogether from the victim's mind, turning him into a vegetable.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	120 PsR
240	Almost Impossible	140 PsR
280	Impossible	160 PsR
320	Inhuman	180 PsR
440	Zen	200 PsR

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Area

Level: 3 **Action:** Active **Maintenance:** Yes

Description: This Power works like the Area Power in the Telepathy Discipline, except that it affects only Sentience Discipline Powers. In this way, all Sentience Powers used while Area is active will affect any individual within the indicated radius.

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 4
140	Very Difficult	30-foot radius
180	Absurd	300-foot radius
240	Almost Impossible	1-mile radius
280	Impossible	5-mile radius
320	Inhuman	60-mile radius
440	Zen	1,500-mile radius

TELEMETRY

Telemetry is the mental ability of sensing psychic residue present in an environment. All Psychic Matrices leave certain energy behind, depending on their mood and thoughts. Characters mastering this Discipline are able to notice such residues and sense the past.

Modifier: Psychics in physical contact with the object they are applying Telemetric Powers to may add a +10 bonus to their Psychic Potential.

Sense Residues

Level: 1 **Action:** Active **Maintenance:** Yes

Description: The psychic senses environmental residues of intense feelings emitted long ago. These feelings need to have been strong ones – such as a great passion or intense fear – in order for him to perceive them.

Effects:

20	Routine	Fatigue 1
40	Easy	One Hour
80	Medium	Six Hours
120	Difficult	One Day
140	Very Difficult	Three Days
180	Absurd	One Meek
240	Almost Impossible	One Month
280	Impossible	One Year
320	Inhuman	One Decade
440	Zen	One Century

Read The Past

Level: 2 **Action:** Active **Maintenance:** No

Description: This Power enables the psychic to read the history of a specific object or place. Absolutely all events that have taken place within the time span of the Power can be read.

Effects:

20	Routine	Fatigue 8
40	Easy	Fatigue 6
80	Medium	Fatigue 4
120	Difficult	Fatigue 2
140	Very Difficult	One Hour
180	Absurd	Six Hours
240	Almost Impossible	One Day
280	Impossible	One Week
320	Inhuman	One Month
440	Zen	One Year

Human Erudition

Level: 2 **Action:** Active **Maintenance:** No

Description: This Power endows the psychic with the ability of analyzing an individual's past in the attempt of discovering actions he may have taken. The psychic may look for a specific action on the part of the target, or he may seek to find out what his actions were in a specific opportunity. He could, for instance, find out if a certain individual has committed murder, or learn exactly what the character was doing one week from then. Resisting this Power requires the victim to pass an PsR Check against the required target (as detailed in the Effects Table).

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	One Day / 80 PsR
140	Very Difficult	One Week / 100 PsR
180	Absurd	One Month / 120 PsR
240	Almost Impossible	One Year / 140 PsR
280	Impossible	Ten Years / 160 PsR
320	Inhuman	Fifty Years / 180 PsR
440	Zen	All of his life / 200 PsR

See In History

Level: 3 **Action:** Active **Maintenance:** Yes

Description: This Power allows psychics to project their senses into the past in a manner such that they can witness any event that might have happened at the place where they are executing the Power. The number of years a psychic can go back is determined by his success in activating the Power (as detailed in the Effects Table).

Effects:

20	Routine	Fatigue 16
40	Easy	Fatigue 12
80	Medium	Fatigue 8
120	Difficult	Fatigue 6
140	Very Difficult	Fatigue 4
180	Absurd	One Year
240	Almost Impossible	Ten Years
280	Impossible	One Century
320	Inhuman	One Millennium
440	Zen	Any Amount of Time

MATRIX POWERS

In addition to the mental abilities we have seen, there are four generic Powers to which all psychics have equal access. They do not belong to any Discipline, which means they can be obtained by investing only 1 PP, or simply by spending one temporarily for limited access.

These Powers are not organized into levels.

Sense Matrices

Level: N/A **Action:** Active **Maintenance:** Yes

Description: The psychic is able to sense the use of Powers and notice the Presence of individuals who share this ability. In this way, characters "see" the energy of the matrices. Therefore, they suffer no Blindness penalty against invisible Psychic Abilities. For instance, anyone reaching a Medium-level Difficulty will be able to sense active Psychic Matrices and detect latent Powers in people, all within an 8–foot area.

Effects:

20	Routine	Fatigue 1
40	Easy	30 feet See active Psychic Matrixes
80	Medium	80 feet Detect latent Powers in people
120	Difficult	150 feet Recognize the Power in use.
140	Very Difficult	300 feet
180	Absurd	800 feet / Characters can notice which Disciplines a Psychic has affinity with
240	Almost Impossible	1,500 feet / Characters are able to measure another psychic's Potential
280	Impossible	1 mile / Characters detect another psychic's free PP left
320	Inhuman	5 miles / Characters notice another psychic's Powers
440	Zen	60 miles

Destroy Matrices

Level: N/A **Action:** Passive **Maintenance:** Yes

Description: This ability will destroy active Psychic Powers – provided they are not of a higher Difficulty than the Effects Table indicates.

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Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	Medium-level Powers
140	Very Difficult	Difficult-level Powers
180	Absurd	Very Difficult-level Powers
240	Almost Impossible	Absurd-level Powers
280	Impossible	Almost Impossible-level Powers
320	Inhuman	Impossible-level Powers
440	Zen	Inhuman-level Powers

Hide Matrices

Level: N/A **Action:** Passive **Maintenance:** Yes

Description: This Power hides the psychic's mental abilities from the Sense Matrices Power. Hide Matrices decreases the results for Sense Matrices by as many degrees of Difficulty as indicated on the Effects Table. If an adversary's Potential for Sense Matrices falls below the base requirement (that is, Easy), the psychic's Powers of the character remain unnoticed. The Sense Matrices Power is only anulled agaisnt the Psychic using Hide Matrices. It still works normally against other targets.

Effects:

20	Routine	Fatigue 2
40	Easy	Fatigue 1
80	Medium	-2 Difficulty Degrees
120	Difficult	-3 Difficulty Degrees
140	Very Difficult	-4 Difficulty Degrees
180	Absurd	-5 Difficulty Degrees
240	Almost Impossible	-6 Difficulty Degrees
280	Impossible	-7 Difficulty Degrees
320	Inhuman	-8 Difficulty Degrees
440	Zen	-9 Difficulty Degrees

A Psychic Crystal

Link Matrices

Level: N/A **Action:** Active **Maintenance:** Yes

Description: This Power enables the psychic to connect the minds of several other psychic individuals to his own. In this way, one of the connected members is able to add the Willpower bonuses of others to his own Psychic Potential. Only one character can use his Psychic Abilities while linked, since the others are merely enhancing the Potential of one person. Connected characters must use their Powers to this effect voluntarily. The number of individuals admitted to the link is determined by a character's success in activating this Power (as detailed in the Effects Table below).

Effects:

20	Routine	Fatigue 6
40	Easy	Fatigue 4
80	Medium	Fatigue 2
120	Difficult	2 Individuals
140	Very Difficult	3 Individuals
180	Absurd	4 Individuals
240	Almost Impossible	6 Individuals
280	Impossible	8 Individuals
320	Inhuman	10 Individuals
440	Zen	20 Individuals

For example, Pazusu is using this Power on a Very Difficult-level, and his mind is connected to two other psychics with Willpower scores of 10 and 11 respectively. If they both decide to use their capacities to increase Pazusu's Power, he will add a +35 bonus to his Potential, since his companions' bonuses are +15 and +20.

PSYCHIC CRYSTALS

Senient minds aren't the only things that can create and harness psychic matrices' energies. There are some kinds of matter whose substance is able to synchronize with the matrices' energy, and act as their receptors and amplificators. These objects, usually called Psychic Crystals, have no concrete size or shape and, sometimes they even don't look like crystals at all. However, all of them share a characteristic: they increment the psychic abilities of those who are in contact with the Crystal.

Two are the factors that influence the quality of this inusual artifacts: their size, and their cut. Size is probably the most important: the bigger the Crystal, the better it will channel and amplify his owner's energies. The most common Crystals have a size similar to that of a coin, but others are much bigger.

The Crystal's cut can be as fundamental as its size. If a Crystal is better prepared to resonate with Psychic Matrices, then it will be able to amplify more the powers of its users.

Depending on its size and cut, a Psychic Crystal grants a bonus between +5 and +30 to the Psychic Potential of its user. To get the bonus, the character must be in physical contact with the Crystal. A character can use the bonus of only one Crystal at a time. Also, some Crystals are only able to synchronize with the Matrices at certain levels: in these cases, the Crystal gives its bonus only to the Powers of certain Disciplines. For example, a Telemetric Crystal will only grant a bonus to use Powers from the Telemetry Discipline.

Using a Psychic Crystal has risks, especially when one falls into the hands of an inexperienced psychic. Not everyone is ready to control his mental powers through these artifacts, and sometimes there is the possibility that the energy they generate will escape control. Every +5 Psychic Potential that a crystal grants increases any Fatigue effect by one caused by failing to use a Power. For example, if a psychic obtained a +15 Crystal and tried to use it to activate Energy Shield but then only managed to achieve 78 on his Check, he would lose five Fatigue points instead of the usual two.

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Chapter 14
States and Accidents

You never know what lies ahead before you when you wake up in the morning

Clariton Howard

Combat is not the only danger characters may face in the course of their adventures. They will often have to deal with more ordinary problems – such as diseases, poisons, or falls. This section aims to describe the consequences and the rules that apply in each case.

ACCIDENTS

Accidents can happen to anyone for the most diverse number of reasons; they always resulting in a negative outcome.

Falls

Falling from great heights is often dangerous. There are many reasons why a character might end up falling during a game session – such as failing a Climb Check or jumping from great heights. In order to assess the consequences, a falling character must make an Acrobatics Check. Difficulty is determined by the distance of the fall, as Base Damage is determined by kinetic force. Both factors are shown in **Table 68: Falls.**

A fall basically functions as an attack that a character tries to repel using Acrobatics. He may employ his AT against Impact to alleviate the damage. Provided the GM allows, characters may also use Jump instead of Acrobatics, increasing the Check Difficulty by one degree. If the character in question passes the Check against the required Difficulty, the fall will not bear any additional consequences. If he misses the Check, the number of points by which he failed the Check becomes the result applied to the Combat Table, using the fall's Base Damage. If the landing area is exceptionally adverse, such as a pit full of spikes or something along those lines, the GM may raise the Base Damage from 10 to 40 points, or he may substitute the primary Critical with a more appropriate one.

Celia has 60 points in Acrobatics. She slips on a roof 60 feet high and suffers a terrible fall. To avoid death, she rolls an Acrobatics Check and she gets 25, which added to her Ability amounts to a Final Result of 85. Since she had to pass an Absurd-level Difficulty, there is a 95-point difference between her Final Ability and the required Difficulty. Using the Impact Table (with an AT 1, since Celia was wearing a Padded Suit of armor), we find she suffers 80 Life Points of damage, since the Base Damage for a 60-foot fall is 100. It was a close call...

Table 68: Falls

Distance	Difficulty	Base Damage
5 feet	Easy	20
15 feet	Moderate	40
30 feet	Difficult	60
50 feet	Very Difficult	80
60 feet	Absurd	100
100 feet	Almost impossible	120
150 feet	Impossible	140
+150 feet	Inhuman	160

Lack of air

Several causes, ranging from strangling to prolonged underwater immersion, can cause characters to be deprived of air and die. The period of time a particular character may hold his breath depends specifically upon his Constitution. Characters drawing air and preparing to hold their breath must perform a Constitution Check every 10 Combat Turns (that is, every 30 seconds) in order to resist without complications. Each time they pass this Check, they must temporarily deduct 1 point from their Constitution for the next roll. Those characters unable to draw air, or who are simply unprepared, must apply a –3 penalty to the value of their Constitution when rolling the Check. Characters with the Ki Ability "Use of Necessary Energy" only need to roll one Check every half hour.

From the moment a character fails the Check, he can no longer hold his breath and is in desperate need of air. From then on, he will need to roll a PhR Check against a difficulty of 80 every three turns to stay conscious. Failing the Check will result in automatic loss of consciousness. If an unconscious character fails another Check, he dies from lack of air.

Even if he manages to pass this Check, a cumulative penalty of –5 will apply to his Resistance on the following roll. If the character draws air again, these penalties will fade at a rate of 10 points per round.

EFFECTS

Characters will often be subject to a wide variety of Effects along the course of their adventures. Most of the time, they will need to pass Resistance Checks to avoid them; their vulnerability to Effects will depend on how successful their rolls are.

It is impossible to enumerate all the various States that characters might be subject to. The following list is only an attempt at registering a few of those most frequently encountered in sessions. As always, it is up to the GM to modify and create new ones if the situation requires.

All Action Penalty

The All Action Penalty is undoubtedly the most common adverse effect in the game. Many reasons could cause these penalties to occur: Fatigue, spells, Criticals, etc. A character who receives a negative to all his actions is in a deplorable condition, unable to perform at the top of his potential both physically and mentally. Therefore, these negatives apply to all rolls that use 1d100, which includes Secondary Ability Checks (Climb, Notice, etc.) and Primary Ability Checks (Attack, Defense, Summoning, Magical and Psychic Projection, Psychic Potential, etc.). The only exception to this rule is Initiative calculation, where only half the penalty applies. The character's Resistances are not affected either. Furthermore, for every 20 penalty points, the character loses one point from of all his Characteristics for purposes of performing Opposed Checks. A character's Movement Value and Weight Index will drop one point for every 20 All Action Penalty points suffered, as well.

In addition, these penalties affect the MA of wizards and Ki Accumulation of martial masters – even if none of the Abilities require rolling dice for using them. Characters suffer a penalty to their MA equivalent to half the total All Action Penalty, rounding the number up. Characters suffer a decrease of one point in Ki Accumulation for every 20 penalty points incurred.

All Action Bonus

This is the opposite of the All Action Penalty. The character receives a bonus to all d100 rolls for his Secondary and Primary Combat Ability Checks. In the same manner, he receives one additional point to his Characteristics (for purposes of determining Opposed Characteristic Checks) for every 20 points of All Action Bonuses he receives. This effect does not increase the characters' Supernatural Abilities in any of their aspects. The following cannot be affected by an All Action Bonus: Ki Accumulation, Magical Accumulation, Psychic Potential, Summoning powers, Movement Value, and Weight Index.

Other Effects

Effects will not only provide Action penalties or bonuses. This is a list of other common Effects likely to influence characters:

Fear: A character suffering Fear feels the distressing need to avoid something or someone that he is certain will cause him terrible harm. Fear imposes an –60 All Action Penalty, except for actions related to escaping from the source of the Fear itself. If Fear should be caused by means of a Supernatural Ability, it lasts one hour for every 10 points of difference between the Resistance's target number and the character's roll – unless the Effect itself should state otherwise.

Terror: Although hard to differentiate from Fear, this term is used in in the game to convey a higher state of anguish. A terrified character can not control his actions and will be hopelessly forced to flee from the source of Terror. The character is not capable of facing the cause of his Terror and will become Paralyzed if he should attempt to do so. If a Supernatural Ability causes the Terror Effect, it will last for one hour for every 10 points of difference between the Resistance's target number and the character's roll – unless the Effect itself should state otherwise.

Pain: Intense Pain can occur when a character fails a Resistance check. Such a failure causes an automatic –40 All Action Penalty. Pain level is adjustable; the penalty may be doubled or reduced to half, depending on the severity.

Weakness: Weakness reduces an individual's physical capabilities. Characters lose one point in their four basic physical Characteristics – Strength, Dexterity, Agility, and Constitution – for every 10 points of difference between the Check's target number and the character's roll. Unless explicitly stated otherwise, characters recover from Weakness penalties at a rate of one point per hour.

Paralysis: A Paralyzed character can not move freely; the action penalty listed in the Combat Situations section of **Chapter 9** will apply. Paralysis may be adjusted depending on how immobilized the subject is. If the subject is barely able to move, it will be a Partial Paralysis, if not Paralysis will be minor.

Total Paralysis / Incapacitation: The character is subject to penalties listed in the Combat Situations section detailed in **Chapter 9** (that is, –200). No action is allowed while in this state, since the character is unable to move. He remains paralyzed for one hour for every 10 points of difference between the Resistance's target number and the character's roll – unless otherwise stated. If the difference is lower than 10, he shall be stalled for only one minute for every point of difference.

Rage: This state represents much more than anger or fury. The character loses his temper completely and assails the object of his Rage, or, alternately, anyone around. He is forced to employ his most powerful Abilities in the combat – magicians will cast their spells, fighters will use their Fatigue points and psychics will spend their Psychic Points to enhance their attacks. Characters remain in this state for one minute for every point of difference between the Resistance's target number and the character's roll – unless otherwise stated.

Coma: The character lapses into a profound sleep from which he can not awaken. By definition, a subject in a coma is Incapacitated.

Blindness: The character is subject to loss of eyesight and to the penalties listed under the "Vision Totally Obscured" modifier found in the Combat Situations section detailed in **Chapter 9**. In the turn previous to regaining his sight, a character affected by Blindness produced by a flash of light will only suffer the penalties listed under "Vision Partially Obscured" detailed in **Chapter 9**. Unless explicitly stated otherwise, Blindness will last for 1 hour for every 10 points of difference between the Resistance's target number and the character's roll.

Deafness: Same as Blindness, only the affected character will lose the ability to hear. Unless explicitly stated otherwise, deafness will last for 1 hour for every 10 points of difference between the Resistance's target number and the character's roll.

Mute: Same as Blindness, only the affected character will lose the ability to communicate through verbal language. The impairment will last for 1 hour for every 10 points of difference between the Resistance's target number and the character's roll – unless stated otherwise.

Fascination: The character is utterly absorbed in the observation of something, indulging in the pleasure such watchfulness provides. While Fascination lasts, the character will not move or perform any Active Actions. A Fascinated character suffers a –20 penalty to Passive Actions.

Damage: The character loses a number of Life Points equal to the number of points by which he failed his Resistance Check. No Armor Type will modify this effect, since it strikes the victim's body directly. It will not produce Criticals, but it could easily kill the character through massive Life Point loss. Intensity of the damage may vary, doubling or cutting the difference in half, according to each case.

Unconsciousness: A character ca be rendered unconscious by failing a Resistance check. Extreme natural causes, such as being submerged in water or receiving great damage, may interrupt the state. Unconscious characters remain in a deep sleep for 1 hour for every 10 points of difference between the Resistance's target number and the character's roll – unless the Effect itself should state otherwise. If the difference is lower than 10, they will be out of combat for only 1 minute per point of Resistance Failure.

Hallucinations: Characters stop seeing the real world for what it is, as they are stalked by uncontrollable visions created by their subconscious. They regularly perceive objects around them to be different than they are. The GM should describe what the Hallucinating character experiences. Hallucinations will last for 1 hour for every 10 points of difference between the Resistance's target number and the character's roll – unless stated otherwise.

After her combat, Tessa is in Weakness State

TRAPS

Traps are a constant danger in the lives of characters. This section is intended to describe the way traps and their Effects usually work. All traps have two different characteristics – Complexity and Concealment. Complexity is a measure of the Ability a trap employs. In other words, it is a representation of the Check that characters must pass to avoid the trap's Effects. The Ability depends exclusively on the nature of the trap. For instance, an arrow being shot at a character would force him to use his Defense ability, whereas avoiding a pit trap would call for a Jump or Acrobatics Check.

Sometimes traps are hidden. The trap's level of Concealment is the Difficulty of the Notice Check that characters need to pass in order to discover a trap's existence or understand its dynamic. Using Search will lower the Difficulty by one level. This difficulty depends on the level of the trap, which is an indication of how well built or designed the device is (see

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Table 69). For example, a Level 40 trap represents a Concealment and Complexity level of Difficult.

However, characters setting up a trap may choose to increase or decrease the Complexity or Concealment by one degree. In this manner, increasing the Complexity Difficulty by one level will decrease its Concealment by one level. These alterations do not modify the level of the trap, or difficulty in deactivating it.

Lemures is looking to protect his room, so he sets up a Level 30 trap. Generally, the device is supposed to work on a Moderate Difficulty level, and it requires a Moderate Notice Check to detect it. However, Lemures places a lot more importance on Complexity, so he chooses to decrease the Concealment Difficulty level by one degree in order to increase its Complexity by one level. Consequently, the trap will possess a Difficult target for its Complexity, but a character would only have to pass an Easy Notice Check to spot it.

TRAP EFFECTS

Here are some of the most traditional traps and their Effects, as well as some recommendations for their execution. Naturally, it is impossible to go into all the possible consequences entailed, so as always, the final decision lies in the hands of the Game Master.

Trapping: These traps are intended to imprison their victims. The Strength of Trapping is equal to the level of the trap, divided by 5.

Pit: The depth of the pit will depend exclusively on its surroundings, on how far down the digging has come, or on the amount of preparation done.

Damage: As for damage, the Effect of the trap will cause an Attack with its Complexity level equaling the Ability level of the Attack. Base Damage may even duplicate the level of the trap.

POISONS

Poisons are among the worst threats characters may have to face. Animal or insect bites, murder conspiracies, or even the simple act of eating an exotic fruit may expose characters to terrible risks. In Anima, poisons are also classified according to their level of danger and potency, from Level 10 to 100. This is an indicator of the necessary VR Check a character needs to pass in order to avoid the poison's Effects.

Three fundamental factors modify poison other than its level: Activation Time, Duration and Effect. All poisons listed here have an activation time of 1 hour (that is, the time it takes for the Effect to kick in) and a Duration equivalent to the difference between the Resistance's target number and the character's roll, translated to hours. In order to work, poison needs to be ingested or introduced in the body through a bleeding wound, depending on its kind. Poisons may have any of the Effects previously described in this chapter, and they may increase their level in some cases. Characters make Venom Resistance Checks every 5 turns when they have ingested or been otherwise exposed to poison. If a character succeeds in the VR Check against a substance, he can't be affected by it before 5 turns have passed.

Poisons between Levels 10 to 20 are usually derived from animals and plants of a harmful, but only slightly dangerous, nature. Poisons between Levels 30 and 50 spring from the deadliest animals and most exotic plants. Those between Levels 60 and 70 are strong compounds consisting of many different ingredients. Finally, poisons at Level 80 or above are of a powerful supernatural origin.

Characters or beings with natural poison immunity are not affected by poisons of Level 70 or below, as long as these are not produced by a being with a Presence of 25 or above, or created via magical means.

Table 69: Traps

Level	Difficulty
10	Routine
20	Easy
30	Moderate
40	Difficult
50	Very Difficult
60	Absurd
70	Almost Impossible
80	Impossible
90	Inhuman
100	Zen

Table 70: Poison Levels

Level	Resistance
10	VR is against 20
20	VR is against 40
30	VR is against 60
40	VR is against 80
50	VR is against 100
60	VR is against 120
70	VR is against 140
80	VR is against 160
90	VR is against 180
100	VR is against 200

Table 71: Poisons

Name	Level	Effects / VR	Activation	Duration	Transmission
Curare	60	Paralysis VR 80, Death VR 60	Quick	Normal	Blood
Atropine	50	Hallucinations VR 80	Normal	Normal	Contact
Salt of Saturn	40	Pain VR 60, Blindness VR 40	Normal	Long	Ingestion
Muscarine	40	Hallucinations VR 60	Normal	Normal	Through smell
Royal Arsenic	50	Death VR 80	Normal	Normal	Ingestion
Belladona	50	Unconsciousness VR 80	Quick	Long	Ingestion
Cyanide	50	Death VR 60	Instantaneous	Normal	Ingestion
Cantaridine	30	Rage VR 60	Normal	Normal	Blood
Thalium	20	Pain VR 40	Normal	Normal	Blood
Aqua Toffana	40	Weakness VR 80, All Action Penalty VR 60	Retarded	Long	Ingestion
Al-Baladin	60	Damage VR 100, All Action Penalty VR 80	Quick	Normal	Blood
Ramalen Sap	80	Terror VR 120, Blindness VR 100	Quick	Normal	Contact
Snake	40	Death VR 60	Normal	Normal	Blood
White Cobra	70	Death VR 100	Instantaneous	Normal	Blood

Modifiers

The poisons listed above have different characteristics that may offer certain variations. Next, let us take a look at these modifiers that will alter poison level. Bear in mind these modifiers will only affect characteristics and Effects, not the VR target number that a character needs pass. For example, a poison of Level 70, if Deadly, would only require a VR with a target of 120 not 140 – since its normal level is 60, and the plus 10 enhances only its Effects.

Deadly Poison: +10 to level
Its Effect is absolutely deadly. If a character fails his VR and does not get an antidote before the substance is activated, he will die.

Coma or Total Paralysis: +5 to level
Only if the Effect of the poison induces the character to these states.

Quick Effect: +5 to level
The poison only takes a couple of minutes to kick in.

Instantaneous Effect: +10 to level
The poison takes only two or three turns to kick in.

Long Duration: +5 to level
The poison has unusually long effects, lasting 1 day for each point that the character fails his VR Check. This modifier may be chosen repeatedly with the purpose of extending the time span of the effect, thus doubling its duration.

Contact / Inhaling: +10 to level
The poison can affect an individual merely by coming in contact with his skin or by having him inhale the poison.

Retarded Effect: –10 to level
The poison will take several days to activate and affect those characters who have failed their VR Check.

Added Effect: +5 to level
The poison will have more than one Effect. Avoiding these additional Effects requires an individual to pass a VR Check with a target number 20 points below the initial Check. The victim rolls only once for the Resistance Check, comparing the result against all the VR difficulties of the poison. This will determine which of the Effects he will be subject to. In the case of deadly poisons, Resistance against death will always be the lowest.

Consider a poison that requires a VR Check with a target of 100 and that has two effects – Weakness and Unconsciousness. If Weakness is the first Effect, its VR target is 100. If Unconsciousness is the second Effect, its VR target will be 80. In this manner, if Celia were to become infected with this poison and roll an 85 on her VR Check, she would be subject to Weakness but would remain conscious.

List of Poisons

The following is a list of the most typical poisons in Gaïa.

Curare: This poison was originally employed by indigenous peoples to poison their arrows in hunting or combat. Its composition is a secret known to only the most expert shamans. It is derived from the bark of certain plants, which are left to soak in water and then pressed to extract the juice. The resulting liquid, of a dark red color, is then filtered, thereby creating the poison. Curare is deadly to humans, since it paralyses all muscles in the body. Symptoms produced by Curare include weakness, difficulty breathing, and finally death from heart arrest. It is most efficient when delivered intravenously.

Atropine: Atropine is one of the active substances in Mandrake and Henbane plants and has strong hallucinogenic properties. It can be absorbed through the skin. It is exceptionally difficult to synthesize, since it requires specific knowledge of chemistry.

Muscarine: Muscarine is derived from the mushroom Amanita Muscaria, which is known for its bright red cap. This fungus has grown in Nordic birch woods for ages, and it has probably served as the catalyst for many legends featuring wild creatures. This is because Muscarine is capable of producing hallucinations and visions of small beings.

Salt of Saturn: This fine, dusty, highly toxic substance disolves almost instantly in liquids. When ingested, it produces intense cholic pain, and a lesion to the central nervous system that causes blindness.

Royal Arsenic: This compound is created by sprinkling powdered leaves of the arsenic plant over a pig's entrails. Liquids derived from putrefaction of the entrails dissolves the powder, thus enhancing the poisonous quality of the arsenic. Upon ingestion, this poison causes terrible abdominal pain and migraine, followed by death.

Belladona: This poison originates from an uncommon plant capable of inducing sleep. Once harvested, it is cooked to produce a highly toxic broth whose main active substance is acetilcoline, a strong sleep inducer.

Cyanide: Bitter almonds, apricot pits, and other fruits – such as peaches, cherries, prunes, and loquats – contain a sugar known as glucoside, which can be transformed into hydrocyanic acid inside the body. Extracted in large quantities and properly fermented, it constitutes a powerful poison. Cyanide is capable of causing sudden death by affecting the respiratory airways and lungs.

Cantaridine: Cantaridine is the active principle in cantharides – which are green beetles common in the territory of the old Empire – that usually live on willows and ash trees. They are known also as "Empire Flies." When dried, reduced to dust, and given proper treatment, they produce hyperactivity and an exceptionally violent behavior that can also cloud the victim's mind.

Thalium: Thalium poisoning causes painful chest and back spasms associated with vomiting and balance disorders. Thalium may sometimes provoke hair loss.

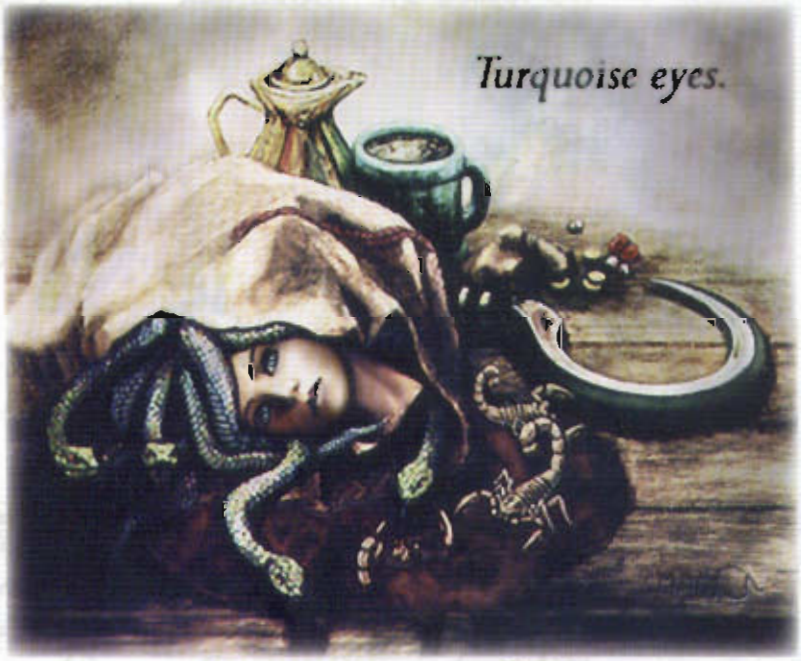
Aqua Toffana: The invention of this poison is unclear. Some attribute it to a reputed female poisoner who lived centuries ago. It would seem that the original formula was a juice compound made up of a number of herbs to which an alcoholic product from Lannet was later added. It consists of a transparent liquid with no particular aroma or flavor. A few drops are enough to slowly undermine an individual's health, causing anorexia and extreme thirst. The victim then exhibits signs of progressive emaciation and deterioration.

Al-Baladin: This is a potent nomad compound derived from certain exceptionally rare plants that grow in some oasis in the desert. It is a powerful toxin that, when introduced in the bloodstream, is capable of altering its flow and causing veins and arteries to burst.

Ramalen Sap: This sap exudes from live Ramalen trees in its pure state. Although extinct in theory, small quantities of this poison can still be found on the black market.

Snake: This is generic snake poison. It releases a strong toxin that affects the heart, causing cardiac arrest.

White Cobra: This is probably the deadliest natural poison in the whole world. It attacks the nervous and motor systems, causing the brain to shut down, followed by death a few seconds later.



The Medusas's Blood is a powerful mystic poison

Illustrated by © MadCyana 2002

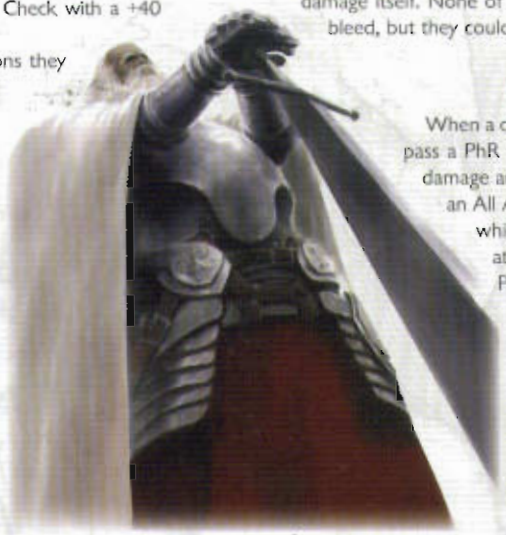
Antidotes

Antidotes are used to alleviate or decrease the effects of toxic substances. There are two kinds of antidotes – those of a general spectrum and those specifically intended for a particular poison. Generic antidotes have the same level as poisons (**Table 70**) and allow the victim to roll a new VR, applying to it a bonus or penalty equal to twice the difference between the substances' level. For instance, if an antidote has a level that is 20 points higher than a poison level, it will offer a poisoned victim another VR Check with a +40 bonus. An antidote will award only one new roll.

Specific antidotes alleviate the Effects of the poisons they were made to counteract.

AGE

Anima functions on the assumption that characters are middle-aged people or younger. However, either through supernatural effects or the mere passage of time, characters may be affected by aging. Anyone reaching maturity, that is, beyond 60 years old for human beings, will suffer a –2 penalty to physical Characteristics. Characters who are of old age, 80 years old or equivalent, suffer an extra –2, for a total of a –4 penalty to physical Characteristics, as well as a –60 penalty to physical actions.



No one escapes from aging

DISEASES

Diseases usually function in a slightly different way than that of other Effects. Characters may fight the Effects of diseases for weeks or months without being beaten by them, but not completely defeating them either. Passing the required DR Check does not automatically rid a character of the disease altogether. It only brings about temporary freedom from the Effects. Characters must make a new DR Check each day, and only a 40 point difference above the required Difficulty will restore their health completely.

Disease Effects may be the ones listed in this chapter, or the GM may decide them. Subjects in contact with a diseased person's blood or saliva must pass a DR Check as well to avoid contagion.

Table 72: Diseases

Level	Resistance
10	DR is against 20
20	DR is against 40
30	DR is against 60
40	DR is against 80
50	DR is against 100
60	DR is against 120
70	DR is against 140
80	DR is against 160
90	DR is against 180
100	DR is against 200

Modifiers

Just like poisons, diseases can possess different characteristics that alter their levels.

Contagious: +10 to level

Characters who spend time with the victim, even those with no direct contact, must pass a DR Check in order to avoid contagion.

Plague: +20 to level

Diseased individuals spread the disease wherever they go. Anyone less than 150 feet away from the diseased person, or those who remain in a place inhabited by a diseased person for more than three hours, must pass a DR Check in order to avoid contagion.

SPECIAL TYPES OF DAMAGE

Whenever characters receive an attack using the Heat, Cold, or Electricity Attack Type, they can suffer additional effects other than the damage itself. None of these attacks can cause the victim to bleed, but they could cause the following consequences:

Cold Damage

When a character suffers cold damage, he must pass a PhR Check with a Difficulty equal to cold damage amount. If he fails the check, he suffers an All Action Penalty equal to the amount by which he failed. This penalty fades away at the rate of five points per turn. This PhR Check is calculated independently of any criticals. Beings with Damage Resistance who fail this check instead suffer a penalty equal to the number by which they failed divided by five (rounded down).

Organic beings take twice as much time as usual to heal from cold damage because of the abrasive factor involved.

Electrical Damage

Damage caused by electricity also brings about negative effects. Every time a character loses Life Points on account of this type of damage he must pass a PhR Check using the number of Life Points he has lost from the Electricity Attack as the difficulty. If the character fails his PhR Check, he automatically suffers an All Action Penalty equal to the number by which he failed the PhR Check. This penalty will fade at a rate of 10 points per turn. If the roll fails by over 60 points, the character falls unconscious. This Resistance Check is calculated in total independence from any Criticals received by the damage in question.

Celia is hit by an electrical spell that causes 110 points of damage. Even if this amount is not enough to cause a Critical, she must overcome system shock by passing a PhR Check against a target of 110. Unfortunately, she gets a Final Result of 45, which renders her unconscious (as she failed her Check by more than 60).

Heat Damage

LP loss associated with high temperatures may be extremely harmful for characters. Organic beings take twice the time in healing from heat damage. In addition, whenever characters are affected by fire, there is a chance that their clothes, belongings, or even skin will burn. Each time they receive a fire attack, they must roll 1d100 and add the result to the amount of damage received. There are no Open Rolls in determining this final number. The resulting number will be an indicator of the effect of flames on a character's body, such as reflected by **Table 73**.

If a character wears clothes or gear especially prone to catch fire, he must add between 10 to 40 points to his roll. On the contrary, fire-resistant clothes or armor allow a character to deduct up to 60 points from the roll. If Fire Intensities are deducted by any means, each Intensity will lower the final number by 20 points. Damage Resistance creatures divide the final number by 5.

Table 73: In Flames

Quantity	State
140 to 179	Scorching
180 to 239	Burning
240 to 299	In Flames
+300	Burning to ashes

Material © Arte Sinic 2001

Pazusu suffers 100 points of damage from a fire attack. In order to find out if he is in flames, he rolls the dice and gets 70, which he then adds to the 100 points received in the attack. Unfortunately for him, he's wearing very flammable silk, which adds another 20 points to his roll. His Final Result is 190, which according to Table 73 reveals that he is in a Burning State.

Scorching: The character's clothes and hair are smoldering. He suffers no additional damage, but he must immediately make an effort to prevent the fire from becoming worse, such as by removing his clothes or plunging into a body of water. A character can surpress the fire by rolling 1d10 and adding either his Dexterity or Agility Characteristic. Deduct that amount from quantity on **Table 73**. Each consecutive round the fire is not surpressed increases the number on **Table 73** by 10 points.

Burning: Clothes and part of the character's hair are on fire and starting to burn his skin. If not extinguished or removed, the fire automatically inflicts 10 points of damage every turn that the character remains in such condition. Creatures with Damage Resistance suffer 50 points of damage every turn they remain in this state. The fire may be extinguished by employing the same procedures as above. An anti-heat full suit of armor will decrease damage level, so every Heat Armor Type point will decrease the loss of LP by 2 (5 for creatures with Damage Resistance). If a character does not attempt to put out the fire, the quantity on **Table 73** increases by 10 points per turn.

In Flames: A character's clothes, hair, and skin are burning. Characters lose 25 LP per round automatically (125 for creatures with Damage resistance) – although as in the case above, armor may be of some help. In order to completely extinguish the fire, characters will need to dive into water, cover themselves with sand, or use the methods described above. Those who decide to remove their clothes or suit of armor will automatically reduce 60 points the fire state. If characters do not attempt to put out the fire, they add 10 points to their final number on **Table 73** per turn.

Burning to Ashes: Now the character's own body is being consumed by the flames. He automatically loses 50 LP per turn (250 for creatures with Damage Resistance). However, characters in this situation will not be able to use their armor for protection, unless they have natural armor. Eliminating the effects of this State is difficult. Diving into water or being covered with sand are the most effective methods, but rolling on the ground or putting the fire out with whatever may be at hand should also be attempted.

Pazusu is in a Burning State, so he loses 10 points of damage per turn because of the fire. However, since he has an AT of 3 against heat, he can reduce the damage to 4 LP per round.

ENERGY INTENSITIES

Intensities measure the level of potency of the three existing energy types in the world: Heat, Cold, and Electricity. These energy types will have various consequences in terms of damage or secondary Effects depending on their importance.

Both characters and the GM will need to have some knowledge about Intensities and what they represent. Some Supernatural Abilities, for example, allow characters to create, control, or mitigate certain Energy Intensities, so it is important to know what can and can not be done. For instance, a spellcaster attempting to prevent a house from burning down will need to extinguish at least 20 Intensities to achieve that. The following is a list of all types of elements, together with their corresponding consequences according to their potency level.

Fire Intensities

These Intensities demonstrate the potency, vigor and size of flames. Fire is one of the most powerful natural elements, capable of consuming and setting ablaze almost anything. Anyone touching flames, or those in relatively close proximity to fire, may suffer severe injuries. Base Damage for contact with flames is equal to the number of Intensities multiplied by five. Effects are calculated using the Combat Table and the Failure level of an Ability Check as the GM sees fit.

Table 74: Fire Intensities

Intensities	Equivalence	Base Damage
1	The flame of a candle	5
3	The flame of a torch	15
5	A small bonfire	25
7	A big bonfire	35
20	Enough fire to burn a house down	100
30	Big Furnace Fire	150
40	Castle in flames	200
50	Volcano	250

Cold Intensities

This index measures the severity of ice and cold – which is to say, the effects of low temperatures. As opposed to fire, cold does not inflict direct consequences upon individuals. However, prolonged exposure may provoke a number of Effects ranging from sickness to death. Therefore, the GM will impose the additional Effects of his choice. Those beings especially vulnerable to cold may suffer the same Base Damage as used in Fire Intensities.

Table 75: Cold Intensities

Intensities	Equivalence	Base Damage
1	Frost	5
5	Snow	25
10	Ice	50
20	Iceberg	100
30	Polar Storm	150
50	Glacial Area	250

Electricity Intensities

These Intensities rate electrical energy potency, from plain static to lightning. In the same manner as fire, electricity may produce severe consequences to anyone directly exposed to it. Base Damage equals the number of Intensities multiplied by five.

Table 76: Electricity Intensities

Intensities	Equivalence	Base Damage
1	A Spark	5
3	Static	15
5	Small Discharge	25
7	Electric Eel Discharge	35
20	Lightning	100
40	Heavy Electrical Storm	200

PRESENCE

Since everything forms part of the flow of souls, each living being or object, no matter how insignificant it may seem, possesses a spiritual Presence. This "spirit" is its soul, its intrinsic value to reality. Presence indicates what an object's (or being's) Resistances are, and how easily it can be influenced by Supernatural Abilities. In the case of living beings, their base Presence corresponds to the level they possess (as shown by **Table 5**), but Presence works differently for inanimate objects.

The Presence of objects depends upon many different factors – Complexity, material, size, form, and even age. Since it is impossible to detail the Presence of every object in the world, GMs can use **Table 77** and **Table 78** as a reference to calculate the Presence of those most common objects. Since inanimate objects have no Characteristics, their Resistances (basically PhR and MR) are equal to their base Presence. But

remember, things are not merely the sum of their parts. Each object has its own existence, formed by hundreds of elements, which as a whole produce an entirely new entity. Therefore, knowing the Presence of something entails not only summing up the foundation from which each of the objects is composed, but also considering it holistically. For example, a building may be made up of walls, tons of furniture, utensils, etc. Instead of adding them up as separate units, the GM blends of all of them as a unique construction with a Presence of its own.

Table 77: Presences

Equivalence	Presence
Small and simple objects *(Spoons, glasses, buttons, etc.)*	10 to 25
Complex objects *(Watches, telescopes, etc.)*	25 to 60
Gems, unusual materials and works of art *(Platinum, diamonds, large paintings, etc.)*	40 to 80
Large objects *(Carriages, large statues, hills, etc.)*	80 to 120
Colossal objects *(Mountains, lakes, major construction)*	120 to 180

DAMAGE BARRIER AND STRUCTURAL DAMAGE

How long will a door hold before characters tear it down? Can a spellcaster use a spell to destroy a wall? Both the GM and his players will often have to face these kinds of questions. Answering requires knowledge not only of the Presence of the objects, but also the exact amount of damage these objects can withstand. The following list provides a set of rules the GM may employ if he should find himself in one of these situations.

All bodies have certain structural points which indicate the amount of damage they can withstand before they collapse. In game terms, these are equivalent to their LP. Objects are considered utterly destroyed when they reach zero Structural Points. Characters attacking an object use the rules for Damage Resistance. However, since objects are by nature inanimate, they can not roll for Defense. Naturally, not all weapons will be able to destroy objects. It would be illogical to think that a simple knife can tear down a heavy stone wall, for example.

In order to find out whether an attack is capable of damaging an object, the GM should determine that object's Damage Barrier. This barrier represents the amount of Base Damage necessary to achieve in order to actually start damaging an inanimate object. In essence, an attack with a Base Damage lower than that of the object's Damage Barrier will never inflict LP loss on the object, regardless of the attacker's skill.

The object's Damage Barrier will not apply if the attacker is capable of damaging Energy. By affecting the essence of things and their material form, Energy damaging attacks will always cause structural damage – even if the attack possesses a Base Damage lower than the object's Damage Barrier. Naturally, the GM is free to alter this rule in certain situations, requiring weapons or attacks to have a certain Presence in order to ignore the Damage Barriers of some especially powerful devices or monsters.

A character with a Strength of 8 striking a 100-Damage-Barrier stone wall with a dagger will not be able to tear it down, no matter how skilled he might be – as the attack's Base Damage is only 40 (30 from the weapon, plus 10 from Strength). If on the contrary, he were using a weapon with a 110 Base Damage, he would beat the wall's Barrier and cause structural damage upon it.

There is a chance that an attacking weapon might break when hitting an object. Because of this, the GM needs to consider the Sturdiness of the attacked material and force the weapon to pass a Breakage Check with the following modifiers: –2 if it is soft material, +4 if it is hard material, and +12 if it is of an exceptional material.

Rules in this section are meant to be used only in the case of direct attacks, not if the weapons are put to a different use. A prisoner trying to break free from his cell might use a knife as a chisel to work on the stone and remove the metal bars. This situation requires that the GM resort to common sense. The following is a list of some objects, with their Damage Barrier and Structural Points.

Structural points: These are an object's Life Points.
Damage Barrier: It indicates an object's Damage Barrier, if any.
Base Presence: An object's Animic or spiritual value.

Table 78: Damage Barrier And Structural Points

Element	Base Presence	Structural Points	Damage Barrier
Small stone	10	40	60
Huge Stone	30	300	100
Table	20	60	20
Chair	15	50	20
Barrel	20	70	30
Chest	20	70	50
Reinforced chest	25	150	80
Cart	40	300	40
Carriage	50	350	60
Log wall	40	300	60
Stone wall	50	400	100
Solid stone wall	60	450	120
Bridge	60	400	90
Solid Bridge	80	800	120
Regular door	20	100	40
Wood and iron carved door	30	200	80
Metallic Door	40	300	120
Portcullis	60	500	120
Metallic bars	40	200	120
Small Tree	30	200	40
Big Tree	60	500	60
Shack	50	400	50
Cabin	70	600	80
Large House	100	2,000	100
Mansion	120	3,000	100
Palace	140	4,000	120
Castle	160	5,000	140
Town	140	NA	NA
City	160	NA	NA
Metropolis	200	NA	NA
Boat	40	200	40
Longship	80	600	70
Caravel	100	1,000	80
Galleon	120	2,000	80

Chapter 15

Experience

Ignorance leads us into error, and error leads us into learning

Augustus

What is Experience?

There's no such thing as total victory in a roleplaying session. Players do not gather at the end of the game to figure out if they, or the GM, have "won." What really matters is that everyone has fun and that their characters learn important lessons that will help them improve. This improvement is expressed in terms of experience points.

This notion is an abstract concept usually difficult to define. At the end of each session, the Game Master will endow each participating player with a certain amount of experience points. This number measures the amount of learning characters have derived from dealing with specific situations. Upon reaching a certain number of experience points, characters can move up to the next level, as described in **Chapter 1**.

Characters gain experience points for several reasons including fighting, overcoming challenging situations, and developing successful plans. Players will also receive points for "playing" their characters in clever or outstanding ways. The Game Master will take into account each of the possible causes for experience points and will deliver them individually. Normally, the experience system in *Anima* is designed in such a way that at the end of the session, players will earn from 15 to 35 experience points on average for their characters – depending on how they have conducted themselves. However, a very diverse set of situations may present itself, and an exceptional performance on the part of the players can result in a higher or lower number of experience points. This is always subject to the style of each group. The following is a list of the many situations that will translate in experience points for the players:

Box XV: Experience Reference

Interpretation	5 to 25
Difficult Actions	1 to 5
Good Ideas or Plans	1 to 5
One-hour Session	1 to 3
Segment Closure	5 to 30

Normal Situation Experience

There are many situations other than combat actions that will provide players with experience points.

Player Interpretation: The experience assigned to the players on account of interpretation is a subjective matter, subject solely to the Game Master's best judgment. Interpretation is what should count the most in the *Anima* experience system, because of this; it is more heavily rewarded than other performances. The GM could decide not to award experience points at all for interpretation, and that is fine. Conversely, highly active characters may be rewarded with a number of 5 to 20 points, as the GM sees fit. GMs may award from 5 to 25 experience points as they deem fit, for exceptionally outstanding performances.

Difficult Actions: This recognizes a character's capacity to successfully employ his Secondary Abilities. In order to qualify for reward, the character's use of the Ability must bear certain relevance. The action should also imply some level of complication for the character. For instance, characters Abilities of 20 should be rewarded for accomplishing Medium (MED) difficulty actions in important situations. Characters with much higher Abilities, however, shouldn't receive a reward for performing the same action. The amount of experience endowed by the GM will be an average between a character's difficulty in achieving the task, and the importance of the action. The most transcendental situations, and those requiring the highest difficulty, may be rewarded with up to 5 points, while those of lower relevance and complexity will yield only 1 or 2 points.

Good Ideas or Plans: Good ideas or plans may be rewarded with 1 to 5 experience points, depending on the GM's assessment of the idea in question.

One-hour Session: The simple fact of taking part in a session should confer experience points. Players should receive 1 to 3 points per hour in session. Once again, the amount to be awarded is up to the GM, who can allow a higher or lower number of experience points according to how entertaining the session has turned out. On a regular session, characters will usually receive 2 experience points per hour, whereas in an unsatisfactory session (because of inter-player bickering, or simply because things have gone wrong), the GM may choose to award only 1 point. A 3-point per hour reward should be reserved for special sessions where everyone has had a splendid time.

Segment Closure: The GM may grant 5 to 30 experience points for successful closure of a series of sessions or a multi-session campaign. The amount of points granted will depend on the number of sessions needed to complete the chapter, and the level of success obtained.

Combat Experience

Anima does not make a point of awarding "itemized" experience points. It is not merely defeating a powerful adversary that confers experience points, but rather the combat itself. It is when characters utilize their powers and risk their lives in the process of facing opponents that they can really get the most out of the situation and learn valuable lessons. Defeating an archmagician no longer able to cast spells, or striking a deathblow on a chained fighter does not work to the character's advantage. Unless they have had to endure real suffering in obtaining victory, characters can not learn from their experience, recognizing high points and learning from mistakes.

In order to estimate the amount of experience a character receives in combat, the GM must first determine the level of difficulty entailed in the battle for the character or his group. The more complicated the contest, the higher the number of experience points those directly involved should receive. Assessing the difficulty of the combat is a task left completely to the GM's best judgment. He alone will determine how complicated it is for the characters to win the contest, as well as the level difference among them.

There are several other important factors that should be kept in mind; existing gear, current physical conditions, etc. Naturally, there is a great distance between two identical fighters if one carries a rusty iron sword while the other one has a mystical suit of armor and a +15 quality weapon. In the same way, the combat will not be even if one of them has penalties to all his actions and half his Life Points, while his opponent is in perfect shape. In any of these cases, the GM may subtract or add one or two difficulty levels, depending on the disparity introduced by the situation.

In group combat, characters on the same side should be regarded as a unit. Evidently, an almost impossible opponent for one character may turn into a simple one for a large group. This is why it is important to contrast the threat level posed by the opponent with the stature of the characters facing him, factoring in their number and might.

Table 77 shows the amount of experience characters earn for winning a combat depending on the difficulty level involved. Since it is completely impossible to list every possible case, the table is followed by some examples meant to serve as a reference for the GM.

Notwithstanding what we have explained so far, always bear in mind that characters may continue to increase their experience defeating adversaries without the need of a real combat. Thus, if an assassin sneaks into a powerful sorceress' chamber and manages to take her life without giving her the chance to defend herself, he might not receive any combat experience points. However, the GM may well reward the character with five points for such an appropriate use of his subterfuge abilities. In the same way, if a spellcaster is unable to cast spells as a consequence of a scheme that the characters have perfectly devised and carried out, they may be rewarded with five points on account of their great idea.

Box XVI: Sample Combats

Routine: One level 6 fighter versus a couple of city guards; a level 10 arch-magician facing a small army of 40 or 50 professional soldiers.

Easy: A level 2 warrior versus a plain guard; a group of characters level 3 or 4 versus a single opponent of the same level.

Medium: A fighter versus a warrior with 20 or 30 points less in Combat Ability; a group with supernatural abilities versus a similar group without supernatural abilities.

Difficult: Two similar fighters with the same gear; two groups with similar powers and abilities; one level 6 warrior versus 50 professional soldiers.

Very Difficult: One level 4 warrior versus 10 professional soldiers; one level 5 or 6 freelancer versus a better equipped warrior of the same level.

Absurd: A group of level 5 characters versus a Superior Elemental of Darkness; one 1st-level warrior versus 10 city guards...

Almost Impossible: Any character versus an opponent 4 or 5 levels higher than him; one level 2 or 3 warrior versus five elite soldiers.

Impossible: A group of characters level 6 or 7 versus the Filisnogos; personal combat against an opponent seven or eight levels higher...

Combat Modifiers

Characters do not always accomplish an unquestionable defeat over their adversaries. During combat, a great number of situations may alter the outcome of a fight.

Partially Defeated Enemy

If the enemy escapes or combat is interrupted before it comes to a close, characters receive half the experience points they would have earned if they had accomplished complete defeat. Subduing the enemy does not necessarily imply killing him; characters will not be deducted points for sparing the enemy's life.

Defeated

Characters who are defeated in combat and manage to survive will be granted one-third of the experience they would have received for beating their opponent. Bear in mind that surviving the combat is not enough, since it is only when characters put their lives in danger that they really are in a position to learn from their mistakes. Defeat is often times a better teacher than the greatest success.

Box XVII: Combat Modifiers

Complete Victory	Full points
Partial Victory	Half points
Defeat	One-third of the total

Table 79: Combat Experience

Difficulty	Experience	Description
Routine	None	These combats do not constitute a challenge to the characters; they should be able to achieve victory even in the face of the most adverse situations and the worst of luck.
Easy	1	Characters have all odds working to their favor and will easily achieve victory. However, unlike in the previous case, they face a small risk of losing the fight if luck should really turn against them.
Medium	5	Combat is even, but characters have a slight advantage in terms of numbers or ability. Generally, they will win the combat. However, a bit of bad luck could end up thwarting their victory.
Difficult	10	A truly balanced combat; both sides have exactly the same chances of winning.
Very Difficult	15	Combat is very even, but in this case, the opponent has a slight advantage and is usually the one to achieve victory. To all effects, it this is the Medium level of difficulty, from the opponent's point of view.
Absurd	20	Everything seems to be against the characters, and they are seriously overpowered by their opponents. Still, they have a small chance of success.
Almost Impossible	30	These fights are practically over before they begin, due to the almost unfathomable disparity between the contestants. Mere good luck is not enough to win, and only under some very extraordinary conditions (and with a series of very lucky rolls) could characters achieve victory.
Impossible	60	As implied by the name, these are combats players simply cannot win without a true miracle. However what is better than a roleplaying session for witnessing miracles...?

Game Master's Book

Illustrated by © Wen Yu Li

Chapter 16
The Master's Work

He who directs is a man in need of others

Paul Valery

If you are reading this chapter, you have probably decided to act as the Game Master. First of all, congratulations. You are about to embark on a truly gratifying endeavor that will reward you with many hours of entertainment. As the GM, you will be in charge of overseeing the session, setting up exciting scenarios for the characters, and adjudicating the outcome of every situation. But above all, do not forget that your main objective is for you and your players to enjoy yourselves.

This chapter is intended to make mastering an Anima session as easy as possible. The information found here mainly serve as advice and guidelines, which you, as the GM, can ignore whenever necessary.

ADVICE AND GUIDELINES

The following is a list of recommendations every good Game Master should know. Most of them are generic and could apply to any roleplaying game, while others refer specifically to this system.

A warrior of Dafne

The Rules

As the GM, one of your first responsibilities will be the enforcement of rules during the session. Naturally, you don't have to memorize them all, but you should have at least an approximate idea of how the rules apply to each situation. Even though as GM you are the only one required to know the rules, it is convenient if some of the players have a basic familiarity with them as well.

Fundamentally, Anima is based on a Difficulty system that requires characters to perform Checks using 1d100 and exceed the target number for each one. It's up to you to decide if the action is possible, and if it is, which Characteristic or Ability the character must employ. As the GM, you also set the Difficulty target for every Check. When faced a character attempting to accomplish an action he has absolutely no appropriate Ability for (or if there simply just isn't an appropriate Ability), you can always ask him to make a Characteristic Check using 1d10 and applying whatever penalties you deem fit. These basic rules will be completed later, with the inclusion of much more complicated ones regarding Combat Maneuvers and Secondary Ability modifiers. Of course, you don't need to apply them all. In fact, it would be better if you familiarize yourself with the basics of the system before you start using the more advanced rules.

Do not be misled, however. Asking players to roll the dice unceasingly is not conducive to fine play. Over-rolling may transform Checks into a monotonous activity, spoiling the fun during the most exciting of situations. Players should go about their usual tasks normally; they only need to roll the dice in dangerous situations where you think they might fail.

Before we finish this section, take this piece of advice: No rule can substitute for your common sense; you must put that first at all times.

Changing the Rules

It is possible that you, or one of your players, may want to change some of the rules in this book. First of all, we assure you that each and every one of these rules has been tested many times in order to avoid all sorts of problems. Therefore, each one has a reason to exist. However, we may have introduced rules that do not mesh with your way of playing. Before you set to changing a rule, ask yourself this question: Is this a good change for me and the rest of the players – one that will not become an obstacle for the normal unfolding of the session? If the answer is yes, do not hesitate in making whatever alterations or corrections you deem necessary. That is what the Game Master is for.

Atmosphere

The atmosphere of the session is a very important element if you want players to really invest themselves in their character. Make it a point to gather in a quiet place, away from the constant bustle of people going in and out of the room. Dim the lights, or even try candlelight. Background music is also helpful. There is always an appropriate melody to create the right atmosphere for your session. Game or movie soundtracks are usually among the most conducive. For tension and fear, try The Dead Zone or Silent Hill. For a more epic type of session, try Braveheart or Gladiator. If you are into action, choose more modern titles like Blade or xXx. My personal recommendation for the tensest situations and the most dramatic combats are classic titles such as Carmina Burana or the "Dies Irae" movement from Mozart's Requiem.

Description

Make sure to render a detailed description of each of the scenarios the players encounter. The first thing you should do is create a mental picture of the place for yourself and then explain it carefully to the players. If you get them to "see" where they are, you will make them feel much more involved in your world. The same applies to characters or creatures crossing their paths – they should be able to visualize clearly the creatures and characters standing in front of them. Be careful not to overdo it, however. Nobody wants to hear a ten-minute account of their surroundings or a treatise on another character's outfit.

Interpretation

Interpretation is the very essence of roleplaying. Without it, sessions would be reduced to a series of dice rolls in a board game without any board. As the Game Master, one of your main functions is to promote player interpretation of their characters, both during character generation and during sessions. Unlike many other systems, Anima eschews behavior archetypes or standards. Frankly, even though it may help inexperienced players create characters easily, circumscribing individuals to a single behavior pattern (vindictive, manipulative, good) does not work well. People are much more complex than that; they have diverse motivations, desires and fears that can not and should not be labeled using such generic tags. Therefore, the task of developing a character's personality and background lies in the hands of the players. Part of your job as the GM is to help facilitate that development.

Talk to them and take an interest in helping them with whatever they need. Try to make it as easy as possible for them to have an interesting past that will easily justify who they are and the abilities they possess. If one of them wants to play a spellcaster, make sure he understands the repercussions and develops a strong background that will allow him to have adopted this class.

Be very aware of the fact that you set the example during sessions. When you take on the role of other characters and creatures, try and be as realistic as you can. It is recommended that you speak for non-player characters in first person. This makes the character a lot more approachable and real than it would if you narrated it in the third person. Identify yourself with the individual you are playing so that you know how to react at all times and can therefore behave in a believable fashion. Change the tone of your voice according to your character's mood. Gesture frantically when playing a nervous character. Even yell and shriek if one of your creatures is suffering. Each of these small details will bring realism to the session and help characters feel they really are witnessing the situation.

And finally, when your characters engage in combat, strive for the spectacular. The wide range of possibilities opened by combat gives you plenty of opportunities to interpret the events in a cinematographic fashion. Give it some thought. You don't need to limit yourself to game statistics when describing a 40-LP injury that a character has sustained, when you could be explaining how both weapons collided and how, in a skillful maneuver, one of the contenders dove past his opponent's guard and scored a deep wound to his ribs.

Power Levels

One element not to be overlooked in Anima is the players' capabilities. In this system, characters possess superior abilities when compared to ordinary people. Even a first- level, newly created character is not precisely what you would call a "beginner." Normally, he would already have at his disposal a wide range of resources to bail him out of situations on account of his experience or powers. In this way, a fighter may hardly be intimidated by a couple of city guards, since they usually would not represent a serious menace for him. However, make it a point to choose outstanding opponents for the characters so that they can be challenged. Keep in mind, though, that since characters are exceptional individuals, exclusively surrounding them with extraordinary opponents runs the risk of dampening interest in the session.

This does not mean, however, that you can not start your sessions with more trivial adventures. If you are looking to play with common- or beginner-level characters in a training period, you need to create Level 0 characters. Starting off at this level allows players to experience the hard knocks and suffering it takes to become truly powerful individuals. And remember, no character is immortal – regardless of his level. As you shall see later, a simple soldier could take down a powerful character if luck is on his side. In this way, players will never lose their fear of seeing another character holding a weapon.

For an approximate idea of what each level represents, remember that characters from Level 4 and 5 are great masters of incomparable abilities, while Level 8 or 9 characters are living legends capable of defeating full armies single handedly. Anything above those levels enters into the realm of the divine.

The Players

Above all, remember the goal of the session is to have fun. Do not think of the players as your opponents, but as partners with the same mission as yours – having a good time. Playing to win is perverting the role of the Game Master, and considering that you control the outcome of events, it would be no different than cheating at solitaire. This is not to say the characters should have an easy time of it. Make it hard for them, but allow them to succeed if they have earned it. You will see how sweet the taste of victory is when it is earned with effort and sweat on their part.

All this leads us to a very important second point: Always try to be fair. Do not give special treatment to characters on the sole grounds of personal affinity with the player. You will be raising well founded complaints if you do. As a general rule, try to avoid conflicts about rules at all times. If a problem of this nature should arise, present your reasons calmly but firmly and go on with the session. It is best to agree beforehand that these issues will be addressed after the session, when things cool off.

One last problem that may turn out to be particularly important is that of having a player using the rules to maximize his character in order to excel in combat or a particular area of the game. Theses cases are very detrimental to those attempting to develop their character focusing on interpretation – since they are not able to follow the player's pace. If this should happen, confer with the player individually and try to make him understand how you and the group feel about this.

SPECIAL RULES

There are a few rules that occur infrequently, and as the GM you may want to consider using them, if you wish.

Special Bonuses

It is recommended that GMs grant special bonuses to players who perform some of their Secondary Abilities extraordinarily due to luck. If a character should succeed in using one of these Abilities (due to a series of Open Rolls, for example) in a dramatically appropriate situation, even though he knew that it would be practically impossible to achieve his objective, reward him with a +5 special bonus on that Ability. The reason for this recommendation is simply to reward players who have had a stroke of good luck at the right moment. In this way, the GM introduces an additional incentive for desperate rolls, since an occasional strike of good luck may result in additional benefits.

A GM should reward these bonuses in situations of extreme good luck only. It is not surprising that a character with a mastery of a given Ability can overcome an Almost Impossible Difficulty, since he could easily achieve this with a normal roll. However, if a character with only a 30 or 40 in a given Ability should succeed, it would be a completely different story, much more so if this should happen in a dangerous situation that required it desperately.

Your capacity to grant special bonuses is not restricted to Secondary Abilities rolls. Under some circumstances, you might want to reward a player without him having used an Ability at all. A character who impresses everybody with a truly extraordinary action may very rightfully receive a Style bonus, or a character facing a dragon may very well be granted some Coldness points.

Grant points whenever you feel it is appropriate, but do not over do it. If a particular character already has +15 or −20 points in a given Ability thanks to these bonuses, it is advisable that you stop granting points in that specific area.

This rule applies only to Secondary Abilities, never to Primary Abilities – such as Attack or Defense. Reward a character's moment of brilliance using their Primary Abilities by granting additional experience points. You would create an imbalance to the detriment of the session's harmony if you didn't.

Languages

Characters in Anima do not abide by any fixed set of rules to establish the number of languages they speak. There is no secondary ability that specifically develops this, either. On the contrary, we have decided to leave the number of languages individuals possess as dictated by their background and Intelligence (at your discretion). In any case, and for reference purposes only, it is advisable for characters with an Intelligence of 5 or below to speak their native tongue only. An Intelligence score between 6 and 7 would indicate two to three languages. Creatures and characters with Intelligence scores higher than 7 can speak any number of languages.

But above all, remember that characters speaking or writing several languages must have enough reasons to justify it. Having lived among several cultures is a good reason to speak a couple of languages, for example, but it wouldn't justify familiarity with the Duk´zarist alphabet. In regard to that language, it would not be out of bounds to ask for a certain level in Occultism or History, as a requirement for knowing it.

Character Size

As characters increase in level, they may also increase their Strength or Constitution; does this mean they increase their size as well? The answer is yes and no. Actually, a character's size will remain stable once he has reached adulthood. An adult character calculates his size using base Characteristics independent of Level bonuses (but including modifiers gained through the use of Creation Points). This does not prevent characters from gaining a few pounds on account of muscle mass, but that is up to you and the player.

Strength vs. Constitution

Logic imposes certain restrictions on the human body in terms of Strength and Constitution. In reality, these characteristics are very related, so there shouldn't be an excessive difference between them. It is advisable that a character should not have a difference of more than 5 points between the two Characteristics. In other words, an individual with Constitution of 4 should not possess a Strength score of 10.

TROUBLESHOOTING RECOMMENDATIONS

Throughout hundreds of tests, some issues have arisen on subjects of particular complexity. This section will attempt to answer some of the most common questions.

Seeing the Supernatural

One of the most complicated aspects of the game is the Ability of Seeing the Supernatural. This ability comprises three different fields: magic, psychic matrices, and spirits. In every case, the Ability is always the same: Characters can use their eyes to perceive things invisible to the rest of us. The base rule of the Ability dictates that the Blinded penalty will not apply when a character who can See the Supernatural defends against a supernatural effect or spiritual creature.

How can characters see magic? Well, simply in the way you consider appropriate, depending on the spell cast. The spellcaster can choose the form of the spells that affect the essence of individuals, just as he can choose the outlook of his visible spells. In the event of an Animic spell, a character with the ability to see magic may perceive an ethereal claw reaching out to his heart, or some runes being drawn in the air trying to inscribe themselves in his body.

Bear in mind that the mere fact that an individual can see magic does not necessarily imply that he can recognize it as such. For instance, he may come to believe that claw belongs to a supernatural being, not necessarily to a spell. In this way, even standing right in front of a bewitched person or a magical object, he may not know what it is (this is precisely what the Secondary Ability Magic Appraisal is for). Still, this Ability allows a character to detect the strangeness of magical phenomenon. Even if a spell takes the shape of a swarm of insects, for example, the character would detect an abnormal quality about it.

This statement leads us to another question: Are characters, even ones who can see the supernatural, always entitled to perceive when they are about to be affected by a spell? As a general rule, the answer is yes. Their ability allows them to see a strange entity approaching. However, they may not realize the imminence of the spell if they happen to be distracted or not expecting to be targeted. As the GM, you may ask the player to pass a Notice Check of moderate Difficulty (from Medium to Very Difficult), if you believe the circumstances demand it.

These same rules apply to mental powers for those characters with the ability to see psychic matrices.

Illusions

Unlike certain spells – like Hologram or Create Music – that produce images and real sounds, illusory spells only affect the perception of the people affected. These spells are lies, mere fabrications that only exist to the individuals who fail their MR Check. The spellcaster is capable of choosing specific targets within the range of the spell. Those characters who pass their MR Check, or who are not targeted, would simply not see or feel anything – since the illusion is non-existent to them.

Remember: the mere ability to see magic does not allow a character to recognize illusions. If it did, all magicians would be immune to them. For instance, a character affected by an illusion projecting a creature would not be able to tell that the being isn't real. If he has failed his Resistance, his senses are being deceived by the spell and, therefore, he is not able to see the magic in the being.

Lack of Ability

The –30 penalty for not having invested DP in an Ability only applies to Secondary Abilities. Primary Abilities – such as Attack, Defense or even Armor – do not apply this penalty, even if a character has a 0 base score.

Counterattack

Undoubtedly, a character's capacity to counterattack is one of the most common problems in combat. Remember, that characters using counterattack can act only against their direct offender; they may not engage in Actions that affects other opponents, such as an area-effect Ki Technique. In order to accomplish that kind of Action, they must give up their counterattack and wait for their Initiative.

The counterattack is essentially equivalent to a normal attack, but the character may use it even if he doesn't have the Initiative yet. It is restricted to how many attacks can do a character in a Combat Turn. For example, if someone can attack twice in a Combat Turn he is able to do two counterattacks, but then he will not be allowed to engage in any other offensive action when he has the Initiative; he doesn't have any attack left.

Bonus Accumulation

As a general rule, special bonuses to actions do not add up – with the exception of very specific cases. For example, a character obtaining two objects that both offer bonuses to a specific action will only take the higher of the two bonuses.

Facilitating Combat

Some methods will speed up combat once you have gained some experience. To begin with, a calculator may be of great help – especially for calculating the Final Abilities of damage without resorting to the tables. For instance, a sword injury with a Base Damage of 65 will cause 70%, so we should multiply 65 times 0.7 to get a result of 45.5, which rounded up would equal 46 (these are the lost Life Points).

You can also calculate Armor effects without the Combat Table. As you may have noticed, except for the weakest protections in the lowest differences, every AT simply reduces 10 points of the Attack's result in which the offender has produced damage. For instance, an AT 4 would decrease the final result favorable to the attacker by 40.

PLAYING IN GAÏA

The style of each session is a very important element to determine. You must have a clear notion of what you (and the players) like in order to develop the events in a satisfactory manner for everyone. These are the basic game models in the world of Gaia:

Stalking in the Shadows

Characters are involved in intrigues and strange mystery plots that will, little by little, become more somber. As the story progresses, they will begin to notice that not everything is what it seems, and that dark forces pull the strings of what is going on.

In these campaigns, interpretation and inter-character relationships will take on bigger importance, while combat recedes to the background. This type of play privileges dialogue and character development. This is why you will need to build your NPCs very carefully, so that you can provide your players with complex personalities to interact with.

In this genre, a character's past can really be a fundamental element that you should exploit to the fullest. Is any one in the group able to see the supernatural? What strange events did he witness as a child, that are now condemning him to experience the terrible circumstances that will unleash? How did the spellcaster come to learn his spells? What consequences did the awakening of those psychic abilities bring? The answers to these questions may provide material for many sessions.

Make sure to work carefully on the plot and the settings. The more complex and entangled the story, the more the players will feel like something is beyond their control and everything they do has unknown repercussions. Give out information only when they deserve it, and make sure to always save the best for last – so that there is always a surprise. Fundamental elements are: inducing paranoia in the appropriate moment; transforming the world as the characters know it into a scary place by introducing supernatural aspects; creating the impression that nothing is what it seems. Make careful use of mystical influences; introduce them only in moments where they are really necessary, so that your players are still in awe and fear of encounters with the supernatural. An abuse of hidden forces will cause them to become naturalized and to lose their fear of the unknown. In the same way, endow special Abilities in small doses so that every psychic power, spell or Ki Ability they receive will be a real accomplishment to them.

Supernatural Warriors

Endowed with abilities and powers that few people possess, these characters are able to face any danger, even of a supernatural origin. There is a lot more to the world than meets the eye, and there are still hundreds of mysteries to unveil and places to explore in a path that is undoubtedly full of risks and mighty opponents.

This is the adventure genre par excellence, where characters understand that their superior abilities will face big challenges and constant hazards in an epic manner. This is undoubtedly the ideal game type for an entertaining evening. The main elements here are frantic action and combat. Thus, roleplaying will not take up a lot of time.

Make sure you do your best when creating opponents, come up with character sheets that include original powers and take full advantage of the wide variety of skills that the system provides. Psychics, spellcasters and fighters with Ki Abilities – always try to surprise your players with unusual opponents that challenge their capabilities. In this type of play, you must be very aware of your players' combat power as a group. Always try to maintain a balance among their capacities in such a way that no particular character will stand out excessively from the group, monopolizing the fun in every combat. It is not entertaining for payers to watch someone consistently defeat everything that comes his way while the rest of the group only cheers.

Do not refrain from granting all necessary powers and abilities for characters to stand up to supernatural creatures on equal terms.

The Eternal Middle Point

We have just seen the two sides of the coin. However, this style of gameplay is usually a mixed model between the two, in such a way that the story has an elaborate plot full of interpretation and suspense, but not without a great dose of action and combat at the right moments. You may also be drawn to a certain genre, but want to make some changes in the script: You can conduct a long campaign based on interpretation using political elements only.

PLOTS

Gaïa provides enormous play possibilities for both mystery packed sessions and adventure. The following chapters will elaborate on settings, but now read on for some basic plotlines for inspiration. Naturally, these are only elemental ideas, but we hope they will help you get a sense of how to build a scenario.

Uncover the Lie

Without a doubt, one of Gaïa's more interesting possible plots is having characters accidentally cross paths with some of the setting's secrets and try to uncover the truth. This may lead characters to conduct dangerous investigations, raise the ire of a secret cult, or run afoul of one, or several, supernatural beings or powers in the darkness.

At the Wrong Place

Characters witness a supernatural event that they shouldn't have – they are chosen as victims of some secret society, or a dying man hands them a strange artifact asking them to perform a vital task, for example. These are cases where mere chance leads them to face a dangerous situation and to make decisions they hadn't even considered before. It is usually interesting to let them see only the tip of the iceberg and have them realize, as they try to solve the mystery, that it is only part of a much larger and spookier plan.

Prevent an Accident

For some reason, the characters become aware that a terrible event is about to happen, and they must try to stop it by any means available. A supernatural entity may be preparing to escape the world of Wake, or a church group may be plotting the murder of a nobleman in order to gain control of the territory and extend its influence, for example.

Deadly Pursuit

Characters are victims of an unknown danger. Something is after them and is trying to take their lives or the life of someone close to them. The Inquisition or Tol Rauko may have discovered their special skills and may be after them, for example. Or a supernatural being may be trying to take revenge for a past slight. The task could simply be to try to stay alive until the threat passes, but it is more interesting if the characters have to discover the reason why they are in danger.

To make the characters really suffer, have some inexorable danger fall upon them that will destroy them within a specific time period – unless they are able to solve it before their time is up.

Nephilim

Nephilim are a never-ending source of possibilities for a plot. The dreams they have about their past lives may prompt them to try and discover the meaning of such visions or even to investigate the cause of their death. They may have a recurring vision of an unknown city or object, and the search of the object may become the central theme of the campaign. Or maybe the characters were murdered, and their executioner is still trying to find their souls to finish them off for good. This is an ideal storyline to use with the "Deadly Pursuit" plotline.

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Do not refrain from granting all necessary powers and abilities for characters to stand up to supernatural creatures on equal terms.

The Eternal Middle Point

We have just seen the two sides of the coin. However, this style of gameplay is usually a mixed model between the two, in such a way that the story has an elaborate plot full of interpretation and suspense, but not without a great dose of action and combat at the right moments. You may also be drawn to a certain genre, but want to make some changes in the script: You can conduct a long campaign based on interpretation using political elements only.

PLOTS

Gaïa provides enormous play possibilities for both mystery packed sessions and adventure. The following chapters will elaborate on settings, but now read on for some basic plotlines for inspiration. Naturally, these are only elemental ideas, but we hope they will help you get a sense of how to build a scenario.

Uncover the Lie

Without a doubt, one of Gaïa's more interesting possible plots is having characters accidentally cross paths with some of the setting's secrets and try to uncover the truth. This may lead characters to conduct dangerous investigations, raise the ire of a secret cult, or run afoul of one, or several, supernatural beings or powers in the darkness.

At the Wrong Place

Characters witness a supernatural event that they shouldn't have – they are chosen as victims of some secret society, or a dying man hands them a strange artifact asking them to perform a vital task, for example. These are cases where mere chance leads them to face a dangerous situation and to make decisions they hadn't even considered before. It is usually interesting to let them see only the tip of the iceberg and have them realize, as they try to solve the mystery, that it is only part of a much larger and spookier plan.

Prevent an Accident

For some reason, the characters become aware that a terrible event is about to happen, and they must try to stop it by any means available. A supernatural entity may be preparing to escape the world of Wake, or a church group may be plotting the murder of a nobleman in order to gain control of the territory and extend its influence, for example.

Deadly Pursuit

Characters are victims of an unknown danger. Something is after them and is trying to take their lives or the life of someone close to them. The Inquisition or Tol Rauko may have discovered their special skills and may be after them, for example. Or a supernatural being may be trying to take revenge for a past slight. The task could simply be to try to stay alive until the threat passes, but it is more interesting if the characters have to discover the reason why they are in danger.

To make the characters really suffer, have some inexorable danger fall upon them that will destroy them within a specific time period – unless they are able to solve it before their time is up.

Nephilim

Nephilim are a never-ending source of possibilities for a plot. The dreams they have about their past lives may prompt them to try and discover the meaning of such visions or even to investigate the cause of their death. They may have a recurring vision of an unknown city or object, and the search of the object may become the central theme of the campaign. Or maybe the characters were murdered, and their executioner is still trying to find their souls to finish them off for good. This is an ideal storyline to use with the "Deadly Pursuit" plotline.

Chapter 17

Gaïa's History

A land without ruins is a place without memories;
A place without memories is a land without history.

Abraham J. Ryan

The Damnation of Oblivion

And man forgot.

No one is able to say why it happened – or how. Perhaps some sort of natural phenomenon erased our memories. Perhaps we broke a rule of some unknown Power, and we were punished for that. Perhaps, simply put, we did it to ourselves.

Like small children, reduced to something little more than animals, we roamed throughout centuries while our arrogant civilization tumbled down around us. Everything turned to ruins. The ruins turned to dust. And the dust was taken by the wind. The world had a different name then.

But no one remains to remember it.

Their Arrival

At some point, man caught their attention. Why? We will never know. Perhaps something in our nature attracted them to us. It is also possible that we woke them with our silent cries. They did not belong to this world. They came from far away, and their arrival split the sky and fragmented the earth. For a time, the unknowns observed us closely, studying who we were and what we had become. They were intrigued – fascinated in their own way about our condition. Those beings could not decide between intervening or, on the other hand, remaining hidden and letting evolution continue unaltered.

But in the end, they choose something unexpected. They created their own work inspired by us.

Thus the Duk'zarist were born. They were a perfected version of man – dually shaped from the darkness of our ignorant years and the fire that they hoped would light their way. In them, the principal human feelings were increased. They were gifted with great powers, but at the same time, they carried a tremendous weakness. However, the greatest difference that distinguished them from us was rooted deep within their very essence. Their souls, even though made in the image and likeness of ours, were more closely bound to the spiritual world than that of ours. Thus, they possessed supernatural powers, that, with time, we would once again call magic.

And thus, from one day to the next, they walked beside us. And ever since that sunrise, we would never be alone again.

We would not be alone again...

However, some of the creators were not satisfied with their work. The unknowns thought that they had only limited themselves by carrying out a simple adaptation of a "something" that already existed. Therefore, they proceeded to give life once again. This time, they dug deeper into the forgotten memories of man, their endless fountain of inspiration, and from the imagination of the humankind would sprout a new kind of creature.

This new race would be an incarnation of fantasy, born from our goblins and fairies. To differentiate them even more from the Duk'zarist, they based their souls on the supernatural powers of the light. Even now, we call them a name from our fairy tales – elves. However, they have their own name: Sylvain.

But this second work was not warmly received by those who considered the Duk'zarist and humans as the focal point of their attention. A silent reprimand surrounded the void in which the creators lived, a silence that even the mortals could hear.

The situation worsened. While some limited themselves to observing, others gave free reign to their creativity. Not counting on the others, they again conceived new creations, and an amalgam of creatures appeared in that world with no name. They even gave life to the elements themselves and to beings whose nature is completely unexplainable – like great beasts, gods and demons.

In very little time, disagreement among the creators reached unimaginable levels – and Creation itself would be witness to its consequences...

The War in the Skies

The fight did not last nine days or nine nights. Nor did it last hours. Perhaps everything ended in minutes – or maybe even less. In the end, however, C'iel and Gaira stood among the desolation. Were they living weapons built by the creators to assure mutual destruction? Were they beings capable of devouring gods with a simple thought? Could they erase those who had brought them into existence? Or would they be the incarnation of the conscious will of each side? Primordial concepts prior to creation.

Whatever the answer, neither one found a reason to continue the confrontation. And they were not alone. Seven beings, survivors of the battle, were raised by each side. Alongside C'iel, who the elves of today call the Lady of the Light, stood the Beryl. The Shajad, the Lords of Darkness, stood with Gaira.

No one knows why mortals did not suffer the consequences of this conflict. Nor is it known what made C'iel and Gaira decide to stay with us. Perhaps, within themselves, they felt that they had to protect us and stay next to all those children who were starting to take their first steps.

As time drew on, the land had a new name. It would be called Gaïa.

THE BIRTH OF GAÏA

There is not a lot to be said about what happened in the years following the conflict except that it was a period of splendor and progress. Every race began to flourish and advanced quickly in several fields, pressing forward in the arts, philosophy, and even in new forms of science. Cities were established, and the first kingdoms were formed – some of which even grew to become empires. In the beginning, the newly arrived had little interaction between themselves, given that each race was found over distant places along the globe. Only the humans, spread out all over the place, found themselves interacting with various races at once. Back then, man still lived in a cultural state that was pretty primitive. However, thanks to the influence of other civilizations, we began to find our place, little by little, in the new order of things.

It was an era where the supernatural could be found everywhere. The warlocks wielded mystical forces with ease, and the line that separated the Wake from the material world was so thin that all types of creatures could manifest themselves physically. The Shajad and Beryl continued to work during this period of development, making small interventions and handing out knowledge to some. They taught the beginnings of magic and observed with joy how their teachings were quickly assimilated. They never demanded anything in return. Neither of them had desire to become gods or to receive adoration – although many of their incarnations inspired cults to a variety of deities and demons. As time passed, each faction began to feel an attraction for certain races and cultures, especially those that were evolving in a way that was more akin to their ideals.

Like the first born, the civilizations that progressed more quickly were the Sylvain and the Duk'zarist. The Sylvain gravitated to the philosophy of C'iel, who maintained the idea that all living things have a right to live in an established order of complete equality, and they moved forward in accordance with this idea. On the contrary, the Duk'zarist developed a culture that was more similar to Gaira, whose ideology affirmed that the strong should rule over the meek, so as to avoid chaos and destruction. Thus, the Duk'zarist evolved militarily, inventing weapons of great force and focusing on the use of magic for warfare.

Andromalius, Lord of Solomon

Unavoidably, the different ideologies between these two main cultures were clearly in conflict, and the relations between both races became more tense. Finally, the Duk'zarist came to the conclusion that if things continued to evolve this way, all of Gaïa would find itself plunged into anarchy. Therefore, they decided that the time had come to impose a new order. Lead by Ghestalt Noah Orbatos, their first emperor, they began what would be known as the War of Darkness.

Perhaps something deep within them, their human source, drove them to fight.

The War of Darkness

The war was terrible, and both earth and sky were stained with blood. C'iel and the Beryl looked on in horror but decided not to intervene openly, so as to prevent Gaira from doing the same. At first, the Duk'zarist focused all of their efforts against the elves, who were unable to face their bellicose might. They dominated demons, elementals and dragons, and built flying fortresses that laid waste to entire cities. In spite of their smaller number, a Duk'zarist warrior could finish off more than ten Sylvain.

Soon, the Duk'zarist began to wage war on various fronts against other races, believing that there was no other force on the face of Gaïa that could stop them. They did not count on the support of all the Shajad, some of whom had looked on with satisfaction at the growth of the cultures that were in danger. In fact, they suggested to Gaira that he should intervene. The Dark Lord, however, preferred to sit back and smile, probably foreseeing what was to come.

It was only near the end that all the people of Gaïa truly understood what their destiny might be. At that moment, between chaos and blood, an individual arose who accomplished what would never happen again – the union of all the races against a common foe. Even now, we do not know who he was – not even his name. Naturally, each culture who remembers the war believes that this person was from their race. Nobody, however, has any proof.

Be that as it may, the last desperate alliance achieved the unthinkable – it stopped the conquerors' advance and made them retreat step by step. This was an inconceivable thought for the Duk'zarist. They observed with growing frustration and dismay as enemies who previously fell before them started to hold their own. Even worse, these upstart races started to use the Duk'zarist weakness to metal against them. Through this war, in fact, the Sylvain had already become a formidable adversary, capable of matching them almost on equal terms.

In the end, the Duk'zarist retreated to their own border, aware that they now fought for their very survival. More then ask, they demanded that the Shajad intervene in their favor, accusing the Dark Ones of turning their backs on them when things turned against them. In that moment of absolute desperation, before the final battle, Ghestalt himself challenged Gaira, urging the Shajad to follow him if he defeat their Lord.

No one doubted the outcome of this confrontation – not even Ghestalt himself.

What else could have happened?

After that final defeat, they retreated into the confines of their land. Reduced in numbers, the Duk'zarist never fully recovered the complete superiority they enjoyed during this period.

Gaïa was in ruins, ready to begin the long process of reconstruction.

The Chaos Era

The war affected everyone – especially the Elven Empire and the Duk'zarist. The relationship between the different races were strained, but even so, they made an attempt to press forward. Many opened their borders and began to cooperate amongst themselves, especially those who had formed part of the alliance. However, the same level of trust that used to exist between the races would never be present for fear that history would repeat itself.

It was without doubt a strange era – one in which a few individuals reached exorbitant levels of power, almost becoming gods. Some of them were able to alter the course of the tides simply by their presence, split mountains in two, and eliminate entire armies with horrifying efficiency. Little by little, both the Shajad and the Beryl began to intervene less in the world, aware that their participation in ancient times could have caused the war.

It was during this time that humans, who were less affected by the war, would become a true force. Spread throughout the world, we raised up numerous kingdoms and empires, finding strength in our numbers. From night to day, new cultures and civilizations appeared, some of which last even now, while others would soon find themselves plunged into nothingness. Humans even attained the ability to master supernatural secrets. Those who did showed off their powers by bending the weak under their will.

Isn't ironic that, in our moment of greatest triumph, we were our own worst enemy? Very quickly, the human kingdoms got involved in numerous internal conflicts, trying to conquer neighboring human lands. In these chaotic times, various men tried to unify all the lands, but their campaigns only brought failure and death. Even now some of their empires are still remembered – like Solomon. But those are stories for a different time.

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THE SHADOW OF THE CROSS

Are we perhaps prisoners of an ironic destiny that forces us to repeat our past? Or is it simply that we wake from a dream form another age? Because then, between the ashes of our own wars, there arrived a Messiah called Christ. He was a simple man who had nothing but wanted everything. He was a bright figure, a light that dazzled beggars and kings, whose surroundings filled those who were lost and needed something to believe in. It was said that he brought the word of an unknown God – a God over all things who gave us the power over life and death. And his word became law.

His doctrine said that all of us were equal under God, that we had a place in his home. He taught us compassion and forgiveness, but also to fear the lord and his vengeance. Magic and the supernatural did not have a place in his precepts – nor did those who utilized such things. With him appeared twelve apostles, bearers of his creed, by whom it reached almost every corner of the world. And by voice and sword, he was about to accomplish that which had never been done before – uniting us under one flag.

But every paradise has its serpent.

At the gates of Solomon, the last stronghold of an already wilting empire, Christ was betrayed by one of his apostles, a man who responded to the name of Iscariot. As payment, they gave him thirty pieces of black metal, which is said to have contained the knowledge to change Gaia.

Beware anyone who holds one of the thirty, as our sins rest upon them.

Christ was crucified that same night. Over the course of thirteen hours he laid there on the cross tormented along the walls of Solomon. When he expired, the skies did not open nor did the ground tremble. The waters did not turn into blood; neither did the firmament darken.

He simply died.

Zhorne Giovanni

The Eleven Holy Kingdoms

His death was only the beginning. The apostles finished that impossible dream for him, tearing down the walls of Solomon, thus destroying the last remnants of the Chaos Era. A new stage of history was beginning, and every man, woman and child were able to sense it.

The apostles built a city along the tomb of the Messiah, the holy Archangel. In due time, it would become the capital of the world. This city was the foundation of what would become the Sacred Holy Empire of Abel. The apostles, realizing that it was impossible for them to maintain unity in this newly formed Empire, divided the land into eleven dominions, proclaiming themselves prime spiritual leaders and, later, holy kings.

All of this happened approximately three years after the death of Christ.

Strictly enforcing the new doctrines, the apostles prohibited the use of magic and the mystic sciences. Thus, man slowly but inexorably separated the supernatural from his life. The Empire closed its borders to the other races, with whom they stopped having even the slightest form of relationship. They, lost in their own thoughts, did not give this act the fundamental importance that it would have in the end.

Had the religion veered from its original course, or was this always the intention of the Messiah? Be that as it may, the faith began to view the other races as monsters, demonic creatures that used dark and impious arts. The wizards and mystics were hunted by a branch of inquisitors whose occupation was to find and execute them. The eleven apostles, though exceptionally long lived, finally began to die one after the other, leaving the crown to their progeny. In no time, disputes started. The holy kingdoms began to separate themselves, joining together in various alliances that would maintain tense relations with each other for more then two hundred years.

But far away in the core seas, formed in the shadows, there stood a twelfth kingdom of men. Rah, the last descendent of Iscariot, decided that the time had come to act.

The War of God

Separated from the others, Rah had raised up a powerful nation, which he named Judas. Under his command, he united all those who had rejected the Christian dogmas or who had been persecuted by the Church. Barbarians, pagans, and wizards were converted into their armies. But Rah was not content. He made alliances with supernatural races and creatures. In his machinations, he even contacted the Duk'zarist, to whom he promised to give that which they most longed for – an end to their weakness to metal. In secret, he attracted the young Duk'zarist empress, Ark Noah, to the island of Tol Rauko, where he held her to force her people to support him.

Rah's objective was not simply to conquer. He set his goals much higher. His goal was to destroy "God" so that man could turn into gods. For him, religion was nothing more than chains that impeded us from reaching our true potential, a cloud that blinded our vision of the world. But the Vatican was not his only adversary. He also intended to destroy the non-human religions, consuming all the beliefs in the pyre of his dreams, until the only thing left of them was ash. Finally, when he believed himself ready, he declared war on the world. That was the year 223, a date that none would never forget.

He commanded an army the likes had never been seen, not even in the era of darkness. Primordial horrors and Great Beasts walked alongside men, Duk'zarist and giants, destroying everything they found in their way. The holy kingdoms did not know how to react at first. Distanced because of minor disputes, they were unable to respond cohesively against the coming forces; one after another they fell, totally devastated. Rah's army immolated their enclaves in chillingly rapid succession. Serrano fell in only a day. Bedoire did not last much longer than that – even with their great technical advances. The blood of millions cried out to the heavens, but the blue sky remained silent.

Seeing their ancient enemies rise again, the Elven nations and their allies offered their help, but mankind rejected them without giving them a single thought. Even so, the Sylvain were well aware that they could not sit idly by, and so they decided to initiate their war independently. But they could do little against the combined power of Rah's forces.

And then, against all odds, Zhorne Giovanni, the young uncrowned heir to one of the holy kingdoms, changed the tide of the war and brought us hope. A natural born leader, he was able to gather together the remaining armies and accepted the alliance proposed by the elves and other races. But even united, the power of Judas was difficult to overcome.

Seeing his troops in trouble, Rah abandoned the islands so that he could put himself in front of his armies, accompanied by his eight most powerful agents, the Conclave, who were like living gods. Nothing seemed able to stop them. However, something happened unbeknownst to Rah. While he was away, a single Duk'zarist, named Larvae, entered the underbelly of Tol Rauko and rescued Noah from her imprisonment. In the depths of the island, Larvae found something else as well. In that place, Rah was building a strange machine that combined a lost technology with magic, an artifact that channeled the souls of all the victims of the war. The liberation of Noah turned everything that had happened around. The Duk'zarist, on the brink of obtaining a total victory over their eternal enemies, retreated from the conflict, destroying the armies of Judas that they encountered.

Zhorne saw the opportunity that he had been waiting for, and continued his offensive with renewed energy until he made Judas' forces submit. Rah had to retreat, returning to his castle to wait for a new opportunity to regroup – an opportunity that would never arrive. With blood, pain and tears, the young Giovanni drove his armies through the desolated kingdoms until he reached the beach. There, gathering all the forces that remained at his disposal, he rode the waves towards the capital of Judas.

And at that instant, seeing the end from atop his castle in Tol Rauko, Rah's tragic cackle could be heard echoing across the island – an echo redolent with sadness and bitterness. It was painfully obvious that Rah's dream had reached its end, and so he committed the greatest atrocity.

If he could not save the world, then he would destroy it.

With Zhorne at the gates of his fortress, Rah started up the machine. Even now, we are unable to comprehend the true repercussions of what he did, but without a doubt, he created an unprecedented disturbance in the physical and spiritual world. Both C'iel and Gaira, who had up to this point been merely observing the war from a distance, realized the severity of Rah's actions and decided to stop the holocaust before his device destroyed all of creation. Their intervention prevented the machine from fully unleashing its effect. However, the damage it wreaked was already severe. This would be the last time that C'iel and Gaira intervened openly on Gaïa.

The Lord of Judas totally disappeared from the face of the earth. Physically in contact with his construction during the moment of its activation, his body, and perhaps his soul, couldn't withstand the tremendous power that was unleashed. Three years after its genesis, the war ended – but could anyone truly claim victory?

More than one-hundred million died during the conflict, and every civilization hung on the verge of extinction. Racial hatred had reached outrageous levels; the war's survivors killed anyone of another species on sight. In addition, supernatural beings were suffering for some unknown reason. It was as if they lacked a vital element, like air. And then, from the shadows of history, those who pulled the strings behind the world realized that the people of Gaïa would never be able to coexist again.

THE SEPARATION

What happened next is difficult to tell. At the moment of absolute chaos, three hidden societies, those puppeteers who secretly guided the history of the existence, began their preparations to save us from our worst enemy – ourselves. They were Imperium, The Technocracy and the Illuminati, and each belonged to the race of Men, Sylvain, and Duk'zarist, respectively. They had existed for thousands of years, though their actions had never been written down in books, and they possessed a combination of unknown technology and magic, superior even to the one Rah had used with such senselessness.

Everything began a few hours after the end of the war. These three organizations released a power that should have been reserved only for the gods – a force that shook the very foundation of reality. Such an event did not go unnoticed by C'iel and Gaira, who had received an unexpected formal invitation to be part of that strange project. Shajads and Beryls manifested themselves as ambassadors for light and darkness in a meeting in which the future of Gaïa would be decided.

Everyone gathered had come to the same conclusion – it was not possible for the different races to live together without destroying each other. In addition, Rah's machine had created a vortex that had reduced magic over a vast territory. Although its effects would gradually disappear, any supernatural beings who lived in that area would suffocate due to a lack of mystic energies. Therefore, there was only one solution – separate the world.

Imperium, The Technocracy and the Illuminati raised invisible walls across our reality, creating an impassable Barrier sealed with the blood of the Shajad and the Beryl. The distribution of territories was uneven. Humans, who were the most numerous race, kept the largest zone – the one most affected by Rah's machine. The three organizations came to a set of agreements amongst themselves, rules that they committed themselves to follow so as to maintain the equilibrium. Each of them would only deal with the enclave inhabited by their own race, and they would not intervene under any circumstances in the affairs of others enclaves. At the same time, they would keep the existence of the other worlds a secret.

Since that time, we only have access to a third of the world, ignorant about the existence of those creatures who live only in our myths.

These are our chains... and our salvation.

It was a time of great changes

THE HOLY EMPIRE OF ABEL

But... What had happened to Zhorne Giovanni? That child, barely seventeen years old and covered in the blood of his friends and enemies, would turn into the backbone of an Empire that would shake the very pillars of the earth.

The holy kingdoms had disappeared completely by now, and barbarians, bandits and supernatural creatures plundered the establishments of the refugees in search of gold and food. They say that heroism is born from need, and this was a time that cried out for heroes. In that period of decline, Zhorne, still in command of a small army, brought order to the chaotic lands. In blood and fire, he killed thousands of plunderers, allowing those who surrendered to join in the crusade.

A host of those without hearth and home followed him, for he gave them food and took care of the sick. A few months later, he reached the ruins of Archangel and ordered its reconstruction while he left with the army to safeguard the other territories. Refugees from all over reached the city, amazed by how much it had grown in only five years.

Finally, after almost a decade of continues fighting, Zhorne returned to the capital, where he made his most important decision. He gathered his four most important generals, and he granted them the title of the Lords of War. From now on, they would maintain the integrity of the lands under his control and help incorporate new territories. He also created the position of Supreme Archbishop, who would be in charge of spiritual matters and the Church. To assure the political stability of the unified lands, he separated them into Principalities, placing nobles or Church leaders as governors.

Thus it was that Zhorne Giovanni, on the 16th of September, 233 years after Christ, founded the Sacred Holy Empire of Abel, proclaiming himself Emperor and Supreme Pontiff.

But the twenty-seven-year-old Emperor did not remain inactive for long. Even though the Lords of War did an excellent job, he left once more to personally lead his army in the annexation of new principalities in an attempt to unify all of Gaïa under his sacred flag. During his travels, he discovered small isolated towns inhabited by supernatural beings who had tried to rebuild their homes after the war. With great pain in his heart, he felt obligated to exile them from his lands, knowing that he could not permit himself to feel compassion. If any resisted and refused to leave, he destroyed them without mercy.

Nevertheless, some survivors hide themselves among us, camouflaging their appearance thanks to their reduced supernatural abilities. To solve this problem, the Church recreated the Inquisition, which was provided with more power then it had ever had. The inquisitors, individuals selected with abilities that were almost superhuman – were charged with the task of hunting down the surviving wizards and supernatural creatures and destroying them completely.

But Zhorne did not want all of their works entirely lost. He wished that at least someone would remember the beings who had walked beside us before the war. Therefore, he created a branch of knights that answered neither to the Lords of War nor the Church, but only to him. He tasked them with conserving in secret the knowledge and culture of the myths of Gaïa, assuring that they wouldn't be forgotten. This powerful order settled in to Rah's ancient fortress and became known as the Knights of Tol Rauko.

Over the course of fifty years, Zhorne and his four Lords of War continued their task. Any territories that did not want to join the Empire were forced by the power of the army to seek out unification. First all of the Old Continent, then Lannet and Shivat, and lastly, the western continent – all gradually became a Principality of Abel. In this way, all of Gaïa found itself unified under a single flag. In the end, after almost half a century of fighting, the Emperor could rest and spend some time with his empress, who he had espoused when he had formed the Empire. And in the year 355, at the age of one-hundred and forty nine, Zhorne Giovanni passed away like he had always hoped – peacefully and in his own bed.

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His only son, Lazaro, inherited the crown of the Empire. Well instructed to carry its weight since he was a babe, Lazaro exceeded his father's expectations of wise rulership. Thus, the Giovanni House ruled over Abel for more than six centuries, and ushered in an age of great prosperity. The Empire, however, did experience some difficulties. It would be a lie to state otherwise. Lannet and Shivat tried to become independent on three occasions, and the Emperor needed to squash these rebellions. The Principality of Kushistan directly opposed the Vatican church, developing its own religious doctrines, and the power over the western continent began to dissipate slowly and imperceptibly. Nevertheless, all of these problems were settled with great skill and alacrity by the Giovanni emperors, who acted with just measures, always using the most appropriate method to solve each problem.

Man, bit by bit, began to forget any history prior to the Empire, until the existence of supernatural beings and wizards became simply stories that the elders told around campfires. Nothing seemed to be able to damage the power of Abel – until the reign of Lascar Giovanni.

Corrupted by the absolute power of the Emperor, Lascar led his court to a level of depravity and cruelty the likes of which had never been seen. He ordered executions without any meaning, possessed whatever woman he desired, declared senseless wars, and even drove his wife to suicide after she gave birth to his only son, Lucanor.

Elias Barbados, political cousin to Lascar and the youngest and most idealistic of the four Lords of War, saw the corrupt emperor's rule as a danger to the very foundation of the Holy Empire. He could no longer stand the actions of his lord and rose up against him. The coup d'etat occurred swiftly and with very little bloodshed. Everything was organized in Archangel, and even the Church and Tol Rauko turned their backs on the Emperor. The plan was simple; Elias would force his cousin to abdicate in favor of his son without causing him even the slightest harm. The Lord of War knew that if he executed Lascar, the Empire would crumble, as the Imperial Ruler would lose his holiness.

Nevertheless, proud until the bitter end, Lascar forced his son Lucanor to kill him with the imperial sword of Zhorne. That action condemned the heir and Abel urgently needed a new lord. Thus Elias, as the most direct descendent to the title, was proclaimed Holy Emperor with the support of the remaining Lords of War and the Supreme Archbishop Augustus. Unable to bring himself to execute the young Lucanor, Elias sent him far away, conferring on him the title of Prince to Lucrecio, one of the most important territories. Thus, in the year 957, the long genealogy of the Giovanni finally abandoned the imperial throne after almost seven centuries of rule.

Elisabetta, the child empress, and her tutor Kisidan

The Last Emperor

Elias was the perfect ruler, as at home in politics as he was on the battlefield. With skill and the proper decisions, he maintained stability in the Empire – even though many principalities believed that they had reached the ideal moment to declare themselves independent. Unfortunately, Elias did not have such luck in his personal life. His wife died giving birth to his first daughter, Elisabetta, which left him deeply hurt. Throwing the blame of what had happened on the child, he put her in charge of the Heaven Order, his personal guard, and avoided her whenever possible.

Soon after, his friend and mentor, the Supreme Archbishop Augustus, passed away without leaving a clear successor. The decision to choose his replacement was a difficult task, since none of the applicants appeared to be qualified. Nevertheless, in one of his interviews, Elias met a young abbess, named Eljared, who, at barely twenty-six years of age, had already reached the highest rank that a woman could achieve within the Church. The Emperor became fascinated with her, unable to get the young woman out of his head. They spent a lot of time together, and to the surprise of the whole Empire, he decided to grant her the title of Supreme Archbishop, an act that contradicted every ecclesiastic tradition.

Many principalities and a great part of the Church rebelled against his decision, but the Emperor let the protests fall on deaf ears. Little by little, the new Archbishop began to show more power within the Empire. After a time, the Emperor would not make a decision without her advice. Finally, Elias left Abel in her hands, blinded by the love that he felt toward her. At that moment, Eljared was able to monopolize as much power as the Emperor himself, making her own decisions without giving any explanations.

The principalities emphatically protested her actions, until Maximilian Hess, Lord of Remo, accused her publicly of enthralling the emperor with witchcraft. A week later, the Empire's troops would descend upon Remo with such enormous cruelty that the rest of the principalities felt shaken. Soon, some lords declared themselves independent from the Saint Holy Empire. Having been contradicted, Eljared declared war on every rebelling kingdom, ordering her troops to leave no stone unturned wherever they passed through.

It was then that the Lord of War Tadeus Van Horsman, personal friend to Elias and general of the armies of Archangel, implored his friend to stop such atrocities. Elias, however, barely reacted to the supplications of his old brother in arms, recommending that he should remain on the sidelines unless he himself wanted to be accused of treason. Seeing that he had no other options, Tadeus raised part of the armies of Archangel and, in the name of the future Empress Elisabetta, he stormed the palace.

Tadeus simply wished to detain his lord in much the same way that Elias had tried to do years before with Lascar. Again, however, nothing ended as it should. The young Empress, who was only twelve years old, stopped Elias and urged his father to reconsider the start of the war. Paranoid and crazed, the Emperor accused the girl of being the basis of all his sorrows, and he tried to execute her. At that moment, Kisidan, lord of the Heaven Order and mentor to Elisabetta, intervened. Unfortunately, he found himself obligated to end the Emperor's life. That fateful night was not like any other. An enormous storm covered the skies of Gaïa... and for a few minutes they turned crimson, like blood.

The death of Elias revolutionized the Empire. Archbishop Eljared disappeared, and nothing more would be known of her. Tadeus and the Heaven Order placed themselves under the command of Elisabetta and declared her the legitimate heir to the throne of Abel. However, the rebelling principalities refused to accept her as their supreme ruler, and some of the Lords of War believed that she was too inexperienced to hold such a high title. They proclaimed themselves sovereigns of the territories they controlled. And during that period of chaos, the Church named their own Supreme Archbishop who, in waiting for a new Emperor, believed that he wielded absolute authority.

And for the first time since the dawn of the Empire, the world returned to a period of uncertainty...

The Present

It is now the year 989. Magic is returning with strength to Gaïa, and the line that separates the world of Wake with ours is becoming evermore fragile. The Empire has shattered into tiny pieces, and a three-way battle for control is about to commence between the Empress, the Lords of War, and the Church. The souls of the supernatural beings who have died over the course of these last centuries are being reborn in human children, giving rise to the birth of the Nephilim. In addition, entities that have survived for eras hidden from man have realized that the moment has arrived to manifest themselves in the world.

All of them can feel it. It has begun.

And all the things I have told... I have seen them.
Because I never forgot.
That was my damnation.

Chapter 18
Countries and Cities

The darkness envelops all of us.
But while the wise man stammers against a wall,
the ignorant man remains in the center of the chamber.

A. France

This chapter examines the geopolitical situation of Gaïa and explores some of its major cities.

GEOGRAPHY

Gaïa is divided into two large landmasses, separated from each other by a narrow ocean. In the east, we find the Old Continent, divided in various parts by an interior sea. The continent's northern zone consists of a set of mountains and thick forests, although there are also plenty of meadows and prairies. It shares several similarities with Europe and the upper part of Asia, whose vegetation varies depending on the location between the Atlantic and Pacific. The weather tends to be fairly cold along the northern coast, with constant ice and snowstorms. Nevertheless, the closer you get to the Interior Sea, the warmer and more "Mediterranean" it becomes. The southern portion of the Old Continent does not have many mountains, and it is generally a fertile area with a pleasant climate. However, there are several desert-like zones with elevated temperatures. Lastly, in the eastern section of the Old Continent, one can find the isle of Varja, which stands out because of their dense vegetation and elevated mountains.

The New Continent is a zone with a very diverse geography whose size is similar to the American continent. The New Continent contains area with large steppes and extensive forest vegetation – particularly toward the south.

POLITICS

Traditionally, the Empire was divided into Principalities, which were the equivalent of countries or kingdoms. Each one possessed its own laws and customs, as long as these customs did not contradict the norms and tradition of the Empire. Many Principalities were governed by nobles or high-ranking churchmen, although it was also possible that a counsel of bourgeoisie or wise men would rule. The Emperor was the supreme figurehead militarily, as well as politically and religiously. All spiritual and temporal power were gathered in his person. He was the center of the Empire and his will was respected by all. Ultimately, he was in charge of mediating the more important disputes between the Principalities or his lords.

The only religion permitted in the Empire was Christianity. The Church had a subtle influence in all the Principalities and controlled a great deal of the higher ecclesiastic offices, whose words carried a great deal of weight with the people.

Militarily, each Principality had the right to raise its own army, as long as it didn't exceed certain limits imposed by the Empire. Nevertheless, the true military power resided in the four Lords of War, who functioned as supreme generals of the Emperor and were charged with supervising and maintaining control in the Empire's diverse territories. One Lord of War was in command of the New Continent, and three were in charge of the Old Continent – one in the north, another in the south, and the third (and most important) in the heart of the Empire. On some occasions, irreconcilable differences developed between the Principalities, in which case the Emperor would authorize a war where civilian lives and the integrity of the people and city were respected. The Lords of War controlled these conflicts as High Arbiters; once one of the sides had suffered sufficient losses, the battle would end. The true crusades, however, were generally fought politically – influence, favor, and contacts were much more important than a powerful army.

A lot has changed since then, however. Currently Gaïa finds itself in a precarious political state. After the death of the previous Emperor, the Sacred Holy Empire of Abel is fragmented, and many of its Principalities have declared themselves independent, refusing to acknowledge Elisabetta Barbados as the legitimate successor to the throne. Only one of the four Lords of War, Tadeus Van Horsman, the most powerful of them all, supports the young Empress – although Mihjail Mashen'ka, Lord of the New Continent, is also slowly moving toward this position. The other two lords have each proclaimed themselves heir to the Empire, and they are, for the moment, trying to expand their powers to establish their own kingdoms in the territories they control. Lastly, a series of powerful Principalities wish to remain autonomous, answering only to themselves.

The Church remains neutral, for now – waiting to see if the Empire recovers or if a new political system will arise in its place. Either way, the Church battles feverishly against the Principalities that have split from the Christianity and those that admit the existence of polytheism.

Currently, war does not mar the landscape, but a great tension exists between the various territories. Only time will tell if this tension will ease or lead to grand scale conflict.

Some Notes of Interest

The Empire uses the same calendar that we use currently – with twelve months and four seasons of the year. Barring strange exceptions, like that of Lannet, Shivat or Kushistan, Latin serves as the traditional language in the Principalities. However, some ethnic groups or regions still retain their own dialect, as well. In an attempt to separate themselves from the traditions of the Empire, many of the Principalities and independent kingdoms have changed the calendar and "reset" to Year Zero.

Science and Technology

The average technological level of Gaïa is similar to the last years of the Renaissance period. Regardless, there is a great imbalance, skill-wise as well as culturally, between certain Principalities. In fact, some areas – like Lucrecio, Abel, Ilmora and Togarini – possess knowledge that puts them at the cusp of the Enlightenment, while others, like Goldar, remain mostly barbarians.

Surprisingly, great progress has been achieved in mechanical engineering, especially in those disciplines related to cogwheels used in clockwork. It is even possible that some Principalities will develop the first big windup engines – although as of yet no one has been able to achieve that.

Another of the great advancements appeared a little over a century ago with the invention of black powder. Soon after that, weaponsmiths developed wick arquebuses and pistols – but they are still rare artifacts sold at truly exorbitant prices. Currently, no army in the world could afford to arm itself with firearms. Even Abel possesses only a few hundred arquebuses, which they reserve for their elite troops.

Without a doubt, however, the most surprising and revolutionizing advance came from Lucrecio just a few years ago. Lucanor Giovanni has developed the first zeppelin in Gaïa, and he has started to build two more models which will serve as a form of transportation between the Principalities for those who can afford to pay the passage.

Law and the Courts

In general, the law of the Holy Empire is pretty well established – similar to the last years of the Enlightenment, with a few uncommon advances. The same laws apply to nobles and the common citizenry, although each class has its own tribunal and, naturally, the aristocratic tribunal is much more permissive with privileged individuals. Each Principality once had its own laws, but the Empire dictated a series of judicial doctrines which the Principalities had to adopt.

For example, the death penalty was only applied to situations that were very uncommon – as a sentence for acts of high treason, assassination, or crimes of a religious nature (normally judged by the inquisitors and the ecclesiastic tribunals). Slavery was completely abolished regardless of the color of one's skin, although not servitude.

A great majority of the countries that have separated from the Empire now ignore the guidelines of Abel. On the other hand, some more traditional countries, like Lannet, Goldar, Kushistan or Corinnia, have even more antiquated laws.

PRINCIPALITIES

We shall now look at each of the principalities of Gaïa, grouping them by the different areas of influence.

The Holy Empire of Abel

The territories of the Sacred Holy Empire of Abel are made up of those Principalities that, after the fall of the Emperor, recognized the young Elisabetta Barbados as the legitimate successor to the throne. It finds itself situated in the central part of the Old Continent, and despite its dismemberment, it still constitutes the strongest economic and military force in the world. It maintains the same political system from previous years, uniting in the figure of the Empress all military and religious power. All the armies of each loyal Principality, as well as the forces of the most powerful Lord of War, Tadeus Van Horsman, are at her command. Setting aside their differences, all the governors of these regions dream of restoring the Empire and occupying a place of privilege within it.

ABEL

Abel is the heart of the Holy Empire. Lead by the child Empress Elisabetta Barbados, it is the most prosperous and powerful of any region in all of Gaïa. It is made up of a multitude of towns and cities that have reached an impressive cultural development, thanks to its schools and universities. Multiple ethnic groups and cultures coexist peacefully within its borders as a consequence of the continued immigration of refugees looking for shelter during periods of war. All of its citizens feel proud to be a part of Abel and the Holy Empire – especially the members of the capital, Archangel, which is the most important city in the world.

Commerce with other Principalities is constant. Livestock and agriculture occupy a privileged place in the economy of Abel. The nobles are divided into aristocrats and bourgeoisie (who bought their titles with money), and control the great fiefs and large estates over the vast region. The power that the Church wields is clear to both the people and high-ranking nobles. The Empress controls the vast majority of high-ranking religious clerics, but they continue to have a strong link that binds them to the Albidion Church and the Supreme Archbishop. The nobles and the clergy maintain an undeclared war as they contend with each other to place themselves near Elisabetta and influence her. However, she currently only follows the advice of Tadeus and her tutors in the Heaven Order.

DALABORN

Found north of Abel, this territory is governed by Prince Edgar Vale, although Tadeus Van Horsman actually exercises true control over this region from his twin places of residence – Archangel and Eron, the fortified capital of Dalaborn. This Principality is almost a military state. Towers and high walls rise everywhere, and the multitude of soldiers marching through the streets give its cities the appearance of constant battle readiness. The aristocratic nobility occupies a place of favor, and the bourgeoisie are sparse. The lack of ornamental architecture on buildings speaks a lot about the practicality of Dalaborn's citizenry.

Great green plains, crowned occasionally with a few sparse forests and separated by its only big river, the Anluin, cover Dalaborn. There are a multitude of towns built around great castles and fortresses, which are controlled by the feudal lords and agents of Tadeus. The biggest of them all is Ogara's Castle, also known as The Scarlet Fortress.

ALBERIA

Because of constant rain, Alberia finds itself full of leafy forests and green mountains. The villages and towns tend to be close to one of the multiple rivers that cut through its territories. Big cities are uncommon. Wood represents the principal source of income of the interior lands, and fishing serves as the principal source of income for the coastal ones. Prince Arthurias rules over the region, alongside of a democratic Parliament elected by the people. This system has recently caused some tension between the nobles and the common people, however.

Alberia remains loyal to the Empire, but it strives to avoid any sort of armed conflict. People here tend to be suspicious and conservative, preferring to avoid foreigners, especially those who have separated themselves from Abel. Alberia only trades with Galgados or Dalaborn – although on rare occasions it will deal with Kanon, providing them with raw material needed in their shipyards. The large amount of forests, coupled with a wide expanse of unexplored regions, has created hundreds of myths and legends concerning some of its verdant groves. Christianity, although considered their official religion, is very seldom practiced in the towns. The villagers have their own beliefs and superstitions based on stories or fables.

ILMORA

The small Principality of Ilmora is the current cultural core of the Sacred Empire. It is known for its high towers and the knowledge that it holds within. A council made up of the twelve most renowned scholars governs the territory. Its cities are prosperous, overflowing with creativity and culture, given that the government encourages all kinds of academic activities, creating schools and centers of study that are free for everyone. Educated people are well thought of in Ilmora, unlike those who seem belligerent or who act without manners. This region obtains its benefits from its commerce in art and the multitude of schools that copy books. In addition, many patrons of other Principalities support Ilmora's young artists or send their own children to study here.

GALGADOS

Galgados is an immense area of hills and mountains. The Mountain Range of the Winds delimits its eastern border with Alberia and Dalaborn. This range can only be crossed through a small pass of vital importance, called Hecate, where the greatest amount of ancient ruins can be found. Galgados lives off of its iron mines, that is exported almost completely to Dalaborn for the fabrication of weapons. It possesses a hard climate, with strong winds that whip across the area frequently. After the death of Victor Daorland, the previous viceroy, his three heirs (two boys and a girl) find themselves in an intricate internal struggle to gain Elisabetta's favor and receive control of the Principality. The problem is that two of them, Karlson and Frederic, are twins, while Marina, the first born, declares her right to the throne for the same reasons that permit Elisabetta to claim her title as the Empress. The people also find themselves alienated into three factions, and in some cities, they have divided into municipalities, commonly clashing between the different parties. The people are anxiously awaiting the Empress' decision, but whoever she chooses, it is sure to cause problems.

KANON

The lands of Kanon make up the actual southern border of the Holy Empire. Kanon represents seventy percent of Abel's naval force, whose fleet controls the peace of the maritime routes in the Interior Sea. Its economy maintains itself thanks to fishing and the levies it benefits from escorting commercial crafts from other kingdoms. The reputation of its ships is well known in all parts of the world, and the secrets of its warship construction are jealously kept by Kanon's master shipbuilders. In the interior, there are a great deal of moors that extend across Kanon. Here, one can find scattered farms and small estates that dedicate themselves to providing wood to the naval shipbuilders.

HELENIA

Helenia is a tranquil region of stockbreeders and farmers. The population is sparse, and it finds itself dispersed in a multitude of towns scattered far and wide over the region. Its main source of income comes from the exportation of cereals, cotton, and corn – although the raising of horses also represents a great economic benefit, given that Helenian purebreds are famous all over the continent. Unfortunately, the steep mountains that border the Interior Sea prevent maritime commerce or the exploitation of the sea. Nobles in Helenia are almost nonexistent, and only a few great landowners exercise some sort of control over their farmlands. The government is in the hands of its prince, who assembles annually with the representatives of the towns and the nobles to impose new laws or modify existing ones. The only big city in the entire area is Farna, where holidays are normally celebrated for the treatment of horses, grain, and other primary needs.

ARLAN

Integrated in the central nucleus of the Empire, Arlan is a commercial Principality that specializes in maritime transportation. The seven most wealthy men and women of the territory control this region. They call themselves The Council and control the commerce and organizations of all the cities and ports, making decisions that, in general, are good and fruitful for Arlan's development. The most important city is its capital, Karh, which serves as one of the largest commercial ports in Gaia and an indispensable place for travelers to pass through. The Principality basically trades in products from the New Continent, exporting them to the interior regions. Markets, stores, and herbalists are found in all of its cities and towns, especially in the capital. Arlan is a loyal Principality of the Empire and a powerful economic force that offers a great deal of benefits to the throne of Abel. Its armies are very sparse, but it possesses some of the best guards in the Old Continent so as to assure the proper functioning of commerce.

The Barren Icy Lands

The territories that are spread out along the northernmost region of the Old Continent are known as the Barren Icy Lands, an appropriate name given the low temperatures and constant snowfall that plague the area. The three Principalities that comprise the Barrens took advantage of the Emperor's death to proclaim themselves free nations. None of them have the slightest intention of returning to the Holy Empire. They have imposed their own laws and, in a large part of these Principalities, only dialects that are distinctly different from Latin are spoken.

One of the dark forests of Moth

GOLDAR

Winter is very hard in Goldar. Its beautiful scenery and farms are always covered in snow during this time of year, which makes life in that region very difficult. Though in years past Goldar was a powerful nation with a strong army, it has sunk into cultural decadence during the past two centuries. Its people are recognized for their coarse customs and rude dealings, but they have a distinct sense of honor and duty to their lords.

In actuality, Goldar isn't really a nation, but rather a set of fiefs that maintain an intricate internal fight amongst themselves. Each one tries to rise above the others, for which they progressively levy taxes that slowly pick at the farmers, with the intention to fortify their personal armies. Only the threat of an exterior enemy makes the fiefdoms come to any sort of agreement. Goldar also stands out for its dense forests, filled with wolves and wild animals that have been the basis for many legends and myths.

HENDELL

Only the southern part of Hendell, known as the Barren Warm Lands, is livable, while the northern section is made up of frozen lakes and glaciers that can be fatal for someone not accustomed to the climate. The territories of the Barren Warm Lands do not have a lot of settlers. Its inhabitants generally live in fortified towns, called Bastions. In the frozen region of the north, only a few nomadic tribes, known as the People of the Lakes, survive.

King Erick Sterki, nicknamed The Strong, governs over Hendell after the fall of his father. As of late, he has given his unconditional support to one of the feudal lords of Goldar, waiting to obtain great benefits after he is placed on the throne. Erick is praised by his people as a hero, and many consider him the greatest king in the history of Hendell. It is said that he is also one of the most skilled fighters on the whole continent.

HAUFMAN

King Hagen's territory is almost made up entirely of a large mountain range, known as the Peak of the World, that keeps the kingdom isolated from the rest of the continent. Through all of its territory, Haufman only has three important cities – although a multitude of towns exist all along the elevated areas of the mountains. Several islands also exist within the kingdom, though most are uninhabited due to the extreme climate. Snow can be found all year round, and strong, icy winds continuously whip the land. Naturally, life is very hard in such a hostile environment. Men and women dress in thick animal skins, and hunt and fish for their sustenance. Haufman's cultural level is almost non-existent, and its citizens trust more in strength than in any other quality. Considered pagans by the Church, the people of Haufman feel little fidelity toward Christianity. Many worship their own gods that rule over mountains and rivers.

The Dark Lands

The Dark Lands receive their name because of the strange occurrences those who travel their find themselves immersed in. Even during the time it was controlled by the Empire, they were troubled areas filled with myths, mysteries, and unexplored zones. Currently, The Dark Lands have separated themselves from Abel who, it seems, has not made a decision regarding what to do about them. Perhaps this hesitancy occurs because of lack of interest, or maybe because the forces of Abel would have to cross Goldar to reach The Dark Lands.

MOTH

The vast, cold lands of Moth are plagued with swamps and rivers, many of which are surrounded by thick and dark forests or closed off valleys. A thick fog appears each day, giving the region a dismal and dark appearance. Moth lives in an almost complete state of isolation from the rest of the world. Prince Lucer Grey rules this land – though he exercises little or no control over his Principality. There are very few cities in Moth, and even those few are generally meager in size. In great part, the region is replete with backwoods towns, governed by their respective mayors or feudal lords. Its people are very tied to their traditions and to mysticism, but many are also devoted Christian believers.

Although it seems impossible, there are still many unexplored territories in Moth. Since some of its sections are difficult to access, many expeditions have disappeared while exploring. Rumors have been going around the last couple of years that a great city, called Graven, is being built in the center of the Principality. It seems that many have found this city by chance. Furthermore, it is not listed on any map of the region, and those people who leave Graven do not know how to return.

DWÄNHOLF

Dwänholf is an ideal place for outlaws. The interior lands that border Moth and Hendell are barely fertile – and almost totally uninhabited. The bad climate is constant in these humid lands, as is banditry and looting. The cities of Dwänholf are always next to the sea. Its ports are illegal, filled with many pirates of the Interior Sea. This Principality is constantly overflowing with people and goods of doubtful origin. It is very unsafe to live or travel in these lands, especially at night. Nevertheless, taxes are non-existent, and one can find all kinds of stolen goods at a reasonable price. The Principality is controlled by an association of nobles of dubious reputation, along with some rich bourgeoisie, who are attempting to recapture the cities without the help of the Empire.

The Coast of Commerce

The principalities of Gabriel and Phaion have found themselves immersed for the last several years in a desperate race to be the cultural and economic leaders of the world. The coasts, rich in resources, gives these lands the name that they so deserve. Maintaining independence from the Empire, they do not reject commerce or the influences that comes from trading with it. The climate and vegetation of the area largely resembles that of the Mediterranean, like all of Interior Sea. The entire region is filled with fertile vegetation and leafy forests.

GABRIEL

Gabriel is one of the richest Principalities in Gaia. Its secret – prosperous cities with productive lands and a beneficial maritime commerce with exotic countries from the south. Palaces, amphitheaters, and high towers attest to the beauty of its cities. Luxury and wealth reigns in Gabriel, and its refined inhabitants follow fashion trends as if their lives depended on it. Chancellor Joshua Fardelis's leadership is responsible in great part for the current economic climate. A council, formed by the nobles of the city and lead by the Chancellor himself, controls its good functioning. Oblivious to the Empire, which they consider to be decadent, Gabriel's citizens have focused their sights on the exploitation of maritime commerce with lands to the south and east. Each noble house has its own army of mercenaries, and politics takes up a vital part of the nobles' time. In contrast to so many splendors, the poor and beggars work the streets trying to earn a bit of food that they can eat – though they are thrown out of the areas that nobles tend to frequent.

PHAION

Phaion is the principal exporter of goods of Lannet and Shivat to the Old Continent. Livestock and agriculture guarantee that the needs of this Principality are met, but the true source of its income resides in commerce. Its enormous fishing and commercial fleet provide great economic stability. The Merchant Association controls the cities, especially the great ports, from Markushias, the capital. The inhabitants of Phaion hate Dwilnholf, which they detest for that Principality's piracy. Usually, Phaion merchants contract several mercenaries as escorts for their ships. They also do not have much appreciation for the people of Gabriel, against whom they compete commercially. Phaionites regard those from Gabriel as ostentatious and overbearing.

The mix of occidental and oriental cultures that exist in Phaion is the most characteristic feature of the region. The architecture of its cities combines the traditional elements of the Empire with decorative details from Lannet and Shivat. Additionally, a great percentage of its people are oriental, blending much more openly with western cultures and peoples.

The Azur Alliance

The strongest opposition block toward the Empire is formed by the Azur Alliance, made up of the principalities of Togarini, Remo, and Bellafonte (where the Lord of War Matthew Gaul had his area of influence). Each one of these countries is completely independent, but they form a common block against Abel. It is known by all that Gaul pretends to raise his own Empire, even though Remo and Bellafonte are not completely in accordance with it. These countries have declared the start of a new calendar, and they have started to mint their own currency.

In general, the lands of the Alliance are fertile and possess a climate and vegetation most analogous to countries on the Atlantic side of the world.

TOGARINI

Togarini was the first region to declare independence from the Holy Empire. The Lord of War, Matthew Gaul, refused to accept Elisabetta as the new Empress. He considered her weak and, as a woman, incapable of wielding such power. Gaul, who had his residency in Togarini, deposed the previous prince and named himself Lord of the Principality and true heir of the spirit of Abel.

Togarini is one of the most culturally and militarily advanced kingdoms in the world. Almost all of its roads are paved, its cities are overflowing with activity, and livestock (as well as agriculture) keep it prosperous. The wines and drinks that Togarini produces are known as the best in all of Gaia. In regards to its martial strength, Gaul has unified the old army of the Principality with his own soldiers, creating one of the strongest military forces in the world.

The Principality is filled with prosperous towns and grand cities, including its capital, Kaine – a fortified town built on top of an immense plateau. Togarini leads the Azur Alliance alongside of Remo and Bellafonte. Given that their northern borders lie alongside of Abel's, there is a great deal of friction between the two countries. Neither side, however, wishes open warfare – at least not at the moment.

BELLAFONTE

The influence of the Episcopal States is noticeable in the territory of Bellafonte. Monasteries and churches adorn its green prairies and low scrublands. This region is well known not only for its good economy, but also for the magnanimity of its Duke and governor, Juliano Stratto. The penalties for minor crimes, perhaps too soft, has inspired a great many bandits and outlaws to venture in Bellafonte. On the other hand, religious crimes are punished in an exceptionally cruel way, leaving judgment and execution to members of the Inquisition. There are very few towns, and almost all of its people congregate in big cities that are scattered all along the Principality. The nobility has strong ties with the Church, and it is common that each of the hundreds of aristocratic families of Bellafonte have at least one of their members undertaking an ecclesiastic career.

Bellafonte fiercely supports the Azur Alliance, as it believes that Abel has forgotten its Christian roots. However, its leaders don't wish to see Gaul in the Emperor's position, either.

REMO

Poor administration and the corruption of its rulers have lead Remo, formerly one of the richest Principalities, to fall in to great poverty. In addition, many of its main cities were obliterated by imperial troops at the order of Eljared, which has created a mass of refugees forced to beg where they may. Maritime commerce with the New Continent, previously fluid and important, has almost disappeared, since currently Arlan monopolizes all of this trade. Imported products have now become a luxury, and few are willing to pay for them. Filthy streets, ramshackle houses, and pathetic looking citizens are all that is left of a once great Principality.

The only thing of any value that Remo retains is a powerful army. Its new governor has signed a treaty with Togarini to support Matthew Gaul in return for economic aid. In this way, the Principality hopes to rebuild and renew itself. Remo's citizens openly support the Alliance, considering the Empire the source of their downfall. Remo also possesses a great deal of ancient ruins, some of which have not yet been explored.

The Episcopal States

Argos and The Dominion are traditionally called The Episcopal States, as the Church, in one form or another, controls both Principalities. Although The Episcopal States are not formally separated from the Empire, they have not recognized the Empress as the legitimate successor to the throne, either. For now, they have elected a new Supreme Archbishop, power that traditionally belonged only to the Emperor.

Ecclesial law reigns with strength in its towns and cities. Any act that resembles witchcraft or other supernatural power is denounced without hesitation by the Inquisition.

THE DOMINION

The Dominion is the headquarters for the Church. Many years ago, the Emperor granted the Supreme Archbishop his own Principality and, like any other noble, the Church's leader could found his own capital. This is how the Vatican city of Albidion, currently the diocese of the Archbishop Magnus, arose.

Originally, The Dominion limited itself to two single islands found in the south, but recently it has acquired a territory on the continent that was ceded to it by Argos. As is to be expected, the people who live in The Dominion are exceptionally religious. Almost a fourth of The Dominion's population is made up of clerics or other ecclesial officers that have some direct link to the Church. Those who wish to become priests have the right to a free education, and many parents send their children to monasteries so that they can be instructed. These lands are continuously visited by pilgrims who wish to know the holy city. For the rest, commerce is scarce, and the little agriculture and fishing that is produced are not enough to supply the population. However, The Dominion is a powerful economic force thanks to the donations and tithes that come from all corners of the world.

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ARGOS

Argos is an independent territory that receives secret subsidies on behalf of the Church. It is, without a doubt, the military arm of the Vatican. Endowed with a large army and devoted crusaders, this kingdom waits for armed conflict to finally break out against Kushistan, a "poisonous country" that is debasing the faith of the world. There are, however, less spiritual interests at play over Kushistan, as the King of Argos would gain several economic benefits if he were to conquer those lands.

Independent States

The remaining states of the southern area of the Old Continent are known by the name of Independent States. These principalities have disconnected themselves from Abel, but they have not made a common front of opposition, like that of the Azur Alliance. Simply put, they pretend to be autonomous states, more opposed to the Christian Church then to the Empire proper. In reality, none of the Independent States ever truly felt connected to it, but the Empire's military power kept them bound.

KUSHISTAN

Small deserts and warm zones give way to green cities with abundant water and vaulted designs. Exquisite palaces with exuberant gardens contrast with the low-roofed clay and cane houses found in its cities. Kushistan is one of the strongest economic and military powers of the Independent States. Its settlers live in constant tension with the Church. Profoundly religious, they have their own customs and traditions that differ radically from those of Christianity. Because of that, they have a bad relationship with Argos, including small skirmishes that break out along the border. The political and religious leader of this Principality, Ben Sharid, controls Kushistan in an intricate and complex pyramid system.

Since its separation from the Empire, slavery is permitted in Kushistan, and women have become second-class citizens. The laws, extremely harsh, are even more draconian for foreigners (who are often driven out of the country). They speak their own language, called Jashu – although a great number also know Latin.

KASHMIR

Behind the Salazar deserts rise the Kashmir mountains. Stony terrain, dry beds, and extremely hot areas give way to places more habitable and fertile. Kashmir contains a great gathering of towns, built of canes and clay. Hundreds of tribes coexist, each one with its own customs and traditions that differ incredibly in each part of the territory. These tribes pay no attention to the Empire or its interests at all. They live off fishing, hunting, and livestock.

NANWE

Nanwe consists of largely unexplored jungles filled with deep rivers and thick vegetation. Many explorers have ventured in to these places in search of legendary cities or ancient treasures. Every now and then, expeditions are organized to this peninsula to hunt exotic animals as well. A few nobles, given the responsibility years ago by the Empire as Lords of these lands, own a few diamond mines from which they gain great benefit. The existence of some tribes native to the jungle is documented, but no one knows much about their society or customs.

SALAZAR

More than anything else, Salazar is an immense desert. Few are the natural resources that can be found in such an environment; life in such conditions is truly difficult. Twelve nomadic clans are the only inhabitants of the desert, constantly traveling its ardent sands to find the scarce oases that exist scattered throughout the land. The tribes find themselves permanently pitted against each other in an intricate fight to conserve the best areas of the desert. Naturally, water has more value than gold.

In the past Salazar was ruled by a delegation elected from the tribes by the Emperor, an act that always caused problems and disagreements. After the fall of Abel, the clans completely ignored the previous prince and dedicated themselves to acquiring the best territories.

STYGIA

Stygia's economy is based on slavery and commerce, fruit of its gold mines and items fabricated with the precious metals. Its citizens are dressed in meager clothing, with a plethora of silver and gold adornments that show off their burnished skin.

Unlike in Kushistan, Salazar or Kashmir, Stygia allows women to hold positions of importance within society – generally as priestesses, wise women, or even warriors. Its four sole cities rise along the length of the tributaries of the Iometh River in the north of the country. The southern part of the kingdom is a terrible desert, populated only by a few spread out nomadic tribes.

Liberated by King Ahiyoreph, considered to be the true Emperor, the Stygians compose an independent culture that counts on the support of Kushistan and Kashmir. Isolated from the west and immersed in its own world, they reject any form of contact with the Empire or its political interests.

BAHO

The lands of Baho are made up of steep mountain ranges, valleys, and a few outlying lakes. In the past, inhabitants of Salazar emigrated from the desert in search of more fertile lands. The current inhabitants of Baho are men and women accustomed to the altitude and terrible climatic changes. Its two main cities, Sherena and Tirghu, are built from the same stone that makes up the mountains they live on and house almost all of the people in this Principality. Haughty and proud, the warriors of Baho follow their own code of honor, and they are more than willing to help Kushistan in the face of a possible armed confrontation with the Church.

This Principality has two leaders which are chosen from the wisest and strongest of men every ten years.

Varja, the Eastern Lands

The Eastern Lands are made up of Lannet and Shivat. These two Principalities keep themselves very isolated from the rest of the cultures and beliefs of the continent. All through history, they have led numerous frustrated attempts to separate themselves from the Empire. With the fall of Elias, they have found the ideal time to do it, and both of them have declared themselves independent states. The people of Varja speak two different languages – Lannetense and Shivatense – and very few people truly know Latin. They also have their own currency, different in shape from those of the rest of the world. Anecdotally, both countries have been facing off for years, but their desire not to be the Empire's prey prevents a conflict from breaking out. In addition, they are separated by a steep mountain range, requiring whole weeks to cross.

A traditional temple of Lannet

LANNET

Lannet is a land that basically lives off fishing and commerce with the west, given that its extravagant products are very sought after by westerners. Among many other things, its weapons and steel are renowned the world over for their quality. Nonetheless, the people of Lannet are exceptionally xenophobic with westerners, and they only allow them in their port cities if they have a permit. They are, without a doubt, a closed culture with old traditions and formalities.

The population is divided into two different casts – serfs and nobles. Nobles, who belong to samurai houses, are the only ones permitted to carry arms, while serfs live submerged in the most complete subjugation. The Lannetense sense of honor, as well s many of their customs, can be a bit confusing at times for westerners. They openly reject Christianity, which has provoked a confrontation with the Church, although not in such a direct way as it occurs with Kushistan.

Its territory is small and very mountainous, but regardless of this, its lands have a great many inhabitants. There are only two major cities, but hundreds of towns exist, separated by mountain areas or lost within wooded valleys. Currently, the Emperor Akira Tachibana rules the five governing houses of the principality, though he maintains certain disputes with the Shogun, an important military general.

SHIVAT

The lands of Shivat are fertile for the cultivation of rice, soybean and spices. Deep rivers and great wooded mountains adorn its beautiful sceneries, so extravagant to continental visitors. Although not as xenophobic as their neighbors from the north, Shivat's inhabitants barely tolerate westerners. However, they do allow them to enter their territories and have even adopted some characteristics from the Abel culture. The Shivat Emperor rules with total power from the golden palace in Shan Lu. The nobles do not have as much power in Shivat as their counterparts do in other Principalities. Like Lannet, this kingdom usually trades its products in foreign countries, but it is a self sufficient Principality, capable of meeting its own primary needs.

Shivat is the birthplace of the martial arts. Within it, set apart from the mountains, sits Maishen, the greatest temple of combat styles in the world. Every five years, a tournament of unarmed combat is organized, which fame is well known in Gaïa.

The Neutral Areas

There are two areas in the Old Continent that deserve to be mentioned on their own, given that they do not belong to any of the territories that have been mentioned so far.

LUCRECIO

The principality of Lucrecio is warm, with a multitude of rivers, green fields, and small mountains. Everyone within its borders lives with a great sense of well being, which often makes them ignore the outside world. This is due in great part to their charismatic ruler, Prince Lucanor Giovanni, who is venerated by its inhabitants.

Lucrecio capital has changed names recently and, in honor of its lord, it is called Du'lucart. The laws apply equally to everyone, and its people have an elevated sense of honor and duty. They feel proud to live where they do.

The cultural development in Lucrecio exceeds that of the majority of the Principalities, and its cities have libraries and public schools which anyone can attend free of charge. It also has the Grand University, the most important center of studies in Gaïa, where classes are given regarding all the known sciences.

Its armies are not very powerful, but it is said that Lucrecio has the greatest spy ring in the world, and that its lord is aware of absolutely everything that happens in Gaïa. For now, no one knows exactly what the last descendent of Zhorne Giovanni's intentions are. He has not declared himself independent from the Sacred Holy Empire, nor has he sworn loyalty to the Empress. Only time will reveal this enigmatic man's objective.

THE INTERIOR SEA

The expanse of water that extends itself to the center of the Old Continent is known as the Interior Sea, where hundreds of islands of all sizes are found. The bigger ones belong normally to the principalities with the nearest coasts, but the rest are a web of small fishing towns or pirate islets that attack those boats that pass by them.

The island of Tol Rauko lies in the middle of the Interior Sea found. This legendary place served as the ancient bastion of Rah and the current headquarters for the knights who get their name from it. The steep cliffs of the mountains that surround Tol Rauko allow access from only two port areas, both of which are guarded well.

The New Continent

The New Continent is the continental mass that is found west of Gaïa. It has that name because it was the last territory annexed by the Empire, and the one over which Abel has had the least control. It is an area that is geographically varied, containing great plains and huge forests. The lands closest to the Old Continent are known as the Breached Coast, and those are the areas most travelled by ships. The western region takes it names from the interior lands, where the influence of the Empire was felt less.

MANTERRA

Manterra is not very different from any other area under the direct supervision of the Empire. As the territory on the New Continent closest to Abel, its laws, beliefs, and social structure are a living embodiment of those of the Sacred Holy Empire. When the Emperor fell, Manterra remained indecisive, without daring to declare its support for the Empress. Currently, its prince, Misha Mashen'ka, desires complete independence from its old roots. However, his youngest brother, the Lord of War Mihjail Mashen'Ka, lives in the same Principality and has a growing sympathy toward Elisabetta. For now, there is a great division of opinion among the people, and although a majority supports the young girl, they prefer to wait and see how things develop before granting their fidelity.

Their main source of income comes from commerce with Arlan, trading products that have been acquired from the interior lands. Manterra also enjoys a vigorous agricultural and livestock trade. This Principality has many important cities – including its capital, Magda.

CORINIA

The immense territory of Corinia consists of a grand steppe on which different clans and tribes live. Its inhabitants live in small tents, which they pitch at night so as to continue riding during the day. Most of its citizens are warrior nomads, many of whom struggle against each other as they seek wealth and the honor found in combat. Just three cities remain detached from the conflict between the clans – Sheenar, Valruk and Rhundar. Each one of them, founded centuries before Abel, is very different and has its own politics and traditions. Nonetheless, there are two things they have in common – coarse and poorly maintained buildings, and dangerous streets that require men and women to remain armed.

Ideologically separated from the Empire for several years now, the fall of the Emperor has had little significance to Corinia.

ARABAL

Arabal is known as the Kingdom of Water, because of its numerous lakes, rivers, and tributaries. Some of its cities are built atop the water and are impressively beautiful. Arabal supports the reuniting of the Holy Empire but believes that Elisabetta is not ready to assume that position. Therefore, its rulers are sure that she will be removed and are waiting for the naming of her successor to pledge their allegiance.

Economically, Arabal is one of the most powerful Principalities in this part of the world – even though its armies are pretty weak and ill-prepared for a confrontation. On the other hand, the Arabal marines are the best in Gaïa, known for their fondness for taking long trips for the thrill of it and covering the oceans back and forth in search of wealth and fortune. Like Manterra, this Principality owes a great deal of its success to commerce and to its naval fleet.

YGDRAMAR

The extensive territory of Ygdramar is a collective of independent fiefs. Every lord has his own army, and it is common for his knights to control large extensions of land. In spite of such ostentatious military might, it is a tranquil territory where the feudal lords seldom fight amongst themselves for territories or possessions. When disputes do arise, they are resolved through some form of tournament or ritual combat, as the people of Ygdramar crave fame and notoriety over money or power.

Illustrated by © Kawasaki 2001

The crown is divided between the three most powerful nobles, called The Trinity. These nobles act in one accord when they function as the king. Ygdramar's border with Corinia is strongly watched by the local fiefdom's troops, given that incursions by steppe tribes are common. Ygdramar has separated itself from the Empire for purely philosophical reasons – their traditions make it difficult to follow a woman.

PRISTINIA

The principality of Pristinia is a territory of thick forests, hills, and valleys, where small villas and towns coexist in perfect harmony with nature. Each one has its own traditional organization, lead by an elected mayor. In Elna, Pristinia's only large city, one can find Prince Vasili de Vica, who has no interest in ruling over the territory and gives complete freedom to everyone. He hopes that the Empress will forget about his insignificant kingdom and let them continue living in peace. Pristinia's armies are practically nonexistent – although its foresters are very skilled fighting in the woods.

Due to the shallow depth of its beach fronts, as well as the multiple cliffs that surround it, Pristinia can access the sea only from a small port town, called Arces. This rough town serves as a stopping point for navigators and sailors.

In the heart of Pristinia lies the Leaf Forest, one of the most extensive forests of Gaïa. It is rumoured that its interior holds secrets from distant times, but that is a legend which has never been proven.

A picturesque city of Espheria

ELCIA

Elcia is a land that lives off livestock and the exportation of spices to the Breached Coast. Its cities are very picturesque, a curious mix between baroque and arabic architecture. Traditionally, it is said that their women have a captivating beauty and are experts in the art of love.

The various brotherhoods and unions demonstrate a power without equal in the political life of the kingdom, as they elect their king and form the parliament of each city. Each of these groups has their own dialect, a secret guild slang that only its members know how to speak.

ESPHERIA

Espheria is one of the few Principalities that maintains a declared opposition to the Church. It allows for any form of religion or practice, even those considered evil by the Vatican. If it weren't for the distance, The Dominion would consider Espheria a blaspheming land like that of Kushistan and would try to finish them off. In Espheria, there is a complete equality of the sexes, probably because of the influence of nearby Dafne. It is a land with revolutionary ideas on equality for all the social classes.

Its economy is based principally on cultivation, but it also possesses important industries that allow them to trade with the Principalities of the Breached Coast.

ITZI

Itzi is an extensive forested area with various tropical islands. Several native tribes live in these lands and try to remain separated from the problems of the world. Decades before the fall of Elias, maybe even before the arrival of Lascar Giovanni to the throne, Itzi was already separated from the Empire. Itzi's prince disappeared under strange circumstances and, for now, no one has taken his position.

It is a very dangerous place, full of unexplored areas and uncivilized aborigines that believe in supernatural hoaxes and pagan rituals. It barely deals with the rest of the Principalities, but every now and then, some group of explorers penetrates its inner depths trying to find gold and other riches.

The Far Away Islands

Two islands exist in the northern area near the New Continent. They are pretty removed from the Empire and its problems and don't really care about what happens in Abel.

DAFNE

Dafne, The Rose Island, is a place where political power is in the hands of women. The successor to the throne must always be a female, who obtains the title of Dafne, Lady of the Roses. Gender roles are inverted on this island, and the jobs that are traditionally associated with men are done by women – and vice versa. Even the guards and army are made up of women perfectly trained in the art of war. The men play a secondary role in this society. Though not considered slaves, their voice is practically unheard.

The island has great natural resources – so much so, in fact, that it does not need commerce or the support of other Principalities to survive. Dafne's citizens feel quite proud of that. Unfortunately, rain is almost a constant in Dafne, and there are only a few times when one can see the sun. Its cities, stunning and important, are also very ostentatious, overloaded with details and adornments.

BEKENT

The inhabited island farthest out in the world is Bekent. It is a territory that was only discovered a few centuries ago, and, to this day, it has only been populated along its southern coast, where a few cities have found a place. The northern part of the island is exceptionally cold, and snow is present almost all year round. Because of this, it has yet to be completely explored. It is said that explorers have found ancient establishments and ruins in the interior of the island, though their origins are unknown.

Bekent is a refuge for many fugitives and those who have had problems with the Church. Many nobles are trying to gain control over it and be crowned with the support of the settled population there.

CITIES OF THE WORLD

The most interesting places in Gaïa are without a doubt its cities. Large and small metropolises are distributed along the length and breadth of the world, filled with their own unique characteristics which reflect the customs of its inhabitants.

The cities of Gaïa are a great place for political intrigue, conspiracies, secret mysteries, and shadows that move in the night. A city is a perfect setting for the development of many games or even a campaign. Due to reasons of space, we can not detail every city in the whole world. However, we can present some of the most interesting so that they can serve as an inspiration for you as the Game Master.

Archangel, Capital of the World

Archangel existed even before the rise of the Holy Empire. Built in the same year that Christ died, the city was raised around the tomb of the Messiah, so as to honor his memory. After the war of Rah, Zhorne Giovanni ordered the restoration of the ruined city and eventually, Archangel became the capital of the Empire.

Archangel is, without a doubt, the biggest city in all of Gaïa. Built on an immense plain, Archangel extends itself over several dozens of miles. Its magnificence is incomparable, as it was built with a baroque architectural style of unlike any other place. All of its roads are completely paved, its streets have lamposts to illuminate the night, and it has a modern sewer system. The Zafir river crosses through Archangel in two different places, providing the city with all the water it needs.

In the center of the city sits an immense column crowned with an open-armed stone angel whose wings are extended. This structure, which gives the city its name, is almost 1,000 feet tall and can be seen from across the region. There are three enormous forts that exist within Archangel – the Imperial castle, home of the Empress Elisabetta Barbados and her court, the Averus castle, reserved for the Lord of War, Tadeus Van Horsman, and the currently uninhabited Holy Headquarters, the Vatican Cathedral, traditional seat of the Supreme Archbishop. Also, there are hundreds of splendid palaces owned by nobles and the most important bourgeoisie.

Since the dawn of the Empire, Archangel has sheltered all the cultures and ethnic groups of Gaïa. Each group has done its part for the city, which is reflected in Archangel's festivities, traditions and organizations. Currently, the city has almost three million people, more then double of any other city in existence. Archangel consists of different municipalities, each of which has a civil governor that deals with security and answers in turn before the delegate of the Empress and the master of the guards.

Archangel has no defensive walls and it does not need them. The city was not built with the intention of being a bastion, but rather a jewel that dazzles the whole world.

The Wings of the Angel

This is the name for the centermost section of the city. Here, one can find the three largest palaces, as well as the richest houses and the most luxurious inns. The entire area is decorated with grand gardens, groves, and fountains, which are watered thanks to a modern system of channels that redirect the flow of the river. There one can also find the Chapel of the Resurrection, where it is said the body of Christ was buried. In this district, the guards have no jurisdiction, for it is the very same Heaven Order, the personal agents of the Empress, who are in charge of maintaining the order and watching out for the safety of its citizens.

One needs an official pass to access this area, which costs 1 Gold Crown.

The Grey Zone

The Grey Zone is an enclave found in the northernmost part of the city. It gets its nickname because of the ashen-colored rooftops of houses in the area. The buildings within The Grey Zone, though separated from the central area of the city, are luxurious multi-storey affairs. This area is filled with pubs, taverns, and inns, as well as gambling houses and other illegal establishments. It tends to be the liveliest area to visit at night, and each business keeps its doors open until sunrise. The guards turn a blind eye to most small incidents, as well. This is probably the only place in town where one can be the victim of a violent theft.

The Arena

Near the center of town, one can find the Arena, an impressive colosseum that has room for almost 100,000 spectators. Many athletic spectacles are performed here, observed closely by the emperors (who can see from a nearby altar close to the palace). Every three years, with the coming of spring, the Tao Zan, a prestigious combat tournament which pits the best combatants in the world, is held. The only thing not allowed in the Tao Zan is the intentional killing of your opponent.

The Sewers

Archangel possesses the most complex sewer system in the world – an extensive and intricate web of tunnels and levels that extend across the length of the whole city. Since sleeping in the streets of Archangel is prohibited by law, the few vagabonds and beggars that live within the city find refuge in the sewers at night. Nevertheless, many of the sewer's tunnels have been sealed off by Imperial forces. Perhaps those access points are too close to the Empress' castle – although rumors speak of other strange secrets.

The Lys Quarter

Lys is the most important commercial area in the city. While it is possible to acquire almost any type of product on any given street or market, the Lys Quarter contains the rarest and most extravagant goods, brought from the four corners of the world. Here, one can buy anything, from mechanical gadgets to firearms. Nonetheless, it is also one of the most expensive merchant areas in al of Gaïa, with prices two to three times higher than other markets.

Hecate, the City atop the Ruins

Located in the only pass in the Winds Mountain Range of the Winds in Galgados, Hecate is a city that finds itself juxtaposed with the mountain itself. As legend tells, it was built over the ruins of another citadel, which sunk for unknown reasons during the War of God. All indications suggest that the ancient construction was not of human origin, but the elaborate work of the Church and that of Toi Rauko have succeeded in convincing the majority of its inhabitants to ignore this fact.

Hecate is a huge, narrow gullet that joins Galgados with the rest of the continent. It is a very popular city, as anyone who wishes to enter into the Principality has to pass through it or lose several days to a long mountain journey. Its inhabitants are mainly miners, and they make their living extracting the iron buried in the pass. However, in the last few years, the city has experienced a great economic explosion; many merchants have started to settle within Hecate to sell their products to the travellers who visit her.

The city has a very unusual shape – it is very narrow and extends itself over the length of the pass for a few miles. Nevertheless, to make the best of the limited territory that they have at their disposal, its inhabitants built houses on both walls of the gullet. Held together by stone and wood beams, this new part of the city almost literarily hangs from the walls. In each one of its entrances there is a huge metal door which normally remains open until nightfall.

Lady Marina Daorland rules the city. This noble is waiting to attain enough economic and political power to convince the Empress that she is the ideal choice to be elected the next princess of Galgados. Lady Marina has a great number of guards, and she is very interested in the safety of her subjects.

Approximately 100,000 people live within Hecate, a truly staggering number for such a small territory.

The Stone Passage

This is the part of the city built directly into the earth between the two walls of the gullet. It is the oldest area where those of wealth live, since it is easier to live here then against the walls. It is filled with taverns and stores, as well as stone towers. The houses are extremely tall, normally four of five stories. Generally, they have an exuberant and ostentatious appearance, a sample of the character of its denizens.

The Tower of Tarth Lömen

Rising fifteen storeys in height, the tower of Tarth Lömen watches over the whole city. Its white-colored marble stands out against the dark grey which is common in the rest of the city. Gargoyles in shapes of doves decorate its protrusions and balconies, and its dome is decorated with the statue of a beautiful woman, arms upraised and extended toward the sky.

In reality, this fabulous structure is the only construction that remains of the old citadel – although the people of Hecate are ignorant of this fact. The tower is the current residence of Marina, Lady of the city, but the young woman spends very little time within its walls, preferring instead to travel from one place to the next to increase her influence.

The Hanging Houses

The hanging houses are the newest part of the city, where the miners and people of little economic resources live. It is made up of huge bastions of wood and stone built atop of columns. Climbing them tends to be very complicated, as one must ascend a tangled system of staircases that sometimes turn into true labyrinths. In some places, the hanging houses connect directly with mining areas.

The Access Points

These are openings that allow passage to the ruins of the citadel under Hecate. These entrances where discovered by chance while the mines where being excavated. Many people explored these ruins, revealing that a great deal of that ancient city extended itself below the mountain. The kings of Hecate preferred to hold this secret for some time, as several explorers found very valuable objects, and they hoped to extract a great deal of wealth. Unfortunately, many of these people disappeared or returned completely crazy. These events alerted the templars of Tol Rauko, who closed all the known entrances, obligating the monarchs to create severe laws against entering the citadel.

The Searchers

Before the closure of the access points, an extravagant association, called The Searchers, existed. These men and women dedicated themselves to exploration of the citadel, searching for wealth amid the ruins. Although The Searchers have officially disappeared, many groups continue to work secretly either for wealthy nobles or for themselves. Even Marina Daorland has contracted one of these groups and charged them with exploring the ruins. She hopes to find something that will help her gain the position of princess of Galgados.

Americh, City of Free Trade

It was during the peek of the Empire when the first city of free trade was founded. During that time, bandits and villains formed small camps where all types of illegal business were done. Little by little, these groups grew around the ruins of abandoned cities and eventually, they became true cities independent of the Empire. The dispossessed, those who did not have any other home, and fugitives from the Church... all congregated within these cities.

The Empire was aware of these cities, but the emperors preferred to leave them in peace as long as they did not provoke serious problems. The princes were also conscious of the incredible economic benefits that these cities represented, as they caused money to flow into their Principalities.

Americh is the first and greatest of these Free Trade Cities. It is located amid the convergence of Lucrecio's, Kanon's, and Bellafonte's borders, and it grew from old ruins destroyed by the army of Rah. Americh is home to all types of people – from assassins and thieves to nobles fallen from grace. Slowly, this city has become a safer place to live in. Although its streets are never quiet at night, certain rules have been put into place. This is due largely to the Council of Commerce that rules over the city. This council consists of eleven important bourgeoisie and crime lords who control the majority of the illicit business and illegal guilds of the nearby cities.

Americh does not have a distinct type of architecture. In fact, its diversity of styles is its style. Rustic stone houses, luxurious mansions, oriental buildings, baroque towers – all have room in the City of Free Trade. Currently, it has between 200,000 and 300,000 inhabitants – although that number is always growing.

Apart from Americh, there are three large Cities of Free Trade that exist in Lannet, Manterra, and Gabriel.

The High Area

The richest people of Americh live in this area, which is filled with palaces and small walled fortresses. Its houses are heavily guarded by mercenary armies that provide all of the security that they need. The members of the city's Council of Commerce have their homes here, as well as large businesses and other more illegal operations. Naturally, there is a large rivalry that exists among council members, and the struggle for power is constant – and includes extortion and assassination.

The Black Market

If you have something illegal to sell or buy, the Black Market is the ideal place. Hundreds of tents occupy the grand trade plaza of Americh and extend across dozens of narrow alleys. There, one can acquire anything, as long as one has the proper payment. In this place, assassinations and thefts are common, and there are few merchants who do not employ mercenaries as bodyguards.

The Sniping Streets

The empty streets filled with balconies and windows are known as The Sniping Streets. Its name becomes clear when some absent-minded passerby happens to travel through – he is riddled by arrows from the sharpshooters placed in the houses and picked clean by thieves. Many times, supposed guides wait on the outskirts of the city for strangers to arrive, offering to lead them through the safer areas of the city. These thieves quickly lead unsuspecting tourists to The Sniping Streets, where their comrades await.

The Contract Locales

In the taverns and inns of Americh, one can find more than high-grade drinks. A great majority of these locales have private rooms where shadowy figures close dirty business dealings and mercenaries and assassins bid for work.

The "Good" Neighborhoods

People refer to the safest areas in the city this way. Within them, the Council of Commerce has banned theft and assassinations, as many of the families who work for them live there. In fact, a group of mercenaries makes sure that no one forgets these norms – and since Americh has no jail, justice is often swift.

The Darkness

The Darkness is the most dangerous neighborhood in all of Americh. Even the worst assassins fear its interior, and not even the Council of Commerce has influence there. It is found in the exact center of the city, near the old ruins where bandits first raised their camps. The Darkness is populated by all kinds of people who avoid even the slightest type of contact with the rest of the city – or each other. Wizards and other supernatural beings are just a few of its inhabitants. All types of rituals are celebrated, and terrible experiments on people are all too common. The only ones who walk through its streets are The Vagabonds, individuals with horrible physical and mental mutations.

One of the gloomy inhabitants of The Darkness

Grand Stream Ocean
North Sea
Ocean of the Children
Bekent
Sea of Millenia
Alberia
Hendell
Haufman
Dwanholf
Moth
Goldar
Oriental Sea
Daphe
Pristinia
Breached Coast
Galgados
Dalaborn
Ilmora
Gabriel
Phaion
Lannet
Espheria
Ygdramar
Manterra
Helenia
Abel
Shivat
Arlan
Tol Rauko
Interior Sea
Corinia
Arabai
Togarini
Kanon
Kashmir
Stygia
Elcia
White Sea
Remo
Bellafonte
Lucrecio
Salazar
Baho
Itzi
Kushistan
Sea of the Dragon
Argos
Nanwe
The Dominion
Sea of Guren
Calisis Ocean

Chapter 19
The Organizations

One by one, all of us are mortals;
Together, we are eternal.

Quevedo

Gaïa is a land filled with societies, orders, and groups that exercise a great influence in its development. Some of them are secret, and they move in the shadows, while others are large conglomerations known by all. Next we are going to refer to some of the organizations that have the greatest relevancy in the world; we hope they will serve as inspiration for your sessions.

THE CHURCH

Probably, the Vatican Church is the most important organization of Gaïa. It has as its goal the promotion of the Christian faith amongst all of its inhabitants, assuring that its word reaches them. It also deals with charity and helps those that are in need of it. Yet, it takes on another aspect that is much darker. Since its first appearance, it has sought to destroy all that presents itself a danger to its dogmas – including wizards and beings of supernatural origin.

The Vatican Church was created by Christ years before his death on the walls of Solomon, but it was not until a little after when this institution obtained true strength. After almost disappearing during the War of God, Zhorne Giovanni raised the Church from its ashes with the objective of giving hope to man and uniting them under one flag. Over the course of the centuries, it has turned into a spiritual guide for millions of people, and it has increased its influence in all the fields. Unfortunately, when Eljared was named Supreme Archbishop, many opponents arose – both between the Principalities and her own house – reducing considerably the power of the high ecclesiastic positions. To recover its prestige, the Church has accused Eljared of everything that happened, arguing that they could do nothing else other to comply with the Emperor's orders. Currently they consider themselves part of the Holy Empire (more properly, they consider Abel a part of the Church), but they maintain an open relationship with the Azur Alliance and the independent Principalities that follow their doctrines. They have named their own successor to the Archbishop, who now takes prerogatives which are reserved for the Emperor as the Supreme Pontiff.

The hierarchy of the Church starts with the Emperor, as Christ's maximum representative on the world. Immediately below him is the Supreme Archbishop, in whom the Pontiff has delegated many prerogatives and powers (in practice, he is the true lord of the Church). After the Supreme Archbishop come the bishops, each of whom is in charge of controlling an entire Principality. The twelve most important ones also receive the title of Cardinal, and they meet periodically in the Sacred City of Albidion with the Archbishop to make decisions of great importance. In the service of the bishops are the deacons, who deal with the different dioceses within the Principalities. Finally, we reach clergymen and priests, who are in charge of transmitting the word of Christ directly to the people.

The objectives of this institution are varied. While the vast majority of its members are good people who try to help others, many of those who display a desire to attain the higher ranks are power-hungry individuals who only wish to increase that which they already have. Either way, all of the Church seems to have centered itself on the effort to finish off any kingdoms that have split completely from its bosom – like Kushistan or Espheria.

The economy of the Church is based principally on the tithes and collections it receives from all over the world; these provide it with an incredible financial capacity. It has its own army like any other Principality, although its troops are scarce. Either way, if it needs a strong military power, it can resort to regiments from other kingdoms, especially those that belong to Argos.

Magnus

The actual Supreme Archbishop, elected independently by the council of cardinals without the approval of the Empress, is an individual called Magnus. Publicly, he is a man who is devout and feels a true fanaticism for what he does. He is obsessed with the law of God and with justly punishing those who do not follow it. It seems that he is very pious but does not hesitate to hand out terrible lessons to those who dare to defy the divine will. Secretly, he wishes to return the Church to it ancient glory, giving it a role more predominant in all the political decisions regarding the Principalities. In general, he does not leave Albidion, where he is protected by a personal guard that he himself has chosen from among his followers.

Sister Evangeline, a nun under the supervision of the thirteenth Cardinal.

The Fractioning

For several centuries now, there have been many separations that have arisen from the Christian doctrines, but they have always remained as ideological branches within the large Vatican Church. Yet, in the chaos that followed the naming of Eljared as the Archbishop, many of the more radical branches have split from their apostolic head offices, becoming independent from it much like the Principalities have done with Empire. Other kingdoms, on the other hand, have completely abolished Christianity in lieu of their own beliefs, as the kingdom of Kushistan has.

The Inquisition

No other society within the Church deserves to be commented on individually like the Inquisition does. It is a branch of priests created to find and purge heretics. Its mission is that of exterminating warlocks and demons, but for them, any supernatural being represents a demonic entity that deserves death.

The Inquisition has an organization completely independent from the Church. It is in the hands of a thirteenth Cardinal, who reports only to the Archbishop himself. This man, who also holds the title of Supreme Inquisitor, has carte blanche to commit any action without the permission of anyone. The inquisitors are under his charge, even though in general all of them act in a very independent way.

The inquisitors are in no way normal people. They are "special" orphaned children, picked up by members of the Church and sent to the Holy city of Albidion. There, completely separated from the outside world, hundreds of little ones are trained day and night without rest until they become true killing machines. Many are not capable of withstanding this superhuman training and die before they reach their adolescent years. Others do not have sufficient aptitudes to become inquisitors, and they are relegated to become guardian monks of the temple, prohibited from leaving there so as not to reveal any secrets. Finally, only twenty percent of the children are able to complete their training and gain the title of Inquisitor. By the time they leave, they have been converted into fanatics who would give their lives for their ideals.

An Inquisitor can be either sex. To destroy demons, the Vatican does not find a difference among the genders. Each one can act separately or be accompanied by a small number of ecclesiastic guards, chosen by them. When they come face to face with a true warlock or an authentic supernatural being, they try to destroy it without leaving any witnesses who can talk about it. If this happens in a big population, they use the clergymen of the area to create a convincing alibi, but if it happens in small towns, they are capable of burning them along with the inhabitants so as to avoid the chance that forbidden knowledge "contaminates" other innocents. The legends of acts committed by the Inquisition provoke true terror amongst the people.

Depending on the way that each wishes to act, Inquisitors can reveal their identity openly or use subterfuge to investigate their cases. Those who are not incognito wear black clothes with markings of the Blood Cross of the Inquisition. For fighting, they are granted Lawgivers, weapons marked with their cross that are capable of destroying supernatural creatures and even stopping spells.

There are a thousand active inquisitors in existence across all of Gaïa.

The High Inquisitors

The fact that many inquisitors are gifted with supernatural skills which they themselves fight against seems curious. During the training, their masters try to strengthen them so as to increase their combat capacity as much as possible. Therefore, many Inquisitors possess psychic powers, Ki abilities, or even magic. Those who attain a superior level are given the title of High Inquisitors, and they become the acting hand of the Cardinal for more complex missions that require a greater ability. For them, their powers are not something demonic; rather they see them as divine gifts which are granted them so as to more effectively fight evil.

Their number to date is slightly over a hundred.

Inquisitorial Tribunals

These are the jails that the Inquisitors use to incarcerate their prisoners. It is an incorrect denomination, given that no one is judged there – all who find themselves within its walls are always considered guilty. There are huge torture chambers in each Tribunal, as on some occasions an Inquisitor may capture a supernatural being so as to torment it and obtain beneficial information. All of them are magically shielded so as to avoid escapes or rescue attempts.

Tol Rauko

Tol Rauko is another one of the most powerful organizations in all of Gaïa. It is a military order of Templars that dedicates itself to finding and preserving any non-human cultures or supernatural entities that exist in the world. Their goal is to insure that these cultures and beings do not disappear forever and to prevent humans from having access to knowledge that can turn out to be dangerous. Its members are exceptional fighters with great knowledge of archeology and the occult; they are prepared for any type of difficulty. Their symbol is a garnet cross that ends in a point.

The history of Tol Rauko is very complex. The first Emperor was terribly aware that man should not completely forget its origins, nor did it seem just to blame the supernatural beings for what had happened. Nonetheless, the hate that existed against them was too palpable, and the possibility always remained that if someone were able to gain sufficient mystical power new conflicts would break out and thousands of people would once again suffer its consequences. The atrocities that the Emperor's own Inquisition was causing with their old allies caused him to react, and he created an Order with his agents of greatest confidence. He gave them total authority to act in matters that deal with the supernatural. At the head of the organization he placed his first Marshall, Adam Graft, who did a superb job of converting the Order into a power only comparable to the Lords of War.

Over the years, Tol Rauko has been accumulating more and more power, disassociating itself completely from any political ties save that of the figure of the Emperor. Currently it is under the orders of Marshall Malakias Graft, who has sworn fidelity to the Empress, but who also maintains a close relation with the Azur Alliance and many of the independent Principalities. In reality, his objective is to remain loyal to Abel, but foreseeing that troubled times are ahead, Malakias does not want to implicate himself openly in a political war.

The whole world knows Tol Rauko, but few have a clear idea of what they dedicate themselves to exactly. Given that in today's day and age practically no one believes in the unexplainable, most folks consider this Order to be a group of privileged people who live off the favor that the Emperor conceded to them in ancient times. Nonetheless, people are aware of their power and fear them.

The Templars travel all over the world in search of relics and supernatural entities. When they find some ruins, they explore them by making detailed maps of what is inside, and they gather all the dangerous artifacts that they find. After that, they seal the ruins off with their mark and then hide them. Sometimes, if the place is especially dangerous, they simply close it completely and leave a garrison in the area to guard it. Gaïa is completely plagued by citadels and temples sealed off by Tol Rauko, although its members are perfectly aware that the world is very big and that they are still missing many more that are to be found.

When they locate a supernatural being, the Templars of Tol Rauko act in a totally different way from Inquisitors. Their mission is to capture it alive and transport it to their central fortress. If it is necessary, they will cause them any damage needed, although they never kill a supernatural creature unless innocent lives are obviously in danger. On occasion, they will even let some people die before they finish off the last of a species. They have no jurisdiction over human warlocks, although they do have authority over the things that these spellcasters may possess.

Militarily, Tol Rauko has an army comparable to one of the Lords of War. Their power can destabilize any Principality or even overthrow it. They have several thousand soldiers at their command, distributed all over the world, and almost five hundred Templars. The Order's similar mission causes it to face off openly with the Inquisition, who has become their main competitors over the span of the years. The only reason that there has not been an open war started between both organizations is their mutual loyalty toward the figure of the Emperor. In their beginnings, the Templars and Inquisitors were part of several clashes that always ended in bloodshed. To avoid the death of his agents, the Emperor imposed a decree which stated that those who arrived to a place first had the prerogative for the investigation; the others would have to concede and leave. Nonetheless, in some cases there have still been armed conflicts that have broken out between the Templars and the Inquisitors, both arguing that they had arrived first. They are also opposed to the Black Sun, which they have only recently in the last decades obtained proof of their existence.

Organization

Tol Rauko is governed by a completely military hierarchy system. In charge of the Order is the Marshall Malakias Graft, who has at his disposal three Grand Field Commanders that are in charge of executing different tasks. Each one is in charge of an entire section of the Order.

Basically, there are two different categories in the Order – the soldiers and the Templars. The Templars are the true agents of Tol Rauko who seek to fulfill the assignments of the organization. They always wear the same brown uniforms and crimson armor, complete or just some pieces, depending on the circumstances. Each Templar of Tol Rauko has his own armor, forged exclusively for him by master blacksmiths at the moment that they are given their title. All of these suits are different, but they always have a similar form so that their origin is known. If a Templar dies, he is buried with all of his equipment, except if it is his express desire that his descendant inherits his weapon (though never his armor). If they lose it and their children are part of the Order, it is entrusted to them the mission of recovering them whatever the cost.

The organization has had a family like nature since its inception. All of the original members belonged to the noble families that the first Emperor chose to form part of the Order. Since then, the majority of their descendents have continued with the task of their ancestors. Nonetheless, Tol Rauko is open to new blood, men and women alike, as long as the applicants prove their ability. If they are accepted, they are given a noble title and the Order takes on the responsibility of their families and descendents for the rest of their lives.

A Templar of Tol Rauko is a true demon in a fight. They are trained in all kinds of combat styles and are prepared to face threats of a supernatural character. In some ways, they are the counterpart of the Inquisitors. A few have developed Ki Abilities so as to better complete their mission, and they are provided with supernatural equipment to support their elevated skills. Also, they have a great knowledge of the occult and ancient civilizations. Almost all of the members of the Order feel a true dedication for what they do. They have an adventurous spirit and they are passionate about facing the unknown.

The soldiers, on the other hand, are simply a symbolic force whose function is to intimidate anyone who tries to get in the way of the Templars, and to help them on their simple missions – like guarding a restricted area. Originally the Order was only made up of Templars, but its third Marshall, Samuel Graft, decided that they needed a greater number of men to properly execute their job. Therefore, he raised his own army in each territory, independent of the Empire, the Principalities, or the Church.

The Fortress of Tol Rauko

In the center on the Interior Sea stands the castle of Tol Rauko, ancient bastion of Rah. This fortress is the heart of the Order, where the Templars have compiled ancient information and everything else that they have found in these last seven centuries. Their interior subterranean chambers are immense warehouses filled with shelves loaded with boxes that contain thousands of mystic artifacts and relics of all kinds. Its libraries are crammed with prohibited texts and a few magic tomes that have been rescued from the Inquisition.

The greatest secret kept by Tol Rauko, however, is located in the so-called Noah's Arc. All of the supernatural beings that they have captured over the course of time can be found in the Arc, prisoners of an imaginary paradise that they have created for them. Even so, the most dangerous entities are found in the containment chambers that Rah had developed for his experiments, submerged in an eternal ecstasy that keeps them between life and death.

There is probably no place in the world as safe as this island. Protected by the best Templars and the highest levels of supernatural security systems, this inaccessible fortress is unassailable even by the most powerful creatures.

A group of Templars returning to one of the fortified cities of Tol Rauko

The Sealed Ruins

The ruins sealed by Tol Rauko normally do not have an entrance in plain sight, as they either tore it down or hid it somehow. In the cases were this is not possible, the Templars seal it with black steel chains in which their engraved symbol can be found. Therefore, whoever decides to enter, knows without a doubt that they are intruding on an area protected by the Order. Every now and then a regiment of soldiers checks to make sure that these are still in place. If not, they alert their superiors.

Sometimes ruins contain remnants that can not be transported by any means, due to their size or instability. If these seem dangerous, Tol Rauko builds a citadel nearby to keep it under watch at all times. These city fortresses, of which they already have more then twenty spread out all over Gaia, are bases of operations from which they organize their missions.

THE HEAVEN ORDER

The Heaven Order is the Empress' private army, the personal branch of guards and agents that deal with executing her will. All the members of the Order feel truly proud of belonging to her, as there is no other military title that provides more honor than this one – except that of Lord of War. Normally, they wear shiny armor and blue robes (usually trench coats or tunics) in which are inscribed the Lion Cross of Abel. Only the knights of high rank are allowed to wear white robes.

There are only two ways of becoming part of the Order. The first is by receiving an invitation from the Empress herself, and the second is by passing a series of tests that are performed once a year in Archangel. Therefore, amongst those who make up its ranks, there is no distinction due to origin, gender, or ancestry – only martial abilities and initiative are important. Those who manage to enter continue on through hard training, cultivating body and mind so as to be able to respond in unison to any event.

The Order was created by Zhorne Giovanni, who granted this title to the knights that accompanied him in his brigade when he annexed the different Principalities of Abel. A generation later, all of the young idealists wanted to join. Thus, different tests for access were developed to select only those who were truly deserving. There are very few knights that do not dream of being called to its ranks some day.

Organization

The Heaven Order is divided into seven different levels, depending on the accomplishments and abilities of its members. Each of these grades is numbered between the First and the Seventh Heaven, which also indicates their attributes.

The Knights of the First Heaven have just joined the Order. They normally watch over and safeguard the central neighborhood of Archangel, known as The Wings of the Angel. The branch of Knights of the Second Heaven is the most numerous of them all, and it functions as the elite army

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of the Empress, accompanying her on her travels. In today's day and age, they are also the ones who guard the Vatican cathedral of Archangel until the Church once again takes charge of it. Those who belong to the Third Heaven are in charge of the knights below them, acting as figureheads to their respective commands.

The Knights of the Fourth and Fifth Heaven deserve a more detailed explanation. These are the Empress' special agents who she sends out in her name to carry out personal missions of all types. Often, these knights have not gone through the previous grades, rather they have ascended directly to their current position. Sometimes, they are incognito so as to benefit the interests of the Holy Empire. There is no special rule for handing out missions to one grade or the other, but in general the more complex missions are left for the Fifth Heaven.

Lastly, we have the Knights of the Sixth and Seventh Heaven, whose naming is reserved only for Empress. They are her personal guards in charge of the security of the castle and of her person. The majority of them are martial masters without equal or knights gifted with special powers. Like the Inquisitors, they justify their supernatural abilities as divine gifts given by God for the protection of the Empress.

Currently, there are only four Knights of the Seventh Heaven; they function as supreme praetorians to Elisabetta. It is said that one of them alone is capable of squashing an entire army without suffering even a single wound – and more than likely this is not a rumor. Its leader is Kisidan, mentor to the Empress, and his three companions are Griever, Lilith, and Tiamat.

SAMAEL

Not all of the supernatural beings were destroyed after the War of God. A good number of them remained behind with us, hiding themselves in the most convenient ways that they were able to. Some of them even started new lives within the cities, disguised as humans thanks to their likeness to man or due to their mystic abilities. For years they have lived independently from one another, but it did not take them long to be discovered by the Inquisition or Tol Rauko, who eliminated or captured them systematically. Realizing that it was only a matter of time that they disappeared if they continued on like this, many of them decided to form a group with the goal of helping each other in times of need. This is how Samael was born.

Samael is a secret society made up of entities and supernatural beings that strive to survive in a world that is hostile to them. Its members do not belong to a specific ethnicity; any who can coexist with man is accepted within it. Elves, Duk'zarist, Daimah, and endless number of creatures that we would consider monsters are only some of Samael's components. Its principal objective is to keep its members secret, hiding their presence from the eyes of man as they walk among us. They have taken it upon themselves to support the notion that the supernatural is nothing more then a myth, cheap superstitions born of ignorance and literature.

Most of them do not have a feeling of a group, nor does companionship exist among them. Samael is simply a dark web of influences that remains in the shadows, but which allows them to survive. Normally, members only have a slight idea of who their partners are within each city. Whenever possible, they ignore the others completely, choosing to help each other out only in cases of extreme need. If one of its members is captured, Samael agents try to set him free before he puts the rest of them in danger. In those cases which escape proves impossible, Samael agents may eliminate captured creatures to avoid them telling what they might know.

Kisidan, knight of the Seventh Heaven

In each major city in which the Samael exists there is always a leader, called an Archon. He is in charge of organizing the security of the society and makes sure that no problems arise amongst its components. In some rare occasions, the Archons convene councils to deal with matters of vital importance. Theoretically, they posses the capacity to issue direct orders to their partners on matters that can affect the security of the group, but very few make this decision. Each Archon is in contact with their peers of nearby cities, trying to remain informed of important events that can be of interest. If the situation of one of its members becomes difficult, or if they are discovered and do not have the ability to adopt new identities, they are sent to a far off city after informing the local Archon as to the motives of their transfer.

Samael has the greatest influence on the Old Continent, in the Principalities where the ancient traditions of the Holy Empire of Abel are more established. In places where the influence of the Church is less, or where man's belief is more prepared to accept the supernatural (like in the Barren Icy Lands or the Dark Lands), Samael has no reason to exist. Not every supernatural being belongs to this group. The more powerful entities do not need it, as they do not fear the Church or Tol Rauko – although there are also others that detest humans so much that they will not hide themselves in any way that they consider cowardly.

Samael sometimes has contact with wizards' orders (like Magus or Yehudah) and the Black Sun.

The Fallen Angels

Although Samael appears to be an organization without leaders, at its core there exists a group made up of twelve members that manage it. This managing group is made up of those original creators of the society, and a few entities of enormous power who joined afterwards. They call themselves the Fallen Angels.

They organize the actions of the Archons of each city, and they make sure to keep them informed of what they want and ignorant of what they do not. The main concern of the Angels is the survival of the organization, but at their heart there is a great division of opinions over what path to follow. All of them are aware that the current situation is not sustainable eternally. Thus, in the last century they have become more active. One faction wishes to prepare humanity so as to be able to show themselves openly, while others have the intention of provoking a crisis that will lead to the destruction of humanity and, in the chaos, they would reclaim a place in the world.

One way or another, the Angels have taken advantage of the decline of the Empire to initiate a hidden attack against the Church, introducing a few of its agents within high ecclesial positions. Its plan consists of substituting the Supreme Archbishop with a puppet, thereby controlling the Inquisition as well as the Christian dogmas. Hidden from their brothers, the three most extreme Fallen Angels are using Samael to locate the Keys that will awaken a creature of enormous power, called Filisnogos, who can wreak true havoc among the human beings.

The council of the Fallen Angels is found in Kaine, Togarini's Capital, the city in which Samael has the most influence.

The Shadows

Perhaps amongst all the members of Samael there is none as enigmatic as the Shadows, the group made up of the D'anjayni. They are the ones who deal with executing the hidden actions of the Fallen Angels, and their work is greatly appreciated by the Samael leaders. Not in vain, two members of their race make up part of the brotherhood that leads the organization. It is possibly one of the most effective spy webs in all of Gaia, capable of infiltrating anywhere thanks to their ability to go unnoticed. The Shadows are perfect agents who carry out the orders they receive without question. Nonetheless, sometimes they act of their own accord to further ends that are, for the moment, still unknown.

The Division

For a few decades now, a phenomenon of racial unification has begun among the components of Samael that live in far from the heart of the Empire. The members of certain attuned races have begun to gather in different cities, forming important town groups among whom there exists a stronger feeling of unity. Thus, a great number of Sylvain, Daimah, and attuned creatures of the light have gathered in the metropolises of Gabriel and Helenia, while the Duk'zarist and other beings with ties to the darkness have done the same in Alberia. Although there is no direct opposition among their components, the tension between both groups grows, while the independent beings completely ignore it.

BLACK SUN

The Black Sun is a secret organization of merchants who have interested themselves in matters of a supernatural nature. It has thousands of members all over the world, and there are only a few important cities that do not have at least one of its offices. Formally, there is no tie that unites the members of the Black Sun. Thus, they appear simply to be a group of powerful merchants who maintain profitable relations among themselves. However, all of these merchants make up part of the same society. They are, in essence, the first global "corporation" in Gaia. Their legal businesses include all types of buying and selling of goods and transports. However, they secretly dedicate themselves to the traffic of supernatural artifacts and antiquities belonging to other civilizations. In general, they sell a great deal of the objects that they acquire to those people who have means to purchase them. Every now and then, however, they keep a few artifacts that would let them grow in power. As a group, the volume of legal and illegal operations that the Black Sun has moves approximately twelve percent of the economy of the Old Continent.

The organization was created by two powerful noble families – the Delacroix and the Steiner – who, almost since the dawn of the Empire, have maintained fruitful business endeavors with warlocks and supernatural creatures. Aware that some of these wizards would pay or do whatever was asked of them to attain that which they desired, these merchant families began to extend its web of influence among rich bourgeoisie and small nobles to satisfy the demand of their buyers. Nevertheless, some time later they became aware of the incredible power that they had acquired, and they created the Black Sun to maintain order among their subordinates.

Currently, the Black Sun is governed by a pyramidal power system. The Delacroix and Steiner families are found at the top of the society; they make the most important decisions, exercising an absolute control across all its branches. Nothing that happens within the organization is missed by either family. Every territory or group of Principalities has a central office governed by one of the highest-ranking directors, who deals with coordinating the actions of the different societies under his charge. Many of these men wish to ascend even further along the ladder and become equals with one of the two governing houses, but for now no one is able to challenge them.

To assure their interests, the Black Sun has at its disposal a full army of private mercenaries, some of whom even have supernatural abilities. Normally they never take offensive action, but they do not fear violence if they consider it necessary. The organization holds some influence in all the Free Trade cities, and in general, they always have one or two members of the organization in the Merchant's Council, or they keep close relations with some of them. Their illegal business with supernatural elements makes them face off directly with Tol Rauko and, to a lesser extent, with the Inquisition. On occasion, Tol Rauko has spoiled more than one of their important operations. At the same time, the Black Sun has removed entire shipments that were being sent to the island of the Templars.

The Antique Stores

As a general rule, the establishments that the Black Sun uses to sell their "special" goods tend to have the appearance of antique stores or old bookstores. Acquiring one of those products is not an easy task at all, given that only those people who have dealt with the company before, or those who have some form of recommendation, are allowed to buy them. In the majority of cases, they work by special order, receiving requests from their clients on specific objects. If they do not have anything at that moment, they consult one of the superior offices or they order it from one of the divisions under their charge to get it.

These locales tend to have a secret entrance that leads to the room where the artifacts are safeguarded. In these rooms are objects that are not very dangerous, except for the grand orders that are waiting to be retrieved. Naturally, behind a false appearance of tranquility, the secret sections of these stores have a high-level security system, protected by mystic means and special agents. Of course, given the type of clients that they deal with, they have measures against attacks that are supernatural in origin.

Retrievers

The Retrievers serve as the special forces of the Black Sun, obtaining artifacts and other banned antiquities. When they have proof of the existence of ruins or ancient vestiges, they send one of these divisions to obtain everything that they can. On other occasions, they are entrusted specific missions in places that their clients have indicated. Retriever divisions are normally made up of five or six people, one of whom (at least) possesses special abilities. The more important groups can have at their command a division of private soldiers. Sometimes the Black Sun, if it is lacking specialized personal at that moment, even contracts some of its clients to carry out the job.

The Book of the Dead

Forty-three years ago, the greatest division of Retrievers in direct service to the Delacroix family made a truly terrifying discovery. In the depths of one of the ruins of Moth, they found a metal tome that had as its title Et Versiculum Mortem, The Book of the Dead. Within it, dark rituals and necromantic secrets that had been lost since the War of Darkness itself were listed. Once the book arrived at the hands of Jean Pierre Delacroix, the patriarch of the family, he was aware of the extraordinary power that was within his reach.

Jean Pierre decided to use his organization to test and master the secrets of the book – even though a great majority of them were completely beyond his understanding. Since then, he has built several secret test camps where he tries to fully exploit the tome. His immediate goal is to develop powerful creations that he could use as weapons, able to destabilize any Principality in Gaia.

These experimentation camps have an exceptional security system; actual fortifications that seem to be practically impregnable. In each one, there is an incomplete copy of the book with a small fragment of the original manuscript; the true location of the tome is only known by Jean Pierre himself and his children. It seems that the book itself possesses strange powers. In fact, the members of the group of Retrievers who found it were converted into different classes of undead creatures simply by being in contact with it for a prolonged time; they now serve the Delacroix family as elite agents. On one or two occasions, their rituals and practices have escaped their control, completely destroying small towns close to where their experiment camps were located. Nonetheless, they have made sure to erase any trace thanks to their influences.

The Steiner family is aware of these mechanizations and does not support them, but it is also conscious that it cannot start an internal war without being sure of its victory.

WISSENSCHAFT

Hidden from everyone's gaze, Lucanor Giovanni, Lord of Lucrecio, moves the strings to an organization much bigger than his Principality. It is a secret society that he has created from nothing and over which he has absolute control. It goes by the name of Wissenschaft, which mean "science." Its principal members are scientist, alchemists, and warlocks whom he has gathered from all over the world.

Lucanor is the last descendent of the Giovanni lineage, who, at seven years of age, saw himself obligated to renounce the throne of the Empire when his father used him as his instrument to commit suicide. Made Prince of Lucrecio, that boy personally dominated all of his territory at the meager age of twelve. Interested in the sciences, he traveled to Ilmora, where he was trained by the best teachers; he surpassed them three years later.

From that moment on, he began to study alchemy, a field where he showed the same level of talent. Politician, strategist, and administrator without equal, he was able to make Lucrecio flourish economically and culturally. Now possessing the necessary financial capacity, he gathered the first members of his organization, putting them to work on various projects under his supervision. In just a few years, the advances that they

achieved where truly prodigious, and Wissenschaft grew exponentially. A little bit later, happenstance led Lucanor to meet Archbishop Eljared; he was immediately aware that this woman was more then she seemed or what people said of her. Interested in the scientific and mystic secrets that she had in her power, he obtained from her a strange piece of black metal that, thanks to his knowledge, he was able to decipher in part. This led him to important advances in the alchemical and scientific fields which he has wasted no time in putting it into practice.

Wissenschaft is divided in various sections that proceed with projects of all kinds. Lucanor has placed his most trusted men in charge of each one of them – and many more watch them in secret. Each division possesses an ample base of operations where they carry out their experiments; they utilize a sophisticated security system so that no one can enter or leave without Lucanor's permission. The majority of these divisions are found in Lucrecio, although as of late they have established new divisions in far off lands (like Goldar) where the environmental conditions are more favorable for the projects. These bases are always in Principalities that barely have a cultural level. Wissenschaft would never risk establishing itself in places where they could be discovered by Abel or the Azur Alliance.

Apart from scientists, warlocks, and alchemists, Wissenschaft has a legion of agents that are specialized in infiltration, espionage, and assassinations at the disposal of each section. If it needs logistical support, it can count on the elite forces of Lucrecio and the secret army that it has formed using its experiments.

The main objective of the organization is to obtain as many advances in its respective fields as possible. Although as a general rule they try to avoid causing any unnecessary damage, they are capable of doing anything so as to advance their projects – even if this means using human or intelligent supernatural creatures as guinea pigs.

Lucanor is the soul of the organization, and he keeps it united. Without him, Wissenschaft would collapse completely. That man is a genius in any field – probably the most brilliant mind in his entire era. He does not turn his back on anything that can represent progress, be it in medicine, mechanics, alchemy, or magic. He believes that any advance represents more power for man and, above all, for himself. The great majority of the members of Wissenschaft think that Lucanor plans to use these discoveries in the end to become Emperor, reclaiming the title that by blood right belonged to him. However, those who know him best are those who understand even less what he is truly planning.

Lucanor

Lucanor is an enigma to the whole world – cold, calculating, and methodical, but at the same time absolutely unpredictable. His goals are a true mystery, maybe even to himself. Although everyone expects him to become Emperor one day, whether by taking Elisabetta as a wife or by his own means, it is not something that is truly important to him. All those who are sufficiently close to him and have dared to ask him about his intentions have received the same enigmatic response: *"I once had a dream... and that dream is worth all the blood I have left behind and the thousands of cadavers that I will walk upon along my way."*

In some way, Lucanor seems to suspect or be conscious of the existence of the powers in the shadows, whose mere presence is terribly bothersome to him. Knowing that neither he nor his organization are rivals for them in its actual state, he hopes to have enough power before taking his next step – although for that to happen he would have to take over other secret societies like the Black Sun or Samael.

One of the dark crows of Wissenschaft

The Great University

The Great University of Lucrecio, known for being the most important center of study in all of Gaia, is also the main secret base of operations for Wissenschaft. The organization uses it to complete its experiments, which are performed in some subterranean installations forbidden to students and visitors. The University is the ideal place to recruit new talent, as many members of the secret society also work as professors; they keep a watchful eye especially over the students who tend to stand out.

The Process

The Process is the most secret and ambitious project of Wissenschaft. It is a scientific experiment and a mystic ritual at the same time, geared toward substituting all the blood of a living being for a strange black fluid. The above-mentioned liquid is created by mixing the remains of various supernatural creatures with a compound of unknown origin. The objective of the project is to bestow upon these living beings, which they call "The Processed," incredible physical and spiritual abilities. Unfortunately, the experiment is unstable. The Processed suffer terrible and monstrous deformations, becoming progressively insane. If that was not enough, their lives are shortened noticeably, and they need to drink great quantities of that dark compound to survive.

It seems that the information for their development comes in part from the piece of black metal that Lucanor obtained from Eljared. However, it is not complete, and he has introduced some variations to make it more powerful. For now, his only and greatest success has been the creation of an enormous black panther called Daaku, which Lucanor takes with him everywhere as a bodyguard.

The Crows

The Crows are one of Lucanor's greatest creations. Like all those who work for him, they are completely loyal, and he uses them as his primary agents, sending them out on the most problematic missions. They are human beings who have submitted to a reduced version of The Process. Lucanor operates on them afterwards, implanting within them a psychic crystal in the left hemisphere of the brain. Both things grants them incomparable strength and speed, as well as the ability to use mental powers. Generally, they gain telepathic abilities and can read the intentions of their opponents.

Many Division Chiefs have Crows, or other variations of the original experiment, at their command. Often, the Crows kidnap potential members of Wissenschaft who refuse willingly to be part of the society. They are provided with all the equipment necessary to carry out the tasks entrusted to them. Therefore, it should not seem strange that they use firearms and strange materials developed in the test laboratories of Wissenschaft.

SELENE

Selene is a select sect of assassins who have been carrying out their work in a terrifyingly effective manner for the past seven centuries. Its members are always women of great beauty who use their appearance and supernatural abilities to execute their contracts. They call themselves Sisters, even though there are no blood ties among them. They work in the shadows, not caring if their victims are human or supernatural creatures as long as their clients can pay the elevated fees they charge for their services.

The agents of Selene are mercenaries capable of carrying out any type of job. As a general rule, they are dedicated to assassination, but on many occasions they are also hired out as bodyguards or spies. The only way to recognize them is by their small silver amulet (forged in the shape of a stiletto); this lets them distinguish each other as Sisters. The great majority of its members are human in origin, although there are a few Sisters who belong to different races. The leader of the sect (and the only member with true authority over the others) is a Sylvain named Alaxa who is now more then seven hundred years old; thanks to supernatural rituals, she has been able to conserve her youth. The principal objective of the organization is to survive. Therefore, they desire to obtain as much power as possible.

Unauthorized © Alex Guillen

The sect picks its members among the orphaned girls younger than eight years old. If a little girl is alone and has the appropriate characteristics (attractive with a natural talent for fighting), she is lead to the Island of Selene, where she is trained in its doctrines and arts. On some occasions, a Sister can choose to send her own daughter there if she so desires. The young agents who have not yet completely mastered the abilities of the Order are called Adepts. The Adepts are under the direct command of Alaxa, who can assign them missions so as to perfect their skills in fighting and assassination. When they feel they are ready, they are put to a test to gain the title of Sister, and from that moment they have the ability to leave the island whenever they wish to go forth into the world.

A Sister of Selene relishes in the total freedom to do whatever she wants, without the obligation of answering to the organization for her acts. They must only submit to three rules. They must send the sect half of all the money that they earn as mercenaries and assassins, so as to assure the survival of the Order. Secondly, they are not allowed, under any circumstance, to kill another Sister. If two agents have opposing missions, they will face off if they have no other recourse, but the one that loses is obligated to admit her defeat and surrender the battle. Lastly, they can not reveal their secrets. Under no circumstances will they divulge the location of the island, nor can they train anyone in their arts, especially if it is a man. Should such a thing happen, the Sister would become a traitor and the sect would hunt both of them out to eliminate them.

A member of Selene can live her life freely if she has obtained at least 10,000 golden crowns for the Order. Sometimes, they form a family and abandon their way of life. In these cases, they are only obligated in following the three central rules of the organization if they want to be left in peace. Usually, many of them despise men and prefer to partner with women – although this way of thinking is not shared by all the Sisters.

A sister of Selene

The agents of Selene are the perfect assassins. Although they prefer subterfuge, they are able to execute their victims in the open, even if they need to go through an entire battalion to do so. Normally, they use their enormous beauty as a weapon, seducing their male victims until they lower their guard. In general they are expert lovers, capable of satisfying men and women alike, but that is not their worst weapon. All the Sisters are exceptional combatants, gifted with abilities far above those humanly possible. They are experts in their own martial style and have developed fully their ability with Ki. Their preferred weapon is the stilettos, which they throw from a distance with terrifying precision. They usually coat these weapons in white cobra venom to assure the death of their victims.

Although they are not known by the general populous, Selene enjoys a certain reputation among the underworld and in the hidden world; they are even respected by the supernatural creatures. Currently, the precise number of members is unknown, but experts calculate it between two to three hundred. The organization has a few contacts with the Black Sun, Samael, and the Council of Merchants of the Free Trade cities, for whom they work for as bodyguards from time to time.

Origins

The origin of Selene is radically the opposite of what it has become now. The birth of the Order goes back epochs many years before Christ. In the beginning, it was formed by a small group of Duk'zarist women who followed the philosophy of the Lady of the Moon, whose goal was to reach physical and spiritual perfection. After the War of Darkness, the daughters of Selene, in a very small group barely numbering a hundred, found themselves ideologically isolated from their people. They abandoned their culture and helped any woman, without regard to her race, who was willing to study their philosophy. Many joined them. In the end, they made the decision to establish a colony on a small island they named Selene in what we know today as the Interior Sea.

Time passed, and even though their number was small, they always lived in accordance to their ideals of cultivating body and mind. As a game, they developed a complex style of fighting which became one of the best martial arts in existence. Unfortunately, when Rah started the War of God, he saw the doctrines of Selene as similar to the concept of religion and ordered the total extermination of all of its members. In spite of the vast knowledge of fighting they possessed, that small pacifist island proved to be no match for the combined armies of the Lord of Judas.

The only survivors were a small group of young girls that had been away on a mission entrusted to them by their teachers. When they returned, all they found was blood, pain, and death in the place that they had called home. In those times, Alaxa was only a little girl, but even she could felt that desperation. With tears in their eyes, they swore that their Order would survive no matter what it took, even if they had to descend into the depths of hell – and that is what they did.

From death rose a new Selene, and death would accompany them along the way forever. From that moment on, they inverted the basic principals of their philosophy, and their training became a lethal weapon. For years, they moved within the shadows, not allowing anyone to know of their existence. However, their objective was to rebuild their Order, and to do that they needed means that they did not have at hand. To acquire it, they sold their services to the highest bidder, abilities that in those times of chaos where needed to establish a new regime. Little by little, they sunk more into the darkness, until they became the assassins they are today.

The Island of Selene

The island of Selene is the sect's only office. It is hidden away, practically inaccessible in the Interior Sea. Selene is a true paradise. The Temple of the Moon is the place where the youngest agents of the Order are trained. From there, the sect coordinates the missions for the Adepts and keeps an eye to make sure that no one breaks their code. Thanks to the enormous wealth that they possess, the Temple has every resource it needs, and the Order never cuts any expense when equipping its members.

The young girls who live in the Temple of the Moon are very happy, as their teachers (and Alaxa herself) treat them like the family they never had. The instructors are normally Sisters whose advanced age does not permit them to correctly exercise their work. Instead of starting a new life, they prefer to return to Selene and do all that they can for the youngest ones.

On the island, Alaxa watches over the safety of the Order, protected by four of the best Sisters. On very rare occasions, she can summon the whole Order by calling a meeting – although it is a very uncommon act that has only been done five times over the course of seven centuries.

Kali the Executioner

In case some member of Selene should ever betray the sect, Kali, the daughter of Alaxa, has the assigned duty of finding her. She is the Executioner.

Kali is a young half-elven, half-human woman. The identity of her father remains unknown, as Alaxa has never revealed his identity. She is still young for her species – only twenty years old – but she has demonstrated an incomparable ability for fighting. Only her mother is better.

The huntress does not execute her companions for simply not paying the established quotas. She hunts and executes those who directly betray the codes of the organization or reveal one of its secrets. She is also sent to kill in those rare cases where a man has learned the secrets of their arts and is powerful enough to have finished off the assassin that found him out.

Illustrated by © Alicia Casillas

Chapter 20

The Supernatural World

All the harmony of the world
Is made up of discordance.

Seneca

The Structure of Existence

The world contains more than what we see or feel. Everything that exists (and even what does not exist) has a soul – an idea that gives it shape and meaning. The Flow of Souls is the essence that feeds reality and gives us birth. It is the start of everything – the spirit of the own existence.

To understand this idea, it is necessary to know that all things have an immaterial substance. A book is a physical collection of paper pages filled with ink that forms words. However, for us to say that something exists called a book, it means that there has to be a concept of "book" that defines what it is. Therefore, the book that we hold in our hands is the sum of many facets – physical and conceptual – which collectively make up a "book." Its corporal part is the substance generated by the material world, while its essence exists on a different level, in the Sea of Souls.

Every creature or spirit has its place in existence

The Sea of Souls

The Sea (or Flux) of Souls is the spiritual plane where concepts, ideas, and feelings are born. It is known by dozens of names depending on each culture – from the Lifestream to Genesis. Within it is found the spirit of everything, including the essence of the world itself. This does not mean that the world is a creature with a personality. Its souls is much more elemental, a primordial mass from which springs life and death.

The Flux of Souls is infinite. It's like a gale of spirit and ectoplasm always in continual motion – similar to an immense sea without borders. The Nexus, a gathering place of souls who have not been "born" into the material world, sits at the center of the Flux. It is the essence of potential – of children not yet been born, of inventions not yet created, of books not yet written...

When someone dies, their spirit returns to the Sea of Souls and slowly melts into it. In reality, it does not disappear. Rather, it shares what it has experienced and offers those experiences back to the Flux. With time, it will reach the Nexus and, at the proper moment, will be born anew. The time it takes for an individual soul to disappear and melt into the Flux depends on how powerful it was in life. Depending on its Presence, the fusion can take as long as a few decades or even thousands of years.

The Wake

The Wake is a shadowy facet of our world – a distorted reflection of reality as we know it. It exists between the Flux of Souls and the material world, though it is a lot closer to us than we believe. It consists of the spiritual remnants of inanimate objects, human emotions, and the residues of energy left behind by dead souls. All that is in the world has an influence over The Wake. Every river, forest, or house has its duplicate in The Wake, produced by the echo of the true object. This chaos is both real and illusionary, depending on the depth to which one penetrates.

Visually, The Wake is very similar to our reality, but it varies depending on the emotions that reign in every place. If, for example, a meadow is influenced by positive feelings, it can become a true paradise of intoxicating beauty and serenity. On the other hand, in those places where people have suffered pain and extreme fear, The Wake turns dark and gloomy, adopting the shape of a nightmare. Prisons, torture chambers, or old battlefields are the areas where the somber marks are greatest – they form a true hell.

Human beings, as well as animals and natural plants, find ourselves most removed from The Wake. Given that our nature does not have a supernatural origin like other races, The Wake distances itself more from us than from other beings whose essence is more linked to the mystical. Entities like the D'Anjayni or the elves possess a certain aptitude to reach The Wake, and yet, their influence on that plane is much less. It seems that human feelings and actions in the real world produce greater repercussions in The Wake.

Access to The Wake

As a general rule, people are not able to see or enter The Wake. As a parallel dimension that exists on a different level, Man can not perceive it, as we walk unconsciously through Gaia without feeling what is beside us. In some places, however, the barrier separating both worlds is more fragile, and at certain times, portals exist that allow entrance to it. These "doors" never have a defined shape. They can be practically anything, from some stone ruins to a simple old coin. There is also no established method to make them work. However, they seem to react to the most intense feelings. Someone who bursts into rage near a door, or a being who feels exceptionally happy, has a slight chance of activating it and opening a hole in to The Wake. Normally, those who activate a portal are not aware of what they have done. Sometimes, they are not even conscious that they have been carried off to another world – until it is too late.

There are several stages in which an individual can enter into The Wake. At the most basic state, a person is able to make out fragments of that world, but he can not interact with anything that is within it, and vice versa. Some individuals are more receptive to these visions than others. As a general rule, clairvoyants, cats, the moribund, and those who are insane can feel it. Those who are deranged are actually exceptionally sensitive, as their deliriums allow them to sense The Wake.

On the other hand, if a subject enters The Wake through a portal, that world is just as real to him as ours. Those who penetrate The Wake disappear completely from the face of the earth and find themselves trapped in The Wake until they find a way to return.

Dreams and The Wake

Sometimes when we dream, our subconscious can see the world of The Wake, and we can travel through it. At that moment, we are transported to an appropriate environment that symbolizes our dream, and we exist parallel in both planes at the same time. Normally, these strolls do not present any kind of danger, given that the sleeper does not delve deeply enough into The Wake so as to receive real damage. Nevertheless, in extreme cases, some individuals submerge themselves so much within The Wake that they can suffer physical damage and even die.

Not all dreams are necessarily a gateway toward The Wake. Usually when we sleep, the mind does not just journey through our subconscious until it wakes up. Only in some unusual cases are we able to reach The Wake. Once again, this is caused by intense feelings or our proximity to a thin boundary between the worlds. It is also possible that some rituals, or the ingestion of certain hallucinogenic substances, can facilitate a journey to The Wake. In such circumstances, those individuals can submerge themselves into a trance that transports their subconscious there.

The Wake is filled with extravagant settlers

The Settlers of The Wake

The Wake is not a solitary place. It is populated by spiritual entities, those beings who are erroneously called ghosts or apparitions but whose most appropriate name would be Wake Spectres. Contrary to what the name might suggest, these spectres are not true souls. In reality, they are memories of living beings whose death caused an echo that a part of their spirit and feelings created an image, a duplicate that survived their death and exists in The Wake.

Often, individuals who have suffered a violent death, those who have important unfinished business, or those who still have strong ties with the world, become spectres. In general, they remain within the same area, trying to find a way to manifest for a short time in the real world. Normally, they are not conscious of their condition, and they survive by obsessing over that which was important to them in the world. The surroundings in which they find themselves in also have an influence on them, sometimes granting them abilities that they did not have in life. Sometimes, residents of the darkest areas become living nightmares gifted with enormous power.

However, Wake Specters are not the only inhabitants of this plane. An undetermined amount of supernatural creatures – both spiritual entities as well as fantastic beings – exist here. Many of them retreated to this world, fleeing from extermination, or they were confined by some unknown power. The majority of these creatures live peacefully in The Wake, although others are waiting for the right moment to escape.

The Nightmare Lords

Recently, a few entities of great power have appeared, claiming small areas of The Wake that dreamers tend to visit. Many have adopted the title of Nightmare Lords, and they plan on extending their influence, little by little, into the real world by tormenting sleepers and feeding off their fears. These creatures have gathered together several powerful Wake Spectres and other diverse creatures that they use as agents to achieve their ends. Sometimes, they use their minions to possess the body of dreamers and act freely in the real world.

Each one of these lords has a different origin. The majority of them are locked in open (and subtle) battle against one another, trying to extend their own areas of influence. As of right now, there are five Nightmare Lords that stand out above the rest. Malekith, Prince of Crows, is the greatest of these. He has erected a dark city, called Graven, in The Wake territory of Moth. He raised this city stone by stone thanks to the sleepers who visit it each night. With time, he hopes to manifest Graven in the real world and create an immense gateway between both planes.

Anyway, all the Nightmare Lords are careful not to extend themselves too much. None of them travel too far from the territories that they control, as they know that The Wake holds creatures of power that even they do not want to trouble. Perhaps, if they keep increasing their influence, there will come a time when they will try to claim the entire Wake as their own – but such a time is still a long way away.

The Special Rules of The Wake

The Wake is a world where souls and bodies melt together completely. Within it, spiritual beings are physical and visible, and they can be harmed by all types of attacks, no matter what kind of energy they affect (this does not mean, however, that beings with energy immunity from other powers and abilities lose their protection). Spells and psychic powers can be seen by anyone in The Wake. In addition, if a character enters The Wake, he automatically gains the ability to perform actions with an Inhuman Difficulty, if his rolls allow him to.

Dark and Light magic have varied effects, depending on the area of The Wake in which the spellcaster finds himself. Spells cast in a territory influenced by an element attuned to the magic used automatically gains 1 to 2 Power Levels added to them, while its opposite loses 1 to 2 Levels.

Chapter 21
The Powers in the Shadow

The truth ... that fragment of death ...
Sometimes I would prefer to live in the shadows ...

Fedor Kavsow

The Truth

Humanity, as well as supernatural beings, are not alone in this world. Without any of us knowing, we are the prisoners of some puppeteers who watch us in secret. Since a long time ago, Man is no longer owner of his own story.

There are three organizations that exist in Gaïa that pull the strings of all the important events from the shadows. They call themselves Imperium, the Technocracy, and The Illuminati, and they posses a power that not even the immortals can imagine. It is not possible to say when they appeared exactly, although everything seems to indicate that they were born even before the War of Darkness. For these last few millenniums, their intervention in the world has been scarce, but even the most minute of their intrusions has changed the course of life for all the world's inhabitants. Each one of the organizations is made up of members of the three dominating races on Gaïa. Imperium, the first among them, belongs to humans, The Technocracy is of the Sylvain, and the Illuminati from the Duk'zarist. They possess immense advances in every field, combining science and magic with other unknown forces. Their objective is not to dominate the world. If they wanted to conquer it, they would only need a few hours to do so. They watch over the events that happen on Gaïa, and they channel the advance of each people towards whatever goal they desire.

There is a great tension between the three groups, but they find themselves obligated to coexist with each other. They are very aware that if any of them fought against the others, the conflict would tear apart the whole reality in a way that would be irreparable. Whoever emerged victorious would watch over absolutely nothing.

History from the Shadows

In an almost unperceivable way, The Powers in the Shadow have intervened in the history of Gaïa practically since its beginnings. Although very few are aware of the repercussions that this has had in the evolution of the world, their actions explain many of the most important events that have happened over the length of these last centuries.

For millennia, they remained inactive. The first important intrusion that there is evidence of is during the Chaos Era. In that epoch, all of Gaïa found itself in an anarchist state. Human beings had given birth to new civilizations, but they were still very far from reaching the level of development that any of the other races had. Also, they continually fought against each other. In less then a century, more than a hundred wars broke out that repeatedly plunged the world into darkness.

It was then that Imperium decided to interfere with the destiny of the world. Its first goal was to unify all of man under one flag and afterwards control the evolution of their development. To do this, they leaned towards a very risky social experiment with which they hoped to analyze the behavior of man. They created a very advanced civilization that could become a reference to follow by the others. They chose Solomon, a powerful empire of that epoch, and they bestowed upon it thirty fragments of black metal that contained great information about Technomagic, enough knowledge capable of putting them above any other race or power on Gaïa. Those metal pieces were truly curious devices. They were almost living entities, artificial intelligences programmed to evolve on their own. They revealed, with the passing of time, more and more of the information that they contained. Solomon would progress over the course of the centuries in the form that Imperium designated, while they gathered the data of their experiment.

With the pieces under their control, the Empire prospered from one day to the next, and for more than fifty years, it reigned as the most powerful force that the world had ever seen. Lead by the Emperor Andromalius and his senate, Solomon began innumerable advances, like building mystical marionettes to take care of the manual labor, exterminating all diseases, and even developing supernatural machines that could magically control the weather.

But things did not turn out like Imperium had hoped. In their arrogance, the citizens of Solomon kept their knowledge only for themselves, submitting by force all those that did not bow down before them and turning them into little more than slaves. Although this contradicted slightly their benefactors, they also planned to start a similar offensive against the other races until they dominated all of Gaïa. Fearing the consequences of what something like this could cause with the other Powers in the Shadow or what could be worse, the possibility of a confrontation against Beryls and Shajads, the response of Imperium was swift. Like a divine punishment, they let loose the power of Jürgand, their elite forces, against Solomon, devastating the Empire in barely a few hours. They erased all the knowledge that they had bestowed upon them, and demolished their works straight to their foundations. The heavens had responded with severity, leaving behind it only pain, emptiness, and blood. Nonetheless, something happened that escaped the designs of Imperium – they were unable to recover the thirty pieces that Andromalius had hidden using the same arts that he had learned from them.

That experience was a thorn that Imperium would never be able to remove, and which even today continues to bother it. They became aware that controlling the evolution of man through knowledge would be a failure; therefore they decided to bind them with ignorance. But the intervention of the organization had not gone unnoticed by the Illuminati and The Technocracy. Bothered by that experiment, they warned Imperium that if they operated so openly in the world, the other groups would do what was needed. To alleviate that tense situation, the three Powers in the Shadow came to an agreement: They would never again meddle in the destiny of Gaïa in a similar way.

But without the other powers being aware of it, Imperium continued to search for a method to obtain its goal. They needed something that would unite man and, at the same time, bind them to the ignorance of the truth. And in the end, they found a solution in a place that they could least imagine it – in the legends of that we had forgotten. To achieve their objective, they created a perfect human being and manipulated history, designing an adequate context for its development. Thus, playing God, they gave life to a child named Abel, who, with time, would be known as Christ.

Imperium planned to unify all of humanity using religion, and this time their experiment bore fruit the likes of which they would have never hoped. Christ, through whose veins ran each and every one of the divine principles that he represented, fulfilled his mission to perfection. Finally, to gain a martyr and avoid their creation from turning on them, they induced him to die by crucifixion on the walls of Solomon, an allegory which only Imperium understood.

But once again something happened that was not within their plans. Iscariot, one of the twelve apostles of Christ, received as payment for his betrayal the thirty fragments of knowledge that Andromalius had hidden centuries ago. For the people of Solomon, they no longer represented anything of value. However, in the hands of Iscariot, one of the most powerful human beings of his era, they obtained a frightening meaning. He hid himself in The Wake, and for several years learned as much as he could from the pieces and its creators – until he became painfully aware of the existence of the Powers in the Shadow. Full of rage for having been used like a puppet, he used the Technomagic that he had assimilated to build a machine with which to control destiny and destroy Imperium, the Illuminati, and The Technocracy. However, he was not able to finish it, and ceded the work of his creation to his son.

Illustrated by © Kamui Cham-Angeli

Urda, agent of Jürgand

Two hundred years later, Rah, his last descendent, manifested himself in the world and began the War of God. The instrument was almost finished, but to be able to use it correctly, it had to be charged with souls as a source of energy. Therefore, Rah initiated the war with two objectives – to liberate man from the chains in which they were bound, and to complete his creation. The Powers in the Shadow attended the events that were happening with great interest, although the pact they had made a century before stopped them from acting openly again. When Rah was beaten, he tried to activate the machine so as to aim a final mortal blow to all three organizations; whose instrumentals and powers became damaged.

Then, seeing what the world had become, Imperium, The Technocracy, and the Illuminati gathered together so as to avoid the cataclysm toward which all civilizations were nearing. Knowing that whatever decision they decided to make would be so monumental that it would attract the attention of the Shajads and Beryls, they preferred to contact them and invite them to participate in their meeting. There they came to the conclusion that the only viable solution was to separate the world into three different existences, and each group would be responsible exclusively for its own.

From that moment on, Imperium watched over the Abel Empire, seeing that it functioned correctly. They were very satisfied with the good deeds of Zhorne. The Emperor had unified the world just like they had always wished, and now the only thing left for them to do was to assure its stability. But Imperium was conscious of the fact that human beings would never be at peace for very long under one flag, even if a common religion united us. To avoid the segregation, they developed a system called Auspice, which allowed them to influence the decisions of people in high positions and prevent large-scale conflicts from breaking out. For almost seven centuries, everything happened exactly as they had planned out; they manipulated history like puppeteers in the shadows. Even so, many people began to develop immunities against the Auspice, and the system became more and more unstable.

And then Eljared showed up. She was an outstanding member of the Inner Circle of Imperium who descended to earth and tried to take control of the organization for his own unknown objectives. For two years, she used her influence to hide her actions, trying to gain all the power that was possible before they became aware of her true identity. Being next to the Emperor, and as the head of the Church, she covered her bases against a direct intervention while she tricked a group of Jürgand into placing themselves in her service. Also, she subjugated powerful supernatural entities who wished that The Powers in the Shadow would disappear.

In the exact instant that Imperium became aware of what was happening, Eljared attacked all of their systems, completely destroying the Auspice. The confrontation between the insurrecting armada and the forces of Imperium was too much, and caused true natural catastrophes. In the end, the rebellion, and the entities that supported it, were completely exterminated. Imperium made sure it immediately erased any traces of what happened. As for Eljared, she had disappeared. Perhaps she escaped to Hell; although the possibility still exists that she died attempting to finish her true plans, which still remain a mystery. But this confrontation had several negative consequences for the organization. The Auspice system was totally worthless now that man had managed to become immune to it, and the Empire was crumbling. If that was not enough, the internal battle caused a considerable weakening of their powers, making Imperium vulnerable to an attack from the other Powers in the Shadow for the first time in its history.

THE AGREEMENT

During the separation, the three Powers in the Shadow reached an agreement to not intervene beyond the territories which each one was assigned to. They also committed themselves to maintaining the existence of the other worlds as a secret, and to not give their knowledge to the inhabitants of the surface. Within its own section, an organization is free to do whatever it wants, even executing members of the other organizations.

However, Gaira and C'iel asked that the free will of all the people of Gaia.be maintained. Reticent, the Powers in the Shadow accepted, as long as the Shajads as well as the Beryls kept themselves completely removed from mortal matters. To date, the Agreement has been totally maintained by all those who signed it. There was also a strange clause that was included on the insistence of the Shajads and Beryls, in which Imperium commits itself to not harm the progeny of Zhorne Giovanni. For one reason or another, the Lords of Light (as well as the Lords of Darkness) follow the particulars of that lineage with special interest – perhaps due to the fact that Zhorne was able to change the course of events during the War of God.

IMPERIUM

Imperium is the most powerful of the three Powers in the Shadow. It is the organization of Mankind, watching over us without us knowing. Its principal goal is to care for the existence of human beings. They take care of us, orienting us in the way they feel is most appropriate. In some ways, they are our guardian angels, even though to do so they have become our jailers as well, keeping us in ignorance.

It was the first of the three Powers in the Shadow to appear. Its true origin is an enigma, although there are many theories about its creation. The most extended between those who know the organization is that it was made by a small group of human beings who had attained almost divine powers after the War of Darkness. However, some ancient entities have a hypothesis much more somber. They conjectured that the organization started from a small group of men to whom the creators returned part of their lost knowledge as an experiment, mixing these limited memories with vast supernatural abilities. Either way, they are only hypotheses, as the truth is only known by a few members of the Inner Circle.

Even now, weakened after the confrontation with Eljared, its power is slightly greater then those possessed by The Technocracy or the Illuminati. No creature, no matter how strong, can face Imperium – including those entities that human beings consider gods. Only the Shajads or the Beryls represent a force that they are not able to face. Their base is found on a flying island called Jormungandr. It is located in the inferior area of the stratosphere and has the ability to move from one place to another. They also have some grand substations, the majority of which are flying citadels – although there are a few exceptions which are built under large cities.

The organization is divided into different strata, each with different attributes. The main body is its agents, those in charge of moving across the world and completing all the fieldwork. They are exceptionally complex individuals, and each one of them possesses a totally different ability perfectly adapted to the type of mission that has been entrusted to them. Their functions are very diverse, like infiltration, espionage, or covering up the truth. They always work alone, and they do not spend much time in the same place – although sometimes they can hold positions of importance next to powerful people so as to influence their decisions. The majority of them are recruited among individuals gifted with the abilities that Imperium needs, although sometimes they are created through a combination of genetic engineering and magic. The highest-ranking agents who find themselves under the direct orders of the managing group receive the title of "Supervisors." They coordinate the actions of the other agents. No one ever leaves Imperium, but sometimes individuals are allowed to lose their memory and restart a normal life without their special capabilities.

The second stratum is made up of research and development cells that deal with social experiments and the creation of Technomagic advances. In general, they work in the different substations – although there is a small elite body that puts together the equipment for Jürgand and Jormungandr. Sometimes, they go down to Gaia to take the data that they need first hand.

Lastly, the managing group of Imperium is known as the Inner Circle. They are the ones that make each and every one of the important decisions that are carried out. They move the strings and manipulate the destiny of the world. Their identities are unknown, since none of them are located on the face of Gaïa. They always reside in Jormungandr, and they only descend to earth on very few occasions. They are mostly (or were) human – although they probably received supernatural implants or were birthed from the beginnings of Technomagic.

However, there is yet one other power above that of the Circle. A single man directs them, and his orders are always immediately followed. It is said that he was the founding member of Imperium and that, over the length of the thousands years of history of the organization, he has always been the one in charge. But the most surprising thing is the fact that he is simply human who has stopped aging, thanks to the means at his disposal. No one knows what goes through his inexplicable mind, not even the oldest members of the Inner Circle – and they have known him for several millennia now. The only thing known about him is that, when he presented himself in front of the Shajads and the Beryls, he called himself "Barnabas".

Over the course of the last seven centuries, the principal task of Imperium has been to keep its presence, as well as the existence of other worlds (which they call Hell), a secret. They control all the information, trying to make sure that no one gains even the slightest hint of the truth. They also prevent people from crossing the Barrier, hunting down those visitors who come from afar.

If in some cases information gets out, or someone makes inquiries that are exceptionally worrisome, they use some of their agents to erase the memories of the people or creatures implicated. It is even possible that they would alter the memories of towns or entire cities so as to maintain their secret. In general, Imperium try to avoid killing anyone, as they have sufficient power to do what they want without having to kill. In the situation where an especially powerful individual finds out too much, they put themselves in contact with him and they offer him a position within the organization. Only if he does not accept, and turns out to be a danger, do they order his destruction.

Imperium leaves any supernatural creature in peace, no matter how powerful it is, as long as it does not place the secret of Hell in danger. For as many massacres or as much destruction that it may cause, they completely ignore it, preferring instead to wait for Tol Rauko or the Inquisition to deal with it. They will only intervene if one or several beings of enormous power endanger the entire human race, in which case they would use agents of Jürgand to finish off the threat. Even so, during the first few years that followed the formation of the Barrier, Imperium hunted certain especially powerful entities that had become aware of the separation of the world. Many of them were absorbed by the organization, others ended up destroyed, while the eldest ones hid in The Wake to avoid the purge. Only in very specific cases were some beings granted permission to remain in this part of Gaïa (mainly because of their favored relations with Shajads or Beryls). In today's age, Imperium does not care at all if someone comes or goes from The Wake, as long as it is not a threat to their secret.

Sometimes, their research cells perform strange experiments – like moving entire towns from one place to another so as to analyze the social consequences, or setting free one of their new creations to measure the capabilities of the Inquisition and the Tol Rauko.

Imperium has many contacts in all the Principalities and organizations in Gaïa, though they have the greatest influence among Tol Rauko. For the last few centuries, they have manipulated them to complete many of their ends – like recovering dangerous objects or recruiting new members for the organization. In fact, Marshall Malakias Graft collaborates openly with them, even though he has no idea of the true extent of their power.

Agent of Jürgand

The series of events caused by Eljared has partially diminished the capabilities of Imperium to subtly influence the world – especially because of the disappearance of the Auspice system. The Auspice consisted of a miniscule symbiotic parasite species which introduced itself through the nose or the ears of a person, fusing itself to the brain. Each one of them was connected to a psychic web under the control of the organization, which rendered people predisposed to do whatever Imperium wanted them to do without totally controlling them. This way, they avoided the more serious problems of the Empire without having to completely limit the free will of humans as they had agreed to do with C'iel and Gaira.

Currently, they only count on their agents to maintain the stability on both continents, but their control is not as absolute as it has been before. Either way, the Inner Circle does not worry too much about it. It is aware that an epoch of change is nearing, and it intends to observe the events thoroughly before making the decision to intervene again.

One of its main concerns is that of recovering the thirty black metal fragments of Solomon, which hold a knowledge that is too dangerous. They are also lightly worried about the discovery of the Book of the Dead by part of the faction of the Black Sun. For now, however, they are following their policy of nonintervention; they intend to leave them in peace. But these are not the only goals of Imperium. The Inner Circle plots a much more complex plan, one that has been germinating for millennia now: They intend to destroy C'iel and Gaira, freeing themselves definitively from their presence. Barnabas knows that this plan currently exceeds their capabilities, but over the length of his hundreds of thousands of years, he has learned to wait for the perfect moment.

The Technomagic

All the Powers in the Shadow have mastery over sciences that escape our understanding. In an incredible fashion, they have been able to combine supernatural powers with technology and biology, creating an art which they call Technomagic. Each one of them is slightly more specialized in a field, and their constructs differ slightly from that of the others. Even so, the three have similar knowledge, though its application is very different.

The technology that Imperium uses does not seem like anything we have in today's day and age. The machines use magic or spiritual energy as generators and, though they might appear strange, the results that they achieve are incredibly effective. Their creations have all kinds of uses, from controlling natural phenomena to erasing people's memories. They also possess an extensive database saved on very small psychic crystals.

Machinery is not the only field that they combine with magic. Their knowledge of biology, incorporated with their mastery of the supernatural, is also extraordinary. They have created various chemical substances capable of curing diseases and healing almost any type of wound.

Where they truly stand out, however, is in genetic engineering. Through the manipulation and combination of DNA, they can alter the physical and mental capabilities of any living being. Their most incredible creation in this field has been The Ladies. They are truly living computers used to coordinate and control the substations, and to keep the world under surveillance. These creatures have the appearance of women who are tied up, physically linked via connections and cables to the central station of each base. Originally human, The Ladies have been reconfigured during their embryonic state to have a supernatural intellect and capacity of reason, and they receive dozens of implants so as to connect themselves to Imperium's systems.

Almost all the advances are very oriented to warfare. The organization has come up with all kinds of instruments for their agents – like living weapons that can alter their appearance at will or project devastating discharges of energy from a distance. In the same way, there are numerous implants that allow them to increase their abilities, like metamorphic limbs, for example.

Illustrated by © Ivan Tapia

Another of their greatest advances is the fabrication of golems. These creations are almost alive, and they can perform various tasks – depending on the objective of its construction. The Dolls are the most basic creation, whose common tasks tend to be manual labor and the maintenance of the substations. They can take on various forms and sizes depending on the nature of their assignments, though in general they are humanoid in shape. The second category is called The Marionnettes. These golems possess intelligence and even have personalities sometimes. Imperium save them for the more complex assignments – though generally they are War Marionettes, heavily armed and prepared for any contingency. Some can have a human aspect, and no one would be able to distinguish them from a true living being.

Even today, Imperium continues to investigate all these fields so as to achieve new advances – just like the other Powers in the Shadow do.

Jürgand

Jürgand is the executor arm of Imperium, the secret army in which their true power resides. Each one of its components is a living weapon that has no equal, capable of exterminating entire armies in mere minutes. The organization is structured into several squads of agents that are governed by a military system. The basic unit is made up of groups of four, and each member has diverse abilities. The different squads are lead by Patriarchs who receive their orders directly from the Inner Circle or from Barnabas.

Unlike the other agents of Imperium, they never move freely across Gaïa. Like angels of death, the members of Jürgand only descend to earth to carry out search and destroy missions, and in general, their stay is exceptionally short. Imperium tries to make sure that they have the most minimal contact as possible with the world, so as to avoid establishing emotional ties with its inhabitants. For this reason, the agents of Jürgand consider themselves the only true human beings and consider the settlers of Gaïa almost like animals. Commonly, they refer to those that live on the surface with the nickname "sheep" or "worms." They believe in what they do with all of their heart, and their totally loyal to their ideals. In fact, they do not know anything else.

In the rare times that a mission is entrusted to the Jürgand, they send only one of its agents – unless the task is so complex that it requires a full group. All of the substations have on hand a limited number of them as a means of protection, in addition to its other security systems.

Not only are they already gifted with godly-like abilities, but they also carry with them the most highly advanced Technomagic equipment. Normally, they wear some very sophisticated symbiotic exo-armor, called Jürgeneth, which increases their capabilities and bestows upon them mystical powers.

The origin of the members of Jürgand can be very varied. Generally, they are boys and girls less then two or three years old, who possess exceptional superhuman abilities from birth. If two agents are allowed to have a child, the little one will also automatically become a part of the organization. Nevertheless, the majority of them are test-tube babies created through Technomagic, in which their human DNA is combined with the essence of various divinities, the Protodeus. They will not, under any circumstances, admit an adult to the Jürgand, no matter what abilities he or she may possess: they will join directly the "normal" agents of Imperium.

The members of Jürgand reside in Jormungandr, where they are taught since they were little. The entire island is a huge academy in which the young ones learn all that they need to know – history, science, and whatever type of combat style. There are seven courses that depend on the level of ability that the students possess. How much time they spend in each one is not dependent on their age but on the capabilities they possess. Their teachers are high-ranking agents, powerful mystical entities, or even members of the Inner Circle. They try and stimulate competitiveness between students to encourage his learning.

To start off with, they are divided into thirteen Houses governed by members of the Inner Circle, who are called Patriarchs or Demiurges. Each student competes against the rival Houses and his companions to obtain the best scores. These points are used as a form of currency to acquire any type of equipment or clothes that the young ones need. This way, their own instincts push them to do better. Naturally, they try to match the student to the field in which they stand out. Once they find themselves in their last course, they are practically agents and can be sent on jobs under the supervision of a professor. To graduate, they must pass a final exam, which can consist of a field mission or a test prepared for such a contingency. Those who achieve the best grades become group leaders.

The total number of Jürgand agents is unknown.

OTHER POWERS

The two remaining powers in the shadow have much less influence in our world, particularly because in light of the agreement of separation they can not act without the permission of Imperium. Even so, it is possible that on occasion they would send one of their agents in secret with a specific goal, like espionage or the persecution of a fugitive.

Illuminati

The Illuminati are a mystery among The Powers in the Shadow. It is the secret society that keeps an eye on the Duk'zarist, and it is also the most enigmatic of the three organizations. They practically never intervene in the affairs of their people, even though they have always established ties with the governors of their empires. The technology of the Illuminati is very similar to that of Imperium, though they mainly use Gesthal wood for their creations. Their implants are full of runes that grant them power. Even their bases are controlled by the Noah, huge computer trees that are the equivalent to The Ladies.

Little more is known about them other than the fact that they are closely tied to strange traditions and rites, even though their customs and beliefs differ completely.

The Technocracy

The Technocracy is the organization that gathers in its bosom the greatest amount of supernatural races. In spite of its diversity, its main leaders come from the Sylvain race and hold the true power within The Technocracy. The society is organized by racial castes, though the attributions of the agents are assigned by their capabilities and not because of their species. Given that their people generally control magic, the Technocrats have centered their knowledge on mechanical engineering and on control of the psychic matrices, where they have the greatest advances. Their Technomagic is based on metal and crystals, preferring to leave biology on a second plane. Their control systems are made up of large crystals (similar to the ones used by Imperium in which they store the minds of several individuals. They completely eliminate their feelings and the increase their rational and logical capacity, that way they are capable of always finding the most appropriate solution to each situation.

ADVICE TO THE GM

The Powers in the Shadow can be an important inspiration to create an atmosphere for games. Sometimes it is possible that your players find a clue that allows them to discover the existence of Imperium, or maybe they even try to discover the truth and search for a method to travel to the other worlds. Maybe they find themselves in possession of one of the lost thirty fragments of knowledge, or maybe they must stop someone who has been able to acquire one to unleash something terrible.

All of these possibilities are very attractive, but keep in mind that these organizations are not an adversary that the characters can face openly. It is not recommended to overwhelm the characters with the manipulation of Imperium. In spite of their great powers, the organizations in the shadows are not omniscient. Be that because of scorn, the restrictions imposed on them by C'iel and Gaira, or because of the impossibility of controlling everything, many important events that happen in Gaïa escape their attention. Therefore, it is perfectly possible that the majority of incidents that happen in games take place without them knowing. Also, remember that for them to act directly against a threat, the situation should be so extraordinary that it places all Humanity in danger, not just a few thousand (or even an entire Principality).

Chapter 22
HELL

Hell starts with others.

Goethe

The world as we know it is but a fragment of the real world, whether or not humankind is aware of this. Over seven centuries ago, reality split into three layers, forcing us to remain ignorant of the fact that we are not alone, that our stories and legends are still real.

There is truth...and there is Hell.

One of the floating isles of Khalis

HELL

There are other worlds apart from ours. In them, creatures and supernatural entities still exist, and man is only a myth washed away by time. These lands are a virtual purgatory for humans, populated by all kinds of creatures that we would call demons and nightmares. To these beings, however, any other world – including ours – would be a terrible place to live. They would have to hide in its shadows to avoid being caught.

In the end, we are their hell, as much as they are ours.

Aside from the earth we know, there are mainly two large areas populated by other races – each unaware of the other and different in every aspect. Little is known about these places. In fact, very few people know how the inhabitants of these worlds may have evolved during these past seven centuries.

THE BARRIER

The world is divided by an invisible Barrier that separates reality. It resembles a huge wall encircling the Old and New Continent, and all of the islands around them. No one can perceive it or reach the lands that lie beyond it. It is located in oceanic areas, always several miles off the nearest shore. Gaïa's nearest populated area is a small island to the north of Bekent, located only 1,500 miles away.

The Barrier does not function as a physical obstacle; its effects are much more subtle and undetectable – which serves to conceal its existence wonderfully. Once a person crosses the Barrier, his reality alters slowly and progressively, until the traveler is transported to a different place without even knowing it. For the most part, each section is linked to its exact opposite corner, thus creating the impression that the world is perfectly round. In this manner, a ship going west from the New Continent shall reach the western islands after miles and miles of ocean. Sometimes, unforeseen fluctuations happen, and a ship may end up at the end of the world instead of where it was supposed to appear.

Generally, the Barrier takes the shape of a tremendous sea storm that rocks ships for several miles until the leave it behind. It is also present in the waking world The Wake, where it can be seen as huge wall of souls and chains that physically obstructs the passage for any of its inhabitants.

Transit Spots

The Barrier is not perfect, though, or at least it was not designed to be. Occasionally, small alterations will provide temporary windows that allow passage. There is no way of knowing for certain when or where the next tunnel will materialize – although they do appear to follow a general pattern.

The Keys

The same powers that created the Barrier also created certain control systems that allow them to pass through it and stay in touch. These objects are called "keys," and they allow the bearer – and sometimes those in his company – to ignore the Barrier. These keys do not come in any definite shape, but they usually carry some sort of embedded crystal.

Amazingly enough, some old artifacts created thousands of years before the Barrier itself was formed, act as natural keys. Imperium has used Tol Rauko to acquire all of the objects of this kind whose existence he was aware of, but some may still remain scattered about.

Unfortunately, Imperium is also aware that there is enough knowledge to develop a key using the thirty black metal pieces that went missing.

Illustration © Konami 2001

Interreigns

The Barrier is not homogeneous. Many alterations exist along its thousand of miles, which sometimes produce large intermediate areas inside it. These are usually vacant areas, containing nothing but ocean. At other times though, they hide small islands that may even contain creatures. These are like tiny, intermediate worlds that evolve without the supervision of the Powers in the Shadow, where unknown cultures may have thrived over the face of Gaia.

Yggdrasill

There are two points where the walls that divide the three worlds converge. On the outermost part is Yggdrasill, the Soul Clock. Yggdrasill is a humongous piece of machinery, as big as a metropolis, made of black metal, wood and crystal. Its huge hands are always about to strike twelve. They are locked in that position with Gaira chains and C'iel doves which keep them from moving. Yggdrasill exists in all worlds and realities at once, connecting all the planes of existence.

Apparently, it is also a material point of access to the sea of souls. It is said that one of its functions is that of directing passing spirits back to the Flow – although it is very unlikely that this is the case, since the very structure of existence is able to do that by itself. Its creator has not been established with certainty, but neither the Shajads nor the Beryls have claimed any credit for it.

It would be possible for an individual to gain access to it and wander its strange and labyrinthine gears, but whatever may be encountered inside eludes our knowledge completely. Even several Jürgand agents have been unable to return after venturing too far inside it. In the construction of the Barrier, the Powers of the Shadow employed a small portion of Yggdrasill's energy and redirected it to the machinery. Around the clock are located the three Cronos Pillars – techno magical artifacts that create the walls which divide our reality.

Nobody knows for sure what exists within the second point of convergence. It may be simply a vacant area, or something both the Powers in the Shadow and the Shajads and Beryls have tried to hide.

KHALIS: SEA OF CLOUDS

Khalis is the name of the world under the supervision of the Technocracy; it is the dwelling place of elves and other fairy races. Its geographical disposition is truly un-heard of. For some unknown reason, the whole surface has been subjected to death and desolation. Oceans have turned to blood, and an impious aura now extends over the land, killing any living organism that dares to tread upon it even for a few seconds. Still, its inhabitants survive. They make their abode in the skies upon huge islands and flying continents, surrounded by an infinite sea of clouds. They float thanks to the Tears, gigantic crystals that fell from the sky during the desolation, causing those enormous blocks of ground to rise and to become the population's home. Its inhabitants believe themselves to be Gaia's only surviving race. They use zeppelins and flying creatures as a means of communication and transport.

Khalis is filled with magic, and it is the home of many kinds of supernatural beings. Most of the islands and continents have already been discovered, but there are still hundreds of mysteries to be encountered within its distant frontiers.

LUNARIS

Lunaris is the second of the worlds we call Hell. It is the home of the Duk'zarist, as well as that of other supernatural entities. Unfortunately, we do not have a lot of information about this place, except for the fact that its continental structure bears some resemblance to the world of men, that it is slightly colder, and that its days are usually shorter.

PLAYING IN HELL

There is always the possibility that your players may end up in Hell or have to face a creature hailing from there. You need to be familiar with at least some of their behavior patterns and skills so that you can play Hell's inhabitants properly. It may also be the case that some of your players wish to play a completely supernatural being. We do not recommend this, but it is up to you to decide what will fit your game style best.

What follows is a list of the main non-human races and some rules for using them. These are, of course, only a small reference. We are not even remotely presenting the complete picture of supernatural races in Gaia, but this is what space allows. Keep in mind most of these races are a lot more powerful than human beings, which will present a great disadvantage to the rest of the human characters.

Level Modifiers

The supernatural attributes some of the non-human races possess provide a Level Modifier. These "additional levels" do not bring the usual advantages, but only count in terms of the experience necessary to move up levels. In other words, even though their levels may increase because they belong to a supernatural race, their Life Points, Presence, Innate Bonuses or Development Points will not increase. Their Modified Level will, however, count toward acquiring experience points. These modifiers will be expressed in terms of 8+1, where the first number is the creature's true level and the second one is the modifier.

Let's suppose we're creating a Level 4 elven character. He should have at least 375 Experience Points, but since elves have a +2 modifier to their level, this would normally equal a Level 6 character with 750 points. Even though this character would not receive any of the advantages of being Level 6, and he would have all of the same abilities and characteristics of a Level 4 character, he still would need 975 experience points to gain the next level.

Hell is full of amazing creatures.

JAYAN

The Jayan are one of Gaïa's secondary races, whose dispersion and segregation stopped them from realizing their full potential. They are big, humanoid creatures, usually around six to ten feet tall. They have an exceptionally well-developed build, and their muscle structure and power are simply overwhelming. Their skin is usually dark, with brown or ochre shades. They possess two big horns on their heads and a third eye in their forehead, which is invariably red. Their hair is dark (as opposed to the Nephilim) and frequently a mess. They have rigid and unsophisticated features, although Jayan women do have a more human look. Their fingers end in pointed nails, and their canine teeth are slightly overdeveloped in both jaws. Their vital cycle resembles that of humans, although generally they can live up to one century without major trouble.

Jayan are prone to fits of violence and anger. Usually straightforward, they do not rely on cons or lies to accomplish their goals. Typically, they are organized into nomadic tribes. They like to travel, but this does not mean they are incapable of staying in one place over a long period of time if it has adequate living conditions. A big part of their culture is based on war and combat; they think of themselves as a warrior race. Both men and women learn to fight in their early childhood, but the women need to learn more sophisticated styles to compensate for their smaller build.

Jayan are very attached to shamanic rituals and customs that determine a significant part of their lives. It is not uncommon to see shamans or wizards advising their great warrior leaders. This is only natural; their third eye grants them the ability to see spiritual beings, and this has become an important part of their daily life and culture. As a general rule, Jayan cover their bodies in paint and decorate themselves with lucky charms before going into battle, thereby guaranteeing the favors of the spirits.

The Jayan have a deep appreciation for their horns, which they decorate meticulously and use as a canvas upon which to engrave their feats. Horn breaking is considered a serious offense, and it does not go unpunished.

Giant: Jayan add 2 points to their Size Characteristic and may not choose to reduce their height using the Uncommon Size Advantage. However, they should not reach Gigantic in **Table 82**. If adding this bonus pushes them to that size, the GM should not apply it.

Exceptional Build: Jayan are exceptionally strong and more resistant than many other races in Gaïa, so they add +2 to STR and +1 to CON. They may not use the Deduct Two Points from a Characteristic Disadvantage to lower their Strength.

Withstand Fatigue: Jayan have an uncanny resistance to fatigue. They add 3 points to their maximum Fatigue value.

Resistance to Damage: Jayan are resistant to the shock produced by damage. As a result, they apply a +20 bonus to their Physical Resistance (PhR).

The Third Eye: Their forehead eye does not perceive the world in the same way as the other two. This pupil has the natural ability to see spiritual beings invisible to the world. This capacity is not related to spells, mystical effects, or psychic matrices.

Natural Weapons: Jayan claws and horns may be very efficient weapons in combat. Even unarmed, Jayan attacks produce a Base Damage of 40 or 60, plus their Strength bonus – depending on their size (See Table 80). Naturally, it is necessary to develop their Combat Ability so as not to apply negative bonuses.

Inhuman Strength: Their incredible build allows them to perform Inhuman-Difficulty tasks when making Strength-related Checks.

Susceptibility to Magic: Spells and mystical effects are especially effective against Jayan, who suffer a –20 penalty to their Magic Resistance (MR). In addition, Jayan subtract 1 point from their Power Characteristic.

Level Modifier: +1

D´ANJAYNI

The D´Anjayni are one of Gaïa's most mysterious races. They have always lived in the shadows of history, never openly relating to other cultures. Their skin is completely white, and their blood vessels run across it, forming blue lines. Most of them are bald, and those who are not possess black hair. They do not have fingerprints or nails. There are very few visible differences between men and women, although women tend to be slightly slimmer and their breasts are more developed. Their faces are always very much alike, with few salient features. In order to recognize each other, they mark their faces or hands with House insignia, thus introducing individual detail and particularities.

D´Anjayni live from three to four centuries, and they attain maturity at around 40 or 50 years of age. Once they reach adulthood, they do not age visibly, but their body consumes itself internally until they die. The most important time in their lives comes soon after they are born. During pregnancy, mothers spiritually "feel" the name of the child they are bearing, and a ceremony is performed that will mark them for life. Names are vital to the D'Anjayni; whoever knows their names holds great power over them. They usually go by pseudonyms and only reveal their true name to those they trust completely.

D´Anjayni are usually detached and never lose their cool. They do not get emotionally involved. They are also very scrupulous and are careful observers of reality. They are drawn to other cultures and will secretly study them. Their goals are always complex and their means to accomplish these goals are well planned and Machiavellian. They are remarkably patient and do not mind waiting as long as it takes to see their desires fulfilled.

Their cities have always been built in secrecy, away from the rest of the world. Traditionally, these cities are subterranean or located inside a mountain cavern. They have an entirely hierarchical social structure right from birth, with fixed layers and zero mobility. D´Anjayni are extremely formal and have a different ritual for every occasion.

Illustrated by © Yoko and Kaoruko Kuwabara, 2002

Undetectability: The D'anjayni have the mystical ability to resist detection by magical or Ki-based means. For that reason, D'anjayni apply a bonus of +50 to their Resistances to avoid detection. In addition, they "can" use Ki Concealment innately.

Forgetfulness: This ability works exactly like it does for the Nephilim, except in this case, the Resistance Check has a Difficulty of 120.

Face of the Spider: A D'Anjayni's most amazing ability is that of stealing other people's identities and making them their own. To accomplish this, they need to tear off the victim's facial skin and place the fragment on their own face. In a few minutes, their facial and body features will have adjusted to the new form. Their voice will also adjust, but their body will not gain or lose more than 4 inches or 20 pounds. Gender can not be altered. The transformation will remain for as long as it is required, until the D'Anjayni decides to abandon it, or until his face skin is severly injured. If someone says the being's true name before him, the D'anjayni will return to his original appearance. The waiting time between identities is equal to the amount of time spent using the last identity.

While Spider Face is in use, Forgetfulness will be significantly weakened – the Resistance Difficulty will drop to 80.

Pass Without Trace: When a Danjayni travels barefoot, his tracks erase themselves as he goes. Anyone attempting to track a D'anjayni moving in this way suffers a –60 penalty to their Ability Check.

Silent Whisper: It is quite difficult to hear the words of a D'anjayni if they are not directed at you. Anyone but the intended listener trying to overhear a D'anjayni applies a –80 penalty to the Ability Check.

Observant Nature: Their learning capability is limited by their passive nature. If a D'Anjayni character is played by an actual player, that character suffers a –3 penalty to the experience points received after the session.

Level Modifier: +1

SYLVAIN

There are few beings as linked to fantasy and magic as the Sylvain. Traditionally known in Gaia as elves, they are the most important race related to light. They share most of their physical traits with humans, with the exception of long, pointed ears and a slightly slimmer build. Like the Duk'zarist, their faces are always beautiful, with delicate and well-proportioned features. Sylvain are usually fair haired – although colors may tend to be quite unusual at times, even moving in to shades of blue. Their eyes or hair are never dark (except for those born without the Gift of Magic, referred to as "the Dark Elves"). Since their life cycle is approximately ten times that of humans, their lives are exceptionally long. A 150-year-old elf is really a 15-year-old boy in human terms.

The Sylvain have a unique way of dealing with events. They always take things easy, since their long life forces them to be exceptionally patient. They are not of a violent nature, but they do not hesitate to take any necessary measure to protect what they love. Even though they may be upset when forced to take actions contrary to their beliefs, the Sylvain do not understand the concept of remorse. What is done is done, and it can not be changed. They appreciate knowledge, beauty, and the arts. They are great thinkers and poets. They have an innate tendency to melancholy and always have a certain air of sadness about them.

The Sylvain fear change the most. They see the world constantly evolving around them and are afraid to get involved with other races because of the knowledge that time will take away their loved ones while they remain unaltered.

Their society rests on the principles of equality and order. They have few powerful leaders, but their traditions cause them to revere them. It is usually men who perform the most physically demanding tasks – such as fighting or working – but this does not mean the role of women as decision makers is less relevant. Their civilization places an enormous importance on magic and the supernatural. All of them are instructed in magical issues throughout their hundreds of years of life; this has become as natural a thing as breathing to the Sylvain. Even those whose professions are not strictly related to the use of mystical abilities will have at least some magical knowledge. On very rare occasions, an elf without the Gift of Magic will be born. These are called dark elves. Although they are treated as equals on the surface, they are considered pariahs, born with incomplete souls.

Superhuman Characteristics: Elves possess abilities and powers higher than those of men. This translates into a +1 bonus to DEX, AGI, POW and INT. However, they are of a slightly slimmer build, so they suffer a –1 to STR and CON.

Exceptional Resistances: Elves are practically immune to the majority of Magical and Psychic Abilities. Therefore, they apply a +30 bonus to their Magical and Psychic Resistance (MR and PsR). Sylvain may not choose Susceptible to Magic or Easily Possessed as Disadvantages.

Immunity to Sickness and Natural Venom: They are immune to any disease or venom of a non-mystical origin on account of their supernatural nature. Sylvain receive a +20 bonus to their DR and a +10 to their VR. They may not choose the following Disadvantages: Sickly, Susceptible to poisons, or Serious illness.

Inhuman Actions: The Sylvain can attain Inhuman-Difficulty results on their Checks.

Limited Needs: The Sylvain require only a fifth of the amount of food or sleep as do humans.

Quick Healing: Sylvain possess an incredible capacity for recovering from physical injury. They add 3 points to their natural Regeneration Level.

Sense Light and Dark: It is the same ability that the Nephilim elves possess.

Unbalanced Inclination to the Light: All Sylvain possess a natural inclination to Light. That inclination gives them a special Resistance of +10 against any attack based on Light. However, that inclination also impedes them from choosing the Elemental Compatibility (Dark) Advantage.

Magical Obligation: All elves are born with a strong supernatural presence; they are compelled to choose the Gift Advantage.

Sylvain Ethos: Their nature leads Sylvain characters to see life in a slightly different light than that of other races. If a Sylvain character is played by a player, that character suffers a –3 penalty to the experience points received after the session.

Level Modifier: +2

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DAIMAH

Daimah are essentially tied to nature and life. They bear some apparent resemblance to the Sylvain, but there are also huge differences. From a physical standpoint, their size and build is inferior to that of humans, and their shape is also much more stylized. Daimah have cat-like, slanted eyes in a variety of colors – red, green, and even turquoise. They have fast-growing hair in the usual shades, but many of them may have green hair. They also possess a cat's tail and pointed ears with some hair. Daimah nails and canine teeth are slightly overdeveloped, but not enough to be used effectively as weapons. They have twice the life span of a regular person and their growth is proportionate to that rate.

Daimah are usually high-spirited, cheerful individuals. They are, for the most part, worry free and possess a positive, optimistic outlook on life that guarantees an eternal smile on their face. They are very active and can never remain idle for too long (except when they sleep, which they indeed love to do). Daimah adore fun and have a great sense of humor. They are curious by nature and enjoy nosing around and peeking into everything that tickles their fancy. Still, they are quite fickle and lose interest easily if they have to engage in an excessively complex activity or one that does not fulfill their expectations.

Daimah enjoy being the center of attention, so they try to stand out from the crowd as much as they can. Traveling and exploring the world in search of new discoveries is one of their favorite pastimes. However, their great attachment to nature often prevents them from leaving their beloved woods. They appreciate life and get attached to people easily. They dislike violence and use it as a last resort.

Daimah live in perfect communion with nature. They build their cities in woods or forests, taking as much advantage of trees and plants as possible without hurting them. They protect wildlife from those who would try to harm it, and it is common for them to patrol the land they inhabit. They have a slightly matriarchal organization; it is usually women who hold the most important places as priestesses or princesses. Their leaders are known as the Priests of the Four Seasons. All of them possess great magical abilities that they develop in the wild by observing nature. In terms of traditions and culture, they bear great resemblance to our eastern civilizations, especially to that of Lannet.

Cat-like Body: Daimah possess abilities and powers greater than those of men; this translates into a +1 bonus to DEX, AGI, POW, and INT. However, their Resistance is considerably lower, which decreases their CON by 1 point. They are also very volatile, so –1 penalty applies to their WP.

Sense the Forest: Though they can not literally talk with plants, the Daimah can sense the feelings of nature (both pants and animals), detecting such things as fear, calm, or even just disquiet.

Natural Weapons: Their claws and teeth may be used as natural weapons to a certain extent. Employed in this manner, they have a 30-point Base Damage, plus their Strength bonus. It is, of course, necessary to develop their Combat Ability to use them without penalties.

Inhuman Actions: The Sylvain can attain Inhuman-Difficulty results on Agility and Dexterity related Checks.

Small Size: The Daimah are not usually tall or heavily built. They subtract 1 from their Size Characteristic.

Nature's Cure: As long as they are within the forest, the soul of the Daimah provides their bodies with the essence of life around them. Therefore, while in thick forest or jungle, Daimah add 8 points to their Regeneration Level.

Resistance to Falling: As a reflection of their animal characteristics, the Daimah have the capability to fall from great heights without suffering much damage (they are said to always land on their feet). This ability is reflected by deducting 2 levels from the Difficulty required to avoid damage on **Table 68**.

Natural Immunity: Daimah are resistant to any harmful effect of a natural origin on account of their communion with nature. In other words, they are immune to all venoms derived from animals or natural plants, as well as diseases without a mystical origin.

Mystical Essence: The soul of the Daimah is forever tied to magic; all members of the race are forced to choose the Gift Advantage.

Movement in the Forest: The Daimah recognize nature as their home, and nature accepts them. No matter how thick the forest or how tangled the brush, Daimah suffer no penalties to movement.

See the Essence: It is the same ability that the Nephilim Daimah possess.

Level Modifier: –1

EBUDAN

Originally, the Ebudan were beings born of angelic legends. Their mission was to watch over the serious alterations taking place in the material world as a consequence of the fluctuations in the spiritual realm and to correct them. However, their intervention in major supernatural events collided with the goals of the Shajads. Annoyed by this, the Shajads decided to banish the Ebudan from the heavens and strip them of their spiritual powers. Since then, the Ebudan have been disorganized and scattered about, trying to recover part of their lost abilities.

Their physical appearance is incredibly human, but they possess a big pair of wings that allows them to fly. These wings are usually located on their backs, but they may spring from other places – including their heads, arms, or hips. Their whole bodies are covered in strange tattoos since birth. Known as The Marduk, these tattoos are an enigma that grants them the ability to foresee important events. Through its study, each Ebudan discovers that he or she should bring about a certain event. It may be big or small – the loss of a harvest or the start of a war. They call this destiny "Sue' Aman," and it becomes their obsession until they fulfill it. If they are successful, they recover their power and are allowed to choose between staying in Gaia or becoming spiritual beings and returning to the animistic world. If they choose the first option, The Marduk disappears and their bodies give out a slight glimmer. However, very few of them make that decision.

The Ebudan are a small race. As previously spiritual individuals, they are not prone to demographic expansion. Still, their mortal existence is long; they can live as many as 300 years. They reach maturity around 25 or 30. If they fulfill their objective, the aging process stops and they can only die of violent causes.

The Ebudan created some cities in heaven thanks to their magical abilities, but they have never really developed big civilizations or cultures.

Even today, their main goal is to reach Sue' Aman – although many have decided to put that behind them and start a new life. Socially, their leaders are those individuals who show the greatest knowledge and better judgment. The ones who have fulfilled their goal and remain on earth usually become mentors of the young and hold some superiority.

Or'inie: It works in the same way as the mystical symbol the Nephilim are born with. Nevertheless, once they fulfill it, true Ebudan can choose between transcending into the Flow of Souls and being reborn as spiritual entities with a Gnosis of 30, or staying in the world as guides for others of their kind. They get a +2 bonus to their POW and WP either way.

Seraphim Wings: As opposed to the Nephilim, the Ebudan have real wings that allow for a Flight Value of 12. They can increase or decrease the size of their wings at will, but they can not make them disappear. They may also be used as natural weapons for attack and defense purposes in combat – although not simultaneously during flight. As weapons, wings are considered as a single unit. They have a +20 Initiative, a Base Damage of 60 (plus Strength bonus), they use the Cut Attack Type and they have a Fortitude and Breakage of 20 and 5 respectively. Their complexity prevents them from being used with hand-held weapons. They can also stop projectiles in the manner of a shield. Ebudan who fulfill Sue'Aman are able use them to damage Energy. On rare occasions, the Nephilim will also inherit these powers.

Heavenly Essence: Exactly like the Nephilim ability; it will only manifest after the goal has been reached.

Level Modifier: +1(+3 upon accomplishing Sue'Aman).

DUK´ZARIST

The Duk'zarist are the children of darkness – probably the most powerful race ever to tread upon Gaia. Their essence is linked to darkness and, to a lesser extent, fire. Physically, they resemble humans, but their skin is white as marble. They have pointed ears and red eyes like embers. Their features are always overwhelmingly beautiful by our standards, possessing fine and elegant traits. Their bodies are almost perfect, free of excess weight and deformity. They are also taller than we are. Males stand about six feet tall, and females are only slightly smaller. Their hair is either black like crow feathers or ash white.

They have a most peculiar life-cycle. The Duk'zarist live very long – between 500 and 1000 years. However, they age at the same rate as humans until they reach adolescence (between 15 and 18 years of age). From that point on, their development is frozen for entire centuries. This is why all adult Duk'zarist never seem to be older than 35. When they are approaching death, their skin cracks like parched mud. Finally, they turn to ashes and are scattered by wind.

They possess a small population, since their pregnancies are long and painful. In spite of their physical resistance, one out of ten female Duk'zarist dies while giving birth. It is not strange that only a few couples decide to take the risk of conception.

The Duk'zarist have a complex personality. These are proud individuals who value strength and knowledge the most, but at the same time they despise gratuitous violence. They are enormously attracted to competition and challenges that are up to their level. Aside from their race, they only show consideration for individuals who prove to have power or wisdom. The rest simply do not exist for them. They develop an impressive capability for love and for hatred. They never forget an offense, but they are ready to sacrifice their own lives for the sake of someone they truly care about.

Like themselves, their society is extremely complex. They are very individualistic, but they have a strong sense of team based on their racial pride. They place great importance on family and family ties, but as a general rule they act independently. When they form romantic bonds, it is usually for life, but they often spend big periods of time apart, taking care of their own business. They are not sexist but rather elite-minded in all things regarding personal power. Those who excel in any of their abilities usually go on to become noblemen and hold a certain degree of power over the others. All of them follow the Gaira philosophy, but more as an ideal than as structured religion.

The whole race is strongly endowed with Supernatural Abilities. As a general rule, men are enabled with Pyrokinetic Abilities and women are very inclined to the practice of magic. However, this is not a fixed rule, as the roles are inverted at times and there are also individuals born with both abilities. They are trained intensively in combat and other arts since childhood. Traditionally, men improve their Combat and Ki Abilities while young women receive more of a mystical instruction.

Since they are vulnerable to metals, the Duk'zarist base their whole civilization upon wood exploitation, especially Ghestal trees. Their artisan masters use them to sculpt weapons and derive dark clothes to be used as powerful armors from the black leaves known as Ramalen. Their cities are made of ivory and black crystal; the largest ones are built around those colossal trees.

Perfection: The Duk'zarist are almost physically and spiritually perfect. An exceptional +1 modifier applies to all of their Characteristics (STR, DEX, AGI, CON, INT, POW, WP, PER) However, this is also the reason why they are not allowed to choose the following Disadvantages; Atrophied Limb, Sickly, Susceptible to Poisons, Nearsighted, Serious Illness, Mute, Blind, or Deafness.

Eyes of Fire: Their eyes have the capability of seeing in the dark, so any negative penalty applied on that account will be reduced to half. They may also detect sources of heat.

Inhuman Actions: The Duk'zarist can attain Inhuman-Difficulty results on their Checks.

Sense Light and Dark: It is the same ability that the Nephilim Duk'zarist possess.

Link to Darkness and Fire: They feel a strong spiritual attachment towards darkness and fire – though not as strong as that of the elementals, since they can not be affected by spells or skills that target only these types of beings. They have a great connection with both elements, offering them a special +10 bonus on Checks involving them. The Duk'zarist can not choose the Elemental Compatibility (Light) Advantage.

Exceptional Resistances: The Duk'zarist possess very elevated Resistances, differing slightly between men and women. Men enjoy a +15 to all their Resistances – except for Physical Resistance (PhR), which has a bonus of +20. Female Duk'zarist enjoy +15 bonus to all Resistances – except for Magic Resistance (MR), which has a bonus of +20.

Extreme Resistance to Death: Not only do they automatically pass all Checks to overcome the state Between Life and Death, but they also stay conscious, suffering a -40 All Action Penalty for as long as their LP's remain negative

Quick Healing: Duk'zarist possess an incredible capacity for recovering from any physical injury. They add 3 points to their natural Regeneration Level.

Limited Needs: The Sylvain require only a seventh of the amount of food or sleep as do humans.

Supernatural Obligation: The Duk'zarist are obligated to spend their Creation Points on Access to a Psychic Discipline or the Gift Advantage. They must at least choose one of them, although they may very well take both. If they should go with Psychic Powers, their devotion to fire determines that their first Discipline will be Pyrokinesis.

Allergy to Metals: Iron and its alloys are poison to the Duk´zarist. If their skin comes into contact with any metal containing iron, they will need to pass a Resistance Check using their base Presence against a Difficulty of 40. If the metal is pure iron, the Difficulty is 60 instead. Those who fail it will vanish completely, leaving their empty clothes and belongings to fall to the ground.

Level Modifier: +3

Chapter 23
Light and Darkness

Men fear the very same Gods
they have invented

Lucano

We have never been alone. Beings of endless power have been with us since our darkest hours. There was a time when magic walked right by our side – when the supernatural and the natural coexisted in a world between light and darkness.

This is their story.

The Lords of Light and Darkness

Two antagonistic forces in nature have, to varying extents, meddled with Gaïa's business since the beginning of time. Their true origins are unknown. The first record of their presence dates back to the end of the War of Heaven, where both battled until they practically erased creation. They are known by many names, but they are most usually referred to as C'iel and Gaira – the Lords of Light and Darkness.

What they are is beyond explanation. They do not correspond to our concepts of gods or demons; their power lies far beyond what we call "divinity." Neither belonged originally to our reality. In fact, they do not belong to any reality whatsoever. They never become personally involved in Gaïa's business. As a matter of fact, they have not intervened in the least since the War of Darkness. Both are worshipped as deities by many and are often represented in the shape of two huge dragons. This has eventually given rise to their common name – the Dragon Gods.

C'iel and Gaira incarnate Light and Darkness respectively, and this is to a great extent determined by their own will. They have chosen to represent all of the principles and ideas these concepts imply. "Good" and "Evil" are simply not suitable terms to refer to them. They have remained true to the notions closest to their own personal philosophies.

C'iel is associated with the light, the element that represents man's most positive emotions – such as love, happiness, and hope. It is a feminine entity; this is why many people call it "the Lady of the Light". It is often depicted as a golden-eyed human or elven female of breathtaking beauty, although its most extended representation is that of a colossal White Dragon with angelic wings. Hundreds of symbols are connected to it in different cultures, but the most common are probably a silver eye with a reptilian pupil and a winged hand. Its philosophical principle is the pursuit of equality for all of Gaïa's peoples, in the hopes that one day, order and prosperity will be achieved. It stands for life above all, and it is against taking people's lives under any circumstance. Nevertheless, C'iel has a negative face too, and at times it does approve of measures that almost betray the very ideals it stands for.

On the other hand, Gaira is in consonance with the Darkness and many of man's most torturous behaviors and feelings. He is the Dark Lord, the three-eyed Black Dragon whose shadow can swallow the world. It usually takes the appearance of a Duk'zarist or a human with a third eye on its forehead and long white hair spreading in the wind. The symbols most commonly associated with it are a black pupil or a labyrinth of chains ending in hooks. It's ideology stands for Gaïa's evolution, development, and stability – even if the path to achieving this is a terrible one. Pain, sorrow, even hatred and strife are only nuances that need to be overcome to reach progress and finally, happiness. From its standpoint, the most powerful individuals must become leaders for the rest. The strong rule over the weak; this is the law of existence.

Gaira and C'iel are in strong opposition to one another, but neither one wishes to start an open conflict. Actually, they feel they lack a true motive; they need each other underneath it all.

Next to them rise a number of entities that have been with them since the beginning of times – the Shajads and the Beryls, generals of the armies that collided in the War of Heaven. There are seven on each side. They partake of the natures of C'iel and Gaira, although unlike them, they have intervened actively in the world. In a way, they need to feel integrated in Gaïa and have always endeavored to find a place in existence to claim for their own. For thousands of years, they have operated secretly through agents, cults, and religions, pursuing a variety of ends. None of them have a material identity, although they have made appearances in the form of avatars or divine incarnations. In the past centuries their activities have progressively diminished. In the present day, both Beryls and Shajads (as well as C'iel and Gaira) have disappeared from reality altogether. We do not know if they are staying apart on account of their desire of non-intervention, or if they have really departed. The answer to this question remains locked away in silence.

Beryls

Beryls are the Daughters of Light, seven entities that have been with C'iel since the War of Heaven. Their power is so vast that it escapes the imagination of man. Except for Uriel, they all possess female identities. Their true names are an enigma. The Beryls have adopted different identities throughout history, but never really felt integrated with any of them. Mortals usually refer to them with the titles of the seven archangels of Christianity – the personalities they usually prefer to incarnate.

Due to the religious content of their intervention, some cultures worship them as deities. Each have their own purposes and goals which they try to accomplish in whatever way they can. They usually do not give orders to their followers, but they have a multitude of agents ready to follow their precepts autonomously. They generally collaborate with one another, but they sometimes operate secretly, without explaining or justifying their activities to the rest. There are no divisions among them, and they all rank equally high in importance – although Mikael is closest to C'iel and can be said to preside over them in some way.

It has always been one of their main desires to find a way to become completely integrated with creation. This is why, following C'iel's example, all seven have adopted several concepts as their own. Many are related to man's positive feelings, but in other cases, they represent more unusual ideas. By fusing a portion of their essence to those concepts, they feel a part of them becomes a part of reality itself.

Shajads

The Lords of Darkness are Gaira's proselytes, those who have been considered gods of darkness for millenniums. Six of them are male, and only one, Meseguis, has a female essence.

As a general rule, they go by the same names they have used since the War of Heaven, but this does not prevent them from adopting the identity of a divinity from time to time. Like the Beryls, they began to feel the need to become integrated with the world after millenniums, so they too personify several principles. However, they incarnate somber ideas that reflect man's most ghastly emotions.

They are organized hierarchically according to power and influence. Zemial, Jedah, and Meseguis are the main Shajads; positions among the remaining four are quite chaotic and vary moment to moment, according to their actions. Paradoxically, there is little camaraderie among them; the

same rivalry they feel toward the Beryls prevails inside their own group. Internal fights for power and influence are constant, although never openly stated. The cause of this union is everyone's respect and obedience to Gaira, who subjects them to rules they are obligated to follow. Shajads intervention in the world through agents and followers is also scarce, although it is much more active than that of the Beryls.

ELAN

Elan concentrates a number of concepts in itself, ranging from the attention each individual awakens in a specific Shajad or Beryl, to the gifts with which they endow their priests and agents. However, more than anything else, it measures the "synchronicity" that can be established with them. Just as each Shajad or Beryl personifies concepts or principles, the more a person draws close to the ideas an individual Shajad or Beryl incarnates, the higher the synchronicity level that can be achieved. The reason for this is that as an individual's essence gains a closer connection to these entities, he benefits from a miniscule part of their powers and abilities.

Shajads and Beryls may endow Elan on individuals on account of personal sympathy or the individual's ability to achieve communion with his or her ideas. A character's actions may cause his or her Elan to increase or decrease, and with it the Abilities, Advantages, and Disadvantages associated with it. Usually, the easiest way to obtain Elan is to become a priest or agent of the great powers; however, it is also possible for individuals to come to their attention without worshipping them or even being aware of their existence. In those cases, people are in unconscious synchronicity with a Shajad or Beryl, ignoring the source of the Supernatural Abilities granted.

Synchronicity

Inside the system, Elan translates into a number between 0 and 100 that measures the Synchronicity Level a character has achieved with a specific Shajad or Beryl. This figure will determine the advantages and special skills to be gained on account of the relationship with the entity. Once a character calls the attention of one of them, even if slightly, his or her subsequent actions can work toward increasing or decreasing that affinity. The higher the Elan, the greater the powers that can be channeled.

There are two Elan degrees, depending on the quantity each character possesses. If under 50, the relationship established is very feeble and points can be won and lost easily. On the contrary, once the Elan rises above that threshold, the character becomes especially attractive to the entity. At this point, the abilities obtained are greater, but new points are also a lot more difficult to obtain.

Each Beryl or Shajad incarnates a multitude of concepts; those in synchronicity with them are not necessarily channeling the same gifts. In the following pages you will find a description of the seven Lords of Darkness and the seven Daughters of Light, where the many powers they concede are listed. Characters may employ their Elan points to acquire those Special Abilities closest to their nature and doctrines. As a general rule, it is up to the GM to decide the gifts he will concede, depending on what he considers most suitable to the character in question. Naturally, there is no law against agreeing on the powers to be conceded with your players, according to their interest. Bear in mind, gifts bestowed upon characters on account of having reached certain Elan levels will be lost if their actions cause them to decrease this level. If that should happen, those powers with the highest value will be the first to disappear.

Points invested in acquiring Special Abilities are still counted when calculating total Elan. Remember 100 is the highest value to be achieved by a character. It represents the fact that the character has attained a perfect state of communion with the entity, to the point of unconsciously incarnating it. Aside from their cost, these powers require the character to have reached a certain level of total Elan first. On some occasions, the power may also require that the character previously acquires some other minor gift.

Magnus has received 70 Elan points from Mikael, which affords him the gifts Light of Hope (cost: 5), Keep in the World (cost: 5), Exorcise Evil (cost: 15), Miracle (cost: 10), and Heavenly Resistance (cost: 20). He still would have 15 points to spend; however, he would not be allowed to acquire Resurrection (cost 10) because the gift has a 100-Elan requisite, way above Magnus' 70.

Characters may obtain Elan from as many entities as they wish. They may even acquire points from both Beryls and Shajads, if their actions allow. Unfortunately however, as the synchronicity with one of them increases, the link with the others will begin to weaken, thus reducing the maximum value of Elan they can achieve with the rest. The limits are reflected on **Table 80: Elan**.

The number of individuals able to earn more than 50 points of Elan is not infinite. The higher the number of people that spur the entity's interest, the lower the degree of attention that can be paid to all of them. In fact, only his or her incarnation, the chosen one, can really achieve 100 of Elan. Many Lords of Light and Darkness do not have anyone to synchronize with on high levels, either because they are too demanding or because they personify principles that are very difficult to follow. **Table 80: Elan** shows the maximum number of synchronized characters.

Synchronized: This indicates the maximum amount of individuals allowed to reach that level for any given entity.

Limit: This is the maximum amount of Elan from other entities to be had by a character. A character with 75 Elan points from a certain entity would only be able to receive 30 points from another.

TABLE 80: ELAN

Elan	Synchronized	Limit
Up to 49	Unlimited	Elan 50
50 to 59	1,000	Elan 50
60 to 69	500	Elan 40
70 to 79	100	Elan 30
80 to 89	10	Elan 20
90 to 99	3	Elan 10
100	1	Elan 0

A Word of Advice for the Game Master

As a GM, be careful when conceding Elan for the first time. It should be very difficult for someone to get points unless they perform exceptional actions. Save it for members of the clergy or characters with such an outstanding behavior that it makes it impossible not to concede it.

If in spite of all of this you should decide to concede gifts, remember that players do not need to know the amount of Elan their characters have, nor the actions that may affect its value. You can choose to keep it a secret and give out only the information you consider to be strictly necessary. Each description establishes a series of conducts that may impact (positively or negatively) the character's Elan level. Remember, these are only guidelines; you can add or subtract points for any actions you may find appropriate in each case.

Mikael Beryl

The Soul Of God

Mikael is the first among the Beryls – the most powerful and important of all the Daughters of the Light. She is extremely consonant with C'iel's ideas, and she generally acts as her spokeswoman and representative. She was also the first one to feel the need to form part of the existence which is alien to all of them, and fused a fragment of her essence with reality, as her Lady had done before. Mikael incarnates the purest guiding principles of creation, without which all living beings would be completely lost – hope and salvation. For centuries, she has looked after the flourishing of all of Gaia's races, giving little thought to their affiliation to the Light or the Darkness. She never felt any desire to be worshipped. Although several cultures considered her a deity, her only goal was always to help and inspire the others. Nevertheless, she felt a strong empathy with the principles and basic concepts of Christianity when they were developed. Fascinated by them, she slowly began to respond to the fruitless prayers directed to God, until in time, she became the most benign and merciful face of the god of men. Those who synchronize with her are people of great hope in the future who try to help others; they are, above all, strong believers of salvation.

List of Gifts

Light Of Hope: Characters become a source of hope for others wherever they go. Their mere presence stirs the joie de vivre in people little by little, and they give bliss back to the world. Those in daily contact with them are never discouraged nor lose their faith.
Cost: 5 **Requirements:** Elan 10

Eliminate Disease: It enables characters to heal any disease of the same or lower Elan value they possess. As an example, a character with 30 points of Elan would cure diseases up to that level.
Cost: 10 **Requirements:** Elan 20

Keeping In The World: Characters may immediately bring back to life individuals in a Between Life and Death state, simply by imposing their hands on the subject without the need of a PhR check.
Cost: 5 **Requirements:** Elan 30

Heavenly Resistance: This gift gives characters a special bonus equal to half the amount of their Elan to all of their Resistances.
Cost: 20 **Requirements:** Elan 40

Exorcise Evil: Communion with Mikael enables characters to exorcise supernatural beings of a naturally negative essence. Exorcism works just like the Banish Ability, meaning that any creature failing the required MR will be expelled from the material plane and brought back to the Flow of Souls or The Wake. This ability may also be used on powers the creature has employed to harm others directly. It may only be applied once per creature as long as the character's Elan does not increase. The MR Difficulty is twice the exorcist's Elan level. For instance, an exorcist with 70 Elan points would pose a 140 MR Difficulty for the creature attempting to resist the exorcism.
Cost: 15 **Requirements:** Elan 50

Aura: It grants the ability to extend a character's Resistance bonus to any individual around the character he or she does not choose to exclude deliberately. The ability's action radius is half the character's Elan level in yards. For instance, anyone with 80 Elan points would concede a +40 bonus to Resistances in a 40-yard (120-foot) radius.
Cost: 10 **Requirements:** Elan 50, Heavenly resistance

Miracle: Communion with Mikael enables characters to recreate any of the minor miracles performed by saints as told by the legends. This is a small effect ability that under no circumstance may imply a harm to anyone. (i.e. walking on water, multiplying food...). Miracles will be more or less powerful depending on the character's Elan level.
Cost: 10 **Requirements:** Elan 60

Undo Negative States: This gift dispels any harmful state (as described in **Chapter 14: States, Effects and Accidents**) present in any one individual, including the character himself. In the cases of negatives provoked by physical defects, it does not dispel them completely, but it reduces them to half their original value. Effects caused by supernatural means are not immediately undone, but the affected character may repeat the Resistance Check once.
Cost: 10 **Requirements:** Elan 70

Savior: Whenever characters perform an action tending to save a life, Mikael endows powers that reduce one level of Difficulty on any Check they need to make. They also receive a +40 on opposed checks.
Cost: 10 **Requirements:** Elan 70

Heavenly Essence: Characters are so close to Mikael that they can invoke her angels when they need their help. They are usually Maidens of the Light, although other similar entities may also perform this task. Angels are not obligated to obey, but they usually will agree to anything they are asked to do because of their close relationship with Mikael. Characters are entitled to one summoning per month, but they may repeat it, sacrificing 1 Elan point permanently per additional call.
Cost: 15 **Requirements:** Elan 80

Rise From The Dead: By adhering entirely to the concepts embodied by Mikael, characters gain the ability to give life back to the dead if they have died against their will. Those who have not yet received The Calling can be brought back for absolutely no cost at all. On the contrary, bringing back those who have already returned to the Flow of Souls will cost 1 permanent point of Elan for each month elapsed since their death. The ability is useless in reincarnated or destroyed spirits. Beings with Gnosis 40 or higher will not be affected, either.
Cost: 20 **Requirements:** Elan 90

Resurrection: Mikael's chosen ones are never too far from salvation, even in death. This gift will allow the character in question to return from the dead with all of his or her faculties untouched. If the body is completely destroyed or has been injured severely, it will be regenerated automatically at the time of its resurrection. This will only work if the character still has things to do in the world and has the drive to live. Soul-destroying effects like those of the spell Sever the Existence may annihilate the character completely.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Giving back hope to an individual	1
Giving back hope to a large number of people	5
Saving someone's life	3
Helping someone in need	3
Undoing a minor wrong	1
Undoing a major wrong	5
Elan higher than 50	
Helping someone at one's own expense	1
Undoing a major wrongdoing	3
Risking one's life to save someone else's.	1
Give back the will to live to someone who has lost it	1
Elan negative bonuses	
Losing hope	–5
Ignoring someone in great need	–3
Committing a really evil action	–10

Zemial Shajad

The End Of Days

Zemial, the shadow of existence, the burden of all life – there are so many names for a nightmare that never should have been named. Many arguments are made to sustain his status as the greatest among the Shajads and Beryls, but Darkness itself states his power is only comparable to his insanity. Some legends say that after the War of Heaven, he exterminated entire races; others say he rebelled against his own. Whatever his actions may have been in the past, time has washed them away. The only thing we know for sure is that Gaira himself locked Zemial away in the darkness to prevent him from acting freely upon the world, and chained him to the Void as punishment for his disobedience. The very thought of the existence of a concept like Zemial is a contradiction. It incarnates unchained destruction, despair, and death without meaning or purpose – it is the end of all existence. He makes no distinction between Light and Darkness; to him all that exists must be destroyed. There is no record of cults who openly worshipped him, although there have been cases of individuals slightly synchronizing with him. These are destructive beings that neither seek nor need justification for their acts, subjects with nothing to lose or gain in life and, usually, with some degree of psychotic disorder.

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List of Gifts

Spiritual Assault: It enables characters to kill any kind of creature, even one of an immaterial nature or one with immunity to traditional attacks. In gaming terms, it allows a character to damage Energy as described in the Ki ability Aura Extension

Cost: 5 **Requirements:** Elan 10

Demented Yearning: Once they have killed, the characters' killer instincts are awakened, allowing them to ignore any psychological attempts to be calmed down in any way. If they wish, they may dive into a Rage State and receive a +10 bonus to any offensive action leading to kill. The ability will linger for half an hour after having provoked death.

Cost: 5 **Requirements:** Elan 20

Increased Damage: Any violent action performed by the character will have a strong increased effect. The ability will heighten Base Damage on any attack in a proportion equivalent to half the character's Elan level, rounding the number down to the nearest five. A character with Elan 70 would increase his or her Base Damage by 35 points.

Cost: 10 **Requirements:** Elan 30

Animic Damage: The characters' attacks not only affect their victim's body, they also have a direct effect on his spirit. Damage produced through this ability will not be recovered naturally, and wounds will not heal through conventional methods. The only way victims can recover is through spells or mystical abilities.

Cost: 10 **Requirements:** Elan 40, Spiritual Assault

Destroyer: Those who possess this gift are able to destroy inorganic objects by mere contact, turning them to ashes or causing them to burst into pieces. In this way, they are able to disintegrate any object with a Presence lower than half their Elan level, plus 10. For instance, characters with Elan 60 would be able to automatically destroy objects with a maximum presence of 40.

Cost: 15 **Requirements:** Elan 50

Lord Of Destruction (Touch): This gift grants the ability to destroy other creatures simply by touching them. Upon the character's wish, anyone in contact with him will need to pass an MR or PhR Check with a Difficulty equal to his Elan plus 80, or suffer a loss of a number of Life Points equivalent to their Failure Level. The affected ones must repeat the Check every five turns for as long as contact continues.

Cost: 10 **Requirements:** Elan 50

Exterminating Presence: The characters' mere presence is like poison to all that exists. Anything a few feet away from them will die or weaken slowly, plants will wither wherever they go, and people's health will deteriorate.

Cost: 10 **Requirements:** Elan 60

Lord Of Destruction (Sight): The field of action is widened; the ability permits a character to inflict damage just by staring. In this case, the Difficulty of the Resistance Check is equal to the character's Elan level, plus 60. Fixing the stare upon the same individual will force the victim to repeat the Check every five turns. Those who pass the Check three times in a row will be considered immune. This gift can not be activated simultaneously with Touch.

Cost: 10 **Requirements:** Elan 60, (Touch)

Lord Of Destruction (Aura): Synchronicity with Zemial has reached such proportions that the destructive essence of the character extends to his or her surroundings like an aura, provoking damage to everyone within a 30-foot radius. The effect has an MR Difficulty equal to the character's Elan level, plus 40. The Check must be repeated every five turns for as long as the victims remain inside the aura. Those able to pass it three consecutive times will be considered immune. This gift can not be activated simultaneously with Touch or Sight.

Cost: 10 **Requirements:** Elan 70, (Sight)

Destructive Assault: It grants the ability to damage any creature regardless of power, supernatural presence, or special immunity. Those victims with a Gnosis Level lower than the aggressor whose lives are taken by him or her will have their souls completely destroyed instead of returning to the Flow of Souls.

Cost: 15 **Requirements:** Elan 80

Blood Of Insanity: Zemial's blood of dementia runs through the character's veins, allowing them to infect others with it. Whoever drinks it will suffer the consequences of a Level 80 supernatural poison with an instantaneous effect and a 140 VR Difficulty. Those who fail the Resistance will enter a communion state with Zemial, thus gaining 50 Elan points from the entity (except, of course, if they already possessed a higher value), but losing their mind in the process. From then on, the affected characters will turn into madmen obsessed with killing and destroying everything that crosses their path, not minding their own personal security at all.

Cost: 20 **Requirements:** Elan 90

Bearer Of Catastrophes: In this level, unchained destruction and madness are one with the incarnation. The arrival of Zemial's chosen one brings forth all kinds of natural cataclysms and disasters. Volcanoes erupt, earthquakes, hurricanes, and hail lash the earth, the seas go mad, ravishing the coastlines, and fire falls from the skies wherever they go. Terrible consequences will always ensue from these events, and thousands of lives will be lost tragically for no reason.

Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Killing someone for no reason	1
Provoking large scale deaths for no reason	5
Instigating people to killing for no reason	2
Losing sanity (once over 10 Elan points)	5
Driving someone mad	1
Engaging in self- destructive behavior	2
Elan higher than 50	
Exterminating a race	5
Provoking an unnecessary massacre	2
Destroying a nation or principality	3
Seeking death	1
Elan negative bonuses	
Consciously saving a life	–3
Stopping a massacre	–6
Showing concern for one's own well-being	–2

Uriel Beryl

The Spirit Of Freedom

The Free Spirit and The Rebel are some of the names Uriel is known by. He is the only Beryl to take on a masculine identity. Inside the structure of reality, he incarnates independence and free will; he is therefore opposed to tyranny, slavery, and any law that seeks to limit the autonomy of people. In spite of this, he believes there are certain natural laws that all living creatures should abide by, and that individual freedom should be limited only to respect the liberties of others. He dislikes violence, but approves of it as a last resort. The Beryls think greatly of him, especially Mikael and Azrael, whom he is quite close to. Even in spite of this, his desire for absolute freedom may cause him to slightly oppose his mates sometimes. Generally, his actions (and all of himself) are entirely unpredictable. He has inspired many religions, although never in the form of an organized cult or church. Oddly enough, he was also worshipped as the god of thieves, a title for which he has competed many times with the Shajad Eriol. Those who oppose tyranny and the free spirits who live with no strings attached are the best candidates for synchronicity with this entity.

List of Gifts

Instinct Of Liberty: Characters have a great ability for finding the way out from wherever they may be. Their natural instinct allows them to escape from places they do not want to stay, and to sense what the most trouble-free, available route will be. This is why it is said Uriel's followers are the greatest escapists in the world.
Cost: 5 **Requirements:** Elan 10

Unnoticed: Someone benefited by this ability may choose to go unnoticed among normal people, attracting very little attention.
Cost: 5 **Requirements:** Elan 20

Indomitable Spirit: The character possesses an iron will. A special bonus, equivalent to his Elan level, is applied to Resistance Checks against any form of domination.
Cost: 10 **Requirements:** Elan 20

Free Soul: Those in contact with the character will gain a new sense of longing for freedom and a desire to follow their impulses. In many aspects, their behavior is contagious, and they push their acquaintances to pursue their own dreams and rebel against oppression.
Cost: 5 **Requirements:** Elan 30

Visionary: By acquiring this gift, characters begin to receive visions about possible future events. Images may come in any format the GM desires – dreams, whispers in the air, or water reflections. The higher the Elan level, the clearer and more accurate the visions. The limits of this advantage must be interpreted by the GM. Naturally, predictions are not entirely safe and only depict possible outcomes totally liable to modification by the characters.
Cost: 10 **Requirements:** Elan 40

Means Of Transport: Characters always have a suitable means of transport at hand when they need it. As if by magic, they will find an appropriate form of travel to wherever they need to go – be it on horseback, caravan, or ship. Naturally, this ability may be impaired by certain circumstances.
Cost: 5 **Requirements:** Elan 40

Breaking The Chains: Their union with Uriel allows characters the ability to free others (and themselves) from any type of supernatural control, in the form of mystical, Psychic or Summoning Abilities, that might subdue them. This power requires the subduer to pass an MR Check or he will free his prey from his control. It can only be used one time per subject, as long as characters do not increase their Elan level. The MR Difficulty is equal to twice the character's Elan. For instance, a character with 65 Elan would generate a 130 MR Difficulty.
Cost: 10 **Requirements:** Elan 50

Eyes Of The Future: It grants the ability to foresee certain immediate events, thus making it possible to alter their course. It operates in the same way a sixth sense would, allowing characters to know what will happen in the next turn. Characters receive a +30 bonus to all Opposed Checks because they already know the intentions of their opponent. The ability may be used once a day for every 10 Elan points. It may be used passively, if the GM allows, to anticipate possible danger or eliminate a surprise. Those uses will count as two instead of one.
Cost: 20 **Requirements:** Elan 60, Visionary

Free Passage: No wall or gate stands in the way of the recipients of this gift. Characters are allowed to move in and out freely, walking through any material physical barriers as if they did not exist. Supernatural walls or barriers are not included in this ability.
Cost: 15 **Requirement:** Elan 60

Communion With Uriel: Characters obtain 1 extra point in their Power, Willpower and Dexterity Characteristics as a reflection of their direct relationship with the spirit of freedom.
Cost: 10 **Requirement:** Elan 70

Supernatural Essence: The character is imbued with Uriel's power, thus obtaining Gnosis 30 and all the advantages this implies.
Cost: 10 **Requirement:** Elan 80

A Second Chance: Characters are entitled to a second roll upon failing any Resistance Check that would subject them to a negative state.
Cost: 20 **Requirement:** Elan 90

The Traveler: Uriel's chosen ones always find themselves exactly where they need to be, regardless of distance or obstacles that would separate them from their destination. Once per turn, Travelers are able to transport themselves immediately to wherever they may wish to be, ignoring all protection or barriers. Only the most powerful mystical walls are capable of stopping them. To transport one's self is an Active Action; characters must must have the Initiative to execute it.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Freeing a subdued person	2
Freeing a group of people	5
Acting freely, without ties	2
Ending tyrannical laws	2
Rebelling against oppression	1
Showing people the value of freedom	2
Elan higher than 50	
Freeing a nation from an oppressor	3
Instigating rebellion against oppression	2
Living in absolute freedom	1
Elan negative bonuses	
Obeying unfair orders	-1
Obeying tyrannical orders	-2
Bonding to something forever	-1
Slavery	-2
Enslaving or subduing someone	-10

Jedah Shajad

Puppet Master

Jedah is the puppet master, the most manipulative and machiavellian of the Shajads. His goal is to control the history of all living beings, and to use them as pawns in a game. The purpose of such manipulation is nothing but to prevent society from falling into chaos and destruction. Even though he does not aspire to a perfect order, he tries to lead people into what he believes to be the best of directions. To this end, he weaves an immense spider web in which everyone is inevitably trapped. He avoids violence and leans to more subtle methods as much as he can. However, he will not hesitate to use coercion if all else fails. This is a proud entity that would rather see its plans frustrated than have to face humiliation. Jedah incarnates dominion, politics, and knowledge. To a lesser extent, he is also associated with the shadows. He is one of the two most powerful Shajads closest to Gaira. He is very much respected and feared, and has until now never been defeated. He possesses a gigantic network of influence both in mortal circles and great powers. He is said to control the most powerful dark entities. Those who synchronize with him are precisely those powerful and intelligent enough to influence others and have them follow their designs. Jedah has a special appreciation for particularly weak beings that face up to impossible situations and manage to overcome them. He believes that is the true meaning of strength and will.

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List of Gifts

The Gift Of Politics: It confers a disproportionate capability for influencing and persuading. It gives a special bonus (equal to a character's Elan level) to the Persuasion and Leadership Secondary Abilities. In other words, someone with 40 Elan points would get a +40 bonus for his or her Checks using these Abilities.
Cost: 5 **Requirements:** Elan 10

Increased Domination: Union with Jedah allows the character to use the forces of the Flow of Souls to subdue supernatural beings. Because of this, a user of this gift will apply a special bonus to his or her Control Summoning Ability equal to half the character's Elan. This gift will not work against Light-based beings.
Cost: 10 **Requirements:** Elan 20

Shadow: Through supernatural means, characters are able to alter their shadow's appearance or shape in any way they like.
Cost: 5 **Requirements:** Elan 30

Dark Affinity: The receiver of this gift will obtain affinity with all dark supernatural beings who will recognize them as one of their own.
Cost: 5 **Requirements:** Elan 40

The Power Of Knowledge: It increases the characters' intellectual faculties conferring a bonus to all Intellectual Secondary Abilities equivalent to half the characters' Elan level.
Cost: 10 **Requirements:** Elan 50

The Dominator (Speech): Characters are able to subdue people through their voice. All those listening for more than five turns must pass an MR or PsR with a Difficulty equal to the Dominator's Elan level, plus 60, to avoid being dominated. Subdued individuals are not conscious of their state; still, they may roll again for Resistance upon receiving an order totally contrary to their behavior. If they pass the Resistance Check, they will become aware of their having been used as puppets.
Cost: 10 **Requirements:** Elan 50

Chain Of Command: Characters expand the control over people and creatures, and they are now able to transfer some of their power to those who act on their behalf. They are entitled to pass on any gift they possess to a subordinate with the purpose of carrying out specific orders. The power granted acts as if the vassal's Elan was 20 points less than that of his or her master. Although both can continue using it, each gift can only be attributed once. If the character wants to grant it to another servant, first he would have to remove it from the one that currently holds it.
Cost: 10 **Requirements:** Elan 60

Lord Of Shadows: Characters possess such command of the darkness that they are able to invoke dark creatures and subject them to their service. As a general rule, beings responding to the call will be Shadows, minor elementals of darkness. However, other entities of a similar nature or ability may also manifest themselves. Characters may invoke and sustain control over one being for every 2 Elan points they have. Whenever an entity is destroyed, it shall be necessary to wait for a whole new day until a new being can be summoned.
Cost: 15 **Requirements:** Elan 65, Dark affinity.

Dark Power: Characters who receive this gift will obtain part of Jedah's supernatural power and increase their Power, Willpower, and Intelligence in one point.
Cost: 15 **Requirements:** Elan 70

The Dominator (Sight): Dominion extends to the sense of sight; characters are able to control others by staring at them for longer than two turns. In this case, the MR or PsR Difficulty is equivalent to their Elan level, plus 40.
Cost: 10 **Requirements:** Elan 70, The dominator (Speech)

Supernatural Essence: Characters are imbued with the spirit of the Puppet Master, and they obtain Gnosis 30 with all the advantages that come with it.
Cost: 15 **Requirements:** Elan 80

The Dominator (Aura): The characters' very essence becomes so powerful that it subdues all those less than 30 feet away from them. Anyone inside that radius must pass an MR or PsR with a Difficulty equal to their Elan level plus 20 to avoid being subdued. If the Resistance is passed, it does not need to be rerolled until after an hour.
Cost: 10 **Requirements:** Elan 90, The dominator (Sight)

Master Of Puppets: Those who synchronize with Jedah completely will obtain the power of manipulating their subordinates as mere extensions of themselves, like a puppet master pulling puppet strings. They will project their awareness over their agents and act through all of them simultaneously, regardless of number or distance. Even though they all retain their identities, the puppet master knows what they are thinking or feeling, and he is entitled to make decisions for them anytime he wants. These individuals will keep their own abilities, but while under their master's control, all intellectual knowledge he may possess will be available to them. In addition to this, all creatures mystically subdued by the master will lose the ability to free themselves from him even upon receiving orders opposed to their normal behavior.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Manipulating others towards an own objective	1
Obtaining an important political position	3
Accepting the master's orders reasonably	2
Imposing order and stability in society	3
Overcoming an impossible situation	3
Promoting scholarship and knowledge	2
Elan higher than 50	
Controlling a large number of people	1
Obtaining an important amount of personal power	3
Manipulating society from the shadows	3
Elan negative bonuses	
Obeying the weak or stupid	-2
Being controlled like a puppet unknowingly	-3
Conducting one's self stupidly or irrationally	-2
Being humiliated or losing one's pride	-4

Gabriel Beryl

Lady Of Feelings

Gabriel, the great Lady of Feelings is undoubtedly the Beryl who incarnates the largest number of positive feelings. It is the lady of love, friendship, arts, and peace. Those who know the true identity of the Daughters of the Light think of her as the purest among them. She feels devotion for all living beings and has always tried to protect and help them. For years she has lived among mortals under several different identities to feel integrated in their society and to be able to understand them. She is said to have become close enough with men as to even fall in love with one, although his identity is unknown. Gabriel promotes peace, friendship, love, and creative feelings among artists and poets. She thinks the best way to reach the dream of C'iel is to create an awareness of the importance of these feelings. Her capacity for forgiving is limitless, and she usually tries to avoid violent solutions. Artists and lovers and those whose lives are ruled by the most positive of feelings synchronize with her.

List of Gifts

Artistic Aptitude: This gift will increase an individual's creativity by endowing a special bonus equal to his Elan level for the Art and Music Secondary Abilities

Cost: 5 **Requirements:** Elan 10

Grace: Whoever possesses this gift will appear beautiful in everyone's eyes without the need of altering his or her outlook. People will find gracefulness even in the most monster-like of individuals.

Cost: 5 **Requirements:** Elan 20

Positive Empathy: It intensifies all positive feelings of those individuals characters are in contact with. In a way, the bearer of this gift possesses a strong aura that brings out the best in everyone.

Cost: 10 **Requirements:** Elan 30

Peace Maker: Characters create a state of harmony that pacifies small quarrels and bickering. Wars and large-scale conflicts can not be stopped with this ability, but consequences of these conflicts will be milder wherever the character is.

Cost: 10 **Requirements:** Elan 40

Psychological Immunity: This power endows complete immunity from any negative psychological State – like fear, anger or sadness. In case these are supernaturally induced, characters may add their Elan level to their MR Check as a special bonus to resist them.

Cost: 10 **Requirements:** Elan 40

Feeling Perception: It senses any kind of positive emotion present in the surroundings. The higher the Elan level, the more exact the perception will be, and the wider its radius.

Cost: 10 **Requirements:** Elan 50

Imbuing Feelings: This gift infuses positive feelings into another individual. In order for the gift to work, the character and the target should talk for a long time or spend some time together. The MR Difficulty is twice the gifted character's Elan level. If the nature of the target is especially contrary to the specific emotion, a bonus between +10 and +40 may be applied to the roll, as the GM determines. Those who pass the Check will no longer need to repeat it until the character's Elan rises.

Cost: 15 **Requirements:** Elan 50

Bond: Gifted characters tie their lives to an individual extremely important to them; a strong bond is created between the two, based on the feelings each one has for the other. From then on, they both acquire certain special abilities that spring from that relationship. To begin with, they can choose to use whatever Resistance of the pair is higher, at any given circumstance. Secondly, as long as one of them lives, they will both automatically pass Checks to exit the Between Life and Death state. Lastly, they will be able to communicate with one another simply by exchanging glances using their supernatural connection. For this gift to be activated, it is necessary that the character first finds someone who is drawn to him by strong and mutual feelings of love or friendship.

Cost: 15 **Requirements:** Elan 60

Help: No matter how difficult things get, the gifted character will always find someone to lend a hand in any way they can. Oftentimes, he will only need to ask for help to be assisted by whoever may be around.

Cost: 10 **Requirements:** Elan 70

Peace Song: Characters have the capacity of singing a song that incarnates the very nature of peace. When they do, Gabriel's voice springs from their throat with an indescribable melody that enraptures everyone who hears it, stripping them of their will to fight. The song can be heard in a 60-foot radius for every Elan point the character possesses; feelings are transmitted straight into the listener's soul. Whoever hears it for longer than half a minute must automatically pass an MR Check against twice the singer's Elan points to avoid being subject to his or her power. If characters have developed Music as a Secondary Ability, each Difficulty Level above Difficult they obtain in a Check will increase the MR Difficulty by 10 points.

Cost: 15 **Requirements:** Elan 80

Protection: Due to their closeness with Gabriel, characters are protected by a strong presence that acts upon any one who may try to harm them. Every being capable of entertaining feelings needs to pass an MR Check against twice the Elan level of the character with Protection in order to harm him or her. Once passed, the Resistance can be ignored until the next encounter.

Cost: 20 **Requirements:** Elan 90

Paradise: Gabriel's chosen one possesses the quality of entering the heart of good-natured people as a positive influence, forever removing all negative emotions from them. Wherever he or she is will be heaven on earth, and no one with a lower Presence than his will be able to cause damage to others or fall prey to dark passions or emotions. Negative beings will be forced to leave at once, or else be purified and inevitably transformed into benign creatures.

Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Loving and caring for others	3
Stopping a conflict	1
Saving someone's life	2
Promoting positive feelings among people	3
Creating art	1
Elan higher than 50	
Stopping a war	3
Creating a masterpiece	2
Finding someone special to love	1
Protecting all forms of life	2
Elan negative bonuses	
Starting a conflict	-2
Hating someone	-3
Being overcome by dark feelings	-2
Destroying beauty	-1
Causing unnecessary death	-5

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Noah Shajad

The Dark Warrior

Undoubtedly, Noah is Gaira's most strict disciple. Above all, he values strength and the drive to succeed that lies within every living creature. Noah incarnates competitiveness, combat, and victory. On the other hand, he also represents darker concepts – such as war and violence. He believes the only truly weak beings are those without the will to fight or to advance; such creatures are nothing but an obstacle in the way of evolution and universal progress. All means are acceptable when it comes to bettering one's self. He approves of all conflicts, war, and the most critical of situations no matter how tragic or terrible, in the thought that those bring out the best in people and lead them into learning. Noah tremendously dislikes those that stupidly abuse their power, and those unable of controlling it. He has opened many fronts against the Beryls, which he considers to be a weakness for the world. Many cultures have worshipped him in his best known aspect as a god of war, but he has adopted many other identities throughout history. His main followers are typically great warriors or generals, but even thinkers and artists may also synchronize with him provided they are competitive enough.

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List of Gifts

In The Right Hands: This gift provides an exceptional ability to find the necessary equipment for every circumstance. In this way, a swordsman who has lost his weapon fleeing from a group of enemies will be likely to stumble upon a sword on the way, while a thief without a picklock will come across a device that will serve his purpose very close to the door he is attempting to open.
Cost: 5 **Requirements:** Elan 10

The Will To Improve: The competitive spirit of the character is easily transmitted to others, and he becomes a strong influence to the people he is in regular contact with. Everyone around him wants to improve and better themselves.
Cost: 10 **Requirements:** Elan 20

Resistant: The gift allows extraordinary resistance to physical damage and its consequences. Characters get a PhR bonus equivalent to half their Elan.
Cost: 5 **Requirements:** Elan 20

Inhuman: It allows the bearer to reach Inhuman Difficulty Levels in whatever fields the character excels or specializes.
Cost: 5 **Requirements:** Elan 30

Ignore Penalties: The gift will automatically eliminate an amount of penalties to action equivalent to half the character's Elan level. As example, anyone with Elan 60 suffering the combined effects of penalties that come to a total of –40 would only apply a –10, thanks to this ability.
Cost: 10 **Requirements:** Elan 40

Dark Power: Characters are able to enhance the outcomes of their actions in certain moments by using Noah's power. This gift will grant as many points as twice the subject's Elan level and they can be spent in the form of bonuses to rolls. It is left to the character to decide the amount to be invested prior to rolling the dice, but there is a 30-point per action limit. For instance, anyone with Elan 70 would get 140 points. 25 could be invested in a temporary bonus to Attack Ability, while 115 would still remain to be spent at a later stage. Points spent are recovered at a rate of five per day.
Cost: 15 **Requirements:** Elan 50

Equipment: This gift puts only the best resources into the characters' hands. Any device he employs will automatically acquire +10 Quality, as long as the character is using it – be they weapons, paintbrushes, or similar objects. The ability will not bear any effect upon artifacts with a pre-existent higher bonus.
Cost: 10 **Requirements:** Elan 60

In The Face Of Adversity: Characters are able to give the best of themselves while faced with the least favorable of circumstances. When having to deal with a situation that clearly defies their limits, or when dealing with an impossible challenge, the receiver of the gift will apply a bonus to the ability in use. In a combat situation, he or she will receive +10 bonus for Attack and Defense. Secondary Abilities are aided with a +20 bonus.
Cost: 15 **Requirements:** Elan 70

War Aura: All soldiers or subordinates commanded by the character are imbued with his warfare power and receive a special +10 bonus to Attack and Defense. The action radius of the gift is equivalent to the character's Elan level in yards. The bonus does not allow any member of the troops to achieve a Combat Skill higher than the character with War Aura. Given such a case, the +10 bonus would not apply.
Cost: 10 **Requirements:** Elan 70

Dark Avatar: The gift provides full communion with the darkness; the character's body becomes a portal through which the power of darkness can be channeled. He can invoke his strength for a limited amount of time, during which he turns into a ghastly avatar. By doing this, his physical form is altered; he obtains natural weapons, a +30 All Action bonus, +3 to all Characteristics, and can achieve Zen-Difficulty Level actions. The gift can be used at any time, but will only hold for 1 turn per Elan point. Once time is up, power overcharge will produce a –30 All Action Penalty for as many days as turns the avatar was active. No transformation will be allowed during this period.
Cost: 20 **Requirements:** Elan 80, Inhuman

The Shadow Of War: It brings out the war instinct in all of those in contact with the character for a prolonged period of time. Their path is thus filled with violence and war. Small quarrels and large-scale battles break out wherever they go.
Cost: 15 **Requirements:** Elan 90

The Vanquisher: Only the very best can ever become Noah's chosen one – the one who can never be defeated. From the time the gift is awarded, characters automatically receive the Primary or Secondary Ability of those they beat. For instance, upon defeating an opponent with a higher Defense, they will automatically increase their own ability until it matches that of the victim. Opponents are regarded as defeated when characters personally beat them in combat or a balanced contest. Beating an enemy who is under the effects of negatives to his action will afford Vanquishers the opponent's Ability with the same penalties. The Vanquisher will assimilate the essential abilities and powers of supernatural beings except for knowledge-dependant abilities.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Being competitive	2
Overcoming a complex challenge	3
Dedicating life to combat	3
Imbuing self-improvement drive to others	3
Bettering one's self	2
Elan higher than 50	
Defeating a really difficult opponent	1
Inducing war	2
Creating a masterpiece or setting an unparalleled record	4
Elan negative bonuses	
Ignoring a challenge for fear of failure	–2
Being defeated by a opponent of equal or lower standing	–5
Losing the will to better one's self	–10
Abusing power foolishly	–2

Rafael Beryl

Mother Nature

Life and nature are the aspects of creation that Rafael, one of the most independent Daughters of the Light, has chosen to incarnate. She is mainly devoted to people, animals, and plants that inhabit the natural world, but deep down she loves all living creatures equally. Even though she respects magic and the occult powers, she regards them as unnecessary in comparison to natural elements and their laws. The only mystical creatures she openly sympathizes with are those closely connected to nature, such as spirits of the woods or beings associated with vegetation. She openly opposes those who destroy nature or even worse pervert life. Above all, she dislikes necromantic entities and all they stand for; she considers them as a deviation. For centuries she has struggled with the idea of initiating active confrontation against them for fear of losing an important part of her conscience in the process. Many druids and cultures associated with forests worship her as the origin of all life and think of her as a primary aspect of creation. Those who protect nature and life achieve the highest level of synchronicity with her.

List of Gifts

Mother Nature Knowledge: This gift will endow a special bonus to the Herbal Lore Secondary Ability equivalent to the character's Elan level. For instance, anyone with 35 Elan points would add up a +35 bonus to the Ability.
Cost: 5 **Requirements:** Elan 10

Animal Knowledge: A character with animal knowledge will develop an instinct to interact with all kinds of animals; this translates into a special bonus to the Animals Secondary Ability equivalent to his or her Elan level.
Cost: 5 **Requirements:** Elan 20

Healing: Characters are able to heal their own, or somebody else's, wounds by imposing their hands. Recovery rate is 5 LP per turn. The maximum amount of points per day they are allowed to heal is equal to their Elan level, and they can be distributed freely among several subjects. The gift will only work on living creatures. If applied on undead creatures, their essence will be consumed and healing will turn to damage. In this case, characters force any necromantic being they touch to pass an MR Check against twice their Elan level to avoid receiving damage equivalent to their Failure Level (multiplied by five for creatures with Damage Resistance). Point loss cannot be higher than points allowed for healing per day.
Cost: 10 **Requirements:** Elan 20

Fertility Cloak: The character's mere presence intensifies animal and vegetable growth and expansion in the area. Plants sprout with renewed strength until they reach their maximum splendor, while animals live strong and healthy. It also has some minor effects on human beings and similar races.
Cost: 5 **Requirements:** Elan 30

Eliminate Natural Venoms: It enables characters to dispel the effects of natural venoms of of Level equal to or lower than their Elan.
Cost: 10 **Requirements:** Elan 40

Totem: The character establishes a communion with nature, attracting an animal spirit, or Totem, and forging in an unbreakable bond. The GM must choose a natural animal (See **Chapter 25** for reference) which will appear to the character and accompany him from then on. In many ways, the Totem will act similarly to the Familiars as **Chapter 12: Summoning** describes. However, characters with a Totem will not hold true power over it (although they can request its help voluntarily). The animal's character statistics will correspond to whatever level the species determines, but his Intelligence Characteristic will be increased by 5 points. Whenever the character gains levels, so will the Totem, who will be allowed to spend his DP in acquiring any essential Ability or power as a Spiritual Being with Gnosis 25 would. The Totem has telepathic communication with his or her master, and they can connect their senses. In case the Totem is destroyed or killed, the master can bring him back to life by sacrificing 10 Elan points.
Cost: 20 **Requirements:** Elan 50

Expanded Healing: It works exactly as Healing, except the character's daily LP maximum to heal is multiplied by ten. According to this, someone with 50 Elan points would be able to heal up to 500 points.
Cost: 15 **Requirements:** Elan 50, Healing

Mother Nature Eyes: It allows the character to connect his or her senses to those of an animal, thus obtaining the ability to see and hear through it. This gift can be used once a day for every 10 Elan points.
Cost: 10 **Requirements:** Elan 60

Invoking Animals: This gift grants the ability to invoke and command a group of animals. The number of animals who will respond depends on the species being summoned. For lower level, small size animals – such as mice, cats, or snakes – will respond; their number will be equivalent to the character's Elan. The largest animals – such as bears or even elephants – will turn up in a one-to-five ratio. The gift is restricted to a single species to be chosen at the time it is awarded. Those closest to the character will respond to the call, and they will hurry to him as much as they can. This gift will work once a day.
Cost: 10 **Requirements:** Elan 60

Animal Transformation: It enables a character to transform into a natural animal, acquiring all its characteristics and physical features. Characters may choose to keep their own abilities in case they are higher than the beast's. They could, for instance, transform into a wolf to take advantage of his senses and speed but keep their own combat abilities (not their damage, though). A new species can be chosen every 10 Elan points.
Cost: 10 **Requirements:** Elan 70

Increased Invocation: The character may choose to invoke an additional race for every 5 Elan points he or she possesses, or to multiply by ten the number of the species originally chosen. For instance, if a character has Elan 85, he can invoke up to 170 bears.
Cost: 10 **Requirements:** Elan 80, Invoke animals

Unlimited Healing: At this level, the character has an unlimited amount of LP to heal with per day.
Cost: 20 **Requirements:** Elan 90, Expanded healing

Nature Conscience: Rafael's chosen ones become the soul of the woods, forests, and jungles, and they are made aware of everything going on inside it. They can also perceive the feelings of all the plants and animals of the world and communicate with them independently of the distance between them.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Saving the life of an animal or plant	1
Saving the life of a large number of people or animals	5
Protecting nature	3
Destroying an undead creature	1
Extending or planting forests, jungles or woods	5
Elan higher than 50	
Watching over the interests of plants and animals	2
Saving the lives of a large number of people or animals	1
Extending or planting large forests, jungles or woods	2
Elan negative bonuses	
Taking a life for no reason	–5
Unnecessarily damaging nature	–3
Altering nature or life supernaturally	–10

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Erebus Shajad

The Shadow Of Dreams

Erebus is one of the most enigmatic of Shajads; his actions and goals are always wrapped in mystery. He is the Lord of Shadows, and he has chosen to incarnate the occult, the supernatural and fear. Throughout history, many cultures have worshipped him as a god of magic, dreams, or wonders. He remains away of the other Shajads' conflicts for power while concentrating on his own mysterious ends. He is whimsical and unpredictable, but he follows a strange set of self-imposed rules which he never breaks. He supports the followers of the occult and magic, as well as all those dreamers who are able to create wonders in their sleep. Surprisingly, his influence is as big in dreams as it is in nightmares, although he is much more interested in the latter. He has a peculiar fascination with fear, which he considers to be the most fundamental and primeval emotion of living beings. To him, this is the secret drive behind all acts in the world and even the originator of existence itself. He who is not afraid, and is not able to understand this, has no future and is doomed to disappear. Whoever masters fear will have creation at his feet. Those who employ supernatural forces and dabble in the occult will synchronize with him. He is also drawn to those who learn to master fear, as well as dreamers and poets.

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List of Gifts

Supernatural Knowledge: The character develops an innate knowledge about the supernatural world. This translates into a special bonus to the Occult Secondary Ability equivalent to the character's Elan level.
Cost: 5 **Requirements:** Elan 10

Frightful Presence: This gift will create a frightful aura around the character, allowing him or her to intimidate the others easily. The gift will bring a special bonus to the Intimidate Secondary Ability equivalent to their Elan level.
Cost: 5 **Requirements:** Elan 20

The Path Of Nightmares: Characters are able to influence people and provoke nightmares. They have the power to inflict dark and terrible dreams on whoever is sleeping in the surroundings; however, they do not have a strict control on the content of the nightmares. The ability also permits them to cause the opposite effect; to prevent bad dreams.
Cost: 5 **Requirements:** Elan 30

Dream Whispers: The gift allows the bearer to communicate with other people in their sleep by transmitting messages straight into the sleeper's subconscious mind. It is meant to be directed to subjects the character is well acquainted with, but messages may be sent out with no specific addressee in the hopes of finding a receptive individual.
Cost: 10 **Requirements:** Elan 40

Natural Mystic: Characters have become so acclimatized to the mystical world that they are able to cast some spells innately, without even knowing them or possessing the Gift. They will have the equivalent to twice their Elan level in Zeon points to cast any Free Access spells they choose. The maximum level of the spell is that of their Elan level (the maximum Zeon value, however, will depend on their Intelligence) In other words, a character with Elan 80 would have 160 Zeon points everyday to cast Free Access spells up to level 80.
Cost: 15 **Requirements:** Elan 50

Supernatural Influx: The characters' communion with Erebus enhances their supernatural abilities. In this way, they get 2 additional points to their Power or Willpower, depending on which Characteristic their abilities are mainly based on.
Cost: 10 **Requirements:** Elan 60

Dream Walker: Characters are able to slip into people's dreams and freely observe their oniric universe. They must establish contact with the dreamer first in order to achieve this, but once they do, they have free access to pay as many visits as they wish. In some occasions, the ability will also allow them to physically introduce themselves in The Wake, depending on how fragile the barrier between both worlds is.
Cost: 10 **Requirements:** Elan 60

Cardinal Fears: There are three primeval fears beyond common terror or individual fears; they are the fundamental principles and the source of all the others. Even creatures immune to psychology are prey to these original panics, so they too have to roll checks against their effects. Umbra is the first one. It represents the essential terror we all feel of darkness and the unknown. Whenever it is called upon an individual, he must automatically pass an MR or PhR with a Difficulty of 140 or suffer the Blind and Terror States. Failing will result in a permanent phobia to darkness that will produce the Fear State. Passing three times will make an individual immune to Umbra.

Maiyer, the second cardinal fear, represents all living creatures' fear of suffering, pain, and blood. Characters are required to pass an MR or PsR with a Difficulty of 140 in order to avoid falling prey to the terror State and experiencing terrible pain. From the moment they fail, they will have a phobia of being harmed in any possible way. Passing three times will make an individual immune to Maiyer.

The third fear is Caedus, the fear of death. All those it is called upon will have to pass a PsR or MR Check with a Difficulty of 140 or face death by an unknown cause. Those who pass the Check twice will be considered immune to Caedus.
Cost: 20 **Requirements:** Elan 70

Supernatural Enhancement: Any supernatural ability characters may employ will enhance their potential as a consequence of Erebus' influence. Every spell, psychic discipline, or equivalent power that requires the opponent to roll for Resistance will have an increased Difficulty of 20 points. In other words, this gift will turn a spell with an MR of 80 into one of 100.
Cost: 15 **Requirements:** Elan 80

Nux, Absolute Fear: Nux is the absolute fear, the inexplicable terror that nothing and no one can face. To confront it is to dissolve into nothingness, to vanish from reality without leaving a trace of ever having existed. Calling Nux upon an individual will automatically put him into a state of Fear for hours (no Resistance checks allowed) by the mere fact of glimpsing at the primeval fear. In addition to this, the victim will need to roll an MR or PsR with a Difficulty of 140 to avoid meeting face to face with the absolute terror and being utterly destroyed in body and soul. Nux can only be invoked upon the same person once.
Cost: 10 **Requirements:** Elan 90, Cardinal Fears

Demiurge: He or she who completely synchronizes with Erebus will become the Demiurge, Lord of Dreams and the Supernatural. Demiurge can use his power to oversee and control anyone's dreams. He obtains the equivalent to Gnosis 45 in The Wake. In addition to this, he receives 5 Characteristic points which he can distribute as they wish among Intelligence, Power, and Willpower according to what his abilities demand.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
To delve into the world of the occult and the supernatural	2
Mastering a supernatural discipline	3
Facing and overcoming terror	2
Being fascinated by fear and all it entails	3
Being a dreamer who lives in a fantasy world	2
Mastering the meaning of dreams	2
Elan higher than 50	
Living between reality and fantasy	2
Devoting life to the study of the occult arts	2
Learning to master one's fears	2
Elan negative bonuses	
Not having dreams or desires	-3
Neglecting the opportunity to advance in the occult	-2

Azrael Beryl

Queen Of Swords

Azrael is the warrior of the Light, the Beryl who represents the concepts of good and justice. This is a combative entity always ready to employ violence in the defense of the innocent and all the principles she personifies. She has a rather tumultuous story. At the beginning she was as peaceful as Mikael or Rafael and devoted to helping everyone equally. But little by little, she started to witness daily massacres of innocent victims who were not helped by any of the principles she stood for. All the pain, suffering, and death influenced her deeply in her decision to fight for all those who deserved protection and justice. Since then, her philosophy has moved into a more violent direction, its goal being to confront evil and darkness even if this means going against some of C'iel's ideas (whom she professes true devotion for). She is the Beryl who faces the Shajads and the forces of darkness most directly. She combats their agents and followers and is at all-out war with them. In the very few occasions C'iel requires the use of violence, it is usually Azrael's agents and paladins she relies on. She is the precept heroes incarnate, as well as all those who fight to defend those in need even at the expense of their own lives.

List of Gifts

Leader: This gift will increase the bearer's natural charisma with a special bonus to Leadership equivalent to his or her Elan level. For instance, anyone with 50 Elan points would gain a +50 bonus.
Cost: 5 **Requirements:** Elan 10

The Value Of Heroes: The character is armed with unusual courage and is thus able to remain undaunted where others would run. This grants him a special bonus to the Composure Secondary Ability equivalent to his Elan level.
Cost: 5 **Requirements:** Elan 20

Exaltation Of The Spirit: The character heightens the sense of justice of those usually in contact with him and leads them to an awareness of the importance of good conduct.
Cost: 10 **Requirements:** Elan 30

Sense Of Justice: It allows the bearer to sense an unjust or evil act being committed in the surroundings. It does not provide exact information on the perpetrator. The higher the Elan level, the more precise the ability and greater the coverage.
Cost: 10 **Requirements:** Elan 40

Sacred Spirit: Characters' closeness to Azrael affects their essence and makes them holy beings. From then on, their whole essence is inundated by a potent positive energy, and they obtain a status similar to that of a pure light elemental. A potent benign aura will appear as a result of supernatural detection performed on the individual with Sacred Spirit.
Cost: 5 **Requirements:** Elan 50

Power Aura: The essence of the character is so powerful that it extends to the surrounding area, destroying all sorts of dark or evil creatures that may approach him or her. The coverage of the aura is equivalent to half the character's Elan level in yards. Any negative-natured being in its radius of action will be automatically forced to pass an MR or PhR Check with a Difficulty equal to twice the bearer's Elan level every five turns in order to avoid damage equivalent to half the Failure Level per turn.
Cost: 10 **Requirements:** Elan 60, Sacred Spirit

Immunity: This gift will grant some immunity from evil supernatural powers. Protected by the essence of Azrael, characters will ignore any Mystical or Psychic Ability that requires them to roll for Resistance Checks lower than their Elan level, plus 40. For instance, a character with Elan 60 would automatically pass all MR or PsR against a 100 Difficulty, while an 85 Elan character would be immune to controls up to 125.
Cost: 15 **Requirements:** Elan 60

Destroyer Of Evil: It will double any damage to a dark or naturally evil creature inflicted by the character. The ability will work for physical attacks, as well as spells and special powers that cause direct damage.
Cost: 15 **Requirements:** Elan 70

Blessed: The character receives Azrael's blessing whenever he or she attempts to destroy an evil creature or to perform a truly fair action. This translates into a +10 to any Check in connection with this purpose. If he or she is spending a permanent Elan point, the blessing will reach +30 for that turn.
Cost: 20 **Requirements:** Elan 70

Azrael Warrior: Receiving this gift, characters achieve communion with Azrael – thus increasing their capabilities with an extra point in Strength and Dexterity.
Cost: 10 **Requirements:** Elan 80

Consecrating: Characters are able to introduce a part of their sacred essence into a place or object, thus endowing it with their blessing. Consecrated weapons will carry 50% additional Base Damage against dark or evil-natured creatures, while consecrated places will be protected against their intrusion. Gaining access to a consecrated place requires them to pass an MR Check with a Difficulty of 140. Otherwise, an invisible barrier will stop them. Consecrating will last 1 hour for every 10 Elan points the character possesses. Consecrating permanently requires sacrificing 1 Elan point. The consecrated weapon bonus can not be accumulated with the bonus of the gift Destroyer of Evil.
Cost: 15 **Requirements:** Elan 90, Power Aura

Yihad: Azrael's chosen one becomes her right hand in the fight against evil and darkness, and she is empowered to declare holy war or Yihad to destroy or protect whatever is worth protecting or destroying. Yihad works as a call to all those with a high sense of justice and allows them to sense the reason why they are needed. Whoever responds to it will be immune to the effects of Fear and Terror and will also gain the capability of fighting consciously and without negative bonuses even in a state Between Life and Death. The outreach of the call lies at the hands of Azrael's chosen one; it may affect the inhabitants of a certain town or be made to cover the entire world.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Protecting the innocent	3
Destroying an evil/dark entity	2
Destroying a large number of dark/ evil beings	5
Preventing an evil act	2
Defending justice	2
Stopping/ destroying a Shajad agent	3
Becoming a hero	5
Elan higher than 50	
Performing a relevant heroic act	1
Destroying a powerful evil creature	2
Saving the lives of a large number of innocents	2
Stopping a Shajad plan	3
Elan negative bonuses	
Committing an evil action	-2
Taking an innocent person's life	-8
Collaborating with the forces of darkness	-2

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Abbadon Shajad

The Primeval Evil

Abbadon was originally the only Shajad unable to find a place for himself within the structure of reality. Indecisive, he ended up by absorbing in his essence all the minor negative feelings not related to his companions like disgust, envy, anger or pride. However, he did not feel attached to those emotions and to increase his importance he decided to personify the very principle of evil itself. As a form of mockery to all what the Beryls represent, his favorite incarnation is the traditional Christian devil; the figure of the fallen angel, which symbolizes all the sins of men and where he derives his name from. In time, he has come to feel exceptionally attached to this representation, to the point of considering it the main aspect of his being. He is constantly competing with the other Shajads for power and conspiring against Jedah and Meseguis to overtake their predominance. He is completely absorbed by the precept he has chosen and the role he plays, so he delights himself causing tragedies and spreading evil. His followers are usually satanists or worshippers of evil deities from different cultures. Those who synchronize best with him are low or deranged individuals whose lives are guided by evil.

List of Gifts

Dark Empathy: It intensifies all dark feelings of those individuals the character is in contact with. The gift acts in the form of a strong aura of evil that brings out the worst in people.
Cost: 10 **Requirements:** Elan 10

Eyes Of The Evil: It enables characters to perceive the evil inside people. The higher the Elan level, the more accurate the ability.
Cost: 5 **Requirements:** Elan 20

Lord Of Sins: The character stirs the capital sin most deeply rooted inside individuals. The arrogant will be consumed with conceit and the gourmand will be overtaken by gluttony. The intensity and duration of the effect will depend on the failure level in the MR or PsR Check against twice the Elan level of the lord of sins. The activation of the ability requires that there be at least a couple of minutes talk or exchange of glances.
Cost: 10 **Requirements:** Elan 30

Dark Being: Evil has taken so badly into the character soul that it contaminates him completely slowly turning him into an evil creature. From then on, he achieves a status equivalent to that of a dark elemental, brimming with sheer evil. A potent evil aura will appear as a result of supernatural detection performed on the Dark Being.
Cost: 5 **Requirements:** Elan 40

Soul Corruptor: Characters are able to influence people's souls perverting their spirits with evil. Even the purest of individuals will become twisted and evil if he should fail an MR Check against the soul corruptor's Elan level plus 60. The effects will be temporary unless the victim fails for over 40 points. It is necessary to talk or look into someone's eyes for a long period of time to corrupt them. Those passing the Check will be considered immune to the ability for as long as the corruptor maintains his or her Elan level.
Cost: 15 **Requirements:** Elan 50

Demonic Incarnation: Evil transforms the very essence of the characters and turns them into true demons to all practical purposes. Demonic Incarnation grants characters twice their Elan points in DP, which allows them the chance of choosing any of the supernatural powers described in **Chapter 26** like a Gnosis 25 creature would.
Cost: 10 **Requirement:** Elan 60, Dark Being

Destroyer Of The Sacred: It doubles all damage characters may inflict upon a creature of light or naturally good. The ability will operate on physical attacks and also spells and special powers that cause direct damage.
Cost: 15 **Requirement:** Elan 70

Gift Of Evil: Like an evil magnet, the bearer of the gift will attract dozens of creatures and people of a negative nature who will feel seduced by his or her presence. They will not be obliged to obey but will be fascinated enough by his or her empathy with evil as to be receptive to directions or suggestions.
Cost: 10 **Requirement:** Elan 80, Dark Being

Demonic Summoning: This gift establishes a link between characters and the Abbadon demons, allowing to summon them for a variety of reasons. These are supernatural creatures of varied natures, like Lords of the Darkness at the service of Abbadon or other entities of a markedly evil nature. None of them are forced to obey, but they generally act guided by blood pacts, in exchange of souls or other items that may awaken their interest. Whoever calls on these beings may do so on their own behalf or simply to connect them with other interested parties. Characters will be entitled to one summoning per month with the option of sacrificing one Elan point per summoning if they should wish to use the ability further within the same period.
Cost: 15 **Requirement:** Elan 80

Soul Devourer: Already transformed into a demonic entity, characters are granted the capability of feeding on the souls of evil individuals with which they greatly increase their own power. In order to devour a spirit, they must have some right to it, in the form of a pact or other kind of dominion. At the time of the individual's death, the devourer claims his or her rights to the soul and feeds on it immediately or keeps it for later. The devourer will recover 20 LP or Zeon points for every point the consumed essence had in Power. If they are both already at the top, the devourer can increase his or her own characteristics at a rate of +1 out of five Power points of the consumed soul. This method will not allow characters to pass 15 in any of their attributes. Advantages acquired through this gift will vanish at a one point per day rate.
Cost: 15 **Requirement:** Elan 90

The Seed Of The Devil: Abbadon is the very essence of darkness, a primeval evil that even demons fear. This is why, once the character attains this level of synchronization, he is enabled to pass his seed unto others, thus perverting their souls until they are transformed into truly demonic entities. Anyone receiving the baptism of evil will become a Being Between Worlds or Spirit, with Gnosis between 20 to 30 and a maximum of 200 additional DP with which choose Essential Abilities and Powers of supernatural creatures. The chosen one decides the number of DP and Gnosis level he will endow. He may later increase them up to their full value if he does not grant them all at once. The seed of the devil may only be granted to really evil people or creatures who wish to obtain the power it entails.
Cost: 10 **Requirement:** Elan 100

Modifiers

Elan lower than 50	
Being swept away by dark feelings	1
Committing a really evil action	4
Spreading evil among a large number of people	3
Originating evil or devil worshipping cults	2
Leading others into sin	2
Elan higher than 50	
Corrupting a pure person's heart	2
Causing a major evil to the world	3
Elan negative bonuses	
Helping others without personal gain	-1
Committing a really good deed	-6

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Barakiel Beryl

The Perfect God

Barakiel is a powerful Beryl who incarnates the concepts of order and perfection. She thinks of herself as the greatest and highest of all powers, outdone only by C'iel herself, the only entity she admires and worships. The goal of her philosophy is to lead all civilizations into a perfect order of absolute equality. She thinks the way to achieve this is by establishing strict laws that govern every aspect of human life. She abhors chaos and instability, and fosters the advancement of the exact sciences, like mathematics and mechanics. She has a tense relationship with her sisters; in her opinion all of them are weak and imperfect. Her attitude has caused several open conflicts with Mikael, whose privileged position next to their Master she covets. She is extremely strict with her chosen ones and followers and demands them to maintain a scrupulous order and never to make mistakes. Those who fail rarely receive a second chance to please her. She is vain and likes to feel adored in all of the identities she takes on as a deity of order, law and the sciences. She synchronizes with narcissistic people who are endowed with great abilities or powers and who above all conduct their lives in an orderly fashion. She also favors scientists and those who worship her in any of her faces.

List of Gifts

AESTHETICS: Whatever the character does is beautiful. This gift translates into a special bonus to the secondary ability Style, equivalent to the character's Elan level.
Cost: 5 **Requirements:** Elan 10

ATTRACTIVE: Bearers of the gift are capable of attracting attention towards themselves wherever they go and to raise the interest of all those they meet. Unfortunately, characters can not help being the center of attention at all times, which can be either a benefit or a disadvantage depending on the situation.
Cost: 10 **Requirements:** Elan 20

SCIENCE KNOWLEDGE: Thanks to Barakiel, characters have a vast knowledge of all scientific fields, this allows them to develop their abilities beyond common standards The gift will endow a special bonus to the secondary ability Science equivalent to their Elan level; a character with 40 Elan points would get a +40 bonus to Checks.
Cost: 10 **Requirements:** Elan 30

SENSING IMPERFECTIONS: It grants the possibility of strongly sensing imperfections in everyone's behavior and body. The character will easily recognize personality traits in the others such as an unstable or nervous disposition, a disproportionate face feature, ill-health, etc.
Cost: 10 **Requirements:** Elan 40

SENSING ORDER: The gift allows characters to perceive the natural order of things as well as any chaotic or supernatural alteration in their surroundings or in the people around. The higher the Elan level, the greater the outreach of the ability.
Cost: 5 **Requirements:** Elan 40

PERFECT BEAUTY: Once the gift is granted, the bearer's physical appearance begins to change slowly until it reaches an unparalleled beauty. From then on he or she will add one point to Appearance each week until it gets to 10.
Cost: 5 **Requirements:** Elan 50

PERFECT BODY: The gift will operate changes on the bearer's body until it is transformed into the ideal prototype of a member of his or her race in height, weight and proportions. In this way, characters can reach Inhuman difficulty in Checks and no longer be affected by Fatigue (equivalent to essential Ability Untiring). On top of this, they will not receive aging negative bonuses.
Cost: 15 **Requirements:** Elan 50, Perfect Beauty

ORDER AURA: Characters with order aura are able to make chaos disappear gradually from their surroundings. Things fall into place and unusual or strange events become less frequent. The effect will also operate on people with Gnosis lower than 10 in contact with them; they acquire a greater sense of order and a new respect for laws.
Cost: 10 **Requirements:** Elan 60

BARAKIEL'S ESSENCE: By the time the character obtains this gift his or her essence will be so close to Barakiel that all weaknesses or disadvantages will fade at a rate of one per month until they can be completely ignored. This includes negative bonuses of both natural and supernatural creatures.
Cost: 20 **Requirements:** Elan 70

UNABLE TO ERR: When characters reach this point, they are free from making mistakes on account of bad luck. They will no longer be capable of incurring into fumbles even with results of 01, 02, 03 (a result of 10 in Opposed Characteristic Checks does keep its negative bonus)
Cost: 10 **Requirements:** Elan 70

DIVINITY IN BODY AND SOUL: This gift will push characters one step beyond in their physical and spiritual evolution allowing them to reach an almost divine perfection in all aspects of their being. Once granted, the gift causes characteristics to rise at a rate of one point per month until they reach a natural base of ten, to which all modifiers or bonuses according to race are to be added (in this way, a Duk'zarist would have 11 in all of his attributes, thanks to the race bonuses). It does not affect those with an already higher value.
Cost: 20 **Requirements:** Elan 80, Perfect Body

IMMORTALITY: Whoever reaches this synchronization level will immediately stop aging and become immune to any disease or natural venom. In many ways the character has become an immortal entity, keeping all of the abilities intact along the years until it dies of violent causes.
Cost: 10 **Requirements:** Elan 90, Perfect body

ABSOLUTE PERFECTION: Barakiel's chosen one becomes a divine being whose actions are utterly perfect from the first one to the last. Once the definitive gift has been granted, the character will stop rolling dices, automatically add 100 to all ability or resistance rolls and get 1 in characteristic rolls. For instance, anyone with an attack ability of 180 points will always be considered to have a final result of 280. The 100 in a Resistance Check does not imply that the character will pass it automatically.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Being the object of praise and admiration on account of his/her actions	1
Worshipping a divine incarnation of Barakiel	2
Promoting law and order	2
Undoing a chaotic situation	3
Making an important scientific advancement	5
Making a public display of extraordinary ability	2
Elan higher than 50	
Being considered a divinity	2
Inducing society into order and law	3
Showing the true meaning of perfection	1
Elan negative bonuses	
Showing external weakness	-2
Acting inconsistently or chaotically	-2
Breaking the laws	-5
Objectively failing something important	-10

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Eriol Shajad

Angel Of Chaos

The Angel of Chaos is one of the strangest Lords of Darkness. His philosophy digresses from the principles of balance that both the Shajads and the Beryls have tried to sustain. He is an anarchic entity who, ironically, shares more doctrines with Uriel than anyone would care to admit. He is very fickle and will easily change his mind according to his mood. In spite of this, he is has a profound bond with Gaira, to whom he is totally faithful. Eriol incarnates chaos and luck, both good and bad. From his standpoint, existence is an infinite set of possibilities within which anything is possible; the truly interesting thing is to discover which of these possibilities will actually materialize. To him, everything is a game he calls "The Law of Chance." Controlling it is what makes the difference between good or bad luck. Those who synchronize with him are people who do not respect other rules except for their own, and those who trust luck to guide their lives. Throughout history, Eriol and his agents have inspired several cults associated with the principles he upholds – such as luck, fortune, or even chaos itself.

List of Gifts

Granting Misfortune And Disgrace: Whoever has this gift is armed with the ability to influence other people's luck (positively or negatively) in the short term. Intensity and duration can be molded according to Elan level.

Cost: 10 **Requirements:** Elan 10

Altering The Law Of Chance: This ability exceptionally alters a character's luck, increasing his chances of performing great feats or failing tasks tragically. Necessary results for obtaining an Open Roll will drop two degrees for every 20 Elan points and will extend in one for a Fumble. In this way, someone with 80 Elan points will increase his chances of getting an Open Roll or a Fumble by 8 and 4 respectively; he would get an open result starting from 82 and would Fumble with 7 or less (6 if he is a master). It is up to the character to decide whether to use this ability before rolling the dice.

Cost: 5 **Requirements:** Elan 20

Sensing Chaos: Individuals with this gift will supernaturally sense the alterations in reality taking place around them. This perception will allow them to notice the intensity of chaos in the surrounding area or, at times, even in people. The higher the Elan level, the wider the outreach of the ability.

Cost: 5 **Requirements:** Elan 30

Stealing Luck: Like a parasite, the character has the power to steal the fortune of other individuals, temporarily benefiting from the good luck of the others. Consequently, those deprived of their good luck will be unfortunate for a short period of time, until their natural luck comes back. Methodology varies from bearer to bearer. Some people only need to touch their victims; in other cases, a more complex process is required. Avoiding luck theft requires an individual to pass an MR Check with a Difficulty equal to twice the thief's Elan level.

Cost: 10 **Requirements:** Elan 40

Conjuring Up Providence: This gift allows characters to alter the Law of Chance by repeating one of their rolls and using the second result. Once the ability is used, the character is forced to go with the second result, even if it is less favorable than the first one. Conjuring up providence may be used only once per game session for every 10 Elan points the player has. The same result can not be modified twice.

Cost: 10 **Requirements:** Elan 50

Chaos Stigmata: This gift provides characters with an amount of DP equal to twice their Elan level to be used in selecting any supernatural power described in **Chapter 26** as if they had a Gnosis score of 25.

Cost: 15 **Requirements:** Elan 50

Chaos Aura: The character's presence strongly influences his surroundings, gradually enhancing the existing chaos in the area. When a character stays in a place for a prolonged period of time, all kinds of unusual events begin to happen. The effects will also be felt by characters with a Gnosis level lower than 10; these individuals will become more chaotic and tend to ignore laws and rules.

Cost: 10 **Requirements:** Elan 60

Altering Fate: The ability enhances the powers in Conjuring up Providence, allowing another character or individual to repeat their rolls. Forcing a third party to reroll consumes two uses instead of one.

Cost: 15 **Requirement:** Elan 70, Conjuring up providence

Forcing Luck: By using this ability, characters may force one of their rolls to be automatically Open, regardless of the result. The action must be declared prior to rolling the dice. There is a once-per-game-session limit for every 20 Elan points the character has. It can only be applied once to each Check.

Cost: 15 **Requirements:** Elan 80

Truncating Fate: Characters are in control of someone else's fate to the point of predetermining them to fail or to make a staggering wrong decision in the short term. When this ability is employed, targets must pass an MR Check with a Difficulty equal to twice the Elan of the character using it. Failure turns their next roll into a Fumble, no matter how high the result is. In fact, the result they get on this roll will constitute their Fumble level. The power will remain active until the victim performs an action, or a full minute goes by. This gift can be applied to the same individual only once a day. Truncating Fate will only affect Actions Checks, not Resistance Cheks.

Cost: 15 **Requirements:** Elan 90

Lord Of Chaos: Eriol's chosen ones will obtain absolute dominion over chaos, and be able to alter the normal course of events as they please. The gift allows them to control everything that goes on around them through luck and chance, however unusual or strange it may seem. They are not capable of modifying the surroundings by producing impossible events, but they are able to bring about any event chance may originate. For instance, they could easily cause an active volcano to erupt or have an old chair fall to pieces when someone sits down, but they would be unable to cause something naturally impossible to happen, like having someone fly. The lower the chance there is for something to happen the more time and effort the Lord of Chaos needs to put into making it come to pass. The gift does not operate on peopl's psyche or control their actions.

Cost: 10 **Requirements:** Elan 100, Chaos Aura

Modifiers

Elan lower than 50	
Ignoring law and order	2
Promoting chaotic situations	2
Leaving an important event up chance	5
Showing others the importance of chance	1
Behaving anarchically	2
Elan higher than 50	
Partially controlling the law of Chance	2
Unleashing chaos upon the world	2
Being completely ruled by chance	1
Elan negative bonuses	
Conducting one's self in an orderly fashion	-2
Following orders or laws	-3
Disregarding chance	-2

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Edamiel Beryl

The Spirit Of Emptiness

There is no Shajad or Beryl as inscrutable and unfeeling as The Spirit of Emptiness. Edamiel is separated from the world by her own choice, and unlike her sisters, she is not interested in becoming integrated with it. In the beginning, she tried to incarnate pleasure, the only feeling that brought her some satisfaction. Unfortunately, she soon realized not even that was enough to fill the void she carried inside, and she slowly drifted apart from reality until she disappeared. This is how she involuntarily came to represent abstract notions—like ignorance and nothingness—that neither Light nor Dark wanted to pick up.

In a way, she has a vague concept of how impossible it is for living beings to really achieve happiness, since however intense that feeling may be, it is meant to fade. According to her, the only way for every being is to become one with emptiness and disappear forever without guilt, suffering, or grief. All of her sisters are horrified by her attitude and try to help her, but until now, they have tolerated her without admitting the great threat Edamiel poses to existence. Once in a while, she will fall back to her old incarnation and set pleasure and desire loose in the world, but she often uses them as emotions to confuse the senses and throw people into nothingness. She has worshippers among many cultures, where she has adopted several identities as a deity of desire and pleasure. Alarmingly, the number of individuals synchronizing with her is a lot higher than one would expect—from people governed by worldly pleasures to lonely beings with no intention of integrating with the world.

List of Gifts

Desirable: Something in the bearer of this gift is sexually enticing. Even without being attractive, characters will awaken the libido and desire of everyone around them. The ability will generally affect those of the opposite sex of the bearer more strongly.
Cost: 5 **Requirements:** Elan 10

Pleasure Amplifier: This gift allows the bearer to increase pleasure for those he is involved with in any way. Even mere lip contact with a gifted person will result in a much more pleasurable experience.
Cost: 5 **Requirements:** Elan 20

The Voice Of Pleasure: The character's voice will enrapture everyone listening to it for a prolonged period of time. They are allowed to add their Elan level to the Persuasion Secondary Ability when making Checks for trying to seduce an individual.
Cost: 5 **Requirements:** Elan 30

Feeling Desire: The character is extremely perceptive to people's desires and passions. In a way, they are armed with a supernatural instinct to tune into those emotions and guess their cause.
Cost: 10 **Requirements:** Elan 40

Psychological Immunity: Characters lose a great part of their emotions and obtain full immunity to the effects of any psychological State. If they are being imbued by one supernaturally, their Elan level can be added to their Resistance Checks.
Cost: 10 **Requirements:** Elan 50

Plucking Feelings Away: The gift will grant the ability to eradicate a specific feeling from any given individual, wiping it completely away from his or her memory and spirit. The subject must be willing to be rid of the feeling and let the character tear it from within. Once destroyed, the emotion can not be felt again.
Cost: 10 **Requirements:** Elan 60

Passivity: Edamiel's essence will suppress the will of all those who talk to the gifted character or look into his eyes. Anyone doing any of the two must pass an MR Check with a Difficulty equal to twice the gifted person's Elan, or be numbed into complete incapacity, unable to execute any Active Action or even move. Passivity will last for as long as the bearer remains in the presence of the targets. A new Check will be awarded if the victims are the object of an attack or suffer any damage.
Cost: 15 **Requirements:** Elan 60

Suppression: Whoever is gifted with suppression is so close to the void that he or she can neutralize any action performed by those around them. The ability permits the bearer to cancel an Active Action executed by another individual during that turn, as well as any immediate event ensuing as a consequence of that action, if the target does not pass an MR with a Difficulty of 140. The allowed frequency is once a week for every 10 Elan points of the bearer.
Cost: 15 **Requirement:** Elan 70, Pluck Feelings Away

Transition To Emptiness: Once this point is reached, characters are neither alive nor dead, but somewhere between existence and emptiness. Their body is really nothing but a shadow of their old identity that still ties them to the world and allows for interaction. In this way, even though they can still suffer physical damage normally, they are unable to die—no matter how much damage they suffer. Even if decapitated, they could still pick up their head and continue to act (with the corresponding negatives). They are also immune to any spell or mystical ability that would cause a direct effect of death. This does not include soul-destroying spells like Sever the Existence. The ability will not affect weapons or supernatural attacks with a Presence higher than 160, which will be able to exterminate the character completely.
Cost: 15 **Requirements:** Elan 80

Vortex: By becoming one with Edamiel, characters temporarily turn their bodies into a vortex of nothingness—a hole in existence itself that is capable of absorbing all matter, (physical or spiritual) around it. The effects of the gift are equivalent to the Level 90 spell Void from the Path of Destruction, and it is cast with its Zeonic base value. Unlike the spell, however, the character will not be swallowed into the vortex because his own body is the vortex. The ability may be used once a day for every 10 Elan points the character has. It will last for five turns.
Cost: 25 **Requirements:** Elan 90

Arrival Of Nothingness: The arrival of the chosen one is preceded by a series of strange events that will affect anyone living in the area. Little by little, creativity will fade from the area, and all things will fall into oblivion. The first signs are barely recognizable—although still somber. Weeks before, people stop having dreams, artists lose their inspiration, and poets are no longer able to write in verse. Once the character finally arrives, the strength and intensity of events are heightened. As time goes by, everyone begins to slowly forget their lives until they can not remember their own names. Then, they lose their emotions until, in the end, they turn into empty shells without even a soul.
Cost: 10 **Requirements:** Elan 100

Modifiers

Elan lower than 50	
Conducting one's self with apathy	3
Surrendering to the pleasures of the flesh	3
Drawing someone into the world of desire and pleasure	2
Completely wiping something off from existence	5
Suppressing an individual's emotions through pleasure	4
Elan higher than 50	
Destroying a great amount of matter or souls	2
Driving a population or culture into desire	3
Suppressing someone's emotions by forcing them to embrace nothingness	1
Driving a population or culture into apathy	4
Elan negative bonuses	
Taking decisions that promote people's being active	-2
Repressing one's own worldly desires or those of the others	-2

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Meseguis Shajad

The Lament Of Darkness

Meseguis, the Lady of Vengeance, is the only Shajad to have adopted a female identity. She is exceptionally powerful and, together with Jedah, she has great influence on Gaira. In her essence, she has put together some of the darkest and most contradictory feelings of Man – such as hatred, pain, and sadness. However, contrary to what one may expect, she has a profound dislike for these emotions and is always trying to spare us from them. She feels that forgiving and forgetting is never a good cure for the very same feelings she incarnates and abhors. It can only provide a temporary shelter from hatred and sadness, but it is never a definitive solution. This is why Meseguis is so obsessed with vengeance; according to the Dark Lady, this is the only true way for achieving peace. So it is that those consumed with hatred and sorrow are able to synchronize with her only faintly, while those who really believe in vengeance and are willing to help others in their vendettas can achieve a true communion. She is said to be a melancholy entity, often governed by her emotions for better or for worse. Sometimes she will try to protect the weak, and at other times, her cruelty will reach unfathomable proportions even to the gods.

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List of Gifts

Serenity Of Melancholy: Through this gift, pain and sorrow inundate characters, allowing them to suffer stoically through situations that would make anyone lose their composure. This gift will endow characters with a special bonus to the Composure and Withstand Pain Secondary Abilities equivalent to their Elan level.
Cost: 5 **Requirements:** Elan 10

The Path Of Vengeance: Guided by Meseguis' hand, the gift will endow characters with a natural instinct to sense the best direction to take on their revenge. This is not to say they will know exactly what to do, but they will always have at least a clue on where to start looking.
Cost: 5 **Requirements:** Elan 20

Eyes Of Sorrow: It allows characters to sense the sorrow and hatred in people. The higher a character's Elan level, the more accurate his ability.
Cost: 10 **Requirements:** Elan 30

Tears For Others: It enables characters to influence others by making their sadness and sorrow more bearable, although not completely taking it away from them. The more suffering the characters eliminate, the more sorrow they will throw upon themselves.
Cost: 5 **Requirements:** Elan 30

Transmitting Pain: It allows characters to pass their own feelings of pain and sorrow on to others (in some cases those close to them). In order for this to happen, there should be physical contact between the two parties, and the targeted individual must have failed an MR or PsR Check with a Difficulty equal to twice the Elan of the character using the ability. If the victim fails the Resistance Check, he shall be immediately subject to the Pain State or be afflicted by huge sadness, the intensity of which depends on how deeply rooted and strong the original emotions are. The ability can be exercised only while the character or someone they care about is suffering.
Cost: 10 **Requirements:** Elan 40

Spirit Of Vengeance: The nature of a character reaches out like an aura, influencing the people they live with for a prolonged period of time. These individuals shall become extremely vindictive and act accordingly given the slightest of opportunities. If the gift bearer's Elan Level is higher than 60, they will be able to intensify a specific person's thirst for revenge.
Cost: 10 **Requirements:** Elan 40

The Voice Of The Dead: It enables characters to contact those who have died in sorrow and suffering. They will only be allowed to hear their begging or to engage in actual conversation depending on their Elan level. The ability will only work on spirits who have not received The Calling yet, or on spirits of the Wake.
Cost: 10 **Requirements:** Elan 50

Dark Avenger: Communion with Meseguis endows the character with the obscure blessing of the Lady of Tears. Nourished by the power of the darkness, he receives a special +10 bonus to every Action leading to revenge.
Cost: 10 **Requirements:** Elan 60

The Voice Of Pain: The words of the character transmit suffering; he or she is able to inflict pain on those who listen. Listeners are compelled to pass an MR Check with a Difficulty equal to the bearer's Elan Level, plus 60, to avoid being subject to the Pain State at the bearer's command. If they fail by over 40 points, the applicable negative State is Extreme Pain. Passing the Check three times will afford them immunity.
Cost: 15 **Requirements:** Elan 60, Transmitting Pain

Beyond Death: Not even death is an obstacle for revenge. Even if they die, characters will return from the great beyond within an undetermined period of time to fulfill their vendetta. Transformed into beings halfway between life and death, they shall automatically obtain 300 DP to acquire powers and essential abilities like a creature with a Gnosis score of 30 would. Unfortunately, the amount of is limited; they will lose 1 Elan point each passing day. When their Elan points run out, or their revenge is finally achieved, they die.
Cost: 10 **Requirements:** Elan 70

Dark Executor: Being close to Meseguis, the gift will increase the Dark Avenger bonus up to +20.
Cost: 10 **Requirements:** Elan 80, Dark Avenger

Dark Mirror: Characters are able to materialize the very essence of revenge, reflecting on the souls of others their own sins and regrets to destroy them. Targets will automatically need to pass an MR or PsR Check with a Difficulty of 140. Effects will vary according to Failure Level. Failing by less than 40 will cause Paralysis while they are assaulted by visions of all those they have damaged. If a target's Failure Level is higher than 40, he shall be devoured by his sins and lose his soul, which will be tortured for eternity. Depending on the target's own feelings of guilt or fear, the Difficulty may be 20 points higher or lower. The ability can only be performed once per individual until a long time has elapsed.
Cost: 15 **Requirements:** Elan 90

Communion With The Fallen Ones: Their link to the spirits who claim revenge allows the chosen ones to commune with them, acquiring their knowledge, abilities, and powers in the process. Acting as a dark gate to the great beyond, when facing an opponent, they can invoke all those souls that deeply hate the antagonist and desire to get even. Through this act, characters are able to gain any power or ability these spirits had when they were alive, or they can bring them to life as lost souls at their service. Communion lasts for as long as the confrontation lasts, and the powers or spectral manifestations can only be used against the specific opponent during combat.
Cost: 10 **Requirement:** Elan 100, the voice of the dead

Modifiers

Elan lower than 50	
Being consumed by sorrow or grief	8
Devoting one's entire life to vengeance	8
Elan higher than 50	
Helping a weak person take revenge	2
Fostering a sense of vengeance in the others	1
Consummating the revenge one has dedicated all one's life to	4
Elan negative bonuses	
Forgiving someone	–3
Inflicting pain or suffering for no reason	–4

Chapter 24
Supernatural Presence

Divinity runs through our veins.
Because, in the end, we are like Gods.

Emerson

Not all people, creatures, or things have the same importance for reality. There are some individuals who are innately relevant to existence; their actions and wishes create a greater impact on the world. It is even possible that there are beings whose mere spiritual presence is so strong, that they can control their surroundings at will.

Every being in existence has a determined Gnosis.

GNOSIS

Gnosis is the measure of how much people can influence the spiritual world with their thoughts. In some ways, it indicates the power of their supernatural presence and the innate ability they possess to change the natural rules. The greater the Gnosis of an individual, artifact or entity, the greater relevance his actions will have in the soul flux and, at the same time, the less he will be influenced by it. In reality, this talent has little to do with the abilities or knowledge a person possesses. It is perfectly possible that there are first level mystical entities who have a Gnosis so great that their wishes alter the order of reality.

As a general rule, all supernatural creatures possess a high Gnosis, given that they are beings whose existence turns out to be artificial to the world. Nevertheless, there are also natural individuals provided with an uncommon potential for members of their species. In these cases, they are always exceptional subjects, born with the ability to alter their destiny and those to whom they relate. Finally, there are entities with a Gnosis so extraordinary that they can only be considered gods or great Powers in the eyes of mortals. They are almost beyond the Flow of Souls, for which they are able to alter small parts of it as they wish.

In game terms, Gnosis is an amount between 0 and 50 (although theoretically, it is possible to go higher than that). Depending on the number possessed by an individual, they gain various special Abilities and Advantages. Naturally, each level includes the Advantages offered by the previous ones. For example, a being with Gnosis 35 will have all the powers of someone with a 25 or 30 Gnosis (except for the Creation Bonus). We have not shown here all the innate powers that an entity can have; the GM can invent his own if he deems it appropriate.

Gnosis in Player Characters

Heroes, chosen ones, condemned – all player characters have a common characteristic. Their lives are never normal. Over the course of game sessions, their path will be continuously filled with problems, unusual circumstances, and other people who, like themselves, are far from normal. As if this was not enough, their actions will have greater repercussion in relevant events, and very often, only they will be able to solve what is wrong.

Let's be realistic. When a player is in a town, there exist many possibilities that he will end up crossing some unforeseen problems, or that, upon visiting a volcano that has been inactive for years, it unexpectedly begins to erupt. Otherwise, the sessions would be boring, since no one wants to play a blacksmith who simply spends his entire life working the metal in his shop. Because of this principle, the players are a focal point for strange events and unusual individuals, among which it is common to find their own companions.

To represent these series of coincidences, what is recommended is to attribute a certain amount of Gnosis to these characters, thus showing that they are special. As GM, it is up to you (and only to you) to decide how many points you are going to hand out to each one of them. Normally, a GM gives each character an initial Gnosis Score of 10. Anything less would make them common individuals, while a higher total would turn out to be excessive – since they would stop being truly human (or Nephilim).

Gnosis 0 and 5

Gnosis 0 is the equivalent to what natural beings have, since their essence is not really linked to magic (in the case of humans and the great majority of animals). On the other hand, many races of a mystical nature – like elves, the Duk'zarist, or the Daimah – usually have a Gnosis Score of 5. These are physical beings with souls that are heavily influenced by the supernatural. To have this level of Gnosis does not provide any type of special advantage.

Gnosis 10 and 20

These are the amounts that more mystical races – like minor spirits and many Beings Between Worlds (zombies, elementals, and other animated creatures) – possess. It is recommended that characters receive between these amounts (preferably 10), given that they are singular beings whose actions stands out amongst their own. The fact that a natural being reaches these levels of Gnosis implies that they are much more relevant to reality.

These levels of Gnosis also do not grant special abilities, except for those described in an interpretive level.

Gnosis 25

Only the most powerful of spirits and Beings Between Worlds – like some elementals of considerable force, great specters, or other similar creatures – hold a Gnosis of this level. They are entities whose essence stands out intensely because of its supernatural power.

Monster Powers: From this point on, a being can use his DP to freely develop any Power described in **Chapter 26**. If he goes up in level, he can better the ones he has or can acquire new ones, even if they are different to his species or ethnicity.

Gnosis 30

This score represents the most remarkable mystical beings in the world. They have a superior essence and, even though they are still linked to the Soul Flux, they influence it so that they can feel its fluctuations and tenuously affect some of its elements. Powerful angels and demons, ancient dragons, or unique beings are some examples of creatures that posses this Gnosis.

Extended Perception: The being perceives the world in a slightly different way. Because of his closeness to the spiritual plane, he is able to feel the alterations to reality in his surroundings and read the aura of people. This way, he can easily appraise the state of mind of people and can discern if supernatural abilities have been released (and to what extent) in particular places.

Elemental Control: If the creature is an elemental, he can partially affect the medium that he is connected to. Automatically, he influences a number of elemental Intensities equal to a third of his Gnosis. He also commands a slight influence over any being of his same element with a Gnosis lower than his. If he is not an elemental, he can dominate any type of Intensity, but this is reduced to a sixth rather than a third of his Gnosis score.

Creation Bonus: This grants an additional Creation Point, or 50 extra DP, to obtain supernatural creature powers and essential abilities.

Gnosis 35

From this point on, creatures do not find themselves completely submitted to the Soul Flux and are able to ignore many of its rules. Their spiritual power is extraordinary, so much so that they make small alterations in reality by mere force of their will. It is the amount of Gnosis that the lower Powers would have, as well as those beings considered demigods.

Influence Reality: Exteriorizing his power, the entity modifies small aspects of the surrounding reality, altering at will any inanimate object with a Presence less than their Gnosis (if he had a Gnosis score of 35, for example, he could influence things that had a Presence of 30 or less). He can only influence one object per turn, but only when it is not in contact with a living being. This ability has a limit of one use per day for each point of Gnosis possessed.

Immortal: The entity has surpassed death in many aspects, and he can only be exterminated under certain special circumstances. Even if he receives damage that would reduce his LP lower than the State Between Life and Death, he will simply remain unconscious until he recovers from his wounds. Only beings whose Gnosis is not more than 25 points less than his will be able to definitively kill him. Therefore, to kill a creature with Gnosis 35 requires someone with a score of 10 or more, the same way a being with 40 would only die at the hands of an individual that possessed 15 points.

Presence: Their mere presence modifies their surroundings, making it akin to their nature. For example, a dark elemental with Gnosis 35 or greater would influence the environment turning it dark and somber.

Creation Bonus: This grants 3 additional Creation Points, or 150 extra DP, to gain supernatural creature powers and essential abilities.

Judiel, Maiden of Light, is an entity with enormous spiritual power

Gnosis 40

An entity with Gnosis 40 is essentially a great Power that has no ties to the earthly or spiritual word. He controls the small events of existence as he wishes, molding the nature of things and unfolding minor events. In many ways, this score represent beings that almost touch divinity.

Auspice: He is able to influence his surroundings and course of events so that it becomes favorable to him. Therefore, he gains an automatic success on any Secondary Ability Check that does not require knowledge or that is directly opposed by another individual. Auspice does not allow him to automatically pass Inhuman-level Difficulty or higher. In the case of Opposed Checks, he gains a -10 bonus (including Combat Abilities) for every 5 points of Gnosis above his adversary's.

Avatar: The entity can raise many avatars, projecting a part of his consciousness at a distance. He creates one for every 10 points of Gnosis he possesses, but he is unable to generate two of them in the same place. An avatar has between 5 and 10 levels below that of the original being, and it possesses 15 fewer Gnosis points. Its appearance and shape is variable, but its powers and abilities must at least appear to be similar in all of his incarnations. If the soul of an avatar is somehow destroyed, or it is assassinated by a being with a Gnosis equal to or higher than its own, the entity loses the ability to manifest that avatar forever.

Creation Bonus: This grants 6 additional Creation Points, or 300 extra DP, with which to gain supernatural creature powers and essential abilities.

Gnosis 45

In a more pronounced way than the previous level, this score is what those entities usually called "gods" possess. These beings completely ignore influence from the Soul Flux or the spiritual world, and they can control a part of it as they wish. Some of them, although not all, are also able to grant Elan in a limited way (but in general, it is only minor gifts).

Walk Between Worlds: Being beyond the influence of the Soul Flux, the entity is able to move freely between the spiritual world, the material one, and The Wake. Even if he dies, he can manifest himself again with all his powers after a certain time (depending on the nature of his death, it can take him simply a few days to entire centuries) – except if his soul is destroyed or if he dies at the hands of someone with a Gnosis equal or greater than his.

Creation Bonus: This grants 10 additional Creation Points, or 500 extra DP, with which to obtain supernatural creature powers and essential abilities.

Gnosis 50

The spiritual power of creatures with Gnosis 50 is only equaled by to that of the greater gods. We are dealing with entities who are almost omnipotent, whose slightest thoughts or desires can create great changes in the reality that surrounds them. Although it would be possible to describe all the abilities and powers that this score grants, it is preferable to leave it up to the GM's interpretation. In general, they can do anything that they propose to do, without regard to their antagonists. Beings with this score can grant Elan to their followers.

Creation Bonus: This grants 15 additional Creation Points, or 750 extra DP, with which to gain supernatural creature powers and essential abilities.

Chapter 25

Common Characters

All of us have our reason to exist
All of us are needed in the world ...

Angel Osorio

Character Examples

When the time comes to carry out your job as Game Master, it will be necessary for you to create hundreds of non-player characters (NPCs) that intervene in your game one way or another. In this chapter, we present a reference guide with many archetypes that you will no doubt find very useful. The following characters that are shown are only generic prototypes, and you can change them as you wish, depending on what you think is appropriate. All of them are equipped with the weapons and armor that they would normally use, although nothing is stopping you from introducing pertinent modifiers. The following records have been put together without taking into account their Creation Points, except for those archetypes with mystical origins. Therefore, you are free to grant any of them or simply ignore them.

Common

This category encompasses a great majority of normal characters, from simple farmers to high-ranking nobles. They are common people who do not have the need to carry out great feats.

Farmer

Category Freelance; **Level** 0
Initiative 40; **LP** 70; **AT** NA; **Attack** 20, **Dodge** 20; **Weapons** NA; **Damage** 10
AGI: 5 DEX: 5 CON: 5 STR: 5 PER: 5 INT: 5 WP:5 POW: 5
Abilities: Athleticism 20, Jump 20, Climb 20, Notice 20, Search 20, Animals 30, Herbal Lore 30, Swim 20, Ride 10.
Resistance: PhR 20, DR 20, VR 20, MR 20, PsR 20.

Hunter

Category Ranger; **Level** 0
Initiative 50/0; **LP** 80, **AT** NA; **Attack** 40, **Dodge** 30; **Weapons** Long Bow; **Damage** 30
AGI: 6 DEX: 6 CON: 5 STR: 5 PER: 6 INT: 5 WP:5 POW: 5
Abilities: Notice 30, Search 30, Track 35, Animals 35, Herbal Lore 35, Athleticism 15, Jump 15, Climb 20, Ride 30, Stealth 30, Hide 30, Trap Lore 30, Swim 10.
Resistance: PhR 20, DR 20, VR 20, MR 20, PsR 20.

Courtier

Category Freelance; **Level** 0
Initiative 40; **LP** 70; **AT** NA; **Attack** 10; **Dodge** 10; **Weapons** NA; **Damage** 10
AGI: 5 DEX: 5 CON: 5 STR: 5 PER: 6 INT: 6 WP:5 POW: 6
Abilities: Dance 20, Ride 20, Stealth 5, Notice 20, Search 20, Hide 5, Art 15, Music 10, Animals 5, History 10, Memorize 10, Persuasion 30, Appraisal 20, Composure 5, Intimidate 5, Style 20, Leadership 20.
Resistance: PhR 20, DR 20, VR 20, MR 25, PsR 20.

Blacksmith

Category Freelance; **Level** 0
Initiative 45/5; **LP** 85; **AT** Leather; **Attack** 20, **Block** 20; **Weapons** Hammer; **Damage** 35
AGI: 5 DEX: 6 CON: 6 STR: 6 PER: 5 INT: 5 WP:5 POW: 5
Abilities: Notice 20; Search 10; Art 20; Forging 60; Appraisal 30; Feats of Strength 30; Ride 10; Athleticism 10.
Resistance: PhR 25, DR 25, VR 25, MR 20, PsR 20.

Minstrel

Category Freelance; **Level** 1
Initiative 55; **LP** 80; **AT** NA; **Attack** 10; **Dodge** 20; **Weapons** Dagger; **Damage** 30
AGI: 6 DEX: 6 CON: 5 STR: 5 PER: 5 INT: 6 WP:5 POW: 6
Abilities: Acrobatics 40, Dance 30, Notice 30, Search 30, Disguise 30, Art 30, Music 50, Sleight of hand 40, History 30, Persuasion 30, Style 35, Theft 30.
Resistance: PhR 30, DR 30, VR 30, MR 35, PsR 30.

Monk

Category Freelance; **Level** 1
Initiative 45; **LP** 80; **AT** NA; **Attack** 10; **Dodge** 10; **Weapons** Hands; **Damage** 10
AGI: 5 DEX: 5 CON: 5 STR: 5 PER: 5 INT: 6 WP:6 POW: 6
Abilities: Notice 30, Search 40, Music 35, Science 30, Herbal Lore 40, History 40, Medicine 40, Memorize 50, Persuasion 40.
Resistance: PhR 30, DR 30, VR 30, MR 35, PsR 35.

Forester

Category Ranger; **Level** 2
Initiative 60/55; **LP** 115; **AT** Leather; **Attack** 90; **Dodge** 80; **Weapons** Short Sword; **Damage** 45
AGI: 6 DEX: 7 CON: 7 STR: 6 PER: 6 INT: 5 WP: 5 POW: 5
Abilities: Ride 30, Jump 20, Stealth 40, Climb 30, Notice 50, Search 50, Hide 40, Track 50, Trap Lore 40, Animals 40, Herbal Lore 40, Swim 25, Poisons 20.
Special: Hunt Module
Resistance: PhR 40, DR 40, VR 40, MR 35, PsR 35.

Famous Bard

Category Freelance; **Level** 3
Initiative 65/65; **LP** 100; **AT** NA; **Attack** 20; **Dodge** 50; **Weapons** Stiletto; **Damage** 25
AGI: 7 DEX: 7 CON: 5 STR: 5 PER: 5 INT: 6 WP:5 POW: 7
Abilities: Acrobatics 40, Dance 40, Notice 40, Search 30, Disguise 30, Art 30, Music 80, Sleight of hand 50, History 60, Persuasion 40, Style 55, Theft 30.
Resistance: PhR 40, DR 40, VR 40, MR 45, PsR 40.

Sage

Category Freelance; **Level** 3
Initiative 55; **LP** 70; **AT** NA; **Attack** 10; **Dodge** 10; **Weapons** NA; **Damage** 10
AGI: 5 DEX: 5 CON: 5 STR: 5 PER: 6 INT: 8 WP:6 POW: 6
Abilities: Notice 30, Search 50, Art 45, Music 45, Animals 40, Science 100, Herbal Lore 40, History 100, Medicine 60, Memorize 60, Occult 50, Persuasion 50, Appraisal 50
Resistance: PhR 40, DR 40, VR 40, MR 40, PsR 40.

Minstrel

Prince of Thieves

Category Thief; **Level** 8
Initiative 145/140; **LP** 125; **AT** NA; **Attack** 150; **Dodge** 200; **Weapons** Short Sword; **Damage** 40
AGI: 10 DEX: 8 CON: 6 STR: 5 PER: 11 INT: 8 WP:6 POW: 6
Abilities: Acrobatics 70, Athleticism 50, Swim 40, Ride 50, Stealth 150, Climb 60, Notice 130, Search 130, Disguise 80, Hide 150, Lock Picking 120, Theft 200, Trap Lore 80, Sleight of hand 120, Appraisal 80.
Resistance: PhR 70, DR 70, VR 70, MR 70, PsR 70.

Fighters and Soldiers

Here are gathered various archetypes related to military environments. They are fighters and soldiers from various places, as well as some of their more common leaders.

Militia/Town Guard

Category Freelance; **Level** 1
Initiative 45/25; **LP** 75; **AT** Leather; **Attack** 40; **Block** 40; **Weapons** Long Sword; **Damage** 50
AGI: 5 DEX: 5 CON: 5 STR: 5 PER: 5 INT: 5 WP:5 POW: 5
Abilities: Athleticism 20, Jump 20, Climb 20, Feats of Strength 10, Notice 30, Search 20, Animals 30, Herbal Lore 25, Swim 20, Composure 10.
Resistance: PhR 30, DR 30, VR 30, MR 30, PsR 30.

Guard

Category Warrior; **Level** 1
Initiative 50/30; **LP** 100; **AT** Hardened Leather; **Attack** 70; **Block** 70; **Weapons** Long Sword; **Damage** 55
AGI: 5 DEX: 6 CON: 6 STR: 6 PER: 5 INT: 5 WP:5 POW: 5
Abilities: Notice 30, Search 20, Feats of Strength 30, Composure 20, Intimidate 20, Withstand Pain 20.
Special: Weapon Module (normally Soldier)
Resistance: PhR 35, DR 35, VR 35, MR 30, PsR 30.

Regular Soldier

Category Warrior; **Level** 2
Initiative 55/35; **LP** 125; **AT** Studded Leather; **Attack** 90; **Block** 90; **Weapons** Long Sword; **Damage** 50
AGI: 5 DEX: 7 CON: 7 STR: 7 PER: 5 INT: 5 WP:5 POW: 5
Abilities: Notice 30, Search 20, Feats of Strength 40, Composure 25, Intimidate 25, Withstand Pain 25.
Special: Weapon Module (normally Soldier)
Resistance: PhR 40, DR 40, VR 40, MR 35, PsR 35.

Point Man

Category Ranger; **Level** 2
Initiative 50/20; **LP** 105; **AT** NA; **Attack** 80, **Dodge** 80; **Weapons** Short Bow; **Damage** 40
AGI: 7 DEX: 7 CON: 6 STR: 5 PER: 7 INT: 5 WP:5 POW: 5
Abilities: Ride 30, Swim 30, Stealth 40, Climb 30, Notice 75, Search 75, Hide 40, Track 70, Animals 40, Herbal Lore 20, Trap Lore 40.
Special: Weapons Module (normally Hunt).
Resistance: PhR 40, DR 40, VR 40, MR 35, PsR 35.

Knight

Category Weaponsmaster; **Level** 2
Initiative 55/35/5; **LP** 135; **AT** Partial Plate; **Attack** 90; **Block** 90; **Weapons** Long Sword/Cavalry Lance; **Damage** 55/85
AGI: 5 DEX: 8 CON: 7 STR: 7 PER: 5 INT: 5 WP:6 POW: 5
Abilities: Ride 40, Notice 30, Search 10, Feats of Strength 30, Composure 25, Intimidate 25, Withstand Pain 25.
Special: Knight Module
Resistance: PhR 40, DR 40, VR 40, MR 35, PsR 40.

Samurai

Professional Soldier

Category Warrior; **Level** 3
Initiative 65/45; **LP** 140; **AT** Chainmail; **Attack** 110; **Block** 110; **Weapons** Long Sword; **Damage** 55
AGI: 5 DEX: 8 CON: 7 STR: 7 PER: 6 INT: 5 WP:6 POW: 5
Abilities: Notice 50, Search 30, Feats of Strength 45, Composure 30, Intimidate 30, Withstand Pain 30.
Special: Weapon Module (normally Soldier)
Resistance: PhR 45, DR 45, VR 45, MR 40, PsR 45.

Samurai

Category Acrobatic Warrior; **Level** 3
Initiative 60; **LP** 125; **AT** NA; **Attack** 110; **Dodge** 110; **Weapons** Katana; **Damage** 60
AGI: 6 DEX: 7 CON: 7 STR: 7 PER: 6 INT: 5 WP: 7 POW: 5
Abilities: Notice 35, Search 25, Feats of Strength 20, Composure 30, Intimidate 30, Withstand Pain 20, Stealth 25, Hide 20, Ride 20, Athleticism 40, Acrobatics 45, Sleight of hand 40, Jump 40, Style 40.
Special: A martial art (Shotokan).
Resistance: PhR 45, DR 45, VR 45, MR 40, PsR 45.

Elite Soldier

Category Warrior; **Level** 4
Initiative 60/55; **LP** 170; **AT** Breastplate; **Attack** 125; **Block** 125; **Weapons** Long Sword; **Damage** 60
AGI: 6 DEX: 8 CON: 8 STR: 8 PER: 6 INT: 6 WP:6 POW: 5
Abilities: Notice 50, Search 50, Feats of Strength 60, Composure 30, Intimidate 30, Withstand Pain 30.
Special: Weapon Module (normally Soldier)
Resistance: PhR 55, DR 55, VR 55, MR 45, PsR 50.

Elite Knight

Category Weaponsmaster; **Level** 4
Initiative 65/45/15; **LP** 170; **AT** Full Plate; **Attack** 125; **Block** 125; **Weapons** Long Sword/Cavalry Lance; **Damage** 60/90
AGI: 6 DEX: 8 CON: 8 STR: 8 PER: 6 INT: 6 WP:6 POW: 5
Abilities: Ride 50, Notice 40, Search 20, Feats of Strength 40, Composure 30, Intimidate 30, Withstand Pain 30.
Special: Knight Module
Resistance: PhR 55, DR 55, VR 55, MR 45, PsR 50.

Praetorian

Category Warrior; **Level** 5
Initiative 60/65; **LP** 180; **AT** Half plate; **Attack** 145; **Block** 145; **Weapons** Long Sword; **Damage** 60
AGI: 6 DEX: 10 CON: 8 STR: 8 PER: 6 INT: 6 WP:8 POW: 5
Abilities: Notice 70, Search 50, Feats of Strength 70, Composure 60, Intimidate 40, Withstand Pain 40.
Special: Weapon Module (normally Soldier)
Resistance: PhR 60, DR 60, VR 60, MR 50, PsR 55.

Captain/Lieutenant

Category Warrior; **Level** 3
Initiative 50/45; **LP** 140; **AT** Breastplate; **Attack** 110; **Block** 110; **Weapons** Long Sword; **Damage** 55
AGI: 5 DEX: 8 CON: 7 STR: 7 PER: 6 INT: 7 WP:8 POW: 6
Abilities: Ride 30, Notice 50, Search 30, Feats of Strength 25, Composure 30, Intimidate 30, Withstand Pain 30, Leadership 50.
Special: Weapon Module (normally Soldier)
Resistance: PhR 45, DR 45, VR 45, MR 45, PsR 50.

Commander

Category Warrior; **Level** 5
Initiative 65/60; **LP** 160; **AT** Breastplate; **Attack** 130; **Block** 130; **Weapons** Long Sword; **Damage** 55
AGI: 6 DEX: 8 CON: 7 STR: 7 PER: 7 INT: 8 WP:8 POW: 8
Abilities: Ride 40, Notice 60, Search 40, Feats of Strength 35, Composure 40, Intimidate 40, Withstand Pain 30, Leadership 100.
Special: Weapon Module (normally Soldier)
Resistance: PhR 55, DR 55, VR 55, MR 60, PsR 60.

Mystics

Here is an assortment of prototypes for warlocks, spellcasters, summoners, and other characters related with the supernatural.

Apprentice

Category Wizard; **Level** 1
Initiative 50; **LP** 75; **AT** NA; Magic Projection 60
AGI: 5 DEX: 6 CON: 5 STR: 5 PER: 6 INT: 8 WP:6 POW: 8
Abilities: Notice 20, Search 10, Science 20, History 25, Medicine 20, Memorize 20, Occult 50, Magic Appraisal 50.
MA: 40 **Zeon:** 560 **Level on Path:** 20
Resistance: PhR 30, DR 30, VR 30, MR 50, PsR 35.

Expert Mage

Category Wizard; **Level** 3
Initiative 65; **LP** 85; **AT** NA; Magic Projection 100
AGI: 5 DEX: 6 CON: 5 STR: 5 PER: 6 INT: 10 WP:7 POW: 10
Abilities: Notice 25, Search 20, Science 35, History 45, Medicine 35, Memorize 50, Occult 60, Magic Appraisal 80.
MA: 50 **Zeon:** 685 **Level on Path:** 40
Resistance: PhR 40, DR 40, VR 40, MR 65, PsR 45.

Master Wizard

Category Wizard; **Level** 5
Initiative 70; **LP** 95; **AT** NA; Magic Projection 130
AGI: 5 DEX: 6 CON: 5 STR: 5 PER: 7 INT: 11 WP:8 POW: 12
Abilities: Notice 60, Search 30, Science 45, History 50, Medicine 45, Memorize 60, Occult 100, Magic Appraisal 110.
MA: 75 **Zeon:** 1,160 **Level on Path:** 60
Resistance: PhR 50, DR 50, VR 50, MR 80, PsR 60.

Archmage

Category Wizard; **Level** 8
Initiative 85; **LP** 110; **AT** NA; Magic Projection 175
AGI: 5 DEX: 6 CON: 5 STR: 5 PER: 6 INT: 12 WP:8 POW: 13
Abilities: Notice 90, Search 40, Science 70, History 70, Medicine 50, Memorize 70, Occult 130, Magic Appraisal 180.
MA: 90 **Zeon:** 1,600 **Level on Path:** 80
Resistance: PhR 65, DR 65, VR 65, MR 100, PsR 75.

Summoner

Category Summoner; **Level** 2
Initiative 55; **LP** 80; **AT** NA; Magic Projection 10
AGI: 6 DEX: 5 CON: 5 STR: 5 PER: 6 INT: 7 WP:9 POW: 10
Abilities: Notice 30, Search 10, Animals 20, Science 15, History 15, Medicine 20, Memorize 25, Occult 60, Magic Appraisal 50.
MA: 30 **Zeon:** 685 **Level on Path:** 10
Summon: 80 **Control:** 90 **Bind:** 85 **Banish:** 80
Resistance: PhR 35, DR 35, VR 35, MR 60, PsR 55.

Animals

These are natural animals that can commonly appear in games.

Mastiff

Category Freelance; **Level** 0
Initiative 55; **LP** 95; **AT** NA; **Attack** 50; **Dodge** 50; **Weapons** Natural; **Damage** 45
AGI: 8 DEX: 6 CON: 7 STR: 7 PER: 9 INT: 3 WP:5 POW: 5
Abilities: Stealth 40, Notice 50, Search 30, Hide 30, Track 50, Jump 20, Intimidate 20, Climb 20, Swim 20.
Special: Natural weapons: Fangs and claws (Thrust), Acute senses smell.
Resistance: PhR 25, DR 25, VR 25, MR 20, PsR 20.

Wolf

Category Freelance; **Level** 1
Initiative 60; **LP** 105; **AT** NA; **Attack** 60; **Dodge** 50; **Weapons** Natural; **Damage** 50
AGI: 8 DEX: 6 CON: 7 STR: 8 PER: 10 INT: 3 WP:5 POW: 5
Abilities: Stealth 50, Notice 70, Search 35, Hide 50, Track 50, Jump 20, Intimidate 20, Climb 20, Swim 20.
Special: Natural weapons: Fangs and claws (Thrust), Acute sense: smell.
Resistance: PhR 35, DR 35, VR 35, MR 30, PsR 30.

Common Horse

Category Freelance; **Level** 0
Initiative 40; **LP** 300; **AT** 3; **Attack** 40; **Weapons** Natural; **Damage** 55
AGI: 10 DEX: 3 CON: 8 STR: 10 PER: 4 INT: 2 WP:2 POW: 5
Abilities: Athleticism 100, Jump 20, Notice 25, Swim 20, Feats of Strength 40.
Special: Damage Resistance, Natural weapons: kick (Impact).
Resistance: PhR 30, DR 30, VR 30, MR 20, PsR 5.

Bear

Category Freelance; **Level** 2
Initiative 50; **LP** 760; **AT** 4; **Attack** 70; **Weapons** Natural; **Damage** 60
AGI: 6 DEX: 6 CON: 12 STR: 11 PER: 5 INT: 3 WP:4 POW: 5
Abilities: Athleticism 60, Jump 10, Notice 30, Swim 20, Track 40, Climb 10, Feats of Strength 120.
Special: Damage Resistance, Superhuman physical characteristics; Natural weapons Maw and claws (Cut) *limited*.
Resistance: PhR 55, DR 55, VR 55, MR 35, PsR 30.

Elephant

Category Freelance; **Level** 3
Initiative 25; **LP** 1,600; **AT** 6; **Attack** 60; **Weapons** Natural; **Damage** 80
AGI: 5 DEX: 5 CON: 13 STR: 13 PER: 4 INT: 2 WP:4 POW: 5
Abilities: Athleticism 60, Notice 30, Feats of Strength 140, Swim 20, Track 15.
Special: Damage Resistance, Superhuman physical characteristics, Natural weapons: charge (Impact) *limited*.
Resistance: PhR 65, DR 65, VR 65, MR 40, PsR 35.

Gorilla

Category Freelance; **Level** 2
Initiative 60; **LP** 165; **AT** 4; **Attack** 70; **Dodge** 70; **Weapons** Natural; **Damage** 40
AGI: 7 DEX: 7 CON: 10 STR: 11 PER: 5 INT: 4 WP:4 POW: 5
Abilities: Athleticism 60, Jump 30, Notice 20, Swim 20, Acrobatics 80, Climb 100, Feats of Strength 60.
Special: Damage Resistance, Superhuman physical characteristics, Natural weapons: Maw and claws (Impact) *limited*.
Resistance: PhR 50, DR 50, VR 50, MR 35, PsR 30.

Imperial Eagle

Category Freelance; **Level** 1
Initiative 50; **LP** 75; **AT** 4; **Attack** 60; **Dodge** 40; **Weapons** Natural; **Damage** 40
AGI: 6 DEX: 4 CON: 5 STR: 7 PER: 11 INT: 3 WP:5 POW: 5
Abilities: Notice 120, Search 80, Feats of Strength 80.
Special: Superhuman physical characteristics, Natural flight 12, Acute sense: sight, Natural weapons: Claws (Thrust) *limited*.
Resistance: PhR 30, DR 30, VR 30, MR 30, PsR 30.

Chapter 26
Creation of Beings

The sleep of reason produces monsters.

Goya

Both animals and supernatural creatures are governed by rules slightly different to what normal characters use. In addition to the generic NPC and the monster compendium in the following chapter, in this section you will find all the steps needed to create your own creatures so you can use them in your games.

STEPS TO TAKE

Developing a creature is similar to creating a character, although some modifications are introduced to the method described in the Player's Book. The first step is to decide what type of entity you are going to conceive. For that, you will have to determine the amount of Gnosis it will have and classify it under one of the three general typologies: Natural, Between Worlds and Spiritual. As we will see later, each one of them has certain special peculiarities. Now, give it a Level, choose its Class, and buy its Essential Abilities. Finally, invest the DP that you consider appropriate to acquire its Powers and, from that point on, develop it as if you were dealing with a normal character.

Following the necessary steps, you can create any creature

Creature characteristics

As the GM, it is your job to decide what the Characteristics of your creations are. Use your own criteria to grant the value you consider appropriate to each creature and character. Your only limitation consists in that you cannot assign them a value greater than 10, given that to do that you need to invest DP in some of the Essential Abilities that allow you to exceed that amount.

Gnosis

Determining the Gnosis of the entity is very important. You have to give it a certain amount depending on its innate power. If you intend to create a natural being without special abilities (like an exotic animal) the most logical thing would be to give it 0, while if you are dealing with a creature with mystical powers, you can assign it something between 10 and 20. When you want it to possess a much more powerful essence, give him even more points. The main function of Gnosis in the creation of beings is to indicate which powers it has access to and which ones he does not.

The Creation of Beings Through Magic

Some spells allows a caster to create magical beings using the rules from this chapter. However, there are two important limitations that they must follow in comparison to the creatures that the GM creates. First, given that they are magical creatures conceived from spells, they cannot develop ther Knowledge-related or Intellectual secondary abilities above the value of ther creator, and neither surpass him in Summoning abilities. Naturally, it is also not possible for them to understand spells that their lord does not know. There is also the problem of their characteristics. Given that it is the warlock himself who decides its values, instead of throwing dice or choose them freely, he has to acquire them by investing DP in them, just as it is indicated in **Table 81**.

Table 81: Characteristics in Magical Beings

Characteristic	DP Cost	Gnosis
1	1	
2	2	
3	3	
4	4	
5	5	
6	6	
7	7	
8	8	
9	10	
10	15	
11	20	
12	30	
13	40	5
14	50	15
15	60	25

Unfortunately, a caster does not have the ability to choose all of the abilities of his creation with complete accuracy, given that magic tends to normally be unpredictable. When he casts one of these spells, the GM has the ability to freely distribute between 100 and 200 DP of the creature. This way, he can give it the Abilities, Advantages and Disadvantages that he considers necessary.

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Box XVIII: Creation of Beings

1-Decide on the type of being and his Gnosis
2-Grant him a level and select his Class
3-Choose his elemental tie
4-Acquire his Essential Abilities
5-Choose its characteristics
6-Invest his DP in powers
7-Spend the rest of the DP normally

TYPES OF BEINGS

The creatures that populate the world can be separated into three different categories: Natural Beings, Beings Between Worlds and Souls or Spirits. At the same time, each one of the them contains thousands of different entities, with their own Characteristics, Powers and Abilities. Next we will describe each of those categories.

Natural

These creatures are those that belong by their nature to the real world. We are dealing with all the races that live in it and are able to reproduce on their own, like humans and animals. This is also the case of some supernatural races (Sylvain, Duk'zarist, Daimah, etc.) whose essence is mainly material, in spite of finding itself strongly linked to the spirit world. To create these type of beings, you can choose two different methods: use the rules for player characters, or use the ones from this chapter. If you intend to create a human NPC or one of the playable races, use the general rules from Chapter 1. On the other hand, if you want to develop animals or similar creatures, use the ones from this chapter using their DP to access the Essential Abilities that you deem convenient and their list of powers. They can have any Gnosis, but the best thing would be to grant them an amount between 0 and 10.

Between Worlds

We are dealing with creatures and supernatural entities that find themselves half way between the real world and that of the spirits. In spite of having a physical form, they are not truly a part of the material reality. They cannot reproduce in a natural way, given that their own essence requires for one to be born a special process, like specific events or magical rituals. Some examples of this category would be elementals, demons and golems, although it can also come up that certain exceptional mystical races are found here, like dragons. Any Being Between Worlds must have at least a Gnosis of 10. They use their DP to acquire their Essential Abilities and powers. If you want, you can make it so that they depend on a certain element, granting them the advantages and penalties described in the section **Elementals**.

Souls or Spirits

Contrary to what the name might suggest, the souls are not only ghosts or spirits of beings that have passed away, but also entities that belong by their nature to the spiritual world and who lack a physical form. They are unique creatures that cannot reproduce by any means and whose birth is due to very concrete events. This would be the case of many various entities – forest spirits, living nightmares, souls in sorrow, etc. The creation of souls is the same to that of Beings Between Worlds, although they possess certain special particularities. First, the souls are intangible by nature and they cannot touch or be touched by bodies that are not based on energy or that cannot harm it. They are invisible to everyone that does not have the ability to see spiritual beings or isn't able to detect their energy, and they innately possess the Essential Ability **Physical Exemption**. Given that they lack a material form, they use their Power characteristic to calculate their Life Points instead of Constitution (or rather, both attributes are the same with souls). Opposite to physical beings, they do not hold on to the State of Between Life and Death if their LP reach negative numbers: in this case, they are automatically destroyed. As payment for these advantages, they must invest 100 DP by the simple fact of being a part of this class of being; or what would be the same, they have an additional level because of it. Their minimum Gnosis is 10.

Living Dead

The living dead are a special category of entities. We are dealing with beings that, for supernatural reasons, have abandoned the soul flux in body and soul, becoming creatures that do not belong to the world. They are divided into two completely different types – animated bodies and specters.

The first type are bodies that where alive before and held a spirit, but that now walk the world without having a soul. They are not like golems or other animated creatures, given even those beings possess the spirit of the material that they are made up of, be that rocks, metals or even the essence of the elements themselves. On the contrary, the animated living dead completely lack a soul; empty husks, mere shadows of their past life. The second type of living dead is the most powerful. These are defunct souls that have been summoned by the flux, but that remain in the world escaping its call. Now, their essence has become completely independent, and they no longer belong to reality. If for any reason they are destroyed, they disappear forever as if they had never existed.

To develop living dead of the first type, that is to say, animated bodies without souls, the same rules for Beings Between Worlds are used. However, they have two special characteristics: they possess no physical needs (they gain for free the Essential Ability **Physical Exemption**) and they start out with a level of **Regeneration 0** (which means that they never heal their wounds, except by supernatural means or gaining some form of Regeneration as a power). As for specters, they use the same rules as Spiritual beings. If they intend to acquire the Power **Spectral body**, they only have to spend 25 DP for it.

ELEMENTALS

An elemental being is a supernatural creature whose essence is based on an element. Therefore, there are certain limitations on the list of Essential Abilities and powers that they can choose, described with each specific case. To balance out this disadvantage, it is much easier for them to acquire powers, therefore any power they choose costs 10 DP less than a being without elemental bounds. The powers that are made up of various selections, like Added Mystical Effect (that requires that Effect as well as Resistance is chosen), have their costs reduced only once and not every time that it is chosen. Elementals have a bonus of +20 against any Resistance effects caused by the element which they are attuned to, and a –20 against the one that is directly their opposite. Additionally, any damage based on its opposite is automatically doubled.

Only the Beings Between Worlds and Souls can be elementals. Natural beings, no matter how attuned they are to one element or another, have too much of terrestrial nature.

DAMAGE RESISTANCE

As it has already been mentioned in **Chapter 9**, there are certain beings that exist that use special rules for defense, named creatures with Damage Resistance. We are dealing with beings that, be that because of their size or whatever special condition, do not defend themselves from attacks, but rather they face them absorbing the damage they cause. Let us put as an example a dragon. Although he can move to avoid attacks, what would normally happen is that they would strike him, but thanks to his size and protection, he would be able to ignore the damage. Either way, do not confuse yourself; enormous creatures are not the only ones who can have Damage Resistance. Other beings, like zombies or golems, can also be placed in this category. In the following paragraph, we will list out the two special rules that are used to distribute the DP of those creatures that have Damage Resistance.

To begin with, they do not develop their LP like other creatures do. They normally calculate their base LP by using their Constitution (see Table 4), but they increase it through the Multiples of Damage Resistance, an amount that is directly multiplied by the DP that you invest. If, for example, a being has a Multiple of Damage Resistance of 5 and spends 100 DP in his Life Points, he adds 500 LP to his base. The Multiple of Damage Resistance is determined by the size of the creature by the method indicated in **Table 82**, and not by its Class (although the innate bonuses that he gains by level continue to be added). There is no limit to the amount of DP that can be spent to increase the LP of a being with Damage Resistance. Given that the amount of Life Points of the creatures with Damage Resistance is far greater than those that of other beings, they multiply by five the speed of healing that is indicated by their Regeneration, and the amount of LP that they obtain through spells or supernatural abilities. Secondly, they can only

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spend a fourth of their total DP on their attack ability, given that the ability of defense is truly a great deal of the resistance that they possess.

For example, we create a record of a being with Damage Resistance of the third level, which will give us 800 DP to spend. Given that we can only spend a fourth of the DP on his Attack Ability, the maximum amount that we invest in it will be 200. In regards to his LP, that will depend on his size and how many DP we use to increase it. If, for example, if we spend 300 DP and the being is of Middle Size, and therefore has a Multiple of Damage Resistance of 5, he would have 1,500 (300 times 5) LP to add to his base. If on the other hand he was of Enormous Size, he would have 3,000 additional Life Points, given that his Multiple of Damage Resistance would be 10. The rest of the record would be filled out normally.

ESSENTIAL ABILITIES

The Essential Abilities are equal to the Advantages and Disadvantages that players (as well as NPCs) gain using Creation Points. They are the innate abilities of the creatures, the characteristics that define their own essence. The Advantages are gained by investing the DP that its cost indicates, while the Disadvantages provide additional DP that can be used to acquire other Essential Abilities or powers. There is no limit to the number of Advantages or Disadvantages that one can choose for a creature.

Advantages

Below is a list of Advantages that you can select for any type of creature. Unless its description states otherwise, each Advantage can only be acquired once. They are made up of the following elements:

Cost: The amount of DP that needs to be invested.

GN: Is the minimum Gnosis that a creature should possess so as to have access to said ability.

Essential Abilities	Cost	GN
Fatigue Resistance	10	0
Gift	30	5
Access to a Psychic Discipline	15	5
Access to Psychic Disciplines	30	5
Acute Sense	10	0
Attuned	10	5
Superhuman Physical Characteristics	20	0
Superhuman Spiritual Characteristics	20	5
Supernatural Physical Characteristics	40	20
Supernatural Spiritual Characteristics	40	20
Divine Physical Characteristics	80	30
Divine Spiritual Characteristics	80	35
Attribute Increased +1	20	0
Attribute Increased +2	40	5
Attribute Increased +3	60	Variable
Unnatural Size	10	0
Ambidextrous	30	0
Inhumanity	10	0
Zen	20	25
Aquatic Breathing	10	0
Physical needs		
Without Unconsciousness	10	5
Tireless	20	15
Does not breath	10	15
Does not eat	10	15
Does not sleep	10	15
Immune to natural poisons	20	20
Immune to natural diseases	10	20
Immune to climactic phenomena	10	15
Physical exemption	50	20
Natural Immunity to an element		
Half the damage	10	20
Complete Immunity	30	25
Psychological Immunity	20	10

Fatigue Resistance: This Advantage grants two additional points to Fatigue. It can be acquired several times to gain greater benefits.

Gift: The being is able to use magic. If we are dealing with an elemental, he possesses a bonus of +20 to his MA on the path that he is attuned to, and a -20 on the opposite one.

Access to a Psychic Discipline: The being can use its PP to acquire an affinity to a single psychic discipline and use its powers. Fire elementals cannot use cryokinetic powers, and vice versa.

Access to Psychic Disciplines: Same as the one before, except that it grants access to several disciplines.

Acute Sense: One of its five senses is especially developed. Therefore, apply a bonus of +30 to any perception-based Secondary Ability Check that implies its use.

Attuned: The being is attuned to something specifically, from a type of being to an element. If it is an element, it receives a bonus of +20 to any Resistance that is rolled against effects caused by it. If, on the other hand, it is a class of creature, any member of said species will feel some kind of tie towards it, as if it belonged to the same race.

Superhuman Physical Characteristics: It extends the maximum limit you can choose for physical Characteristics (STR, DEX, AGI, CON and PER) to a maximum of 13.

Superhuman Spiritual Characteristics: It extends the maximum limit you can choose for spiritual Characteristics (STR, DEX, AGI, CON and PER) to a maximum of 13.

Supernatural Physical Characteristics: The same as the previous ones, except that the maximum limit of the physical Characteristics is increased to 15.

Supernatural Spiritual Characteristics: The same as the previous ones, except that it affects the spiritual Characteristics.

Divine Physical Characteristics: The GM can grant any value to the physical Characteristic of the being.

Divine Spiritual Characteristics: The same as the previous ones, except that it affects the spiritual Characteristics.

Attribute Increased +1: This ability only can be acquired through the use of spells that grant monster abilities or to create racial modifiers of a natural ethnicity. In these cases, they grant a +1 to a Characteristic and it can be acquired again to increase a different one. It cannot be chosen twice for the same Characteristic.

Attribute Increased +2: The same as the previous ones, except that it grants a +2 to the Characteristic.

Attribute Increased +3: The same as the previous ones, except that it grants a +3 to the Characteristic. This ability can be chosen again to increase even further the same Characteristic, and in which case it grants a cumulative +1 to the previous bonus. That is to say, it provides a +4 if acquired twice, a +5 if it is chosen three times, etc. The base Gnosis of this ability is 15, but every time it is selected again it increases its value by 5 points.

Unnatural size: The GM can increase or decrease the base Size of the being by a maximum of 5 points.

Ambidextrous: It works the same way as the creation Advantage of the same name.

Inhumanity: For all intents and purposes, it works the same way as the Ki Ability that has the same name.

Zen: The being can carry out naturally physical actions that have a difficulty of Zen and have the full benefits of its Characteristics. It works like the Ki Ability with the same name.

Aquatic Breathing: The creature can breathe underwater without difficulty.

Without Unconsciousness: The creature cannot become unconscious, regardless of what critical results or supernatural effects indicate.

Tireless: The creature does not get tired regardless of the amount of physical or mental effort exerted. However, because of that, the being cannot use Fatigue points to increase its physical abilities.

Does Not Breathe: The creature does not require air to live.

Does Not Eat: The creature does not require food to live.

Does Not Sleep: The creature does not possess the physical need to sleep. It can become unconscious as normal.

Immune to Natural Poisons: No natural poison can affect the creature. However, any harmful substance that comes from a being with a Gnosis greater than 10, or that has been created through mystic means, will continue to affect it normally.

Immune to Natural Diseases: Just like the one before, only that in this case it's immune to any natural disease.

Immune to Climatic Phenomena: No matter how extreme the climate is, the being does not suffer any type of problem from being exposed to it.

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Physical Exemption: This ability represents all of the other reduction of physical needs that have been explained. A being that possesses it can have any of the following advantages: **Without Unconsciousness, Tireless, Does Not breath, Does Not Eat, Does Not Sleep, Immune to Natural Poisons, Immune to Natural Diseases, Immune to Climatic Phenomena.**

Natural Immunity to an Element, Half Damage: The being is partially immune to the effects caused by a specific element. Therefore, if it takes damage from this type, it is reduced to half. This ability is not effective if the element comes from, or is generated by, a being that possesses a Gnosis greater than that of the creature. Nor will it work against damages that are produced by Resistance Checks (although in this case, it can apply a +40 to its rolls). Regarding elementals, the chosen one must be the element that it is attuned to.

Natural Immunity to an Element, Complete: The same as the one before, except that the damage caused by the element is completely nullified.

Psychological Immunity: The mind of the being is not able to feel any type of psychological State. Therefore, it is completely immune to psychic effects, like Pain, Fear, Terror, or Rage.

Disadvantages

The following list describes the natural Disadvantages that provide additional DP to invest in other Powers and Essential Abilities. They are made up of the following elements:

Bonus: The amount of DP that is gained from choosing that specific penalty.

GN: Same as in Advantages.

Essential Disadvanatages	Bonus	GN
Racial Vice	10	0
Atrophied Members	20	0
Racial Fear	10	10
Racial Terror	20	10
Lack of a Sense	10	0
Blind	20	0
Physical Need	10	0
Extreme Need	20	10
Natural Vulnerability to an Element		
50% More Damage	10	20
Double Damage	20	20
Vulnerable to a Type of Attack	20	10

Racial Vice: The creature has some form of natural vice that it cannot overcome by any means. Anytime that he has the opportunity to quench it and it does not, causes the being to suffer a –20 All Action Penalty.

Atrophied Member: The being lacks useable extremities or the ones that he possesses cannot be used correctly, applying a penalty of –60 to any physical check that requires it. If the members are its legs, apply a –6 penalty to its Movement Value. It can't be selected by souls.

Racial Fear: The creature has an unsurpassable fear to something specific, for which he suffers said state when found in its presence.

Racial Terror: Same as the one before, except apply the State of Terror.

Lack of a Sense: The creature lacks a sense other than sight, and he cannot make perception rolls that require it.

Blind: It does not possess a sense of sight, and it does not have some supernatural way to see. It will always apply the penalty of Blindness.

Physical Need: The being has a need of a physical nature to survive. For example, it requires something specific, like consuming iron, within a determined time period or it suffers a cumulative All Action Penalty of –10. If the need isn't satisfied over a long period of time, it can even die.

Extreme Need: Same as the one before, except that if the being does not carry it out on time, it will die automatically.

Natural vulnerability to an element, 50% more damage: It is naturally vulnerable to the damage produced by an element, that increases its damage by 50%. Regarding elemental beings, the chosen element has to be the opposite of what its attuned to.

Natural vulnerability to an element, Double damage: Same as the one before, except that it doubles the damage taken.

Vulnerable to a type of attack: This means that a specific type of attack produces double damage to the being, like for example, projectile or Impact weapons.

The Sylvain possess various incremented attributes

Magical and Psychic Advantages

These abilities work exactly the same way as the creation advantages that have the same name. All of them are the equivalent to the more basic abilities that are gained by investing points. They can only be chosen by creatures with the Gift or with psychic powers, respectively.

Effect	Cost	GN
Superior magic recovery (magical)	30	5
Natural knowledge of a path 20 (magical)	10	10
Natural knowledge of a path 40 (magical)	20	15
Natural knowledge of a path 60 (magical)	30	20
Natural knowledge of a path 80 (magical)	40	25
Natural knowledge of a path 90 (magical)	50	30
Gestureless casting (magical)	20	5
Unspoken casting (magical)	20	5
Improved innate magic (magical)	20	5
Amplify sustained power (psychic)	30	5
Psychic Fatigue resistance (psychic)	30	5
Psychic Point Recovery (psychic)	20	5
Extreme concentration (psychic)	30	5
Focus (psychic)	20	5
Psychic inclination (psychic)	20	5
Passive concentration (psychic)	30	5

Natural knowledge of a path: In elemental beings, the natural knowledge has to be on that which they are attuned to. This advantage cannot be chosen through spells that allow the acquisition of abilities.

Magical and Psychic Penalties

These penalties act exactly the same as the creation disadvantages that have the same name. It is necessary for the being to possess the Gift or access to psychic abilities.

Penalties	Bonus	GN
Oral requirement (magical)	10	5
Require gestures (magical)	10	5
Slow recovery of magic (magical)	10	5
Magic blockage (magical)	30	5
Magical exhaustion (magical)	10	5
Action Requirement (magical)	20	5
No concentration (psychic)	10	5
Psychic exhaustion (psychic)	10	5
Psychic consumption (psychic)	20	5

BASE CREATION

Now that you have selected your characteristics, advantages and disadvantages for the creature, you will have an idea of what it's going to be like. Next, given that you know its Strength and Constitution, calculate its Size and consult **Table 82**. The dimensions of the being are a very important element: it is not the same to face an adversary with a human stature than another that is a big as a mountain. Depending on its proportions, the creature will find itself in one category or another in **Table 82**, that carries with it some modifications to its natural abilities. As it is described next, there are seven classifications that exist:

Minuscule: Less than four inches tall.

Small: Beings with the approximate Size of a child younger than one year of age which, in either case, they never exceed two feet.

Medium: Within this ample category are found all the creatures whose Size is similar to that of a human, so much if they are very small or very big. To have more of an approximate idea, they are all the beings that measure roughly between two and six feet.

Big: This Size can double that of a tall human.

Enormous: It represents beings that have measurements similar to a small building or big tree. Generally, its height is between 15 and 30 feet, and can include creatures such as elephants, and young dragons.

Giant: This size describes creatures that can easily be compared to towers or small castles; it is a very broad category that include anything from roughly 40 feet tall all the way up to 300 feet tall.

Colossal: The maximum size possible. They are beings as big as mountains, capable of darkening the horizon. They measure more than 300 hundred feet and they can reach thousands of tons in weight.

Damage

If it does not use weapons, the base damage that the creature produces depends on its Size and its fortitude. Depending on the category that it finds itself in, the being will cause a base damage or another, to which its Strength bonus must be added to. In **Table 82** there are two columns that indicate the base damage that the being produces. If it does not possess natural weapons, using its extremities or that with which it is provided to attack, it will use the number indicated in the **Physical attack** column. If on the contrary it possesses natural weapons, use the number in the **Natural weapons** column, to which it will add its attribute bonus.

A being with Strength 10 and with a Big Size would cause a final damage of 35 points if it attacked physically with its body (20 base plus 15 for its characteristic bonus), and 75 in the instance that it had a natural weapon (60 for the weapon plus 15 because of its Strength).

Initiative

It is a fact that, the bigger that the creature is, the more it will cost it to react at the same speed than beings of a smaller size and vice versa. While that, as was seen in the Player's book, all of the characters possess a base Initiative of 20 (as it corresponds to an Medium being), that of creatures can be modified depending on its Size. Therefore, the being will have as a base Initiative the amount indicated in the column of **Table 82**.

Action Area

Some beings are so big that they can naturally attack with an Area Attack. Their bodies have a dimension that is so colossal that when it impacts it does not affect only one adversary, but rather all of those that are found within the action radius of its strike. This ability is innate, and the being does not need to declare any specific attack nor apply any penalty to its ability when executing it. In the column titled **Action Area** on the **Table 82**, it is indicated if the being possesses the ability to cause Area Attacks and the range it affects.

Speed

Like any player character, the Movement Value of the being is determined by its Agility characteristic. Nevertheless, in the column **Movement Value** of **Table 82** there is a modifier that appears that is added or subtracted to the base movement of the creature, depending on its Size.

Damage Resistance

The last two columns of **Table 82** are only used in those cases that the creatures possesses damage resistance. The column **Armor** indicates the base AT that the creature possess, while the second sets its **Multiple Damage Resistance**, with which you will be able to calculate its life points.

Breakage and Fortitude of natural weapons

If you are using the optional rules for Fortitude and Breakage, you will need to know what they are for the natural weapons of the beings created. In this case, you can use this reference to calculate it. If a being has Increase damage as a power, increase by one point the breaking point of its weapon for every +10 it has.

Table 83: Breakage and Fortitude

Size	Breakage	Fortitude
Miniscule	-4	4
Small	-2	8
Medium	0	12
Big	4	16
Enormous	8	20
Giant	12	28
Colossal	16	34

POWERS

Now there is only one more step to take before developing the record as you would normally, and it is none other than deciding what are its powers. The powers are the special abilities that characterize the creature, the abilities that make them different from the rest. You can spend at maximum half of its total DP in the acquisition of powers.

Keep in mind that some of the powers listed here also have penalties. This means, that choosing that specific disadvantage, its cost is reduced by the amount indicated. It is not possible to reduce the cost of a power in more than half of its total value, no matter how many disadvantages are chosen. For example, if an Innate spell that costs 80 DP has the penalties of Conditioned and Requires 10 turns of preparation (which would subtract -50 and -30 DP respectively), they could only reduce the cost of the power to 40 DP, that is, half of its value. There are also some direct disadvantages, like Degeneration

Table 82: The Creation of Beings

Size		Physical Attack	Natural Weapon	Base Initiative	Action Area	Movement Value	Multiple Damage Resistance	Armor
Miniscule	1 to 3	5	20	40	NA	-4	1	1
Small	4 to 8	10	30	30	NA	-2	2	2
Medium	9 to 22	10	40	20	NA	NA	5	3
Big	23 to 24	20	60	10	NA	NA	5	4
Enormous	25 to 28	30	100	0	5-feet	+1	10	6
Giant	29 to 33	40	120	-10	15-feet	+2	15	8
Colossal	34+	60	140	-20	60-feet	+3	20	10

of life. In said case, choosing it grants additional DP to the being, that you can use to acquire other powers. When at some point you want to increase the powers that a creature possesses, it is not necessary that you pay all of the DP that it costs you to acquire a new one, only the difference in points between this one and the one he already has. If, for example, the entity possesses a Mystical flight 6 (with a cost of 40 DP) and wants to increase it up to Mystical flight 8 (60 DP), it would only need to pay 20 DP. This rule becomes specially important in the cases of familiars.

Next you will be able to see a list of powers, their cost and the minimum Gnosis that a creature must have to have access to it. Naturally, it is completely impossible to reflect absolutely all of the special abilities that can exist, for which if you, as the Game Master, want to develop some that are not found reflected here, give it the cost that you consider appropriate taking as a reference those that are shown.

OFFENSIVE ABILITIES

Natural Weapons

The creature is provided with natural weapons of any type: claws, jaws, sharpened tail...or whatever we would like to imagine for it. In game terms, it allows the being to use as a base damage that which is indicated in the column **Natural weapon**, corresponding to its Size on **Table 82**, when it comes time to use any of its attacks. They can be Cut, Impact or Thrust, depending on what you deem appropriate for its nature. Like in those cases of disarmed combat, its Initiative is always +20.

Effect	Cost	GN
Natural Weapons	20	0

Prohibitions: None

Natural weapon: Allows to use as a base damage that which is indicated in the column **Natural weapon** on **Table 82**.

Additional Attacks

The being can carry out an additional attack thanks to the fact that he is gifted with secondary extremities or other similar means. The attacks are carried out using the being's own damage, be that what is indicated by his physical attack or that of a natural weapon. This way, if it is gifted with the power of Natural weapons, it will carry out its additional attacks always using the damage of said weapons. That does not mean that the being that possesses this ability is using the same type of attack all of the time. Lets imagine the case of a dragon; if it has acquired **Natural weapons** and **Additional attacks** it can be perfectly gifted with jaws, claws, tail...and each attack could represent the use of one of these methods.

A beast woman

Effect	Cost	GN
Additional attack with -60 to its final Attack	20	0
Additional attack with -50 to its final Attack	30	0
Additional attack with -40 to its final Attack	40	0
Additional attack with -30 to its final Attack	50	5
Additional attack with -20 to its final Attack	60	5
Additional attack with -10 to its final Attack	80	10
Complete additional attack	100	15

Prohibitions: None

Additional attack –X to its final Attack: The penalty that is indicated by the advantage is that which the creature suffers to its base ability when carrying out its additional attack. This way, a being with an offensive ability of 100 that possesses an additional attack at –20, would have two strikes per turn, one with ability 100 and the second one with 80. Both of them will use the same base damage.

Complete additional attack: The being can carry out an additional attack without any penalties to its final Attack.

Increased Damage

It means that, for some reason, the being produces with one of its attack a greater deal of damage than would be normal for its size. It can be justified by any imaginable means, like that it has some disproportionate claws or it possesses a supernatural power. This ability must be bought separately, so in the case that the being can carry out additional attacks, the increased damage will only modify one of them.

Effect	Cost	GN
+10 to damage	10	0
+20 to damage	20	0
+30 to damage	30	0
+40 to damage	40	0
+50 to damage	50	5
+60 to damage	60	10
+80 to damage	80	20
+100 to damage	100	25
+120 to damage	120	30

Prohibitions: None

+X to damage: Indicates the amount that is added to the base damage of one of the beings attacks.

Increased Reaction

The beings reaction is faster than what would seem natural, for which it adds a bonus to its Initiative.

Effect	Cost	GN
+10 to the natural Initiative	10	0
+20 to the natural Initiative	20	10
+30 to the natural Initiative	30	20

Prohibitions: None

+X to the natural Initiative: It indicates the amount that is added to the calculation of the initiative of the being in combat, be that using its physical weapons, spells or other special abilities.

Damage Energy

This allows to damage beings that are based on energy to be harmed the same as the Ki ability **Presence Extrusion**. It affects all the attacks it carries out.

Effect	Cost	GN
Damage energy	10	10

Prohibitions: None

Armor Modifier

The natural weapons of the being are prepared to get past with ease even the most resistant armor, for which the defender applies a penalty to his AT. It only affects one of the attacks carried out.

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Effect	Cost	GN
–1 to the defenders AT	10	0
–2 to the defenders AT	15	10
–3 to the defenders AT	20	15
–4 to the defenders AT	25	20
–5 to the defenders AT	30	25

Prohibitions: None

-X to the defenders AT: It is the penalty suffered by the defenders AT against one of the beings attack.

Special Attack

The being has the ability to use a special attack, different to the ones that it normally makes. It can be anything imaginable: a supernatural breath in the shape of a cone, the ability to throw explosive spores around itself or project energy at a distance. It is considered an active action, for which the creature must have the ability to act and renounce during this turn one of its natural attacks, to use the special attack in its place. It uses the combat ability of the character (or, in its defect, its Psychic or Magic Projection), but it has an independent damage to those created by his other attacks, that is acquired using the DP indicated in the section of **Damage**. It can only be used once per day, except if new uses are obtained.

Each one of its possible effects is gathered in a separate way, only being able to acquire those that are of interest. An attack can cause damage in a concentrated area in the being, or rather simply attack at a distance, it is even possible that it does not cause damage and that it creates some type of mystical effect, a trapping, poisoning...

As GM, decide freely on what AT the attack will effect depending on its characteristics: you can choose among Cut, Thrust, Impact, Heat, Electricity, Cold or Energy.

Effect	Cost	GN
Distance		
Up to a distance of 80 feet	10	5
Up to a distance of 150 feet	20	10
Up to a distance of 300 feet	30	15
Up to a distance of 800 feet	40	20
Up to a distance of 1,500 feet	50	25
Up to a distance of one mile	60	30
Up to a distance of five miles	70	35
Up to any visible distance	80	40
Damage		
Base damage 40	10	5
Base damage 50	15	10
Base damage 60	20	10
Base damage 80	25	10
Base damage 100	30	15
Base damage 120	50	20
Base damage 150	60	20
Base damage 200	80	25
Base damage 250	100	30
Area		
5-foot radius	10	10
10-foot radius	20	10
15-foot radius	30	15
30-foot radius	40	20
80-foot radius	50	25
150-foot radius	60	30
300-foot radius	80	35
An additional attack	5	10
Without limits	60	20
Penalties		
Requires one turn to prepare	–10	5
Requires 2 turn to prepare	–20	5
Requires 3 turn to prepare	–30	5
Requires 5 turn to prepare	–40	5
Requires 10 turn to prepare	–50	5

Prohibitions: If the being is an elemental, the attack is carried out in the element that it belongs to.

Distance: It indicates the distance that it can reach. For all intent and purposes, it is equivalent to an Attack spell when it is time to calculate the penalties to defense.

Damage: It indicates the base damage that the attack produces. This amount does not add any type of characteristic bonus.

Area: Indicates the attack radius that the special attack effects. It can be centered on the being, explode at the end of its trajectory or posses a conic form.

An additional attack: The attack can be used one additional time per day. It is possible to acquire this advantage as many times as is desired.

Without limits: It can be performed a limitless number of times a day.

Requires X turns to prepare (penalty): The being cannot use the attack in an instantaneous way. The preparation is a passive action, for which it can be performed while doing other actions.

Poisoned Attack

The being has the ability to poison its adversaries when it causes them damage. If the character struck takes damage, he must immediately pass a VR so as not to be affected by it. The poison can be put together freely, using the rules in **Chapter 14**. It only effects one of the attacks that being produces, for which it will have to be obtained several times if it wants to use it on additional attacks. If it is desired, it can be attached to one of its **Special attacks**, instead of one of its physical strikes.

Effect	Cost	GN
Poison level 10	10	0
Poison level 20	20	0
Poison level 30	30	0
Poison level 40	40	0
Poison level 50	50	0
Poison level 60	60	0
Poison level 70	80	0
Poison level 80	100	10
Poison level 90	140	20
Poison level 100	180	30

Prohibitions: None

Poison level X: Indicates the level of strength of the poison.

The mere touch of a Lamia is poison

Illustrated by Ramón Nieto

Special Trapping

The creature is provided with the natural ability to carry out a Trapping attack, be it because it has tentacles, extremities or any other supernatural power that allows it to. The attack uses the rules of Trapping maneuvers described in **Chapter 9** on combat, but does not apply any penalties to its offensive abilities in carrying it out. It also does not use its natural characteristics, given that this power possesses its own Strength value. We are not dealing with an additional attack, for which it must have the ability to act and give up this turn one of its natural attacks so as to use the Trapping instead. Keep in mind that this ability does not imply that the creatures cannot normally use a Trapping maneuver with its conventional attacks.

Effect	Cost	GN
Trapping 6	10	0
Trapping 8	20	0
Trapping 10	30	0
Trapping 12	40	10
Trapping 14	60	20
Trapping 16	80	25

Prohibitions: None

Trapping X: This is the value of the characteristic that is used to carry out the checks that are compared with the defender.

Supernatural Attack

This means that the method normally used for attacking by the being is mystical in origin, which means that it can only be stopped by using weapons or means that are capable of stopping energy. It also allows the attacks to be carried out on the AT of ENErgy. This affects all the being's attacks.

Effect	Cost	GN
Supernatural Attack	60	20

Prohibitions : None

Elemental Attack

The nature of the being causes its attacks to be carried out by using a specific element. Those based on fire can attack on the AT of Heat, those based on Air can attack with Electricity, Cut or Impact, and those based on Water on the AT of Cold or that of Impact. This option is not obligatory, for which the being can continue to attack on the natural AT of its weapon regardless of being linked to a certain element.

Effect	Cost	GN
Elemental Attack	10	10

Prohibitions: Elemental beings are obligated in using their own element.

MOVEMENT & TRANSPORT

Special Movement

In this section are the gathered the abilities of some beings to move using unusual means.

Effect	Cost	GN
Aquatic movement	20	0
Free movement	20	5
Movement without weight	10	15
Subterranean movement	10	0
Superior Subterranean movement	30	20
Free movement through nature	10	10

Prohibitions: None

Aquatic movement: It is the ability to move through aquatic terrain with complete freedom. It can use its Movement Value as if it where on land.

Movement without weight: The being moves without difficulty over places where no physical creature could pass, like to stand on a branch, walk on water or even on clouds.

Free movement: Is the ability to move without respecting any of the rules of gravity, as long as there is a support point. It grants the ability to walk on walls or even on the ceiling.

Subterranean movement: The being digs with ease and it moves naturally under soft earth, like a mole or a worm.

Superior subterranean movement: Same as the one before, only in this case the being can go through solid stone and reach more difficult areas.

Free movement through nature: It is able to move forward through jungle and forest areas without penalties to movement.

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Tritons possess Aquatic Movement

Automatic Transport

In game terms, this ability is what allows a being to instantly transport itself from one place to another. The only limitation is that it cannot go through surfaces sealed by energy or of supernatural origin. Its Active, for which it will have to have to ability to carry out an action to execute it. It can only be used once per day.

Effect	Cost	GN
Distance		
60 feet	10	10
150 feet	20	10
300 feet	40	15
800 feet	60	15
1,500 feet	80	20
1 mile	100	20
3 miles	120	25
15 miles	140	30
60 miles	160	35
Door	200	35
An additional time	10	10
Unlimited amount of times	100	35
Penalties		
Requires a turn to prepare	-10	10
Requires 5 turns to prepare	-30	10
Requires 10 turns to prepare	-50	10
Through a specific terrain or element	-30	10

Prohibitions: None

Distance X: Indicates the maximum distance that the being can transport itself.

Door: The entity has no special limits at the moment that it transports itself. It is able to reach any place that he sets his mind to, even if it is not really found in the material world.

An additional time: It allows one more time to transport itself per day. This advantage can be used as many times as is wanted to increase the number of daily uses.

Unlimited times: It can be used whenever desired

Requires X turns of preparation (penalty): The being cannot instantaneously transport itself, but rather requires several turns of preparations to do it. The preparation is a passive action, for which it can be carried out while performing other actions.

Through a specific terrain or element (penalty): The transportation cannot just happen, but rather there needs to be certain conditions met to be able to carry it out. It is possible, for example, that a being can only transport itself through mirrors, or that it has to do it when no one can see it.

Increased Movement

The being has a Movement Value greater than what its Agility indicates.

Effect	Cost	GN
Movement Value +1	10	0
Movement Value +2	20	5
Movement Value +3	30	10
Movement Value +4	40	20

Prohibitions: None

Movement Value +X: It is the amount that the being adds to its base movement speed.

Natural Flight Value

The being is provided with extremities that function like wings and allow it to fly. It has to keep them in a good state, as well as having enough to room to flap them and be able to take off. If it receives a critical that produces some kind of negative consequence, it is immediately knocked down.

Effect	Cost	GN
Natural flight 6	40	0
Natural flight 8	60	0
Natural flight 10	80	0
Natural flight 12	100	0
Natural flight 14	120	10

Prohibitions: None

Natural flight X: Indicates the Flight Value at which the being can transport itself.

Mystical Flight Value

Same as the previous one, except that the being can fly thanks to its supernatural powers. Therefore, it can elevate itself under any condition and is not knocked down, even if it suffers a critical.

Effect	Cost	GN
Mystical flight 4	20	10
Mystical flight 6	40	15
Mystical flight 8	60	20
Mystical flight 10	80	20
Mystical flight 12	100	25
Mystical flight 14	120	30
Mystical flight 16	140	35
Penalties		
Conditional flight	-20	10

Prohibitions: None

Mystical flight X: Indicates the Flight Value at which the being can transport itself through supernatural means.

Conditional flight (penalty): The being can only fly if certain determined requirements are carried out.

RESISTANCES & REGENERATION

Increased Physical Resistance

The creature is especially prepared for withstanding physical effects. Therefore, apply a bonus to its three Physical resistances (PhR, VR, or DR).

Effect	Cost	GN
+10 to Resistances	10	0
+20 to Resistances	20	0
+30 to Resistances	30	10
+40 to Resistances	40	20
+50 tResistances	50	30
Penalties		
Only to one	-20	10

Prohibitions: None

+X to Resistance: Is the amount that being adds to its PhR, VR and DR.

Only to one (penalty): The bonus is only added to one of the three.

Mystical & Psychic Resistance

It withstands the psychic and supernatural pretty well. Therefore, apply a bonus to one of the two Resistances (PsR or MR).

Effect	Cost	GN
+10 to Supernatural resistance	10	10
+20 to Supernatural resistance	20	15
+30 to Supernatural resistance	30	20
+40 to Supernatural resistance	40	25
+50 to Supernatural resistance	50	35

Prohibitions: None

+X to Supernatural resistance: Is the amount that being adds to its MR or PsR.

Penalty to Mystic Resistance *(Penalty)*

It is vulnerable to psychic attacks or those magic in nature, for which it possesses a penalty to its Resistances in one of the two fields.

Penalty	Bonus	GN
-10 to Magic or psychic Resistance	10	10
-20 to Magic or psychic Resistance	15	10
-30 to Magic or psychic Resistance	20	10
-40 to Magic or psychic Resistance	25	20
-50 to Magic or psychic Resistance	30	20

Prohibitions: With elemental beings, the penalty to Resistances is doubled by effects caused by its opposite element.

-X to the Resistances: This is the amount that the being subtracts to one of the two Resistances.

Regeneration

The creature has a different Regeneration than provided by its Constitution. This amount is not added to its base, but rather it substitutes it.

Effect	Cost	GN
Regeneration 2	10	0
Regeneration 4	20	0
Regeneration 6	30	0
Regeneration 8	40	5
Regeneration 10	60	10
Regeneration 12	100	15
Regeneration 14	140	20
Regeneration 16	160	25
Regeneration 18	180	35
Regeneration 19	200	45
Regeneration 20	220	50
Penalties		
It does work against an attack or condition	-10	0
It only works under certain situations	-40	10

Prohibitions: With elemental beings, the Regeneration does not work against wounds caused by the opposing element.

Regeneration X: Indicates the grade of Regeneration that the creature possesses.

It does not work against an attack or condition: Some type of attack or condition nullifies the special Regeneration of the being, making it that it recovers with a level 1 the wounds that it receives in this way.

It only works under certain situations: The Regeneration only functions against a certain element or attack, or only if certain determined things occur.

Degeneration *(Penalty)*

Instead of regenerating, the beings physical form degenerates daily and maintains any wounds that it has suffered.

Degeneration	Bonus	GN
Regeneration Zero	30	10
-10 Life points a day	40	10
-25 Life points a day	45	10
-50 Life points a day	50	10
-100 Life points a day	60	10

Prohibitions: None

Regeneration Zero: The being does not naturally recover from the damage it suffers, needing to use supernatural means to do so.

-X Life points a day: Instead of recovering with the passage of time, the being loses the amount of LP indicated per day.

SPECIAL IMMUNITIES

Immunity

It possesses a natural immunity against certain physical attacks, some spells or psychic abilities.

Effect	Cost	GN
Physical immunity		
With any presence	40	15
Presence less than 80	60	20
Presence less than 100	80	20
Presence less than 120	100	25
Presence less than 140	140	30
Presence less than 160	180	35
Magical immunity		
Zeonic value less than 60	30	15
Zeonic value less than 80	40	15
Zeonic value less than 100	50	20
Zeonic value less than 150	75	20
Zeonic value less than 200	100	25
Zeonic value less than 250	125	30
Zeonic value less than 300	150	35
Immunity to matrices		
Very Difficult Potential	60	15
Absurd Potential	80	20
Almost Impossible Potential	120	25
Impossible Potential	140	30
Penalties		
Conditions	-30	15

Prohibitions: Within elemental beings, the immunity does not function against attacks or effects caused by opposite elements.

Physical immunity: The being cannot be damaged by physical attacks that are not based on energy. For some supernatural reason, it is completely immune to conventional attacks, though it will continue to receive the force of the impacts and suffer the logical consequences that those involve. If, for example, a being with this ability is crushed by something collapsing on them, it can remain trapped by the rocks even if these do not harm it in any way.

The second factor that influences this ability is the presence needed to harm these beings. Sometimes it is necessary for the assailant or the weapon used to have a certain presence for it to be able to affect the creature. In that case, the being will continue to be immune to the attacks based on energy if these do not have sufficient presence. Attack spells that can harm energy, and any supernatural ability that affects its Resistances, always produce effects and normal damage on the being.

Magical immunity: It is immune to the spells that have a Zeonic value less than the one indicated. For example, if it is to spells up to a value of 80, any spell with 90 or more points of Zeon would affect it normally. The being can ignore any effect caused by spells, be they directly against him (like mystical attacks and effects), or those that affect his environment (like illusions or modifications to the temperature). Even so it is possible that certain secondary consequences can affect it (a fireball can collapse the roof, causing it damage with the debris).

Immunity to matrices: Same as the previous one, only that in this case it is immune to the psychic disciplines that have a potential equal to or less than the one indicated.

Conditions (penalty): There is some condition that exists that modifies the immunity of the being. It can be anything imaginable, like only works at night, or that its assailant does not use projectile weapons against it.

Damage Barrier

For some reason, the being is immune to physical weapons that produce a base damage that is low. In game terms, they apply the rules of damage barrier described in **Chapter 14**. This ability does not work against attacks capable of damaging energy.

Effect	Cost	GN
Damage barrier 40	5	0
Damage barrier 60	10	0
Damage barrier 80	15	5
Damage barrier 100	20	5
Damage barrier 120	25	10
Damage barrier 140	30	10
Damage barrier 160	40	10

Prohibitions: None

Damage barrier X: It is the amount of base damage that needs to be caused by weapons so as to harm the being.

Extreme Vulnerability *(Penalty)*

It is exceptionally weak or vulnerable against something that causes disastrous consequences to it.

Penalty	Bono	GN
Vulnerable to		
A specific element	20	15
Against a specific object	10	15
A word or sound	10	15
To a generic material	20	15
To a rare material	10	15
To a specific place	10	20
A personal determined condition	10	25
Consequences		
Damage equal to the level of failure	10	20
Penalty equal to the level of failure	10	20
Unconsciousness	20	20
Complete paralysis	15	20
Weakness	10	20
Death	30	20
Resistance to consequences		
MR or PhR against 140	10	20
MR or PhR against 160	15	20
MR or PhR against 180	20	20
MR or PhR against 200	25	20

Prohibitions: None

Vulnerable to: Here are listed the possible elements that the being can be vulnerable to. It is necessary that afterwards the consequence that it produces is chosen. In the case that several elements or conditions cause the same effect on the being, the consequence is only acquired once. It is necessary that the chosen Resistance be greater than what the creature naturally possesses.

A specific element: It means to be in direct contact with one of the six elements: Light, Darkness, Earth, Water, Fire or Air.

Against a determined object: It is in regards to a specific type of object, like sacred symbols, mirrors...

A word or sound: If the being hears a type of sound or a specific word, like a whistle, a child's laughter, its name...

A generic material: Like iron, silver, wood...

A rare metal: A very specific one and very uncommon, like stellar metal, Ghestal wood...

In a specific place: It suffers this if it finds itself in a specific place, like a church, ship, underground...

A personal determined condition: It suffers the effect if it faces an individual that has a determined characteristic, like being a priest, a virgin woman...

Consequences: Here are listed the possible consequences that the being will suffer when it faces that which it is vulnerable too. In these circumstances, it will need to make a Resistance check so as to not find itself affected. If it fails the roll, it would immediately suffer the consequences until what it is vulnerable to disappears. If it passes it but the condition continues, it will have to repeat the check every five turns. It is completely necessary to choose a Resistance for the condition. The general states are described in **Chapter 14**.

ARMOR

Physical Armor

The being possesses a natural armor of some type, like scales or plates, that protects it from physical impacts. It is applied against all the types of attacks except those that are applied to the AT of Energy. It protects the same across the entire body. This class of armor can be used in combination with other layers of constructed armor, but it does not produce any type of added penalty to Initiative.

Effect	Cost	GN
AT 1	10	0
AT 2	20	0
AT 3	30	0
AT 4	40	5
AT 5	50	10
AT 6	60	15
AT 7	80	20
AT 8	100	25
AT 9	120	30
AT 10	140	35
AT 12	180	40
Penalties		
Limited	–10	0
Open	–10	0

Prohibitions: Within elementals they do not have protection against their opposite element.

AT X: It is the type of natural armor that the being possesses against attacks that are Cut, Impact, Thrust, Heat, Electricity or Cold.

Limited (penalty): It does not protect against a determined attack. If, for example, it is limited against attacks that are Cut, the AT would not be able to be used against it. This penalty can be chosen on more than one occasion.

Open (penalty): The armor has an unprotected area. Therefore, the attacks aimed at that area do no enjoy its benefits.

Mystical Armor

Same as the one before, except in this case the being possesses a supernatural aura that especially protects it against magic and mystical effects.

Effect	Cost	GN
AT 1	10	5
AT 2	20	10
AT 3	30	15
AT 4	40	20
AT 5	50	25
AT 6	60	30
AT 7	70	35
AT 8	80	40

Prohibitions: Within elementals they do not possess protection against spells of the opposing element.

AT X: It is the type of natural armor that the being possesses against attacks that are of Energy.

SOULS

Spiritual Abilities

The following list gathers a series of powers that can only be acquired by spirits.

Effect	Cost	GN
Interaction with the world	30	30
Manifestation	20	20
Incarnation	60	30

Prohibitions: None

Interaction with the world: In spite of being immaterial, if it wishes it can touch things in the physical world. It is even able to attack, using its natural weapons or employing material objects.

Manifestation: It can manifest itself freely when it desires, being seen and heard by any type of person, not only by those that have the ability to see spirits.

Incarnation: The spirit can materialize in the world at will, taking when it desires a corporal form and interacting like a physical being. Even if it manifests itself, it still is invulnerable to any type of attack that would not be able to damage energy.

Some spirits can manifest themselves at will

INNATE SUPERNATURAL ABILITIES

Elemental or Immaterial Form

The being holds certain innate supernatural physical conditions. In the case that it possesses an elemental form, the creature uses the abilities described in the spells of physical transformation that appear in the magic level 52 of each elemental magic path. Many of these spells cause that the damage received by the opposing element is doubled, but if the being is already an elemental that suffers aggravated damage against these attacks, it does not increase the amount of life points that are lost for a second time. Keep in mind that an elemental form is not really a spell, so it cannot be magically detected, nor affected by the abilities that influence spells.

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Effect	Cost	GN
Immaterial form	80	20
Elemental form	100	20
Spectral form	100	20
Physical form at will	10	20
Penalties		
Conditioned	-20	20

Prohibitions: Only the Living Dead can enter a spectral form. In the case of elementals, they must always choose a form that is in accord with their nature.

Immaterial form: It is naturally intangible and, therefore, it cannot touch or be touched by physical bodies that are not based on energy or that are not able to damage it. Naturally, it is immune to any type of attack that is unable to impact it.

Elemental form: The being has the abilities described in the spells for elemental forms of the magical paths.

Spectral form: The being has the abilities described in the spell of necromancy of level 52.

Physical form at will: In spite of the natural state of the creature being what was described, if it wishes it can assume a physical form.

Conditioned (penalty): It only works under a determined situation or if certain requisites are met.

Innate Magic

The being has the ability to innately cast a spell without the need of paying its Zeonic value and having the Gift. This spells are linked to its essence, for which it does not need to recite incantations nor make gestures to use them. In this case, the cost in DP varies depending on the Zeonic value that you want the spell to have. To calculate it, add 20 points to the spell Zeonic cost and to the maintenance that you want it to have, and the resulting sum is the cost of DP needed to acquire the ability. Its casting can be an active action or passive, depending on the spells own nature. The Gnosis needed is also variable, and is calculated by dividing by two the level of magic for the spell, and rounded up to the nearest group of five. For example, a spell that is level 70 would require a Gnosis of 35 to be able to be cast innately. Each spell is acquired separately and can only be used once per day.

We want a being that can innately cast the spell Banish Negative Emotions. Although the base cost for the spell is only 80, we are going to have it cast with a Zeonic value of 120, which added to the 20 points that this ability costs, gets a total cost of 140 DP. Given that the spell is level 40, the being will need to have a Gnosis of 20 to be able to use it.

Effect	Cost	GN
Innate spell	20+	Variable
An additional use	5	10
Unlimited	100	30
Penalties		
Conditioned	-30	10
Requires a full turn to prepare	-10	10
Requires 2 full turn to prepare	-20	10
Requires 3 full turn to prepare	-30	10
Requires 5 full turn to prepare	-40	10
Requires 10 full turn to prepare	-50	10

Prohibitions: In the case of elemental beings, the spell needs to be of the path that corresponds to its element, or in defect, one of free access that is not closed off to it. If this ability is chosen through a spell of Acquire Powers or of Creation of beings, it is only possible to choose spells that the warlock is capable of using, and he will have to pay its Zeonic cost as well, as an added value to the spell that he has cast.

If a warlock wants to create a water elemental with the spell Create Undine of level 82, that will be able to be cast an innate spell of Protection bubble, apart from the value of the spell he will have pay the 40 Zeon points that the Bubble costs.

Innate spell: To calculate its cost, add 20 points to the Zeonic value of the spell and the maintenance that you want it to have.

An additional use: The spell can be cast an additional time per day. This advantage can be chosen as many times as is needed to increase the amount of uses for the spell.

Unlimited: The spell can be cast as many times as needed.

Conditioned (Penalty): The being is not free to use the spell whenever it wants, but rather it needs certain conditions to be able to use. It is possible, for example, that it can only be cast at night, or that it needs to know the name of the person that its going to be used on.

Requires X turns of preparation (Penalty): The being cannot use the spell in an instantaneous way, but rather it needs to prepare it for several turns. The preparation is a passive action, therefore during that time other actions can be performed.

Innate Psychic Abilities

The being possesses an innate psychic power that does not use the general rule for mental abilities. The power chosen acts directly with a determined Potential, which means that it does not roll dice nor can it spend PP to increase its value. Like in Innate magic, the cost in DP would vary depending on the Potential with which the power is intended to be used at. To calculate it, you must also add 20 to half of the final value of the Potential you wish the innate psychic power to possess, and the final result is the amount of DP that is needed to be invested. The Gnosis required varies depending on the level of the psychic power. Those of first level require a Gnosis of 5, 15 for those of second level and 25 for third level. Its use as an active or passive action depends on its own nature. Each power is acquired separately and can only be used once per day, unless additional uses are purchased. In the case that the spell has a maintenance cost, its natural duration is five turns, after which an additional use would be required to make it last another five more.

Effect	Cost	GN
Innate Power	20+	Variable
An additional use	5	10
Unlimited	80	25
Penalties		
Conditioned	-30	10
Requires a full turn to prepare	-10	10
Requires 2 full turn to prepare	-20	10
Requires 3 full turn to prepare	-30	10
Requires 5 full turn to prepare	-40	10
Requires 10 full turn to prepare	-50	10

Prohibitions: The water elemental beings cannot use pyrokinetic powers, the same way that those made of fire will not have access to the cryokinetic ones.

Ethereal Form

Innate power: To calculate its cost, add 20 points to half the force that you wish it to possess.

An additional use: The power can be cast an additional time per day, or maintained during five additional turns. This advantage can be chosen as many times as is needed to increase the amount of times that it can be used.

Unlimited: The power can be used as many times as needed.

Conditioned (Penalty): The being is not free to use the spell whenever it wants, but rather it needs certain conditions to be able to use. It is possible, for example, that it can only be cast at night, or that it needs to know the name of the person that its going to be used on.

Requires X turns of preparation (Penalty): The same as in the innate spells.

Metamorphosis

The creature possesses the ability to change its aspect freely.

Effect	Cost	GN
Basic metamorphosis	40	15
Metamorphosis	60	20
Advanced Metamorphosis	100	25
Penalties		
Conditioned	-20	20

Prohibitions: None

Basic metamorphosis: It allows the modification of certain bodily traits in a limited way, like facial factions or the color of its skin.

Metamorphosis: It grants the ability to freely modify the physical form up to double or half of its original size. Nevertheless, the transformation will not be able to completely ignore the original nature of the being. Therefore, nothing that needs to breath can become a table, given that it would lack the means to survive in that form, but could perfectly become a dog. It does not grant any of the qualities of the imitated form.

Advanced metamorphosis: It confers the ability to take any shape that the creature can imagine, as long as it is not ten times bigger or smaller than its original size. Although it does not gain the abilities of the imitated form, the creature does gain the advantages that its size gives it, the way it is indicated on **Table 82**.

Conditioned (Penalty): It only works under a determined situation or if certain requirements are met, like having previously seen that in what it is going to transform into.

Invisibility and Undetectable

These are the powers that allow creatures to avoid being detected by others, be that by natural or mystical means.

Effect	Cost	GN
Mystically undetectable		
+50 to Resistances	10	10
+100 to Resistances	20	20
+150 to Resistances	40	20
+200 to Resistances	80	25
Chameleonic camouflage	50	10
Spiritual invisibility	80	20
Invisibility	100	25
Complete invisibility	150	30
Undetectable to a sense	50	10
Penalties		
Only works under a certain situation	-30	20

Prohibitions: None

Mystically undetectable: It permits it to add the amount indicated to Resistance checks against any type of detection, be they of a magical or psychic nature.

Chameleonic camouflage: To see the creature, if it finds itself completely still, requires a check of Absurd in Search and Almost Impossible in Notice. If it moves, the difficulty drops down to Very Difficult in Search and Absurd in Notice.

Spiritual invisibility: It is completely invisible, except for those beings that posses the ability to see spirits or that reach a difficulty of Inhuman in their Search check, or Zen in Notice.

Invisibility: In order to see the creature it is necessary to reach a difficulty of Inhuman in a Notice or Search check.

Complete invisibility: The being cannot be seen by any means.

Undetectable against a sense: It is not possible to detect the being by a specific sense other than sight, that is to say, with ears, nose, taste or touch. It could perfectly signify that it produces no noise or that it does not expel any smell. Any perception check used to detect the creature using only that sense, would suffer a -140 penalty and would require the ability to make checks of Inhuman Difficulty.

Conditioned (Penalty): It only works under determined situations, or if certain requirements are met.

Aura

The creature irradiates a strong magical aura, which automatically influences anyone that comes near it. This ability is similar to **Added mystical effects** gathered in Offensive abilities, except in this case it is not necessary to strike and cause damage to affect those that that are found within its area of effect. In game terms, this power functions the same way as an automatic spell whose condition consists of being within the area. If the Resistance is passed, it is not necessary to make another check until it leaves the area and then enters it again.

Effect	Cost	GN
Area		
5-foot radius	40	20
15-foot radius	60	20
30-foot radius	80	25
80-foot radius	100	25
150-foot radius	120	30
300-foot radius	140	35
Resistance		
MR or PhR against 40	20	20
MR or PhR against 60	30	20
MR or PhR against 80	40	25
MR or PhR against 100	50	25
MR or PhR against 120	60	30
MR or PhR against 140	80	35
Effect		
Fear	60	20
Terror	80	30
Pain	60	20
Extreme pain	80	25
Weakness	100	20
Partial paralysis	80	20
Complete paralysis	120	30
Rage	60	20
Blindness	80	20
Deafness	40	20
Mute	40	20
Fascination	40	20
Simple damage	60	20
Double damage	100	30
Unconsciousness	120	20
Dominate	140	30
Death	160	35
Madness	40	20
Age	80	25
Petrification	140	30
All Action Penalty	100	20
Link an additional effect to the same Resistance	10	20
Penalties		
Additional condition	-30	20

Prohibitions: None

Area: Indicates the radius of effect of the ability, take as the center the creature.

Resistance: Sets the Resistance that is needed to pass so as to avoid the effect of the aura. You must choose if the being forces a MR or PhR check.

Effects: It is the state that someone is submitted to if they are not able to pass the aura's Resistance. Its consequences are the same as those described in **Chapter 14** or in the power **Additional mystical effects**.

Additional effects: The same as with the **Additional mystical effects**, this allows you to link new effects to the same Resistance allowing the aura to produce various states at the same time. The additional effects have a Resistance of 20 points below their initial value, although the defender only needs to carry out one check against them, which permits the ability to withstand some effects and not others. The order of effects must be made depending on the DP value, placing the ones with a lower cost first.

Additional condition (Penalty): It is not enough to just be within the aura to find oneself forced to make a Resistance check, but rather another condition must be fulfilled. Maybe it is necessary to look directly at the creature, or even attack it, to have to pass the Resistance check.

SPECIAL PERCEPTIONS

Special Means of Vision

This ability grants creatures advantages when using their sense of sight.

Effect	Coste	GN
Night vision	10	0
Complete night vision	20	10
Extrasensorial vision	30	10
See magic	10	10
See matrices	10	10
See spirits	10	10
See the supernatural	30	20

Prohibitions: None

Night vision: It allows to reduce in half any penalty that is applied due to natural darkness.

Complete night vision: Completely nullifies any penalty that is caused by natural darkness. In all effects and purposes, it sees the same in total darkness as in light.

Extrasensorial vision: The being does not need eyes to perceive that which is around it. For all intents and purposes, it "feels" its surroundings as if it could see normally, for which it does not apply penalties to its checks that use vision like conditions of darkness or angle of vision. Nevertheless, it still cannot see through walls or similar physical objects.

See magic: It possesses the ability to see magic.

See matrices: It grants the ability to see the psychic matrices.

See spirits: It allows it to see spirits.

See the supernatural: This ability functions the same way as the creation advantage with the same name.

Supernatural Detection

This means that the creature has the supernatural ability to locate things or people that are found around it, if they meet certain determined conditions. This ability is equivalent to Detection spells. It is necessary to acquire the area of detection, the Resistance and the characteristics of those that are detected.

Effect	Coste	GN
Area		
15 feet	10	10
30 feet	20	10
80 feet	30	15
150 feet	40	15
200 feet	50	20
1,500 feet	60	20
One mile	80	25
Resistance		
MR against 100	10	10
MR against 140	20	10
MR against 180	40	15
MR against 220	80	20
MR against 260	120	25
Detect life	20	10
Detect something specific	30	20

Prohibitions: None

Area: Indicates the radius of effect of the ability, taking the creature as the center.

Resistance: Sets the MR that is needed to be passed to avoid being detected.

Detect life: Detects any source of life that is found within the area.

Detect something specific: It grants the ability to locate a determined characteristic of something. To give an example, the being could locate generic objects, like precious stones, or a certain quality in things or people, like members of royal families. This ability can be acquired several times taking advantage of the same area and resistance that it already possesses.

The eyes of a Duk'zarist are capable of seeing much more than those of a human.

Chapter 27
Creature Compendium

There is no need to know danger
in order to fear it;
indeed, it may be observed,
that it is usually unknown perils
that inspire the greatest terror.

Alexandre Dumas

The world of Gaïa is populated by hundreds of supernatural creatures of the most diverse kinds, like elementals, mythical beasts, or spiritual entities. Having analyzed the methods to create them in Chapter 26, this chapter describes some of those beings. Of course, they are only a small amount of the total that exist in Gaïa, but for now they will be enough so that you can get an approximate idea of the world's unusual inhabitants. The descriptions of the entities are always structured in the same way, gathering its statistics first, followed by an explanation of its appearance, conduct, and special abilities. Keep in mind that what is reflected in the records only represents an archetype version of each creature. If you wish you can increase, decrease, or alter its abilities, as you deem necessary.

GAME TERMS

In the following section the terms that appear in each record will be detailed. All the weaknesses or disadvantages of the beings are shown in cursive, differentiating them from their other powers. If one of them does not have any abilities or special characteristics in one specific field, they do not appear in its description.

Level: Defines the level of the creature.

Category: Indicates what type it is and, depending on the case, if it is elemental or undead. Next to this note there is a value that states how much Gnosis it possesses.

Life Points: These are its LP. If it uses Damage Resistance, it will also be indicated here.

Class: Specifies what Class it belongs to.

Characteristics: Indicates the normal value of the physical and spiritual Characteristics of the creature.

Resistance: This is the Resistance value that the creature possesses (PhR, MR, PsR, VR and DR).

Initiative: This is used to calculate its Initiative. This can have other values, depending on the type of attack that they use.

Attack Ability: Indicates the offensive ability of the being, making use of its different types of attack. In some instances, certain creatures have the capability to carry out more than one attack per Combat Turn. In these cases, the Ability that they use to do this appears with a + symbol after the principal one.

Defense Ability: Reflects the value that it uses to Block or Dodge attacks. If the words Damage Resistance are shown, this indicates that the being defends itself by Damage Resistance.

Damage: It is the Base Damage that its attacks produce. After each one of them, the primary and secondary Attack Type that they use is indicated.

AT: The armor with which the creature protects itself. If the word Natural appears followed by a numeric value, it uses the same one against all types of attack, even Energy.

MA: The Magic Accumulation of the creature.

Zeon: The maximum value that its magic points can have.

Magic Projection: The ability with which it directs spells. In some cases, it can be differentiated between it Offensive and Defensive Ability.

Magic Level: The paths that it normally knows, as well as its level.

Psychic Potential: The potential that is added to its psychic Checks.

Free PP: The amount of free PP that it possesses.

Disciplines: Indicates its Disciplines and Psychic Powers. If one of them is strengthened, its value can be found reflected next to it.

Innate: The number of Innate Psychic Powers that the creature can maintain.

Psychic Projection: Its offensive and defensive ability using Psychic Powers.

Essential Abilities: Indicates the Essential Abilities that each creature possesses. In the great majority of cases, they already appear reflected in its attributes and statistics, granting them the abilities the exact same way that as described in **Chapter 26**. If one of them requires some kind of clarification, like invulnerabilities or weaknesses, it is detailed next to the explanation of its powers.

Powers: This is the list of powers and special qualities that are explained carefully after the explanation of the creature's Modus Operandi. Keep in mind that not all the powers need to be described. If, for example, a being has the special power to See the Supernatural, this means it possesses the gift to distinguish spirits, magic, and psychic matrices, the way that it is explained in **Chapter 26**.

Special: Indicates the combat maneuvers or weapons modules that it possesses.

Size: Reflects the physical dimensions of the being.

Regeneration: Its level of Regeneration.

Movement Value: Its movement speed.

Fatigue: Its fatigue points. If the word "Tireless" appears, the creature never gets fatigued, but it can also not invest points to better its physical abilities.

Secondary Abilities: The most common skills it possesses. If one of them appears in cursive, this means that it has some type of special modifier due to its nature or condition.

Illustrated by © Mario Nevat 2000

Luminary

Minor Light Elemental

Level: 3 **Category:** Between Worlds, Elemental 15
Life Points: 140
Class: Acrobatic warrior
Str: 8 **Dex:** 8 **Agi:** 8 **Con:** 8 **Pow:** 8 **Int:** 6 **Wp:** 8 **Per:** 8
PhR 50 **MR** 50 **PsR** 50 **VR** 50 **DR** 50

Initiative: 90 Natural
Attack Ability: 130 Light claws (60 in ground)
Defense Ability: 120 Dodge (50 in ground)
Damage: 50 Light Claws (Cut)
AT: None

Essential Abilities: Physical Exemption, Unnatural Size.
Powers: Natural Weapons: Light Claws (Damage Energy, Elemental Attack: Light, Supernatural Attack), Spiritual Graze (Effects: Damage 120 PhR), Elemental Form, Mystical Flight 10, See the Supernatural.

Size: 11 Medium **Regeneration:** 2
Movement Value: 4/10 **Fatigue:** Tireless

Secondary Abilities: Notice 90, Search 75, Track 25, Style 15.

Often called "Birds of C'iel," the Luminaries are the most common light elementals. They have the appearance of enormous eagles whose bodies are made up of a mass of crackling luminous energy. With its wings extended, its size span is wider than three meters. They are always bright white or blue tones.

Pacifistic in nature, their greatest pastime is to travel freely through the skies in complete calm. In a confrontation, they take on a menacing attitude, trying to intimidate their adversaries and make them flee. Only if the Luminaries are sufficiently provoked will they respond in an aggressive way, and they will not stop until they completely destroy their adversary.

Solitary and sullen, Luminaries only openly relate with creatures that are attuned with Light. Even so, they sometimes develop a devotion toward some humans or other intelligent creatures. Although Luminaries understand dozens of languages, they are unable to express themselves in them. In fact, they use a language that only other luminous beings understand. They have a strong sense of responsibility and duty, which makes them excellent guardians. Luminaries are often found in ruins or isolated places, trying to distance themselves from the eyes of man and his problems. They appear alone as well as in numerous groups.

Luminary

Modus Operandi

The combat style of the Luminaries is based on their ability to maneuver in the air and throw themselves atop of their enemies at great speed. Therefore, they always look for open places or wide chambers where they can fly freely and get the most out of their mobility. If, for some reason, Luminaries find themselves forced to fight on land or enclosed spaces whose walls they cannot pass through, their attack and defense are considerably reduced. In a battle, they act in different ways depending on the body type of their antagonist. By their nature, Luminaries have no vulnerable point.

Elemental Form: The natural state of the Luminaries is completely immaterial; therefore they can only touch and be damaged by objects and attacks that affect Energy. Moreover, their luminous essence offers them a bonus to their perception abilities, which is already reflected in their statistics.

Light Claws: When throwing themselves in combat, the Luminaries always use their claws. They are natural weapons with Cut Attack Type, Breakage 0, and the ability to damage Energy. Being immaterial, conventional defenses cannot stop them, unless they are able to defend against supernatural attacks. As is the case with the Shadows, the claws only cause damage to ethereal or immaterial creatures. When they pass through an organic living being, they cause the effect Spiritual Graze.

Spiritual Graze: The Light Claws cause different consequences in corporal beings. Their slightest contact is capable of tearing someone's spirit, which reverberates on the body, causing deep sores and ulcerations. When a Luminary does a successful attack against an organic living being, it does not produce a loss of Life Points in a conventional way, but it forces its target to make a PhR check against a Difficulty of 120 or suffer damage equal to the level of difference of the failure.

Mystical Flight: The Luminaries can supernaturally fly with a Value 10. The bonuses granted by this ability in combat are already reflected in their statistics, given that they always use it when fighting.

Lagor

Psychic Spider

Level: 4 **Category:** Natural 5
Life Points: 125
Class: Mentalist warrior
Str: 5 **Dex:** 8 **Agi:** 8 **Con:** 6 **Pow:** 5 **Int:** 6 **Wp:** 13 **Per:** 6
PhR 50 **MR** 45 **PsR** 70 **VR** 50 **DR** 50

Initiative: 80 Natural
Attack Ability: 100 Bite
Defense Ability: 120 Dodge
Damage: 40 Bite (Thrust)
AT: None

Essential Abilities: Superhuman Spiritual Characteristics, Access to Psychic Disciplines, Immune to Natural Poisons, Extreme Concentration, *Lack of a Sense*.
Powers: Natural Weapons: Bite, Indigo Venom (Lv 60), Spider Movement.

Psychic Potential: +80
Free PP: 4
Disciplines
Psychokinesis: Motion Detection, Psychokinetic Impact.
Telepathy: Mental Communication, Mind Reading +10, Area Scanning, Psychic Assault +20, Mind Control.
Innate: 2
Psychic Projection: 115

Size: 11 Medium **Regeneration:** 1
Movement Value: 8 **Fatigue:** 6

Secondary Abilities: Notice 20, Search 10, Hide 30, Climb 40, Stealth 35.

The Lagor are known as psychic spiders because of their similarity with gigantic tarantulas. The truth is, however, that they are not true arachnids. They are a race of supernatural creatures gifted with great mental abilities who came close to becoming extinct over the course of the last seven centuries. They possess a relatively elevated intellect that has allowed them to adapt to new life conditions and to hide themselves from humans.

Lagor look like enormous grayish spiders about the size of a big mastiff. They possess three big crystaline eyes and jaws filled with sharp teeth. Also, within its bulbous abdomen can be seen part of its cerebelium and its spinal column, that stands out slightly above it. They live in small communities, between six and thirty members, in proportion of one female for every five males. They live in forests or mountains, and they choose deep subterranean caves as their dens. Lagor are fierce predators that hunt all kinds of animals, even the most dangerous ones. They also attack humans if they enter into their territories, either for feeding themselves or to avoid being discovered. Normally Lagor go out n

small packs in search of prey, with a minimum of half of them remaining behind in the lair with the females. They communicate with each others thanks to their Psychic Abilities. Lagor tend to live between five and twenty years, and they reach adulthood after the first twelve months.

On rare occasions, they can dominate a human being to use them as an agent, forcing him to carry out different services that interest them.

Modus Operandi

In general, the Lagor always maintain active the same Innate Psychic Powers – Area Scanning and a Motion Detection at a level of Medium and Difficult, respectively. This way, any individual who comes within at least 10 meters of them must automatically make an PsR Check (with a Difficulty of 100) to avoid their mind from being detected, and they must make a PhR Check (with a Difficulty of 120) or the spider will discover that something is moving around it.

Once they have found a target, they remain hidden and begin to concentrate to try to control their victims psychically. Once dominated, they lead them to a far off place and use their poison to paralyze them. If the Lagor are discovered and must enter combat, they use their ability to read minds, trying to get ahead of the tactics of their enemies. In spite of their arachnid appearance, they are great fighters – their style consists of quick jumps to avoid attacks and great leaps toward their adversaries to bite them. They are very competent and coordinate strategy among themselves with great ability. When many of them enter combat, some will engage in melee, trying to capture the attention of their enemies, while a second group tries to dominate them psychically.

The abdomen, where their cerebral mass resides, is a Lagor's only vulnerable point.

The characteristics described in this page represent an adult Lagor with its full faculties. The babies that are younger than a year possess lower attributes.

Indigo Poison: The Lagor create a potent toxin that they introduce automatically into their victims if they are able to cause damage with their bite. It is a Level 60 natural poison with immediate effects; it causes complete paralysis if its target fails a VR Check with a Difficulty of 100.

Spider Movement: In spite of its size, the Lagor can move across walls with the ease of any arachnid, as is described by the power Free Movement.

Lack of a Sense: Lagor lack the sense of hearing.

Lagor

Illustrated by © Alicia Casillas

Nezuacuatil

Swarm of Cockroaches

Level: 5 **Category:** Between Worlds 20
Life Points: 960 Damage Resistance
Class: Shadow
Str: 12 **Dex:** 7 **Agi:** 8 **Con:** 12 **Pow:** 8
Int: 6 **Wp:** 8 **Per:** 8
PhR 70 **MR** 60 **PsR** 60 **VR** 70 **DR** 70

Initiative: 100 Natural
Attack Ability: 160 Crushing or Trapping (Str 12)
Defense Ability: Damage Resistance
Damage: 80 Crushing (Impact)
AT: Physical 4

Essential Abilities: Superhuman Physical Characteristics, Inhumanity, Immunity to Natural Diseases, *Vulnerable*.
Powers: Extrasensory Vision, Swarm Body (Basic Metamorphosis, Movement Without Weight), Natural Weapons: Crushing, Life Kiss (Special Trapping 12, Added Mystical Effect: *Conditioned* Asphyxiation), Damage Energy.

Size: 24 Big **Regeneration:** 6
Movement Value: 8 **Fatigue:** 12

Secondary Abilities: Notice 120, Search 80, Stealth 140, Hide 100, Track 50.

Nezuacuatil

The Nezuacuatil are macabre killers of unknown origin, supernatural creations whose only motivation is to feed off fear and the desperation that they produce in their victims during their last moments of life. Their body is made up of an enormous mass of millions of cockroaches, capable of creating a remotely humanoid form. Each one of them is part of the collective mind of the monster, which controls them all as if they were one. Nezuacuatil reach a height of three meters, and they can weigh close to a ton.

The Nezuacuatil are exceptionally rare creatures. Their normal habitat is barely civilized jungle areas, although they are always found near small populations from where they choose their prey.

Generally, they remain lethargic for several years, until they awaken hungry; they must "eat" during a few weeks to gather enough energy to continue their sleep. Through some rituals, an individual can contact a Nezuacuatil and create a blood pact in exchange for a sacrifice. In these circumstances, it becomes an unstoppable killer that will end any life that its employer wishes.

Modus Operandi

The most common of this creature's method is to introduce itself stealthily in a room at night and strangle their victims using their kiss. The Nezuacuatil relies a lot on its elevated subterfuge abilities, which normally allow it to pass unnoticed.

When it is discovered by more than one person, it will try to flee until it finds a moment more adequate for killing. If the Nezuacuatil finds itself forced to fight, the creature uses its enormous strength and mass to crush its opponents with ease. In those cases where it finds that things are getting difficult for its survival, it will try to capture the weakest member of its antagonists and kiss him. If it is able to finish off all of them, the Nezuacuatil will always try to use its kiss on the last one and feed off of him.

The damage taken by the monster represents how many cockroaches that make up its body are destroyed. The time it takes for it to regenerate constitutes the period during which it attracts new insects to it and incorporates them. By its nature, a Nezuacuatil has no vulnerable point.

Extrasensory Vision: Although its consciousness is limited, the millions of beings that make up the body of the Nezuacuatil let it feel everything supernatural that is found around it, without applying penalties because of darkness or angle of vision. In some way, the Nezuacuatil is always looking toward all sides.

Swarm Body: The Nezuacuatil's mass of cockroaches does not always have to remain in the same shape; it can alter its structure to adapt

to its needs at every moment. It is able to slip through small gratings or similar spaces. Also, extending its mass sufficiently, it can move freely along surfaces that it would be easy for a cockroach, like walls and ceilings.

Trapping: Instead of its conventional crushing attack, the Nezuacuatil can choose to engulf its victim with its body and trap him inside. This attack does not cause damage, but if it is successful, the adversary must make an Opposed Check against a Strength of 12 or find itself paralyzed, using the Trapping maneuver rules. In general, the Nezuacuatil would use its Kiss on that same Combat Turn, but nothing prevents it from attacking its victims in the next turn. This ability only works on being whose size is not greater than that of the creature.

Life Kiss: If the Nezuacuatil is able to hold its victim, it will try to kiss him, trying to fill his throat and lungs with cockroaches to asphyxiate him. Once held, the defender must pass a PhR with a Difficulty of 120 or the insects will began to enter through its ears, mouth, and nasal orifices, automatically forcing it to use the rules for Lack of air. If the victim has his face covered in some way, he can apply a bonus of +20 to his Resistance. Each turn that the victim remains trapped by the Nezuacuatil, the creature can try to repeat its Kiss instead of carrying out its conventional attack. The asphyxia lasts as long as the creature remains alive or the affected character is not more than 50 meters away from it – which is the distance at which it will lose control over the cockroaches.

Vulnerable: Given its nature, the group of creatures that make up the Nezuacuatil are exceptionally vulnerable to the effects of fire; it receives double damage from that element.

Shadow

Minor Darkness Elemental

Level: 3 **Category:** Between Worlds, Elemental 15
Life Points: 125
Class: Shadow
Str: 8 **Dex:** 8 **Agi:** 8 **Con:** 8 **Pow:** 8 **Int:** 6 **Wp:** 8 **Per:** 8
PhR 50 **MR** 50 **PsR** 50 **VR** 50 **DR** 50

Initiative: 90 Natural
Attack Ability: 120 Shadow claws
Defense Ability: 110 Dodge
Damage: 50 Shadow Claws (Cold)
AT: None

Essential Abilities: Physical Exemption, Racial Fear.
Powers: Natural Weapons: Shadow Claws (Damage Energy, Elemental Attack: Cold, Supernatural Attack), Cold Touch (Added Mystical Effects: All Action Penalty and Death *Conditioned*), Elemental Form, Complete Night Vision, *Vulnerability to Light*.

Size: 16 Medium **Regeneration:** 2
Movement Value: 8 **Fatigue:** Tireless

Secondary Abilities: Notice 55, Search 45, Stealth 105, Hide 105.

A Shadow is a sinister entity made up of pure darkness – it is a malignant creature maintained by negative emotions. They feel an aversion toward living beings that are not attuned to their element and, when it is ever possible for them, they try to destroy anyone who happens to cross their path. However, it is also true that Shadows have a natural inclination to follow orders from entities or individuals with power, and they don't care about their elemental alignment. Once they are in the service of someone, Shadows are extremely loyal and carry out their assignments irreproachably. Like their own name indicates, they seem like true shadows, dark spots that can only be seen when illuminated. Of vaguely human aspect, each one of them has a different shape – although all possess disproportionate limbs that end in something similar to claws. Completely flat, Shadows normally move across the floor or on walls, but they are able to come off of them. When they do, they seem like fragments of pure darkness walking by itself.

They do not age nor have needs. Imperceptible to common humans, Shadows live anywhere, but most commonly gather around places where dark energies are most powerful. They can act on their own or in numerous groups. When many of them are gathered in one place, the environmental temperature drops drastically because of their cold bodies.

Shadows

Illustrated by Alex Cuello

Modus Operandi

Generally the Shadows only act at night, staying away from the day for fear of the light that results so harmful to them. They avoid direct combat and open places, preferring to stalk in the darkness and surprise their enemies. They enjoy causing terror and therefore, if they know that their adversaries are not a true threat, they play a little before killing them. When fighting, they act differently depending if their enemies are physical or spiritual beings, given that their claws damage these entities differently. By their nature, Shadows have no vulnerable points.

Elemental Form: The Shadows are completely immaterial and can only be harmed by Energy attacks or fire. By the same token, they are not able to touch anything material that is not also based on Energy. Also, their nature offers them a bonus to Subterfuge, which is already reflected on their statistics.

Shadow Claws: The Shadows use their Claws in combat. They have a Cold Attack Type, Breakage 0, and are able to damage Supernatural entities. Given that they are completely immaterial, no conventional weapon can stop its onrush if it is not able to parry Energy (of course, they can be Dodged normally). Not being physical, the claws are only able to damage supernatural beings that, like the Shadows, are also ethereal or immaterial. When they pass through an organic living being, they cause the Cold Touch effect.

Cold Touch: When attacking physical people, the Shadow's claws do not produce the same effect as when they cut through ethereal beings. If they rush forward against a material living being, their body does not produce any type of damage, but the spiritual cold that they generate debilitates the essence of their victims. This can even kill people, causing a cardiac arrest. When a Shadow carries out a successful attack against an organic living being, it does not reduce the Life Points of its enemy, but it does force him to make a PhR check with a Difficulty of 120 or receive a cumulative –10 All Action Penalty and a –10 penalty to his Resistances.

If the victim does not even pass the Check with a Difficulty of 60, he will die immediately, suffering terrible convulsions. This way, the Shadows continuously attack their physical adversaries until they debilitate them enough so that their contact ends up being mortal.

Complete Night Vision: The darkness does not affect their ability to see at all, not even supernatural darkness.

Racial Fear: For some unknown reason, Shadows are scared of seeing their own reflection in a mirror or a similar surface. Under said condition, they find themselves submitted to the State of Fear.

Vulnerability to Light: By its own essence, the Shadows are extremely vulnerable to the effects of high-powered lights. If one of them finds itself in a place that is completely lit and without shadows, it must make a PhR check (with a Difficulty of 180) every 5 turns or it will suffer damage equal to its level of failure. They also find themselves affected by the contact with normal light, although in that case the PhR is only against 120. Weak light, like that projected by torches or lamps, has no effect on the Shadows; although they still do not like them.

Maiden of Light

GREATER ELEMENTAL

Level: 10 **Category:** Between Worlds, Elemental 30
Life Points: 210
Class: Warlock
Str: 9 **Dex:** 13 **Agi:** 10 **Con:** 8 **Pow:** 14 **Int:** 13 **Wp:** 12 **Per:** 13
PhR 85 **MR** 120 **PsR** 95 **VR** 85 **DR** 85

Initiative: 130 Natural, 105 Halberd, 120 Longsword
Attack Ability: 230 with Sword or Halberd +10
Defense Ability: 250 with Sword or Halberd +10
Damage: 100 Halberd (Cut/ Impact), 70 Long sword (Cut)
AT: None

MA: 80 Light Spells, 60 Others
Zeon: 1,150
Magic Projection: 180 Offensive, 200 Defensive
Level of Magic: 90 Light

Abilities: Physical Exemption, Natural Immunity to an Element (Light, Half Damage, Inhumanity, Gift, Gestureless Casting, Unnatural Size, Supernatural Spiritual Characteristics, Superhuman Physical Characteristics.
Powers: Light-Edge (Damage Energy, Elemental Attack), Luminous Wings (Mystical Flight 12), Mystical Resistance MR +20, *Conditioned* Elemental Form (Physical Form at Will), See the Supernatural.
Special: Magic Projection (as an attack and as a defense).

Size: 11 Medium
Regeneration: 2
Movement Value: 10/12
Fatigue: Tireless

Secondary Abilities: Notice 80 (130), Search 30 (80), *History* 100, Science 55, *Occult* 140, Magic Appraisal 140, Music 75, *Persuasion* 40, Style 100.

The Maidens, or Elhaym, are the most powerful luminous elementals that exist. They were born of the purest light before the War of Heaven happened, when the elements themselves took life. They have the appearance of exceptionally beautiful women and are gifted with white wings. This angelic aspect has stimulated many cultures to believe in angels, and it is very possible that the Church itself was inspired by them. Their golden bright eyes, as well as hair that moves as if it were alive, also draws attention. Elhaym radiate a strong aura of harmony that influences people who come close to them or with whom they talk – making them feel as if they are in the presence of an almost-divine entity.

Elhaym

All of the Elhaym devotedly follow the doctrines of C'iel and of the Beryls, and in many cases they act directly as agents of some the Daughters of Light. Their personality varies depending on which Beryl they serve more closely but, in general, they govern themselves by the same canons of conduct. In spite of feeling devotion to the arts and music, they are also extremely belligerent and lose their temper with great ease, acting in a violent way.

The Maidens are immortal and can only perish because of massive spiritual damage. Some of them have been alive since the beginning of history, although the majority of them are barely a few centuries old. Currently, their number is very limited. Normally, they avoid mingling with mortals, given that they do not wish to establish affectionate relationships with them because of the fear of seeing them die with the pass of time. Even so, they observe us from afar and even sometimes interfere to help or punish us. It is known that many of them have found their home in some of the most paradise like places in The Wake, while others can be found in old temples of C'iel that have yet to be discovered. Generally, they act alone, but it is also possible that with them can be found a great number of Luminaries willing to follow its indications.

MODUS OPERANDI

The Maidens of Light are gifted with great magical abilities. Normally, the incantations of their spells are songs that intoxicate those that hear them recite it. In general, they avoid physical confrontations by using their powers, but if they find themselves forced to fight, they are supernatural combatants capable of destroy small armies on their own. On the battlefield, they use weapons in combination with their mystical abilities in a terribly effective way, given that they can fight and cast spells without reducing their Magical Accumulation. They do not have vulnerable points, except for their heart, where the nucleus of their essence resides.

Some of them can gain Elan from the Beryl that they serve.

Light-Edge: In the moment that they are born, a weapon emerges from the Maidens' essence that they always carry when they find themselves obligated to fight. This artifact, called the Light-Edge, is a part of its owner; the Maidens can make them materialize or merge with their bodies freely. Normally, it takes the shape of a longsword or a halberd with Quality +10 or +15 capable of damaging Energy and attacking like an Elemental Weapon of Light. This bonus is also added towards the Magic Projection of the Maiden when she casts her spells. The Light-Edges can only be wielded by its owner or those people to whom she has granted the right.

Elemental Form (*conditioned*): The natural state of the Maidens is that of beings made up of Light, incapable of being damaged by attacks that cannot affect Energy. Although they are physical and can touch and be touched by anyone, they can become immaterial and pass though any type of physical object at will. Even in its elemental form, its appearance hardly changes in the slightest, except that it emits a slight luminescent aura, only perceptible in closed environments. While Elhaym find themselves in this form, they obtain elevated bonuses to their perception abilities, reflected in their secondary abilities in parenthesis. The Maidens can only remain in elemental form while they are in areas that the light reaches them. In locations that are completely dark, they become material.

Luminous Wings: The Maidens are gifted with two great wings of pure light, which they can manifest at will and which allows them to travel through the skies with a Flight Value of 12. In reality, they do not use them in the physical sense, but they must materialize them to be able to fly. The bonuses that they are granted while flying in combat are not reflected in their statistics.

Immunity: Light-based attacks produce half the damage on the Elhaym.

Illustrated by © Alicia Casillas

Elementals

The Four Principles

Sylph, Air Elemental

Level: 6 **Category:** Between Worlds, Elemental 20
Life Points: 130
Class: Warlock
Str: 5 **Dex:** 13 **Agi:** 13 **Con:** 5 **Pow:** 11 **Int:** 8 **Wp:** 6 **Per:** 10
PhR 55 **MR** 85 **PsR** 60 **VR** 55 **DR** 55

Initiative: 120 Natural
Attack Ability: 175 Wind strike
Defense Ability: 180 dodge
Damage: 40 Wind Strike (Impact)
AT: None

MA: 60 Air, 40 Others
Zeon: 685
Magic Projection: 130 Offensive
Level of Magic: Between 60 and 80 Air

Essential Abilities: Physical Exemption, Immunity, Inhumanity, Gift, Superhuman Spiritual Characteristics, Superhuman Physical Characteristics, Natural Knowledge of a Path 80, Gestureless Casting, *Conditioned Magic*.
Powers: Natural Weapons: Wind Strike (Elemental attack), Mystical Resistance MR +10, Elemental Form (Physical Form at Will), See the Supernatural.
Special: Magic Projection as an Attack.

Size: 10 Medium **Regeneration:** 1
Movement Value: 13/13 **Fatigue:** Tireless

Secondary Abilities: Notice 50, Dance 80, Magic Appraisal 75, Stealth 60.

Efreet, Fire Elemental

Level: 6 **Category:** Between Worlds, Elemental 20
Life Points: 210
Class: Warlock
Str: 12 **Dex:** 10 **Agi:** 7 **Con:** 11 **Pow:** 11 **Int:** 8 **Wp:** 11 **Per:** 8
PhR 75 **MR** 75 **PsR** 75 **VR** 75 **DR** 75

Initiative: 75 Natural, 30 Battle Axe +5
Attack Ability: 170 Fire Claws, 175 Battle Axe +5
Defense Ability: 155 Fire Claws, 160 Battle Axe +5
Damage: 80 Claws (Heat), 100 Battle Axe +5 (Cut)
AT: None

MA: 50 Fire Spells, 30 Others
Zeon: 610
Magic Projection: 140 Offensive
Level of Magic: Between 60 and 80 Fire

Essential Abilities: Physical Exemption, Immunity, Inhuman, Gift, Access to a Psychic Discipline, Superhuman Spiritual Characteristics, Superhuman Physical Characteristics, Natural Knowledge of a Path 80, Gestureless Casting.
Powers: Natural Weapons: Claws (Elemental Attack), Damage Energy, Elemental Form, See the Supernatural, *Vulnerable*.
Special: Magic Projection as an Attack, Use of a Weapon (normally a Battle axe).

Psychic Potential: +70
Free PP: 1
Disciplines
Pyrokinesis: Create fire
Innate: None
Psychic Projection: 10

Size: 23 Big **Regeneration:** 5
Movement Value: 8 **Fatigue:** Tireless

Secondary Abilities: Notice 45, Feats of Strength 65, Magic Appraisal 55, Forge 80.

Titan, Earth Elemental

Level: 6 **Category:** Between Worlds, Elemental 20
Life Points: 2,025 Damage Resistance
Class: Warlock
Str: 13 **Dex:** 8 **Agi:** 5 **Con:** 13 **Pow:** 11 **Int:** 8 **Wp:** 10 **Per:** 8
PhR 100 **MR** 75 **PsR** 90 **VR** 100 **DR** 100

Initiative: 50 Natural
Attack Ability: 160 Crushing
Defense Ability: Damage Resistance
Damage: 125 Crushing (Impact)
AT: Stone body; Cut 9 Impact 9 Heat 9 Electricity 9 Cold 9 Energy 6

MA: 50 Earth Spells, 30 Others
Zeon: 710
Magic Projection: 20 Offensive
Level of Magic: Between 60 and 80 Earth

Essential Abilities: Physical Exemption, Immunity, Inhumanity, Gift, Supernatural Spiritual Characteristics, Superhuman Physical Characteristics, Natural Knowledge of a Path 80, Gestureless Casting.
Powers: Natural Weapons: Stone Fists (Elemental Attack), Superior Subterranean Movement, Increased Physical Resistance +20, Elemental Form, Damage Barrier 140/70, See the Supernatural.

Size: 26 Enormous **Regeneration:** 6
Movement Value: 4 **Fatigue:** Tireless

Secondary Abilities: Notice 25, *Science 80 (geology)*, Feats of Strength 80, Magic Appraisal 55.

Undine, Water Elemental

Level: 6 **Category:** Between Worlds, Elemental 20
Life Points: 170
Class: Warlock
Str: 8 **Dex:** 11 **Agi:** 11 **Con:** 8 **Pow:** 11 **Int:** 10 **Wp:** 8 **Per:** 10
PhR 65 **MR** 75 **PsR** 65 **VR** 65 **DR** 65

Initiative: 110 Natural
Attack Ability: 170 Water Knives
Defense Ability: 170 Dodge
Damage: 60 Water Edge (Cut)
AT: None

MA: 60 Water Spells, 40 Others
Zeon: 685
Magic Projection: 140 Offensive
Level of Magic: Between 60 and 80 Water, (sometimes from 10 to 40 in Illusion).

Essential Abilities: Physical Exemption, Immunity, Inhumanity, Gift, Superhuman Spiritual Characteristics, Superhuman Physical Characteristics, Unnatural Size, Natural Knowledge of a Path 80, Gestureless Casting.
Powers: Natural Weapons: Water Knives (Elemental Attack), Damage Energy, Aquatic Movement, Elemental Form (Physical Form at Will), See the Supernatural, *Vulnerable*.
Special: Magic Projection as an Attack.

Size: 13 Medium **Regeneration:** 2
Movement Value: 8/11 **Fatigue:** Tireless

Secondary Abilities: Notice 35, Search 20, Persuasion 45, Navigation 50, Magic Appraisal 75.

Pure elementals are sentient beings born from the four elements of nature. Unlike the entities dependent on Light and Darkness, they do not have inclinations to the philosophies of C'tiel or Gaira, and they only act in search of their own interests. For each element, there exists hundreds of different species – the same number as their different derivatives and compounds. The creatures that are described here are the most common greater elementals of each class – although they are, of course, not the only ones. Generally, each one of them works on their own, as there does not exist great associations of these creatures. Even so, sometimes small groups may gather in places specially linked to their element or to obtain a common end. They tend to feel an animosity towards members of the opposite element. Therefore, feuds and tension are common.

Sylph

The Sylphs are the spirits of air and very probably the most jovial and unconcerned of all the elementals. They have a feminine essence and act in a very mercurial manner. They are as likely to be content and create good climate for the people, as they are to lose their temper, causing gales and thunderstorms. Given that Sylphs are made up of wind, normal individuals cannot see them. Those who are gifted with that ability often see the silhouette of a beautiful young girl with wild hair.

Sylphs have fun by observing the world and traveling from one place to another. Although they do not do it often, they can speak through whispers and murmurs that are propagated by the wind.

Modus Operandi

Given that they are not real violent, it is rare to see a Sylph enter into combat. Since they are able to move and fly at a Value of 13, it is easy for them to avoid any unwanted confrontation. When they want to attack someone, the most normal thing is for them to maintain their distance and cast spells. When fighting hand to hand, they generate innately strong wind impacts, with which they strike at their adversaries as if using natural weapons. Since they do not need to make any gestures to cast their spells, they can fight and concentrate their magic with out reducing their Magic Accumulation. Curiously, their incantations seem like whistles that the wind drags along. They do not have vulnerable points.

Elemental Form: Sylphs are air creature and, therefore, immune to all attacks that do not harm Energy. Only individuals who are able to see magic or those who pass a Notice Check (against an Almost-Impossible Difficulty Level) or a Search Check (against a Very Difficult Level), can see them. Also, they are able to move freely on the ground or in the air. The bonuses that are provided by flying are already reflected in their Combat Abilities. At will, a Sylph can become solid, thereby becoming visible and corporeal, although it continues to be invulnerable to attacks that do not affect intangible beings.

Immunity: Supernatural attacks based on air or electricity produce half the damage on Sylphs.

Conditioned Magic: Sylphs can only cast spells if they find themselves in places where there is moving air. Otherwise, their MA is reduced by half.

Efreet

The greater fire elementals, or Efreeti, are very violent creatures. Because of their appearance, many people confuse them with flaming demons. They resemble large and grotesque dark humanoids covered in flames. They possess wide shoulders, and their heads are adorned with two twisted horns. Efreeti feel an aversion to many races, among them humans. Sometimes, they enslave creatures and place them under their service as soldiers or servants. Opposite to other elementals, they like weapons, especially large edged ones. They value their word a lot, and they do not tend to break their pacts with ease. Efreeti live in volcanoes, caves, and deserts that are very remote.

Modus Operandi

The Efreeti enjoy combat more than any other elementals. They are passionate about testing their abilities against adversaries that are powerful, and they detest those that cannot make the grade. Gifted with powerful claws, they can use them with mortal efficiency, but they prefer to use weapons to fight. Their passion for weaponry pushes them to search out those of the best quality – especially since normal ones begin to melt after a few minutes of contact with them. Preferably, Efreeti use huge axes, but they can hoist other different weapons, as well. If they face a large number of weaker enemies, they use destructive spells of great power. Like Undine and Sylphs, Efreeti can fight and Accumulate magic fully while they talk. They have vulnerable points in the head and the heart.

Elemental Form: The body of an Efreet is completely surrounded by flames and, therefore, it possesses the powers and immunities that are granted by the spell Body of Fire. Therefore, anyone who comes into physical contact with them must make a PhR Check with a Difficulty of 110 or suffer damage equal to half the number by which they failed the Check. This ability is also applied to physical attacks that the Efreet successfully carries out.

Fire Weapons: After using a weapon for a prolonged period of time, the Efreeti are capable of extending an aura of fire to it. Therefore, the attacks that they perform with that weapon force victims to make a Physical Resistance Check equal to that caused by their claws.

Immunity: Fire-based attacks cause half their normal damage to Efreeti.

Vulnerable: Their ignited bodies are terribly vulnerable to water and cold. If they come into contact with great quantities of either element, they must pass a PhR Check with a Difficulty of 140 or suffer damage equal to the number by which they failed the Check. The Resistance can be calibrated depending on the quantity.

Titan

The earth elementals are known as Titans. They resemble enormous colossi of stone or metal, with a height that is around four or six meters. Titans are sullen entities who avoid contact with other intelligent beings. Normally, they are found on elevated mountains or in deep caves below ground where they are rarely bothered. If Titans are irritated, the consequences can be truly devastating, as they are capable of creating chasms or earthquakes that can level a great amount of terrain. The only thing they truly like about humans is their ability to create constructions, something that awakens in them a lot of interest. Stories and myths say that they know how to communicate in any language, but if that is true, it has never been proven.

Modus Operandi

Since they are indifferent and apathetic, it is difficult to provoke the wrath of a Titan. Normally, when they are bothered, Titans simply advance toward their antagonist to make it flee. If it does not escape, it must face an almost unstoppable mass of stone. While fighting, Titans show a resistance and stamina that is without equal; this makes them very terrifying adversaries. As a normal rule, they do not use a lot of magic, but they can if their enemies are dangerous rivals. Titans do not have vulnerable points, not even their heads (seeing as they can live without them). In spite of their size, they are very slow moving (a speed of 4), but they do use a lot of strategies to surprise their enemies.

For example, their stony appearance is a perfect camouflage; if they remain completely still against a rocky wall, it is really hard to perceive their presence (Notice at a difficulty of Very Difficult). Another one of their tactics consists in melding with the ground and grabbing the ankles of those who come in reach. Sometimes, after trapping someone, they slowly come out of the ground to the horror of their prey.

Elemental Form: The stone body of Titans grants them the advantages described in the spell Solid Body. This armor is added as an additional layer to the one that they naturally have.

Damage Barrier: Because of their stone composition, Titans have a Damage Barrier of 140 against Cut and Thrust attacks. On the other hand, their Damage Barrier for Impact weapons is only 70.

Illustrated by © Alicia Casillas

Superior Subterranean Movement: The Titans are able to pass through the ground, regardless if it is soft earth or solid rock. Only the thickest walls or the strongest metals represent an impediment for them.

Immunity: Earth-based attacks produce only half the damage to Titans.

Undine

The Undines are the ladies of water, who, like Sylphs, possess an essence that is distinctly feminine. While they find themselves in liquid surroundings, they do not have a determined shape, but when they enter land undines always take the shape of voluptuous woman of great beauty. In this form, their skin is slightly blue. Undines are not entities especially malignant, but they are very vengeful, and those who incur their wrath can suffer terrible consequences.

Curiously, no other elemental relates with other races like they do. They feel a special attraction toward men (and sometimes women) that awaken their desires. For that reason, Undines often learn illusory spells with which to camouflage their identities. Tragically, sometimes they are so passionate that they can choke their partners while they are making love. If this happens, Undines are completely devastated, and become melancholic for several years.

Modus Operandi

Undines do not care about fighting for what they love. However, they are so intelligent that they always try to twist things so any situation ends up in their favor. If it is possible, they will try to take their adversaries to an aquatic environment, where the Undines are practically invincible – while their rivals apply a partial penalty to movement, they can fight with their full ability. Their style of combat consists of transforming their arms into sharp edges or whips, which they use as natural weapons. Like other elementals, Undines also combine their martial abilities with an effective use of spells, because they can concentrate their magic without having to reduce their Magic Accumulation. Although it is very uncommon for an elemental, their heads are a vulnerable point.

Elemental Form: Undines are completely made of water, and they possess the abilities that the spell Liquid Body grants. Therefore, they can change form in a limited way, and they are immune to all the attacks that are not based on Fire or Energy. Impact attacks do affect them, but they only produce half the damage.

Aquatic Movement: Undines move through water without any penalties. On the other hand, they are not as fast on land, where their movement is reduced to 8.

Immunity: Water-based attacks only cause half the damage. Cold also does not effect them, but it can slow them down or even freeze them, making them solid and, therefore, vulnerable to conventional attacks.

Vulnerable: Contact with fire turns out to be really harmful for Undine and is capable of killing them. If the body of an Undine is placed into contact with a fire of great Intensity (huge bonfires, small fires, etc.), it must pass a PhR Check with a Difficulty of 140 suffer damage equal to the number by which it failed the Check. The Resistance Difficulty can be adjusted depending on the potency of the fire.

Hecatondies

Hecatondies

Superior Combat Golem

Level: 9 **Category:** Between Worlds 25
Life Points: 295
Class: Warrior
Str: 12 **Dex:** 10 **Agi:** 10 **Con:** 12 **Pow:** 10 **Int:** 8 **Wp:** 8 **Per:** 10
PhR 90 **MR** 85 **PsR** 80 **VR** 90 **DR** 90

Initiative: 105 Natural
Attack Ability: 230 Dragon Claws + 210 Trapping with its tail, or 230 Destructive Dome.
Defense Ability: 220 Dragon Claws
Damage: 80 Dragon Claws (Cut)
AT: Metal Shell Cut 6 Impact 6 Thrust 6 Heat 6 Electricity 6 Cold 6 Energy 3
Ki: Str 14 Dex 10 Agi 10 Con 14 Pow 10 Psy 8
Ki Accumulation: Str 2 Dex 1 Agi 1 Con 2 Pow 1 Wp 1
Abilities: Use of Ki, Ki Control, Ki Detection, Erudition.

Essential Abilities: Inhumanity, Physical Exemption, Ambidextrous, Superhuman Physical Characteristics, Psychological Immunity, Elemental Immunity, *Extreme need*, *Vulnerable*.
Powers: Natural weapons: Dragon Claws, Prehensile Tail (Additional Attack, Trapping 14), Damage Energy, Destructive Dome (Innate spell *Conditioned*), Mystical Flight 12, Armor Physical 6 and Mystical 3, Damage Barrier 100, See the Supernatural, *Regeneration*.

Size: 24 Big **Regeneration:** 0
Movement Value: 8 **Fatigue:** Tireless

Secondary Abilities: Notice 70, Search 55, Track 30, Feats of Strength 70, Science 50, Memorize 80, Style 20, Ki Detection 140.

Millennia ago, during the years of the splendor of the Solomon Empire, Andromalius and the Senate applied their technomagical knowledge to develop an army of Combat Golems to use in wars. Although their creations would be numerous, the most surprising of their productions were the Hecatondies – the culmination of all of their military investigations. Very few were fabricated, as the requirements needed for such production were massive, even for a power like Solomon.

A Hecatondies is a golem made of titanium and shining white steel with two and a half meters in height. Visually, it appears like a stylized and athletic man-dragon covered with strange decorative ornaments. It has claws instead of feet and hands, and a serpentine tail on its back. Normally, it does not need to walk, as it floats a few centimeters from the ground with great elegance. In spite of being artificial creations, Hecatondies are practically alive and are capable of thinking and acting independently. Although originally they did not have feelings, they have developed some human emotions and very different personalities over thousands of years.

After the destruction of Solomon, a considerable amount of Hecatondies survived in the confusion, and they spread out across the world. Their survival was not easy for them, as all of their abilities and powers depend on a generator located in their chest; a motor that nourishes them with magical energy. To keep functioning, they are required to continuously recharge it, and they search for various supernatural objects so as to introduce them in their interior like a battery. Depending on the power of each artifact, the golem can keep itself running for months or entire centuries.

Hecatondies greatest weakness is the existence of a verbal control code that allows those who know it to become its owner. Each one has a different keyword, and naturally they safeguard the secret diligently.

Modus Operandi

Although each Hecatondies has a different motivation, all of them share a common instinct for survival and military combat methodology. Given that it is very difficult for them to recover from the damage that they take, Hecatondies tend to avoid useless combats that can prove a threat, no matter how little it may be. Even so, when they fight, their power is simply immeasurable. In close fight they always perform two attacks per Combat Turn – one with their claws and another with their prehensile tail. They use complex tactics, using all types of maneuvers that can be useful to them. If everything turns against them, they take off flying so as to throw energy discharges from a distance. They are also capable of developing Ki Abilities and, in many cases, they can even use one or two combat Techniques.

Its vulnerable point is found in its chest, where the generator is. A critical located in that place with a Final Value greater than 50 disconnects them automatically.

Illustrated by © Alvin Castillo

Prehensile Tail: Its long and powerful tail is especially prepared to wrap itself around adversaries and immobilize them. At will, it can use it to try and Trap an individual whose Size is not greater than its own. This action counts as a natural additional attack, which can be used at the same time it rushes forward with its claws without suffering any penalty to its Ability. If it hits, the golem's antagonist must perform an Opposed Check against Strength 14 or find itself paralyzed according to the general rules for Trapping maneuvers.

Once its victim is held with Partial or Complete Paralysis, the golem can then squeeze it, forcing it to make an Opposed Strength Check against its tail per turn (again, Strength 14). The held individual suffers 10 points of damage for each point by which he lost the Opposed Check. However, the victim can add a +1 to its roll for every 2 hard AT that it has against Impact attacks. Even while the golem maintains someone trapped, a Hecatondies is capable of continuing to fight. When it comes time to receive attacks, the tail counts as a vulnerable point of the golem (–30 to Attack Ability for those who try to carry out a targeted strike against it). If a Critical greater than 20 is caused against it, the Hecantodies does not suffer any type of penalty to its actions or additional disadvantages, but its tail becomes completely useless.

Destructive Dome: A Hecatondies is gifted with mystical combat systems that allow it to project powerful discharges of magical energy through it claws. When it impacts against its target, these rays explode, destroying everything that is found within a radius of ten meters. They have a Base Damage of 80, and they have an Attack Type of Energy. In game terms, they are the equivalent of the spell Dome of Destruction cast with zeonic value of 80. To use this power, the golem must concentrate energy in its extremities for three full turns. While doing so, it can not carry out any attacks with its claws. Much like many of its other powers, this ability is dependent on the magical reserve that is remaining in its generators. It is only able to execute it nine times per day before exhausting the energy that it has dedicated for this function. Naturally, using an exceptionally powerful object as a battery can increase in great measure the number of daily uses.

Mystical Flight: The supernatural generator of the Hecatondies allows it to mystically move through the air with a Flight Value of 12. If its level of energy is too low, it is not capable of flight.

Immunity: The mechanical nature of the Hecatondies allows it to receive half of the damage against attacks based on Fire and Cold.

Psychological Immunity: Depending on how much it has developed its personality, each golem can be immune to different psychological States.

Regeneration: Given that their bodies are made of metal and magic, they are not capable of recovering from any damage taken. The only way they have to recover lost Life Points is to find, or fabricate, replacement parts with which to reconstruct itself.

Vulnerability: Electricity produces 50% additional damage.

Grendel

Dark Hunter

Level: 3 **Category:** Natural 10
Life Points: 150
Class: Ranger
Str: 9 **Dex:** 8 **Agi:** 8 **Con:** 9 **Pow:** 6 **Int:** 6 **Wp:** 6 **Per:** 8
PhR 50 **MR** 45 **PsR** 45 **VR** 80 **DR** 50

Initiative: 75 Natural, 55 Long sword; or like weapon
Attack Ability: 120 Long sword, Claws, or Hunter's weapons
Defense Ability: 100 Longs word, Claws or Hunter's weapons
Damage: 50 Claws (Cut), 60 Long sword (Cut), or like weapon
AT: Chitin Armor Cut 4 Impact 4 Thrust 4 Heat 4 Electricity 4 Cold 4 Energy 0

Essential Abilities: Fatigue Resistance, Immune to Climactic phenomena.
Powers: Natural Weapons: Claws, Physical Armor 4 Open, Increased VR +30, Limited Chameleonic Camouflage, Night vision.
Special: Hunt Module

Size: 18 Medium **Regeneration:** 3
Movement Value: 8 **Fatigue:** 12
Secondary Abilities: Notice 60, Search 60, Track 60, Hide 40, Trap Lore 30, Climb 40, Stealth 30, Athleticism 40, Swim 40.

Grendel

The dark hunters are supernatural creations built by Rah thanks to a combination of biology and magic. His objective was to develop a large army with which to reinforce his already considerable forces. Therefore, he introduced genes of various mystical beasts inside human beings. After several failed attempts, he finally produced the first Grendels, whom, still far from being the desired creature, conveniently served his intentions.

Physically, a Grendel looks like a disproportionate man of crimson skin with its whole body covered by a chitinous armor. They possess a square jaw filled with sharp teeth, as well as claws for hands. They do not have hair, but their head is adorned with two horns that come from its skull. To be able to alter their corporeal structure and give them more resistance, his creator developed an appendix that directly connects its heart to its spinal column; it extends on the outside of their body in a visible way.

The great majority of the hunters were exterminated in the war, but there are still some nomadic communities that exist in territories that are farthest out and wild. Primarily, Grendels hide themselves in forests or moorlands. Sometimes, they are hired as mercenaries by other supernatural entities in exchange for elevated salaries.

Modus Operandi

Created as they were for war, their behavior is violent. Grendels love to fight and sack, but they know that they must hide their existence if they wish to survive. Therefore, when the hunters attack a small town, they always make sure that there are no survivors to identify them. One of their favorite tactics is to take advantage of their ability to camouflage themselves at night, which allows them to surprise a great majority of their adversaries.

In general, all Grendels use longswords or sabers, but their hard training also grants them skills in the use of the following weapons – javelin, bow, short sword, lance, and bolas, between others. Their martial abilities are considerable, although their true power resides in their numbers. The head and the tentacle that unites the heart to the spine are their vulnerable points.

Physical Armor (open): The chitinous plates that cover their bodies provide them with a type of complete Physical Armor, except for the appendix that connects the heart to the spine.

Chameleonic Camouflage: When a Grendel remains completely immobile in a dark place, its body begins to slowly change color with its surroundings. If it is able to remain still for more than 30 seconds, a person must make an Absurd Search Check or an Almost Impossible Notice Check to detect them.

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Dragon

THE SEED OF THE WORLD

MINOR

Level: 7 **Category:** Natural 20
Life Points: 3,005 Damage Resistance
Class: Warrior
Str: 14 **Dex:** 9 **Agi:** 6 **Con:** 14 **Pow:** 12 **Int:** 8 **Wp:** 10 **Per:** 10
PhR 95 **MR** 110 **PsR** 75 **VR** 95 **DR** 95

Initiative: 70 Natural
Attack Ability: 190 Claws + 170 Bite or 190 Breath or 140 Tail whip
Defense Ability: Damage Resistance
Damage: 125 Claws (Cut), 145 Bite (Thrust), 100 Tail whip (Impact), 120 Breath (Variable)
AT: Physical + Scales: Cut 7 Imp 7 Thru 7 Hea 7 Ele 7 Col 7 Ene 6

Essential Abilities: Supernatural Physical Characteristics, Superhuman Spiritual Characteristics, Acute Sense, Zen, Immunity, *Vulnerability*.
Powers: Natural Weapons: Claws, Bite (Additional Attack, Increased Damage +20, Armor Modifier –1) and Tail, Breath, Damage Energy, Physical Armor, Natural Flight 12, Flap Wings, Increased Physical Resistance +10, Mystic Resistance MR +30, Damage Barrier 80, See the Supernatural.

Size: 28 Enormous **Regeneration:** 8
Movement Value: 7/12 **Fatigue:** 14

Secondary Abilities: Notice 50 (*Listen* 80), Search 50, *History* 20, Appraisal 15, Feats of Strength 60, Withstand Pain 40.

MAJOR

Level: 9 **Category:** Natural 25
Life Points: 5,000 Damage Resistance
Class: Warrior
Str: 15 **Dex:** 9 **Agi:** 6 **Con:** 15 **Pow:** 12 **Int:** 10 **Wp:** 11 **Per:** 11
PhR 110 **MR** 120 **PsR** 90 **VR** 110 **DR** 110

Initiative: 70 Natural
Attack Ability: 220 Claws + 200 Bite or 220 Breath or 170 Tail whip
Defense Ability: Damage Resistance
Damage: 150 Claws (Cut), 170 Bite (Thrust), 120 Tail Whip (Impact), 150 Breath (Variable)
AT: Physical + Scales: Cut 9 Imp 9 Thru 9 Hea 9 Ele 9 Col 9 Ene 8

Essential Abilities: Supernatural Physical characteristics, Superhuman Spiritual characteristics, Acute Sense, Zen, Immunity, *Vulnerability*.
Powers: Natural Weapons: Claws, Bite (Additional Attack, Increased Damage +20, Armor Modifier –2) and Tail, Breath, Damage Energy, Physical Armor, Natural Flight 12, Flap Wings, Increased Physical Resistance +10, Mystic Resistance MR +30, Damage Barrier 120, See the Supernatural.

Size: 30 Giant **Regeneration:** 9
Movement Value: 8/12 **Fatigue:** 15

Secondary Abilities: Notice 80 (*Listen* 110), Search 70, *History* 30, Appraisal 50, *Memorize* 25, Occult 20, Feats of Strength 110, Withstand Pain 50.

Initiative: 40 Natural (or like weapon)
Attack Ability: 50 Bite, Strikes or Weapons
Defense Ability: Damage Resistance
Damage: 20 Bites and Strikes (Thrust / Impact), or like Weapon
AT: Physical 3

Essential Abilities: Physical Exemption, Acute Sense: Smell, Complete Night Vision, Psychological Immunity, Unnatural Size.
Powers: Increased Physical Resistance PhR +20.

Size: 15 Medium
Movement Value: 5
Regeneration: 0
Fatigue: Tireless

Secondary Abilities: Notice 30 (Smell 60), Search 20, Stealth 20.

Zombies are corpses animated through supernatural means. They are the most basic of all the living dead. They do not have the ability to reason, nor do they have a soul – although sometimes they can hold on to vague memories of their life. Many of the basic experiments of Black Sun with the Book of the Dead have created a multitude of these creatures. However, they are not capable of dominating them completely. If they are not controlled, zombies walk around with the only desire to satisfy their hunger for live flesh, especially that of other living humans.

Modus Operandi

Zombies do not have rules of conduct; they simply stroll around erratically until they find a living being on which to feed. They fight in a chaotic way with strikes and bites, but they can also wield very simple weapons. Their dead bodies do not heal of wounds, and they become emaciated with the passage of time, until they are not even able to move. Their only vulnerable point is the head, and massive damage to it (or decapitation) destroys them automatically. The characteristics described in this chapter represent the animated corpse of a male adult of medium build. Women, elderly, and children can have physical abilities slightly inferior.

Slayer

Undead Chimera

Level: 5
Category: Between Worlds, Living Dead 20
Life Points: 380
Class: Weaponsmaster
Str: 13 **Dex:** 6 **Agi:** 5 **Con:** 12 **Pow:** 8 **Int:** 5 **Wp:** 6 **Per:** 7
PhR 70 **MR** 60 **PsR** 55 **VR** 70 **DR** 70

Initiative: 70 Natural
Attack Ability: 160 Claws and Bones
Defense Ability: 140 Claws and Bones
Damage: 95 Claws and Bones (Cut / Impact)
AT: Physical Cut 6 Impact 6 Thrust 6 Heat 6 Electricity 6 Cold 6 Energy 0

Essential Abilities: Inhumanity, Physical Exemption, Inhuman Physical Characteristics, Psychological Immunity, Unnatural Size.
Powers: Natural Weapons: Claws and Bones (Increased Damage), Damage Energy, Increased Physical Resistance +20, Physical Armor 6 Open, Damage Barrier 60, Regeneration 16 Limited, Extrasensory Vision.

Size: 24 Big
Movement Value: 8
Regeneration: 0/16
Fatigue: Tireless

Secondary Abilities: Notice 40, Search 25, Feats of Strength 90, Jump 40.

This creature, nicknamed Slayer for its need to quarter living beings, is one of the artificial creations described in the Book of the Dead. It is a terrifying experiment that has as its objective the construction of a powerful type of undead gifted with enormous destructive capabilities. A Slayer is a humanoid nightmare more than three meters in height. All of its body is filled with sores and bones; the spinal column splits its back in two, and it has a macabre skull ad face. It possesses disproportionate arms like those of a giant gorilla, and its legs are strangely inverted, beginning at the hip. Thus, it walks in a very odd way.

Its creation requires vast medical and supernatural knowledge. First, a metallic skeleton is forged as a base with a human reinforced cranium, and later adding atop of it different levels of musculature – human and animal. Finally, some rituals, alchemy, and sacrifices are used to animate it. After years of studies, Black Sun has developed several of those creatures – although their quantity is currently unknown. The organization uses them as destructive weapons or guardians of their bases, in spite of the fact that their violent nature sometimes takes over, and they kill anything that they find.

Modus Operandi

A Slayer is a true prodigy for killing. Even when only using its mere brute strength, it is gifted with a supernatural instinct for death that enormously increases its ability while fighting. When it strikes its opponents, a Slayer is capable of splitting them into pieces with a mere graze of their claws or fists. Once it has found a possible victim, the Slayer follows it inexorably and without rest until it finishes it off. The only thing that can delay its pursuit is the presence of a prey that is near, with which it can feed to heal itself.

Armor (*Open*): All of the muscles of the Slayer are reinforced with narrow filaments of black steel. Therefore, they naturally enjoy an effective armor against all types of attack that are not based on Energy. Nevertheless, its skeletal head is not protected like the rest. Therefore, strikes directed at the cranium do not obtain this protection.

Extrasensory Vision: Even without having eyes, the Slayers can feel their surroundings thanks to the supernatural powers that have been used to create them. However, they are not able to perceive magical or psychic abilities, nor spiritual beings.

Regeneration (*limited*): Although their dead body is not able to heal itself on its own, a Slayer can feed itself live flesh (or flesh of someone that has died less than five minutes ago) to heal any type of damage. While it finds itself eating, its level of Regeneration temporarily increases up to 16. As a reference, devouring a whole human body allows them to regenerate for 15 turns at a rate of 10 LP per turn.

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Zombies and Slayer

Asagiri

Spirit of the Hunt

Level: 4 **Category:** Spirit 20
Life Points: 105 Beast/ 130 Spirit
Class: Assassin
Str: 6 **Dex:** 8 **Agi:** 8 **Con:** 6 **Pow:** 8 **Int:** 6
Wp: 8 **Per:** 9
PhR 55 **MR** 55 **PsR** 55 **VR** 55 **DR** 55

Initiative: 120 Beast/ 100 Spirit
Attack Ability: 140 Claws and Jaw
Defense Ability: 110 Dodge
Damage: 60 Claws and Jaw (Cut / Thrust)
AT: Physical Cut 6 Imp 6 Thru 6 Hea 6 Ele 6 Col 6 Ene 3

Essential Abilities: Inhumanity, Physical Exemption, Superhuman Special Physical Characteristics, Acute Senses – smell and hearing, Attuned.
Powers: *Conditioned* Possession, Form of Beast (*Conditioned* Basic Metamorphosis, Natural Weapons: Claws and Jaw, Increased Reaction +20), Path of the Beasts (Increased Movement -2, Free Movement through Nature), *Conditioned* Physical Immunity 80, *Weakness*.

Size: 12 Medium **Regeneration:** 1
Movement Value: 10/8
Fatigue: 8/Tireless

Secondary Abilities: Notice 60 (*Smell and hearing* 90), Search 60, Hide 100, Track 60 (*Smell* 90), Athleticism 20, Stealth 100.

Asagiri

Illustrated by © Alicia Caillon

The Asagiri are irate feminine spirits of nature dominated by a strong predatory instinct. Since they have no body, they are incapable of intervening with the physical world. Thus, Asagiri need to possess others to feel the emotion of the hunt and the taste of blood.

As spirits, Asagiri can only take possession of women that are still maidens. Once they find an appropriate host, they burrow into her soul and stay lethargic until the night of the first full moon arrives. In that instant, the Asagiri obtains control of the body, transforming it into a bloody beast. Ironically, the spirit holds onto vague memories of its hostess and feels the desire to kill those whom she most loves or hates. Even so, it does not waste any prey – especially humans. When it becomes day again, the woman regains control, unable to remember what happened the night before. History is repeated again on the next full moon.

People who are gifted with the ability to see an Asagiri while it is in spiritual form will perceive it like a turbulent shadow in constant motion which possesses some animal features mixed with a female appearance. Inside a human body, it is a beast with some feminine characteristics. Asagiri bodies are covered with a dense black fur, and its extremities end in sharp claws. Its face resembles any other predator – like panthers, wolves, or other type of animal.

The spirit can abandon its hostess at any moment, except when it is in beast state. When its host dies, the Asagiri remains trapped within the corpse until the following full moon arrives; then it can free itself and search for another body. If, during this time, someone deposits flowers in the mouth of the dead woman, the Asagiri remains bound to her and completely disappears once night arrives. A few extremely complex mystical rituals are also capable of exorcising it.

Modus Operandi

The hunt is the only thing that gives meaning to the existence of the Asagiri. On the nights of full moon, they drag themselves stealthily in search of victims that can satisfy their instincts. From the shadows, they pounce on their prey and finish them off without giving them a chance to react.

While they are in spiritual form, the Asagiri completely avoid any type of confrontation, as they are unable to fight. On the other hand, as beasts they do not fear fighting, although generally they prefer to use subterfuge. The physical body and the soul of the Asagiri receive damage independently if they are attacked by means not capable of damaging spirits. In fact, it is possible to kill the beast without affecting the spirit, using silver weapons or similar means. Nevertheless, attacks capable of damaging Energy with enough Presence affect both equally. In beast form, they have the same vulnerable points that the imitated animal.

Possession (*conditioned*): The ability to take possession of a body only has an effect on women that are virgins. To be able to sneak into the interior of their soul, the Asagiri must make a successful attack against their victim, and she must fail an MR Check against a Dificulty of 100. If she passes the Resistance, or the spirit abandons the body at a later time, that woman can never be possessed by one of them again. Having sexual relationship at a later time does not affect the possession in any way.

Beast Form: Once introduced within a body, the spirit can alter it during the nights that have a full moon, giving it the appearance of a beast. In that state, the Asagiri increase the physical Characteristics of their host considerably (2 points to Dexterity and Agility, and 1 to Strength and Constitution), as well as their reaction speed. Also, they gain sharp claws and teeth that the Asagiri can use as weapons. The statistics reflected on the record represents the possession of a normal woman; therefore, the Characteristics in cursive can be altered, depending on its host.

Attuned: While they are transformed, the Asagiri have an affinity with wolves, panthers, and other great predators.

Path of the Beasts: In beast form, its communion with nature allows it to advance through forest or jungle areas without any penalty to its speed. Also, its Movement Value is increased by 2 points when it moves in those environments.

Physical Immunity (*conditioned*): During the nights with full moon, the Asagiri are completely immune to any attack that is incapable of damaging Energy with a Presence lower than 80. This ability does not work against silver weapons, which produce damage normally on their body.

Weakness: If flowers are placed in the mouth of a cadaver possessed by an Asagiri, the spirit will perish in an immediate fashion once night arrives.

Filisnogos

Vengeance of the Ancient

Level: 15 **Category:** Between Worlds 40
Life Points: 8,565 Damage Resistance
Class: Dark Paladin
Str: 12 **Dex:** 12 **Agi:** 8 **Con:** 18 **Pow:** 15 **Int:** 10 **Wp:** 15 **Per:** 12
PhR 140 **MR** 180 **PsR** 180 **VR** 140 **DR** 140

Initiative: 105 Natural
Attack Ability: 300 Pillar of Souls + 260 Appendages (6 attacks); 300 Gravity Destruction
Defense Ability: Damage Resistance
Damage: 200 Pillar of souls (Cut), 180 Appendages (Impact)
AT: Physical 10

Essential Abilities: Divine Physical Characteristics, Supernatural Spiritual Characteristics, Physical Exemption, Zen, Immunity, Psychological Immunity, *Vulnerability, Physical Need*.
Powers: Natural Weapons: Pillar of Souls (Increased damage +20) and Appendages (Six additional attacks), Damage Energy, Gravity Destruction (Innate spell), Superior Subterranean Movement, MR +50 and PsR +50, Regeneration 17 *Conditioned*, Physical Immunity 80, See the Supernatural, *Vulnerable*.

Size: 36 Colossal **Regeneration:** 17/10
Movement Value: 8/4 **Fatigue:** Tireless

Secondary Abilities: Notice 150, Search 90, Feats of Strength 210, Memorize 50.

To contemplate the Filisnogos is to witness the true meaning of Terror. It is a unique creature whose power is almost divine, nourished during its gestation of countless souls. It is the creature that the antiquity left behind so as to avenge itself on man and make him pay for his sins. Not for nothing, its name stands for "Son of Death."

The Filisnogos is a creature of colossal size, almost as big as a small city. Made up of dark metals and marble, from a distance it has the appearance of an immense mountain of corpses that moves slowly. Its main body is a huge dome in whose center is found a replica of its own creator; which acts like the core of the entity. That beautiful figure is crowned by four extraordinary wings, two with an angelic aspect, but dark like ebony, and a second pair made of bones. From its dome arises dozens of immense tentacles that end in the heads of various beasts. For the common person, its surface seems to be completely smooth, but those who can see spirits will be aware that it's filled with thousands of dead faces and bodies contorted with pain and desperation.

The origin of this nightmare goes way back to the War of God, during which thousands of beings died every day in continuous agony and suffering. Being between all that destruction, Gaudemus, named by his elven brothers the Creator of Wonders, shaped a plan to avenge on those who had taken away everything from him. Alone, in the penumbra, surrounded only by the cadavers of those he loved, he put together an extraordinary golem using the remains of his own city as raw material. To give life to that monstrosity he tried to channel the souls of its inhabitants, but unbeknownst to him, he created a beacon for thousands of spirits rendered by hate. And that creature nourished itself on all that extraordinary power until it became an entity like none else had ever walked the world before. It was only partially awakened for few hours, but even so, death and destruction followed it. Like a newborn who takes its first steps, and with only a fraction of its power activated, the Filisnogos razed all forms of life that was found within 100 miles.

It was only then when Gaudemus understood the true horror that he had created and, incapable of destroying it, he hid it, creating four keys that would completely awaken it. Currently, its place of rest, as well as the location where the artifacts needed to awaken it are found, is unknown. If at some point the Filisnogos is reanimated, it would cover everything in an ocean of blood like none have seen in centuries.

Modus Operandi

Impelled by pain and the wrath of the souls that created it, the only desire that the Filisnogos has is to avenge itself on humanity. It wishes to bathe in the blood of men, crush its civilizations, and erase them from the face of Gaia forever. Unfortunately, its hate is so immeasurable that it is very possible that it would not stop there, and would advance uncontrolled until it destroyed all life on the planet.

Once awakened and in its full faculties, it will move across the world searching for great cities. It uses its appendages to explore, as it can deploy them up to two miles from its body. If on the way it finds small populations, the Filisnogos does not even stop – it has enough with one or two of its tentacles to destroy them. Only in an important city will the Filisnogos manifest itself in all of its glory, to the horror and desperation of its future victims. The only thing that stops it is a deep river, since the creature feels a strong repulsion toward water.

The power of the Filisnogos is immeasurable. It can destroy armies and raze entire cities with ease. In combat, it can carry out up to 7 attacks per turn – one with the Pillar of Souls and six using its appendages. Also, every two turns it generates a field of Gracity Destruction that the creature generally uses against bothersome adversaries or artillery. It does not have any vulnerable points.

Pillar of Souls: The main attack of the Filisnogos is the Pillar of Souls. It is an extraordinary black runic edge the destroyer can manifest or unmake as he wishes. Normally, it emerges from the ground, destroying anything that it reaches, although it can also emerge from its body. This attack has a Breakage of 26.

Appendages: The six enormous appendages of the Filisnogos crush or engulf anything that comes within its reach. Each one of them allows it to make a natural additional attack, for which it does not suffer any penalty to its ability. They can even fight even when its body is underground. If one appendage is attacked, it can withstand 500 points of damage (which is not subtracted from the total points of the creature) before being destroyed. Once they have been cut down, they will emerge again from the central body in 5 turns. Given its great size, it can only use 3 appendages against a target of medium or big size, although nothing prevents it from using it in conjunction with its Pillar of Souls. These attacks have a Breakage of 24.

Filisnogos

Illustrated by © Alicia Casillas

Physical Immunity: As powerful as it may be, no weapon that is unable of damaging Energy has any effect against the Filisnogos. Only supernatural attacks with a presence greater than 80 can hurt it.

Gravity Destruction: Its incredible supernatural power grants the creature a limited control over the gravitational fields of the planet, allowing it to execute an innate earth spell of Gravity Destruction. The spell is cast with its Base Value, that is to say, 180 points of Zeon. It needs 2 full turns of preparation to execute it, during which time the body of Gaudemus begins to gesticulate. It can cast it an unlimited amount of times, maintaining it until everything that is within the dome is destroyed.

Superior Subterranean Movement: The Filisnogos has the ability to bury itself under the ground with ease, something that it normally uses to protect itself from the rain or to avoid being detected from distance. It needs 5 Combat Turns to bury itself over soft earth, and 20 under solid rock. It is also capable of moving across the subsoil, but its Movement Value is reduced by half. While it is buried, the Filisnogos uses its appendages with a penalty of –40 to its Ability.

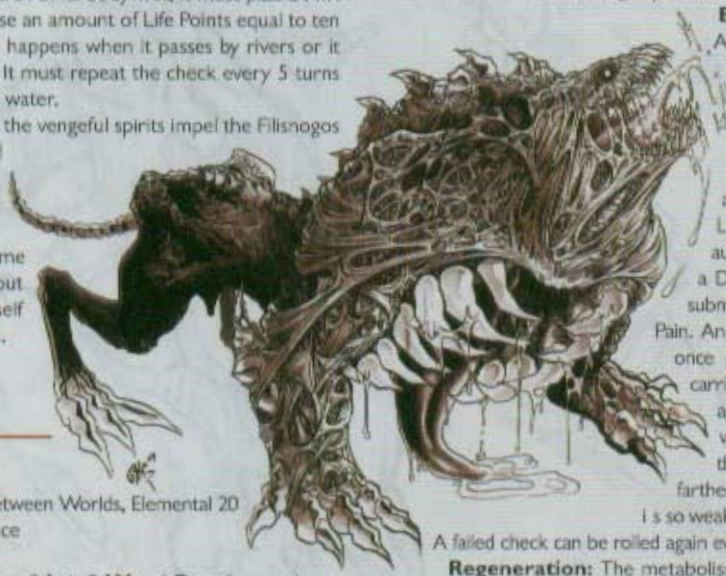
Regeneration (*conditioned*): The body of the Filisnogos immediately absorbs all of the inorganic physical matter that is found around it, so as to cure itself almost immediately of any damage. Therefore, it has a Regeneration of 17 and recovers 100 points of damage per turn. This ability does not work against attacks based on water.

Psychic Immunity: Except for anger or rage, it is incapable of feeling any other emotion and, therefore, it ignores the rest of the psychological States.

Immunity: The Filisnogos is virtually immune to all elemental effects, except for cold and water. Therefore, attacks based on air, electricity, earth, fire, light, or darkness only cause it half damage.

Vulnerability: The physical form of the Filisnogos is vulnerable to water and to cold, therefore any elemental attack based on them produces double damage. Also, contact with water in great quantities acts like a powerful acid against it. If it gets at least a fourth of its body wet, it must pass a PhR Check with a Difficulty of 200 or lose an amount of Life Points equal to ten times its failure level. This normally happens when it passes by rivers or it comes to the surface while it rains. It must repeat the check every 5 turns if it does not protect itself from the water.

Physical Need: Once awakened, the vengeful spirits impel the Filisnogos to kill all that is found in its way and to feed off the death that it causes. Therefore, it needs to end the life of a number of people per day; if it does not, it will start to become debilitated. If a week passes without having killed anything, it will bury itself and will become drowsy once again.



Aberration

Aberration

Spawn of Pain

Level: 4 **Class:** Between Worlds, Elemental 20
Life Points: 900 Damage Resistance
Category: Weaponsmaster
Str: 11 **Dex:** 6 **Agi:** 6 **Con:** 9 **Pow:** 8 **Int:** 3 **Wp:** 6 **Per:** 6
PhR 55 **MR** 55 **PsR** 50 **VR** 55 **DR** 55

Initiative: 70 Natural
Attack Ability: 140 Claws and jaws
Defense Ability: Damage Resistance
Damage: 70 Claws and jaws (Cut)
AT: Physical 3

Essential Abilities: Inhumanity, Fatigue Resistance, Superhuman Physical Characteristics, Without Unconsciousness.
Powers: Natural weapon: Claws and Jaws (Increased Critical, Increased Damage +10), Regeneration 12 *conditioned*, Bond of Suffering (Aura: Pain *conditioned*), Complete Night Vision.

Size: 20 Medium **Regeneration:** 12/3
Movement Value: 6 **Fatigue:** 13

Secondary Abilities: Notice 20, Search 40, Climb 20, Hide 25, Feats of Strength 20.

No one knows the origin of such nightmares that, for lack of a better name, are called Aberrations. These creatures are jumbles of bloody meat and pus, with enormous jaws and sharp claws. Their appearance is very chaotic: sometimes they seem similar to immense lupine beasts larger than adult lions, and other times they are more like a grotesque parody of muscular human beings. As a group, they are a truly a scary thing to see.

The Aberrations are not originally from the real world, but rather from The Wake, where they are found the majority of the time. Unfortunately, they possess an enormous ability to manifest themselves through the gates, being drawn by huge amounts of pain and torment. It is said that when a person penetrates into The Wake through a place charged with suffering, they can leave behind many Aberrations. These creatures have an unquenchable hunger for meat, and where they manifest themselves, they always leave behind a path of destruction and death. Aberrations do not respect any living beings, except for their equals. In many ways, they are the spawns of pain.

Modus Operandi

The only interest that motivates the Aberrations is death. They never elaborate plans, nor do they seem like they need them. Simply, those creatures charge any living being that crosses their path to kill them with claws and bites. They can act on their own or in numerous groups, but not even this way they behave in an organized fashion. In combat Aberrations are terrifying adversaries, given that their bodies, lacking vital organs, can receive enormous amounts of damage without suffering mortal wounds. Either way, hidden behind its ribs is found its heart, a vulnerable point. To carry out an aimed attack towards it has a penalty of –60.

Claws and Jaws: The natural weapons of the Aberrations are prepared to destroy its adversaries from inside with great ease; they get a +20 bonus to their rolls when calculating any Critical. The Breakage of the attack is 5.

Bond of Suffering: When an Aberration receives some type of damage in combat, it instantly creates a spiritual bond with the person that produced it, returning its pain in an incremented way. Therefore, anyone who causes the loss of Life Points to an Aberration must automatically pass an MR Check with a Difficulty of 100 or it will find itself submitted immediately to the state of Pain. An individual must pass a Check only once per Combat Turn, even if it has carried out several attacks with success against the creature. This ability only works while the subject is within less than 5 meters of the Aberration; farther than that, the spiritual resonance is so weak that it does not produce any effect. A failed check can be rolled again every 5 Combat Turns.

Regeneration: The metabolism of these creatures allows them to cure themselves at a prodigious speed; they recover 20 Life Points per minute. This ability only works on attacks caused by physical means, like crushing or slashing. The damages suffered of an elemental nature (cold, heat, electricity, light, darkness, or other similar ones), are only regenerated with level 3.

Complete Night Vision: Natural darkness does not affect the ability of vision of the Aberrations, but supernatural darkness does.

Lord of Darkness

Greater Elemental

Level: 10 **Category:** Between Worlds, Elemental 30
Life Points: 275
Class: Warlock
Str: 12 **Dex:** 13 **Agi:** 8 **Con:** 13 **Pow:** 13 **Int:** 12 **Wp:** 12 **Per:** 11
PhR 100 **MR** 120 **PsR** 95 **VR** 100 **DR** 100

Illustrated by © Alicia Castillo

Initiative: 115 Natural, 125 In human form
Attack Ability: 250 Shadow Claws
Defense Ability: 230 Shadow claws
Damage: 120 Shadow claws (Cut / Cold)
AT: None

MA: 80 Darkness Spells, 60 Others
Zeon: 1,150
Magic Projection: 200 Offensive
Level of Magic: 90 Darkness

Essential Abilities: Physical Exemption, Elemental Immunity: Darkness (half the damage), Inhumanity, Gift, Gestureless Casting, Supernatural Spiritual Characteristics, Superhuman Physical Characteristics.
Powers: Natural Weapons: Dark Claws (Armor Modifier –1, Increased Damage +40, Elemental attack), Damage Energy, Metamorphosis *conditioned*, Mystical Resistance MR +20, Elemental Form *conditioned*, Physical Form at Will, Shadow Eyes (See the Supernatural, Complete Night Vision).
Special: Magic Projection as an Attack.

Size: 24 Big (Var.)
Movement Value: 8
Regeneration: 7
Fatigue: Tireless

Secondary Abilities: Notice 85, Search 25, Hide 50 (100), *History 100, Occult 140, Style 40, Intimidate 80*, Magic Appraisal 110, Stealth 25 (75), Art 60.

The Lords of Darkness are the somber twins of the Maidens of Light, the most powerful of all the dark elementals. They can take many forms, but their true aspect is a colossal humanoid (three meters in height) made up of pure darkness. Their hands are grotesque claws, and their heads are crowned with two huge horns. They do not have face, but their eyes shine like scarlet coal that leaves behind them a trail. Given their terrifying aspect, it should not be a surprise that many of them have inspired a multitude of ancient demons of the Christian religion. When someone is in the presence of one of these creatures in their true form, they normally feel a prick of fear running up their spine. Just like their light twins, the Lords do not eat and drink, nor do they have any needs. In fact, they are practically immortal – they only perish due to violent causes.

The Lords of Darkness are a contradiction in themselves. They are attracted to violence and destruction, but at the same time they love art and beautiful things. Like their sisters, they normally follow the doctrines of one of the Shajads, and on occasions they serve them personally. As a general rule, the Lords of Darkness act in a cold and calculating way; it is very uncommon for them to lose their nerve or become angry. Nevertheless, when they do, the Lords always leave a sea of corpses in their way.

If they can avoid it, the Lords of Darkness do not act in person, preferring to use subordinates that work for them through trickery or intimidation. They also have a multitude of Shadows in their service, which they use for the simplest of tasks.

Given that the Lords can take a different appearance at night, they often mingle with humans and even take on a stable identity. Even so, the most common thing would be to find them in the most sinister areas of The Wake, or in unexplored areas of Gaïa, from where they exercise their influence.

Modus Operandi

Like the Maidens of Light, the Lords of Darkness possess magical abilities which give them a great superiority over any creatures. Runes and mystic symbols are formed in the interior of their dark bodies while they accumulate power; these glyphs allow them to use spells without gesticulating, even while they are fighting. Although the Lords have a great confidence in their magic skills, they enjoy physically fighting against all kinds of adversaries. Normally, the Lords are more than powerful enough by just using their martial abilities but, in the improbable case that they find a threat for them, they can use their spells in a very effective way. Much like many elementals, they do not have any vulnerable point, except for their heart – the focus of their essence. On some occasions, they gain Elan from the Shajad whom they serve.

Dark Claws: The Lords of Darkness use their enormous claws with terrifying precision in combat. They attack like a dark weapon capable of damaging Energy (Breakage 8) and, thanks to their unnatural power, they subtract a point from the defender's AT. In the cases where they assume a human form, their Base Damage is reduced to 100.

Metamorphosis (*conditioned*): During the night, the Lords of Darkness are capable of altering their appearance to take on a male human form (also the aspect of similar races, like Sylvain or Duk'zarist). The Lords only make the change once per evening, although they recover their true aspect any time they desire. On some occasions, especially old elementals can transform themselves more than once and take the shape of enormous beasts or animals. The temples of the Shajads and the places where the natural darkness is especially powerful allow the Lords of Darkness to maintain their metamorphosis even during the day.

Shadow Eyes: Darkness does not affect their ability to see at all, not even darkness of supernatural origin. Equally so, they are able to see spirits, magic, and psychic powers.

Elemental form (*conditioned*): In their true form, the Lords of Darkness are beings of pure darkness that are only damaged by attacks that effect Energy. They have the ability to touch physical objects even when they are intangible. This natural darkness grants them a bonus to their obfuscation, which is reflected in parenthesis in their Secondary Abilities. During the time that they are under another appearance, the Lords cannot maintain this ability and become completely material.

Immunity: Attacks based on darkness produce half the damage on the Lords of Darkness.

Lord of Darkness

Illustrated by © Eliot Gaillet

Appendix I

The other Souls

I don't care up to where our vision reaches.
In our future I can see many horizons ...

Barnabas

The *Anima* role playing game introduces the player in the complex world of Gaia, but this is not the only setting in which it allows to play. Taking the game rules as a base, any Game Master can transport their play to the universe that they prefer, easily adapting any elements that they need. In this appendix we will try to make that task easier, giving some recommendations and advices.

System conversion

The case might come up that some player or GM already has some characters or creatures made from another RPG system, and they wish to make a conversion so as to play with them in *Anima* or vice versa. Although the best advice would be to try to adapt them by directly placing the concept of each character on paper, sometimes it can seem difficult to accommodate the different rules or levels of powers from one system to another. Now we will show you a series of suggestions and routines that we hope simplifies those conversions.

Adaptation of Characteristics and Classes

To convert the class of a character from one system to *Anima* should not be a problem; you simply needs to choose the class what you think is the most appropriate for him or her. In the case of games systems with no distinction between different classes, the best recommendation is to directly choose Freelancer as an archetype. It will also not be a problem to assume what characteristics are equivalents in one system or another. Only Dexterity and Agility are problematic, since many times they appear as one in other systems (like reflexes or simply dexterity). In these cases, you can opt to give them the same value, or alter both of them by increasing one by one and reducing the other by one. Either way, keep in mind that from 10 on the level of the characteristics in *Anima* increases geometrically: a being only needs a Strength 15 to be able to lift 100 tons. You can use as a reference **Table 84**, in which appear a correspondence of various characteristic levels.

Table 84: Adaptation of Characteristics

Characteristic	3 to 18	1 to 100
1	3	5
2	4	15
3	5	25
4	7	35
5	9	45
6	10	55
7	12	65
8	14	75
9	16	85
10	18	95
11	20	100
12	22	110
13	25	125
14	30	150
15	40	180

Levels of power

Many times, the simplest thing to do is to make a direct conversion of power levels. To do this, keep in mind that the advancement of the characters in *Anima* is considerably elevated, and even a level one character is in general very superior to a normal person. Normally, a level one character is equal to level three or four in other games. Depending on the progression of levels of each system, the best recommendation is to divide between two or five to find the equivalent in *Anima*.

Conversion of percentile systems

In many RPG systems that do not use power levels the abilities are calculated using a percentile number. In these cases, the conversion of characters is carried out by directly adapting these quantities. Taking 100% as mastery (or what would be the same, a final ability of 200 in *Anima*), all that is needed is doubling the percentile number to know how much the character would have in that skill. For example, an attack ability of 65% is equal to 130 in *Anima*. To calculate its level, we take into account how many DP it has spent in theory.

Additional rules

Although almost all the rules of this system can be applied perfectly to any type of environment, it is also true that you can find some small problems that can be solved by using the following recommendations.

It is not difficult to adapt firearms to the system

Modern Anima

There is no reason *Anima* has to be used only for medieval fantasy settings. With a little imagination, it is really easy to adapt the system for an actual or a futuristic world, by simply introducing a few small alterations.

One of the first rules that you will need to apply concerns the use of firearms. Except if you admit the use of supernatural abilities, it is completely impossible for a person to stop or dodge a shot from a modern weapon. Therefore, the attacker continues to use its offensive ability in the conventional way (naturally applying its pertinent penalties from **Table 44** and **45**), but the defender cannot use its skills to stop nor dodge, only having its natural defense roll. Only the characters that can reach a difficulty level of Inhuman in their physical control checks are able to use their

Illustrated by © Kaiwa (Chaos Angels)

defense abilities, the same way that they use them against arrows and other projectiles. Magic and psychic shields do stop bullets without any problem. Another aspect about equipment where some modifications should be introduced is in armors and protections. Although as a general rule the actual bulletproof vests (or similar protections) provide an AT inferior to the medieval armors, all them also have a Damage Barrier that reduces or nullifies the impact of bullets and projectiles. Therefore, it is possible to nullify the impact of a bullet, even having taken it full on.

In reference to the archetypes, it does not seem necessary to introduce any variations. The great majority of people would be considered Freelancers, while the more specialized categories, like warrior or weaponsmaster, would be simple enough to change the name to mercenaries. The same can be said about the secondary abilities, although in this case it would be convenient to introduce a few new skills related with the actual environment, like programming or mechanics. It would be also very appropriate to include the ability of driving with two different aptitudes; one for motorcycles, based on Agility, and another for vehicles with four wheels, dependent on Dexterity. All that matters is the interest you wish to put into it.

Magic and other supernatural abilities

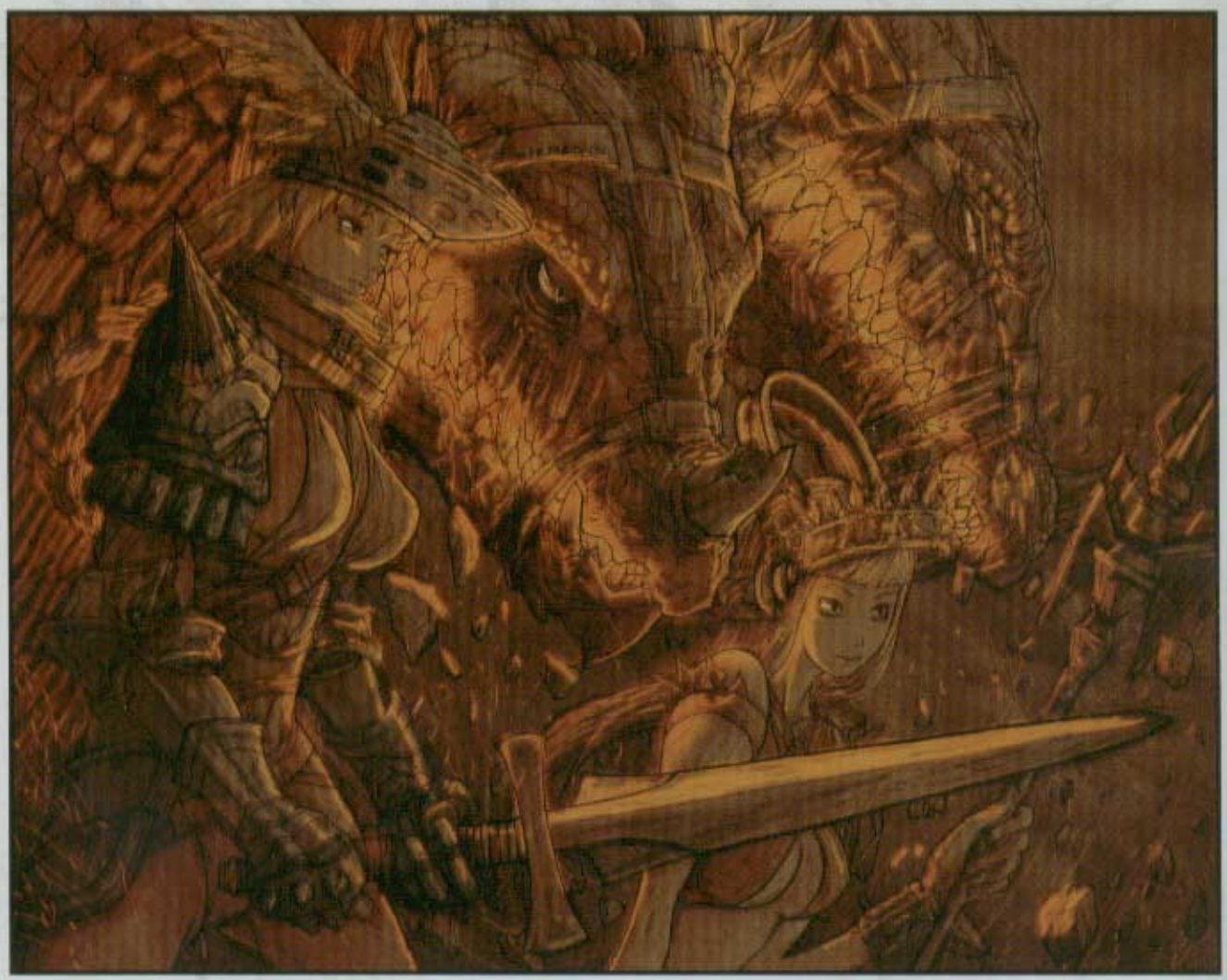
In many fantasy settings magic and other supernatural abilities are something really common. The only thing needed to control its power is to receive the appropriate training, given that the whole world is born with the aptitude to cast spells. In these cases, it is possible that some GMs think that all of the characters should naturally have the Gift, without the need of investing in it Creation Points. Although the idea might seem attractive, this supposes a considerable disadvantage to those players that do not use spells, given that in the *Animo* system magic is extremely powerful, and those points could noticeably unbalance the game. If this situation happens, the best thing to do is to consider that the Gift advantage represents the learning invested by the character to be able to dominate the use of spellcasting, for which he still needs to spend the two Creation Points to have access to the use of magic.

This leads us to another problem; it is possible that at some point in the game a player meets someone that can teach him magic, and even that he wants to declare a class change. Unfortunately, given that during the creation of the character he did not spend the appropriate Creation Points to use magic, he now finds himself with the fact that he is unable of learning it. To solve this difficulty, and only if the GM allows him to, the character could be able to acquire the Gift using the characteristics bonus points that he receives when he goes up an even level. Each one of these bonuses can be used as equivalent of one Creation Point so, if the character wishes to have the Gift, during his next four levels he would not be able to increase his characteristics to "pay" the two points required to access magic.

All of these rules are perfectly applicable to the use of psychic abilities, allowing the characters to awaken their mental abilities in a posterior moment. Many times, these powers have a different origin in each world, being able to represent various forces that have little to do with psychic skills, although in game terms they use the same rules.

Play with supernatural entities

It is not too hard at all to play a game using supernatural beings. Just apply the rules in **Chapter 26** to create any type of mystical creature, like vampires, demons or other legendary beings. Their essential abilities never changes, although you can alter their powers when you level up. The value of the DP of those powers and essential abilities count as a modifier to level. One should not mix the essential abilities that are acquired using Creation Points with those that are gained by spending DP, like for example The Gift or Access to psychic abilities.



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GLOSSARY

Ability: A talent, skill, or aptitude that can be measured by a number.
Ability Check: Dice roll made to determine if using an Ability is successful. A d100 is rolled and the result added to the character's Ability score. If the result is greater than the required Difficulty, it is successful; if it is less, it fails.
Action: Characters may make maneuvers of any type. There are two types of actions: active and passive.
Active Actions: Actions that a character can make only during his time to act in a turn.
Advantages: Innate character features. They are acquired during character creation using Creation Points.
Archetype: General group of character classes.
Armor Type (AT): The protection level that armor provides against a specific type of attack.
Attack: The Ability used to fight an enemy.
Base Ability: The Ability level acquired by means of Development Points, before adding any positive or negative modifiers.
Base Damage: The amount of average damage caused by an attack. This number is modified depending on the final result of the attack; it can either increase or decrease the Base Damage.
Base Presence: The spiritual value of any being or object.
Block: How well a character stops his opponent's attacks. One of the two Defensive Abilities.
Bonus: Number that a character adds to his rolls whenever he uses an Ability. Depending on the situation, it can be applied to all actions or only to certain Abilities.
Breakage: Measures the capacity of weapons to break similar objects when hitting them. Check by rolling 1d10 and adding the result to the Breakage Level. If the total is greater than the Fortitude of the object, it has broken.
Character Level: Measures a character's power. The higher the Level, the greater one's Abilities.
Characteristic Check: A check made against a character's Characteristic. Made by rolling 1d10 and trying to roll below the value of the attribute.
Class: The profession or specialization of a character.
Combat Abilities: The group of skills related to fighting. One of the three Primary Ability Groups.
Creation Points (CP): Points that all characters have when being created to acquire Advantages. Players begin with 3 CP, but they can get more by choosing Disadvantages.
Damage Resistance: Some creatures have the ability to resist damage naturally, whether by size or innate abilities.
Defense: Used to avoid an antagonist. It is divided into two different abilities: Block and Dodge.
Development Points (DP): Points needed to acquire character Abilities. They depend directly on level.
Difficulty: The number that a character must beat in an Ability Check to succeed in his action.
Disadvantages: Inherent weaknesses that can be choosen to acquire additional Creation Points.
Dodge: How well a character avoids his opponent's attacks. One of the two Defensive Abilities.
Dominium: The term used to define the use of the soul in the human body with the objective to increase the body's abilities. It is applied to specific Ki abilities.
Elan: A number between 0 and 100 that measures how much an individual is noticed by beings of great power.
Experience Points (XP): Points a character after each game session. On acquiring enough, the character can increase in Level.
Fatigue: Points that indicate how exhausted an individual is.
Final Ability: The resulting Ability score after adding different modifiers.
Final Result: The result from rolling d100 and adding the number obtained to the Ability being used.
Flight Value: Level of speed and maneuverability of a flying creature.
Fortitude: The resistance of weapons and armor when attacking others.
Fumble: A Fumble represents an automatic failure when rolling d100. Except in some circumstances, it is obtained if the result is a 1, 2, or 3.
Game Master (GM): The person who runs the game and narrates the events that happen.
Initiative: Reaction speed. This number is added to the roll made at the beginning of each combat to decide who acts first.
Intensities: The power level of an energy source, such as fire, electricity, or cold.
Ki: Points of soul energy used to perform exceptional combat feats.
Ki Accumulation: Speed with which somebody can use Ki points. A number that indicates how many are accumulated per turn.
Level of Failure: The difference by which one did not make the required Difficulty.
Life Points (LP): Measure a character's resistance to damage. The fewer you have, the worse your condition.
Magic Accumulation (MA): Capacity to control and to handle magical power. The number indicates how many magic points (Zeon) can be used or concentrated per turn.
Magic Level: A character's magical knowledge. The higher it is, the greater the number of spells and charms one can use.
Magic Path: A category of magic spells.
Magic Projection: Ability with which a spellcaster directs spells he casts.
Martial Knowledge (MK): Points that a character has available to learn Ki abilities and combat techniques.
Movement Value: Speed at which a character moves.
Nonplayer Character (NPC): Character controlled by the Game Master in a game.
One Hunded-sided Die (d100): Rolling dice for a result between 1 and 100. Usually, two ten-sided dice are used for d100, in which one die represents the tens and the other, the ones.
Open Roll: An open roll is obtained when rolling d100 if the result is 90 or higher. When this happens, roll the dice again and add the following result.
Opposed Check: An Ability Check between two characters' Abilities. Whoever gets the higher final result beats the other.
Passive Actions: Actions that all characters can attempt at any time, even if it is not yet their time to act in a turn.
Penalty: Negative number that a character receives to his checks. Depending on the situation, it can apply to all actions or only to certain Abilities.
Player Character (PC): Character portrayed by a player in a game.
Primary Abilities: The main skills of the character classes. There are three groups: Combat, Supernatural, and Psychic.
Psychic Abilities: A character's mental capabilities. One of the three Primary Ability Groups.
Psychic Disciplines: The mental abilities of a character.
Psychic Points (PP): Points that allow psychics to improve their mental abilities and to acquire new powers.
Psychic Potential: The capacity of an individual to use mental Disciplines and to amplify their effects.
Psychic Projection: Ability with which a psychic directs his powers.
Race: The racial or ethnic group of a character. Generally, it is used to define the Nephilim.
Regeneration: The speed at which wounds recover.
Resistance: Capacity of a character to resist different effects and damage; depends on Presence. Five types of different Resistance exist: Disease Resistance (DR), Magic Resistance (MR), Physical Resistance (PhR), Venom Resistance (VR), and Psychic Resistance (PsR).
Secondary Abilities: Skills related to fields other than the primary ones.
Status: A character's overall condition.
Summoning: The mystical Abilities that allow characters to summon, control, and dismiss supernatural beings.
Summons: Powerful beings that can be called in exchange for pacts to obtain benefits from them.
Supernatural Abilities: Magical capabilities. One of the three Primary Ability Groups.
Surprise: Condition of someone when he is not prepared or not expecting something. When a character is surprised, he suffers a Penalty of -90 to all actions.
Ten-sided Die (d10): Rolling a die for a result between 1 and 10.
Type of Attack: The form of an offensive action, depending on the weapon or method used. Seven different types exist: Impact, Cold, Cut, Electricity, Energy, Heat, and Thrust. An attack is also critical if it causes the loss of half of a character's remaining Life Points.
Weight Index: How much weight a character can lift. Also measures the maximum weight that can be carried.
Zeon: Magic points that are used to cast spells.

フィアト・ルクス

ANIMA

BEYOND FANTASY

AND MAN FORGOT...

WHAT HAPPENED, NONE CAN SAY.
WAS IT AS SIMPLE AS THE PASSAGE OF TIME?
DIVINE WRATH FROM A FORGOTTEN GOD?
OR DID WE DO IT TO OURSELVES?

MAN IS BUT A FRAGMENT OF WHAT HE ONCE WAS,
LIVING IN THE SHADOW OF HIS FORGOTTEN HISTORY.
THE PAST BECOMES RUINS. THE RUINS CRUMBLE TO DUST.
AND THE DUST BLOWS AWAY WI TH THE WIND.

DURING THAT EPOCH, THE WORLD HAD ANOTHER NAME.
BUT NONE IS LEFT TO REMEMBER IT.

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