The Techno-Mages
Fact Book

**Written By
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Babylon 5 Created by J. Michael Straczynski

What will be, shall be? Divinity, adieu.
These metaphysics of magicians,
And necromantic books are heavenly;
Lines, circles, letters, characters.
Ay, these are those that Faustus most desires.
O what a world of profit and delight,
Of power, of honour, and omnipotence,
Is promised to the studious artisan?
All things that move between the quiet poles
Shall be at my command. Emperors and Kings,
Are but obeyed in their several provinces,
But his dominion that exceeds in this,
Stretcheth as far as doth the mind of man:
A sound magician is a demi-god...

Christopher Marlowe

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Introduction

'We are dreamers, shapers, singers, and makers. We study the mysteries of laser and circuit, crystal and scanner, holographic demons and invocations of equations. These are the tools we employ and we know many things.'

Elric to Captain Sheridan in Babylon 5: 'The Geometry of Shadows'

With this line, Elric introduces the fans of Babylon 5 to a mysterious organisation known as the *techno-mages*—the ultimate proof of Arthur C. Clarke's famous Third Law: 'Any sufficiently advanced technology is indistinguishable from magic.' Techno-mages appear, even upon careful study, to be the futuristic version of wizards. Cloaked, casting spells, speaking in riddles—the character of Elric could just as easily have been Gandalf or Merlin. In fact, who's to say Merlin himself was not, in truth, a techno-mage? Perhaps he was...but if so, only the techno-mages know for sure.

Within these pages, the mysterious order of techno-mages is at last introduced to the Babylon 5 roleplaying community. This group adds nothing less than an entire collection of techno-magical characters, spells, items, and technology to the game. However, despite appearances, the reader must remember that *technomancy is not magic.* Everything a techno-mage does can be traced back to the filaments of highly advanced technology strung throughout his body. Magic is not something that can be easily taught, but takes a lifetime of study to completely master. The life of a techno-mage is a constant struggle to control his destructive impulses and live up to the tenets of his order.

Organisation of the Techno-Mages

The techno-mage order is made up of approximately 500 members. Of these, the top five comprise the *Circle*, which is responsible for all decisions affecting the order as a whole. For the most part, these decisions are few and far between, so the Circle meets only rarely. Only of late have events begun to demand the Circle's full attention.

At the time the Babylon 5 series begins, the Circle consists of Elric, Kell, Ing-Radi, Herazade, and Blaylock. Elric is Galen's master, and is well known to Babylon 5 fans for his appearance in the episode 'The Geometry of Shadows.' Kell is a direct descendant of Wierden, meaning he can trace the master-

How to Use This Book

The primary focus of this product is towards the use of techno-mages as player characters. However, techno-mages are extremely powerful in the Babylon 5 setting. Even a low-level mage can dish out more damage with but a thought than most other characters can even dream about. Thus, to keep things balanced, mages are physically weak, and their ability to cast spells is drastically limited. While indeed powerful, a techno-mage is still a living being, and can be hurt or killed.

Games Masters who worry that techno-mages are too powerful to allow as player characters should strongly consider the various balance factors provided hereafter. Mages must remain in an apprenticeship for at least their first three levels, limiting their ability to act independently. Furthermore, for as long as the techno-mage order exists, he must obey their Code or risk destruction. Thus, a techno-mage cannot use his powers for personal gain, to wantonly destroy his enemies, and the like. A mage should always be a mysterious figure, never quite explaining his true purpose, always making even his allies wondering what he is really up to, and why he is on their side.

Techno-mages also make excellent non-player characters. Consider a scenario where the players are enlisted to hunt down a rogue mage, or enlist the aid of an unwilling one. What sort of promises would a techno-mage demand in exchange for his aid? How would a rogue, facing his own death if he is captured, stand up to a determined batch of players? These are but two of the potential uses for mages in a campaign. The possibilities are endless!

apprentice line directly back to Wierden himself—founder of the techno-mage order as it exists today. Ing-Radi is a Kaitay healer, and is the only member of the Circle who is not human. Herazade is the newest member of the Circle, receiving the nomination at the previous Convocation; she tends to be extremely liberal in her decisions. Blaylock is in many ways her opposite, being more like a monk than any of the others. He practices ritual scouring and teaches his apprentices to avoid all materialism. (For more information on these individuals, see the chapter on Personalities beginning on p.126 of this book.)

Beyond the Circle, mages have no ranks or seniority other than the number of years they have been a mage, although this has little to do with decision-making since mages usually keep to themselves. Although mages do sometimes dabble in other professions, they always return to their roots. Mages do not join other organisations, although they do sometimes lend their aid when the feel it is for the greater good. However, for the most part, they stay behind the scenes.

This has not always been the case, of course. In centuries past, techno-mages were much more active in galactic affairs. In those days, they were advisers, leaders, inventors, and even heroes. Since then, however, they have gradually stepped farther and farther back, slowly reducing their numbers and refining their role in the Galaxy. Now, they are little more than observers, lending aid where they can but otherwise having no interest in influencing others.

Techno-Mage Society

Techno-mages do not have a formal organisation with 'ranks' or any other kind of structure. Each techno-mage is an independent unit unto himself, with only his apprentices as company. Many are loners, while others form a home on a remote or low-tech world where their studies will not be interrupted.

Techno-mages do not generally associate with each other. Because their technology is inherently chaotic, they always spend a great deal of time controlling their natural impulses towards disrupting whatever they can. When mages get together for any length of time, their technology seems to resonate amongst them, making tempers short and fights commonplace. Even the few techno-mage groups that exist, such as the Kinetic Grimli, are spread out as much as possible, meeting only to pursue a common goal, such as the construction of a new ship.

Despite this, every three years there is a Convocation—a meeting of all mages on a world called home by a member of the Circle. Virtually every mage in existence meets there for several weeks, talking and sharing experiences. Inevitably, there are fights, but the virtue of solidarity is always kept in mind, and no one is ever killed at these meetings. The presence of powerful healers is sufficient to heal most wounds quickly enough.

It is at the Convocations that most decisions are made affecting the order as a whole. The Circle ordinarily makes decisions internally, but occasionally takes the opinions of the individual members of the order into consideration. The Convocation also provides the opportunity to initiate new mages, retire old ones, and make changes to the makeup of the Circle. However, Convocations are not all about votes and decisions. They are a time for discussion and sharing, of knowledge and solidarity. For those who see magery as an exciting adventure, they are also a time of great fun and excitement.

After the Convocation is over, the mages return to their homes on their own time. There is never a formal end to a Convocation; each mage departs when he is ready to depart. In the end, the last mage is the one who hosted the event, and for him, things quickly return to normal—at least, until the next Convocation.

The Making of a Techno-Mage

The techno-mage order is almost 1,000 years old, but at present contains only about 500 members. From this, it should be obvious that becoming a techno-mage is a difficult process that cannot be undertaken by just anyone. If becoming a mage were easy, the galaxy would be swarming with them.

Most techno-mages are selected at a very young age. Many are the children, either legitimately or illegitimately, of a mage. Some are orphans in whom their teachers saw a spark of something promising. A few are given up as tribute to a mage for services rendered. It is not unheard of for a techno-mage who seeks an apprentice to agree to provide aid in exchange for a child to raise and train as his 'heir.'

It *is* almost unheard of for a techno-mage to accept anyone who comes to him asking for training. Those who come asking for power usually want it for all the wrong reasons. The techno-mage order is well aware of the temptations their abilities provide, and will quickly reject anyone who succumbs to this pressure.

The Techno-Mage Code

A mage's training begins immediately. From a young age, the apprentice is first schooled in techniques of mental and physical discipline, while being taught the seven principles of technomancy: solidarity, secrecy, mystery, magic, science, knowledge, and good. These seven tenets define what it is to be a mage, and are collectively known as *the Code*. The youth's education and exercises proceed for years as his mind and body are prepared for what is to come. If the apprentice fails to accept the Code, or his body is deemed too weak to accept the implants, he is quietly released from service and returned to his people. After that, he is forgotten, and other mages are no longer permitted to interact with him.

The seven principles of magery are one of the most important facets of life in the techno-mage order. They are as follows (in no particular order, as no one principle is deemed more important than any other):

Solidarity: A mage is not alone. He is a member of an exclusive group who are, despite their differences, part of an extended family. The tech that infuses their bodies unites them. A mage will not make war with his fellows, and will not take actions that will endanger the order. He obeys the decisions of the Circle without question.

Secrecy: Techno-mages do not discuss the nature of their abilities with non-mages. They do not explain how their 'magic' works, even in passing. They will not turn over samples of their technology to non-mages for examination, and if they provide a techno-magic item to a non-mage, they are responsible for ensuring it does not fall into the wrong hands. Furthermore, the body of a dead techno-mage should be recovered if at all possible, so that it can be ritually cremated and the tech within destroyed.

Mystery: Techno-mages are mysterious figures that serve their own ends. They come and go as they please, often appearing and disappearing seemingly at will. Mages do not obey the orders of anyone but themselves and the Circle. Actively seeking a mage's aid can be a fruitless task, and more often than not, a techno-mage will provide help only to those who do not seek it. Even in areas where they have established a known presence, a techno-mage keeps his secrets to himself.

Magic: Techno-mages focus their lives on the application of magic for their own benefit, the benefit of the order, and the benefit of others. They do not reject or discard their technology to pursue another path. Taking on the tech is a lifetime commitment. Although a techno-mage character might acquire a few levels in another class, these are only in support of his techno-mage abilities. He will always return to the magic in the end.

Science: The mage knows that while his technology appears to be magical in nature, it can be fully explained through science. Exciting atoms in the air produces fire; flight becomes possible by manipulating a projected platform under one's feet. A mage employs his abilities using the scientific method, taking nothing for granted. He is always working to understand the ways and means of the tech, and actively searches for new methods to employ it for the betterment of himself and others.

Knowledge: Mages are not warriors or generals, but scholars and sages. While others fight, they collect knowledge and seek understanding. A techno-mage seeks to uncover the mysteries of the universe, of his tech, his environment, and himself.

Good: Techno-mages do not employ their power for personal gain. A mage could easily use his abilities to become wealthy, or set himself up as the ruler of some out-of-the-way planet.

Techno-mages are above such things. If they do perform a public use of their abilities, it is only to help others and do the greatest good.

A mage who violates the Code will be warned or even punished by the Circle. Continued violations escalate the punishment, and if the problems continue the Circle may be forced to take the ultimate act: *flaying*. This terrible response involves literally ripping the tech out of a mage's body one filament at a time, causing incredible pain and a lingering death. A mage who has not yet left the chrysalis stage can survive a flaying, but they will be little more than as shadow of their former selves.

Completing an Apprenticeship

A mage first begins to experience what it means to have implanted technology once he receives his chrysalis. This item, designed specifically for him, attaches to the back and connects to the spinal cord and brain stem. The chrysalis can be activated and deactivated at will by the apprentice's master, allowing the student to practice without risk of injury to himself or others. Apprentices are not normally allowed to employ their chrysalis without supervision, although this rule is relaxed as a student becomes more and more adept.

As time passes, the master permits the apprentice longer and longer periods on his own, where he develops his own methods for employing the tech. Each mage 'sees' the magic in his mind in a different way, depending on his own personality and aptitudes. Some focus on the mathematical and scientific aspects of the tech, while others perceive spells as intricate strokes of art. A mage's methods are unique to himself, and because of this, he cannot teach new spells to others. A mage can see a spell's result and create his own spell to perform the same function, but only using his own unique 'language.'

Once a mage has completed his training, he undertakes a final initiation, called the *Becoming*, in which his master tests his worthiness to advance to full mage status. A master must be very careful to ensure that his student actually meets all the requirements and is of sound mind, because if the apprentice later proves to be flawed, it is the master who will have to answer to the Circle. Each master tests his student in his own way, ensuring that all seven tenets of technomancy are properly understood and followed.

Once the Becoming is complete, the chrysalis is removed and the complete set of implants are installed. This process takes several days and can be quite painful, but a good student will be prepared for this. Once the installation is complete, the tech never leaves the mage, and he is beyond the direct control of his master. The full-fledged techno-mage takes his place with the others of his kind, and sets out to make his way in the Universe.

History of the Techno-Mages

T his chapter presents a complete history of the techno-mage order up through the end of the events documented in *Crusade*. Those who have not yet experienced the *Passing of the Techno-Mages* trilogy should skip this section, as it presents numerous spoilers that will ruin the reader's experience of these excellent books.

Before the Techno-Mages (Prior to 1172)

To understand the techno-mages, one needs to understand the race that became the techno-mages: the Taratimude.

The Taratimude were a race defined by war. Their planet, Fallav IV, was a lush yet geologically unstable planet on the border of Orieni space. A mass of mountain ranges, deep canyons, small oceans, and hundreds of small seas and large lakes made up the terrain. Erupting volcanoes and towers of superheated steam dotted the landscape, creating violent weather patterns. On this beautiful and deadly world, one race arose into sentience—the Taratimude.

The Taratimude were a mammalian race, reminiscent of the bats found on Earth or the frast kevo on Brakir. Standing 6 to 8 feet tall and covered in gold, blue-black, or red fur, these lithe beings were an imposing and beautiful sight. Although they possessed large wings, they could not truly fly, nor did they need to, for their world was one of thermal updrafts that they could ride for dozens of miles at a time. Unfortunately for them, the corrugated make-up of their landscape led to the formation of hundreds of small city-states scattered across the land. The terrain was too broken for easy commerce between the cities, although flying from one to the other was relatively easy. Being a proud and aggressive people, quick to insult and anger, clashes between these city-states were a constant fact of life; for resources, for slaves, and for the sheer bloody-mindedness in their makeup. This combative attitude was one that would indirectly lead to the destruction of the race.

For, while they never achieved spaceflight of their own, they were watched from afar. Yet again, the galaxy was preparing for war between the proxies of the Shadows and the Vorlons. Over 600 years before the start of the great Shadow war, a Streib collector ship stumbled across Fallav IV. They observed the constant warfare as legions of Taratimude glided across the sky or marched across the mountains and butchered each other with rifles, flame-throwers, and their bare claws. And

to the Streib and their Shadow masters, this was good. They kidnapped several dozen Taratimude warriors and brought them to Z'ha'dum.

To the Shadows and their servants, this could not have been better timed. The Shadow wars had become ever more brutal as the Shadows and Vorlons became more fixated on outright winning over the growth of the younger species. Both sides had by now realised that they were too evenly matched and needed to create forces that would tip the balance. For the Vorlons, this was the Minbari and the telepaths. The Shadows had their Drakh and other servants, but they felt that they needed something else—a living secret weapon. To this end, the Shadows directed the creation of a new group of warriors to fight for them—creatures that would be as powerful as the Shadows and Vorlons themselves. They would have bio-implants that would not only give them great powers but would also make them even more aggressive, more prone to violence and chaos. These creatures would eventually be known as the techno-mages.

To the Shadows and their minions, these nascent mages were the Chosen. For centuries, the Drakh and Streib had searched for the perfect species to receive this honour—one that had the aggressiveness, the glory of chaos and battles already present in their beings without manipulation by Shadow influence. Secure in their belief of the rightness of their cause, they knew that the universe would provide. In 642 AD, when the Streib found the Taratimude, the universe obliged.

The Taratimude brought back were tested to destruction, screaming in agony as new attempts at implantation were tried, and new genetic modifications were attempted. Other species died in their own horrors, engulfed in Shadow-skin coverings as their bodies became involuntary incubators for these implants. When the implants were ready, they were unceremoniously carved from the still-living beings and implanted in the captured Taratimude. Failure followed failure, but each sacrifice brought a small amount of progress. When they ran out of test subjects, Streib collector ships simply brought back more. Finally, one implanted Taratimude whose name was never recorded burst screaming from his restraints, tearing the Drakh around him apart with advanced energies. Dozens of Drakh and Wurt died subduing him while the survivors rejoiced. They had finally succeeded!

Back on Fallav IV, the Drakh had not been idle. Quietly, they would appear to different city-states, offering counsel and information that often tipped the balance of power. Their reasoning was twofold. First, they needed to make sure that no city-state became too powerful. Were one to actually conquer the rest, then peace would break out and blunt the edge of their chosen species. Secondly, they cultivated

a legend of strange beings that appeared as prophets and advisers in times of trouble—a mythology that was essential to their plans.

In 1172 these plans unfolded. The implants were ready and the war was coming. It was time for the Shadows to put their plan into action. To do so, they needed to pick the perfect Taratimude to be the first of their warriors. In the city-state of Chilleen, they found her.

Wierden tak Voulos was a mid-level officer in Chilleen's military, renowned both for her tactical brilliance as well as her brutality. In her numerous campaigns, her forces would achieve victory often against terrible odds through cunning, deception, and superior tactics. Afterwards, she'd slaughter whoever remained—males, females, children, and hatchlings alike—as an example to her enemies. Unfortunately for her, Chilleen was a city-state based on ancient family lineages of which she was not a part. She could never become a Warlord or Praetor, and so she seethed as she watched the less capable but better born gain prominence and use her to win more victories. She was the perfect choice for what the Shadows had to offer.

The Birth of the Techno-Mages (1172-1256)

In 1172, while sleeping on her perch in her field tent, Wierden was awakened by a shadowy figure calling her name. As she leapt over and drew her gun, her visitor calmly turned on the lights. To her surprise, she was facing a Drakh, one of the fabled prophets of her people. They talked the whole night through about her situation and the unfairness of her lot. Finally, the Drakh sat back in his chair and asked her that most dangerous of questions: 'What do you want?'

'Power,' came the immediate reply.

With that, the bargain was sealed. In the morning, when Wierden's aide came to wake her, she was gone. Her warlord breathed a sigh of relief. As capable as she was, one always had to worry when she would finally grow tired of playing second fiddle. He was much safer this way—or so he thought.

Wierden was brought to Z'ha'dum for implantation and training. The implantation process was agonising, but she stayed silent, focusing on what she would do with her promised power. When done, she spent months being trained in her new abilities as well as subterfuge, stealth, and misdirection. She knew that her side of the bargain would be to serve the Shadows in their upcoming war, but now she realised that it would be as no mere warrior. Rather, she would fight in the shadows. Manipulation, assassination, and terror would be her weapons.

In 1173, the first of the Chosen was returned to her city-state on Fallav IV to secure her rightful place. Within months she ruled it, and within a year it was 5 times the size that it had been. Few stood in her way; those who did had a tendency to burst into flames, melt, or simply disappear. No assassin could get close, no enemy bullet could touch her.

Their experiment a success, the Drakh approached another Taratimude on the other side of the planet. Osiyrin gev Tachal was the second Chosen created, but not the last. Over the next 50 years, 300 Chosen were created in city-states scattered across the globe. Some took the reigns of power; others manipulated or advised their nominal rulers. Some gloried in conquest and some worked to improve their people's lot. Inevitably, their nations grew until only those led by the Chosen remained. At this point, driven by their implants and their own aggressive natures, the Chosen turned on each other.

The results were horrific. With an understanding of the technologies of war far beyond what their race possessed, they introduced devastating new weapons. Soon atomic clouds rose above cities while nano-viruses crawled across the surface of the planet. By the time of the Shadow War, there were only 112 Chosen left, ruling over a dying population of less than a few million. The frightened Chosen tried in vain to save their planet but found that they could never work together. Negotiation would dissolve into arguments and then to combat as their implants subtly influenced their already combative natures.

Then the Shadows came to collect on their end of the bargain.

The Great Shadow War (1257-1268)

Across the galaxy, war had begun. The forces of the Shadows began to rise, sowing conflict and chaos wherever their minions travelled. Into this fight entered the Chosen.

On countless planets, they slew those who worked for peace and alliance, advised those who thirsted for war, and intimidated the masses. Their technologies were so advanced that it appeared to the other worlds as magic, and so they began to be called by a new name—the techno-mages. However, while history records hundreds of their overt actions, lost are the records of the far more numerous activities of a more subtle nature that they performed. For every instance that a techno-mage was known to be acting, there were dozens of occasions where nobody knew a mage was even present. They might be a bystander who incited a crowd. They might cause a flagship's weapons to deactivate in the middle of a battle. One of their most effective actions

was to impersonate the great Minbari Alit Dolose, making nonsensical orders and beating subordinates while the real Dolose slept in his room or was unconscious, stuffed in a crawlspace. There are many Minbari who are convinced that had Alit Dolose not been relieved of command of the forward staging base Imatrii, it might never have fallen to the Shadows. Little do the Minbari know that it was a techno-mage who almost cost them the war.

However, even with the actions of the techno-mages, the appearance of Valen with Babylon 4 finally turned the tide against the Shadows. The techno-mages, while individually extremely powerful, were simply to few to win the war on their own. In a sense, the Shadows' philosophy doomed their effort, the techno-mages were so prone to conflict that they never grew enough in numbers to be a decisive force for the Shadows.

The Shadows, for their part, were not too disturbed. There was always next time. More importantly, the techno-mages showed themselves to be a resounding success. They were tasked with the most critical assignments, eclipsing even the Drakh in their importance. Their skills had risen to the point where they could subvert an entire world with ease; a fleet of enemy warships was a minor nuisance. The Shadows knew that the techno-mages would continue perfecting these skills after the war, spreading chaos and conflict and weeding out the weak in the galaxy. They were well pleased with their Chosen.

Wierden had proven herself numerous times during the war in actions both gross and subtle. She gradually became a leader to the other techno-mages due to her exceptional skills and brilliant mind. However, a strange thing had happened to her during those 11 years. She found herself growing tired of war. While the mages were away, their planet died. Every Taratimude that was not a techno-mage lay dead on their planet, killed by disease, starvation, and battle. Their once green world was now a brown toxic ball, bereft of life.

Wierden wept for the death of her race and her home. She had finally come to realise that the gift of the Shadow tech was no gift at all. Rather, it was a curse that had doomed not only her own race but so many others during the war. She became sickened at the sight of entire races being slaughtered for not purpose at all, save spreading more death and destruction. Her breaking point was her last action during the war. On the planet Narn, the great prophet G'Quan led the mindwalkers in a campaign against the Shadows, driving them from their base on the planet. The outraged Shadows ordered Wierden to punish them by hunting down and killing every last Narn telepath.

On Narn, Wierden saw a planet much like home had been: green and vibrant and home to a race that was strong and aggressive. Wierden resisted her orders, and in response her Drakh handlers shut down her tech and 'convinced' her to join the Shadow warriors and to do as she was told. She did. Wierden emerged from the war profoundly changed, wanting nothing more to do with war and death.

As the war had progressed, the techno-mages' numbers had dwindled, for they were not immortal. Only 47 survived the conflict, with four being slain in failed attempts to assassinate Valen. In 1259, Wierden gathered the remaining techno-mages at a convocation on their ruined world. Wierden pointed out that the war would not last forever and when it ended, the techno-mages would go back to slaughtering each other. The discussion grew increasingly heated, but at the end, the techno-mages established Wierden's Code, realising that they needed something to keep them from destroying themselves. Thus the Code was born.

Although never rigidly followed until the time of Kell, the Code enforced enough discipline to keep the order alive for the next thousand years. The Shadows were not pleased but were confident that the techno-mages' programming would win out in the end. Also, the Shadows had begun to realise, as Wierden had, that without some sort of artificial support, the Chosen might kill themselves off. Better to give the techno-mages the illusion of control so that, when the next war broke out, the Chosen would again be available.

When Wierden gained control of the Circle, she realised that many such changes needed to be made for her newborn order to survive. The most obvious was that there were no more Taratimude to recruit as techno-mages, so immediately after the war they began to accept apprentices that showed promise from any race. Prior to the fourth Convocation in 1268, Wierden met with the Drakh and reached an agreement for the survival of her order. The Drakh would provide the chrysalises and techno-mage implants, so long as one of the line of Wierden who led the Circle would secretly meet before every Convocation and proclaim their loyalty to the Shadows. Wierden walked away pleased, having no intention of her order fulfilling that promise. The Drakh walked away, chuckling. They knew that the techno-mages had no choice.

By the time of the 1277 convocation, 17 apprentices were ready to become mages. By the end of the century, there were over a hundred techno-mages wandering the galaxy.

The Time of Wierden (1268-1279)

Initially, not all of the Taratimude techno-mages truly embraced the code. Several enjoyed the destruction and cruelty they had wrought and had no intention of letting a silly Code change that, regardless of what they agreed to. They found the Drakh more than willing to provide implants outside of the Council to such like-minded individuals. They and their apprentices went off, delighting in starting wars and conquering their own little empires. Some empires stretched across an entire continent. Some stretched across an entire solar system. The techno-mage Neldonic's rule of the worlds of the Letal was one of the most successful, stretching across 4 planets and lasting for almost 7 decades before he grew bored and made their sun go nova.

Three of these rogue techno-mages went forward to change the face of the galaxy. The techno-mage Frazur and two of his apprentices, Ghtvic and T'Ke'Vax, arrived at Centauri Prime in time to witness a minor noble destroy the entire sentient race of Xon. This noble was in a precarious state at the time, with minimal support from the other nobles and about to be executed. Frazur smelled an opportunity. He and his apprentices surreptitiously killed this noble's rivals and made him an offer that he couldn't refuse. Within days, this noble declared himself Emperor of Centauri Prime, while the three techno-mages publicly bestowed their blessing upon his reign in a mammoth show of fire and light. Most Centauri had heard of the techno-mages and, when they realised that three stood behind the new Emperor, decided to declare fealty rather than face a painful death.

Frazur ensured that the new emperor remain in power, slaying rivals or pitting them against each other. In time, he became more feared than the Emperor, something that worried the Emperor not at all, as he happily drank and wenched himself into oblivion. However, Frazur and his apprentices soon realised a fundamental truth about the techno-mages—they don't work well together. Over a period of several years their relationship soured, each wanting to become the sole power behind the throne. Finally, their arguments erupted into violence. For 3 weeks, battle raged across the capital city, laying waste to blocks at a time. Fireballs, explosions, phantom troops, and all kinds of horrors spread throughout the cities. Finally, things went still as they finally destroyed each other in a massive otherworldly explosion. As the terrified residents poked their elegantly coiffured heads out of their dwellings, they took stock of their situation. Half of the city was levelled or burning, and tens of thousands of Centauri lay dead.

Wierden had not been idle while all of this happened, of course. She worked hard to convince mages to join the group and embrace the Code. Her goal was to change the techno-mages into something more benevolent, using their tremendous powers to help, not to harm. She constantly talked of her dead homeworld and preached control of their destructive influences.

Unbeknownst to her, a few techno-mages were still acting as servants to the Shadows and informed them of all that was going on. The Drakh began to believe that Wierden might be attempting to actively thwart the Shadows, which in fact she was. Things came to a head when the Circle discovered that one of their techno-mages, Osiyrin, was studying the Drakh and other Shadow servants to learn their weaknesses. Rather than have him killed, Wierden merely reprimanded him. When two of the mages on the Circle, Dreyas and Xithil, reported this to their Drakh handlers, the Drakh became outraged. These two mages convinced Wierden to leave her sanctuary and meet them on their homeworld with the promise of a miracle happening on the dead homeworld of the Taratimude. Full of hope for the first time in years, Wierden rushed to her home. After landing, she felt her Shadow tech shut down, and several Drakh warriors emerged from the dead brush. Although she fought tooth and claw, she was subdued and brought to Z'ha'dum.

When she arrived, her fate was laid before her. She would become the new control centre for the Eye, a massive techno-organic construct that acted as the heart and brain of all of the Shadow's operations. Abruptly, Wierden stopped resisting as she saw a chance to undo all of the horror that she had wrought in the war. She would enter the machine and take control, destroying the Shadows once and for all. She knew that there would be an epic struggle for control, but she was sure that she could prevail. As the machine engulfed her, she prepared to fight with all the strength and will her body possessed.

The battle lasted 4 minutes. In the end, the machine overwhelmed her and she learned that she had no control at all. She was now no greater than a thrall in a Shadow cruiser. She would serve the Eye for almost a thousand years as the mindless co-ordinator of the Shadows' actions.

The Rise of Fear (1260-1483)

Back in the Circle, there was much apprehension. They knew that the Shadows had become displeased and wrought their vengeance on Wierden. None of the mages wanted to share their leader's fate. Their spirits broken, they quickly decided that they needed to heed this warning and change their focus back to what they were designed for. The Code was interpreted to be a way for the techno-mages to deal

with each other, but outside the Code, they must follow their Shadow-enhanced impulses. For over 200 years, the techno-mages became some of the most feared creatures in the galaxy.

For those two centuries the techno-mages ran wild. They conquered, enslaved, and gave leave to their most basic impulses. The mere rumour of a techno-mage being in the area could make whole nations shudder, for while they might show up at the head of a conquering army, they could just as easily be behind the scenes, manipulating occurrences for their own gain or simply their own amusement. The dead worlds of Nimbet and Talkos 7 are but two examples of the misery that they spread during this dark time.

Yet not all was dark for the techno-mages. Osiyrin and a few others laboured mightily to keep the traditions of Wierden alive within the order. Although he ceased his studies of the Drakh under penalty of flaying, Osiyrin kept a small group of mages together, following the Code and trying to sway others to their beliefs. It was fortunate that they did, for one of their own, the mage Drizzic, was about to almost destroy their order.

The Fall of the Techno-Mages (1484-1497)

Drizzic was a Hyach and a member of the circle at the beginning of this period. He was also arrogant, cruel, and not especially wise. This last was proven when he decided to engage a small spaceship that was spying on the techno-mage Convocation of 1484. After a quick engagement, Drizzic's crippled vessel limped back to the planet where, when the Circle realised what he had done, he was promptly flayed, all of his Shadow-tech being sliced from his still-conscious body. It was far too late.

The Vorlon Kosh had been observing the techno-mages since their very first Convocation. His natural affinity for the lesser races made him the obvious choice for this mission. Although he had no love for any minion of the Shadows, in mages like Wierden and Osiyrin he saw a glimpse of what could be—that the mages might be able to overcome their impulses and be a force for order in the universe. Several times he had been able to convince his fellow Vorlons to simply observe
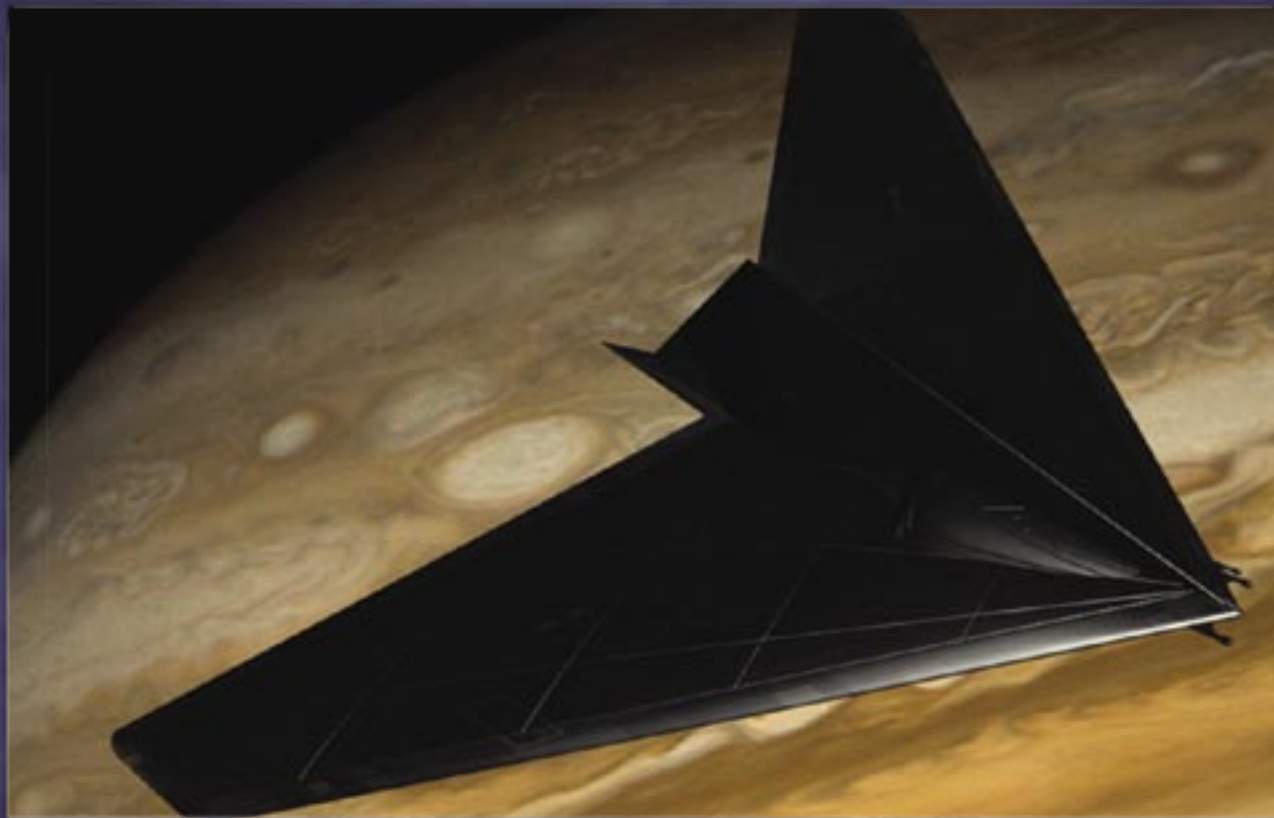
Birth of the Pinnace

The Golden Age also saw the birth of one of the most recognisable implements of the techno-mages, the ship known as the *pinnace*. For over 150 years those techno-mages most skilled and fascinated with technology had gravitated together, eventually becoming known as the Kinetic Grimli. They spent years tinkering with different ships and gadgets, always looking to squeeze that last percentage point of performance out of any machine that they encountered. For decades, the techno-mages regarded this group with a mild amusement, wondering why they didn't spend their time concentrating on more important things. The Kinetic Grimli simply smiled and then went back to work.

In 1612, the Grimli proudly stepped back and revealed a gleaming black ship that they simply called the *Mystic*. To everyone else in the galaxy, this wedge of a ship became know as the techno-mage pinnace. From then on, the Kinetic Grimli were swamped with requests for their amazing vessels and, as usual, they smiled to themselves and got down to work.

Over time, the pinnace became the de facto techno-mage vessel, a symbol of their status and abilities. The pinnace has improved over the years from the original design, but still remains a small, stealthy, wedge-shaped craft capable of a variety of improvements. For more on this ship, see the pinnace special rules found on p.120 of this book.

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the techno-mages rather than destroy them. When Drizzic attacked Kosh's ship, the Vorlons declared war.

For 13 years the Vorlons hunted down the techno-mages. It was rare that the Vorlons themselves took direct action, of course, but the Minbari and some other races made excellent surrogates. It helped the mages not at all that they had not taken great pains to blend in, and were despised for their excesses on most worlds. Hundreds of thousands of innocents and Vorlon allies died in the campaign, but at the end there were barely 50 techno-mages left alive, most being followers of Wierden's code.

For decades, no true follower of Wierden had been elevated to the Circle. Now, in the hour of need, the last surviving Taratimude, Osiyrin, marched into their deliberations. Quavering and frail, he was nonetheless still a powerful mage. No recording devices survived, but when he walked out of the council room, mortally wounded, his followers took over the Circle. The old ways were declared dead, the Circle overthrown.

Time of Transition (1497-1584)

Under the leadership of Osiyrin's senior follower, the Abbai named Ghivra, the Techno-mages purposefully began keeping a low profile to let the hatreds die down. Yet again, Kosh came to their defence, arguing that the Vorlons should wait and see how the techno-mages would now develop. After some deliberation, his people agreed, but the Vorlons had by now come to despise the techno-mages more than any

Shadow thralls save the Drakh, and their decision to spare them was constantly under review.

When Ghivra passed away, the Arnassian Tas!pet led the Circle. Her lineage stretched back to the techno-mage that founded the Shadow base on their homeworld of JesVikla during the Shadow War. Like many of her kind, she was bit impatient with the niceties of management and began to have any mages who didn't rigorously follow the letter—if not the spirit—of the Code flayed as an example to others. Her reign lasted less than a year, when the rest of the mages refused to obey her any longer. She was cast from the Circle and was herself flayed. Her one lasting action was to enforce unity of all techno-mages within the order under the Circle, and the techno-mages stayed largely unified from then on.

During this period, the techno-mages kept mostly to themselves. They still lived in fear of the Vorlons and their allies, and were diminished enough in number that they were fully occupied rebuilding their numbers. This self-imposed isolation lasted for almost 100 years. However, towards the end of this period some brave techno-mages went forward into the galaxy and began their work again. While a few quietly accomplished nothing of use, some others began using their powers to surreptitiously help others.

The Golden Age of the Techno-Mages (1585-1951)

One of these mages was a Lumati named Maju. His race had been entering the techno-mages in some numbers, and began to provide direction for the others. The Lumati that threw off their segregated society to join the order were typically those who rejected inequality and barbarism in exchange for comradeship. Maju was no different. He made his home on the fourth planet in the Kotok system, which was inhabited by a feline race whom he had come to love. He created an example for the rest of the mages of how to nurture a world, acting as a mediator and wise-being for the good of the whole planet.

When the Kotok came into contact with the Cascor, it was Maju who advised the Kotok ruling council on their negotiations, turning a potential conflict into a warm relationship. When T'cah blight threatened the Kotok, it was Maju's nanoviruses that stopped it in its tracks, sparing tens of thousands from starvation. The people loved him, and he protected them in return. Other techno-mages were envious of that sense of peace, but much of the galaxy still remembered what the techno-mages had wrought and wouldn't trust them. Some techno-mages worked behind the scenes to better some worlds, but they needed something dramatic to truly change their image.

In 1585, their opportunity came. Maju and several other techno-mages began sensing odd distortions in the hyperspace fabric just outside of the Lau system. When they investigated, a small tear in the fabric of hyperspace was found. Worse yet was the realisation that it was expanding. An emergency meeting of the Circle was called to decide what actions, if any, to take. It was realised that this tear would continue growing until it was dozens of light-years in length, ripping a bloody swath through the galaxy. Many inhabited planets would be caught in the destruction and tens of billions would die. The Circle decided to alert the endangered planets and advise them to evacuate.

When they received the news, the inhabitants of the endangered worlds panicked. They had nowhere near the required number of transport ships, and besides, where would they go? One of the troubled worlds was Kotok. When Maju saw the despair in the faces of his friends, the people of that world, he made a decision. He promised his chosen people that he would do all that he could to save them and went forth to study the rift.

Maju spent weeks there, studying the energies, learning all that he could until he identified the small particle that was causing the rift and where it was located. He raced back to the Circle with news. There was a slim chance that a group of

mages, acting in concert, could close the rift. However, they might be swallowed up in the local release of energies and be killed. The Circle debated what to do, but time grew short and an impatient Maju acted.

Defying the Circle's directive to not go alone, he raced to the rift, which had by now expanded almost to the Silkan system. The rift was now visible to planets for several light-years around, a massive sheet of boiling energy visible in the night sky, growing ever larger. Maju plunged his small ship into the rift, where nothing seemed to happen for several minutes. Then, a flash of energy exploded from his entry point and the rift collapsed in upon itself. While there was rejoicing through dozens of star systems, there was sorrow in the Circle and on Kotok, for they knew what Maju had sacrificed himself for, and what they could not make themselves do. The explosion caught Maju between hyperspace and normal space, trapping him in eternal agony with no chance of escape. He would eternally suffer for the lives of his friends and for countless others he had never met.

This marked the turning point for the techno-mages. Billions of people in fear for their lives now knew that a techno-mage had died to save them. Billions more would learn of that sacrifice. For the techno-mages themselves, they now had an example to follow, and many did, nurturing their chosen worlds and rejecting the call of the Shadows' influence. Of course, not all mages chose this path—some continued to spread chaos and death. However, the good techno-mages were careful to cover these actions up from the galaxy at large. Those of their order who went too far were generally captured and flayed.

For the next 400 years, the techno-mages were a light in the galaxy. Their Convocations were spectacular affairs, hosted by the populations of entire planets in their honour. Gone was the image of a techno-mage as a killer from the dark—now they were seen as seers, prophets, and benefactors.

Two truly noteworthy mages rose during this period, although they are remembered for quite different reasons. The Ti-Kar mage Gali-Gali is remembered as a great peace-maker, while Kwa-Kiri holds the dubious distinction of being the last techno-mage to be flayed before the final Shadow war.

Gali-Gali stumbled across the Cascor homeworld in 1743. At the time, the Cascor were locked in a war with the Zrad, a nomadic race that roamed the stars in their massive fleet, looking for a likely planet to conquer and strip of its resources and population. The Cascor were fighting valiantly under their empress Nare, but they were slowly being defeated. Gali-Gali decided to intervene.

A legacy of his Shadow lineage was a deep knowledge of tactics and fleet combat, skills that he quickly put to use. Posing as

a retired general, his insights and quiet brilliance allowed him to quickly rise in the Empresses' ranks. Few, if any, knew him to be a techno-mage, but rather simply thought of him as what he pretended to be—a retired fleet commander who wished to help. Under his tutelage, the Cascor began to win battle after battle. Gali-Gali did not take control of the fleets himself, but began training the Cascor themselves to win—and win they did.

Within 2 years, the Zrad were all but beaten, but still could muster one last massive attack. In their minds, if they couldn't have the Cascor homeworld, nobody could. The world would be destroyed, and they would leave for easier prey. At this final battle, standing next to Empress Nare on the bridge of her flagship, Osiyrin orchestrated the fight masterfully, taking direct control for the first time in the war. When he was done, most of the Zrad fleet was spiralling down the gravity-well of a gas-giant to their deaths while the survivors fled the solar system.

Gali-Gali served as an advisor to the Empress for almost a hundred years until her death in 1838. It is rumoured that they became lovers, although this has never been proven. It is known that, following her death, Gali-Gali wandered from world to world, never settling until he died 9 years later. Although a hero to the Cascor people, almost none ever knew that he was a techno-mage, so subtle was he in the use of his power.

If Gali-Gali was one of the truly shining examples for the techno-mages, Kwa-Kiri was one of their greatest object lessons. The Centauri Kwa-Kiri learned, as all techno-mages do, of the history of their order—including, of course, that of the mage Frazur. However, while most come to despise the actions of Frazur in bringing a corrupt empire to Centauri Prime, Kwa-Kiri despised him only for failing to control it. Once he became a full techno-mage himself, he decided to prove that he could do better.

The unfortunate recipients of this attention were the natives of the planet Vrihaven, close to Drazi space. The Zrity had been in conflict with the other indigenous sentient species, the Aatheelum, for almost 300 years. Both sides had expanded into their solar systems, establishing new colonies and bases from which to attack each other. Kwa-Kiri saw a system ripe for the plucking. He appeared to both sides as a shadowy advisor, testing each side for their tolerance of cruelty and brutality. After several months, he decided that the Aatheelum were more to his liking and threw his skills and power behind their cause. With his assistance, the stalemate was broken, and the Zrity were conquered in only a few years. They became slaves, and Kwa-Kiri became the

effective ruler of the planet in his guise as the advisor to the newly crippled queen.

However, Kwa-Kiri was not satisfied simply with rule. He was one of the only true sadists to emerge from the order and, with two subject races to play with, he indulged himself to the fullest. Torture, gladiatorial games, and mass-murder were commonplace. The galaxy still whispers in horror about his infamous 'living art'—the surgically altered and paralysed Zrity that he kept about the palace for his own amusement. It was this type of outrageousness that led to his downfall a few years later.

The Circle had been watching in growing disgust at his actions. However, long since realising that they could not truly control the techno-mages, they had established a policy of non-interference until the actions affected the entire order. As Kwa-Kiri became more outrageous in his actions, his reputation spread until much of the galaxy knew of this sociopathic techno-mage. This risked damage to the order's hard-won reputation. At last, in 1847, the entire Circle secretly travelled to Vrihaven and captured the crazed mage. Leaving the glowing sentence 'The techno-mages punish their own' displayed all about the palace, they brought him back to the Circle, where he became the last techno-mage to be flayed until the final Shadow war.

The Decline of the Techno-Mages (1952-2208)

Sadly for the techno-mages, the Drakh were still watching them and growing ever more displeased. Their finest creations, the ultimate Shadow servants, were becoming keepers of order. This had to be stopped.

Before the Convocation of 1952, when the techno-mage leader Cassandra met with the Drakh as planned before the Convocation, she was given no chrysalises, no techno-mage implants, nothing. The Drakh informed her that the order had strayed too far from their intended purpose, and until they gave up their foolishness, there would be no more techno-mages. To her great credit, Cassandra refused to give in to their demands, and for three cycles there were no new apprentices and no new techno-mages. A fiction was circulated that the candidates were simply not up to the expected standards, and thus there were none worthy.

After 9 years, this fiction began to wear thin. Tiring of her resistance, the Drakh orchestrated her murder by Kor-Lyan refugees, and the rest of the Circle quickly moved to appease the Shadows. Techno-mages were encouraged to curtail their

grand works and become more nomadic, or at least become less active on a galactic scale, focusing on backwater planets rather than more important places. The Drakh were well pleased and began their brutal harvests of the techno-mage implants again in 1964. The techno-mages had been cowed, and their light began to fade from the galaxy.

For over 150 years, the techno-mages accomplished little of significance. As they grew subtler and less influential, many races simply forgot about them, or passed them into legend. The gigantic Convocations, once celebrated on a planetary scale, became smaller affairs, ones that might only include a small town. The techno-mages were saddened by their diminishment, but they also felt the chains of the Shadows about their necks. Better to be ineffectual than non-existent, the Circle believed.

The mages moved on in their small ways, dealing out punishments for infractions of the Code at every Convocation and becoming more and more secretive and withdrawn. Where once great heroes could call a techno-mages friend, now most beings scoffed at their existence. Some techno-mages did defy the Circle during this period, one even acting as a mercenary in a conflict between two obscure races and creating a nanovirus that destroyed an entire planet, but these incidents were few and far between.

The Time of Kell (2209-2259)

The human Kell was given control of the circle in 2209. He faced a daunting challenge—as the techno-mages retreated from the rest of the universe, their numbers dwindled from over 3,000 to less than 600 by the time of his reign. Perhaps more importantly, the techno-mages were starting to fight with each other more often, having few outlets for their energies now that they were discouraged from overt actions. After much soul-searching, Kell decided that the only solution was to enforce the Code as it had never been enforced before. Under his direction, the Code was strengthened, and punishments for infractions became more severe. While many grumbled, most also realised that it was needed to prevent the techno-mages from simply destroying themselves. The Shadow influence on their behaviour had to be controlled.

However, soon enough a much greater challenge loomed. For centuries, the links with the Shadows had been obscured to the point that by Kell's time only members of the Circle knew of their lineage at all. The vast majority of the techno-mages had no idea that they were infected with Shadow-tech. In fact, outside of the Circle, only the techno-mage Alwyn

had discovered the secret, and he had been threatened with flaying if he ever told the other techno-mages.

The hidden truth of their origins eliminated a great many awkward questions, but also led to a dangerous ignorance of what could be required of the mages when the Shadows returned. Kell soon realised that the Shadows were awakening again, and he feared what it could mean for his order. Through centuries of difficult struggle against their own Shadow-influenced wills, the techno-mages had largely turned away from the destructive spread of chaos that they were bred for. Their original abilities of destruction had been purposefully covered up and forgotten over the centuries. Now, the Shadows would be back to collect on their investment and teach the mages their original powers again—the ways of destruction and war.

Feeling that he had no choice, Kell tricked his apprentice Elizar into learning of the Shadows and investigating them. Tragically for the techno-mages, Elizar was duped by the Shadows into thinking that he could work with them and then betray them to become the final savoir of the order. In truth, he and his sister found themselves drawn slowly and inextricably into the Shadow camp.

In 2258, Elizar finally made his move. Shortly after his implantation of the final techno-mage implants, he went forth with his sister and fellow mage Razeel to continue studying the Shadows. In reality, the two were setting a trap for another new techno-mage. The mage Galen had recently stumbled upon one of the long-forgotten original powers bestowed by the Shadows. This spell of destruction was capable of destroying entire city blocks from a distance and hadn't been known in the order for centuries.

The Circle was horrified when they saw the effects of Galen's newfound powers, and made him swear an oath never to use that spell again. When he and his lover Isabelle were sent on a mission to spy on the Drakh to find out if the Shadows were truly returning, Elizar was waiting. He attempted to force Galen to teach him his rediscovered spell of destruction and, when he refused, attacked and slew Isabelle. As Galen had sworn on pain of flaying never to use his new power, he could only watch helplessly as Elizar's killer missile pierced her skin and slowly shut her body down. Elizar escaped while Galen held Isabelle's hand as she died.

When word reached the Circle about what had happened, Kell resigned from the Circle in disbelief at his apprentice's treachery and was flayed when confronting him early the following year.

The Last Shadow War (2259-2261)

With the realisation that the Shadows were indeed returning, the Circle had to decide what to do. Although they had no desire to serve the Shadows, they also had no stomach for risking their lives to fight them. Although Galen's teacher Elric begged them to fight the Shadows, the rest of the Circle disagreed and instead decided that the techno-mages would hide where nobody—not even the Shadows—could find them.

Although many disagreed, only the techno-mage Alwyn openly defied the Circle, deciding to remain in the galaxy and assist them in their fight with the Shadows. The other techno-mages destroyed their places of power and proceeded, greatly weakened, to their rallying point. Once there, the grim toll of missing techno-mages indicated that the Shadows knew of their plans and would never stop tracking them until they were all dead or serving the Shadows again.

It was quickly decided that for any mages to survive, the Shadows would need to be tricked into believing that they had indeed destroyed them all. Elric was chosen to lead a small group of techno-mages to Babylon 5 *(see the Babylon 5 episode 'The Geometry of Shadows')* with the intent that the Shadows would be duped into thinking that the entire order was there. Several mages, including Alwyn's apprentice Carvin, sacrificed themselves when they boarded the Centauri freighter *Ondavi*, which was subsequently destroyed by the Shadows. While the Shadows were left believing the mages were wiped out, Elric and the rest of the group secretly travelled to the hiding place, but not before Elric gave the Centauri Londo Mollari a warning about his impending future.

Meanwhile, the Techno-mages Blaylock and Galen were sent on a mission to further spy on the Shadows. They discovered a Shadow base on the planet Thenothk, but were discovered and pursued. Violating his oath, Galen destroyed the Shadow vessel with his spell of destruction, demonstrating much better control of the power than when he attempted it at his initiation. The vessel's human interface, Anna Sheridan, survived and was rescued by the Shadows.

While Galen recovered from the exhausting effects of casting his spell, Blaylock tracked down the two rogue techno-mages, now together with the cast-out techno-mage Centauri initiate Tilar. When Blaylock was captured, Galen followed him to an underground Shadow base where Galen's Shadow-tech was suddenly and mysteriously shut down. After being confronted by the three rogue techno-mages, Galen was

scanned by one of their associates, a sociopathic rogue telepath in service to the Shadows. Before this woman could tear the location of the techno-mages' hiding place from his mind, Anna Sheridan inadvertently shut down the dampening field. With the timely arrival of Alwyn, Galen and Blaylock were able to escape as Galen tore much of the facility apart with his spell of destruction, killing Tilar in the process.

After linking up with the others, Galen and the other surviving techno-mages began their flight to their final hiding place, passing through the Lanep system. While there they saw a strange warship, apparently a hybrid of Earth and Shadow technology, attack and destroy the EarthForce destroyer *Cerberus*. *(See the Crusade episode 'The Path of Sorrow.')* Against the wishes of the rest of the order, Galen broke ranks and rescued the lone survivor, destroying the hybrid warship in the process. He left Ensign Matthew Gideon on a friendly planet and rejoined the exodus.

By 2261, the Techno-mages had spent almost two years in hiding, watching the war from afar. Only Alwyn, along with the Narn G'Leel, acted in the galaxy. They provided intelligence, assisted refugees, and brokered peace treaties and understandings between worlds driven by the Shadows into war. However, even Alwyn feared confronting the Shadows themselves. Galen had withdrawn further and further into himself, desperately trying to control the Shadow-enhanced rage growing within him. Unfortunately, Elizar had not forgotten him and arrived at Galen's and Elric's adopted planet of Soom, along with a host of Shadow vessels. The armada destroyed much of the native population, and then Elizar and Razeel proceeded to torture Galen's young friend, the native child Fa, while he watched via probe. They did this with one purpose—to convince Galen to share the spell of destruction. Galen had no choice but to activate a ring that he had given her and electrocute Fa, sparing her hours of slow torture. However, before Fa died, Elizar's telepathic ally was able to rip much useful information from her mind, including data gained from watching her friend Galen create his spells.

Shortly thereafter, the techno-mage Circe and several others responded to offers from the Shadow agent Morden and attempted to leave to join the Shadows. They were stopped, Elric giving his life to stop Circe. Galen extracted significant information from her before she died and then demanded that he be allowed to destroy Morden and also stop Elizar. The Circle agreed, but out of fear of him being forced to serve the Shadows with his terrible power, they implanted him with a bomb that would explode if his Shadow-tech was ever shut down.

Galen travelled to Babylon 5 to confront Morden. Slaying the Shadows defending the agent, Galen removed the subtle Shadow-influence affecting Morden and offered him a choice—reject the Shadows or die. Even free from Shadow-influence, Morden refused, explaining that the Shadows have promised to save his wife and child from a hyperspace hell similar to that suffered by the techno-mage Maju. Before Galen could kill Morden, the mage was driven off by more Shadows.

During his time on Babylon 5, Galen was able to learn that the Shadows were planning a massive strike against the Alliance of Light and also against John Sheridan in particular. He subtly nudged Sheridan into recognising the trap for a huge number of refugees about to be destroyed and then left to face Elizar on Z'ha'dum.

Galen arrived on Z'ha'dum shortly before Sheridan himself did and learned the true strategy of the Shadows. They had grown weary of the conflict with the Vorlons to drive the growth of the younger races. Now, they had decided that they would simply destroy all who didn't agree with them. Stunned by this knowledge, Galen finally confronted Elizar, who had indeed mastered the spell of destruction. After a short battle, Galen fled, unable to harm the newly powerful Elizar.

Galen was soon captured and cast into the Eye, the same Eye that Wierden had been cast into a thousand years before. As Sheridan's bomb-laden White Star plummeted towards the Shadow city *(See the Babylon 5 episode 'Z'ha'dum,' which concluded Season Three)*, the dying Wierden confronted Galen. She was finally being allowed to perish, and the Shadows had decided to punish Galen by making him take her place. Wierden told him of her battle with the Eye and claimed that it was useless to resist. Then, as the Eye swallowed him whole, Galen had a revelation. Wierden had been fighting the tech, trying to bend it to her will. In effect, that was what techno-mages had been doing for their entire history—treating the tech as a slave. Galen, with his unique insight into the Shadow-tech, decided to try the opposite course. He would simply open a contact with the sentient tech that grew within him and the Eye, imposing no will but simply opening himself up to communication.

He cast the spell, and the tech responded. His idea worked—the tech didn't control him, and he didn't control the tech. They simply cooperated. Galen triumphantly emerged from the Eye and effortlessly destroyed Elizar and Razeel. He then gathered up Morden and burrowed deep into the Eye mere moments before the White Star exploded.

Galen's power was such that both he and Morden survived, although both were badly injured. Following the blast, in the caverns below the destroyed Eye Galen encountered a solitary figure who agreed to help Morden. While Lorien administered to the stricken figure, Galen boarded an abandoned Shadow vessel and returned to the techno-mages' hiding place. Although reprimanded for his use of his destructive powers, Galen was content with his new understanding of the implanted tech and became a hero to some techno-mages, while others reviled him.

After the Shadow War (2261-?)

The techno-mages elected a new Circle under the leadership of Herazade shortly before the return of Galen. Since Wierden's line had fallen with the death of Kell and the betrayal of Elizar and Razeel, Herazade was the first techno-mage not of that path to ever lead the Circle. Continuing her customarily cautious approach to the use of technomancy, she and the rest of the techno-mages decided to remain in their hiding place for the foreseeable future.

With the Shadows destroyed, no new chrysalises or Shadow implants will be available. There are rumours that members of the order have begun to engage in discussions with some of the EarthForce groups still studying Shadow-tech, but this is unconfirmed. Some mages have begun experimenting with the tech, using their own understanding of it in an attempt to duplicate the chrysalis, but these attempts may be too little, too late. Lacking any other means to produce new mages, the techno-mage order may well be doomed.
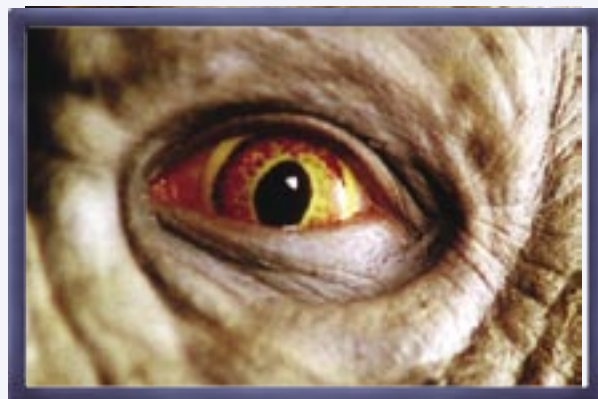
Techno-Mage Characters

Techno-mages are a separate class, entirely unique in the *Babylon 5 RPG*. Because of the intense training required to prepare body and mind for the rigours of technomancy, a character must begin play as a member of the techno-mage class and pursue it exclusively until his Becoming (at least 4th level). After this, the techno-mage may multi-class into other classes if desired, but the total number of levels he has in other classes may not exceed his techno-mage basic levels or techno-mage prestige class levels. For example, a 4th level techno-mage/2nd level soldier/2nd level agent must 'level up' in the techno-mage class, or any allowed techno-mage prestige class, upon achieving his 9th character level.

Techno-mages may never possess telepathic powers of any sort. Telepathy interferes with the tech for reasons that no techno-mage understands. If an individual has telepathic ability, even in the slightest, this will be identified early on in their training and their apprenticeship will end. It goes without saying that techno-mages may never multi-class as telepaths, nor may they take the Latent Telepath feat or any other telepath feat.

None of the standard Babylon 5 races have techno-mage as a favourite class. However, the Taratimude—the ancient race that became the first techno-mages—does have mage as its favourite. Rules for the Taratimude are found on p.41 of this book.

The Techno-Mage Class

Techno-mages are the equivalent of wizards or spellcasters in the *Babylon 5 RPG*. While the special abilities techno-mages employ may appear to be magic, these powers are actually based on highly advanced technology implanted within and throughout their bodies. The source of this technology is unknown to all but the highest level of mages—those on the Circle and those who are the direct 'descendants' of Wierden (i.e., those whose training can be traced back to the original founder of the techno-mage order). Most mages don't bother to question the source of their powers, and the Circle reprimands those that do, for reasons that anyone who has read the techno-mage history will understand.

Techno-mages are powerful, but at their core they are ordinary beings with physical bodies that can be affected just like anyone else can. If caught by surprise, or if their defences are penetrated, a techno-mage can be knocked unconscious or killed just as easily as the next person.

Techno-mages can be of any humanoid race, although Humans seem to be the most prevalent, perhaps because their bodies are most adaptable to the tech. Any such race must be a vertebrate

with a nervous system reasonably similar to that of a Human, Minbari, Drazi, or other humanoid. The technology can adapt to many different types of intelligent creature, but it does have its limits.

Unlike most other classes, techno-mages have attribute requirements, because their bodies and minds must be able to withstand the strain of employing the magic and accepting the implants.

Required Attributes: Wisdom 13+, Constitution 12+.
Initial Hit Points: 1d6+2.
Additional Hit Points: 1.

Class Skills

The techno-mage's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Magery (Int+Wis+Cha), Pilot (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), and Technical (Int).

Skill points at 1st level: (6 + Int modifier) x 4.
Skill points at each additional level: 6 + Int modifier.

Class Features

All of the following are class features of the techno-mage:

Weapon Proficiency: Techno-mages receive no proficiency with any weapons. Their training is focused entirely on the control of the tech, which is preferable to any other sort of combat.

Starting Credits: A techno-mage begins the game with 1d6 x 50 credits.

Spells: At the start of play, a techno-mage knows a number of spells equal to 5 + his Intelligence bonus. Each level thereafter, he learns a number of new spells, based on his Intelligence bonus, as shown on the chart hereafter. These can be selected from the list provided later in this book or from any future products that include techno-mage spells. The mage may choose to learn any spell for which he meets the requirements. There are no 'levels' of spells, but many have prerequisites that must be met, most of which are other spells. Once he finishes his apprenticeship, a techno-mage does not need training to discover new spells—instead, he develops them on his own, as he comes to learn more and more about the technology within his body.

Power Points: Each level, a mage earns a number of power points for use when casting spells. Power points are expended when spells are cast, and return slowly over time as the mage rests and meditates. For more information on this new statistic, see the next section.

Bonus Feat: At 1st level, a techno-mage receives one bonus feat. This must be selected from the list of mage feats presented later in this chapter. The techno-mage receives a similar bonus feat again at 4th level, and at every three levels thereafter. These are in addition to the standard feats all characters receive at each character level evenly divisible by three.

Chrysalis: At 1st level, a techno-mage gains his power from a device called a *chrysalis*. This external piece of highly advanced technology attaches to the spinal cord via a specially implanted series of nodes planted amidst the vertebrae and at the base of the skull. Each chrysalis functions only for the mage it is designed for. The mage may not attach or remove his chrysalis, but his master or any other mage may do so as a full round action. Any mage may also deactivate or reactivate a chrysalis by grasping it as a standard action. There is no skill check required to turn it on or off—the chrysalis is a training tool, and as such is designed to be quickly activated or deactivated as the master sees fit.

While wearing the chrysalis, the character may employ any mage abilities without limitation. However, his master or any other mage may monitor his activities at will from any location, so long as the character is within the techno-mage FTL network, as described below (i.e., anywhere within known space).

The chrysalis is a visible piece of equipment that hangs down along the back. It has hardness 10 and 20 hit points. Each hit point of damage it sustains produces a –1 penalty to all Magery skill checks. Repairing a point of damage requires a successful Technical (electronics) check at DC 20, but this can only be done by a techno-mage who has completed his apprenticeship and is now a full-fledged mage. A techno-mage cannot build a chrysalis—the device can only be provided by mysterious agents of the Shadows, who attune it directly to the DNA of the recipient.

Mage Focus: At 1st level, the apprentice mage must select a mental focus for his art. This is the means by which he will visualise and activate the magic when he wishes to cast a spell. Each individual employs a different sort of focus. A mage could imagine himself mixing chemical formulas, painting works of art, doing mathematics, cooking, singing, or virtually anything else. Galen, for example, visualises himself writing computer programs, while Isabelle imagines she is weaving cloth.

A mage's focus normally involves his voice (chanting, singing, shouting, or merely talking) and physical activity (working his fingers, waving his arms, and the like). In other words, his spells have both verbal and somatic components. If he cannot speak for some reason, or is unable to use his arms/hands, he cannot cast spells. The mage can avoid these limitations by purchasing the Silent Magery and Still Magery feats, although some spells may still require specific words and/or gestures to operate. Such spells will list these requirements in their text.

Mage Aptitude: Also at 1st level, a techno-mage must select one of the seven schools of magic in which he has a special aptitude,

as well as three in which he has little or no ability. The former is referred to as his *primary aptitude*, while the latter are *weak aptitudes* or *weaknesses*. The mage may take a second primary aptitude by purchasing the Mage Intensity feat. He may also eliminate one of the three weaknesses by acquiring the Broad Aptitude feat, and a second by acquiring the High Aptitude feat. Note that the Healing school is very difficult to make a primary, requiring a special feat called Healer. Most mages are content to leave healing to the masters.

The seven schools of techno-magery are as follows:

⑤ **Defence:** The ability to erect and control personal defences, such as shields.

⑤ **Elements:** Control and manipulation of elemental forces, such as fire.

⑤ **Conjuration:** The summoning or creation of images and physical objects.

⑤ **Movement:** The movement of oneself, others, and items.

⑤ **Healing:** The ability to heal oneself and others. This is the most difficult school to learn.

⑤ **Enhancement:** Improving senses, abilities, skills, and saving throws.

⑤ **Creation:** The construction of useful technological devices, also called 'techno-magic items' or simply 'magic items.'

Spells in a primary aptitude operate at a bonus of +3 to all Magery checks, cost 1 power point less to cast (which may result in a zero value, making them effectively free), and may have other benefits depending on the spell. Weaknesses afford a penalty of –3 to all Magery checks, double all required power points to cast or maintain, and may be further lessened as described in the spell text. Standard aptitudes provide no special bonuses or penalties.

The Healing school is particularly difficult to master. Mages cannot learn this school as a primary aptitude without employing a special feat. In addition, if they have this school as a weakness, they cannot cast healing spells at all. Galen—who may well be one of the most powerful potential mages in the history of the order—has no aptitude for the healing arts, and is unable to employ even the simplest healing spell. Note that the restrictions against casting healing spells do not apply to the normal use of a mage's organelles (see below), which function automatically, without the need for spells.

The Elemental school is broader than the others. Spells of this school operate as described when that school is a mage's weakness or standard aptitude. However, if the mage chooses

Elements as a primary school, he must then select a category of elements in which to specialise. He may select from the fire, cold, acid, electricity, or sonic categories. A mage may have only one primary elemental category (e.g., he cannot employ two primary selections—the second gained from the Mage Intensity feat—to choose both fire and cold). All other elemental spells are treated as standard aptitudes. If an elemental spell employs more than one category, its effects will be clearly delineated so that which effects are boosted by the primary category are obvious—a combined fire and acid spell, for example, will score fire and acid damage separately. Basic spell attributes (range, casting cost, etc.) are treated as primaries so long as the mage has at least one of the listed categories as an elemental primary.

All mages can employ primary and standard aptitudes without difficulty. Primary aptitudes are easier, cost less to operate, and—depending on feats—may be used in a number of special ways. Weaknesses, on the other hand, may be used only at the lowest level of effectiveness, if at all. A mage must make his aptitude selections wisely!

Organelles: At 2nd level, the apprentice techno-mage's blood becomes infused with nano-tech devices that provide extra healing and damage resistance benefits. These add the following effects:

⑤ The mage automatically stabilises without the need for Constitution or Medical checks.

⑤ The mage is assumed to always be under constant long-term care by a doctor who always succeeds in his Medical check. The amount of healing received is based on the level of activity taken by the techno-mage each day.

⑤ The mage receives a +2 bonus to all saving throws to resist all disease, poison, radiation, and other effects that can be potentially countered by nano-tech. This does not apply to effects that cause physical damage, such as fire or acid, which are simply healed normally.

At 5th level, the bonus to saving throws is increased to +4. At 9th level, the techno-mage becomes permanently immune to disease. At 14th level, the bonus to saves is increased to +6.

FTL Attunement: Beginning at 3rd level, a techno-mage becomes able to employ an FTL network created and placed by the techno-mages in the distant past. This network allows a mage to use certain long-ranged spells to reach out all the way into deep space. The FTL network is normally used for communication, although some powerful mages employ it for other purposes. The FTL network is limited to only those areas the techno-mages have visited, which encompasses virtually all of known space. If a mage moves into a part of the galaxy (or beyond) that has never been surveyed by mages, he may find himself cut off from the rest of his order, and cannot employ spells using FTL components.

The Techno-Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Number of Spells	Power Points	Special
1	+0	+0	+0	+2	5 + 1d4 + Int bonus	10 + 1d6 + Con bonus + Cha bonus	Bonus Feat, Chrysalis, Mage Focus, Mage Aptitude
2	+1	+0	+0	+3	1d4 + Int bonus	1d4 + Cha bonus	Organelles
3	+1	+1	+1	+3	1d4 + Int bonus	1d4 + Cha bonus	FTL Network
4	+2	+1	+1	+4	1d4 + Int bonus	1d4 + Cha bonus	Bonus Feat, Techno-Magery, Pinnace
5	+3	+1	+1	+4	1d4 + Int bonus	1d4 + 3 + Cha bonus	Organelles (+4 saves)
6	+3	+2	+2	+5	1d4 + Int bonus	1d4 + Cha bonus	
7	+4	+2	+2	+5	Int bonus	1d4 + Cha bonus	Bonus Feat
8	+4	+2	+2	+6	1d4 + Int bonus	1d4 + Cha bonus	Place of Power
9	+5	+3	+3	+6	1d4 + Int bonus	1d4 + Cha bonus	Organelles (immune to disease)
10	+5	+3	+3	+7	Int bonus	1d4 + 3 + Cha bonus	Bonus Feat
11	+6/+1	+3	+3	+7	1d4 + Int bonus	1d4 + Cha bonus	Place of Power (Improved Range)
12	+6/+1	+4	+4	+8	1d4 + Int bonus	1d4 + Cha bonus	
13	+7/+2	+4	+4	+8	Int bonus	1d4 + Cha bonus	Bonus Feat
14	+7/+2	+4	+4	+9	1d4 + Int bonus	1d4 + Cha bonus	Organelles (+6 saves)
15	+8/+3	+5	+5	+9	1d4 + Int bonus	1d4 + 3 + Cha bonus	Place of Power (Improved Abilities)
16	+8/+3	+5	+5	+10	Int bonus	1d4 + Cha bonus	Bonus Feat
17	+9/+4	+5	+5	+10	1d4 + Int bonus	1d4 + Cha bonus	
18	+9/+4	+6	+6	+11	1d4 + Int bonus	1d4 + Cha bonus	
19	+10/+5	+6	+6	+11	Int bonus	1d4 + Cha bonus	Bonus Feat
20	+10/+5	+6	+6	+12	Int bonus	1d4 + 3 + Cha bonus	Place of Power (Planetary)

The Becoming: At 4th level, the apprentice techno-mage has learned enough to undergo the final implantation of the tech that turns him into a full-fledged mage. This event occurs during a special ceremony, called the 'Becoming,' that is administered only during one of the tri-annual Convocations. Because the events are held only on fixed occasions, it is entirely possible that a student could advance beyond 4th level before experiencing a Becoming. Galen, for example, has 6 character levels as the time of the next Convocation approaches. Regardless of level, a techno-mage may not establish a Place of Power before undergoing the Becoming.

Once he has become a full mage, the ex-apprentice now no longer needs to rely on the chrysalis, although that particular item will always feel like a part of him, and may be employed for other purposes (such as to remotely control his ship). His abilities may not be deactivated or shut off by other mages, although if he acts against their order or violates any of their edicts, they may take action as they see fit. A mage who completely fails to live up to the tenets of techno-mage society can even be flayed—his implants ripped out in a procedure that causes incredible pain, and almost certain death.

The advancement of a techno-mage from apprentice to full mage is not automatic. The character must live up to the seven principles of techno-magery: solidarity, secrecy, mystery, magic, science, knowledge, and good. The mage will undergo various tests to ensure he can control the magic, including a final task set forth by his master based on the apprentice's skills and character. His master will be the final arbiter of whether or not a mage is ready to undergo the final change, as it will ultimately fall back on him if the apprentice proves to be a failure. Should the mage fail the tests at the Becoming, or the Circle deems him unfit to wear the tech, his chrysalis is destroyed and he is cast out, never to employ technomancy again.

Upon his Becoming, the techno-mage's body becomes infused with the tech, which provides a number of advantages and features that are always active. These are as follows:

> 5 His spine possesses microfilaments that reach very close to the skin, giving his back the appearance of possessing an intricate, random tattoo in a reddish-brown colour. Those who know of this feature can use it to positively identify any techno-mage, unless of course the mage is using a *greater disguise* spell or other means to conceal his true identity.

> 5 His vision is sharper, giving him a +4 inherent bonus to all Spot checks.

> 5 His eyes can also see into the infra-red spectrum. Out to a range of 60 feet, he can detect the presence of heat sources, even in total darkness. The nature of these heat sources cannot be specifically identified, however.

> 5 His hearing is more acute, giving him a +4 inherent bonus to all Listen checks.

> 5 He possesses other sensors that can detect changes in heart rate and voice stress, giving him a +4 inherent bonus to Sense Motive checks.

> 5 He has a built-in 'messaging system' that allows him to send and receive messages to any other techno-mage whom he knows. When he sends a message, it is delivered using a trio of encoded frequencies that are reassembled on the other end, positively identifying the sender. A mage can send and receive messages anywhere within the FTL network. A mage 'sees' messages as text and can send or receive them as a free action, but must actively concentrate to see if he has actually received a message since his last check—it does not arrive with any kind of alarm or warning. Note that when mages meet, such as during a Convocation or a meeting of the Circle, it is considered rude to carry out private message-based conversations while engaged in verbal discussion with others.

Once a character becomes a techno-mage, he may depart the presence of his master if he wishes, although the bond between them will always be strong. The character may explore the galaxy, seek out knowledge, settle on a world of his choosing, or do whatever else he desires. He is even free to take on another profession through multi-classing, if he so chooses, but the total number of other class levels may never exceed his total number of techno-mage levels, as described previously.

Pinnace: Upon graduating to full mage status, a techno-mage earns his own personal ship, called a *pinnace*. The pinnace serves as his own unique transport shuttle and has a variety of special abilities. If a pinnace is destroyed, the mage must request a new one from the Kinetic Grimli at a cost of at least one favour and a month's waiting time. Alternately, if he is a high-level member of the Kinetic Grimli prestige class, he can build one himself. Rules for the pinnace are found on p.120 of this book.

Place of Power: Beginning at 8th level (which, unlike other abilities, can include levels in other mage prestige classes), a techno-mage may—but is not required to—establish a special site referred to as a *place of power*. This location, which requires two months to construct, is equipped with a variety of techno-mage gadgets to ensure his privacy. The place can take any form: a circle of stones, a wooded grove, cliff walls over a seashore, a mountain cave, a deep grotto, or any site he wishes. The location must be natural, however—he cannot select the penthouse of a skyscraper, or a fortified castle, although he could select a cave or tunnel beneath a building. The place of power will be immobile, and taps into the natural energies of the planet he has selected as his home—geothermal power, magma vents, hydroelectricity, and the like.

So long as he is within his place of power, a techno-mage gains the following abilities:

🅢 +2 bonus to all Magery checks.

🅢 +1 bonus power points per level in techno-mage or any techno-mage prestige class.

🅢 Recovery rate of power points is doubled.

🅢 All healing and subdual damage recovery times are halved.

🅢 He can maintain one more techno-mage spell or ability than normal, and does not count the first one towards the DC of any required Concentration checks.

🅢 The maintenance cost of all spells is reduced by 1 point (minimum 0).

At 11th level, the mage may employ the abilities of his place of power even if he is not located directly on the site, but he must still be within 500 yards of that location. At 15th level, the bonus to Magery checks increases to +4, the character receives an additional +1 bonus power point per level, and may maintain a further bonus spell or ability than normal. At 20th level, the techno-mage may employ his place of power benefits from anywhere on the planet where the site is located.

A techno-mage is not required to create a place of power, and doing so does bind the mage to that location. Whenever he is away from his place of power for more than a week, he receives a penalty of –1 to all skill checks, ability checks, and saving throws for each fortnight (2 weeks) he is gone (maximum penalty –10). Furthermore, the mage suffers one hit point of damage per week of absence, and this damage cannot be healed or cured by any means, either medically or through techno-magery. The mage must return to his special site for at least a day before any such penalties are lifted. Should the mage completely uproot (by destroying his old place of power), he may not establish a new one until he achieves another level of experience and at least two months have passed—after which he will be quite weak indeed. Should he be unable to do so, he will perish.

A techno-mage's pinnace may be constructed as a place of power, however, should it be destroyed then the techno-mage suffers a -2 penalty to all skill checks, ability checks and saving throws each week until it is replaced.

Techno-Mage Statistics

In addition to the usual character stats—such as hit points, saving throws, and the like—techno-mages also have two others that must be tracked. These are power points (PPs) and chaos points (CPs).

Power Points

Unlike telepaths, who use their mental powers at the expense of fatigue and a gradual weakening of their bodies, techno-mages draw upon an inner reserve of energy that is collected and stored automatically by their tech. Although high-level mages can seemingly cast spells forever, this is not the case. Over time, if they continue to employ the more demanding powers, they will deplete their energy stores.

The mage's power reserve is represented in the game by *power points* (PPs). A mage's initial power point total comes not only from his implants, but his body's physical makeup and his own strength of character. Thus, when initially created, a techno-mage has a number of power points equal to the following formula:

10 + 1d6 + Constitution bonus + Charisma bonus

As a techno-mage increases in skill, he discovers that his personality is of greater importance than his physical body or intellect for purposes of spellcasting. At each additional level, the character receives additional power points based on his Charisma. Some feats and prestige classes can add more points or increase the rate at which points are gained.

A mage expends power points when he casts spells. If he runs out, he may trade 1 hit point and 1 point of subdual damage for 1 power point at any time, as a free action, so long as this expenditure does not cause him to fall unconscious. When he does this, the mage basically reaches deep inside himself, drawing from his body's own physical reserves. A mage with the Inner Power feat does not suffer subdual damage when employing this ability, but still takes the single point of real physical damage, which cannot be avoided by any form of damage resistance.

Lost power points return at the rate of 1 point every 10 minutes the mage spends in quiet meditation or while sleeping. If he is unable to rest and meditate, but is still performing no greater than light activity (such as walking or engaging in conversation), he receives 1 point every 30 minutes. If exercising, fighting, or undertaking hard work (including crafting techno-magical items), the rate is 1 point per hour. Acquiring the Power Recharge feat can increase the rate of return noticeably.

The power point return rate is doubled for each spell the mage is maintaining, so a meditating mage who is maintaining 1 spell regenerates 1 point every 20 minutes, while a mage maintaining 2 spells while exercising receives 1 point every 3 hours. A mage may not maintain spells while sleeping unless he acquires the Sleep Concentration feat, and even then it is not automatic.

Chaos Points

Although most techno-mages are unaware of the connection, their special technology is actually rooted in the seeds of chaos. The original tech was created by the Shadows specifically to sow as much destruction and mayhem as possible. In order to resist this programming, the mages must fight a constant battle against their chaotic nature. They resort to chants or mantras to maintain order in their minds, and when they feel the temptation of destruction, they employ pain-inducing rituals to keep control of themselves.

To represent this, all techno-mages must track a statistic referred to as *chaos points* (CPs). Many of the spells listed elsewhere in this book include a *chaos cost* in their statistics list. Whenever a techno-mage casts such a spell, the character adds the chaos cost to his running total of accrued chaos points. If his CP total ever exceeds the character's Wisdom score, he is in danger of losing control. Acquiring the Ordered Mind feat can also increase the character's effective Wisdom for this purpose.

Each time a techno-mage casts a spell of any kind while his chaos point total exceeds his Wisdom score—even if that spell does not have a chaos cost—he must make a Will save (DC 10 + the number of chaos points he has in excess of Wisdom). Failure indicates he goes berserk. While in this state, he casts destructive chaos spells at random on any target he can reach, and when he runs out of opponents, he immediately seeks out others to slay or destroy.

While a techno-mage is berserk, all chaos spells cost only half the listed power point cost (minimum 1 point) and cannot be maintained. When necessary, the berserk mage will also automatically convert hit points to power points as much as possible, counting each hit point as 2 power points instead of 1 and not suffering any subdual damage in the process. The berserker will not stop his violent attacks until he drops. He is an NPC under the control of the Games Master, with no control over his own actions. He will even attack friends, allies, and other techno-mages unless he succeeds in a Will save at the same DC as the original check (the one made to see if he becomes berserk). If the mage is still an apprentice, the deactivation of his chrysalis will end the berserk frenzy, but otherwise, the only solution is to wait until he drives himself into unconsciousness.

Accrued chaos points fade at the rate of 1 point for every day spent without casting any spells (of any kind). The mage may employ other abilities—such as skills, organelles for self-healing, magical items, and the like—so long as the ability or magic item does not duplicate a spell effect. The mage may also eliminate chaos points faster by using a technique called *scouring*. This is the ritual application of pain to clear one's thoughts of destructive impulses. Scouring can involve cutting, pummelling, gouging, or any other means to score physical damage, although the most common method is to call down fire on oneself. This is why so many techno-mages are bald and hairless.

Regardless of the means, scouring trades physical damage for a quick reduction in accrued chaos points. The mage takes 1d6 damage and eliminates 2d6 chaos points from his total. This can be repeated as often as desired to eliminate as many chaos points as the mage deems necessary. Any damage taken cannot be reduced by any kind of DR, and is actual (not subdual) damage. This damage cannot be healed with ordinary first aid or curative magic, but the mage's organelles will eliminate it fairly quickly.

Techno-Mage Skills

For the most part, techno-mages use skills for the same purpose that other classes do. There are some exceptions and additions, listed below. Also, mages have one skill unique to their class, the Magery skill.

Bluff

If a mage wishes to cast a spell while in the process of engaging in ordinary conversation, he can use a Bluff check contested by the listener's Sense Motive skill. If the Sense Motive check is higher, the listener will be aware that something unusual is being done, although if he is unaware that the speaker is a techno-mage, he may not recognise that a spell is being cast. If the techno-mage has the Silent Magery feat, he does not need to make a check unless the spell involves speech in some way. Also, if the character does not have the Still Magery feat, he will need to make hand gestures that could also give away the spell unless he succeeds in a Sleight of Hand check (see below).

Concentration

A techno-mage can operate more than one spell or ability at once. The number of different abilities he may maintain at any time is equal to his Constitution bonus, which must be at least +1 in order for the techno-mage class to be available in the first place. Characters may also increase the number of spells they can maintain by acquiring the Multi-Tasking feat.

Whenever the mage employs a new spell while maintaining another, he must make a Concentration check (DC 10 + 3 per spell being maintained) for each spell he wishes to keep active. Failure indicates he must stop maintaining that spell, but this will not affect others he employs. He could, of course, immediately cast the spell again (making another round of checks for other maintained abilities), but must pay any required casting costs anew.

For example, a 5th level mage who is monitoring a *spyspot*, maintaining an *improved reflexes* spell, and using *loan life* on a wounded ally attempts to throw a *fireball* at an approaching enemy. He must make a Concentration check (DC 19) for each of the three abilities he is maintaining (a maximum of three since his Constitution bonus is +3). Since he has a skill bonus of +11 (he has the maximum 8 ranks in the skill and +3 from his Constitution of 16), the odds are good that he will be

able to maintain any given spell, but a roll of 7 or less will still result in failure. Since his *loan life* spell is presently keeping another character conscious, he doesn't want to lose that spell, and the *improved reflexes* is important for the combat to come. He reasons that he can quit watching the *spyspot* for the brief period of time it will take to deal with his foe, so he voluntarily deactivates that spell. His Concentration DC is now only 16. With his +11 bonus, he rolls a 26 for the *loan life*, but only a 13 for the *improved reflexes*, so he loses concentration and must drop that spell. If he needs to employ another combat spell, he is now maintaining only a single ability, so his DC is 13 (and success will be virtually automatic barring any other modifiers).

Magery

A mage employs spells by making Magery checks against a DC as listed in the various spell lists beginning on p.43 of this book. In some cases, a greater level of success indicates a better effect. Mages may take 10 or take 20 on Magery checks, and in some cases (e.g., when crafting items), it is required. Retries are permitted, but the required power points must be expended even if the spell fails.

Magery is unlike other skills in that it is based on several attributes—Intelligence, Wisdom, and Charisma. A character's skill in Magery benefits from the bonuses provided by all three of these statistics. For example, a character with a 12 Intelligence, 14 Wisdom and 18 Charisma would earn a +7 bonus to all Magery checks. Thus, it is advisable for techno-mages to have high ratings in all three of these attributes. Skilled mages also often take the Skill Focus (Magery) feat to further increase their spellcasting abilities, and experienced spellcasters can acquire the Great Magery feat to enhance their Magery skill even more.

The Magery skill is employed whenever a spell is cast. The mage makes a roll, and if he equals or exceeds the listed DC for the spell, he casts it successfully. Many spells, particularly attack spells, require touch attacks or ranged touch attacks in addition to the Magery check. Should any touch attack miss, the spell is considered held until another touch attack can be made, but this spell counts against the limit of those the mage can maintain at any given time. For ranged touch attacks, if the roll misses, the spell is wasted, although for some effects (fireballs, for instance), the result of the spell must still be resolved. A fireball that hits a wall, for example, could set curtains or paintings aflame.

A mage can always take 10 on any Magery check made to cast a spell. Doing so doubles the required casting time, so a spell requiring one action would instead take a full round, a spell that took one round would take two, and so on. A mage can also take 20 on any spell, but this multiplies the required amount of time by 20, so a one-action spell would take a full minute, a one-round spell would take two minutes, a one-minute spell would take 20 minutes, and so on. Spells of Creation are always cast as though the mage took 20, so their casting times already factor in the extra delay.

Sleight of Hand

If a mage wishes to cast a spell or employ a techno-magical item without revealing to others that he is doing so, he can use a Sleight of Hand check. The Games Master determines the DC based on how much concealment he has and how many people are watching. Of course, if the character has the Still Magery feat, he does not need to make a check when spellcasting unless the spell involves touching a creature or object, or making a ranged touch attack. Spells with visible effects, such as a ray or bolt, will provide huge penalties to the Sleight of Hand check. Note that if the character does not also have the Silent Magery feat, he will need to speak or make other sounds in order to employ his magic, so this may also give him away unless he succeeds in a simultaneous Bluff check (see above).

A techno-mage can also use Sleight of Hand to plant monitoring devices and other magic items on subjects without their knowledge. Again, the Games Master determines the DC by the circumstances involved and the level of vigilance of any observers. Note that even if the Sleight of Hand check fails, techno-mage devices are often too small to be noticed by the naked eye. Thus, even if someone thinks the character did something unusual with his hands, he may not be able to figure out what it was. If the viewer is unaware that the character is actually a techno-mage, he is likely to dismiss the incident as unimportant.

Technical

Techno-mages employ the Technical skill as others do, but this skill has one other important purpose—it is the primary ability used when crafting techno-magical items. When used in this way, the character uses the highest or his ranks of Technical (electronics), Technical (mechanical), and Technical (engineering) and adds his Intelligence bonus to the total. Thus, a mage with 4 ranks of Technical (electronics), 2 ranks of Technical (engineering), and an Intelligence of 16 would add +7 to any Technical check made when crafting magical items. For more information on this procedure, see the section on Spells of Creation on p.103 of this book.

Techno-Mage Feats

The following feats are available to techno-mages only. Any of these feats may be selected by a techno-mage as either a standard or bonus feat. Techno-mages may select only feats from this list as bonus feats.

Accurate Bolts

You have spent a great deal of time practising with bolts, beams and rays, so that you can cast them with better accuracy than most mages.

Requirements: Dexterity 13+.
Benefits: You receive a +1 bonus to hit when employing a ranged touch attack with any spell you cast.

Bolted Spell

You know a special technique that can make any touch spell you know function at range.

Requirements: Wisdom 17+.
Benefits: You may use this feat whenever you cast any spell you know that has a range of 'Touch,' giving it a range of 'Close (Ranged Touch).' Instead of touching the target, you must instead now succeed in a ranged touch attack, failure indicating that the spell misses and is lost. (You can still use a touch attack if you wish.) Using this feat increases the DC of the Magery check by 5 and adds 2 to the casting cost, regardless of whether you hit or miss with the ranged touch attack or choose instead to use an ordinary touch. The bolt you fire is visible as a shaft of bright light, unless you also employ the Invisible Spell feat to keep it hidden.

This feat cannot be used with healing spells, which require a special crystal to command the organelles involved in the healing process. The crystal must be touched to the creature being healed, so bolting the spell will be of little use.

Special: You may take this feat a second time, permitting any touch spell to increase its range all the way up to Medium range. Employing a spell in this manner doubles the penalties listed above (i.e., +10 to the DC and +4 to the casting cost).

Broad Aptitude

You are highly adept at a variety of different types of spells.

Requirements: Intelligence 14+, must have completed the Becoming.
Benefits: When you acquire this feat, you may eliminate one of your three spell aptitude weaknesses, leaving you with only two. The altered category becomes a standard type from that point

on. Note that this aptitude may not be further improved to a primary through the use of the Mage Intensity feat.

Combat Casting

You are adept at casting spells in combat.

Requirements: None.
Benefits: You gain a +4 bonus to all Concentration checks made to cast a spell when on the defensive (see 'Casting on the Defensive' in Chapter 8: Combat of Core Rulebook I).

Contemplative

You work best when you are not pressured or under stress.

Requirements: Intelligence 15+
Benefits: You receive a +4 on your Magery check if you are not in combat and have extra time available to prepare your spells. This bonus is applied whenever you take 10 or take 20 on any spell other than a Creation spell. You lose the bonus if you cast the spell at the normal casting speed. However, if you are under great stress, such as in combat or in a do-or-die situation, you suffer a –2 penalty on your Magery check.

This feat does not work for Creation spells. You cannot have both this feat and Cool Under Pressure at the same time.

Cool Under Pressure

Stress brings out the best in you.

Requirements: Charisma 15+.
Benefits: When you are under pressure, everything becomes clearer and more focused. You receive a +4 bonus to all Magery checks made in combat or when your safety or that of another is directly threatened. However, taking your time is of less help to you. You suffer a –2 penalty when taking 10 or taking 20 on any Magery check, including item-crafting spells.

Special: You cannot have both this feat and Contemplative at the same time.

Empower Spell

By drawing on your physical power, you can cast spells to greater effect.

Requirements: Strength 11+.
Benefits: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls are not affected. Spells without random variables are not affected. Empowering a spell increases the DC of the Magery check by +3 and increases the casting and maintenance power point costs by 50%, rounding any resulting fractions up.

Enlarge Spell

By concentrating firmly, you can cast spells farther than usual.

Requirements: Constitution 15+.
Benefits: An enlarged spell doubles its normal range. This does not increase the range bracket (e.g., from Close to Medium), but doubles the numeric value in feet. Thus, a spell with Close range cast from a standard aptitude school has a 20-foot range normally and a 40-foot range if enlarged. Touch and Line of Sight ranges cannot be increased with this enhancement, although a Touch spell that becomes Close-ranged through the use of the Bolted Spell feat can be enlarged. Spells that have a cone effect extending from the mage to a specified distance have that distance doubled by this spell, but ordinary area effects are not increased. Enlarging a spell increases the DC of the Magery check by +4 and increases the casting power point cost by 50%, rounding any resulting fractions up.

Extra Power

Your inner reserves are greater than those of the typical techno-mage.

Requirements: None.
Benefits: You gain 1 additional power point each level. This applies only for levels acquired in the Techno-Mage class or any of the related prestige classes. You do not earn any additional power points if you take a level of Soldier or Agent, for example.

Gravity Mastery

You spend a lot of time practising your balance when employing spells of movement.

Requirements: Movement as either a standard or primary aptitude.
Benefits: You receive a +4 bonus to all Balance checks made when employing any Movement spell, such as *flying platform*, *teleport*, or *walk on water*. You also ignore the first 4 points of Dexterity penalties where gravity is involved. For example, in High or Very High gravity conditions, you suffer no Dexterity penalty, and in Extreme gravity, your Dex penalty is only –4. You still suffer all other effects of variant gravities, however, as found on p. 65 of the *Babylon 5 RPG Core Rules*.

Great Magery

You are unusually skilled in spellcasting.

Requirements: Skill Focus (Magery), 10+ ranks of Magery skill.
Benefits: You receive a +3 bonus to all Magery checks.

Healer

You possess the strength of character and spirit that naturally lead towards the healing arts.

Requirements: Charisma 17+, 4+ ranks of Medical skill.
Benefits: You can select the Healing school as a primary aptitude. Without this feat, the Healing school can be no better than a standard aptitude.

High Aptitude

You are even more adept at technomancy than previously believed.

Requirements: Broad Aptitude, Intelligence 17+.
Benefits: When you acquire this feat, you may eliminate one of your two remaining spell aptitude weaknesses, leaving you with only one. The altered category becomes a standard type from that point on. Note that this aptitude may not be further improved to a primary through the use of the Mage Intensity feat.

Inner Power

You have an inner strength you can draw on in times of great stress.

Requirements: Constitution 15+.
Benefits: Whenever you need to convert hit points into power points, you do not suffer any additional subdual damage as a result. You still take the physical damage, however.

Innovation

You have a deep understanding of the way magic works, enabling you to figure out how to use new spells on the fly.

Requirements: Intelligence 15+, Wisdom 17+.
Benefits: You can cast spells you do not yet know. To do this, the spell must not be in a weak school, and you must already know all listed prerequisite spells. For example, if you already know *greater surge*, you could cast *surge storm* using this feat, even if you do not know that spell. If the spell has other prerequisites, such as levels in a prestige class or a certain quantity of spells in a particular college, you must meet those prerequisites as well before an innovation can be employed.

When employing an innovation, you suffer a –8 penalty on all related Magery checks, double all listed power point costs, and cannot maintain the spell more than one time increment. Thus, for example, casting a *surge storm* through innovation costs 10 power points instead of the listed 5, has a maintenance cost of 4 instead of 2, and can be maintained no longer than one round after the initial round of casting.

Invisible Spell

You have learned special techniques that you can use to make your spell effects invisible.

Requirements: Intelligence 14+.
Benefits: You may apply this feat as an enhancement to any spell you cast as part of that casting. Doing so increases the DC of the Magery check by +4, adds 1 to the casting cost, and doubles

all maintenance costs. However, the spell produces no visible effect, so that observers may not even be aware that techno-magery is being employed. Note that spells that depend upon a visible effect, such as most conjurations, light spells like *dazzle* and *daylight*, and so on will be altered or nullified if this feat is used to cast them.

Mage Intensity

Your mind is attuned to technomancy in a way few others can even hope to manage.

Requirements: Techno-Magery, Intelligence 15+, Wisdom 15+, Charisma 15+.
Benefits: You may select a second primary mage aptitude when you acquire this feat. This aptitude may not be a category in which you were formerly weak before applying the Broad Aptitude or High Aptitude feats. To select the Healing school, you must already have the Healer feat.

Maximise Spell

By drawing heavily on your physical power, you can cast spells to maximum effect.

Requirements: Strength 13+.
Benefits: All variable, numeric effects of a maximised spell are maximised. A maximised spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Saving throws and opposed rolls are not affected. Spells without random variables are not affected. A maximised spell increases the DC of the Magery check by +6, doubles the casting cost, and doubles all maintenance costs.

Multi-Tasking

You can concentrate on many different abilities simultaneously without losing control.

Requirements: Constitution 15+, Intelligence 15+.
Benefits: This feat increases the number of techno-mage abilities you can maintain by 1. A normal mage can maintain no more than one spell per point of Constitution bonus, so a mage with Con 14 could maintain 2 spells or abilities at a time, which is increased 3 if he takes the Multi-Tasking feat.

Special: This feat can be taken multiple times. Each acquisition after the first adds 1 to the Intelligence requirement (so taking a second instance of Multi-Tasking requires Int 16, a third Int 17, and so on). Each instance adds 1 to the number of spells that can be maintained at any time. A high-level mage with several Multi-Tasking feats combined with the Spell Shuffling feat can maintain a great deal of spells with little difficulty.

Ordered Mind

You have your thoughts and emotions tightly under control at all times.

Requirements: Intelligence 13+, Charisma 16+.
Benefits: You treat your effective Wisdom score as 4 points higher when determining the effects of chaos points on spellcasting. For example, a techno-mage with Wisdom 15 who takes this feat treats his Wisdom as 19 when checking to see if his accrued chaos points are enough to cause him to potentially lose control of the tech. If this mage reached a total of 20 chaos points, his Will save DC to avoid going berserk would be 11, not 15.

Pain Adaptation

You are particularly adapted to the beneficial effects of pain and the means of using it to clear the mind.

Requirements: Will save 8+.
Benefits: Every time your perform scouring on yourself to remove chaos points, you eliminate 2d6+3 chaos points instead of the usual 2d6. In addition, whenever you take damage in combat or any other situation other than the voluntary conversion of hit points into power points, you automatically lose 1 CP for every 4 full points of non-subdual damage you receive. The pain from these wounds helps you focus on keeping your mind orderly.

Power Recharge

Something about your personality meshes extremely well with the tech you carry deep within your body. As a result, you are in synch with your power better than most other mages.

Requirements: Charisma 16+.
Benefits: You recover power points at double the normal rates—one every 5 minutes for meditation or sleep periods, one every 15 minutes for light activity, and one each half hour when undertaking heavy activity. This benefit does not apply if you are maintaining any spells or are involved in any casting, such as when crafting items. This feat does not stack with the benefits provided by a mage's place of power.

Quicken Spell

Your reflexes are so perfectly honed that you can cast spells with but a moment's thought.

Requirements: Dexterity 12+.
Benefits: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell increases the DC of the Magery check by +8, costs double the listed power point cost, and may not be maintained beyond the round in which it is cast.

Signature Spell

You employ a certain spell so frequently that its use has become almost second nature.

Requirements: Mage Intensity.
Benefits: Choose any spell from one of your primary aptitudes. This spell no longer counts against your limit of abilities you may maintain at any one time. Furthermore, all Concentration checks made to maintain this particular spell, either while activating a new ability or when interrupted in combat, are made at a +4 bonus.

Special: You may take this feat multiple times. You must select a different spell each time you acquire this feat.

Silent Spell

You can cast spells silently.

Requirements: Charisma 13+.
Benefits: A silent spell can be cast with no verbal components (speech, song, and the like), unless its description specifically notes otherwise. For example, many Elemental (sonic) spells make noise, and do not function if cast silently. A silent spell increases the DC of the spell's Magery check by +2 and the casting cost by 1.

Silent Magery

Through constant practice, you have learned how to employ spells without using your voice.

Requirements: Charisma 17+, Silent Spell.
Benefits: By simply concentrating on your mage focus, you can will spells to take effect without talking, singing, or otherwise making noise. This feat applies to all spells you cast except those specifically noted as functioning only with a specific application of your voice or other sounds. All penalties associated with silent spells are lifted. Note that if you do not also acquire the Still Magery feat, you must continue to make gestures in order to employ your magic.

Sleep Concentration

Through repetitive practice, you have learned to continue to operate spells even while asleep. You must enter a sleep state in an orderly fashion and in comfortable surroundings to employ this feat—if you are knocked unconscious through drugs, gas, injury, or other factors, this is not considered 'orderly sleep.'

Requirements: Wisdom 15+.
Benefits: When you go to sleep, you can maintain any one spell you are employing by making a Concentration check (DC equal to the spell's Magery DC). If the check fails, you lose concentration as you fall into slumber—you may not wake up and re-cast the spell, unless someone else observes the spell's failure and wakes you up. This feat will not work if the spell you are maintaining requires constant attention.

This feat may be taken multiple times. Each time you take it, you add the ability to maintain one additional spell while sleeping. When checking for concentration, each is rolled for separately.

Spell Knack

You have a knack for learning many different kinds of spells.

Requirements: Intelligence 17+.
Benefits: You gain access to one additional spell every two levels, in addition to those you normally acquire through ordinary progression. That is, at each character level evenly divisible by two (2nd, 4th, etc.) you gain one bonus spell. This occurs regardless of the class in which you advance, even if it is not a techno-mage class (an exception to the usual rules)—your studies continue in techno-magery even though you are not focusing on that class at the moment.

If you take this feat at higher levels, it is retroactive, so you would immediately gain any additional spells as if you had this feat all along. For example, a character that acquires this feat at 10th level would immediately learn five additional spells (the ones he would've received as bonus spells at 2nd, 4th, 6th, 8th, and 10th levels).

Spell Passion

You are particularly passionate about spells of a certain school in which you excel.

Requirements: Wisdom 15+, Charisma 13+.
Benefits: Choose any of the schools of techno-magery that you consider a primary aptitude. When you use spells from that school against an enemy who is permitted a saving throw to resist or avoid the effects, the DC of that saving throw is increased by 1.

Spell Shuffling

You have the ability to shuffle quickly and rapidly through any spells you are maintaining, allowing you to avoid dropping multiple spells more easily.

Requirements: Multi-Tasking.
Benefits: When maintaining multiple spells, the Concentration DC for each is equal to 10 + 2 per spell instead of 10 + 3 per spell. Thus, for example, if you are maintaining 3 spells and cast another, the DC to maintain each one would be 16 instead of 19.

Still Spell

You can cast spells without gestures.

Requirements: Intelligence 13+.
Benefits: A still spell can be cast with no somatic components (gestures or hand movements) unless its description specifically states a particular movement or gesture is required. A still spell increases the DC of the spell's Magery check by +3 and the casting cost is increased by 1.

Still Magery

Spell-casting comes so easily to you that you don't need to make gestures or use your hands to invoke the magic.

Requirements: Intelligence 17+, Still Spell.
Benefits: When casting, you can remain perfectly motionless, although you will still need to employ your voice if you do not have the Silent Magery feat. The Still Magery feat applies to all spells you cast, and all penalties normally associated with casting a still spell are lifted.

Strength of Character

You possess a depth of spirit unmatched by most other mages. When you need to, you can reach deep down within yourself for the strength to go on.

Requirements: Charisma 13+, Attack Bonus +5.
Benefits: You receive 5 bonus hit points, but these apply for purposes of subdual damage only. For example, if you have 15 total hit points, you can take up to 20 points of subdual damage before falling unconscious. These bonus subdual points return at the same rate as standard damage of the same type.

Studious

You enjoy the study of magic and spend much of your free time learning new ways to employ your powers.

Requirements: Wisdom 17+.
Benefits: Each level, you receive one additional new spell. This feat is not retroactive, but does apply to the level in which it is chosen. The level taken must be in the basic techno-mage class, not a prestige class or non-mage class.

Supporting Spell

You have the ability to support other mages with your tech.

Requirements: Charisma 15+
Benefits: If you and another mage both know the same spell, you can provide your own power points to him in support. You must be touching the other mage at the time the spell is cast (or if used in item creation, you must be present to help with the crafting). Essentially, you allow yourself to be used as a living power battery for purposes of that spell. Any such effort must be voluntary—you can never be forced into helping, unless under the influence of some outside power (such as telepathy).

Upgrade Spell

You have a great degree of comprehension of the nuances of your spells, and can adjust them on the fly.

Requirements: Wisdom 15+.
Benefits: Whenever you are maintaining a spell that has a more advanced form (e.g., *disguise* is a lesser version of *greater disguise*), you can upgrade to the more powerful version without dropping the first and re-casting it. You must know both of the spells in question, unless you also employ the Innovation feat, in which case all penalties and restrictions of that feat also apply.

To employ the Upgrade Spell feat, you must make a Magery check as if you were casting the greater version of the spell, and must meet all other requirements (range, touch, etc.). The original spell does not count as being maintained for this purpose only, because the instant the upgraded spell is completed successfully, the first one 'becomes' that spell. The cost in power points is equal to the difference between the casting cost of the new spell and the maintenance cost of the first.

For example, a mage is maintaining a *disguise* spell to alter his own face to that of a guard he just knocked unconscious. After carrying out an on-screen conversation (in which only his altered head is visible), he realises he must now enter a corridor stuffed with other guards. He is also already at his maximum number of maintainable spells. Without this feat, he would have to drop *disguise* and cast *greater disguise* to cover his entire body, costing him time and potentially revealing his deception if anyone is watching on-camera. Because he has this feat, however, he can cast *greater disguise* over the basic *disguise* without the latter counting against his maintenance limits. Furthermore, if he succeeds in the DC 29 Magery check to cast *greater disguise*, his power point cost of 6 is reduced by the maintenance cost of the *disguise* spell, so instead of paying 6 points, he only pays 5. Best of all, if the Magery check fails, the original *disguise* remains in place without interruption.

Techno-Mage Prestige Classes

The following prestige classes are available for use by techno-mages only. Many prestige classes represent subsets of the techno-mage order, which are loosely organised groups often centred around a particular set of teachings. A character may not be a member of more than one of these groups, so he cannot take levels in more than one such prestige class during his career.

Chimera Legari

Among the mages, those of the Chimera Legari are few. The order is as old as the mages themselves, and many believe that Wierden was the original founder of the group. Although they are rarely known by this name today, the Legari have a great reputation as showmen and entertainers. They often employ their skills with illusions to produce complex, interactive shows that go far beyond that of any three-dimensional media.

Chimera Legari are most skilled with the schools of Conjuration and the Elements, particularly sonic powers that enhance their illusions. Of the seven tenets of the Code, the Legari pay the most attention to mystery, followed by secrecy. Many who encounter the Legari believe them to be nothing more than impressive showmen with high-tech tools at their disposal, never suspecting that the person in question was actually a techno-mage. Rumor also has it that Disney Planet employs at least one Chimera Legari, and perhaps several, but this has yet to be proven.

Requirements

To qualify to become a Chimera Legari, a character must fulfil all the following criteria:

Abilities: Charisma 16+.

Skills: Perform 4+, Sleight of Hand 8+, Magery 8+.

Feats: Silent Spell, Still Spell.

Special: Must have either Conjuration or Elemental (sonic) as a primary aptitude and cannot be weak in either of those schools.

Class Skills

The Chimera Legari's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Magery (Int+Wis+Cha), Perform (Cha), Sleight of Hand (Dex), Speak Language (none), and Technical (Int).

Skill Points Per Level: 6 + Int modifier.

Class Features

The following are class features of the Chimera Legari prestige class.

Hit Points Per Level: 1.

Conjuration Spells: A Chimera Legari spends a great deal of time studying the art of skilful conjuration. Each level, in addition to any spells learned normally as shown on the class data chart hereafter, he also learns a number of new Conjuration spells equal to his Intelligence bonus. If he already knows all the spells of the Conjuration school, he may instead learn any desired spells from schools in which he has either a standard or primary aptitude.

Improved Conjuration: Chimera Legari are highly adept at conjuring creatures. At 2nd level, they can cast any *conjure creature* spell as a single action instead of a full round action. At 4th level, all summoned creatures have +1 to hit with any weapon they use, and at 6th level, they score +1 to damage for each attack they make. At 8th level, conjured creatures have 50% more hit points than normal (roll hit points and multiply the result by 1.5, dropping any fraction). At 10th level, conjured creatures have +2 to hit, score +2 damage, and have an additional 1 hit point per die.

Deceptive Illusions: The Chimera Legari's illusions become more and more effective as he advances in experience. At 3rd level, the saving throw DC of any Conjuration spell he casts is increased by +1. This is increased to +2 at 6th level and +3 at 9th level.

Persistent Illusion: Beginning at 5th level, a Chimera Legari can reduce the maintenance cost of any single illusion he is maintaining to zero, effectively allowing him to maintain it indefinitely, even while asleep. The spell still counts against the limit of those he can maintain, but he never has to roll to concentrate on that spell. The persistent illusion can be any of the following spells: *phantom image*, *greater phantom image*, *perfect phantom image*, *disguise*, or *greater disguise*. The mage can maintain it even across interstellar distances as long as he and the subject are within the techno-mage FTL network.

Greater Persistent Illusion: At 10th level, the Chimera Legari can maintain a second persistent illusion if he wishes, or he can forego the two he is normally allowed and instead maintain a *mass disguise* or *greater mass disguise*. Alternately, if desired, he can maintain an *area disguise* spell, but this difficult spell is never

The Chimera Legari

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Number of Spells	Power Points	Special
1	+0	+0	+0	+2	2 + Int bonus	1 + Cha bonus	Conjuration Spells
2	+1	+0	+0	+3	1 + Int bonus	1 + Cha bonus	Improved Conjuration (standard action spell)
3	+1	+1	+1	+3	0 + Int bonus	1 + Cha bonus	Deceptive Illusions +1
4	+2	+1	+1	+4	1 + Int bonus	1 + Cha bonus	Improved Conjuration (+1 to hit)
5	+3	+1	+1	+4	1 + Int bonus	1 + Cha bonus	Persistent Illusion
6	+3	+2	+2	+5	0 + Int bonus	1 + Cha bonus	Improved Conjuration (+1 damage), Deceptive Illusions +2
7	+4	+2	+2	+5	1 + Int bonus	1 + Cha bonus	
8	+4	+2	+2	+6	0 + Int bonus	1 + Cha bonus	Improved Conjuration (+50% hit points)
9	+5	+3	+3	+6	1 + Int bonus	1 + Cha bonus	Deceptive Illusions +3
10	+5	+3	+3	+7	0 + Int bonus	1 + Cha bonus	Improved Conjuration (+2 to hit and damage, +1 hit point per die), Persistent Illusion

free. Instead, the maintenance cost is reduced to 1 per hour, and the mage cannot maintain it if he sleeps or falls unconscious.

Destroyer

Destroyers are what the Circle most fears—a techno-mage with a penchant for causing virtually limitless carnage. Normally, any apprentice showing such traits would be stripped of his chrysalis and cast out prior to Becoming. Sometimes, a full-fledged techno-mage discovers his aptitude for destruction after graduation. The Circle watches such a mage carefully, and any sign that he intends to use his great powers results in his immediate flaying.

Occasionally, however, a destructive mage is permitted to exist, as long as his adherence to the Code remains strong. The Circle keeps such mages as weapons to defend the Order, but does not permit a Destroyer to take an apprentice of his own. The life of a Destroyer is a lonely one, and his ability to use his powers is strictly controlled.

Among the present mages in existence, only Galen is a member of this prestige class. Discovery of destructive powers is difficult, and most mages obey the tenets of their order and avoid researching them. The Games Master should think carefully before permitting a Destroyer in his campaign, as his ability to cause damage and chaos is quite impressive.

Requirements

To qualify to become a Destroyer, a character must fulfil all the following criteria:

Abilities: Intelligence 13+, Wisdom 15+, Charisma 16+.

Skills: Concentration 8+, Magery 8+.

Feats: Ordered Mind, Still Spell.

Special: Must have either Elements or Conjuration as a primary aptitude and cannot be weak in either of those schools.

Class Skills

The Destroyer's class skills (and the key ability for each skill) are Balance (Dex), Computer Use (Int), Concentration (Con), Gather Information (Cha), Intimidation (Cha), Knowledge (any) (Int), Magery (Int+Wis+Cha), Pilot (Dex), Sense Motive

(Wis), Sleight of Hand (Dex), Speak Language (none), and Technical (Int).

Skill Points Per Level: 6 + Int modifier.

Class Features

The following are class features of the Destroyer prestige class.

Hit Points Per Level: 1.

Self-Control: The Destroyer has incredible willpower when it comes to resisting the effects of chaos spells. Whenever making a Will save to avoid going berserk, a member of this prestige class receives a +1 per Destroyer level bonus to the roll.

Destruction: The Destroyer is capable of learning the extremely powerful spell *destruction*. No other classes may learn this spell. The Destroyer can acquire this spell at 1st level if he knows all the proper prerequisites. At 5th level, he can learn the spell *greater destruction*, and at 10th level, he can learn the ultimate chaos spell, *total destruction.*

Mage Accuracy: At 2nd level, a Destroyer receives a +1 bonus to hit with any ranged touch spell he casts. This bonus is increased by a further +1 every other level, i.e., +2 at 4th level, +3 at 6th level, and so on.

Increased Chaos: At 3rd level, the Destroyer adds +1 to the damage dice of all chaos spells he creates. This is in addition to any bonuses from primary aptitudes or other improvements. This bonus is increased to +2 at 6th level and +3 at 9th level.

Chaos Skill: At 4th level, a Destroyer treats all chaos spells in weak aptitudes as though they are standard aptitudes.

Chaos Mastery: At 7th level, the Destroyer treats all chaos spells as though they are primary aptitudes.

Great Healer

The healing arts are by far the most difficult to master. Techno-mage characters must take a special feat just to choose it as a primary, and characters that have healing as a weakness cannot cast spells from this school at all. Healing is, however, one of the most sought-after arts, as nothing upholds the techno-mage tenet of good better than this ability.

Sometimes, a rare individual will come along whose healing skills eclipse those of others by leaps and bounds. If such a one chooses to focus his studies on healing almost exclusively, he can develop improvements to healing spells that far exceed his fellows. Perhaps no more than five mages in history have undertaken this difficult path, and all were revered far after their

The Destroyer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Number of Spells	Power Points	Special
1	+0	+0	+0	+2	0 + Int bonus	1 + Cha bonus	Self-Control, Destruction
2	+1	+0	+0	+3	0 + Int bonus	1 + Cha bonus	Mage Accuracy +1
3	+2	+1	+1	+3	0 + Int bonus	1 + Cha bonus	Increased Chaos +1
4	+3	+1	+1	+4	0 + Int bonus	1 + Cha bonus	Chaos Skill, Mage Accuracy +2
5	+3	+1	+1	+4	0 + Int bonus	1 + Cha bonus	Greater Destruction
6	+4	+2	+2	+5	0 + Int bonus	1 + Cha bonus	Increased Chaos +2, Mage Accuracy +3
7	+5	+2	+2	+5	0 + Int bonus	1 + Cha bonus	Chaos Mastery
8	+6	+2	+2	+6	0 + Int bonus	1 + Cha bonus	Mage Accuracy +4
9	+6	+3	+3	+6	0 + Int bonus	1 + Cha bonus	Increased Chaos +3
10	+7	+3	+3	+7	0 + Int bonus	1 + Cha bonus	Total Destruction, Mage Accuracy +5

The Great Healer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Number of Spells	Power Points	Special
1	+0	+0	+0	+2	0 + Int bonus	1 + Cha bonus	Healing Spells
2	+1	+0	+0	+3	0 + Int bonus	1 + Cha bonus	Healing Affinity +1
3	+1	+1	+1	+3	0 + Int bonus	1 + Cha bonus	Analyse Health, Immune to Poison
4	+2	+1	+1	+4	0 + Int bonus	1 + Cha bonus	Reflexive Healing
5	+3	+1	+1	+4	0 + Int bonus	1 + Cha bonus	Healing Affinity +2
6	+3	+2	+2	+5	0 + Int bonus	1 + Cha bonus	Immune to Thin Atmosphere and Low/High Gravity
7	+4	+2	+2	+5	0 + Int bonus	1 + Cha bonus	Analyse Health (Close range)
8	+4	+2	+2	+6	0 + Int bonus	1 + Cha bonus	Healing Affinity +3
9	+5	+3	+3	+6	0 + Int bonus	1 + Cha bonus	Reflexive Healing, Immune to Radiation
10	+5	+3	+3	+7	0 + Int bonus	1 + Cha bonus	Long Life

passing. The only mage who currently holds the title of Great Healer is Ing-Radi.

Requirements

To qualify to become a Great Healer, a character must fulfil all the following criteria:

Abilities: Charisma 20+.

Skills: Concentration 8+, Magery 8+.

Feats: Great Magery.

Special: Must have Healing as a primary aptitude.

Class Skills

The Great Healer's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Listen (Wis), Magery (Int+Wis+Cha), Medical (Wis), Sense Motive (Wis), and Technical (Int).

Skill Points Per Level: 4 + Int modifier.

Class Features

The following are class features of the Great Healer prestige class.

Hit Points Per Level: 1.

Healing Spells: Each level, a mage receives 2 bonus spells that must be of the Healing school, in addition to those shown on the chart hereafter (based on his Intelligence bonus). In the event the mage knows all spells in the Healing school, the Games Master can either create new Healing spells for the player (who has discovered them through research), or they can be selected from any other school that is not one of the mage's weaknesses.

Healing Affinity: At 2nd level, whenever a Great Healer casts a *healing* spell (such as *moderate healing*), he heals 1 additional hit point per die rolled. Thus, a spell that normally healed 2d4+2 hit points would instead heal 2d4+4 hit points. The bonus is increased to +2 hit points per die at 5th level and to +3 hit points per die at 8th level.

Analyse Health: At 3rd level, a Great Healer can make a Medical check to analyse the health of any creature, even if there are no tools or facilities present. To do this, he must succeed in a Medical check against a DC of 15. The attempt is performed as a standard action, and if successful, the Great Healer learns the exact condition of the creature's health—present hit point level,

any conditions or diseases that affect that creature, and so on. This ability functions only on organic creatures, not constructs or beings of energy. At 7th level, the Great Healer can use this ability on any creature within Close range, simply by looking at them.

Reflexive Healing: At 4th level, a Great Healer can cast any spell in the Healing school that has a casting time of 1 action as a free action, and any spell that has a casting time of 1 round in 1 action. The mage must, of course, know the spell in question. At 9th level, a Great Healer can cast healing spells that have a casting time of 1 round as a free action, and spells with a casting time of 1 minute in a single round.

Additional Immunities: At 3rd level, a Great Healer is immune to the effects of all diseases, poisons and toxins. At 6th level, he is immune to the effects of thin atmospheres and automatically shifts all detrimental gravity effects one step towards 'Standard.' At 9th level, the Great Healer is completely immune to radiation as long as exposure lasts only a few minutes—if he stands for hours in the midst of a nuclear reactor, he will still perish.

Long Life: At 10th level, a Great Healer is automatically assumed to have the *extend life* spell active at all times, at no power point cost, without counting against the limit of spells he may maintain.

Instrument of Chaos

Although the techno-mage order does everything it can to ensure the unworthy are weeded out of their ranks prior to Becoming, sometimes mistakes are made. Occasionally, something goes wrong with the tech, outside forces influence the mage's actions, or a tragic event shocks his beliefs to the very core. Other times, in perhaps the most dangerous situation of all, the mage is corrupted by his power.

If a mage chooses to follow the path of chaos, he becomes eligible for this class. When even a single level of this prestige class is taken, there is no going back. The mage embraces chaos and comes to accept his role as a destructive force in the Universe. If his true nature is discovered, he throws off all connection with other mages and becomes a pariah, one who will be captured and flayed by the rest of his order—if he can be found. The life of an instrument of chaos is one spent underground, spreading dissension and despair at every turn, always staying one step ahead of the rest of his kind.

Requirements

To qualify to become an Instrument of Chaos, a character must fulfil all the following criteria:

Abilities: Charisma 15+.

Skills: Bluff 8 ranks, Magery 8 ranks.

Feats: Cool Under Pressure.

Special: Must have Elements or Movement as a primary aptitude, and cannot be weak in either of these schools. Also, must have gone berserk at least once due to the over-expenditure of chaos points.

Class Skills

The Instrument of Chaos's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Computer Use (Int), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Magery (Int+Wis+Cha), Move Silently (Dex), Pilot (Dex), Read Lips (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Technical (Int).

Skill Points Per Level: 8 + Int modifier.

Class Features

The following are class features of the Instrument of Chaos prestige class.

Hit Points Per Level: 1.

Dissociation: An Instrument of Chaos must normally dissociate himself from the rest of his order, because if he is ever discovered and captured, he will be flayed. Thus, once his true nature is revealed, he cannot communicate with other mages and may not employ the techno-mage FTL network. Any attempt to do so will result in his location being quickly tracked and pinpointed. A revealed Instrument of Chaos will not even use the FTL network while on the move for fear of drawing attention to himself.

Controlled Chaos: Instruments of Chaos frequently enter a berserk state, and as a result quickly learn to control it to some extent. When he goes berserk, the Instrument of Chaos does not attack friends or allies even if no other targets are present. He does, however, continue to search for others to use his spells against until he recovers from the berserk state.

Chaos Accuracy: Whenever making a touch or ranged touch attack with a spell that has a chaos cost, the Instrument of Chaos receives a bonus of +1 for each three levels he has attained, beginning at 1st level. Thus, he earns +1 to hit at 1st level, +2 at 4th level, +3 at 7th, and +4 at 10th.

Bonus Spell: Each level, the Instrument of Chaos receives one bonus spell in addition to those listed on the chart hereafter. This bonus spell must be one that has a chaos cost. If the mage does not have the prerequisites for any chaos spells, this bonus spell is lost.

Chaos Damage: At 3rd level, an Instrument of Chaos adds +1 to the damage scored by any spell with a chaos cost, so long

The Instrument of Chaos

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Number of Spells	Power Points	Special
1	+0	+0	+0	+2	1d4 + Int bonus	10 + 1d6 + Con bonus + Cha bonus	Dissociation, Controlled Chaos, Chaos Accuracy +1, Bonus Spell
2	+1	+0	+0	+3	1d4 + Int bonus	1d4 + Cha bonus	
3	+1	+1	+1	+3	1d4 + Int bonus	1d4 + Cha bonus	Chaos Damage +1
4	+2	+1	+1	+4	1d4 + Int bonus	1d4 + Cha bonus	Chaos Accuracy +2
5	+3	+1	+1	+4	1d4 + Int bonus	1d4 + 3 + Cha bonus	Counter-Magery
6	+3	+2	+2	+5	1d4 + Int bonus	1d4 + Cha bonus	Chaos Damage +2
7	+4	+2	+2	+5	1d4 + Int bonus	1d4 + Cha bonus	Chaos Accuracy +3
8	+4	+2	+2	+6	1d4 + Int bonus	1d4 + Cha bonus	Counter-Magery (Long range)
9	+5	+3	+3	+6	1d4 + Int bonus	1d4 + Cha bonus	Chaos Damage +3
10	+5	+3	+3	+7	1d4 + Int bonus	1d4 + 3 + Cha bonus	Chaos Accuracy +4, Chaos Empowerment

as that spell causes at least 1d4 points of damage. Spells that cause only 1 point of damage are not improved. At 6th level, the Instrument of Chaos adds a second +1 for spells that have at least 2 dice (2d4 or better) of damage, and at 9th level, a third +1 would be added for spells with at least 3 dice of damage.

Counter-Magery: At 5th level, an Instrument of Chaos has discovered, through his delving into the truth behind his tech, ways to counter the technomancy employed by other mages. If desired, an Instrument of Chaos can ready a special Counter-Magery action that is activated whenever an opposing mage within Medium range casts a spell. The Instrument of Chaos can then seize control of that spell and alter its function by paying the same power point cost the enemy techno-mage paid to cast it. The Instrument of Chaos can choose to do any of the following at his option:

🕄 Cancel the spell outright

🕄 Choose to have the spell affect himself, if it is one that functions at a range other than Touch (unless, of course, the Instrument of Chaos was actually touched when the spell was cast)

🕄 Choose to have the spell affect a different target within its range, or, if it is a ranged touch spell, attack a different target then the original (using the Instrument of Chaos's ranged touch attack bonus)

The Instrument of Chaos may not make a spell affect the mage who cast it (i.e., he may not turn it back upon its caster). If the spell has a saving throw, that save is made at the original caster's DC, not that of the Instrument of Chaos. The range of the spell still relates to the original caster, not the Instrument of Chaos. The Instrument of Chaos need not know the 'stolen' spell to cancel or redirect it. Once the spell is cast, it cannot be maintained unless the original caster chooses to do so (it is still 'his' spell and still counts against the limit of spells he can maintain).

In the event two Instruments of Chaos attempt to seize control of a spell simultaneously, both must pay the spell's casting cost. If they do, they then make opposed Magery checks to see which one actually captures the spell. Regardless of who wins or by how much, the victor cannot direct the stolen spell towards the other.

At 8th level, the range at which an Instrument of Chaos can take control of an enemy spell is increased to Long instead of Medium.

Chaos Empowerment: At 10th level, an Instrument of Chaos treats all damage-causing spells as though they were empowered

with the Empower Spell feat. There is no additional casting or maintenance cost for this effect, nor is there a penalty to the Magery check. This ability does not stack with Empower Spell if the mage knows that feat.

Kinetic Grimli

Among techno-mages, this is the largest known sub-group. The Kinetic Grimli focus a great deal of their studies on Enhancement spells, especially those that make them more athletic and nimble. Members of the Grimli tend to be acrobats and performers who travel together more than most other mages, concentrating on physical skills and exercises to work out stress and frustration.

The Kinetic Grimli are also master craftsmen. They often spend a great deal of time and effort creating magical items, especially to mages who are not particularly good at crafting. The leaders of the Kinetic Grimli know the secrets of creating very large items, including the Techno-Mage Pinnace. Without the Grimli, each mage would be responsible for the creation of his own ship, and as a result most would be stuck with common transports.

Kinetic Grimli enjoy being mages for the freedom and exhilaration their craft brings. Of the seven tenets of techno-magery, they focus on magic the most, with science following closely thereafter. Grimli tend to be enthusiastic and very outgoing; very few of them are quiet loners.

Requirements

To qualify to become a Kinetic Grimli, a character must fulfil all the following criteria:

Abilities: Dexterity 15+.

Skills: Balance 8+, Magery 8+, Technical 8+.

Feats: Lightning Reflexes.

Special: Must have either Enhancement or Creation as a primary aptitude and cannot be weak in either of those schools.

Class Skills

The Kinetic Grimli's class skills (and the key ability for each skill) are Balance (Dex), Computer Use (Int), Concentration (Con), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Knowledge (any) (Int), Magery (Int+Wis+Cha), Perform (Cha), Pilot (Dex), Sleight of Hand (Dex), Speak Language (none), Technical (Int), and Tumble (Dex).

Skill Points Per Level: 6 + Int modifier.

Class Features

The following are class features of the Kinetic Grimli prestige class.

Hit Points Per Level: 1.

Signature Spells: The Kinetic Grimli is a master at employing acrobatic and dexterity-increasing spells. At 1st level, and again every 3 levels thereafter, he may select any one spell from the following list: *leaper*, *swimmer*, *contortionist*, *nimbleness*, or *improved reflexes*. The chosen spell is then cast as if the mage had the Signature Spell feat, even if the character does not possess the requirements for that feat. He must, of course, know that spell in order to select it.

Ship Enhancing: Kinetic Grimli know how to modify their own pinnaces with great ease. They reduce the XP cost of ship enhancements by 10% per level, but this applies only to their own ship. Thus, a 3rd level Grimli pays 30% less to upgrade his pinnace, while 10th level Grimli pays nothing at all to enhance it!

Technical: Beginning at 2nd level, the Kinetic Grimli's technical aptitude improves dramatically. He receives a +1 bonus to all Technical checks regardless of type. This bonus increases to +2 at 5th level and to +3 at 8th level.

Crafting: The Kinetic Grimli is adept at crafting a variety of techno-magical items. Beginning at 3rd level, the XP cost for all items made is reduced by 10%. This is applied after all other modifiers are calculated. At 6th level, this bonus is increased to 20%, and at 6th level it becomes 30%.

Construct Casting: Beginning at 4th level, a Kinetic Grimli treats constructs and vehicles as 'creatures' for any spell listed as affecting creatures only. Note that many spells are meaningless if cast on a vehicle (e.g., skill enhancements). However, many Enhancement and Defence spells function perfectly well on vehicles. *Prowess*, for example, will add an attack bonus to all weapons fired by the vehicle. Such spells do not affect creatures within or upon the vehicle, unless the spell is designed to affect multiple creatures or has an area effect.

Larger Targets: Beginning at 5th level, a Kinetic Grimli begins to learn the secrets of casting spells on larger creatures and objects. Any spell that limits an effect to a creature or object of a certain size (Small, Medium, Large, Huge, etc.) increases those limitations to the next larger scale. Casting a spell on a target larger than listed carries a –2 penalty to the required Magery check. Thus, a spell listed as only being able to affect Huge or smaller creatures could be used on a Gargantuan creature by a 5th level Kinetic Grimli, but is cast at a –2 penalty. At 10th

The Kinetic Grimli

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Number of Spells	Power Points	Special
1	+0	+0	+2	+0	1d4 + Int bonus	1 + Cha bonus	Signature Spell, Ship Enhancing
2	+1	+0	+3	+0	1d4 + Int bonus	1 + Cha bonus	Technical +1
3	+1	+1	+3	+1	1d4 + Int bonus	1 + Cha bonus	Crafting 10%
4	+2	+1	+4	+1	1d4 + Int bonus	1 + Cha bonus	Signature Spell, Construct Casting
5	+3	+1	+4	+1	1d4 + Int bonus	1 + Cha bonus	Technical +2, Larger Targets (+1 size category)
6	+3	+2	+5	+2	1d4 + Int bonus	1 + Cha bonus	Crafting 20%
7	+4	+2	+5	+2	1d4 + Int bonus	1 + Cha bonus	Signature Spell
8	+4	+2	+6	+2	1d4 + Int bonus	1 + Cha bonus	Technical +3
9	+5	+3	+6	+3	1d4 + Int bonus	1 + Cha bonus	Crafting 30%
10	+5	+3	+7	+3	1d4 + Int bonus	1 + Cha bonus	Signature Spell, Larger Targets (+2 size categories), Pinnace Crafting

level, the size increment is increased another level, so this same spell could then be cast on a Colossal creature. However, the penalty is doubled to –4 if the spell is used on a creature two size categories larger than normally allowed.

Pinnace Crafting: At 10th level, the Kinetic Grimli's training provides him with the ability to construct and maintain a techno-mage pinnace. Creating a new pinnace requires one man-year of effort divided up amidst at least 4 mages and no more than 12, so a large group of Grimli can produce a brand-new pinnace in a single month. A single 10th level Kinetic Grimli can also repair a pinnace without a spacedock or other facility. The DC and time required depends upon the amount of damage, of course, but only a few days should be necessary for minor scrapes, while critical repairs could take a month or more. At this level, the player need not pay any favours if his own pinnace is lost for any reason.

Pensive Croanati

Although the title is rarely used today, the Pensive Croanati once included almost half of all techno-mages within their ranks. They are an ascetic lot who eschew personal possessions and pleasures, focusing on the use of technomancy as a means to earn enlightenment. Croanati wear simple robes or tunics, practice ritual scouring on a daily basis to keep their minds pure, and avoid the use of any spell that creates or furthers chaos. They focus their tech inward far more than most mages, until their bodies are almost indistinguishable from it. For a Croanati, the techno-mage tenet that holds the most importance is knowledge, followed closely by good.

Pensive Croanati focus most of their magic on the arts of defence and healing. They do not use elemental spells as a general rule, although they do occasionally learn a fire spell or two for use in scouring rituals. Croanati are very studious and tend to learn more spells than other mages, but they are not nearly as active and lose access to most physical skills.

Requirements

To qualify to become a Pensive Croanati, a character must fulfil all the following criteria:

Abilities: Intelligence 15+, Charisma 13+.

Skills: Knowledge (any two) 8 ranks, Magery 8 ranks.

Feats: Contemplative.

Special: Must have either Defence or Healing as a primary aptitude, and cannot be weak in either of these schools. Also, may not have Elemental as a primary aptitude.

Class Skills

The Pensive Croanati's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Magery (Int+Wis+Cha), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), and Technical (Int).

Skill Points Per Level: 4 + Int modifier.

Class Features

The following are class features of the Pensive Croanati prestige class.

Hit Points Per Level: 1.

Pacifistic: Pensive Croanati are pacifists who avoid chaos as much as possible. In order to attempt any action that will cause another harm (other than fighting with intent to subdue), the mage must make a Will save (DC 15). Also, the chaos cost of all spells and techno-magic items is doubled.

Inner Strength: Members of this prestige class study magic carefully over their careers. They learn more spells than other mages, and their perseverance lends itself to a greater number of power points than most. Pensive Croanati with a strong Charisma can have more power points available than even a high-level techno-mage.

Bonus Feats: The Croanati's studies have granted him additional techno-mage abilities at a greater rate than typical mages. A Croanati gains a bonus techno-mage feat every other level, beginning at level 2.

Additional Aptitude: Pensive Croanati dedicate a large amount of time to studying technomancy in all its forms. At 3rd level, 6th level, and 9th level, they improve their skill with any one school of their choice. The selected school is improved from a weakness to a standard aptitude, or from standard to primary. The mage may improve the Elemental school to standard, but not to primary levels.

Superior Contemplation: At 5th level, the Pensive Croanati's contemplative abilities are improved. When casting any spell in a stressless situation (under the rules of the Contemplative feat), his bonus to the Magery check is increased to +5. Furthermore, the penalty for casting spells while under stress is reduced to –1. At 10th level, the contemplation bonus is increased to +6 and the penalty for stressful casting is eliminated entirely.

The Pensive Croanati

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Number of Spells	Power Points	Special
1	+0	+0	+0	+2	3 + 1d4 + Int bonus	1d4 +3+ Cha bonus	Pacifistic
2	+1	+0	+0	+3	2 +1d4 + Int bonus	1d4 +3+ Cha bonus	Bonus Feat
3	+1	+1	+1	+3	3 +1d4 + Int bonus	1d4 +3+ Cha bonus	Additional Aptitude
4	+2	+1	+1	+4	2 +1d4 + Int bonus	1d4 +3+ Cha bonus	Bonus Feat
5	+3	+1	+1	+4	3 +1d4 + Int bonus	1d4 +3+ Cha bonus	Superior Contemplation
6	+3	+2	+2	+5	2 +1d4 + Int bonus	1d4 +3+ Cha bonus	Bonus Feat, Additional Aptitude
7	+4	+2	+2	+5	3 +1d4 + Int bonus	1d4 +3+ Cha bonus	
8	+4	+2	+2	+6	2 +1d4 + Int bonus	1d4 +3+ Cha bonus	Bonus Feat
9	+5	+3	+3	+6	3 +1d4 + Int bonus	1d4 +3+ Cha bonus	Additional Aptitude
10	+5	+3	+3	+7	2 +1d4 + Int bonus	1d4 +3+ Cha bonus	Bonus Feat, Superior Contemplation

Races

Of all the races that have taken on the mantle of techno-mage, humans seem to be the most common—at least at present. Up until a few hundred years ago, humans were virtually unknown amidst the mages, but now they make up more than half their numbers. Apparently, humans are one of the few races adaptable enough to stand up to the rigours of technomancy over the course of a lifetime.

However, each race tends to take to magery in its own fashion. A race's physiology naturally lends towards spellcasting in any of a variety of ways. The following list summarises the racial benefits or penalties of each of the primary races of Babylon 5. If desired, a Games Master can consider this section optional, and none of these advantages have been included in any of the tables or charts included elsewhere in this book. They have, however, been added to the stats for techno-mage personalities presented on p.126.

Note: When one of these advantages discusses 'levels,' it is assumed that this refers to techno-mage levels. All levels in a techno-mage prestige class are considered a techno-mage level for this purpose.

Abbai: The Abbai lean towards the scientific aspects of techno-magery, allowing them to discover new ways to employ their abilities. Upon Becoming, an Abbai mage gains one bonus techno-mage feat. She receives a second bonus techno-mage feat at 12th level, and another at 18th level.

Brakiri: The Brakiri have a natural tendency towards deception, and this applies to spell-casting as well as normal activities. A Brakiri mage receives a +1 bonus every 2 levels on Bluff checks used to cast spells secretly.

Centauri: Centauri were once numerous among the mages, but their lack of willpower has made them fall from favour of late. Of the last several Centauri apprentices, all but one have failed their Becoming. Still, a Centauri mage possesses a curious ability to regenerate power points faster than those of other races, providing him with the Power Recharge feat at 1st level, ignoring the usual requirements for this feat. However, he suffers a –2 penalty to Will saves made to resist chaos effects.

Dilgar: No Dilgar has ever become a techno-mage. They were only in space a short time before going to war with virtually everyone in known space, and the mages would never allow such a warlike creature into their order. There are records showing that one Dilgar was considered for inclusion in their ranks, but was ultimately rejected when he was found to be a spy.

Drazi: There are very few Drazi mages, primarily because their aggressiveness tends to make them chaotic and uncontrollable. Those who do become mages are the spiritual types who have already achieved control over their bad tempers. Still, maintaining control remains a difficult proposition. A Drazi treats his Wisdom as 2 points less for purposes of chaos points in all regards (when he must make checks as well as his Will save to resist). He also may not take the Ordered Mind feat. However, he does receive the Pain Adaptation feat at 1st level, ignoring the usual requirements for this feat.

Gaim: The Gaim cannot become techno-mages. Their insectoid physiology precludes the use of the tech within their alien forms.

Human: The adaptability of humans provides them with a significant ability to manage the powers granted them. They receive 1 extra power point with each level they achieve.

Kaitay: This is a new race presented in the next section. The Kaitay tend naturally towards the healing arts, earning Healer as a bonus feat at 1st level.

Llort: The Llort cannot become techno-mages. This is not a physical restriction, but a social one—they simply seem incapable of learning to use magic for the greater good other than their own. A Llort mage would almost certainly seek to use his power to acquire as much wealth as possible, without thought to the feelings of others.

Markab: On the surface, the Markab would appear to make excellent techno-mages because they are usually in charge of their emotions, but sometimes their religious fervour overshadows their self-control. They can maintain one more spell than their Constitution score would normally allow. However, they suffer a –1 racial penalty to Magery checks.

Minbari: Minbari techno-mages are extremely rare—there are none at present and only a few have ever been admitted to the order. This probably stems from the fact that the Minbari were once enemies of the Taratimude, and have always held a distrust of the techno-mages. If a Minbari is admitted to the order, his racial benefit depends on his caste. Members of the Minbari religious caste use their inner strength to bolster their spells, receiving a +1 bonus every 3 levels to all Magery checks. Members of the worker caste earn a +1 bonus every 3 levels to all Technical checks. Members of the warrior caste are never allowed to join the techno-mage order, as they are too aggressive and dangerous to entrust with the tech.

Narn: While Narns cannot be telepaths, this does not mean they cannot become techno-mages. A Narn techno-mage is tough, and automatically possesses the Inner Power feat at 1st level.

Pak'ma'ra: Pak'ma'ra cannot become techno-mages. For reasons no one quite understands, a Pak'ma'ra's immune system always rejects the tech, despite all attempts to circumvent it. Any effort made to disable the Pak'ma'ra's immune system enough to permit the installation of a chrysalis is inevitably fatal.

Taratimude: This ancient race, now presumed extinct, was the first to receive techno-magic implants. They treat techno-mage as a favoured class, but suffer various penalties when attempting to control their chaotic impulses. See the description of the Taratimude race hereafter for more details.

Vree: Vree cannot become techno-mages for the same reason that telepaths cannot become mages. For unknown reasons, a Vree's natural telepathic abilities interfere with the tech and prevent it from functioning.

New Races

This next section presents two new races taken from the pages of the *Passing of the Techno-Mages* trilogy. The first, the Kaitay, can be used in virtually any setting, while the Taratimude is best served as a Non-Player Character. Should a Taratimude actually participate as a Player Character, they would likely be in hiding, pretending to be a member of another race.

Kaitay

Kaitay are a race of four-armed, orange-skinned humanoids with long, slender fingers. Their skin can lighten in tone as they become stressed, and can pale completely to a vein-mottled grey if weak or exhausted. Kaitay naturally have long lifespans, some surviving for as many as 200 Earth years. They are a low-tech people who remain mostly invisible on the galactic scene. Although they engage in some trade with other cultures, they mostly keep to themselves, content to manage their own affairs without interference from outsiders.

Kaitay tend to be contemplative and spiritual as a general rule, but do not attempt to force their beliefs on others. Since they take little interest in galactic politics, those who know of them tend to discount their attitudes as uncaring. In truth, the Kaitay do care about what happens elsewhere in the galaxy, but have no illusions about their own ability to affect what happens beyond their extremely limited sphere of influence. The Kaitay maintain an ambassador on Babylon 5, but are not members of the League of Non-Aligned Worlds and are usually considered insignificant by members of that organisation.

Personality: Kaitay are peaceful and contemplative, preferring to spend time thinking about an action before jumping into it rashly. When faced with an aggressive enemy, a Kaitay will typically attempt to solve the situation diplomatically, or retreat in the face of continued threats. Fighting, for them, is always a last resort. Unfortunately, this gives them an undeserved reputation as weaklings, when in fact they can be determined opponents.

Physical Description: Kaitay have orange skin ranging from very dull in colour to almost the brightness of the popular Terran fruit. They tend to be tall and thin, and their fingers in particular are extremely slender. Kaitay have four arms, although the lower

two are not nearly as strong as the primary pair and are normally used only in a secondary role.

Relations: Kaitay are friendly with their neighbours and make no attempt to influence their actions. They trade regularly with the Lumati, whom they consider their closest allies, and the Pak'ma'ra, who are everywhere. Although the Hurr, Grome, and particularly the Drazi have occasionally intruded upon Kaitay space, they usually settle their differences through diplomacy.

Systems: The Kaitay homeworld is Kait, a fertile planet located in the Imphil system between Drazi and Hurr space. They have a few resource-gathering outposts on other planets within their system, but otherwise have made no attempt at colonisation.

Beliefs: Kaitay have a pantheon ruled by a single god, Laiton, representing the sun. All other gods serve Laiton in one way or another. According to legend, the gods once walked the surface of their world, and fought in numerous wars before Laiton united them. This unity led the Kaitay to reject war as a means of determining national policy, and so they normally fight only as a last resort.

Languages: The Kaitay speak their own tongue. Many have also learned Lumati, as the two races are frequent trading partners. A limited number of diplomats and traders know Hurr, Grome or Drazi, but other languages are virtually unknown.

Names: Kaitay names are hyphenated, usually with a single syllable first (representing the family name) and a longer trailing name. The second part is more like a first name for Humans, and is used in casual conversation. Male names usually end in consonants, while females trail off in vowel sounds that are all but sung in the Kaitay language.

Male Names: Shon-Faldar, Kith-Navar, Lin-Ragiton
Female Names: Ing-Radi, Shon-Tarita, Res-Niti

Starfarers: Kaitay prefer to stick to their own system, although some become traders, travelling to nearby nations to swap finished goods and other products. Even these rarely meander too far from home, however. It is the extremely rare Kaitay who discovers within himself a wanderlust that takes him to the stars.

Racial Traits

⑤ +2 Wisdom, +2 Dexterity, -4 Strength: Kaitay are contemplative and possess a large degree of self-control. Their nimble fingers and multiple arms provide them with a great deal of adroitness unmatched by many other races. They are not, however, particularly powerful creatures.

⑤ All Kaitay are of Medium size.

⑤ Kaitay have a base speed of 30 feet.

⑤ Kaitay are strong-willed and receive a racial bonus of +1 on Will saves. However, their dexterity comes from their hands, not their bodies, which are actually somewhat sluggish. Thus, a Kaitay suffers a –1 penalty to Reflex saves.

⑤ Kaitay have four arms, and thus can wield more than two weapons. If a Kaitay uses more than two weapons, each additional one suffers penalties as though it were held in an off hand. The Kaitay's two secondary arms, located below the primaries on each side, are much weaker, suffering a penalty of –4 to Strength and Dexterity in addition to any other penalties. This restriction applies even if a secondary hand is the only one employing a weapon.

⑤ A Kaitay's fingers are slender and extremely dextrous. Thus, a Kaitay receives a +2 bonus to all Technical or Medical checks involving fine manipulation (such as when performing surgery or intricate repairs).

⑤ Kaitay are naturally adept at the healing arts. A Kaitay techno-mage automatically possesses the Healer feat.

⑤ Kaitay are not automatically familiar with any weapons. They are not a warrior race and tend to avoid combat.

⑤ Automatic languages: Kaitay.

⑤ Favoured Class: Scientist. A multiclass Kaitay's scientist class does not count when determining whether he suffers an XP penalty for multiclassing.

Taratimude

The Taratimude were a race of avian, bat-like creatures capable of short-ranged flight. At one time, they were a numerous people with an advanced civilisation that spanned to every corner of their world. That was before the Shadow War came to their doorstep over 1,000 years ago. Tricked into servitude by the Shadows, the Taratimude were drawn into war by their new masters, who employed them as ruthlessly as any other race they have ever manipulated.

One thing the Taratimude had going for them was a remarkably adaptive physiology. The Shadows realised this early on and began adapting some of their own bio-tech for use by their new servants. The Taratimude took to this technology at once, becoming instruments of chaos far beyond the dreams of their masters, but in the end they went too far. The subversive call of the tech was too much for them to control, and they fell to fighting among themselves. By the time the last Shadow War was over, the Taratimude civilisation lay in ruins, its people on a one-way trip to extinction.

As their final days approached, the survivors of this once-proud race came to realise their mistake. The few who possessed enough self-control understood the nature of their failure—that their will was not enough to prevent total corruption by the tech. The greatest of the survivors, Wierden, rejected the teachings of the Shadows that led to the destruction of his kind. He began to search for other races whose minds were strong enough to resist the call of chaos. He believed a determined individual could control the tech and use it for the greater good.

No one is sure what happened to the last of the Taratimude. Their homeworld was ravaged by war, and in the end lay in ruins. If even a few Taratimude escaped this calamity, their people might still exist somewhere in the Universe. There could be Taratimude mages still in existence, either under Shadow control or attempting to find their own path. There might even be Taratimude amidst the existing cabal of mages—with their ability to control the tech, they could easily pass unnoticed amongst their fellows.

Personality: Taratimude are passionate and given to strong outbursts of emotion. They can be aggressive fighters like the Drazi, or could just as easily be zealots with as much fervour as the most dedicated Markab. Many have vicious tempers that make them highly dangerous to be around. Their anger can be terrible to behold, but when they fly into a rage, they make themselves more vulnerable to attack.

Physical Description: Taratimude are bat-like humanoids with gold, red, or blue-black fur. Thick folds of skin, in the form of wings, extend from under their spindly arms to a point below their hips. Their narrow heads are coated with a downy peach-fuzz rather than hair. A large, tooth-filled orifice on the face serves as both mouth and nose, while the eyes are beady affairs situated on the sides of the head. Taratimude have hollow bones and are very light, allowing them to fly or glide for short distances, but this lack of weight makes them somewhat fragile.

Relations: While they were a star-spanning power, the Taratimude were the enemies of most of their neighbours. Their tendency to act rashly and with ill temper made them few friends in the diplomatic circles of the day. The Minbari were one of their greatest enemies, and may have been partially responsible for their destruction, although records from the era are sketchy. Much was destroyed in the previous Shadow War, so the exact nature of the balance of power in the region may never be known. Today, of course, the Taratimude are believed to be extinct, so they have no relations with anyone. If they do still exist, they keep this fact a closely guarded secret.

Systems: The Taratimude control no known systems. In their heyday, they operated out of their homeworld of Fallav IV, which appears to have been destroyed. They had several other small colonies located within what was once Orieni space, but is now controlled by the Centauri Republic.

Beliefs: The Taratimude worshipped several deities, most of whom lived in the sky or beyond the stars. To them, only demons were trapped forever upon or underneath the ground. The Taratimude regarded the ability to fly as a gift from the

gods, and the fact that they could not soar for long periods was a sign that they had sinned greatly in the distant past. For those who followed a god, their lives were spent trying to atone for the Great Sin by whatever means their particular religion taught. Unfortunately, for most the spirit was willing but the flesh—and wings—were weak.

Languages: The Taratimude speak their own language, and their writing used an intricate set of runes that are still used by the techno-mages for ceremonial purposes, and especially to represent the seven tenets of the Code. Taratimude were not averse to learning the tongues of their enemies, such as the Minbari. If they still survive today, they surely learn whatever languages they need to remain safely hidden, or move amongst others unnoticed.

Names: Taratimude names have three parts—a primary 'first' name, a secondary adjective, and a third family honorific. The adjective is usually just a few letters and is not capitalised. Wierden's full name, for example, was Wierden tak Voulos. The adjective and family moniker are used only on formal occasions, so most techno-mages know of her only as Wierden. Taratimude who survive today probably employ a name similar to that of whatever race they are simulating.

Starfarers: The Taratimude were not known as explorers, but were aggressive colonisers who reputedly stole territory and resources from their neighbours on a regular basis. They had few starships, relying on Drakh vessels for most of their naval forces. If any Taratimude survive today, they probably use spacecraft purchased from other races or designed to appear as common civilian craft.

Racial Traits

⑤ +2 Intelligence, +2 Charisma, -2 Strength, -2 Constitution: The Taratimude tend to be intelligent and aggressive, but lack physical strength and fortitude thanks to their hollow skeletons.

⑤ All Taratimude are of Medium size.

⑤ Taratimude have a base speed of 30 feet on land, but can fly for short distances at a rate of 60 feet. A Taratimude may fly for a number of rounds equal to his Constitution bonus + 2 (minimum 1 round). Flying for additional rounds requires a Constitution check (DC 10 + 1 per additional round). Failure means they must immediately land, and if they are flying at a height greater than 10 feet, they could suffer a painful fall. A Taratimude must be unencumbered to fly—if he carries a medium or heavy load, flight is impossible.

⑤ Rage: Taratimude are prone to explosions of emotion and can fly into a rage in periods of great stress. When raging, a Taratimude gains a +4 bonus to Strength and Constitution, but has a –2 penalty to his Defence Value. The rage lasts for one round per level, and a Taratimude can use this ability once per day for every three levels he has attained. After raging, he is fatigued for as many rounds as the rage lasted. If a Taratimude runs out of conscious opponents while a rage continues, he must make a Will save (DC 10) to end the rage early. If he fails this save, he must mindlessly attack the nearest target, totally consumed by a battle-fury. This requirement ends when the rage finally concludes.

⑤ Improved Vision: The Taratimude have eyes that sit on the sides of their heads, providing them a wider field of view and greater long-range eyesight. However, because their vision does not overlap as well as most humanoid species, their close-range searching abilities are limited. Therefore, the Taratimude have a +4 racial bonus on Spot checks, but a –2 racial penalty on Search checks.

⑤ The Taratimude are prone to bursts of strong emotion that overwhelms all rational thought. As a result, they suffer a –2 racial penalty on Will saves. Furthermore, a Taratimude treats his Wisdom score as 4 points lower when determining how well he can resist the effects of chaos spells. This tendency, more than anything, contributed to their self-destruction at the hands of Shadow technology.

⑤ Taratimude techno-mages in the modern era have learned special techniques to disguise themselves from others. They automatically know the *greater disguise* spell, and have learned to employ it to produce a specific illusion of another individual whose role they take. When using this specific false identity, they can cast *greater disguise* upon themselves and maintain it at no cost; this one spell does not count against the limit of spells they may maintain. If the Taratimude needs to change his identity, doing so takes a week, during which he cannot employ this special rule.

⑤ Taratimude are not automatically familiar with any weapons. Those who survive depend entirely upon their technomancy to defend themselves.

⑤ Automatic languages: Taratimude, plus the language of whatever race they are living amongst.

⑤ Favoured Class: Techno-mage. A multiclass Taratimude's techno-mage class does not count when determining whether he suffers an XP penalty for multiclassing.

Techno-Magic Spells

T echno-mages are best known for their ability to cast spells. This is what makes them so powerful and dangerous. Although to the unenlightened masses,

spellcasting looks like magic, it is really nothing more than the application of highly advanced technology implanted in the mage's body. With these implants, the techno-mage controls the elements, enhances the mind and body, defends himself from attack, and performs a host of other amazing powers that rarely fail to awe the onlooker.

Differences Between Technomancy and Magical Spellcasting

For many purposes, techno-mage spells function in the same way as magic spells described in the Chapter 11: Spells of *Core Rulebook I*. Spells can be assumed to operate the same as described in that chapter except as altered otherwise in this rulebook. The major differences include, but are not limited to, the following:

Spell Level: Technomancy does not use spell levels. Instead, a character can choose to learn any spell he has the prerequisites for. A techno-mage learns a small number of spells when he begins his apprenticeship, and more each time he achieves a new level. When he learns new spells, the mage may select any spell he has the prerequisites for, and thereafter may cast that spell at will.

Spell Preparation: Techno-mages do not prepare spells. They can cast any spell they know at any time, so long as they have enough power points available (or are willing to convert hit points into power points if the going gets desperate).

Components: All techno-mage spells have the equivalent of verbal and somatic components, although the mage may eliminate the need for these by acquiring the Silent Magery and Still Magery feats, respectively. Some spells may require certain words or gestures despite these feats, and if so, this will be explained in the spell description. A spell may also require a material component or material focus, and if so, that fact will also be noted in the description. Healing spells, in particular, require a *healing crystal* if the magic is to be employed on anyone other than the caster.

Scrolls: Techno-mage spells cannot be written down on scrolls or transferred to others. A mage who learns a new spell could tell others of it, but they could not use it themselves until they achieve a new level of experience and select that spell as one of the few allowed new spells for that level.

Saving Throw DC: Techno-magical spells that permit saving throws have a DC equal to 10 + (the techno-mage's caster level divided by 2) + (the mage's Charisma bonus) + (the mage's aptitude modifier for that spell). The aptitude modifier is –1 for those spells in weak aptitudes, and +1 for primary aptitudes. Any remaining fraction should be dropped. Thus, the primary spells cast by a 5th level techno-mage with a Charisma of 16 would have a DC of 10 + 2 + 3 + 1 = 16. A mage can increase the DC of his spells by taking the Spell Focus feat.

Maintaining a Spell: Many spells in the *Babylon 5 RPG* can be maintained for long periods of time. A techno-mage can do this automatically once he casts a spell, unless some interruption forces him to make a Concentration check, or he attempts to cast a spell while maintaining another. Maintaining a spell requires no verbal or somatic activity and can be done regardless of range, even through the techno-mage FTL network, unless otherwise listed in the spell description. Choosing to maintain or drop an existing spell can be done at any time as a free action. A mage can even maintain a spell while asleep if he has the Sleep Concentration feat.

Counterspells: Techno-mages may not employ counterspells. They may block or deflect the attacks of another mage, but cannot alter or cancel those spells. This is due to the differences in the 'spell language' employed by each individual spellcaster (note that there may be exceptions to this rule for certain prestige classes). In the unlikely event that a techno-mage ran across an actual wizard or cleric (perhaps in some sort of crossover scenario), they would not be able to use their abilities to counterspell each other.

Arcane/Divine: Techno-mage spells are not arcane or divine. They are not really spells at all, since they are produced by highly advanced technology that merely appears inexplicable to the untrained observer.

Spell Resistance: There is no spell resistance against techno-mage spells. Spell resistance statistics in a fantasy setting would not affect techno-magery.

However, techno-mages do not use these powers lightly. The control of the tech requires a lifetime commitment to discipline, for if the mage succumbs to chaos, he could wreak untold destruction on the innocent. Although techno-mages are indeed quite powerful, there are no more than 500 of them in existence at the present time. They depend entirely on their reputation as beneficent, mysterious figures that may be curious and intriguing, but are not really dangerous. If they became known as rampaging destroyers able to wipe out anyone who crosses their path with but a thought, techno-mages would be hunted down and killed by most civilised races—while others might seek to enslave them for their own hateful purposes.

Spell Listings

Spells are arranged by category hereafter. After the name of each spell, a variety of details are provided. These are as follows:

Requirements: Any prerequisites or attribute requirements are shown in this section. Many of the spells listed below have prerequisite spells that must be learned first. Most of these fall in the same spell category, but not always.

Casting Time: This is the amount of time the mage must spend to initially activate the spell. Usually, it is one action or one minute, although some powerful spells may require hours or even longer.

Range: The range at which the spell operates. This can be any of the following:

⑤ **Self:** The spell functions only on the mage.

⑤ **Touch:** The mage must touch the target. If the target is unwilling or in melee combat, the mage must make a successful touch attack to employ the spell. Failure indicates that the spell must be maintained in order to earn a second attempt. If the spell has a maintenance cost of N/A, the cost is 1 power point. Note that each maintained spell requires Concentration checks as described on p.23 of this book.

⑤ **Close:** Close range is equal to 20 feet for weak aptitudes, 30 feet for standard ones, and 40 feet for primaries.

⑤ **Medium:** Medium range is 50 feet for weak aptitudes, 100 feet for standard ones, and 150 feet for primaries.

⑤ **Long:** Long range is 250 feet for weak aptitudes, 500 feet for standard ones, and 1,000 feet for primaries.

⑤ **Line of Sight:** The spell can function against any target the mage can see, except for weak aptitudes, which are limited to 1,000 feet.

⑤ **Ranged Touch:** Spells that are cast as a ray, beam, or bolt will include 'Ranged Touch' in their range listing. If this is the case, the caster must succeed in a ranged touch attack in order to employ the spell. Failure indicates that the target was

missed, but the effect still occurs somewhere in the vicinity. A fireball, for example, might hit a nearby wall, or a spell that only barely missed a target in melee could hit an ally. Note that if the mage has the Precise Shot feat, this feat's benefits apply to ranged touch attacks.

Target: This specifies the subject of the spell. This could be the caster only, a single creature or object, or a group, and it could be a zone such as a radius or cone effect. In general, vehicles are not considered 'creatures'—a spell must be designed specifically to affect vehicles, and if so, this fact will be noted in the description.

Duration: The amount of time the spell remains in effect. Some spells operate instantaneously, or for only a short period of time. Others can last hours, or even infinitely, depending on the mage's ability to maintain them.

Casting Cost: This specifies the amount of power points the mage expends upon casting a spell, whether it operates successfully or not. Spells of the mage's primary aptitude reduce this cost by 1 point, so that a spell with a cost of 1 would be free for such a caster (but this benefit does not apply to the maintenance cost, only the casting cost). Spells that fall into a weak aptitude cost double the listed amount of power points to cast. If the spell fails, the casting cost must still be paid.

Maintenance Cost: This is the rate at which additional power points must be paid for as long as the spell is maintained. This cost is not affected by primary or weak aptitudes. Note that the mage does not actually pay this cost for the first time until the listed duration has elapsed. For example, if a techno-mage casts a standard-aptitude spell with a casting cost of 3, a duration of 1 minute, and a maintenance cost of 1 per minute, he initially pays 3 power points for the first minute, and then must pay a further point at the end of that minute to maintain the effect. He may choose to drop the spell at any time up until then, but as soon as that minute expires, he must make his decision. Regardless of his choice, either maintaining or dropping the spell can be accomplished as a free action.

Magery DC: This is the DC required for any Magery check made to employ the spell. Spells of a primary aptitude receive a +3 bonus, while those of a weakness suffer a –3 penalty.

Saving Throw: If there is a saving throw available to reduce or weaken the effects, it will be listed in this area. For all spells, the target may voluntarily forego a save in order to accept the effect willingly. If the saving throw has some effect other than avoiding or eliminating the effects, or halving the damage, it may require further explanation in the spell text.

Chaos Points: If the spell costs the mage chaos points, the amount will be listed in this section. Since many spells do not have CP requirements, this category is usually not listed unless the value is other than zero. Note that if a mage employs a normally non-chaotic spell to cause damage to another being

(such as using a *knockback* spell to shove a creature off the side of a cliff), he will accumulate 1 or more chaos points as determined by the Games Master. Essentially, any time a mage employs a spell to cause chaos, injury, or destruction, even if that spell is normally benign, he must pay the penalty.

Throughout this chapter, samples of the glyphs used by techno-mages to indicate their spells may be found alongside the appropriate spell.

Spells of Defence

These spells are designed to protect the caster or his friend and allies. Typically, they provide shields, armour, environmental benefits, elemental resistances, and the like. Many function only on the caster, while others can be extended to others. Many defensive spells are extremely long in duration, while others function only long enough for a single encounter.

Armour, Lesser
Requirements: None
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 1
Maintenance Cost: 1 per hour
Magery DC: 14
Saving Throw: N/A

This is the most basic defensive spell. *Lesser armour* erects an faintly visible, glowing shield that protects the target's chest, back, and vitals from any physical (but not energy) attack. The shield extends about an inch off the skin and encloses any clothing worn. Against any slashing, bludgeoning, or piercing attack, this provides a +1 natural armour bonus to Defence Value, or +2 for primary aptitudes. However, this does not stack with any kind of armour.

Armour
Requirements: Lesser Armour
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 2
Maintenance Cost: 1 per hour
Magery DC: 18
Saving Throw: N/A

This is an improved version of the *minor armour* spell that covers more of the body, including the arms and legs. Against any slashing, bludgeoning, or piercing attack, the natural armour bonus to DV is increased to +2, or +4 for primary aptitudes. Again, this does not stack with any other sort of armour.

Armour, Greater
Requirements: Armour
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 3
Maintenance Cost: 1 per hour
Magery DC: 22
Saving Throw: N/A

This is the most powerful version of the *armour* spells and protects the entire body, including all extremities. Against any slashing, bludgeoning, or piercing attack, the target receives a +3 natural armour bonus to DV, or +6 for primary aptitudes. Again, this does not stack with any other sort of armour.

Blurry Image
Requirements: Personal Shield
Casting Time: 1 action
Range: Self
Target: Self
Duration: 3 rounds (weak), 5 rounds (standard), 8 rounds (primary)
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 16
Saving Throw: N/A

This spell causes the mage's form to seem to shift and blur, distorting his actual location from observers. This grants the caster one-half concealment (20% miss chance). Note that opponents who cannot see the mage ignore the effects, but of course suffer their own penalties for fighting an unseen opponent (see Combat: Chapter 8 of *Core Rulebook I*). The blurring does not affect creatures or constructs that locate targets through means other than sight (e.g., animals that hunt by scent or echolocation, or robots that employ infrared sensors).

If desired, a mage can employ this spell to make himself appear to be a somewhat broken and distorted hologram. Unless observers are already aware that he is somewhere in the vicinity, the mage receives a +10 bonus to his Bluff check to convince

anyone watching that he's really nothing more than a projected image.

Bubble of Air

Requirements: Personal Shield
Casting Time: 1 action
Range: Medium
Target: One creature, object or location
Duration: 1 minute (1 round underwater or in a vacuum)
Casting Cost: 1
Maintenance Cost: 1 per minute (1 per round underwater, 4 per round in a vacuum)
Magery DC: 14
Saving Throw: Will negates

This spell creates a five-foot diameter bubble of air that moves with the target item or creature and fills its square on the game map. The bubble has no physical effect, and is harmless against anything it touches. Its sole purpose is to provide atmosphere for the subject. The bubble's air supply can sustain a single Medium-sized air-breathing creature for up to an hour, assuming the spell can be maintained that long. While the bubble is present, the subject will not be affected by poisonous vapours or gases in the area unless he directly enters their source, such as the square containing a gas grenade or the entrance to a sulphurous cave.

If used to travel underwater, the bubble must be maintained each round due to the pressure of the liquid forcing itself upon the outside. The maintenance cost doubles for each additional atmosphere's worth of pressure forced upon it (i.e., it doubles about once for every 100 feet of depth in an Earth-like ocean).

If used in a vacuum, the bubble has a maintenance cost of 4 points per round, as the air within will attempt to escape rapidly. The bubble provides no protection whatsoever against the harsh temperatures of space (usually near absolute zero except near a solar body, where temperatures can be measured in the hundreds of degrees).

Bubble of Air, Greater

Requirements: Bubble of Air
Casting Time: 1 action
Range: Medium
Target: One creature, object or location
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 2 per minute (1 per round in a vacuum)
Magery DC: 19
Saving Throw: Will negates

This is similar to *bubble of air*, except it is stronger in harsh environments. The bubble's maintenance cost is not altered underwater, and instead of doubling with each additional atmosphere of pressure, the maintenance cost only increases by 1 point per atmosphere. In a vacuum, the maintenance cost is 1 point per round, so a techno-mage with both *bubble of air* and the appropriate form of *greater elemental resistance* active at the same time could theoretically survive for several minutes in the icy void of space.

Bubble of Air, Group

Requirements: Bubble of Air
Casting Time: 1 action
Range: Close
Target: One creature, object or location
Duration: 1 minute (1 round underwater or in a vacuum)
Casting Cost: 5
Maintenance Cost: 2 per minute (2 per round underwater, 8 per round in a vacuum)
Magery DC: 21
Saving Throw: Will negates

This is essentially a much wider version of *bubble of air*. The spell operates as listed, except for the changes noted above, and the fact that the bubble has a radius of 10 feet around the target. This enables it to cover a fairly large group of people, such as a team making its way across the surface of a desolate planet.

Elemental Resistance, Lesser

Requirements: Lesser Armour, Create Fire/Ice/Acid/Lightning/Sound (at least one)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes
Casting Cost: 1
Maintenance Cost: 1 per 10 minutes
Magery DC: 14
Saving Throw: Will negates

This spell infuses a single target with resistance to a particular type of elemental damage: fire, cold, acid, electricity, or sonic. The effect has a visible result depending on the type—fire resistance turns the target a sooty black colour, for example, while cold resistance does the opposite. The spell provides elemental resistance 3 against the selected energy type (DR 2 for weak aptitudes, DR 4 for primaries).

To provide elemental resistance against a given element, the techno-mage must first know the *create* spell that corresponds to that element (*create fire, create ice, create acid, create lightning,* or *create sound*). These prerequisites also apply to *standard elemental resistance* and *greater elemental resistance* as well. Thus, even if a mage knows *greater elemental resistance*, he cannot use it to resist cold-based attacks unless he also knows *create ice*.

Elemental Resistance
Requirements: Lesser Elemental Resistance
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes
Casting Cost: 2
Maintenance Cost: 1 per 10 minutes
Magery DC: 17
Saving Throw: Will negates

This is similar to *minor elemental resistance* except this spell provides elemental resistance 5 against the selected energy type (DR 4 for weak aptitudes, DR 6 for primaries).

Elemental Resistance, Greater
Requirements: Elemental Resistance
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes
Casting Cost: 3
Maintenance Cost: 1 per 10 minutes
Magery DC: 21
Saving Throw: Will negates

This is similar to *standard elemental resistance* except this spell provides elemental resistance 8 against the selected energy type (DR 6 for weak aptitudes, DR 10 for primaries).

Force Wall, Small
Requirements: Lesser Armour
Casting Time: 1 round
Range: Close
Target: Two adjacent 5-foot squares
Duration: 10 minutes
Casting Cost: 1
Maintenance Cost: 1 per minute
Magery DC: 15
Saving Throw: N/A

This spell erects a solid shield that blocks passage through two 5-foot squares. Small and larger creatures cannot enter the squares at all, as a glowing white screen of criss-crossed lines of force repulses them upon entry. Tiny and smaller creatures can enter the square, but cannot exit except back the way they came. The shield is 10 feet high, although if desired, the mage can cast it sideways, so that it fills one 5-foot square and is 20 feet high.

The shield has hardness 4 and can withstand 8 hit points of damage of any type before dropping. These values are reduced to hardness 3 and 6 hit points for weak aptitudes, and are increased to hardness 5 and 10 hit points for primaries. Hitting the wall requires an attack roll against a Defence Value of 10. Damage scored is per square, so it is possible for one square to be knocked down while the other remains effective (this could have meaning in a narrow corridor, for example).

Force Wall, Medium
Requirements: Small Force Wall
Casting Time: 1 round
Range: Close
Target: Three adjacent 5-foot squares in a straight line
Duration: 10 minutes
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 18
Saving Throw: N/A

This spell is similar to *small force wall* except that the shield occupies an additional square, and each square is slightly tougher to bring down. The wall has hardness 5 and 10 hit points for standard aptitudes, 4 and 8 for weaknesses, or 6 and 12 for primaries.

Force Wall, Large
Requirements: Medium Force Wall
Casting Time: 1 round
Range: Close
Target: Four adjacent 5-foot squares in either a straight line or a square
Duration: 10 minutes
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 22
Saving Throw: N/A

This spell is similar to *medium force wall* except that the shield occupies an additional square, can be arranged to occupy a 10-foot by 10-foot area if desired, and each square is slightly tougher

to bring down. The wall has hardness 6 and 13 hit points for standard aptitudes, 5 and 10 for weaknesses, or 8 and 16 for primaries.

Invisibility
Requirements: Greater Personal Shield, Blurry Image
Casting Time: 1 action
Range: Self
Target: Self
Duration: 1 round
Casting Cost: 5
Maintenance Cost: 2 per round
Magery DC: 24
Saving Throw: N/A

This spell causes the mage to temporarily become invisible to normal sight. To anyone watching, he simply seems to vanish, although the mage can voluntarily include a brief flash, puff of smoke, or sound effect if desired. The *invisibility* does not block sound, odours, or emanations in wavelengths other than visible light, so opponents who can see in the infrared spectrum could still track the mage normally. The mage can also be given away if he enters a dust-filled area, leaves some kind of trail behind, or any similar action. However, simply spraying him with paint or ink won't work, because the spell extends to his clothing and any equipment he is carrying. Any such material would vanish as soon as it touched him or his gear.

Invisibility, Greater
Requirements: Greater Armour, Invisibility
Casting Time: 1 action
Range: Self
Target: Self
Duration: 1 round
Casting Cost: 8
Maintenance Cost: 3 per round
Magery DC: 28
Saving Throw: N/A

This is similar to *invisibility*, but also conceals all other forms of radiation, such as infrared, ultraviolet, and even brain waves. The mage can still be tracked by scent or odour, however.

Invisibility, Group
Requirements: Greater Group Shield, Invisibility
Casting Time: 1 action
Range: Self
Target: See below
Duration: 1 round
Casting Cost: 5 + 1 per creature concealed
Maintenance Cost: 1 per round + 1 per creature concealed
Magery DC: 32
Saving Throw: Will negates

This spell is a multi-creature version of *invisibility*. When cast, the mage designates up to 5 other creatures (3 if defence is a weakness aptitude, 7 for primary aptitudes) that are presently touching him or any of the others in the group. So long as these creatures remain linked by touch—such as by holding hands or keeping one arm on another's shoulder—they all benefit from the invisibility effect. If any of them release their hold, they and anyone else no longer linked to the mage immediately become visible. Note that in a combat situation, a group of this sort can move together only if all the members delay their actions until the individual with the lowest initiative moves, whereupon they can all manoeuvre at once.

Shield, Group, Lesser
Requirements: Lesser Personal Shield
Casting Time: 1 action
Range: 5-foot radius centred on self
Target: Self
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 1 per minute
Magery DC: 18
Saving Throw: N/A

This spell is similar to *lesser personal shield*, except that it has a five-foot radius. Anyone standing within five feet of the mage is protected as per the *lesser personal shield* spell. The shield does not block movement into or out of its zone, but it will not extend into or through squares blocked from line of sight (e.g., if the mage steps up next to a wall, the shield will not appear on the other side of that wall). This shield does not protect vehicles.

Shield, Group
Requirements: Personal Shield, Lesser Group Shield
Casting Time: 1 action
Range: 5-foot radius centred on self
Target: Self
Duration: 1 minute
Casting Cost: 7
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This spell is similar to *lesser group shield*, except the bonus to DV is increased to +2, or +4 for primary aptitudes.

damage himself, but his shield is now reduced to 3 points. On his action, he spends 1 power point to restore the shield to 8 (he could expend another point, but the shield cannot be raised above 10, so he chooses to save the energy). On the next round, two more shots hit the shield, scoring 11 damage. Since the shield only has 8 points available, it is breached and 3 points of damage hit the mage. On his action, he spends 2 more power points to raise the shield back to full levels. He has now expended 3 power points, but the shield has saved him from 17 points of damage!

Shield, Flexible
Requirements: Lesser Flexible Shield
Casting Time: 1 action
Range: Self
Target: Self
Duration: 1 minute
Casting Cost: 6
Maintenance Cost: 1 per minute
Magery DC: 28
Saving Throw: N/A

This is similar to *lesser flexible shield*, but the shield can block up to 15 points of damage before dropping.

Shield, Flexible, Greater
Requirements: Flexible Shield
Casting Time: 1 action
Range: 5-foot radius around the caster
Target: Self
Duration: 1 minute
Casting Cost: 9
Maintenance Cost: 1 per minute
Magery DC: 32
Saving Throw: N/A

This is similar to *flexible shield*, but the shield can block up to 20 points of damage before dropping. Furthermore, the mage can voluntarily extend the shield to defend one or more creatures

Shield, Group, Greater
Requirements: Greater Personal Shield, Group Shield
Casting Time: 1 action
Range: 5-foot radius centred on self
Target: Self
Duration: 1 minute
Casting Cost: 10
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This spell is similar to *group shield*, except the bonus to DV is increased to +3, or +6 for primary aptitudes.

Shield, Flexible, Lesser
Requirements: Greater Personal Shield, Defence as a primary aptitude
Casting Time: 1 action
Range: Self
Target: Self
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 23
Saving Throw: N/A

This spell erects a glowing blue field that looks like a criss-crossed web of tightly woven energy fibres. The spell provides no inherent bonus to DV, but serves only to absorb incoming damage from attacks. The mage basically uses this shield to make himself virtually invulnerable for a short period of time.

If the mage is hit in combat, the *lesser flexible shield* absorbs 10 points of damage from all sources (including elemental and energy attacks) before being breached. Damage that exceeds this amount will injure the mage normally. However, as long as the mage is maintaining the spell, he can reinforce the shield as a free action (on his turn only), even if it has been reduced to zero. Each 5 points restored to the shield costs 1 power point.

For example, a mage defended by a *lesser flexible shield* is hit by a PPG blast, scoring a total of 7 damage. The mage takes no

within 5 feet of his location. The mage must dedicate some portion of the shield's points to defending each additional creature, as they each point can defend only one target at any time. Thus, if the mage is protecting two allies, he could (for example) defend himself with 10 points of shield and each ally with 5 points. If the allies move more than 5 feet away, their protection is lost, although it returns if the creatures re-enter the effective radius. The mage can re-assign protection points as a free action, at the same time he reinforces the shield, should he need to do so.

Shield, Flexible, Total
Requirements: Greater Flexible Shield
Casting Time: 1 action
Range: 10-foot radius around the caster
Target: Self
Duration: 1 minute
Casting Cost: 15
Maintenance Cost: 1 per minute
Magery DC: 36
Saving Throw: N/A

This is similar to *greater flexible shield*, but the shield can block up to 30 points of damage before being breached. Also, the range at which the mage can protect his allies is increased to 10 feet.

Shield, Personal, Lesser
Requirements: Lesser Armour
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 3
Maintenance Cost: 1 per hour
Magery DC: 14
Saving Throw: Will negates

This shield surrounds the target with a faintly glowing screen that helps block any sort of attack, including melee, ranged, energy, elemental, and so on. The *personal shield* adds a +1 deflection bonus to Defence Value, or +2 for primary aptitudes. The benefit does not stack with any sort of armour, including *armour* spells. Note that the shield operates at a range of about one foot from the target's body, so if he voluntarily steps into a fire or some other energy effect, he will not be protected.

Shield, Personal
Requirements: Lesser Personal Shield, Armour
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 6
Maintenance Cost: 2 per hour
Magery DC: 18
Saving Throw: Will negates

This is similar to a *lesser personal shield*, except the glowing blue field is noticeably brighter. The bonus to DV is increased to +2, or +4 for primary aptitudes.

Shield, Personal, Greater
Requirements: Personal Shield, Greater Armour
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 9
Maintenance Cost: 3 per hour
Magery DC: 24
Saving Throw: Will negates

This is similar to a standard *personal shield*, except the glowing blue field is noticeably brighter. The bonus to DV is increased to +3, or +6 for primary aptitudes.

Shield, Vehicular, Small
Requirements: Group Shield
Casting Time: 1 action
Range: Touch
Target: One vehicle of Huge size or smaller
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This is essentially a *personal shield* for vehicles approximately the size of a space fighter or smaller. The *small vehicular shield* does stack with the vehicle's armour, but not with any shields of its own. The shield also protects occupants of the vehicle if they are individually targeted by attacks from outside, but this does not

stack with any personal shields that may be operating. The mage must be inside the vehicle to maintain the shield.

Shield, Vehicular, Large
Requirements: Greater Group Shield, Small Vehicular Shield
Casting Time: 1 action
Range: Touch
Target: One vehicle of Gargantuan size or smaller
Duration: 1 minute
Casting Cost: 5
Maintenance Cost: 1 per minute
Magery DC: 24
Saving Throw: N/A

This is the same as a *small vehicular shield* except that it can protect larger craft, such as shuttles. In addition, if the vehicle is of Huge size or smaller, the mage need not be within the vehicle to maintain the spell.

Shield, Vehicular, Starship
Requirements: Large Vehicular Shield
Casting Time: 1 action
Range: Touch
Target: One vehicle of Colossal size or smaller
Duration: 1 minute
Casting Cost: 8
Maintenance Cost: 2 per minute
Magery DC: 28
Saving Throw: N/A

This is the same as a *small vehicular shield* except that it can protect much larger craft, including small space vessels such as the mage's own ship. In addition, if the vehicle is of Gargantuan size or smaller, the mage need not be within the vehicle to maintain the spell.

Skin of Wood
Requirements: Minor Elemental Resistance
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 1
Maintenance Cost: 1 per minute
Magery DC: 14
Saving Throw: Will negates

When this spell is cast, the target is covered by a faintly pulsing brown glow that protects him from all forms of attack. The *skin of wood* provides Damage Resistance (DR) 1/– for as long as the spell is maintained. This stacks with any armour worn, but does not stack with natural DR such as that provided by a Drazi's thick hide.

Skin of Bronze
Requirements: Standard Elemental Resistance, Skin of Wood
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 19
Saving Throw: Will negates

This is similar to *skin of wood*, except the spell provides DR 2/– protection.

Skin of Iron
Requirements: Greater Elemental Resistance, Skin of Bronze
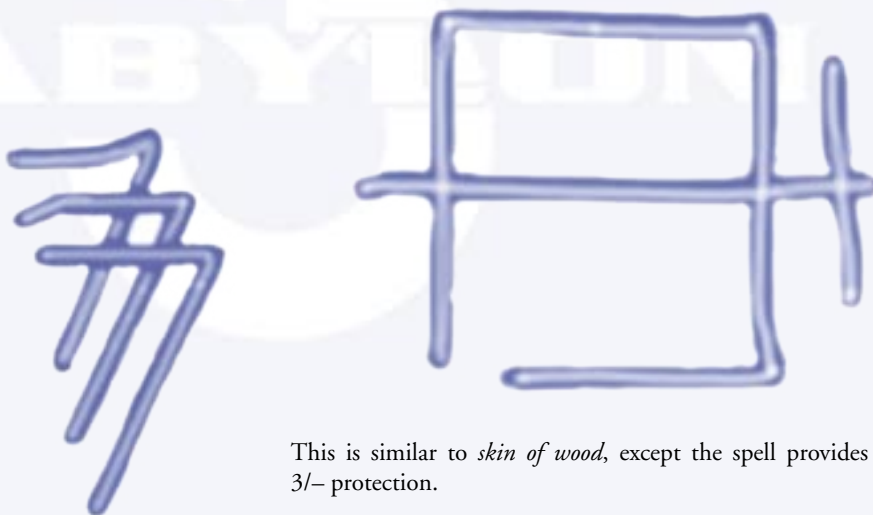*Casting Time:* 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 1 per minute
Magery DC: 25
Saving Throw: Will negates

This is similar to *skin of wood*, except the spell provides DR 3/– protection.

Skin of Diamond
Requirements: Skin of Iron
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 6
Maintenance Cost: 1 per minute
Magery DC: 30
Saving Throw: Will negates

This is similar to *skin of wood*, except the spell provides DR 4/– protection.

Spells of the Elements

Elemental spells are among the most dangerous of all techno-mage abilities. While some of them are reasonably innocuous, the vast majority are used for offensive acts that tempt the mage's turn towards chaos. A mage with the elements as a primary aptitude must fight a constant battle against the lure of such power.

When the elemental spells school selected as a mage's primary aptitude, he must select which type of elemental spell is actually his primary field of study. Spells of other elemental categories are still treated as standard aptitudes. A mage may not have more than one elemental primary category, since they all tend to operate in opposition to one another. If the elemental school is considered a weak aptitude, all elemental categories are treated as weaknesses.

If an elemental spell employs more than one category, its effects will be clearly delineated so that which effects are boosted by the primary category are obvious—a combined fire and acid spell, for example, will score fire and acid damage separately. Basic spell attributes (range, casting cost, etc.) are treated as primaries so long as the mage has at least one of the listed categories as an elemental primary. Thus, the spell *napalm burst*, which combines fire and acid, would be treated as a primary spell if the mage had either fire or acid as his primary category. However, if fire were his specialty, only the fire component of the spell's damage would be increased; the acid damage would be treated as a standard aptitude.

Elemental spells cover the following five categories:

Fire: Fire spells focus on the control and production of flames and heat. They are among the most basic offensive spells, but the mage must be careful not to let the fires he starts get out of control. Fire does not function without air—or, more specifically, oxygen. In the absence of oxygen, most fire spells don't work at all.

Ice: Ice spells have a lower total output, but are more stable in the amount of damage they score. The freezing power of ice can also cause other effects, such as making object slippery, difficult to grasp, or slower than normal. To create ice, a mage needs water in the air, so extremely dry conditions (or a lack of air entirely) will preclude the use of this type of spell.

Acid: Acid spells do less damage as a general rule, but this damage usually ignores some of a target's damage resistance. Acid spells are among the best to use against vehicles. Acid can also eat through or destroy metal objects. Acid does not function in the presence of water or high humidity.

Electricity: Electrical spells produce some of the flashiest effects, but tend to target only single individual units instead of areas. They have the longest range of any of the five elements, but do less damage as a general rule, and are of little use against non-grounded targets. Metal armour does not protect against electrical attacks, but electricity does not function in areas with high concentrations of metal, such as aboard starships.

Sonic: Sonic spells are difficult to direct against only a single target, as sound waves tend to travel outward in all directions. Mages find these spells difficult to employ in the presence of allies. Many sonic spells do not cause damage, but produce specific sounds or types of sounds. Sound attacks will not function in a vacuum or if overwhelmed by louder noises.

Acid Ball
Elemental Category: Acid
Requirements: Acid Blob
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: 1 creature
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 19
Saving Throw: Reflex half
Chaos Points: 1

This spell produces a greenish, pulsing blob of acid that is flung immediately towards a distant target. Upon impact, it scores 2d4 acid damage (1d4 for weak aptitudes, 3d4 for primaries). The acid ignores the first 3 points of damage resistance in all cases, as it seeps through the vulnerable spots in protective armour and into any cracks in a beast's thick hide. The acid's painful effects fade quickly, however, so no permanent damage is scored upon armour or equipment carried.

Acid Ball, Greater
Elemental Category: Acid
Requirements: Acid Ball
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: 1 creature
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: Reflex half
Chaos Points: 1

This is an improved *acid ball* spell that adds 1d4 bonus damage (i.e., 2d4 for weak aptitudes, 3d4 for standard, and 4d4 for primaries) and ignores the first 4 points of the target's DR.

Acid Blob

Elemental Category: Acid
Requirements: Create Acid
Casting Time: 1 action
Range: Touch or Close (Ranged Touch)
Target: 1 object
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 17
Saving Throw: Fortitude half

This spell produces a thick, glue-like blob of acid that resembles a softened chunk of gelatine approximately three inches in diameter. The acid causes no damage to flesh, so the mage can carry it without any ill effects. However, it melts through 2d4 hit points of metal per round (3d4 for primary aptitudes, 1d4 for weaknesses), ignoring all hardness values. The mage can apply the blob directly to a desired object with a touch attack, or throw it against a distant target using a ranged touch attack. The acid can be used to destroy locks, penetrate metal barriers, slowly carve openings in metal obstructions such as walls or doors, or any other purpose the mage can envision.

Acid Coat

Elemental Category: Acid
Requirements: Acid Blob
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 5 rounds
Casting Cost: 3
Maintenance Cost: 1 per round after 5 rounds
Magery DC: 21
Saving Throw: Fortitude negates
Chaos Points: 1

This spell covers the target with a weak but very painful coating of acid that seeps into the skin. The subject takes 1 point of damage (ignoring DR) when the spell is first applied. Thereafter, the constant burning pain causes the victim to suffer a –2 circumstance penalty to all attack rolls and skill checks. These penalties are not lifted until the mage stops maintaining the spell, although immersion into water or another non-acidic liquid will eliminate the effects.
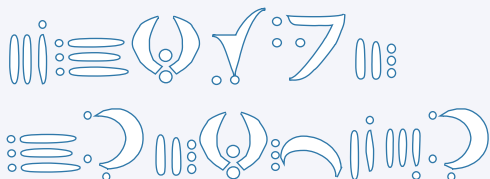
Acid Rain

Elemental Category: Acid
Requirements: Greater Acid Ball, Acid Spray
Casting Time: 1 action
Range: Medium
Target: 20-foot radius
Duration: 1 round
Casting Cost: 5
Maintenance Cost: 2 per round
Magery DC: 33
Saving Throw: Reflex half
Chaos Points: 3

This spell causes an acidic rain to fall on an area from above. There must be a ceiling at least 20 feet high or this spell will not function. The rain causes 2d4 points of damage (2d4-1 for weak aptitudes, 2d4+1 for primaries) to all within the area of effect, ignoring the first 5 points of DR. Victims that successfully make a Reflex save for half damage must immediately leave the area on their next action, or they will automatically fail all subsequent saves.

Acid Spray

Elemental Category: Acid
Requirements: Acid Ball
Casting Time: 1 action
Range: Close
Target: Cone-shaped burst
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 26
Saving Throw: Reflex half
Chaos Points: 2

When this spell is cast, the mage holds forth his hands, and a greenish-coloured spray of acid shoots forth from his fingertips. All creatures within the area of effect suffer 1d4 acid damage (1d4-1 for weak aptitudes, 1d4+1 for primaries). This damage ignores the first 5 points of DR, as the acid slips through the cracks in any armour or hide coverings.

Blizzard

Elemental Category: Cold
Requirements: Snowfall
Casting Time: 1 round
Range: Long
Target: 50-foot radius square
Duration: 1 minute
Casting Cost: 5
Maintenance Cost: 3 per minute
Magery DC: 30
Saving Throw: Fortitude negates
Chaos Points: 1

This is similar to *snowfall*, except that the snow is thicker and swirls around as though blown by gusty winds. All creatures

within the affected zone are completely obscured from view, even to adjacent creatures (i.e., they have total concealment). All creatures within the *blizzard*, including the mage or his allies, must make a Fortitude save each round or suffer 1 point of cold damage, ignoring all DR except that provided by cold-weather clothing or other suitable protections from the elements.

Control Conflagration

Elemental Category: Fire
Requirements: Control Flame
Casting Time: 1 action
Range: Close
Target: Up to five 5-foot squares of flames (4 for weak aptitudes, 6 for primaries)
Duration: 1 round
Casting Cost: 6
Maintenance Cost: 2 per round
Magery DC: 23
Saving Throw: N/A
Chaos Points: See below

This spell is similar to *control flame*, except the mage can control more than just one square at a time. All squares under control must be connected together—any that become separated must be either dropped or controlled by a second casting of this spell (or *control flame* if the fire is small enough).

If this spell is used to attack a creature, it generates 1 chaos point per creature set on fire by the mage's actions. However, if a creature voluntarily enters the fire for some reason, no chaos point is produced.

Control Flame

Elemental Category: Fire
Requirements: Create Fire
Casting Time: 1 action
Range: Close
Target: One 5-foot square of flames
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 16
Saving Throw: N/A
Chaos Points: See below

The mage takes control of a flame occupying as much as one square on the combat map (i.e., a five-foot cube). He can make the fire expand to other squares, move into or through adjacent squares at a rate of one square per round, or go out completely. He can fan a small flame, such as that produced by a candle, into a raging inferno. A controlled fire will not expand out of its square unless the mage specifically allows it to do so, and if it does expand, the mage must individually control each new square with new instances of this spell (or with *control conflagration*), or new squares will be uncontrolled. If a mage doesn't have control of a fire, or releases control of a fire, it will either burn itself out or continue to grow depending on the availability of flammable

materials nearby. Thus, a mage must be careful not to let a controlled fire get out of control!

To move or expand, a fire must have fuel; the techno-mage cannot, for example, march a flame across a smooth stone floor or through a waterfall. A creature standing in a square where a fire is expanded will catch on fire unless the creature leaves the square on its next action. If this spell is used to attack a creature in this manner, it generates 1 chaos point. However, if the creature voluntarily enters the fire for some reason, no chaos point is produced.

Create Acid

Elemental Category: Acid
Requirements: None
Casting Time: 1 action
Range: Touch
Target: Self (fingertip)
Duration: 1 round
Casting Cost: 1
Maintenance Cost: 1 per round
Magery DC: 14
Saving Throw: N/A

The mage creates a small quantity of acid that drips from his fingertip. This acid can be used to damage living creatures or weaken metal, but does not affect wood or rock. When applied, the acid scores 1 point of damage per round to flesh, and scores 1 point of damage to metal per round, ignoring all hardness values. The mage himself takes no damage from the acid unless he lets it contact some part of his body other than the fingertip used to employ the spell.

This spell does not function in moist environments, such as underwater, in rain or snow, or any other situation where water is prevalent. This same rule applies to any elemental spell that has *create acid* as a prerequisite. The Games Master may also rule than acid-based spells are weakened in conditions of high humidity, such as within mist, fog, swamps, jungles, hydroponics gardens, and similar locations. In such a case, acid-based spells should score 1 point less damage per die (1d6-1 instead of 1d6, for example).

Create Fire

Elemental Category: Fire
Requirements: None
Casting Time: 1 action
Range: Touch
Target: Self (hand or fingertip)
Duration: 1 minute
Casting Cost: 1
Maintenance Cost: 1 per minute
Magery DC: 14
Saving Throw: N/A

A flame is produced at the mage's fingertip or in his open palm. The fire can be made to flicker like a candle or expand to a

sphere the size of an orange. The techno-mage takes no damage while the flame is maintained. The fire can ignite fuels such as leaves, paper, and the like, and if so, the fire becomes its own entity that no longer requires maintenance. Manipulating such a fire requires the *control flame* spell.

Fire requires oxygen; this spell (and any other elemental spells that use *create fire* as a prerequisite) will not function if no oxygen is present.

Create Ice
Elemental Category: Cold
Requirements: None
Casting Time: 1 action
Range: Touch
Target: Self (hand)
Duration: Instantaneous
Casting Cost: 1
Maintenance Cost: N/A
Magery DC: 14
Saving Throw: N/A

The techno-mage freezes water vapour in the air nearby, producing a chunk of ice in his open palm. The ice can have any simple shape, such as a block or sphere, and can be either solid or in the form of a large snowball. The techno-mage takes no cold damage when he casts this spell. Once the ice is formed, the spell ends and no maintenance cost is required. The ice can be instantly melted by casting *create fire* upon it.

Create ice, and all elemental spells that employ this spell as a prerequisite, require at least a small quantity of water vapour in the nearby air to function properly. If the air is 100% dry, or no air is present at all, such spells cannot be cast.

Create Lightning
Elemental Category: Electricity
Requirements: None
Casting Time: 1 action
Range: Touch
Target: Self (hand or fingers)
Duration: 1 minute
Casting Cost: 1
Maintenance Cost: 1 per minute
Magery DC: 14
Saving Throw: N/A

The mage creates arcs of electricity that dance between and around his fingers and/or hands. The lightning scores 1 point of damage per round against any creature touched or held by the mage for as long as the contact continues. Employing this ability in combat requires a successful touch attack. Non-metal clothes or armour will block the effects, as the electricity only passes through conductive materials or unprotected flesh. The mage himself is unaffected by the lightning. The electricity involved can also be made to activate small mechanical devices, such as lights, but will not power PPGs or other weapons.

The mage may not employ this spell, or any other elemental spell that requires *create lightning* as a prerequisite, if he is standing within 5 feet of metal walls, pillars, struts, or any other significant amount of conductive metal. He may be standing on a metal surface so long as he is wearing non-conductive boots or similar protection and is not actually in direct contact with the metal. If he employs an elemental electrical spell while standing in water, he automatically takes damage equal to any amount caused by whatever electrical spell he just cast.

Create Sound
Elemental Category: Sonic
Requirements: None
Casting Time: 1 action
Range: Close
Target: Self (mouth)
Duration: 1 round
Casting Cost: 1
Maintenance Cost: N/A
Magery DC: 14
Saving Throw: Fortit*e* negates

The mage produces a noise by moving his mouth in a particular way. The noise can be soft or loud, musical or dissonant, but it cannot be overly complex. The caster can reproduce any sound he has ever heard, but only simple noises, such as a single musical note or the sound of a bell or alarm. He cannot, for example, replay a symphony or mimic another person's voice—at least, not with this spell.

If he wishes, the caster can produce an extremely loud, painful sound that emanates out from his mouth to all listeners within range. Those who fail their saving throws suffer 1 point of sonic damage as the decibel level exceeds their normal tolerance levels. This does not affect constructs, deaf creatures, or those that cannot hear the sound.

Deafen
Elemental Category: Sonic
Requirements: Create Sound
Casting Time: 1 action
Range: Close
Target: All creatures within range
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 19
Saving Throw: Fortitude negates

This spell produces a sudden booming sound that scores 1 point of sonic damage on all creatures within Close range and deafens them for 1d6+1 rounds (1d6 for weaknesses, 1d6+2 for primaries). A successful saving throw negates both effects. The boom is loud enough to be heard out to Long range, but has no damaging effects beyond Close.

Destruction

Elemental Category: None
Requirements: At least 15 other chaos spells, Elements as a primary aptitude, at least one level of the Destroyer prestige class
Casting Time: 1 action
Range: Medium
Target: One five-foot diameter sphere
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 24
Saving Throw: Reflex avoids
Chaos Points: 3

This spell draws the target area instantly into an unstable pocket universe of the mage's creation. Any creature within the selected area may make a Reflex save to avoid the effect, which moves that creature into any adjacent square. Otherwise, all matter—including stone, walls, metal, living flesh, and anything else unfortunate enough to be in the area—is annihilated when the pocket universe collapses a moment after its creation. A loud *pop* sounds as air rushes into the vacuum left behind.

This extremely dangerous spell is available only to members of the Destroyer prestige class. Galen only recently rediscovered this spell, and no other surviving mages know of it, but that does not mean others could not develop it in the future. The Circle strictly prohibits any use of this spell, and any mage who employs it without authorisation will likely be sentenced to flaying.

Destruction, Greater

Elemental Category: None
Requirements: Destruction, at least 20 chaos spells, at least 5th level in the Destroyer prestige class
Casting Time: 1 action
Range: Long
Target: One five-foot radius sphere
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 32
Saving Throw: Reflex avoids
Chaos Points: 6

This is similar to *destruction*, but the range and radius are increased.

Destruction, Total

Elemental Category: None
Requirements: Greater Destruction, at least 25 chaos spells, 10th level in the Destroyer prestige class
Casting Time: 1 action
Range: Line of Sight
Target: One ten-foot radius sphere
Duration: Instantaneous
Casting Cost: 10
Maintenance Cost: N/A
Magery DC: 40
Saving Throw: Reflex avoids
Chaos Points: 10

This is similar to *greater destruction*, but the range and radius are increased still further. With a spell of this power, a mage can tear down buildings, destroy starships, and wreak untold havoc on entire civilisations. The Circle strictly prohibits the use of this spell and will flay anyone who employs it.

Douse Flame

Elemental Category: Fire
Requirements: Control Flame
Casting Time: 1 action
Range: Long
Target: 15-foot radius (weakness 10-foot, primary 20-foot)
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 19
Saving Throw: N/A

When this spell is employed, the mage temporarily cuts off all oxygen from flames in the target area, causing all fire therein to instantly go out. This does not affect the ability of creatures within that zone to breathe normally. If the spell is not maintained, other fires nearby can spread back into the cleared area in later rounds, subject to the availability of fuel and the type of fire involved.

Elemental Storm

Elemental Category: All
Requirements: Winter Storm, Thunderbolt, Napalm Burst, Elements as a primary school
Casting Time: 1 minute
Range: Line of Sight
Target: 100-foot radius sphere
Duration: 1 minute
Casting Cost: 11
Maintenance Cost: 5 per minute
Magery DC: 45
Saving Throw: See text
Chaos Points: 5 + 1 per affected creature

This is the most powerful of all elemental spells, commanding the power of all the elements combined. Within the targeted zone, a strong wind quickly whips into a frenzy, driving shards

of ice, blobs of burning napalm, and crackling thunderbolts in a whirling maelstrom of destruction.

All creatures or structures within the zone suffer 1d6 bludgeoning, 1d6 fire, 1d4+1 cold, 1d4 acid (ignores the first 5 points of DR), 1d4 electricity (ignores all metal armour DR), and 1d6 sonic damage each round. Each die is reduced by –1 for weak aptitudes and increased by +1 for primaries. A Fortitude save halves this damage, but the save must be rolled every round. In addition, creatures of Large size or smaller within the zone must make a Reflex save or be knocked prone; even if standing, they suffer a –2 penalty to all attacks and skill checks. Furthermore, within the zone all creatures have total cover (50% miss chance) and may move no more than one 5-foot step per round, unless they step immediately out of the area, in which case they can take a full move. The howling wind makes sounds impossible to hear within the affected area.

Fireball

Elemental Category: **Fire**
Requirements: **Control Flame**
Casting Time: **1 action**
Range: **Close (Ranged Touch)**
Target: **One creature**
Duration: **Instantaneous**
Casting Cost: **2**
Maintenance Cost: **N/A**
Magery DC: **18**
Saving Throw: **Reflex half**
Chaos Points: **1**

This is the flashiest, most commonly used techno-mage attack spell. A single bolt of fire is produced, streaking towards the targeting in an instant. If the ranged touch attack succeeds, the subject suffers 2d6 fire damage (3d6 for primary aptitudes, 1d6 for weaknesses), with a reflex save allowed for half damage. The flame disappears quickly, so it will not set alight clothing and similar materials, but it will ignite highly flammable materials like liquid fuel and volatile explosives. There is no flash damage, and only the subject is affected.

Fireball, Greater

Elemental Category: **Fire**
Requirements: **Control Conflagration, Fireball**
Casting Time: **1 action**
Range: **Close (Ranged Touch)**
Target: **One creature**
Duration: **Instantaneous**
Casting Cost: **3**
Maintenance Cost: **N/A**
Magery DC: **23**
Saving Throw: **Reflex half**
Chaos Points: **1**

This improved fireball is more difficult to cast, but scores one additional die of damage with no increase in chaos points (i.e., 2d6 damage for weak aptitudes, 3d6 for standard, and 4d6 for primaries).

Fireball, Explosive

Elemental Category: **Fire**
Requirements: **Greater Fireball**
Casting Time: **1 action**
Range: **Medium**
Target: **10-foot radius (weakness 5-foot, primary 15-foot)**
Duration: **Instantaneous**
Casting Cost: **4**
Maintenance Cost: **N/A**
Magery DC: **25**
Saving Throw: **Reflex half**
Chaos Points: **2**

This spell produces a ball of flame that targets a location in space instead of a single creature. The flaming orb explodes upon reaching that spot, scoring 2d6 damage to all creatures within its effective radius—including the caster or any allies, if they are within that zone. The explosion does not penetrate solid barriers, such as walls or doors. The explosion produces a loud *bang* with approximately the same volume as a pair of cymbals crashing together.

Fireball, Artillery

Elemental Category: **Fire**
Requirements: **Explosive Fireball**
Casting Time: **1 action**
Range: **Long to line of sight only**
Target: **10-foot radius (weakness 5-foot, primary 15-foot)**
Duration: **1 round**
Casting Cost: **5**
Maintenance Cost: **N/A**
Magery DC: **30**
Saving Throw: **Reflex half**
Chaos Points: **2**

This is essentially the same as *explosive fireball* except that the shot can extend out to the mage's line of sight. The spell may not be cast at ranges closer than Long. The fireball does not reach the target point instantaneously, but travels to the designated location over the course of one round, exploding on the mage's next action. The fact that a fireball is incoming will be obvious to anyone who can see the approaching 'artillery shot,' but the exact target location cannot be determined until the explosion occurs. In some cases, the player may wish to write down the targeted spot secretly, just to keep his opponents guessing.

Hailstorm
Elemental Category: **Cold**
Requirements: **Snowfall**
Casting Time: **1 round**
Range: **Long**
Target: **10-foot radius square**
Duration: **1 round**
Casting Cost: **3**
Maintenance Cost: **2 per round**
Magery DC: **20**
Saving Throw: **Reflex half**
Chaos Points: **2 + 1 per round maintained**

This spell causes heavy chunks of hail to drive down from above. There must be an open area at least 20 feet high above the target area for this spell to function properly. All creatures in the affected zone suffer 1d6 crushing damage from the impact of the hailstones and 1d6 cold damage (1d6+1 cold damage for primary aptitudes, 1d6-1 for weaknesses). The mage may maintain the spell each round, continuing to score damage against any targets still within the zone. Targets receive a new reflex save each round so long as they remain conscious and able to dodge the incoming hailstones.

Ice Bolt
Elemental Category: **Cold**
Requirements: **Create Ice**
Casting Time: **1 action**
Range: **Medium (Ranged Touch)**
Target: **1 creature**
Duration: **Instantaneous**
Casting Cost: **2**
Maintenance Cost: **N/A**
Magery DC: **19**
Saving Throw: **Reflex half**
Chaos Points: **1**

This spell produces a bluish-tinged bolt of icy cold that is thrown at a single target, scoring 2d4+2 cold damage (1d4+1 for weaknesses, 3d4+3 for primaries). Cold weather clothing, full body armour, and environment suits add +1 to their DR against this damage.

Freezing Touch
Elemental Category: **Cold**
Requirements: **Ice Bolt**
Casting Time: **1 action**
Range: **Touch**
Target: **1 creature**
Duration: **1 round**
Casting Cost: **3**
Maintenance Cost: **1 per round**
Magery DC: **20**
Saving Throw: **Fortitude negates**
Chaos Points: **1**

When this spell is cast, the mage's hand glows a dull blue, a colour that extends to the target upon delivery of a successful touch attack. If the touched creature fails its saving throw, it suffers 1d4+1 cold damage immediately. If the mage chooses to maintain the spell, the creature is considered slowed until the spell is dropped—touch need not be maintained for this effect to persist. A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it suffers a –1 penalty on attack rolls and Reflex saves (and therefore to DV as well). A slowed creature moves at half its normal speed (round down the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. If this spell is cast a second time on the same target, additional slowing effects do not stack. This type of slowness does not affect vehicles.

Ice Bolt, Greater

Elemental Category: Cold
Requirements: Ice Bolt
Casting Time: 1 action
Range: Medium (Ranged Touch)
Target: 1 creature
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 24
Saving Throw: Reflex half
Chaos Points: 1

This is an improved version of *ice bolt* that scores an additional 1d4+1 damage; i.e., 2d4+2 for weak attributes, 3d4+3 for standard, and 4d4+4 for primaries.

Ice Shards

Elemental Category: Cold
Requirements: Create Ice
Casting Time: 1 action
Range: Close
Target: Cone extending from the mage's hand
Duration: 1 round
Casting Cost: 5
Maintenance Cost: 5 per round
Magery DC: 25
Saving Throw: Reflex half
Chaos Points: 2 + 1 per round maintained

When this spell is cast, shards of bitterly cold ice burst forth from the mage's hand, extending outward in a conical shape to strike all targets within the affected range. All creatures therein suffer 1d4+1 piercing damage and 1d4+1 cold damage. The mage may continue to spray ice shards from his hand every round so long as he pays the appropriate costs.

Icy Surface

Elemental Category: Cold
Requirements: Create Ice
Casting Time: 1 action
Range: Medium
Target: 10-foot radius square
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 17
Saving Throw: See text

One floor, wall, or ceiling in the affected area is suddenly coated with a one-inch thick layer of ice. Light reflects off this surface, and if the temperature is above freezing, a white wispy fog can be seen rising from the area. All climb checks on walls or ceilings coated with ice are at –10. Creatures attempting to move across a floor coated with ice must make a successful Reflex save or slip and fall. Those that succeed are still limited to half speed in the affected area. A new save is required every round if a creature attempts to move or stand on the slick ice. A techno-mage can substitute a Balance check for a Reflex save when caught in such an area, if he so desires. Note that some circumstances may add penalties to the saving throw—e.g., a steep incline might afford a –5 penalty or even larger, or the Games Master may simply rule that keeping one's balance is impossible on such a surface.

Icy Item

Elemental Category: Cold
Requirements: Icy Surface
Casting Time: 1 action
Range: Medium
Target: One item or object no larger than Medium size
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 18
Saving Throw: See text

One item or object is coated with a thin sheet of slippery, frosty ice. In greater than freezing conditions, the item exudes a wispy white fog. If cast upon an item being held, the item receives a Reflex saving throw to avoid the effects; otherwise, the effect is automatic. A character must make a Will save to grasp and hold an ice-covered item, and suffers 1d3 points of cold damage each round he does so (regardless of whether or not he successfully made the saving throw). If he fails the save, he must drop or release his hold upon the item when the spell is cast, but can pick it up again later if he wishes to endure the damage.

Lightning Bolt

Elemental Category: Electricity
Requirements: Greater Surge
Casting Time: 1 action
Range: Long
Target: 1 creature
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 21
Saving Throw: Reflex half
Chaos Points: 1

This spell causes a bolt of lightning to crackle forth from the mage's body to strike the designated target. There is no ranged touch roll needed; a hit is automatic. The target suffers 2d4 damage (1d4 for weaknesses, 3d4 for primaries), ignoring all DR provided by metal armour and defences. If the target is not grounded, damage is halved. Note that while the mage must be able to see the target to employ this spell, he need not have a direct line to his victim, and cover is ignored. The bolt will arc around such things as walls and pillars, although it cannot penetrate any solid object on its way to the target. If the bolt passes within 5 feet of any metal surface, such as a wall or floor aboard a starship, it is drawn into that surface instead of the target.

The bolt can be cast into a metal surface (either intentionally or voluntarily), such as a floor or any other highly conductive material (such as water). In this case, all creatures within Medium range (including the mage and his allies, if applicable) that are touching that surface must make a Reflex save or suffer 1 point of electrical damage, ignoring all DR provided by metal armour.

Lightning Bolt, Chain
Elemental Category: Electricity
Requirements: Greater Lightning Bolt
Casting Time: 1 action
Range: Long
Target: Up to 4 creatures (3 for weaknesses, 5 for primaries)
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 31
Saving Throw: Reflex half
Chaos Points: 2

This spell is similar to *lightning bolt*, but the mage may designate up to the listed number of targets in any order he chooses. He must be able to see all targets at the time the spell is cast. Damage is reduced by 1 point for each target after the first. Thus, if the initial bolt scored 8 points of damage, the second target would take 7 damage, the third 6, and so on.

If cast into a conductive surface, *chain lightning bolt* operates like *lightning bolt* except the range is increased to Long.

Lightning Bolt, Greater
Elemental Category: Electricity
Requirements: Lightning Bolt
Casting Time: 1 action
Range: Long
Target: 1 creature
Duration: Instantaneous
Casting Cost: 4
Maintenance Cost: N/A
Magery DC: 26
Saving Throw: Reflex half
Chaos Points: 1

This is similar to *lightning bolt*, but causes 2d8 damage (1d8 for weaknesses, 3d8 for primaries). If cast into a conductive surface, damage scored is 2 points, or 1 point if a Reflex save is successful.

Mimic Sound
Elemental Category: Sonic
Requirements: Create Sound
Casting Time: 1 action
Range: Self
Target: Self
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 21
Saving Throw: N/A

This spell is similar to *create sound*, except the mage can duplicate more complex sounds, such as music or another person's voice. The mage must make the noises by moving his mouth, so he cannot speak or cast verbal spells while mimicking a sound. If attempting to fool a listener with the sounds he creates—e.g., to convince a guard that he is the man's superior, or to pretend to play a musical instrument with which he has no skill—he makes a Bluff check opposed by the listener's Sense Motive skill. The mage receives a bonus to his Bluff check equal to the amount by which his Magery check succeeds, so if his Magery roll is a 25, he earns a +4 bonus to Bluff. A mage may not duplicate music or voices that he has never heard. If he has not heard the particular sounds in some time, a Knowledge or Intelligence check may be required to recall the exact details.

Napalm Burst
Elemental Category: Fire, Acid
Requirements: Explosive Fireball, Acid Spray
Casting Time: 1 action
Range: Close
Target: Cone extending from the mage's hand
Duration: Instantaneous
Casting Cost: 10
Maintenance Cost: N/A
Magery DC: 35
Saving Throw: Reflex half
Chaos Points: 3 + 1 per affected creature

This spell sprays an area with a flaming chemical similar to napalm that causes horrible burns on anything it touches. All creatures in the area of effect take 3d6 fire damage (2d6 for weaknesses, 4d6 for primaries) and 3d4 acid damage (2d4 weak, 4d4 primary); the acid damage ignores the first 5 points of DR. Half of all damage points scored take the form of deep, painful burns that can only be repaired through long-term care at a Medlab or similar facility, or through the use of the *regenerate* spell. Creatures killed by this spell are irretrievably burned beyond recognition.

Paralysing Arc

Elemental Category: Electricity
Requirements: Lightning Bolt
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: 1 creature
Duration: 1 round
Casting Cost: 4
Maintenance Cost: 3
Magery DC: 25
Saving Throw: Fortitude negates
Chaos Points: 1 per 2 rounds maintained

When this spell is cast, an arc of flickering blue-white electricity springs forth from the mage's hand to the target, holding the victim in a coruscating nimbus of flickering energy. While the spell is maintained, the target cannot take any actions. It can see, hear, and experience everything around it, but may not move a muscle, even to speak. Autonomous body functions, such as breathing, continue normally. If the creature is in a balanced position, it can remain standing or seated; otherwise, it falls prone.

The target must be grounded and cannot be in contact with any metal surface, such as the floor of a shuttlecraft. The mage must also keep the target in sight and within range. Any other creature stepping between the mage and his target must make a Fortitude save or become the new target of the spell for as long as the mage chooses to keep it active (if an ally inadvertently steps into the line of energy and fails his save, the caster can immediately drop the spell to eliminate the effects).

Power Device

Elemental Category: Electricity
Requirements: Create Lightning
Casting Time: 1 action
Range: Touch
Target: 1 object
Duration: 10 minutes
Casting Cost: 2
Maintenance Cost: 1 per 10 minutes
Magery DC: 19
Saving Throw: N/A

This spell allows the mage to use his control of electricity and other energy sources to power any device he touches. This could be a computer, bionic body part, monitor, energy weapon, or anything else of Small size or less that operates using electrical power. The mage could use this ability to jump-start a failed artificial heart or the starter in a ground car, for example, but could not power a ship's particle cannons. The mage must remain in constant contact with the device to keep the power flowing. While maintaining this sort of connection, a mage cannot recover power points by any means.

Shatterclap

Elemental Category: Sonic
Requirements: Sound Burst
Casting Time: 1 action
Range: 5 feet
Target: One creature or object
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 22
Saving Throw: Fortitude negates
Chaos Points: 1

When he casts this spell, the mage must clap his hands together while standing next to the target. A powerful blast of sound slams into the object or creature, which takes 2d4 damage (1d4 for weaknesses, 3d4 for primaries). The spell ignores hardness ratings for items, as it is primarily designed to break or shatter objects, such as windows and similar barriers. *Shatterclap* will not function if cast by a *silenced* mage or within a *zone of silence*, but does affect the target if it is under the effects of either spell. The booming noise of this spell can be heard out to Long range.

Silence

Elemental Category: Sonic
Requirements: Create Sound
Casting Time: 1 action
Range: Touch
Target: One creature or object
Duration: 2 rounds
Casting Cost: 2
Maintenance Cost: 1 per round after the 2nd
Magery DC: 20
Saving Throw: Fortitude negates

A sound-absorbing field surrounds the target creature or object, reducing its noise output to 5% of normal levels. Normal speech sounds like nothing at all, and shouting at the top of one's lungs produces little more than a whisper. A *silenced* creature receives a +10 circumstance bonus on Move Silently checks. This spell can also be used on objects, such as sirens and alarms, to render them ineffective. A techno-mage who has been *silenced* can still cast most spells normally, although sound-based spells (such as *create sound*, *deafen*, *shatterclap*, and any others that produce noise from the caster's location) will most likely be rendered ineffective.

Snowfall

Elemental Category: Cold
Requirements: Create Ice
Casting Time: 1 action
Range: Medium
Target: 20-foot radius square
Duration: 3 rounds
Casting Cost: 3
Maintenance Cost: 1 per round after the first 3 rounds
Magery DC: 20
Saving Throw: N/A

Snow begins to fall in the affected area, appearing right out of thin air. The snow obscures sight beyond 5 feet, including low-light vision but not other means of detection such as infrared imaging or radar. A creature five feet away within the zone has one-half concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance). The snowfall stops at the conclusion of the spell's duration unless maintained. Casting and maintenance costs are doubled in a strong breeze (15-30 mph wind speed) and tripled in heavy gusts (31-50 mph). The spell will not function in gale force or stronger conditions. In very hot or desert areas, the snow melts almost instantly into a cool rain, but the concealing effects are not altered.

Sonic Blast

Elemental Category: Sonic
Requirements: Sonic Burst
Casting Time: 1 action
Range: Medium
Target: 10-foot radius sphere
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 24
Saving Throw: Fortitude negates
Chaos Points: 1

This is similar to *sonic burst*, except the range and area of effect are both increased, and 1 extra point of sonic damage is scored (i.e., 1d4+1 for weak aptitudes, 2d4+1 for standard, and 3d4+1 for primaries). The high-pitched shriek produced by the spell can be heard out to Long range.

Sonic Burst

Elemental Category: Sonic
Requirements: Create Sound
Casting Time: 1 action
Range: Close
Target: 5-foot radius sphere
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 20
Saving Throw: Fortitude negates
Chaos Points: 1

The mage produces a sonic pulse centred at a point he selects. All creatures within the affected area suffer 2d4 sonic damage (1d4 for weaknesses, 3d4 for primaries). A sharp, irritating whine can be heard out to Medium range for the brief moment in which the spell takes effect. The spell will not function if targeted within a *zone of silence*, but if used outside of such an area, it will affect those within the zone.

Sonic Stun

Elemental Category: Sonic
Requirements: Sound Burst
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: 1 creature
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 21
Saving Throw: Fortitude negates

The mage creates a visible, faintly glowing ball of concentrated sound that directly affects the nervous system of the target creature. No damage is scored, but the target must make a Fortitude save or be stunned for 1d4 rounds (1d4-1 for weaknesses, 1d4+1 for primaries). This spell will affect constructs as well as most living beings, although energy creatures or those without nervous systems (or electronic impulses that serve the same purpose) ignore this spell.

Surge

Elemental Category: Electricity
Requirements: Create Lightning
Casting Time: 1 action
Range: Touch
Target: 1 creature or object
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1
Magery DC: 16
Saving Throw: Fortitude negates
Chaos Points: 1 + 1 per 3 rounds maintained

This spell produces a surge of electricity that flows through the target, scoring 1d4 electrical damage (1d4-1 for weaknesses, 1d4+1 for primaries) each round it is maintained. The surge ignores all DR provided by metal armour. If the target is not grounded, damage is halved. The saving throw must be made each round the spell is maintained to avoid taking damage on that round.

If used on an unprotected computer or electronic storage device, such as a data crystal, this spell destroys one component or storage area (regardless of hit points) on a failed save during each round the surge is maintained. Note that some computers, particularly military ones, might be hardened against electrical surges. In this case, damage scored should be tracked each round until enough is scored to destroy the desired component.

Surge, Greater

Elemental Category: Electricity
Requirements: Surge
Casting Time: 1 action
Range: Touch
Target: 1 creature or object
Duration: 1 round
Casting Cost: 3
Maintenance Cost: 1
Magery DC: 21
Saving Throw: Fortitude negates
Chaos Points: 1 + 1 per 2 rounds maintained

This is an improved *surge* that scores 1d8 damage (1d8-1 for weaknesses, 1d8+1 for primaries) each round it is in operation. The spell destroys two computer components or data storage areas each round.

Surge, Painful

Elemental Category: Electricity
Requirements: Surge
Casting Time: 1 action
Range: Touch
Target: 1 creature or object
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1
Magery DC: 18
Saving Throw: Fortitude negates
Chaos Points: 1 per round maintained

This specialised version of *surge* causes only 1 point of electrical damage (ignoring all damage from metal armour) per round, but inflicts terrible pain upon the victim. If the saving throw is failed in any round, the subject suffers a –2 penalty to all attack rolls, skill checks, and ability checks for that round, plus a –4 penalty to all Will saves. Furthermore, if the save is failed, the mage and any of his allies receive a +2 circumstance bonus to Intimidate checks against the subject. This is the sort of spell an evil or desperate mage would employ to interrogate a prisoner without killing him, but its high chaos cost makes it dangerous to use too often. The spell also makes an excellent 'agoniser' for disciplining unruly or troublesome apprentices, although only the harshest master would stoop to such methods.

Surge Storm

Elemental Category: Electricity
Requirements: Greater Surge
Casting Time: 1 round
Range: Long
Target: 20-foot radius
Duration: 1 round
Casting Cost: 5
Maintenance Cost: 2
Magery DC: 27
Saving Throw: Fortitude negates
Chaos Points: 2 + 1 per round maintained

This is like *surge*, but affects a wide area. The area must be connected by some kind of conductive material, such as a metal floor or puddle of water. When the spell is cast, arcs of electricity flow from the mage's hands into the centre of the area, making the electricity's source difficult to hide. All subjects in the zone suffer 1d4+1 damage (1d4 for weaknesses, 1d4+2 for primaries), ignoring all DR provided by metal armour.

Thunderbolt

Elemental Category: Electricity, Sonic
Requirements: Greater Lightning Bolt, Sonic Blast, Sonic Stun
Casting Time: 1 action
Range: Long
Target: 1 creature
Duration: Instantaneous
Casting Cost: 6
Maintenance Cost: N/A
Magery DC: 35
Saving Throw: Reflex half
Chaos Points: 2

This is similar to *greater lightning bolt*, but causes 2d8 damage (1d8 for weaknesses, 3d8 for primaries) electrical damage plus an additional 2d4 sonic damage (1d4 for weaknesses, 3d4 for primaries). The electrical damage ignores the DC of metal armour, but the sonic damage does not. In addition to this damage, everyone within Long range of the target hears a loud thunderclap. All those within that range, including the target, must make a Fortitude save or be stunned for 1 round.

If cast into a conductive surface, damage scored is 4 point of electrical only, or 2 points if a Reflex save is successful. There is no bonus sonic damage, but a loud peal of thunder is still heard.

Ventriloquism

Elemental Category: Sonic
Requirements: Mimic Sound
Casting Time: 1 action
Range: Medium
Target: One square
Duration: 1 round
Casting Cost: 3
Maintenance Cost: 1 per round
Magery DC: 25
Saving Throw: N/A

This is the same as *mimic sound* except that the mage creates the desired noises in another location instead of his own. The sound seems to be coming from a spot within the targeted square, so that listeners could (incorrectly) conclude that a creature or object in that location is making the mimicked noise. Although the mage makes no sound of his own when casting this spell, he still moves his mouth, and so cannot speak or employ other verbal spells when employing *ventriloquism*.

Winter Storm

Elemental Category: Electricity, Cold
Requirements: Blizzard, Surge Storm, Windstorm
Casting Time: 2 rounds
Range: Long
Target: 50-foot radius sphere
Duration: 1 minute
Casting Cost: 6
Maintenance Cost: 5 per minute
Magery DC: 35
Saving Throw: See text
Chaos Points: 2 + 1 per minute maintained

This spell calls forth a powerful winter storm in a designated location. In the first round, as the spell is cast, the temperature in that area drops precipitously, snow begins to fall, and winds begin to pick up. When the spell is finished, the entire area is infused with an extremely powerful blizzard that virtually precludes any actions within its radius.

Each round, every creature within the affected area takes 1d6 cold damage, 1d6 bludgeoning damage from wind buffeting, and 1d6 electricity damage from lightning surges. Each 1d6 is increased by +1 for primary aptitudes, and reduced by –1 for weaknesses. The creature must make a Fortitude saving throw each round to avoid these effects.

All creatures within the *winter storm* have complete cover (50% miss chance) and can move no more than 5 feet in any direction, although a creature on the edge of the effect can make a full move if it immediately leaves the zone on its first step. All creatures of Large size or smaller must also succeed in a Reflex save to avoid being knocked prone and rendered unable to act—even if the save is successful, all attacks and skill checks are a made at a –2 penalty.

Zone of Silence

Elemental Category: Sonic
Requirements: Silence
Casting Time: 1 action
Range: Close
Target: 20-foot radius sphere
Duration: 1 round
Casting Cost: 3
Maintenance Cost: 1 per round
Magery DC: 25
Saving Throw: N/A

This spell dulls sound in the affected area in the same way as a *silence* spell. All creatures within the area are affected for as long as they remain in the zone, which seems to ripple with a vaguely visible distortion emanating from the centre. Sounds entering the zone are not affected, so a person speaking outside the area can be heard normally by someone inside it, but not vice versa.

Spells of Conjuration

Spells of this school conjure things into existence. These can be real objects, quasi-real creations that fade over time, and illusions of varying size and complexity. A mage's ability to create an actual, permanent, physical object is extremely limited, and even the most powerful techno-mage cannot create life where there is none. If a techno-mage casts a spell that appears to transform a flower into a butterfly, for example, you can be sure an illusion is at work.

Conjure Creature, Small

Requirements: Perfect Phantom Image
Casting Time: 1 round
Range: Close
Target: One unoccupied 5-foot square
Duration: 3 rounds
Casting Cost: 4
Maintenance Cost: 2 per 3 rounds after the first three
Magery DC: 23
Saving Throw: N/A
Chaos Points: 1 if the creature is used to attack

This spell, and any of the others in this series, create quasi-real 'creatures' out of empty air. The illusion is perfect in every way, making the same sounds and acting the same way as a creature of its type would under normal circumstances. The beast even bleeds when wounded (as applicable) and dies if it suffers enough damage to kill it. The illusion will not, however, possess any special attacks, such as poison, rending, goring, and the like, although additional spells (such as an invisible *acid ball*) could simulate such an effect. In fact, it may take only one attack per round, at the mage's attack bonus, scoring 1d6 points of damage on a successful hit (1d6-1 for weak aptitudes, 1d6+1 for primaries). Damage seems to be of whatever type is appropriate to the attack form, e.g., piercing damage for bites, slashing for claws, and so on.

The creature created by this spell must be of Small size or less, such as a dog, cat, hawk, or similar animal. It moves at a speed of 20 feet per round regardless of its apparent mode of travel (flying, crawling, etc.) and has 2 hit dice (1 for Tiny or smaller). The creature must be of a type the mage has encountered before and is quite familiar with; a Knowledge check may be required for particularly exotic types. The conjured beast moves as the mage directs, and may make sounds like growls or hisses, but cannot attempt to communicate unless a *ventriloquism* spell is used to enhance the illusion.

Although this spell can create realistic-looking creatures, it is not designed to perfectly duplicate specific creatures. If the mage attempts to create such a double (e.g., someone's pet, or for spells later in this series, a specific individual), anyone who encounters the creature will realise something is wrong by making a successful Spot check (DC 10 + the amount by which the caster's Magery check succeeded). If the check succeeds, this does not necessarily mean the observer realises an illusion

is at work—he simply knows that the creature's appearance is a deception of some sort.

Although the creature appears solid, it is not, and cannot actually interact with any object or being. The mage could not, for example, conjure a monkey and use it to fetch a set of keys (although it could be made to pretend to pick them up, perhaps distracting a guard in the process). Any damage a conjured creature scores in combat is subdual damage only, although it seems real enough to the wounded victim and anyone else who witnessed the attack. A conjured creature must be visible and audible in order to successfully attack—if the mage renders it *invisible* or *silenced*, the illusion will be ineffective.

A mage generally employs conjured creatures not to actually fight, but to distract opponents. Since the illusion is perfect—seeming even to bleed and die if wounded badly enough—most viewers come to believe that techno-mages actually summon real creatures out of thin air, never suspecting that the animals are actually illusions.

Conjure Creature, Medium
Requirements: Conjure Small Creature
Casting Time: 1 round
Range: Close
Target: One unoccupied 5-foot square
Duration: 2 rounds
Casting Cost: 5
Maintenance Cost: 1 per round after the first two
Magery DC: 25
Saving Throw: N/A
Chaos Points: 1 if the creature is used to attack

This spell is like *conjure small creature* except that the beast created can be of Medium size (such as an ape or jaguar), has 4 hit dice, and moves up to 30 feet per round. The creature could be a humanoid, but cannot speak intelligibly unless the mage employs a *ventriloquism* spell to enhance the illusion. Damage scored by any weapon used by the conjured creation scores 1d8 subdual damage (1d8-1 for weak aptitudes, 1d8+1 for primaries). An illusory humanoid holding a ranged weapon could even score this damage from up to 30 feet of distance.

Conjure Creature, Large
Requirements: Conjure Medium Creature
Casting Time: 1 round
Range: Close
Target: One unoccupied 5-foot square
Duration: 1 round
Casting Cost: 6
Maintenance Cost: 1 per round
Magery DC: 28
Saving Throw: N/A
Chaos Points: 1 if the creature is used to attack

This spell is like *conjure medium creature* except that the beast created can be of Large size (such as a horse or buffalo), has 6 hit dice, and moves up to 40 feet per round. Damage scored by any weapon used by the conjured creation scores 2d6 subdual damage (2d6-1 for weak aptitudes, 2d6+1 for primaries).

Conjure Creature, Huge
Requirements: Conjure Large Creature
Casting Time: 1 round
Range: Close
Target: One unoccupied 10-foot square area
Duration: 1 round
Casting Cost: 8
Maintenance Cost: 1 per round
Magery DC: 32
Saving Throw: N/A
Chaos Points: 2 if the creature is used to attack

This spell is like *conjure large creature* except that the beast created can be of Huge size (occupying four 5-foot squares or another shape no larger than four 5-foot squares depending on type), has 10 hit dice, and moves up to 60 feet per round. Examples might include a large rhinoceros or hippopotamus. Damage scored by any weapon used by the conjured creation scores 3d6 subdual damage (3d6-2 for weak aptitudes, 3d6+2 for primaries). Alternately, the creature may make two separate attacks, scoring 2d6 subdual damage (2d6-1 weak, 2d6+1 primary) on the same or different targets.

Conjure Creature, Gargantuan
Requirements: Conjure Huge Creature
Casting Time: 1 round
Range: Close
Target: One unoccupied 15-foot square area
Duration: 1 round
Casting Cost: 10
Maintenance Cost: 2 per round
Magery DC: 36
Saving Throw: N/A
Chaos Points: 3 if the creature is used to attack

This spell is like *conjure huge creature* except that the beast created can be of Gargantuan size (occupying nine 5-foot squares or another shape no larger than nine 5-foot squares depending on type), has 15 hit dice, and moves up to 90 feet per round. Examples might include an elephant or a very large anaconda. Damage scored by any weapon used by the conjured

creation scores 5d6 subdual damage (5d6-3 for weak aptitudes, 5d6+3 for primaries). Alternately, the creature may make two separate attacks, scoring 3d6 subdual damage (3d6-1 weak, 3d6+1 primary), or three separate attacks, scoring 2d6 subdual (2d6-1 weak, 2d6+1 primary) each.

Conjure Creature, Colossal

Requirements: Conjure Gargantuan Creature
Casting Time: 1 round
Range: Close
Target: One unoccupied 20-foot square area
Duration: 1 round
Casting Cost: 12
Maintenance Cost: 3 per round
Magery DC: 40
Saving Throw: N/A
Chaos Points: 4 if the creature is used to attack

This spell is like *conjure gargantuan creature* except that the beast created can be of Colossal size (occupying sixteen 5-foot squares or another shape no larger than sixteen 5-foot squares depending on type), has 20 hit dice, and moves up to 120 feet per round. Examples of this sort of creature include whales and dragons. Damage scored by any weapon used by the conjured creation scores 8d6 subdual damage (8d6-4 for weak aptitudes, 8d6+4 for primaries). Alternately, the creature may make two separate attacks, scoring 4d6 subdual damage (4d6-2 weak, 4d6+2 primary); three separate attacks, scoring 3d6 subdual (3d6-1 weak, 3d6+1 primary) each; or four separate attacks, scoring 2d6 subdual (2d6-1 weak, 2d6+1 primary) each.

When employing a conjured dragon, a techno-mage will often employ spells such as *wind gust* and *explosive fireball* to simulate the creature's special attacks. Such a creature can be a truly terrifying opponent!

Conjure Daemon, Lesser

Requirements: Conjure Small Animal, Power Device
Casting Time: 1 minute
Range: Touch
Target: One computer
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 22
Saving Throw: N/A

Daemons are, simply put, computer programs that a mage can use to perform a variety of purposes. A mage can insert a *lesser daemon* into a computer by using any of that machine's normal input/output devices—e.g., a keyboard, voice commands, touch-screen, or even electronic impulses guided through a plug-in port. The mage then directs the daemon to perform any desired task in his stead. The mage is free to undertake other activities while the daemon goes to work—he can even leave the area if he wishes.

The *lesser daemon* employs a given computer twice as fast as the techno-mage himself could hope to do so. It uses the mage's Computer Use skill in all cases. If a Computer Use check fails, no retries are permitted by that *daemon*, although the mage could conjure another and try again.

Detecting a *daemon* in a computer system requires the same effort a character would use to identify any other type of hacker. A *daemon* can be isolated and deleted just like any ordinary computer program, and cannot be identified as a techno-mage creation unless the defender is another techno-mage, or the *daemon* takes some action that reveals its true nature.

Most daemons take a visible form on a computer screen or other visual interface. For example, Arwyn's daemons usually have the shapes of actual devils (pitchforks and all), while Burell's favourite daemon looks like a bodybuilder with the face of John Sheridan. A mage can make a daemon look like anything he chooses, or can keep it invisible if he wishes. If it takes the form of a creature, it will react and respond to his commands, even carrying out an entire conversation if the mage so desires.

Conjure Daemon

Requirements: Conjure Lesser Daemon, Conjure Medium Creature, Conjuration as a standard aptitude
Casting Time: 1 minute
Range: Touch
Target: One computer
Duration: 1 minute
Casting Cost: 5
Maintenance Cost: 2 per minute
Magery DC: 27
Saving Throw: N/A

This is similar to *conjure lesser daemon*, but the created program works three times as fast as the mage and earns a +3 circumstance

bonus on all Computer Use checks. Alternately, the *daemon* can undertake two tasks at once, each at twice the mage's speed and with a +1 bonus on Computer Use checks.

Conjure Daemon, Greater

Requirements: Conjure Daemon, Conjure Large Creature, Conjuration as a primary aptitude
Casting Time: 1 minute
Range: Touch
Target: One computer
Duration: 1 minute
Casting Cost: 9
Maintenance Cost: 3 per minute
Magery DC: 33
Saving Throw: N/A

This is similar to *conjure daemon*, but the created program works five times as fast as the mage and earns a +6 circumstance bonus on all Computer Use checks. Alternately, the *greater daemon* can undertake two tasks at once, each at three times the mage's speed and with a +2 bonus on Computer Use checks; or, it can undertake up to four tasks at once, each at twice the mage's speed and with a +1 bonus on Computer Use checks.

Conjure Daemon, Monitoring

Requirements: Conjure Lesser Daemon, Message
Casting Time: 1 minute
Range: Touch
Target: One computer
Duration: 1 hour
Casting Cost: 5
Maintenance Cost: 1 per hour
Magery DC: 25
Saving Throw: N/A

This is similar to *conjure lesser daemon*, but the created program can perform no active tasks. Instead, it must be set to invisibly monitor for a specific type of computer activity. This can include, but is not limited to, any of the following or a combination of these:

5 A particular individual logging into or out of the system.

5 A certain piece of data being accessed.

5 Input arriving from a particular source, such as an FTL relay.

5 Execution of a specific block of code.

5 Activation, deactivation, or reboot of the system.

Once the selected activity has been detected, the *monitoring daemon* sends a message to the mage and deactivates itself. The mage receives this message in the same manner as he would a mental sending from another techno-mage. The information provided can give no details other than to identify the *daemon* (in the event the mage is using several at a time) and the triggering event.

Creation, Minor

Requirements: Minor Repairs, Conjure Small Animal
Casting Time: 10 minutes
Range: Touch
Target: Object touched
Duration: Instantaneous
Casting Cost: 10
Maintenance Cost: N/A
Magery DC: 34
Saving Throw: N/A

This difficult spell creates one simple, ordinary object of Diminutive size or smaller, such as a dagger, ring, or bullet. The item is permanent once formed and is relatively ordinary—this spell does not create expensive, valuable, or masterwork objects. To make the item, the mage draws random atoms out of the air and nearby solid objects, but not enough to cause any damage or other ill effects. For this reason, objects may not be created in a vacuum.

Minor creation can form a single, simple object made out of one type of ordinary material only (glass, iron, copper, stone, etc.). For example, if the mage creates a dagger, it must be entirely made of the same kind of metal. A mage may not make an object out of any organic material (including wood, leather, paper, and so on), nor may he make anything formed of a composite material (such as plastic, steel, bronze, and the like).

Creation, Major

Requirements: Major Repairs, Minor Creation
Casting Time: 30 minutes
Range: Touch
Target: Object touched
Duration: Instantaneous
Casting Cost: 20
Maintenance Cost: N/A
Magery DC: 42
Saving Throw: N/A

This spell is like *minor creation*, but the item created can be of Tiny size or smaller, and can be of several different materials, including composites. A mage could use this ability to make a silvered glass mirror, plastic cup, steel sword blade, synthetic sheet of paper, bandage, simple tool, or just about any other ordinary object. He may not create machines or electronic devices, such as credit chits, calculators, batteries, energy weapons, infrared goggles, or anything else of a high-tech nature.

Darkness

Requirements: Bright Light
Casting Time: 1 action
Range: Touch
Target: One object
Duration: 1 round
Casting Cost: 1
Maintenance Cost: 1 per round
Magery DC: 19
Saving Throw: N/A

The object touched soaks up all light within a 20-foot radius, plunging the entire area into darkness. Light sources within the zone, such as flashlights, lamps, or *light* spells, have their ranges reduced to no more than 5 feet inside a *darkness* area. A *bright light* or *daylight* spell whose main effective radius intersects that of a *darkness* zone cancels both in that area, so that otherwise prevailing light takes effect in those regions.

Daylight

Requirements: Bright Light
Casting Time: 1 action
Range: Touch
Target: One object
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This is similar to *light*, except that the illumination provided is as bright as full daylight on an Earth-like world in a 60-foot radius around the target object (plus a further 60 feet of dim light beyond that).

Dimensional Pocket

Requirements: Minor Creation, Displacement
Casting Time: 1 round
Range: Touch
Target: One container
Duration: 10 minutes
Casting Cost: 5
Maintenance Cost: 1 per 10 minutes
Magery DC: 20
Saving Throw: N/A

This spell alters the interior of any Tiny-sized or smaller container to reach into a pocket of space located 'somewhere else.' Mages are fond of explaining that such areas are located in alternate dimensions, but in fact, they are just secure places hidden nearby (e.g., the inside of a locked box or safe within the mage's quarters). As long as the mage remains within one mile of the pre-selected location, he can reach into the altered container to remove or add items whenever he wishes. Others looking into the container, or reaching inside, find nothing. The mage can smuggle up to 25 pounds of Tiny-sized objects inside a single *dimensional pocket*. If live creatures are hidden within the pocket, the mage must take care to ensure they have sufficient air and food to survive. A mage may maintain no more than one pocket at a time.

Disguise

Requirements: Greater Phantom Image
Casting Time: 1 minute
Range: Touch
Target: Creature or object touched
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 23
Saving Throw: Will negates

By using this spell, the mage covers an existing creature or object of no larger than Tiny size (Diminutive for weak aptitudes, Small for primaries) with an illusion that disguises its appearance. The *disguise* can cover part of a larger creature or object, such

as a humanoid head or the control panel on a computer. The disguise moves with the object and persists regardless of the mage's presence, so a human with a Drazi face could carry that visage with him as he walks down a corridor, and if he spoke, the Drazi mouth would appear to flex realistically. The spell provides only visual alterations, not texture, sound or odour; however, the mage could further enhance the deception with a *mimic sound* spell. Using this spell infers a +5 circumstance bonus to all Disguise checks.

Disguise, Area
Requirements: Greater Mass Disguise
Casting Time: 1 minute
Range: Close
Target: 30-foot radius sphere
Duration: 1 minute
Casting Cost: 15
Maintenance Cost: 5 per minute
Magery DC: 38
Saving Throw: N/A

This spell completely alters the apparent nature of any area. The illusion changes the appearance, sounds, smells, and even the feel of anything inside the affected zone into whatever the mage wishes to portray. He could, for example, make a hallway filled with soldiers appear to be empty and silent, or he could apparently transform a tree-covered mountainside into a white sand beach complete with seagulls and scuttling crabs. Since the only sights and sounds coming from the area are those the mage chooses to allow, individuals caught within the area cannot see or hear each other unless they leave the zone, or if the mage permits them to appear and act normally.

Disguise, Greater
Requirements: Disguise, Mimic Sound
Casting Time: 1 minute
Range: Touch
Target: Creature or object touched
Duration: 1 minute
Casting Cost: 6
Maintenance Cost: 2 per minute
Magery DC: 29
Saving Throw: Will negates

This spell is similar to *disguise*, except that the created illusion includes texture, sound, and odour, and covers up to a Medium-sized creature or object (Small for weak aptitudes, Large for primaries). With this spell, a mage could make anyone look like virtually anyone else, right down to individual hairs out of place on the head. This spell provides a +10 circumstance bonus to all Disguise checks.

Disguise, Mass
Requirements: Disguise
Casting Time: 1 minute
Range: Self
Target: 10-foot radius sphere around the caster
Duration: 1 minute
Casting Cost: 5 + 2 per creature disguised
Maintenance Cost: 1 per minute per creature
Magery DC: 26
Saving Throw: Will negates

This is the same as *disguise*, except that it affects more than one creature. The mage selects which creatures within the affected area are cloaked in illusion. All creatures must remain within ten feet of the mage at all times, or else the illusion is dropped until they return to the 10-foot radius zone. The mage can also individually drop any single disguise at will, but once this is done, he cannot re-apply it without re-casting the spell.

Disguise, Mass, Greater
Requirements: Greater Disguise, Mass Disguise
Casting Time: 1 minute
Range: Self
Target: 15-foot radius sphere around the caster
Duration: 1 minute
Casting Cost: 8 + 4 per creature disguised
Maintenance Cost: 2 per minute per creature
Magery DC: 32
Saving Throw: Will negates

This is the same as *mass disguise*, except that the created illusions include texture, sound, and odour, and cover up to Medium-sized creatures or objects (Small for weak aptitudes, Large for primaries).

Displacement
Requirements: Disguise, Duplicate Image
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: 1 round
Casting Cost: 4
Maintenance Cost: 1 per round
Magery DC: 25
Saving Throw: Will negates

This spell affects one creature or object of Medium size or smaller (Large for primary aptitudes, Small for weak aptitudes). To most viewers, the item appears unchanged, but if anyone is watching the target closely, it will seem to move slightly when the spell is cast. In truth, the illusion causes the item to appear to be a small distance away from its actual location. The target therefore benefits from a 50% miss chance as if it had total concealment, although this does not prevent enemies from targeting the creature normally. *Displacement* affects normal vision only, so radar, infrared, scent, and other means of tracking are unaffected.

Duplicate Image
Requirements: Greater Phantom Image
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: 3 rounds
Casting Cost: 3
Maintenance Cost: 1 per round after the third
Magery DC: 22
Saving Throw: Will negates

This spell affects one creature or object of Medium size or smaller (Large for primary aptitudes, Small for weak aptitudes). The spell causes the object or creature touched to seem to split into two identical copies of itself, each of which moves and acts just like the original. The effect resembles a kind of distorted double vision. The duplicate remains in the same square as the original and shifts around constantly, so that an attacker cannot determine which is real and which is false from round to round.

If the recipient of a *duplicate image* spell comes under attack, there is a 50% chance the image will be chosen by mistake. Once the false image has been identified, further attacks prior to the spell recipient's next action can be directed towards the real target, provided the attacker was in a position to observe the first miss and is intelligent enough to understand why the miss occurred (e.g., an unintelligent animal that attacks by sight only may not realise it is facing only one opponent). As soon as the spell recipient takes his next action, the false image shifts around again so no one can be sure which is the false one until another attack is made.

Duplicate image affects normal vision only, so radar, infrared, scent, and other means of tracking are not fooled by the false image.

Fearful Visage
Requirements: Disguise
Casting Time: 1 action
Range: Self
Target: Self
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 19
Saving Throw: Will negates

This spell causes the mage to suddenly take on a terrifying appearance designed to invoke fear in anyone observing him. For example, his head may suddenly seem to burst open, revealing a nest of snakes underneath, or he could take on the aspect of a fire-enshrouded demon. Although the illusion is all flash and no substance, with flaws clearly visible in the cold light of reason, the immediate effect is to frighten any onlooker. All creatures viewing the mage must make a Will save or become shaken (–2 to all attack rolls, saving throws, skill checks, and ability checks). If the save fails by 5 or more, the subject is frightened instead. A frightened creature not only suffers the above penalties, but also attempts to flee the mage by any means necessary. These effects last for as long as the spell is maintained. Characters familiar with the mage and aware of his ability with this spell earn a +4 bonus on the save; those who are close friends and long-time companions are immune.

Flare
Requirements: None
Casting Time: 1 action
*Range:* Medium
Target: One square
Duration: 1 round
Casting Cost: 1
Maintenance Cost: 1 per round
Magery DC: 14
Saving Throw: N/A

This spell produces a flare of light in any desired colour of the visible spectrum (red, green, yellow, etc.). The light is bright enough to be seen up to 300 feet away, but does not blind or otherwise incapacitate a target. Techno-mages often use this simple spell to send warnings, mark positions, signal allies, or attract someone's attention from a distance.
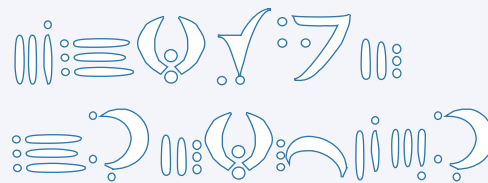
Homunculus

Requirements: **Duplicate Image, Conjure Small Creature**
Casting Time: **1 action**
Range: **Touch**
Target: **Creature or object touched**
Duration: **1 round**
Casting Cost: **8**
Maintenance Cost: **3 per round**
Magery DC: **30**
Saving Throw: **Will negates**

This spell creates a perfect duplicate of the target creature, which must be of Medium size or smaller (Small for weak aptitudes, Large for primaries). The illusion includes all sensory components (auditory, visual, etc.) and performs whatever actions the mage directs. If the illusion takes damage, it will 'bleed,' cry out in pain, and possibly even appear to 'die' in order to carry out the deception. The illusion interacts with real objects and engages in combat as described under the spell *conjure small creature*.

The duplicate cannot be distinguished from the original, but possesses only the mage's knowledge and skills, so it can still give itself away through its actions. Otherwise, it is a perfect deception that will fool not only viewers, but electronic equipment, thermal imaging, olfactory sensors, and even retinal scans or fingerprint analysers.

Light

Requirements: **Flare**
Casting Time: **1 action**
Range: **Touch**
Target: **One object**
Duration: **10 minutes**
Casting Cost: **2**
Maintenance Cost: **1 per minute after the first 10 minutes**
Magery DC: **16**
Saving Throw: **N/A**

The object touched begins to glow with a white light sufficient to produce bright light in a 20-foot radius and dim light for 20 feet beyond that zone. Once placed, the light spot remains in the same location on the object, which can be moved around normally. This spell cannot be cast on living creatures or non-solid areas, such as water or some random point in space.

Light, Blinding

Requirements: **Bright Light**
Casting Time: **1 action**
Range: **Close**
Target: **One point in space**
Duration: **Instantaneous**
Casting Cost: **3**
Maintenance Cost: **N/A**
Magery DC: **18**
Saving Throw: **Fortitude negates**

The mage causes a bright light to burst forth from a spot he selects. He must be able to see the location in question, but the flash will not affect him. Anyone else within 40 feet and with line of sight to the chosen spot must make a Fortitude save or be blinded for 1d6+1 rounds (1d6 for weak aptitudes, 1d6+2 for primaries). The flash does not affect electronic monitoring equipment, but anyone watching such equipment is subject to the blinding effect unless the cameras are appropriately shielded. Eye protection, such as sunglasses or blast shields, will negate the spell's effects.

Light, Bright

Requirements: **Flare**
Casting Time: **1 action**
Range: **Touch**
Target: **One object**
Duration: **5 minutes**
Casting Cost: **2**
Maintenance Cost: **1 per minute after the first 5 minutes**
Magery DC: **18**
Saving Throw: **N/A**

This is similar to *light*, except the light created is sufficient to illuminate a 40-foot radius in bright light and a further 40 feet in dim light.

Light, Dazzling

Requirements: **Bright Light**
Casting Time: **1 action**
Range: **Close**
Target: **One point in space**
Duration: **Instantaneous**
Casting Cost: **3**
Maintenance Cost: **N/A**
Magery DC: **21**
Saving Throw: **Fortitude negates**

The mage causes a dazzlingly coloured light to burst forth from a spot he selects. He must be able to see the location in question,

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but the flash will not affect him. Anyone else within 40 feet and with line of sight to the chosen spot must make a Fortitude save or be stunned for 1d4+1 rounds (1d4 for weak aptitudes, 1d4+2 for primaries). The flash does not affect electronic monitoring equipment, but anyone watching such equipment is subject to the dazzling effect unless the cameras are appropriately shielded. Eye protection, such as sunglasses or blast shields, will negate the spell's effects.

Light, Hypnotising
Requirements: **Dazzling Light**
Casting Time: **1 round**
Range: **5 feet**
Target: **One creature**
Duration: **1 round**
Casting Cost: **3**
Maintenance Cost: **1 per round**
Magery DC: **23**
Saving Throw: **Will negates**

When this spell is cast, the mage holds up his hand and produces a swirling mass of colour between his fingers. The target creature must succeed in a Will save or be hypnotised by the pretty lights, unable to move or take any actions. A creature engaged in combat receives a +2 circumstance bonus to its saving throw. The effects last for as long as the mage maintains the spell and holds his hand in front of the target's eyes. While doing so, the mage cannot cast any spells that require hand gestures.

Mage Ear
Requirements: **Phantom Image, Sharp Ears**
Casting Time: **1 action**
Range: **Self**
Target: **Self**
Duration: **1 round**
Casting Cost: **2**
Maintenance Cost: **1 per round**
Magery DC: **16**
Saving Throw: **N/A**

When this spell is cast, an extra ear seems to emerge from the mage's head and float about the room. The 'ear' is a quasi-real creation that moves at a flying speed of 30 feet per round. For as long as he maintains the spell, the mage can hear everything the ear hears, as if he were in its exact location at that moment. While listening through the *mage ear*, the techno-mage cannot hear anything through his 'real' ears. A mage may not cast spells through the *mage ear*, nor may he use it to expand a spell's range.

Unless the *ear* is made invisible with the Invisible Spell feat, it might be noticed and attacked. The *ear* has DV 13 and 1 hit point, so any damage destroys it. If a *mage ear* is destroyed while a techno-mage is listening through it, he must make a Will save (DC 15) or be deafened for 1d4+1 rounds.

Mage Eye
Requirements: **Phantom Image, Sharp Eyes**
Casting Time: **1 action**
Range: **Self**
Target: **Self**
Duration: **1 round**
Casting Cost: **2**
Maintenance Cost: **1 per round**
Magery DC: **16**
Saving Throw: **N/A**

When this spell is cast, an extra eye seems to emerge from the mage's forehead and float about the room. The 'eye' is a quasi-real creation that moves at a flying speed of 30 feet per round. For as long as he maintains the spell, the mage can see everything the eye sees, as if he were in its exact location at that moment. While looking through the *mage eye*, the techno-mage must close his 'real' eyes. A mage may not cast spells through the *mage eye*, nor may he use it to expand a spell's range, but can use the *eye* to extend his line of sight as necessary.

Unless the *eye* is made invisible with the Invisible Spell feat, it might be noticed and attacked. The *eye* has DV 13 and 1 hit point, so any damage destroys it. If a *mage eye* is destroyed while a techno-mage is making observations through it, he must make a Will save (DC 15) or be blinded for 1d4+1 rounds.

Mage Head
Requirements: **Mage Eye, Mage Ear**
Casting Time: **1 action**
Range: **Self**
Target: **Self**
Duration: **1 round**
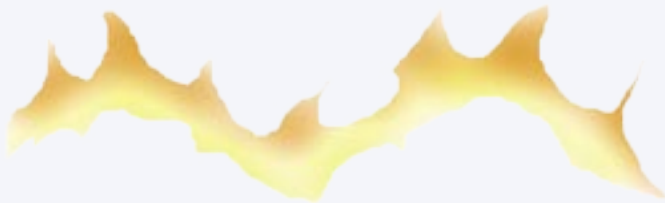*Casting Cost:* **3**
Maintenance Cost: **2 per round**
Magery DC: **20**
Saving Throw: **N/A**

This spell is similar to *mage eye* and *mage ear*, but an entire duplicate head is created. Using this head, the mage can see, hear, smell and taste at will from the head's location, and may activate or deactivate these senses at will as a free action. While using a 'remote' sense, the mage cannot use his 'real' one on his actual body. The *mage head* has DV 13 and 5 hit points, if destroyed while one of its senses is in use, the mage must make

a Will save (DC 15) or lose the use of that sense for 1d4+1 rounds.

Missile
Requirements: Minor Creation
Casting Time: 1 action
Range: Medium (Ranged Touch)
Target: One creature
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 20
Saving Throw: N/A
Chaos Points: 1

With this spell, the mage creates a sharp metallic dart that immediately flings itself at the chosen target. The *missile* attacks using the mage's attack bonus, scoring 2d6 projectile damage (critical x2). Weak aptitudes score 2d6-1 damage, while primaries score 2d6+1.

Missile, Greater
Requirements: Missile
Casting Time: 1 action
Range: Medium (Ranged Touch)
Target: One creature
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: N/A
Chaos Points: 2

This is similar to *missile*, but the dart scores 1d6 additional damage and has a critical range of 19-20 (x2). Primary aptitudes score an additional +1 damage, while weak ones suffer a −1 damage penalty.

Missile, Killer
Requirements: Greater
Casting Time: 1 action
Range: Medium (Ranged Touch)
Target: One creature
Duration: 1 round
Casting Cost: 5
Maintenance Cost: 1 per round

Magery DC: 32
Saving Throw: N/A
Chaos Points: 3

This is similar to *greater missile*, but if the dart hits and scores at least 1 point of damage after DR, it continues to force its way into the target's body, scoring a further 1 point of damage each round the spell is maintained. No form of DR can resist this continuing damage. The dart can be removed only with a successful Medical check against the *killer missile's* save DC, or by a *moderate healing* spell. The victim must be prone and take no actions on the round the Medical check or healing spell is attempted, or no success is possible.

Missile Swarm
Requirements: Greater Missile
Casting Time: 1 action
Range: Medium (Ranged Touch)
Target: 10-foot radius sphere
Duration: Instantaneous
Casting Cost: 10
Maintenance Cost: N/A
Magery DC: 28
Saving Throw: N/A
Chaos Points: 1 per creature attacked

This spell creates a cluster of *missiles* that swam into a 10-foot radius area selected by the mage. All creatures within that area are subject to one attack as though the mage cast a *missile* spell upon them. The mage makes a separate attack roll for each target in the affected area.

Phantom Image
Requirements: Light
Casting Time: 1 round
Range: Close
Target: One 5-foot square
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 15
Saving Throw: Will disbelief (if interacted with)

This spell creates a visual illusion of an object or creature as visualised by the caster. The illusion creates only visual components, so no sounds, smells, or other sensory emanations are produced. The figment cannot move, but is totally stationary. It may be as large or small as desired, but cannot exceed the size of one five-foot space (maximum height 10 feet). The mage must keep the illusory object in sight to maintain its presence. If he wishes to add sound to the illusion, the caster can include a *ventriloquism* spell to further increase its believability.

The image created can be combined with other spells to produce all manner of interesting situations. For example, a mage could (as previously suggested) pick up a flower, close his hand, and open it again, revealing a motionless butterfly—the original

flower having been palmed through sleight of hand. More advanced *phantom image* spells allow for motion and other sensory components, further enhancing such a deception, and the addition of *ventriloquism* and similar spells can add even more realism.

Phantom Image, Greater
Requirements: Phantom Image, Bright Light
Casting Time: 1 round
Range: Medium
Target: 5-foot radius cube
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 18
Saving Throw: Will disbelief (if interacted with)

This is an improved version of the *phantom image* spell that includes texture, so that a viewer touching the illusion will be fooled into believing he is touching the object or creature. The spell also improves range and the potential size of the phantom creation. The illusion can move as the mage directs, but may not leave the initial target area. A mage need not continue to watch a *greater phantom image* to keep it working, but if he is not watching it, the maintenance cost doubles and he cannot control the image's movements. It can be programmed to move in a regular or random pattern if the mage needs to leave it unattended. If the image attempts to attack, or is attacked, it is dispelled.

Phantom Image, Perfect
Requirements: Greater Phantom Image, Ventriloquism
Casting Time: 1 round
Range: Medium
Target: 10-foot radius cube
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 21
Saving Throw: Will disbelief (if interacted with)

This spell produces a nearly perfect illusion complete with visual, auditory, olfactory, and thermal components. The image can be controlled by the mage or set on a pre-programmed course of action, just as with *greater phantom image*. If left to operate alone, the maintenance cost is 3 per minute.

Repairs, Minor
Requirements: Phantom Image
Casting Time: 1 minute
Range: Touch
Target: Object touched
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell repairs one break, crack or hole in an ordinary object for each minute the spell is maintained. The mage must hold and concentrate upon the item in question to complete the repairs. Only simple materials can be fixed, such as ceramic, leather, cloth, ordinary metal, copper wires, plastic, and the like. Advanced alloys, composites, and other materials require the spell *major repairs*. The spell may repair only one Fine or smaller break per minute, so fixing a shattered plate glass window would take quite some time!

If this spell is used in concert with a Technician check or other skill being used to repair something of the appropriate type, the mage adds +2 to his skill check or the check of anyone he is aiding at the time. This spell will not help with extremely complex repairs, such as computer circuits.

Repairs, Major
Requirements: Minor Repairs
Casting Time: 1 minute
Range: Touch
Target: Object touched
Duration: 1 minute
Casting Cost: 5
Maintenance Cost: 2 per minute
Magery DC: 25
Saving Throw: N/A

This spell is similar to *minor repairs* except it can fix advanced materials such as complex alloys and composites. It will still not work on highly advanced alien technologies, such as the skin of a Vorlon or Shadow vessel. *Major repairs* fixes breaks of Tiny size or smaller, so an item with a particularly large break (e.g., the wall of a hydroelectric dam cracked by a recent earthquake) can be fixed much more quickly with this spell than with *minor repairs*.

Suggestion

Requirements: Hypnotising Light
Casting Time: 1 action
Range: 5 feet
Target: One creature
Duration: Instantaneous
Casting Cost: 4
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: Will negates
Chaos Points: 1 if the creature is used to attack

This spell creates a compulsion in the target creature to perform some activity stated by the mage. The mage may give any simple suggestion that takes no more than a single unbroken sentence to describe, such as 'You feel like you should let us through this locked door,' 'You think this would be a good time to run a complete systems diagnostic,' or 'These aren't the droids you're looking for.' If the Will save fails, the subject remembers nothing of being given a suggestion, although others hearing the words will be aware that something unusual is going on.

The save is at a +4 bonus unless the target is asleep, unconscious, dazed, or under the effects of a *hypnotising light* spell. A further +4 bonus applies if the command is something contrary to the subject's nature, such as to disobey military orders or to attack someone who is not the subject's enemy. If the *suggestion* is to deliberately put oneself in harm's way, the save automatically succeeds.

If the spell fails, the subject obeys the suggestion to the best of his ability, without realising he is doing anything unusual. The action in question can take no more than one minute, after which another Will save is permitted at a +1 bonus (and again every minute thereafter with the bonus progressively increasing). As soon as a save is successful, the subject snaps out of it and goes back to what he was doing before the spell took effect.

Will-O-Wisp

Requirements: Light
Casting Time: 1 action
Range: Medium
Target: One point in space
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: See text

This is similar to *light*, except the light created appears at a point in space indicated by the mage. The light can be made to appear in any colour of the visible spectrum. The glow can be stationary or can seem to bob up and down or move in small, simple patterns. Once per round, as a standard action, the mage can change the light's colour and/or move it up to 30 feet, either in a straight line or any other pattern he wishes. The mage must be able to see the floating light at all times in order to control it.

If employed properly, the will-o-wisp effect can distract animals, curious onlookers, and the simple-minded. The exact effect depends greatly on the situation, but in general, the Games Master should permit an onlooker a Will save against the will-o-wisp to avoid watching its curious movements instead of paying attention to something else, such as a patrol route or prisoner under guard. If the mage attempts to attract an onlooker towards the wisp, or to get the viewer to follow it, he should make a Bluff check opposed by the watcher's Sense Motive, with modifiers applied for the situation (a common labourer would be more willing to follow a bobbing light than a professional soldier, for example).

Spells of Movement

These spells all involve physical motion on some way. The mage can move an object or creature by telekinesis (non-telepathic), the application of unseen force, or by employing invisible platforms that move of their own accord. Some spells of this school do not actually move the subject, but alter its means of locomotion, such as speeding it up or slowing it down. Still other spells affect natural forces that control movement, such as gravity and wind. A limited few gravitic spells can be used in combat, but most damage scored is of the nonlethal type, making them ideal for pacifistic mages.

Attract

Requirements: Push
Casting Time: 1 action
Range: Close
Target: One object
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 19
Saving Throw: Reflex negates

This spell allows the mage to draw any object of Diminutive size or smaller to his hand from anywhere within range. The item zips across the open space directly into his palm, so a free hand is required to employ this spell. Unless the object is oddly shaped, sharp, or dangerous, there is no attack roll needed to catch it safely. The item receives no saving throw unless another creature is holding it, in which case a successful Reflex save allows the owner to retain possession.

Balance

Requirements: Lighten Object
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 15
Saving Throw: Fortitude negates

This spell reduces the target creature's weight while improving their centre of gravity, providing them an improved sense of balance. As long as the spell is maintained, the subject receives a +4 enhancement bonus to all Balance checks.

Blink

Requirements: Slow Time
Casting Time: Free action
Range: Close
Target: Self
Duration: Instantaneous
Casting Cost: 8
Maintenance Cost: N/A
Magery DC: 30
Saving Throw: N/A

When the mage casts this spell, he temporarily accelerates himself to hyper-velocity, so that he appears to disappear and reappear in another spot within range. The mage is unable to think or act while performing this movement, so he must plan in advance to move to that spot without taking any other actions en route. (To him, the movement happens just as quickly as it does to any onlookers.) Thus, this is not teleportation—the mage must have an uninterrupted path to the desired spot, so he can't jump over large obstacles or across open space. Needless to say, the mage produces no attacks of opportunity when employing this spell, as his motion is so fast that no one could possibly react.

Burst of Speed

Requirements: Balance
Casting Time: Free action
Range: Self
Target: One creature
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 18
Saving Throw: N/A

The mage's body becomes noticeably lighter just as a burst of adrenaline hits his leg muscles. The mage's speed in the current combat round is increased by 30 feet or doubled, whichever is less. This is an 'emergency' spell and lasts only for that round—it cannot be maintained. If a mage employs this spell more than twice in a one-minute period, he must make a Fortitude save (DC 15) or become fatigued.

Centre Gravity

Requirements: Greater Lighten Object
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: 10 minutes
Casting Cost: 4
Maintenance Cost: 2 per 10 minutes
Magery DC: 20
Saving Throw: Fortitude negates

This spell alters the effect of gravity on the target creature, shifting the ambient gravity level by one level in the direction selected by the mage. For example, a character on a Low gravity world could be shifted towards Very Low gravity, or into the Earth standard zone. For a summary of gravity effects, see page 65 of the *Babylon 5 RPG Main Rulebook*.

Centre Gravity, Mass

Requirements: Centre Gravity
Casting Time: 1 round
Range: Self
Target: 15-foot radius sphere around the caster
Duration: 10 minutes
Casting Cost: 5 + 1 per creature affected
Maintenance Cost: 2 per 10 minutes per creature affected
Magery DC: 25
Saving Throw: Fortitude negates

This is similar to *centre gravity*, but affects any number of creatures within the affected zone as selected by the mage. Once the spell is cast, the selected creatures can move out of sight, but must remain within Long range or the benefits of the spell are lost. Should such a creature later return to the area while the mage is still maintaining that portion of the spell, the effects resume. The mage can drop individual subjects from the spell at will, but once removed, they cannot be added back in without re-casting the spell.

Cone of Gravity

Requirements: Gravitic Bolt
Casting Time: 1 action
Range: Close
Target: Cone extending away from the mage
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: Reflex negates
Chaos Points: 1 per affected creature

This spell creates a cone-shaped field of force extending outward from the mage. All creatures within the affected zone suffer 1d6+1 damage from the buffeting forces (1d6 for weak aptitudes, 1d6+2 for primaries) and are knocked prone. A successful Reflex save reduces the damage by 1 point and allows a Medium or larger creature to avoid being knocked over.

Control Wind
Requirements: None
Casting Time: 1 action
Range: Self
Target: 30-foot radius sphere
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 15
Saving Throw: N/A

The mage takes control of winds in his general vicinity. He can change the direction, strength, and severity of the air, whipping up a strong breeze where none exists, or calming winds so that he seems to stand in a quiet area while gusts blow all around. The mage can alter winds by up to 20 mph, so a wind of that strength could either be cancelled entirely or increased to up to 40 mph.

Low winds have no appreciable effect on combat, although they can drive away vapours and fog, pick up loose items and fling them about, or produce surprise and alarm by anyone in the vicinity (especially if the wind is created inside a building, for example). If a wind is strengthened and directed to the 40 mph point, it is treated as a *wind gust* spell; if raised to the 60 mph level, it uses the rules of a *windstorm* spell. In the former case, the mage chooses the direction of the wind, and is subject to its effects if he tries to move against it.

This spell does not function in the absence of air. In thin atmospheres, strong winds have less meaning, so all effects are halved in strength and saving throws are made at a +2 bonus. These rules also apply to any other spells that use *control wind* as a prerequisite.

Floating Box
Requirements: Floating Sphere, Personal Shield
Casting Time: 1 action
Range: Touch
Target: One five-foot square
Duration: 1 minute
Casting Cost: 5
Maintenance Cost: 3 per minute
Magery DC: 21
Saving Throw: Reflex negates

This spell is similar to *floating sphere*, except that the platform can rise up to 5 feet off the floor and can move up to 50 feet per round. Instead of a sphere, the subject is protected by a cube that slows winds by 30 mph, adds a +10 circumstance bonus to Balance checks, and provides a +1 deflection bonus to DV. The sphere is not otherwise solid, however, so it does not prevent anyone from entering or leaving the platform. Creatures on the platform do not benefit from the deflection bonus if attacking other creatures within the cube.

Floating Disc
Requirements: None
Casting Time: 1 action
Range: Touch
Target: One point in space
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 13
Saving Throw: Reflex negates

The mage creates a translucent white disc of force that hovers anywhere from one inch to two feet off the ground. The disc is half an inch thick, two feet in diameter, and can support one Medium-sized creature or object of up to 300 pounds of weight. As a standard action, the mage can cause the disc to move at a speed of 20 feet per round, or rise/fall from surface level to two feet off the floor. The platform can be conjured directly underneath any object or creature and then lifted or moved, but any such target receives a Reflex save to avoid the effects. Once the disc has been created, it cannot slide underneath anything unless that object is weightless.

The disc always stays horizontal and attempts to follow whatever terrain it is guided over. It will not bump into solid objects and will stop if ordered to move over any obstacle that is more than two feet high and has a slope greater than 30 degrees, nor will it attempt to move off the edge of any surface that has similarly sheer dropoff. As the disc has no gravity of its own, any creature standing on the platform will need to make Balance checks to keep from falling off, especially if moving over rough terrain. A *gravity platform* spell can be cast upon a *floating disc* to reduce this difficulty—the creature could still lose its balance and fall prone, but would not fall off completely.

Floating Sphere
Requirements: Floating Disc, Lesser Personal Shield
Casting Time: 1 action
Range: Touch
Target: One five-foot square
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 2 per minute
Magery DC: 17
Saving Throw: Reflex negates

This spell is similar to *floating disc*, except that the platform can rise up to 3 feet off the floor and can move up to 30 feet per round. In addition, a faintly visible sphere of energy also protects anyone on the platform. This sphere slows the effects of winds by 10 mph and also adds a +5 circumstance bonus to all Balance checks made to remain standing. The sphere is not otherwise solid, however, so it does not prevent anyone from entering or leaving the platform and does not protect against attacks made against such a target.

Flying Platform

Requirements: Levitation Platform
Casting Time: 1 action
Range: Close
Target: One five-foot square
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per round after the first minute
Magery DC: 28
Saving Throw: Reflex negates
Chaos Points: 1 if the platform is used to purposely cause injury

This spell is similar to *levitation platform* except the mage can move the subject in any direction (vertically, laterally, or diagonally) at a speed of 30 feet per round (20 feet for weak aptitudes, 40 feet for primaries). While the platform is in motion, the subject must make a Balance check (DC 10 + 1 per 10 feet of movement + 5 per 45-degree turn or equivalent) to avoid falling prone. A mage with the Gravity Mastery feat receives a +4 inherent bonus on all such checks. The motions of the *flying platform* cannot throw the target free, although the mage could always drop the spell if his intent is to cause the subject to fall to his doom. The subject can also leap off the platform at any time if he wishes to do so.

Flying Platform, Fast

Requirements: Flying Platform
Casting Time: 1 action
Range: Close
Target: One five-foot square
Duration: 1 minute
Casting Cost: 6
Maintenance Cost: 2 per minute
Magery DC: 32
Saving Throw: Reflex negates
Chaos Points: 1 if the platform is used to purposely cause injury

This is the same as *flying platform*, except the platform can move at a speed of up to 60 feet per round (40 for weak aptitudes, 80 for primaries).

Flying Platform, Large

Requirements: Flying Platform
Casting Time: 1 action
Range: Close
Target: One ten-foot square
Duration: 1 minute
Casting Cost: 8
Maintenance Cost: 2 per minute
Magery DC: 35
Saving Throw: Reflex negates
Chaos Points: 1 per victim if the platform is used to purposely cause injury

This is the same as *flying platform*, except the platform occupies four 5-foot squares and holds up to 1,200 pounds.

Flying Platform, Manoeuvrable

Requirements: Flying Platform
Casting Time: 1 action
Range: Close
Target: One five-foot square
Duration: 1 minute
Casting Cost: 6
Maintenance Cost: 2 per minute
Magery DC: 32
Saving Throw: Reflex negates
Chaos Points: 1 if the platform is used to purposely cause injury

This is the same as *flying platform*, except the platform created has a manoeuvrability class of Good (Perfect for primary aptitudes, Average for weaknesses).

Flying Vehicle

Requirements: Large Flying Platform, Fast Flying Platform, Manoeuvrable Flying Platform, Greater Phantom Image
Casting Time: 1 action
Range: Close
Target: One ten-foot by twenty-foot area
Duration: 1 minute
Casting Cost: 12
Maintenance Cost: 4 per minute
Magery DC: 40
Saving Throw: Reflex negates
Chaos Points: 1 per victim if the vehicle is used to purposely cause injury

This spell creates a quasi-real vehicle of any shape the mage desires. He can simulate a small shuttlecraft, a large chariot, a huge flying carpet, or anything else his imagination conceives. The vehicle can appear solid, remain ghostly and translucent, or be totally transparent at the caster's option.

The *flying vehicle* can fly at a speed of 90 feet per round (60 for weaknesses, 120 for primaries), manoeuvres at Average levels (Poor for weaknesses, Good for primaries), and holds up to 2,000 lb. of weight. Although it may appear solid, it has no substance and provides no protection to its occupants other than to counter up to 30 mph of wind effects as the vehicle moves. The wider interior is more stable, so that all Balance checks made as a result of the vehicle's movement are made at a +2 bonus.

Friction

Requirements: Gravity Platform
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: One creature or vehicle
Duration: 1 round
Casting Cost: 3
Maintenance Cost: 1 per round
Magery DC: 20
Saving Throw: Reflex negates

This spell creates a yellowish bolt of light that surrounds the target with a slightly glowing field of force in the shape of a bubble. This area creates extra friction and wind resistance between the target and the very air around it. This does not affect attack rolls or the subject's DV, but acts to slow down the target by 20 feet or one-half normal speed, whichever is less, for as long as the spell is maintained.

Gravitic Bolt

Requirements: Knockback, Floating Disc
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: One creature
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 20
Saving Throw: Reflex negates

This spell produces a bolt of gravitons that looks very much like a PPG blast, but has no heat. The bolt scores 2d6 impact damage (2d6-1 for weak aptitudes, 2d6+1 for primaries), but this damage is all nonlethal. The primary advantage of this spell is that it not only can bring down a target, but does so safely, without producing any chaos points.

Gravity Platform

Requirements: Centre Gravity
Casting Time: 1 action
Range: Close
Target: One surface of up to 5 feet in diameter
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 2 per minute
Magery DC: 22
Saving Throw: Fortitude negates

The surface touched provides the effects of normal gravity when any creature or object is in contact with the affected area. Thus, in zero-G conditions, a section of floor can be 'gravitised' to normal levels, allowing anyone standing there to ignore the normal penalties and checks required by weightlessness (page 64 of the *Babylon 5 RPG Core Rules*). Alternately, a section of wall or ceiling could be given full gravity, so that a person could stand sideways or even upside-down without ill effects. A gravity platform can even be turned or rotated, although anyone standing on it will need to make a Balance check (DC based on the violence of the manoeuvre) to keep from falling prone. A significant failure could cause the individual to lose contact with the surface, whereupon normal gravity would then take over, possibly inducing a nasty fall.

Halt

Requirements: Friction
Casting Time: 1 action
Range: Close
Target: One vehicle
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 24
Saving Throw: Reflex negates

With this spell, the mage brings to a halt any vehicle of Gargantuan size or smaller within range. The vehicle must be moving at a speed of 60 feet per round or less; otherwise, the vehicle is simply slowed to half its current velocity. Note that a flying vehicle might fall out of the sky if affected by this spell, although those with downward thrust (such as VTOL craft) will simply adjust its controls to compensate.

Hold In Place

Requirements: Halt, Cone of Gravity
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: One creature
Duration: 1 round
Casting Cost: 4
Maintenance Cost: 1 or more (see text)
Magery DC: 26
Saving Throw: Reflex negates

A bright yellow ball of light surrounds the target, fixing him in place. The creature can take any desired action without penalty, but cannot leave its present square. Each round, as its standard action, the creature can make opposed Grapple check or Escape Artist check to attempt to break free. The mage resists by using his own attack bonus, and rolls as if a Medium creature with his Strength +4 (+0 for weak aptitudes, +8 for primaries) was performing the Grapple check. If the target wins the check, the mage can immediately expend power points on a one-for-one basis to counter the difference and hold the target in place. For example, if the caster rolls an 18 with all modifiers and the target beats the roll with a 22, the mage needs to add 4 more power points to hold the target in place. Once the affected creature breaks free, the spell is dropped.

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Knockback

Requirements: Push
Casting Time: 1 action
Range: Medium
Target: One creature or object
Duration: Instantaneous
Casting Cost: 4
Maintenance Cost: N/A
Magery DC: 18
Saving Throw: Reflex negates (see text)
Chaos Points: 1 if the spell is used to purposely cause injury

This is similar to *push*, except the force is much stronger. Tiny and smaller objects/creatures receive no saving throw, but all others can save to avoid the effects. Affected creatures or objects are knocked up to 15 feet away (10 feet for weak aspects, 20 feet for primaries), landing prone in their new location and suffering 1d6 of subdual damage. The subject can also suffer other effects depending on the knockback path and destination—a person thrown into a fire or over a cliff would take more than just a few points of damage!

Levitation Platform

Requirements: Gravity Platform, Walk on Water
Casting Time: 1 action
Range: Close
Target: One five-foot square
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 1 per round after the first minute
Magery DC: 23
Saving Throw: Reflex negates
Chaos Points: 1 if the platform is used to purposely drop or injure a victim

While this spell is active, the mage can cause the target creature or object (which cannot exceed Large size and 250 lb.; 200 lb. for weak aptitudes and 300 for primaries) to rise or descend in the air by up to 20 feet per round. The lifting is accomplished by a translucent white floating gravity platform located underneath the subject, so if the creature or object steps out of its 5-foot square, it will fall. The platform can be moved from side to side by up to 20 feet per round, but only if it does not also rise or fall vertically in the same round.

When the spell is cast, it can be resisted with a Reflex save. An unwilling subject has managed to step off the platform before it forms, but the platform is still present. The subject must step out of its square on its next action to avoid being affected. Any creature later stepping into the square, or located in a square where the platform moves, can be levitated unless another Reflex
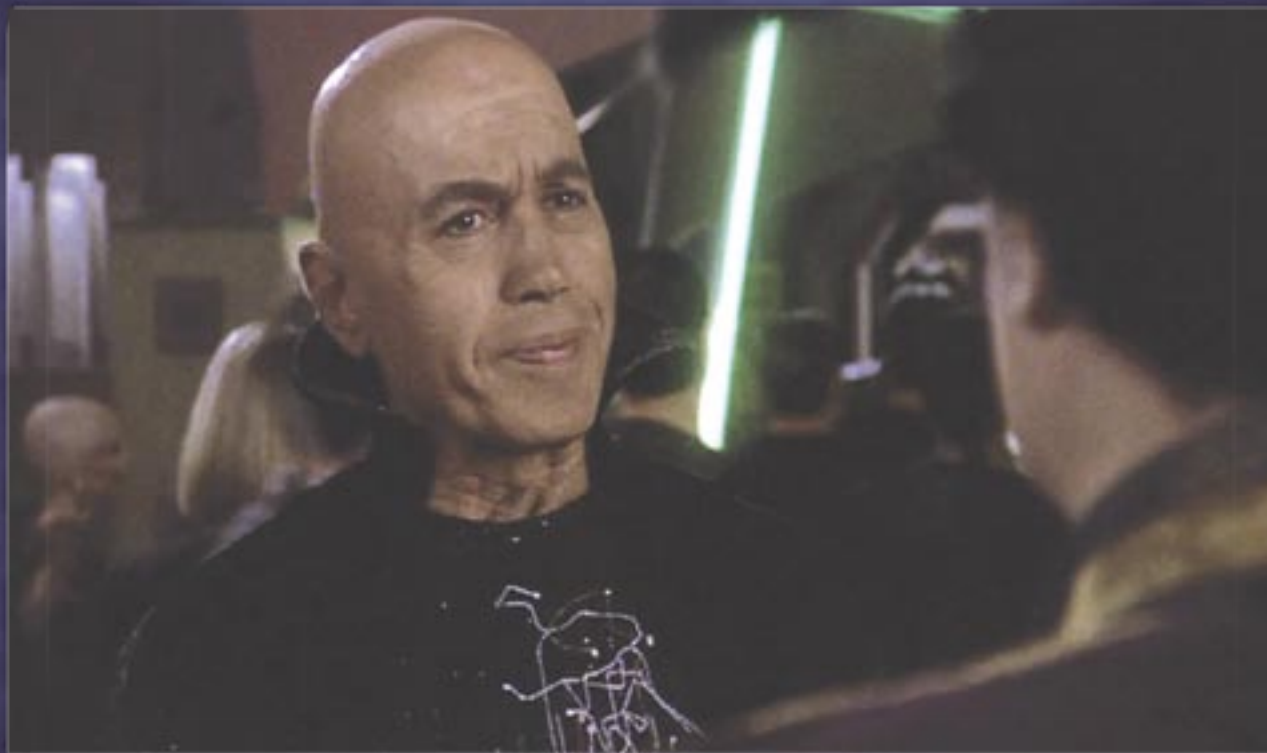
save is made. The platform has no physical force, so if it is brought down on top of something, it does not cause damage.

Lighten Object
Requirements: None
Casting Time: 1 action
Range: Touch
Target: One creature or object
Duration: 1 hour
Casting Cost: 2
Maintenance Cost: 1 per hour
Magery DC: 14
Saving Throw: Fortitude negates

This spell can be cast upon any object or creature of Medium size or smaller and weighing no more than 200 pounds (Small/150 lb. for weak aptitudes, Medium/250 lb. for primaries). The weight of the target is reduced by one-third for as long as the spell is maintained. Each object or item is treated separately for purposes of this spell, so if it is cast upon a person, none of their gear is affected.

Lighten Object, Greater
Requirements: Lighten Object
Casting Time: 1 action
Range: Touch
Target: One creature or object
Duration: 1 hour
Casting Cost: 3
Maintenance Cost: 2 per hour
Magery DC: 18
Saving Throw: Fortitude negates

This is the same as *lighten object* except the limits are Medium size and 200 lb. for weak aptitudes, Large size and 300 lb. for standard, and Large size/500 lb. for primaries. The weight of the target is reduced by 50%.

Mage Boat
Requirements: Mage Mount, Walk on Water
Casting Time: 1 action
Range: Close
Target: One 10-foot by 20-foot area
Duration: 10 minutes
Casting Cost: 6
Maintenance Cost: 3 per 10 minutes
Magery DC: 27
Saving Throw: N/A

This spell creates a quasi-real amphibious transport large enough to support 3,000 lb. of equipment and creatures. The boat can appear as a yacht, raft, sailboat, or any other watercraft (or, if intended for use on land, could look like a slow-moving cart or lorry). The illusion can look solid, translucent, or transparent but always has a shimmering, ghostlike appearance. The boat moves at a speed of 30 feet per round but can only traverse liquid or very smooth surfaces. If it moves onto land (such as a beach or road), its speed is cut in half.

Mage Mount
Requirements: Gravity Platform, Greater Phantom Image
Casting Time: 1 action
Range: Close
Target: One five-foot square
Duration: 10 minutes
Casting Cost: 5
Maintenance Cost: 2 per 10 minutes
Magery DC: 24
Saving Throw: N/A

This spell creates a quasi-real mount large enough to support the mage and one other creature of Medium size or smaller (total weight not to exceed 500 lb.). The mount can appear as a horse, a motorcycle, or any other vehicle or animal the mage can potentially ride. The illusion can look solid, translucent, or transparent but always has a shimmering, ghostlike appearance. The mount moves at a speed comparable to that of a horse or motorcycle—i.e., 60 feet per round—and can travel over any terrain the mage could walk on. A *walk on water* spell or similar enhancement can also be cast upon the mount, enabling it to cross other surfaces as well.

Push
Requirements: None
Casting Time: 1 action
Range: Medium
Target: One creature or object
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 13
Saving Throw: Reflex negates

With this spell, the mage temporarily creates a gravitational field that shoves against the target, causing unexpected motion. Objects of Tiny size or smaller can be knocked from one five-foot square into another, while Small and Medium objects can only be moved in their own square. Objects of Large size and up are not affected, although parts of them can be (e.g., the mage could use this spell to push a button or throw a switch). The *push* only produces one single instant of motion, so the caster cannot operate multiple controls or cause a brush to paint a message, for example.

If used against a creature, the target is permitted a Reflex save to escape the sudden shove. Failure indicates that the target is knocked in a direction specified by the mage. Small and Medium creatures are knocked prone by this effect, although the mage could choose to have some other effect, such as causing a human to drop a weapon he is holding.

Quickness

Requirements: Rapid Movement
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 round
Casting Cost: 4
Maintenance Cost: 1 per round
Magery DC: 25
Saving Throw: N/A

The target acts more quickly in combat thanks to altered gravitational forces in and around the creature. This has no effect on movement speed, but does provide a +1 bonus on attack rolls and a +1 dodge bonus to DV and Reflex saves. In addition, if the creature takes a full attack action, it gains one additional attack with any weapon it is holding. The attack is made at the creature's full base attack bonus, along with any other modifiers that would affect the creature's first attack of the round. Note that this does not grant an extra action, so a mage who casts *quickness* on himself does not gain the ability to employ more than one spell, for example.

Quickness, Mass

Requirements: Quickness
Casting Time: 1 action
Range: Close
Target: 15-foot radius sphere
Duration: 1 round
Casting Cost: 5 + 2 per affected creature
Maintenance Cost: 1 per round per creature affected
Magery DC: 32
Saving Throw: N/A

This spell applies the effects of *quickness* on every creature within the target zone. The mage can specifically pick and choose individuals in the area to leave out of the effects if he so wishes (e.g., if his allies are in melee combat).

Rapid Movement

Requirements: Burst of Speed
Casting Time: 1 action
Range: Touch
Target: One creature or vehicle
Duration: 1 round
Casting Cost: 3
Maintenance Cost: 1 per round
Magery DC: 22
Saving Throw: N/A

The target moves more swiftly, primarily because the effect of gravity has been lessened in just the right places. The subject's movement speed is increased by 20 feet per round or double, whichever is less. This spell cannot affect creatures or vehicles of larger than Gargantuan size and has no effect on space travel, where gravity is meaningless.

Slow Time

Requirements: Mass Quickness, Hold in Place, Greater Telekinesis
Casting Time: Free action
Range: Self
Target: Self
Duration: Instantaneous
Casting Cost: 6
Maintenance Cost: N/A
Magery DC: 26
Saving Throw: N/A

This spell very briefly slows time in the mage's vicinity, allowing him to take two actions in rapid succession. He takes his first set of actions immediately upon casting this spell, and the second one as though his initiative was 10 steps later in the combat sequence. If that results in a negative initiative, his bonus action takes place in the ensuing combat round as if he rolled his current initiative plus 10. Thus, if a mage had an initiative of 15 and cast this spell, he would gain a second full set of actions as if he rolled an initiative of 5. However, if his original initiative score were 8, he would take his second full set of actions on initiative 18 of the following round (and would then take another set of actions on initiative 8).

A mage cannot cast this spell again during any bonus set of actions created by the spell itself. Thus, in the second example above, he could not cast *slow time* on initiative 18 of the next round, although when he reached initiative 8 again, he could use the spell once more.

Slowfall

Requirements: Weightlessness
Casting Time: Free action
Range: Close
Target: One creature or object
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 18
Saving Throw: Fortitude negates

This spell, intended for emergency use, causes any falling creature to slow down noticeably before impact. If the creature falls 20 feet or less, there is no damage whatsoever. Beyond that, all damage is halved up to a further 100 feet of falling, with all damage after that point treated normally. For example, a character who *slowfalls* 150 feet ignores the first 20 feet, halves the next 100 feet of damage (i.e., one-half of 10d6 damage), and takes full damage from the last 30 feet (3d6).

Unlike many spells, this one can be cast as a free action, even if it is not the mage's turn to act. This enables the mage to react instantly to an emergency situation. If he does cast the spell in this manner, it counts as his one allowed 'free casting' when his next turn comes around.

Slowfall, Mass

Requirements: Slowfall
Casting Time: Free action
Range: Self
Target: 20-foot radius around the caster
Duration: Instantaneous
Casting Cost: 6 + 2 per affected creature
Maintenance Cost: N/A
Magery DC: 23
Saving Throw: Fortitude negates

This spell is similar to *slowfall* but affects any number of creatures within the target zone. The mage can select any creatures or objects within that zone to benefit from the spell, so if he and his allies were (for example) fighting on a bridge that suddenly collapsed, he could reduce the effects on his friends while permitting his enemies to plunge to their doom.

Sluggishness

Requirements: Rapid Movement, Friction
Casting Time: 1 action
Range: Close (Ranged Touch)
Target: One creature
Duration: 1 round
Casting Cost: 4
Maintenance Cost: 1 per round
Magery DC: 25
Saving Throw: Reflex negates

A dull yellow ball of faintly pulsing energy surrounds the target, altering gravitational forces to the creature's detriment. The creature suffers a –1 penalty to attack rolls, DV, and Reflex saves. Furthermore, the creature is limited to only a single action on any combat round, and cannot take full-round actions or make full attacks. The spell does not reduce the creature's speed.

Sluggishness, Mass

Requirements: Sluggishness
Casting Time: 1 action
Range: Close
Target: 15-foot radius sphere
Duration: 1 round
Casting Cost: 6 + 2 per affected creature
Maintenance Cost: 1 per round per affected creature
Magery DC: 32
Saving Throw: Reflex negates

The affected area is suffused with gravitational fluctuations that target any creatures present as selected by the caster. All targets failing a Reflex save are affected by a *sluggishness* spell.
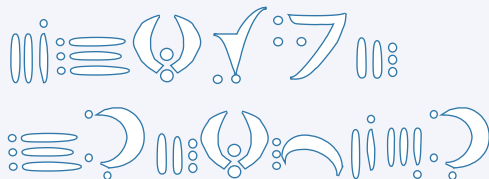
Stop Time

Requirements: Slow Time
Casting Time: Free action
Range: Self
Target: Self
Duration: See text
Casting Cost: 20
Maintenance Cost: N/A
Magery DC: 40
Saving Throw: N/A

This spell temporarily places the mage outside the normal flow of time, allowing him to take four complete rounds of actions (three for weak aptitudes, five for primaries) while no one else can act. The mage cannot move or otherwise affect any object or creature during the time stoppage, other than those items on his person at the time the spell was cast. Thus, he could not flip through a stack of papers unless he happened to be holding those papers when the spell activates. This would not apply to other creatures touched, so the mage cannot, for example, hold onto an ally and bring that individual with him into the time stoppage. The mage can, however, employ any spells he wishes while time is stopped (they take effect as if cast on the round that time restarts), move through dangerous areas without suffering damage, place cameras without being observed, and so on.

When the spell resumes, the mage appears to simply blink into the new position. If desired, he can instead move back to his original location when the spell was cast, so that it looks like nothing happened. Anyone watching him must make a Spot check (opposed by the mage's Perform check) to notice anything unusual.

After casting *stop time*, the mage immediately becomes fatigued for 2d6 rounds and cannot employ this spell again for one full hour.

Telekinesis

Requirements: Attract
Casting Time: 1 action
Range: Close
Target: One object
Duration: 1 round
Casting Cost: 4
Maintenance Cost: 2 per round
Magery DC: 23
Saving Throw: Reflex negates

This is similar to *attract*, except the mage is under complete control of the object. The target item can be of Tiny size or smaller. The caster can make the object slide along the ground, flit about in midair, deliver itself to someone else, or yank itself out of someone's hand. If someone is holding the item, they must make a Reflex save each round to retain possession, but even if they do, any attempt to use the item or attack with it suffers a –2 penalty. The mage can even make an attack with a *telekinesis*-affected object, using his own basic attack bonus plus

his Dexterity adjustment, and scoring whatever damage that item would cause as if wielded by someone with his Strength score (–2 Str for weak aptitudes, +2 Str for primaries).

Telekinesis, Greater

Requirements: Telekinesis
Casting Time: 1 action
Range: Close
Target: One object
Duration: 1 round
Casting Cost: 6
Maintenance Cost: 3 per round
Magery DC: 27
Saving Throw: Reflex negates

This is the same as *telekinesis*, except the affected item can be of Small size, and if used in combat is wielded as if by someone with a Strength 4 points higher than the mage (2 points higher for weak aptitudes, 6 points for primaries) for damage purposes.

Teleport

Requirements: Blink, Flying Platform, Weight of Gravity, Movement as a primary aptitude
Casting Time: 1 round
Range: Close
Target: Self
Duration: Instantaneous
Casting Cost: 18
Maintenance Cost: N/A
Magery DC: 38
Saving Throw: N/A

The mage briefly warps the fabric of space, transporting himself and up to a light load of gear to any location within range that he can see. He must have direct line of sight to employ this spell. Upon arrival, the caster is disoriented for the next round, so that he cannot cast spells or use any attack action, and must make a Balance check (DC 10 + 1 per 5 feet travelled) or fall prone. He is also fatigued for a further 2d6 rounds.

Teleport, Greater

Requirements: Teleport
Casting Time: 2 rounds
Range: Line of Sight
Target: Self
Duration: Instantaneous
Casting Cost: 26
Maintenance Cost: N/A
Magery DC: 46
Saving Throw: N/A

This is like *teleport*, except the mage can travel as far as he can see with the unaided eye. The Balance check required to avoid falling prone has a DC of 0 + 1 per 5 feet travelled. This spell results in one round of disorientation per range increment (i.e., 1 round for Close, 2 for Medium, 3 for Long, and 4 for anything

farther). In addition, the mage is exhausted for 2d6 rounds and fatigued for another 2d6 minutes thereafter.

Tread Lightly

Requirements: Lighten Object
Casting Time: 1 action
Range: Touch
Target: One creature or vehicle
Duration: 1 round
Casting Cost: 2
Maintenance Cost: 1 per round
Magery DC: 12
Saving Throw: Fortitude negates

This spell enables the subject to walk quietly and smoothly, providing a +3 circumstance bonus to Move Silently checks. In addition, the DC of any check made by others to track the target is increased by +3. The creature or vehicle must be of Large size or smaller (Medium for weak aptitudes, Huge for primaries).

Walk on Walls

Requirements: Gravity Platform
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 round
Casting Cost: 5
Maintenance Cost: 2 per round
Magery DC: 26
Saving Throw: Fortitude negates

The creature touched is treated as though whatever surface is underfoot possesses a *gravity platform*. This allows the individual to walk along walls and ceilings with minimal difficulty or loss of equilibrium (+10 circumstance bonus on Climb checks). By default, the mage assumes the creature's feet are the focus of the spell, but the caster could also select hands or any other limbs if desired. Once the spell is cast, this may not be altered without dropping the spell and casting it again.

Walk on Water

Requirements: Gravity Platform
Casting Time: 1 action
Range: Touch
Target: One creature or vehicle
Duration: 1 round
Casting Cost: 4
Maintenance Cost: 2 per round
Magery DC: 17
Saving Throw: Fortitude negates

This is similar to *tread lightly*, except the subject's pressure on the ground is reduced to the barest minimum. The impact of the target's mass shifts to adjust to whatever surface it is striding across, permitting it to move over fluids as easily as solid ground. Even so, the motion is not completely trackless or silent. The target does, however, earn a +6 circumstance bonus to Move

Silently checks, and provides a +6 adjustment to the DC of any check used to track the subject's movements. If the surface is unstable, such as a swamp or rippling water, the mage must make a Balance check (DC 10 or more dependent upon the circumstances) to avoid falling prone.

Wall of Gravity

Requirements: **Cone of Gravity**
Casting Time: **1 action**
Range: **Medium**
Target: **Straight line of five 5-foot squares**
Duration: **1 round**
Casting Cost: **5**
Maintenance Cost: **2 per round**
Magery DC: **28**
Saving Throw: **Reflex negates**

When this spell is cast, a 5-foot by 25-foot translucent white wall appears at a position designated by the mage. Within this area, gravity is treated as Very High (see page 65 of the *Babylon 5 RPG Core Rulebook*) or 2 levels higher, whichever is more (so High would be increased to Extreme). A successful Reflex save leaves a creature in the target zone unaffected until their next action, when they must immediately step out of the zone or come under its effects. Mages often use this spell to slow down pursuit without harming whoever is chasing them.

Weight of Gravity

Requirements: **Wall of Gravity**
Casting Time: **1 action**
Range: **Close**
Target: **20-foot radius sphere**
Duration: **1 round**
Casting Cost: **8**
Maintenance Cost: **4 per round**
Magery DC: **35**
Saving Throw: **N/A**

This spell increases the effect of gravity in the targeted area. All creatures within 5 feet of the centre of the circle feel as if their weights have doubled, increasing the level of gravity by 2 steps (see page 65 of the *Babylon 5 RPG Core Rulebook*). Thus, Standard gravity is increased to Very High, High is increased to Extreme, and so on. All other creatures in the affected zone suffer from one level of gravity increase (Standard to High, High to Very High, etc.). Extreme gravity cannot be increased further.
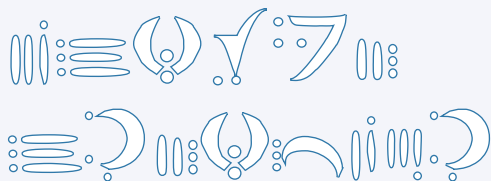
Weightlessness

Requirements: **Greater Lighten Object**
Casting Time: **1 action**
Range: **Touch**
Target: **One creature or object**
Duration: **1 round**
Casting Cost: **4**
Maintenance Cost: **1 per round**
Magery DC: **23**
Saving Throw: **Fortitude negates**

This spell affects one creature or object of up to Large size and 300 lb. (Medium/200 lb. for weak aptitudes, Large/500 lb. for primaries). The target's weight is made negligible by the spell, enabling it to be lifted and moved much more easily. Note that the object still has mass, so a 500-pound rock would still take some effort to move—and the same amount of effort to make it stop moving!

Creatures affected by this spell act as though they were in zero gravity. See page 64 of the *Babylon 5 RPG Core Rules* for details on penalties and checks that must be accomplished in zero-G. The creature will also be vulnerable to high winds and the like, although the exact effect will depend upon the circumstances, such as the mass and wind resistance of the creature. For example, a weightless 1,000-lb. vehicle might be knocked over in a strong breeze, but won't go flying off into the distance. A human, however, would likely be pushed back 5 feet for every 10 mph of wind speed, unless braced or fastened to the ground in some way.

Wind Gust

Requirements: **Control Wind**
Casting Time: **1 action**
Range: **Medium**
Target: **Hemispherical area facing away from the mage**
Duration: **1 round**
Casting Cost: **3**
Maintenance Cost: **1 per round**
Magery DC: **17**
Saving Throw: **Fortitude negates**

This spell produces a blast of air emanating out from the mage in a hemispherical shape in the direction the mage points his hand. The gust is approximately 40 mph in strength and is normally used to stop or impede approaching creatures or vehicles. Tiny or smaller creatures are knocked down and blown backwards 10 feet per round, small creatures are knocked prone and may not advance towards the mage, and medium creatures may not advance. Large creatures and vehicles are not affected. Small, Tiny, and smaller creatures that make their saves are not knocked prone, but still may not advance. Medium creatures that make their saves may move towards the mage at a rate of 5 feet per round.

Note that the gusting wind also has other effects, such as tossing about papers and other loose objects. The wind will put out

small fires, and fan larger ones. The wind is strong enough to potentially drive certain wind-powered vehicles or devices, such as windmills or sailing ships.

If desired, the mage may produce a wind of lesser strength, if he needs air movement for some other less intense purpose. The costs listed above are unchanged. The mage may alter the strength of the wind each round he maintains the spell.

Windstorm

Requirements: Wind Gust
Casting Time: 1 round
Range: Long
Target: 30-foot radius sphere
Duration: 1 round
Casting Cost: 5
Maintenance Cost: 2 per round
Magery DC: 25
Saving Throw: See text
Chaos Points: 1

This spell creates a powerful zone of high winds that swirl about in a chaotic pattern, picking up small objects and flinging them about haphazardly. The effects on creatures in the area depend on size.

Tiny and smaller creatures are knocked prone and moved 1 square in a random direction each round. They suffer 1d3 points of subdual damage each round unless they make a Fortitude save during that round. If a Tiny creature is on the edge of the *windstorm*, it may move out of the affected zone on its action; otherwise, it may take no actions at all.

Small creatures must make a Fortitude save to avoid being knocked prone. Failure also indicates the creatur suffers 1 point of subdual damage from wind buffeting. If the save is successful, they may take any non-movement action, or (if are on the edge of the zone) can step out of it if desired. A Small creature may not move otherwise, as it is spending its entire action to avoid being flung about in the capricious winds.

Medium creatures are not knocked prone, but must make a Fortitude save if they wish to take a five-foot step. They may take other actions normally, including a full move if they exit the *windstorm* in the first square they move.

Large creatures may take a five-foot step and may move at up to half their speed if they make a Fortitude save. They may also take other actions, including a full move if they exit the *windstorm* in the first half of their allowed movement.

Gargantuan creatures and larger are unaffected by the *windstorm*.

Depending on the terrain and other features, the *windstorm* may have other effects as ruled by the Games Master. A storm produced in desert or dusty terrain can throw up so much sand and dirt that visibility is reduced to five feet, giving all creatures half cover. A storm produced near water will soak everything, producing a –2 penalty to all attacks and skill checks, and putting out any fires in the area of effect. A large flame, such as a forest fire, could be fanned into a raging inferno by a *windstorm*, scoring 2d6 (or more) fire damage per round on anyone caught in the zone. And so on.

Spells of Healing

All spells in this school involve the curing or restoration of living creatures. These spells are among the most highly respected among techno-mages, and are also among the most poorly known. Taking this school as a primary aptitude requires a special feat.

Most healing spells require touch, as they employ the mage to infuse his own organelles into the target's body. These spells generally require constant contact between the mage's skin and the target's in order to permit the transfer of organelles. If contact is broken, the spell must be re-cast. The exceptions to these rules are those spells that eliminate negative conditions, such as fear or vitality, or function directly on the mind. In general, a touch-based Healing spell with a casting time of 1 round or more requires constant contact, while any non-touch spell taking 1 action or less does not.

A mage can heal himself without aid, but healing others requires a special item called a *healing crystal*. This crystal allows the mage to transmit commands to the organelles he inserts into the subject's body. The healing crystal must be touched to the target; therefore, a healing spell cannot employ the Bolted Spell feat. Spells that require a *healing crystal* list that item as a material focus in the spell descriptions below.

A techno-mage's healing spells tend to function only once on any given set of wounds. When a mage casts a spell such as *minor healing*, that spell will not work on the same subject again until new wounds are received. A mage can cast other healing spells on the same injury, in any desired order, but may not employ the same one multiple times. Thus, if he cast *lesser healing*, but two hit points of damage remained, he would not be able to use *lesser healing* again to fix those final two points. Instead, he would have to use *minor healing* (leaving one hit point unhealed) or *moderate healing*, which would be overkill.

Clear Mind
Requirements: Remove Fear
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 10 minutes
Casting Cost: 4
Maintenance Cost: 1 per 10 minutes
Magery DC: 21
Saving Throw: Fortitude negates

This spell clears the target's mind of any stray thoughts and permits him to defend capably against mental intrusions. Any Will saves made to resist telepathy while this spell is being maintained gain a +4 bonus.

Cure Blindness
Requirements: Cure Deafness
Material Focus: Healing Crystal
Casting Time: 2 rounds
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: N/A

The target creature is cured of any blindness caused by bright lights, flashes, and other damage. It does not cure permanent blindness conditions such as those caused by birth defects or chronic diseases. To employ this spell, the mage must hold his hands over the eyes of the target for the entire casting period.

Cure Deafness
Requirements: Moderate Healing, Restore Vitality
Material Focus: Healing Crystal
Casting Time: 2 rounds
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 24
Saving Throw: N/A

The target creature is cured of any deafness caused by loud noise, changes in pressure, and other damage. It does not cure permanent deafness conditions such as those caused by birth defects or chronic diseases. To employ this spell, the mage must hold his hands over the ears of the target for the entire casting period.

Cure Disease
Requirements: Cure Poison, Greater Healing
Material Focus: Healing Crystal
Casting Time: 1 hour
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 10
Maintenance Cost: N/A
Magery DC: 33
Saving Throw: N/A

The target creature is cured of any one disease in his system. If the mage has access to a sample of the disease bacteria or virus during the casting time, which might be available in a Medlab, he receives a +4 bonus to his Magery check and cuts the casting time down to 30 minutes. If the disease has any after-effects, such as fatigue or ability score loss, those remain in effect. The mage cannot cast curative spells on such after-effects for at least one hour while the body recovers from its ordeal.

This spell affects only diseases caused by bacteria, viruses, and other foreign invaders. Chronic illnesses, wounds caused by damage to the mage's internal tech, and the like cannot be removed with this spell.

Cure Poison
Requirements: Cure Blindness
Material Focus: Healing Crystal
Casting Time: 5 rounds
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 6
Maintenance Cost: N/A
Magery DC: 28
Saving Throw: N/A

The target creature is cured of any one poison in his system. If the mage is able to touch even a tiny sample of the poison (other than that already raging through the subject's system) during the casting time, he receives a +4 bonus to his Magery check and cuts the casting time down to 3 rounds. For example, if an alien insect has poisoned the subject, the techno-mage can gain this bonus by touching the (presumably dead) bug's stinger during the casting.

Cure Radiation
Requirements: Cure Disease
Material Focus: Healing Crystal
Casting Time: 1 hour
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 12
Maintenance Cost: N/A
Magery DC: 35
Saving Throw: N/A

The target creature is cured of one instance of radiation effects—whichever affected him most recently. For example, a character who receives 3 points of Constitution damage from one exposure and then a further 2 points from a second encounter with radiation, the 2 points would be removed by the *cure radiation* spell. The mage must wait one hour between castings on the same subject.

Extend Life
Requirements: Raise Dead
Casting Time: 1 hour
Range: Self
Target: Self
Duration: Ongoing
Casting Cost: 20
Maintenance Cost: 20 per month
Magery DC: 40
Saving Throw: N/A

This spell extends the life of the caster. Old age is one of the few things mages have no power to alter, so the only way to extend their allotted span is through this spell. While *extend life* is maintained, a mage advances in age only two-thirds as fast as he would otherwise, so after a year of this, a mage will have aged only 8 months. A mage may not recover the 20 power points he is using to maintain the spell during this period, and thus essentially accepts a permanent 20-point reduction in his power point total in exchange for a longer lifespan.

Healing, Minor
Requirements: Stabilise
Material Focus: Healing Crystal
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 15
Saving Throw: N/A

This is the mage's basic healing spell. When he casts it, the mage must directly touch the wound itself, which heals of 1 hit point of damage.

Healing, Lesser
Requirements: Minor Healing
Material Focus: Healing Crystal
Casting Time: 3 rounds
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 19
Saving Throw: N/A

This spell heals 1d4 points of damage (1d3 for weak aptitudes, 1d6 for primaries).

Healing, Lesser, Mass
Requirements: Lesser Healing
Material Focus: Healing Crystal
Casting Time: 1 minute
Range: 5 feet
Target: Up to 8 creatures
Duration: Instantaneous
Casting Cost: 3 + 2 per creature
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: N/A

This spell heals 1d4 points of damage (1d3 for weak aptitudes, 1d6 for primaries) on all creatures within range. The creatures must remain within range for the entire casting time and the mage must be able to touch them at will and repeatedly.

Healing, Moderate
Requirements: Lesser Healing
Material Focus: Healing Crystal
Casting Time: 1 minute
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 23
Saving Throw: N/A

This spell heals 2d4 points of damage (2d3 for weak aptitudes, 2d6 for primaries).

Healing, Moderate, Mass
Requirements: Moderate Healing
Material Focus: Healing Crystal
Casting Time: 5 minutes
Range: 5 feet
Target: Up to 8 creatures
Duration: Instantaneous
Casting Cost: 5 + 3 per creature
Maintenance Cost: N/A
Magery DC: 30
Saving Throw: N/A

This spell heals 2d4 points of damage (2d3 for weak aptitudes, 2d6 for primaries) on all creatures within range. The creatures must remain within range for the entire casting time and the mage must be able to touch them at will and repeatedly.

Healing, Greater

Requirements: Moderate Healing
Material Focus: Healing Crystal
Casting Time: 10 minutes
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 8
Maintenance Cost: N/A
Magery DC: 27
Saving Throw: N/A

This spell heals 3d4+1 points of damage (3d3 for weak aptitudes, 3d6+2 for primaries).

Healing, Greater, Mass

Requirements: Greater Healing
Material Focus: Healing Crystal
Casting Time: 30 minutes
Range: 5 feet
Target: Up to 8 creatures
Duration: Instantaneous
Casting Cost: 8 + 4 per creature
Maintenance Cost: N/A
Magery DC: 35
Saving Throw: N/A

This spell heals 3d4+1 points of damage (3d3 for weak aptitudes, 3d6+2 for primaries) on all creatures within range. The creatures must remain within range for the entire casting time and the mage must be able to touch them at will and repeatedly.

Healing, Major

Requirements: Greater Healing
Material Focus: Healing Crystal
Casting Time: 1 hour
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 12
Maintenance Cost: N/A
Magery DC: 31
Saving Throw: N/A

This spell heals 5d4+3 points of damage (5d3+1 for weak aptitudes, 5d6+5 for primaries). After casting it, the mage is considered fatigued for 1 hour.
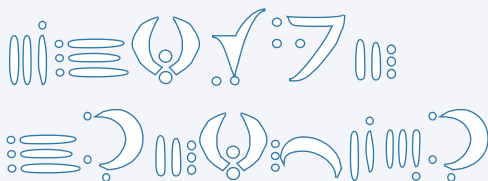
Healing, Total

Requirements: Major Healing, Healing school as a primary aptitude
Material Focus: Healing Crystal
Casting Time: 4 hours
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 20
Maintenance Cost: N/A
Magery DC: 35
Saving Throw: N/A

This spell completely restores all lost hit points to the subject. *Total healing* does not regenerate lost limbs, heal scars, cure disease, or remove other conditions. After casting it, the mage is considered exhausted for 1 hour.

Loan Life

Requirements: Remove Fatigue, Lesser Healing
Material Focus: Healing Crystal
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: Fortitude negates

This spell allows a mage to temporarily transfer his own body's hit points to an ally. The mage can transfer any number of hit points up to half his present total, so a mage with 13 hit points could give 6 of them to a friend. When the spell ends, the loaned hit points return, regardless of whether or not the target wishes to give them back. A seriously wounded ally could be killed if he loses too many hit points in this way, but that is the risk he takes by accepting this spell.

Monitor Lifesigns

Requirements: Lesser Healing
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 2
Maintenance Cost: 1 per hour
Magery DC: 15
Saving Throw: Fortitude negates

When he casts this spell, the mage initiates a link between himself and the target creature. Any time thereafter, as a standard action, he can check the status of that creature, effectively learning its current hit point total and any debilitating conditions it is suffering (fatigued, unconscious, and so on). Furthermore, if the creature dies, the mage immediately becomes aware of this fact as a free action. The mage does not know the nature of any

wounds suffered, and cannot see or otherwise sense the target via this spell.

Monitor Lifesigns, Mass

Requirements: Monitor Lifesigns, Mass Lesser Healing
Casting Time: 1 action
Range: Touch
Target: Up to 6 creatures (5 for weak aptitudes, 8 for primaries)
Duration: 10 minutes
Casting Cost: 2 + 1 per creature monitored
Maintenance Cost: 1 per 10 minutes per creature monitored
Magery DC: 20
Saving Throw: Fortitude negates

This is the same as *monitor lifesigns*, but works on several creatures at once. With a standard action, the mage can simultaneously check the lifesigns of all creatures he is monitoring.

Raise Dead

Requirements: Total Healing, Healing school as a primary aptitude
Material Focus: Healing Crystal
Casting Time: 1 minute
Range: Touch
Target: One creature
Duration: Ongoing
Casting Cost: 15
Maintenance Cost: 3 per minute
Magery DC: 40
Saving Throw: N/A

When a body dies, the soul does not immediately depart for whatever comes next. Instead, it lingers unseen, as a sort of natural hedge in case the body's functions should suddenly restart. This gives doctors the necessary window of opportunity, prior to brain death, to bring a person back from the brink, and explains the stories of the 'tunnel of light' seen by many victims of near-death experiences. And, as Soul Hunters know well, the soul can be captured and stored during this period.

This window also gives a techno-mage healer a brief opportunity to keep the body alive and bind the soul into the body. The spell must be cast within a number of minutes of death equal to the target creature's Constitution score, or death is irrevocable. When the spell is invoked, the body is stabilised and restored to life for as long as the mage can maintain the spell. Each minute thereafter, the creature must make a Fortitude save (DC 10 plus the number of hit points it has below –9; e.g., a creature with –15 hit points has a DC of 16). If the save is successful, the creature recovers 1 hit point. If the creature's hit points are restored to –9 or better through this procedure, or through other medical procedures conducted simultaneously, the character has successfully been brought back to life. If the mage runs out of power points before this occurs, he has failed; the soul departs and the creature's life is irrevocably lost.

While casting this spell, the mage cannot employ any other healing spells and may not maintain any other spells of any kind. No other healing spells can be used, although ordinary medicine works normally. After this spell is completed, whether successfully or not, the mage is exhausted for 1 day and fatigued for a further 2d6 hours thereafter.

This power cannot be crafted into an item. A mage must use his own energies if he wishes to attempt to raise the dead.

Regeneration

Requirements: Cure Radiation, Major Healing, Healing school as a primary aptitude
Material Focus: Healing Crystal
Casting Time: 1 hour
Range: Touch
Target: One creature
Duration: Varies
Casting Cost: 12
Maintenance Cost: 8
Magery DC: 35
Saving Throw: N/A

This powerful spell causes a severely mangled limb, extremity, or organ to return to normal operation. An arm burned to tatters can be restored to its original form and function, for example. The limb in question must be at least partially present—an amputated leg, for example, could not be regrown from scratch, although the mage could use this spell to reattach the limb if he has access to it. The mage may not recover any power points spent in casting this spell until the casting is complete. After finishing, the mage is exhausted for 8 hours.

The amount of time required to repair a mangled limb is based upon its size and the amount of damage involved. A burned arm might require 6-8 hours, while a leg that was chewed up in a piece of industrial machinery could require 12-18 hours or more. If the mage does not have the power to complete the spell in its entirety, the limb cannot be completely repaired, and may suffer from a lack of function thereafter. The mage receives only one chance to perform the healing, and may not pick it up later where he left off. A healer can receive aid from other mages for this spell, but no more than 10% of the power points used for *regeneration* can come from outside sources.

Note that as the basic d20 combat system does not include rules for inflicting such injuries under normal circumstances, this spell will be of little use except in extreme circumstances. The *napalm burst* spell can produce wounds that require *regeneration*, for example.

Regeneration, Greater

Requirements: Regeneration, Total Healing
Material Focus: Healing Crystal
Casting Time: 1 hour
Range: Touch
Target: One creature
Duration: 1 day
Casting Cost: 16
Maintenance Cost: 10
Magery DC: 45
Saving Throw: N/A

This spell is the same as *regeneration*, but the limb or organ can be completely missing. The spell cannot restore limbs or organs that were never present (e.g., it cannot grow a hand for someone who was born without one).

While casting this spell, the mage requires constant access to the victim. The creature must be kept sedated while the limb or organ slowly grows back. If the spell is interrupted, the casting fails and the new growth dies, possibly requiring surgery to remove it. If the mage does not have enough power to complete the spell, the new limb will work only partially, if at all. The mage cannot recover any power points expended in the casting of this spell until the casting is completed.

Remove Nausea

Requirements: Stabilise
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 2
Maintenance Cost: N/A
Magery DC: 14
Saving Throw: N/A

This spell reduces the 'nauseated' condition (the character cannot attack, cast or maintain spells, or do anything else requiring attention) to 'sickened' (the character takes a –2 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks). If the target is merely sickened, that condition is entirely removed.

If cast upon a creature that is not suffering from either of these effects, that creature receives a +4 bonus to any saving throw to resist nausea or sickening within the next 10 minutes (no maintenance cost).

Remove Fear

Requirements: Minor Healing, Remove Nausea
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 17
Saving Throw: N/A

This spell reduces the 'cowering' condition (the character is frozen in fear, can take no actions, takes a –2 penalty to DV, and loses any Dexterity bonus) or the 'panicked' condition (must drop anything and flee at top speed, also suffering a –2 penalty on saving throws, skill checks, and ability checks) to 'shaken' (the character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks). If the target is merely shaken, that condition is entirely removed.

If cast upon a creature that is not suffering from any of these effects, that creature receives a +4 bonus to any saving throw to resist fear within the next 10 minutes (no maintenance cost).

Remove Fatigue

Requirements: Lesser Healing, Remove Fear
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 4
Maintenance Cost: N/A
Magery DC: 20
Saving Throw: N/A

This spell reduces the 'exhausted' condition (the character moves at half speed and takes a –6 penalty to Strength and Dexterity) to 'fatigued' (the character cannot run or charge and takes a –2 penalty on Strength and Dexterity). If the target is merely fatigued, that condition is entirely removed.

If cast upon a creature that is not suffering from any of these effects, that creature receives a +4 bonus to any saving throw to resist fatigue within the next 10 minutes (no maintenance cost).

This spell cannot be used to eliminate the fatigue or exhaustion effects caused by casting other techno-mage spells, such as *total healing* or *raise dead*.

Restore Ability

Requirements: Restore Vitality
Material Focus: Healing Crystal
Casting Time: 10 minutes
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 26
Saving Throw: N/A

This spell restores one point of permanent ability score loss caused by any spell, wounds, telepathic power, or other effect except aging.

Restore Consciousness

Requirements: Moderate Healing, Remove Fatigue
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 4
Maintenance Cost: N/A
Magery DC: 21
Saving Throw: N/A

This spell awakens a character who has been knocked unconscious due to nonlethal damage in excess of current hit points, or by being knocked to –1 or fewer hit points. The character's hit points remain unchanged, but he is treated as 'staggered' (he can take but a single action each round). If he violates this rule or takes any action that would result in his becoming fatigued, he falls unconscious again. The character returns to normal once his hit points are restored to a positive value or his nonlethal hit points no longer exceed his current hit point total.

Restore Vitality

Requirements: Restore Consciousness
Material Focus: Healing Crystal
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 23
Saving Throw: N/A

This spell heals 2d6 points of nonlethal damage (2d4 for weak aptitudes, 2d8 for primaries) and instantly restores any lost Strength or Dexterity caused by exposure to thin atmospheres, starvation or thirst, exposure to hot or cold climates, and other natural effects from weather, terrain, and difficult conditions. The spell does not cure the effects of poison, disease, radiation, and other toxins, nor does it restore any nonlethal damage caused by telepathic abilities.

Stabilise

Requirements: None
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: Instantaneous
Casting Cost: 1
Maintenance Cost: N/A
Magery DC: 14
Saving Throw: N/A

The creature touched automatically stabilises. The mage must physically touch any bleeding wounds in order to close them enough to stabilise the injury. No actual points of damage are healed in the process, which is the reason no material focus is required.

Spells of Enhancement

Spells of this school enhance the abilities of creatures. Although most such spells are designed for use on the caster, many can also be employed on others. If the mage casts one of these spells on himself, he does so at a +2 bonus to his Magery check.

Most enhancement spells do not include a saving throw component. It is generally understood that a target will not refuse such a spell under normal circumstances. Should the subject be unwilling, he can automatically resist any spell from the Enhancement school that does not list a saving throw. Spells that list saves must be rolled for as usual.

Acrobat

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's acrobatic skills, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Tumble checks.

This is similar to *altered breath*, except the subject does not need to breathe at all while the spell is maintained. All required air is drawn from the surrounding atmosphere or fluid, which must be present even if only in trace amounts. A mage could not use this spell to breathe if no oxygen is available nearby, such as on a planet with a purely methane atmosphere, or in a vacuum.

Appeal
Requirements: Improved Reflexes
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 24
Saving Throw: N/A

The subject's appearance and physical beauty make him seem much more appealing. This spell provides a +4 enhancement bonus to the subject's Charisma score.

Appeal, Mass
Requirements: Appeal
Casting Time: 1 action
Range: Close
Target: Any creatures within range
Duration: 1 minute
Casting Cost: 4 + 2 per creature
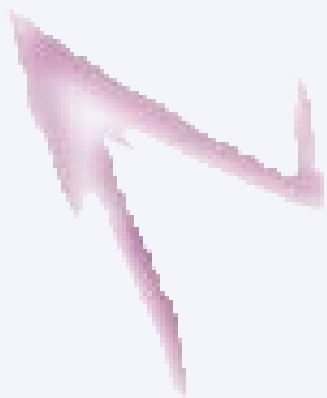*Maintenance Cost:* 2 per minute per creature
Magery DC: 29
Saving Throw: N/A

This spell provides *appeal* to all creatures within the target area. The mage can select which creatures in the area are affected.

Clarity
Requirements: Improved Will
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 24
Saving Throw: N/A

The subject's thoughts become clearer and his mind sharper. This spell provides a +4 enhancement bonus to the subject's Intelligence score.

Alertness
Requirements: Skilfulness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 10 minutes
Casting Cost: 3
Maintenance Cost: 1 per 10 minutes
Magery DC: 16
Saving Throw: N/A

This spell improves the target's awareness, providing a +2 enhancement bonus to Listen and Spot checks. This does not stack with the Alertness feat.

Altered Breath
Requirements: Swimming
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 4
Maintenance Cost: 2 per hour
Magery DC: 23
Saving Throw: N/A

This spell alters the target's breathing requirements, rendering the subject immune to the effects of thin atmospheres for as long as the spell is maintained. Furthermore, the creature earns a +4 enhancement bonus to his Constitution score when attempting to hold his breath, such as to avoid drowning.

Altered Breath, Greater
Requirements: Altered Breath
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 5
Maintenance Cost: 2 per minute
Magery DC: 27
Saving Throw: N/A

Clarity, Mass
Requirements: Clarity
Casting Time: 1 action
Range: Close
Target: Any creatures within range
Duration: 1 minute
Casting Cost: 4 + 2 per creature
Maintenance Cost: 2 per minute per creature
Magery DC: 29
Saving Throw: N/A

This spell provides *clarity* to all creatures within the target area. The mage can select which creatures in the area are affected.

Contortionist
Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's flexibility, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Escape Artist checks.

Danger Sense
Requirements: Detect Lie, Falsehood
Casting Time: 1 action
Range: Self
Target: Self
Duration: 10 minutes
Casting Cost: 2
Maintenance Cost: 1 per 10 minutes
Magery DC: 18
Saving Throw: N/A

This spell provides the mage with the Danger Sense feat. If he already has that feat, the effects do not stack.

Darkvision
Requirements: Sharp Eyes
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This spell provides the ability to see in the dark exactly as a Brakiri can (i.e., 60 feet of darkvision). If the creature already has darkvision, the effects of this spell do not stack.

Darkvision, Mass
Requirements: Darkvision
Casting Time: 1 action
Range: Close
Target: Any creatures within range
Duration: 1 minute
Casting Cost: 3 + 1 per creature
Maintenance Cost: 1 per minute per creature
Magery DC: 25
Saving Throw: N/A

This is like *darkvision*, but the mage can select multiple creatures within the spell's range.

Detect Communication
Requirements: Determine Direction
Casting Time: 1 action
Range: Long
Target: Self
Duration: Instantaneous
Casting Cost: 4
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: N/A

When he casts this spell, the mage can tell if anyone within range is employing any sort of electronic communication devices, such as a radio or comlink. He also knows the direction towards the comm device itself, but not the distance. The mage cannot listen in on any discussions or intercept any transmitted data with this spell.

Detect Thoughts
Requirements: Detect Communication
Casting Time: 1 action
Range: Close
Target: Self
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 31
Saving Throw: N/A

When he casts this spell, the mage learns the approximate direction of any intelligent creatures within range. He does not know the distance or the type of creature, however, but the spell does filter out non-sentient minds such as those of animals. This spell does not detect artificial intelligence or electronic impulses. The mage cannot listen in on thoughts with this spell.

Determine Direction
Requirements: Danger Sense
Casting Time: 1 action
Range: Self
Target: Self
Duration: Instantaneous
Casting Cost: 3
Maintenance Cost: N/A
Magery DC: 21
Saving Throw: N/A

When the mage casts this spell, he immediately learns the direction he is facing (relative to the planet on which he is standing). If he is in space, he determines the direction towards the galactic centre.

Divination
Requirements: Meeting, Insight, Clarity, Appeal, Enhancement as a primary aptitude
Casting Time: 10 minutes
Range: Self
Target: Self
Duration: Instantaneous
Casting Cost: 15
Maintenance Cost: N/A
Magery DC: 35
Saving Throw: N/A

This spell allows the caster to receive a vision about a person, place or thing with which he is associated. During the casting, the mage enters a trance state and cannot maintain any other spells or perform any other actions, even to defend himself. The vision, when it arrives, can be virtually anything the Games Master wishes, but it should be related to the mage's present goals or objectives in some way. For example, if the mage is hunting for a missing friend, the spell would show that person in his present condition (perhaps tied up in a cell, or wandering the streets of an unfamiliar city). Showing the friend as he was two weeks ago would be of no use.

Detect Lie
Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's ability to see through lies, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Sense Motive checks.

Detect Metal
Requirements: Determine Direction
Casting Time: 1 action
Range: Long
Target: Self
Duration: Instantaneous
Casting Cost: 4
Maintenance Cost: N/A
Magery DC: 25
Saving Throw: N/A

When he casts this spell, the mage learns the approximate direction of any Huge or larger metal deposits or objects within range. The mage cannot identify the type of metal, only the fact that it is nearby. If the mage is standing in or on a Gargantuan metal object or larger, such as a spacecraft or other vehicle, the spell has no effect, other than to indicate the presence of that object.

The Games Master is under no compulsion to explain the meaning of any vision the mage is granted, so misinterpretation is possible. A mage cannot use this spell to gain information on any creature or object more than once in any one-week period. This applies equally to similar items or belongings closely related to each other—thus, for example, a mage could not cast the spell once to locate a friend, and a second time to locate the clothes that person happens to be wearing.

Dreamspeech

Requirements: Far Speech, Darkvision
Casting Time: 1 minute
Range: Long
Target: One creature
Duration: 1 minute
Casting Cost: 5
Maintenance Cost: 1 per minute
Magery DC: 24
Saving Throw: N/A

When this spell is cast, the mage sends a dream vision of himself into the mind of a sleeping creature. While in the dream, the mage can carry on a conversation with the subject and can share information, but that is all—he cannot cast spells, for example. In this form, the mage appears as his idea vision of himself— usually youthful and strong, without any of the burdens of life weighing him down. The mage cannot forcibly withdraw information from a sleeping subject, but can employ Bluff and other skills to coerce the target to give up what the mage wishes to know.

The mage cannot employ this spell unless he knows the target creature is present in the area and is presently asleep. Attempting to cast *dreamspeech* on a wakeful subject, or one who is not in the area, results only in failure. The mage does not know why the spell failed, only that it did, so he cannot employ this spell to detect the presence of creatures, or any specific creature.

Falsehood

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's ability to tell tall tales, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Bluff checks.

Far Speech

Requirements: Voice
Casting Time: 1 action
Range: Line of Sight
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This spell allows the target to speak to the mage despite great distances. The mage must be able to see the target at the time the spell is cast, but otherwise he can be any distance away. While the spell is active, the two creatures can converse in normal tones or even whisper. Other noises in the vicinity of one speaker do not transmit themselves to the other, so if the mage is standing next to a raging waterfall (for example) he can still send a message to the target creature. However, the words coming back to him can still be drowned out by ambient noise.

This spell does not provide comprehension, but once it is successfully cast, the mage can then employ a *translation* spell, treating the target as within range for this purpose only.

Hardiness

Requirements: Improved Fortitude
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 24
Saving Throw: N/A

The subject's body becomes tougher. This spell provides a +4 enhancement bonus to the subject's Constitution score.

Hardiness, Mass

Requirements: Hardiness
Casting Time: 1 action
Range: Close
Target: Any creatures within range
Duration: 1 minute
Casting Cost: 4 + 2 per creature
Maintenance Cost: 2 per minute per creature
Magery DC: 29
Saving Throw: N/A

This spell provides *hardiness* to all creatures within the target area. The mage can select which creatures in the area are affected.

Improved Fortitude

Requirements: Greater Luck
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 17
Saving Throw: N/A

The mage temporarily improves the physical structure of the target's body, giving him a +2 luck bonus on Fortitude saves while the spell is in effect.

Improved Reflexes

Requirements: Greater Luck
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 17
Saving Throw: N/A

The mage temporarily improves the target's nimbleness, giving him a +2 luck bonus on Reflex saves while the spell is in effect.

Improved Will

Requirements: Greater Luck
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 17
Saving Throw: N/A

The mage temporarily improves the mental faculties of the target, giving him a +2 luck bonus on Will saves while the spell is in effect.

Insight

Requirements: Improved Will
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 24
Saving Throw: N/A

The subject's reasoning ability is greatly improved. This spell provides a +4 enhancement bonus to the subject's Wisdom score.

Insight, Mass

Requirements: Insight
Casting Time: 1 action
Range: Close
Target: Any creatures within range
Duration: 1 minute
Casting Cost: 4 + 2 per creature
Maintenance Cost: 2 per minute per creature
Magery DC: 29
Saving Throw: N/A

This spell provides *insight* to all creatures within the target area. The mage can select which creatures in the area are affected.

Leaping

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the strength of the target's legs, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Jump checks.

Luck

Requirements: None
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 2
Maintenance Cost: 1 per hour
Magery DC: 14
Saving Throw: N/A

The mage slightly alters probabilities in the target's favour. The spell's recipient receives a +1 luck bonus on his next saving throw, at which point the spell ends.

Luck, Greater

Requirements: Luck
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 16
Saving Throw: N/A

The mage alters probabilities in the target's favour. The spell's recipient receives a +1 luck bonus on all saving throws made while the spell is in effect.

Meeting

Requirements: Dreamspeech
Casting Time: 1 minute
Range: Line of Sight
Target: One creature
Duration: 1 minute
Casting Cost: 8
Maintenance Cost: 1 per minute
Magery DC: 25
Saving Throw: N/A

This spell is similar to *dreamspeech*, except it works on targets that are awake. For the duration of the spell, the mage and the target seem to meet in an illusory setting selected by the mage, such as forest glade, a well-furnished penthouse, or a cabin aboard a starship. Both the mage and his target appear as ideal versions of themselves. While the spell is maintained, the mage and subject are both unaware of their actual surroundings and are treated as stunned, but the spell is broken if either takes even a single point of damage.

If this spell is cast upon another mage, the range is unlimited, so long as both are located within the established techno-mage FTL network. However, the target mage must be actively listening for the sender's spell. If not, the caster will have to arrange a meeting time in advance or through recorded messages.

Might

Requirements: Improved Fortitude
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 24
Saving Throw: N/A

The subject's body becomes much stronger. This spell provides a +4 enhancement bonus to the subject's Strength score.

Might, Mass

Requirements: Might
Casting Time: 1 action
Range: Close
Target: Any creatures within range
Duration: 1 minute
Casting Cost: 4 + 2 per creature
Maintenance Cost: 2 per minute per creature
Magery DC: 29
Saving Throw: N/A

This spell provides *might* to all creatures within the target area. The mage can select which creatures in the area are affected.

Nimble Fingers

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the dexterity of the target's hands, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Sleight of Hand checks.

Nimbleness

Requirements: Improved Reflexes
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 24
Saving Throw: N/A

The subject's body becomes exceptionally limber. This spell provides a +4 enhancement bonus to the subject's Dexterity score.

Nimbleness, Mass
Requirements: Nimbleness
Casting Time: 1 action
Range: Close
Target: Any creatures within range
Duration: 1 minute
Casting Cost: 4 + 2 per creature
Maintenance Cost: 2 per minute per creature
Magery DC: 29
Saving Throw: N/A

This spell provides *nimbleness* to all creatures within the target area. The mage can select which creatures in the area are affected.

Observation
Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's powers of observation, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Search checks.

Oration
Requirements: Voice
Casting Time: 1 round
Range: Close
Target: Self
Duration: Instantaneous
Casting Cost: 5
Maintenance Cost: N/A
Magery DC: 24
Saving Throw: N/A

When casting this spell, the mage must stand still and speak loudly enough for his allies to hear. His voice lifts up and encourages his friends, providing a +1 morale bonus to all attack rolls, saving throws and skill checks for the next minute. The spell may be cast in combat or other stressful situations, but if so, all allies must make a Listen check (DC 10 + 1 per 10 feet distance + any other modifiers from ambient noise) to earn the morale benefit. A creature may not benefit from an *oration* or

greater oration more than once in any one-hour period. It goes without saying that the creature must also be able to understand the mage's language to benefit from this spell.

Oration, Greater
Requirements: Oration
Casting Time: 1 round
Range: All creatures within hearing range
Target: Self
Duration: Instantaneous
Casting Cost: 9
Maintenance Cost: N/A
Magery DC: 28
Saving Throw: N/A

This is the same as *oration*, except the range is increased to all those capable of hearing the caster's words. The listeners must hear his actual voice, not one transmitted by electronic equipment or communication devices. Furthermore, the morale bonus to attack rolls is increased to +2, but the other benefits (skill checks and saving throws) remain +1.

Preparedness
Requirements: Observation
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 22
Saving Throw: N/A

This spell makes the target ready for whatever is to come. The target receives a +5 insight bonus on all initiative checks made while the spell is maintained. Once combat has begun, the spell can be dropped without altering the creature's initiative score.

Prescience
Requirements: Skilfulness, Preparedness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This spell provides limited prescience to the target, providing a +1 insight bonus to all skill checks and initiative checks as long as the spell is maintained.

Prescience, Greater
Requirements: Prescience
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 2 per minute
Magery DC: 24
Saving Throw: N/A

This is similar to *prescience*, but the benefits are greater. The target receives a +1 bonus not only to skill and initiative checks, but to all attack rolls and saving throws as well.

Prescience, Mass
Requirements: Prescience
Casting Time: 1 action
Range: Close
Target: Any creatures in range
Duration: 1 minute
Casting Cost: 2 + 1 per creature
Maintenance Cost: 1 per minute per creature
Magery DC: 25
Saving Throw: N/A

This is the same as *prescience*, except it affects any creatures the mage selects within the spell's range. If all the creatures involved are familiar with each other and are allied, their initiative bonuses are increased to +2.

Prescience, Mass, Greater
Requirements: Mass Prescience, Greater Prescience
Casting Time: 1 action
Range: Close
Target: Any creatures in range
Duration: 1 minute
Casting Cost: 4 + 2 per creature
Maintenance Cost: 2 per minute per creature
Magery DC: 30
Saving Throw: N/A

This is the same as *mass prescience*, except the bonus is also applied to attack rolls and saving throws. If all the creatures involved are familiar with each other and are allied, their initiative bonuses are increased to +4.

Prowess, Lesser
Requirements: Skilfulness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 2
Maintenance Cost: 1 per minute
Magery DC: 18
Saving Throw: N/A

This spell gives the recipient additional skill in battle. He receives a +1 enhancement bonus to all attack rolls.

Prowess
Requirements: Lesser Prowess
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 2 per minute

Magery DC: 22
Saving Throw: N/A

This is like *lesser prowess*, but grants a +2 attack bonus.

Prowess, Greater
Requirements: Prowess
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 4
Maintenance Cost: 3 per minute
Magery DC: 26
Saving Throw: N/A

This is like *lesser prowess*, but grants a +3 attack bonus.

Scan Terrain
Requirements: Observation
Casting Time: 1 action
Range: Self
Target: Self
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This spell allows the mage to make a brief scan of the area surrounding him, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Survival checks.

Sharp Ears

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's hearing, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Listen checks.

Sharp Eyes

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's vision, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Spot checks.

Skilfulness

Requirements: None
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour
Casting Cost: 2
Maintenance Cost: 1 per hour
Magery DC: 13
Saving Throw: N/A

The mage improves the recipient's insight, granting him a +2 enhancement bonus on his next skill check, after which the spell ends.

Spyspot

Requirements: Observation, Sharp Eyes, Sharp Ears
Casting Time: 1 action
Range: Touch
Target: One point in space
Duration: 1 hour
Casting Cost: 4
Maintenance Cost: 1 per hour
Magery DC: 20
Saving Throw: N/A

The mage creates a connection between himself and a particular point in space. By concentrating during any standard action, he can see and hear anything as though he were standing in that particular location. During each action, he hears any noises his ears would pick up, but he can only see in one direction of his choice (180-degree field of view, making this perfect for placement upon a wall or other flat surface). If the spell is cast upon a moving object, such as an article of clothing, it moves with that object.

Anyone inspecting the area for hidden 'bugs' can detect the *spyspot* only if the mage is using it. Doing so requires a DC 20 Technical check. A mage can also discover a hidden *spyspot* using a *detect communication* spell. Once detected, the *spyspot* cannot be destroyed, but can be covered up with any solid object, rendering it useless.

Mages often use this spell to create dust-sized spy cameras and other listening devices. These virtually microscopic tools are one of the mage's greatest assets, although most non-mages have no idea they even exist.

Streetwise

Requirements: Voice
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 21
Saving Throw: N/A

This spell improves the target's ability to blend in and appear normal and unassuming, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Gather Information checks.

Sustenance

Requirements: Fortitude, Altered Breath
Casting Time: 10 minutes
Range: Self
Target: Self
Duration: 1 day
Casting Cost: 4
Maintenance Cost: 4 per day
Magery DC: 25
Saving Throw: N/A

This spell permits the mage to last for long periods without food or water. While employing this spell, the mage need eat or drink only the barest minimum—one piece of bread and glass of water will be sufficient. Other nutrients are slowly drawn from the air and surrounding living things, so this spell functions only if the mage spends at least half his time in natural settings, or in the vicinity of an area with plenty of plants and growing things (such as a hydroponic garden).

When using this spell, a mage cannot recover the power points spent to cast or maintain it. For each day the spell is maintained, the mage becomes exhausted for 2 hours upon the spell's conclusion. Thus, using *sustenance* for 7 days produces a 14-hour exhaustion period when the ordeal is over.

Swimming

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the target's swimming abilities, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Swim checks.

Translation

Requirements: Meeting
Casting Time: 1 action
Range: Medium
Target: One creature
Duration: 10 minutes
Casting Cost: 3
Maintenance Cost: 1 per 10 minutes
Magery DC: 22
Saving Throw: Will negates

This spell acts as a translator between the mage and the target creature. When the target speaks, the mage hears the words in a language he understands, and vice versa. All other listeners hear only the natural speech of both parties. The target will feel the mage's spell interrupting his thoughts—a sensation very much like a telepathic invasion—so unless the caster has informed the subject of his spell's purpose, he will likely find it being resisted.

This spell does not permit the subject to converse with animals, plants, computers, or any non-sentient construct. Life forms with completely different frames of reference are not affected by this spell.

Translation, Mass

Requirements: Translation
Casting Time: 1 action
Range: Medium
Target: Any selected creatures within range
Duration: 10 minutes
Casting Cost: 3 + 1 per creature
Maintenance Cost: 1 per 10 minutes per creature
Magery DC: 25
Saving Throw: Will negates

This is the same as *translation*, but affects any creatures within range. The mage can pick and choose which targets are affected by the spell. All creatures subject to the spell hear any speech made by other subjects in a language they can comprehend, but are unable to tell which language is actually being used.

Voice

Requirements: Alertness
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 20
Saving Throw: N/A

This spell improves the pitch and timbre of the target's voice, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Diplomacy checks.

Writing

Requirements: Nimble Fingers
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute
Casting Cost: 3
Maintenance Cost: 1 per minute
Magery DC: 22
Saving Throw: N/A

This spell improves the steadiness of the target's hands and his ability to write clearly and accurately, providing a +5 enhancement bonus (+6 for primary aptitudes, +4 for weaknesses) to Forgery checks. This bonus applies only when creating forgeries, not detecting them.

Spells of Creation

These spells are all involved in the crafting of techno-magical items. Most mages know how to create at least a few useful objects, if only so they can better monitor the events going on around them. Making such objects—referred to as *magic items* hereafter even though they are not really magical—require a significant investment in experience points (XP).

When an item is created, the mage does not subtract XP directly from his total, but instead subtracts the required amount from the next experience point award(s) he receives. In this way, a mage cannot lose a level by crafting items. A mage may not create so many items that his negative XP adjustment exceeds half his current XP total. Thus, for example, a mage with 3,000 XP cannot craft more than 1,500 XP worth of items until he gains more experience.

Spells of Creation are difficult and time-consuming, and this school is among the most demanding as far as aptitudes are concerned. Mages with Creation as a weakness double all Creation spellcasting times and increase all XP requirements by 25%. Mages who have Creation as a primary aptitude reduce XP requirements by 25%. These adjustments are in addition to any other penalties or benefits from weak or primary aptitudes.

Crafting an Item

To create an item, a mage must first acquire or build a high-quality object that meets his criteria. Depending on the item type, the player may use a Technical (electronics, mechanical, or engineering) check (DC 20) to craft the item in question. For example, making an earring capable of holding microfilaments of tech would require electronics skill, while making a high-quality weapon would likely be mechanical in nature. Engineering would be used almost exclusively for vehicles.

This crafting DC could be even higher for complex devices, or lower if the mage chooses to make an item of average or lower quality. Otherwise, he will have to purchase it from a master craftsman. If an item of only average quality is employed (or if the item is conjured by a *major creation* spell), all skill checks employed in the magic item's crafting are at −5. For low-quality items or those conjured by a *minor creation* spell, all crafting skills are at −10.

Differences in Techno-Magic Item Crafting and Standard d20 Magic Item Crafting

Techno-mages do not actually use magic, but filaments of 'tech' that produce abilities akin to magic. While many of the aspects of the two archetypes are similar, there are many noteworthy differences, as noted hereafter.

Feats: Techno-mages do not use feats to craft items. Instead, they use special spells for this purpose.

Body Slots: Techno-magical items do not require specific slots on the body in order to function. A human mage could walk around wearing 10 different magical rings if he wanted to, or even more if he wore additional ones on his toes, or several on one finger. An item must, however, be in an appropriate position or location as appropriate for its effect. A piece of armour, for example, must cover part of the body, while an item that improves vision must go over the eyes.

Power Source: Techno-magical items must be powered in some way. They can draw power directly from the mage, from the mind of their owner, or from an internal source. The only way a techno-magical item can operate permanently is if it is self-powered and regenerates as much power as it consumes.

Cost: Techno-mages do not pay money to create an item, other than the basic cost required to construct or purchase the base object. They do, however, pay a significant cost in experience points whenever they make an item.

Functionality: Techno-magical items do not always function for whoever picks them up. Most are attuned only to the mage that created them. Creating items that work for others requires a significant investment in XP.

The process of making a magic item takes several steps, most of which involve not only the casting of spells but a Technical check as well. A mage is always assumed to take 20 on the Magery check because of the sheer investment in time required to make a magic item; the extra time required is already factored into the Creation spell's casting time statistic listed for the spell. In addition to this, a Technical check is also required at a DC as described in the text or spell description. When determining his bonus towards this check, the character takes the highest of his ranks of Technical (electronics), Technical (mechanical), and Technical (engineering) and adds his Intelligence bonus to the total. Thus, a mage with 4 ranks of Technical (electronics), 2 ranks of Technical (engineering), and an Intelligence of 16 would add +7 to any Technical check made when crafting magical items.

The Games Master makes any Technical check in secret. If it fails, the crafted power will not function properly. Depending on the severity of the failure, the power might function but include some sort of quirk (a loud noise, flash of light, strange odour, etc.), might work in a way other than intended, or simply might not function at all. It could even work for a short period before malfunctioning. The Games Master should feel free to be creative where such errors are concerned. An item that requires many creation steps might have several faults or quirks. The creator will not know about these malfunctions until he actually attempts to use the item he produces.

When creating a magic item, a natural roll of '1' on any Technical check is always a failure, regardless of bonuses. If the check is particularly difficult, the Games Master may rule that a natural '1' is a critical failure, creating a catastrophic flaw that could result in an explosion (now or when the item is first used), a dangerous quirk, or an effect exactly the opposite of that which is desired.

Step One: Infusion

The first step in making any techno-magical item is the *infusion* spell, which insinuates filaments of tech into the object. This is the basic item creation spell that all mages must know if they wish to craft technological devices. Most apprentices learn this spell early on in their careers, although those with Creation as a weak aptitude may forego it for other things. If the *infusion* spell fails, the magic item cannot be created, and the basic object itself is ruined.

Step Two: Attunement

The next step is used to attune the item to its user. The mage selects one of the Attune spells (*attune to self*, *attune to individual*, *attune to group*, or *attune to all*) and employs it on the item. Most mages choose to attune items only to themselves, as this makes the crafting easier—and, for high-level mages, quite trivial.

If the mage attempts to attune an item to anything other than himself, a failure on that spell results in the item being attuned to himself instead. If the failure is on an *attune to self* spell, the item fails to work and the base object is ruined.

A mage may use an item attuned to any other mage at a penalty of –4 to all required skill checks. Otherwise, a creature may not employ a magic item attuned to someone else. Of course, the item's basic (non-magical) functions may be used, so a magic staff could still be swung as a weapon. The wielder would not have access to any of the staff's special abilities, like fire creation or an enhancement bonus to damage, but he could still club someone over the head with it!

Elixirs skip this step, as they are always attuned to whoever consumes them.

Step Three: Power Source

The next step determines how the item will be powered. The mage selects any of the Power spells (*mage powering*, *self powering*, or *will powering*) and uses it on the item. *Mage powering* is the most common, as it draws from the mage's own power reserves and doesn't require XP. The others have significant disadvantages. Elixirs have enough power for one use only and cannot be re-powered.

If any of these spells fail, the result is a *mage power* effect, unless *mage power* was the spell being cast in the first place. In that case, the item is broken and the base object is ruined.

Step Four: Imbue With Spell Ability

Next, the mage employs *imbue* spells to add powers to an item. Each *imbue* spell is cast individually, in any order desired by the mage. The *imbue* spell adds the power of another spell the mage knows, such as *armour* or *create acid*. The imbued spell must be in a school for which the mage has at least a standard aptitude.

When an *imbue* spell is used, the mage must make a Technical check with a DC equal to the Magery DC of the appropriate spell whose power is being applied. (The mage need not actually cast that spell, but uses his Technical ability to hard-wire its effects into a physical object.) For example, if creating a *ring of armour*, the mage casts *imbue* and makes a Technical check equal to the DC of the *armour* spell as if cast at his level of aptitude. The mage may employ any special feats to enhance that spell, such as Invisible Spell, adding the Magery DC penalty (if any) to the Technical check DC. If creating an elixir, the mage receives a +4 bonus on the Technical check.

If adding more than one power to an item, each additional *imbue* spell adds +4 to the required Magery and Technical DCs, so the mage would be wise to cast the most difficult spell first, followed by the easier ones near the end. Failure does not ruin the item,

However, the elixir functions only once, and only for the person consuming it. The effects last for as long as it would take a magic item of that same type to consume one increment of power points (so if the item is listed as expending 2 power points per minute, the elixir would function for one minute only).

Final Notes on Item Creation

Crafting items requires a great deal of time—usually several days. If Creation is a weak aptitude, the crafting time is doubled, but there is no time benefit for primary aptitudes. The mage is permitted to rest and sleep normally (for up to 8 hours) while making an item, and can cast or maintain other spells if he wishes. He may not, however, undertake any activities beyond the very lightest forms of exercise. Power points return at the 'meditation' rate while the mage enjoys his 8 hours of daily sleep, and at the 'hard activity' rate during the remainder of each day. If the mage cannot recover enough points to cast a given crafting spell at any point in the process, he must give up on the item, as it is beyond his capacity to make. Other mages may aid him if they have the Supporting Spell feat and the appropriate crafting spells. Regardless of how many mages pitch in, only the one crafting the item pays the XP cost.

When calculating XP costs for creation, sum all percentage modifiers before applying them to the numeric total. Thus, an item with an XP cost of 500 that included a +50% modifier and another +100% modifier would increase its cost by +150% to 1,250 XP (*not* by +50% to 750, and then by a further +100% to 1,500).

A mage may not craft an item that imbues a spell in which he has a weak aptitude. For example, a mage creating a *ring of armour* must have Defence as at least a standard aptitude. Regardless of the skill level of the mage crafting the item, any spells imbued within the item are employed by its owner as if cast by a mage of standard aptitude.

Healing items that require a material focus can only be employed by mages with the Healing school as at least a standard aptitude. Any such item's healing powers can be used only by a mage, because it requires the use of a mage's organelles in order to function.

Activating a magic item is a standard action as long as the item is held or worn, the owner knows how to use it, and the item is attuned to the owner. There is no skill check required, although if the item uses a touch or ranged touch, the mage will need to

but simply disrupts that desired power in some way, as described previously. If earlier powers were added successfully, they are not disrupted by the failure of another power added later.

Step Five: Add Enhancements

During this step, the mage adds any additional enhancements, such as a larger power battery, deactivation or self-destruction switches, and the like. Each enhancement after the first adds +2 to the required Magery and Technical DCs, but enhancements are treated separately from those in Step Four. If a mage uses three *imbue* spells and one *enhancement*, for example, there is no penalty to the DC for the single *enhancement*.

Step Six: Activation

When all spells have been finished, the mage completes his work and activates the item. As soon as he activates it, he can no longer add any further powers to that item. All XP costs are paid at the moment the item is activated, and not before. The mage can choose not to activate it, but save it for later if he so desires. However, he cannot charge its power battery until the item has been activated.

Crafting Elixirs

Elixirs are not necessarily potions; the term applies equally to any item that is consumed to provide a special benefit—e.g., a drink, powder, or other kind of food. An elixir is created by using an *infusion* spell and one *imbue* spell, with no enhancements possible. The XP cost is reduced to 10% of the calculated value.

score a hit to successfully employ its powers. Weapons must hit their target in combat to deliver any special effects.

Mages attempting to use an item created by another mage require a full round action. If someone unfamiliar with the device attempts to figure out how it works, he must succeed in a Technical check (DC 15 + the level of the mage who created it) for each power within the item. Even if this check succeeds, the individual will be unable to use the item unless it is properly attuned to him.

If a spell imbued within a magic item has a chaos point cost, the mage receives the listed number of CPs whenever he uses that power, even if he is not the mage who created the item. The maker is never responsible for chaos points that occur as a result of the use (or misuse) of his creations. Non-mages, of course, do not have to worry about chaos points.

List of Creation Spells

The list hereafter covers all known magic item creation spells. There is no range, target, duration, maintenance cost, or saving throw listed for any Creation spell. Range is always touch, target is the item being created, duration is permanent, maintenance cost is N/A, and the saving throw is based entirely upon the spell effect in play. If the item is designed to create adverse effects on a target, it may permit a Fortitude, Reflex, or Will save, and if so, that fact will be noted in the spell description. Any such saving throw's DC is based upon the skill of the crafter at the time the device was created.

Attune to All
Requirements: Greater Infusion, Attune to Race
Casting Time: 2 days
Casting Cost: 4
Magery DC: 27
Technical DC: 32
XP Cost: +100%

This spell removes the need for attunement, allowing anyone holding or wearing the item to employ it without restriction.

Attune to Group
Requirements: Attune to Individual
Casting Time: 2 hours
Casting Cost: 4
Magery DC: 22
Technical DC: 25
XP Cost: +50%

This spell attunes a crafted magic item to a group of people or a specific creature type. He can select a specific set of individuals, in which case he must have DNA samples from each and every one, or he can instead pick a specific subtype of related people (such as all members of a particular family). In the latter case, the DNA from any one of the family members will do. The spell cannot be so broad as to include an entire species or subspecies, such as 'all Drazi' or 'all Chinese people' (for that, use *attune to race*). The mage can always use the item as well if he wishes, and other mages can still use it at a –4 penalty to all skill checks.

Attune to Individual
Requirements: Attune to Self
Casting Time: 2 hours
Casting Cost: 4
Magery DC: 18
Technical DC: 21
XP Cost: +25%

This spell attunes a crafted magic item to a specific individual. The mage must have a sample of this person's DNA available to make the spell work. The mage can always use the item as well if he wishes, and other mages can still use it at a –4 penalty to all skill checks.

Attune to Race
Requirements: Attune to Group
Casting Time: 4 hours
Casting Cost: 4
Magery DC: 24
Technical DC: 27
XP Cost: +75%

This spell attunes a crafted magic item to a single species or subspecies. The mage must have a DNA sample from at least one creature that is part of the desired group. The item's attenuation can be general ('all Humans') or specific ('all Caucasians'), but the item is tied to DNA, not social or religious lines. Thus, an item could not be attuned to all members of the Minbari religious caste, for example.

Attune to Self

Requirements: Infusion
Casting Time: 2 hours
Casting Cost: 2
Magery DC: 10
Technical DC: 16
XP Cost: 0

This spell attunes a crafted magic item to the caster. Other techno-mages can attempt to use the item at –4 to all skill checks made while using it. Others may not employ the item at all; any attempt to do so produces no discernable effect.

Enhancement, Automatic Function

Requirements: Free Action Enhancement, Deactivation Switch Enhancement
Casting Time: 4 hours
Casting Cost: 8
Magery DC: 23
Technical DC: 30
XP Cost: +100% per power

This enhancement allows the mage to set a trigger event that will cause an item to activate automatically, as an immediate free action. The item must be in contact with a creature to which it is attuned, and the event must affect, and be sensed and recognised by, that creature. For example, a mage could create a ring that activates a *skin of diamond* spell the instant its owner comes under attack—and if so, the effect would be considered in place when the attack was resolved. Of course, despite the item's automatic function, the mage can also cause the item to activate through normal means, without actually waiting for the trigger event to occur.

Enhancement, Deactivation Switch

Requirements: Attune to Individual
Casting Time: 2 hours
Casting Cost: 2
Magery DC: 16
Technical DC: 20
XP Cost: +10%

This spell allows a mage to deactivate or reactivate his item at any time as a standard action. The mage can set this up as a command word, a gesture, a button or switch on the object itself, his touch, a particular spell, or anything else he chooses. The switch (or whatever) can also be employed by anyone to whom the device is attuned, but the mage's will always overrides that of anyone else, even a person wearing the item. If the item is deactivated in this manner, the owner may not reactivate it—only the mage's permission will let it work again. This enhancement is designed as a way for a mage to ensure a gift or loaned item will not be used in a manner contrary to his wishes.

Enhancement, Dust Size

Requirements: Attune to Group
Casting Time: 4 hours
Casting Cost: 4
Magery DC: 14
Technical DC: 22
XP Cost: +10%

This enhancement can be used only on items that have but a single spell imbued upon them. The item in question can be smaller than Fine size, even down to the scale of a grain of dust for very simple items. A dust-sized item can only be seen by those in its square, and adds a –16 size penalty to any Spot check made to notice it. The mage who created the item can always find it without difficulty, however. Most items of this type are designed to attach to a person or piece of clothing, and remain in place unless disturbed, such as by washing. Items of this size are extremely easy to damage, having only 1 hit point and no hardness.

Enhancement, Enlarged Battery

Requirements: Attune to All, Will Powering
Casting Time: 4 hours
Casting Cost: 8
Magery DC: 25
Technical DC: 22
XP Cost: +25%

This spell increases the power battery of an item by 50%, dropping any fraction. Thus, an item that normally stores 8 points of power would hold 12 if this spell is added during the item's creation.

This spell may be cast multiple times, further increasing the capacity. Each casting increases the percentage bonus by +50% (so two castings would be 100%, three would be 150%, and so on). Casting this spell repeatedly on the item in the example above would increase the battery to 16 with a second casting, 20 with a third, 24 with a fourth, and so on.

Enhancement, Free Action Activation

Requirements: Attune to Self
Casting Time: 8 hours
Casting Cost: 6
Magery DC: 18
Technical DC: 27
XP Cost: +50% per power

This enhancement permits the item's owner to access its powers as a free action instead of a standard action. If the creator wishes to apply this enhancement to specific powers instead of all powers, each must also be improved by the *individual control enhancement* spell.

Enhancement, Hidden Power

Requirements: Free Action Activation Enhancement
Casting Time: 2 days
Casting Cost: 4
Magery DC: 20
Technical DC: 30
XP Cost: +25% per power

This enhancement allows the mage to make any or all of the item's powers a secret. Any attempt to identify a hidden power through a Technical check is at a –15 penalty. Another mage can discover a hidden power at a –10 on his Technical check. Each hidden power requires a separate roll to detect, and a retry is not permitted when attempting to locate a hidden power until the character has earned at least 1 more rank of Technical skill through level advancement.

Enhancement, Individual Control

Requirements: Attune to Self
Casting Time: 2 hours per power
Casting Cost: 4
Magery DC: 22
Technical DC: 20
XP Cost: +10% per power

This enhancement allows the item's owner to individually control which powers are employed when the item is activated. This can take the form of multiple command words, a row of switches, a special way of holding the item, or anything similar. Without this enhancement, an item activates all of its powers simultaneously when it is turned on. If an item includes this enhancement for some of its powers but not all (e.g., a ring that activates an *armour* power when either *disguise* or *elemental resistance* is employed), the extra XP cost is paid only for those items that can be individually turned on or off.

Enhancement, Self-Destruct Switch

Requirements: Deactivation Switch Enhancement
Casting Time: 2 hours
Casting Cost: 4
Magery DC: 24
Technical DC: 20
XP Cost: +25%

This spell allows the mage to install a self-destruct switch that causes the item's inner circuitry to permanently fuse upon command. The mage can issue the command from anywhere as long as both he and the item are within the techno-mage FTL network. The destruction of the item immediately ends any spells or abilities it possesses, but causes no damage to the item's owner or anyone else holding it. Mages often add these switches to gift items to ensure they are not used improperly.

Enhancement, Single Use

Requirements: Self-Destruct Switch Enhancement
Casting Time: Reduce total time required by 50%
Casting Cost: 0
Magery DC: 20
Technical DC: 25
XP Cost: –75%

This spell is employed to ease the creation of a magic item, reducing it to but a single purpose. With this enhancement, a mage could produce techno-magical grenades that destroy themselves on activation, a wardstone that howls in alarm when someone passes close by (and then disappears), a camera that observes an area for a period of time and then disintegrates, and so on. Since the item in question is singular of purpose, it is quicker and easier to make, but once employed it can never be recovered.

Imbue

Requirements: Imbue Elixir
Casting Time: See text
Casting Cost: 20
Magery DC: 24
Technical DC: Equal to Magery DC of the spell employed
XP Cost: See text

This spell is used to imbue a magical item with a spell effect. The mage can choose any spell that he knows from any school that is at least a standard aptitude. He then makes a Technical check with a DC equal to that of the Magery check normally employed to cast the imbued spell. If the Technical check is successful, the desired spell has been correctly built into the item.

The XP cost to *imbue* an item is equal to the following formula:

(Magery DC – 10) squared, times 2

Thus, a spell with a Magery DC of 15 requires 50 XP (15 – 10 is 5, which squared is 25, times 2 is 50). As a further example, consider the *prowess* spells, which can be used to give weapons bonuses to hit in combat. *Lesser prowess* has a Magery DC of 18, so the cost to imbue a magic weapon with a +1 bonus to hit would be 128 XP. *Prowess*, on the other hand, has a DC of 22, so the XP cost to make a +2 weapon would be 288 XP. Finally, *greater prowess* has a 26 DC, so the XP cost for a +3 weapon is 512 XP.

If an item has multiple *imbue* spells cast upon it, the XP cost of each additional power is calculated separately and added to the total. However, the XP cost of any one power cannot be less than half that of the most expensive power. Thus, if an item were imbued with a DC 32 spell (968 XP), adding another spell with a DC of 14 (normally 32 XP) would cost a minimum of 484 additional XP. This prevents mages from crafting an item with a single large power and several small ones to cheaply increase the battery size (see below).

Each *imbue* spell provides an item with a basic power battery equal to 3 power points if the mage has Creation as a weak school, 4 points for standard aptitudes, and 5 for primaries. Each time the item is used, it drains power from this battery at the same rate the same spell would cost to maintain (if that spell cannot be maintained, use the casting cost instead). 'Using' an item can mean activating a defence, invoking an enhancement, or employing an attack power. Newly created items have empty batteries.

Items that provide a continuing benefit drain power points at the same rate they would if that spell had been cast upon their owner. Thus, a belt that adds the *skin of diamond* ability drains 1 power point per minute for as long as it is active. If the item is deactivated prior to the completion of a full time increment, the listed power points are still drained in full—do not keep track of fractional amounts! Thus, a mage could not activate the above-mentioned *diamond skin belt* for 2 rounds and then deactivate its power until the next battle, 'saving up' the other 8 rounds for later use.

In general, objects must be crafted in such a way as to have a visible function. If the item enhances one of the senses, it must be appropriate to that sense, so something that improves eyesight must be glasses, goggles, contact lenses, or something of that nature (a ring would not be able to help with vision). If an item improves another body function, it must be positioned in such a way as to be useful—*nimbleness*, for example, is appropriate for boots or gloves, but would be of little use on the head, while items of *clarity* or *insight* are almost always attached to the head or otherwise close to the brain (some could even be implanted *in* the brain).

Invoking the spell within an item is performed in the same manner as casting that spell. For example, if the spell requires a mage to hold out his hand, the item must be located on the hand or arm, e.g., in a ring or bracelet. If the spell improves the voice, the item must go around the neck or fit into the mouth or throat. Items require verbal command words to activate unless the mage used the Silent Spell or Silent Magery feats during item creation; they also need some sort of motion or gesture unless the mage used the Still Spell or Still Magery feats.

The casting time of the *imbue* spell is equal to the DC of the spell being imbued divided by 5, rounding any fraction up. This result is expressed in a number of days. Thus, if the imbued spell had a DC of 21, the *imbue* spell would require 5 days of work. Each *imbue* spell used upon an item calculates and adds in its time requirement separately, so if the example item above had a second spell with a DC of 22, 10 days would be required (not 9 days).

Finally, it should be noted that the actual effect of any crafted magical item is entirely up to the judgment of the Games Master. There may be multiple ways to interpret a given spell when it is imbued upon an item. For example, an item that created a *centre gravity* effect could be allowed to shift the wearer's interpretation of gravity only one direction, determined at the time the item is crafted, or the Games Master may rule that there are two switches, one for heavier gravity and one for lighter gravity.

The Games Master is the sole and final arbiter of a techno-magical item's appropriateness in the game or whether or not it can even be crafted. If the Games Master decides that a *ring of teleportation* is too powerful for his campaign, he can simply rule such a device cannot be made. A Games Master should never allow a player techno-mage to craft any item that he feels will disrupt or ruin play!

Imbue Elixir

Requirements: **Attune to Self, Mage Powering**
Casting Time: **1 day**
Casting Cost: **18**
Magery DC: **20**
Technical DC: **Equal to Magery DC of the spell employed**
XP Cost: **See below**

This is the same as *imbue*, except it is used for creating elixirs. An elixir takes less time, is easier to make, and has an XP cost equal to 10% of that of an item created with a similar power. However, it only works once, and its effect cannot be maintained. For confirmation purposes, this XP cost is equal to the following formula:

(Magery DC – 10) squared, divided by 5

Thus, an elixir created using a spell that had a Magery DC of 25 would cost 45 XP to create. Although individual elixirs are relatively cheap, a techno-mage must be careful not to make too many, or he will never advance in spellcasting skill!

Infusion

Requirements: **None**
Casting Time: **2 hours**
Casting Cost: **4**
Magery DC: **15**
Technical DC: **12**
XP Cost: **0**

This spell infuses a Fine-sized item with filaments of tech, enabling the object to be later imbued with other techno-magical powers. Items of this size include elixirs, rings, and other small pieces of jewellery. A mage with Creation as a primary aptitude can use this spell on items as large as Tiny size. Smaller items use the *dust size enhancement* to function properly.

Infusion, Greater

Requirements: **None**
Casting Time: **2 hours**
Casting Cost: **6**
Magery DC: **22**
Technical DC: **18**
XP Cost: **0**

This is the same as *infusion*, except the item in question can be of Small size or less. This category includes most useful items and weapons. Mages with Creation as a primary aptitude can create items as large as Medium size.

Powering, Mage

Requirements: **Attune to Self**
Casting Time: **2 hours**
Casting Cost: **4**
Magery DC: **12**
Technical DC: **12**
XP Cost: **0**

This spell allows a mage to employ a techno-magic item using its own inherent battery (see the description of the *imbue* spell for details). The mage can also apply the *enlarged battery enhancement* spell to increase the battery size if he wishes. A mage can use his own power points to recharge the item as a standard action, or as a free action if he knows the spell imbued within the device.

Whenever the item employs any spell or ability, the required amount of power points are drained from its internal battery. When the item is out of power, any spells it is using or maintaining end immediately. A mage can recharge the item's battery as described above, but only if he is touching the item. He may not, however, add more power points than the item's batteries can store. An item does not regenerate its own power

points unless the mage uses the *self powering* spell in the crafting instead of *mage powering*.

Powering, Self

Requirements: **Attune to Group, Will Powering**
Casting Time: **2 hours**
Casting Cost: **16**
Magery DC: **28**
Technical DC: **32**
XP Cost: **+200%**

This difficult spell is used to imbue a magic item with its own power source. The item in question still tracks its own power needs, but it does not require energy from a mage or force of will. One power point is regenerated every hour. A character may, if desired, restore power using will or power points if he so desires, but this is optional.

Powering, Self, Greater

Requirements: **Self Powering**
Casting Time: **2 hours**
Casting Cost: **20**
Magery DC: **32**
Technical DC: **36**
XP Cost: **+400%**

This is similar to *self powering*, but the item regenerates 1 point of power every 10 minutes. The XP cost is so severe that most mages apply this ability only to items that include only the simplest spells.

Powering, Will

Requirements: **Attune to Individual, Mage Powering**
Casting Time: **2 hours**
Casting Cost: **8**
Magery DC: **20**
Technical DC: **24**
XP Cost: **+50%**

When this spell is used in the crafting of a magic item, the mage adds the ability to recharge the device through sheer force of will. Any individual capable of employing the item (i.e., anyone to whom it is attuned, or any mage) may recharge its batteries by making a Will save (DC 10 + the number of power points to be restored). Attempting to recharge the item in this manner requires a standard action. If the Will save is successful, the character suffers subdual damage equal to the amount of power points he restores.

If a mage touches the item, he can also restore power points in the same way as he would if *mage powering* had been used to create it. *Will powering* is generally used for lesser items given as gifts or loans to non-mages.

Creating New Spells

Each techno-mage speaks to his tech in a different way, depending upon his individual personality and the focus of his magery. Over time, a given mage takes his studies in directions others have never thought of—or, indeed, may not even be capable of.

It is his individuality that gives each mage his uniqueness within the techno-mage order. Although most mages employ similar spells, they do so in their own way. Some even develop new spells not seen in this book. Inevitably, a techno-mage player will discover a need for a spell effect he cannot duplicate with the spells found earlier in this chapter. If that is the case, he may wish to research a new spell.

Researching a spell takes a great deal of time, depending upon the various facets of the desired effect (range, power, effect, etc.). The Games Master could rule that making a new spell takes weeks, months, or even longer for extremely complex spells. The recommended length of time is one level of experience—a mage wishing to learn a custom-designed spell announces this desire when he levels up, and then learns it when he reaches his next techno-mage level. The Games Master should probably limit techno-mages to one custom spell per level to keep things from getting out of hand.

Because there is no 'formula' used to determine a spell's statistics, coming up with a specific set of costs and rules can be difficult. The job of doing this falls squarely upon the shoulders of the Games Master, *not* the techno-mage player! The player should describe, as fully as possible, what it is he wants his new spell to do. Then, the Games Master decides on the statistics based on the guidelines hereafter.

Spell Comparison

The first and most important step for the Games Master is to examine the new spell's abilities and find the closest possible comparison amidst the existing spells presented in this book. Sometimes, a new spell is basically the same as one that is already written, except for a slight difference in range, area, or other features. For example, a player may wish to create a spell that lobs an *explosive fireball* but doesn't detonate it until the mage shouts a command word several rounds later. To make this spell, the Games Master would simply take the existing *explosive fireball* statistics and raise the DC to a level he felt was appropriate (perhaps 4 higher than the listed value, or more if the mage wants to be able to leave the unexploded *fireball* in place for an extended length of time).

If the spell has no real comparison, the Games Master should find the spell closest to the new one in approximate power and work from there. A spell that lets a computer screen duplicate a view from the security camera in another building is similar in power level to the *spyspot* spell, for example. If there is any doubt, the Games Master should be conservative and err on the high side. Players will naturally want their new spell to be better than anything already in existence, but creating a new spell is a right, not a privilege. There should be a price paid for this flexibility.

Magery DC

The next step in custom-designing a spell is to determine the DC of the Magery check. This should be close to the DC for whatever existing spell is being used as the baseline for the new one, but again, it will likely be higher than the player might expect. The temptation will be to define a DC based on the player's current skill level, but this is not correct—the spell should be judged on its own merits, not that of the mage who is creating it.

When the Games Master picks the Magery DC value, he should keep in mind that this will also come into play when the spell is used to craft items. Higher values increase item XP costs very rapidly, while low ones (especially those less than DC 20) can be used to craft very cheap items. Thus, if the player's intent is to use his new spell to make a techno-magical item, the Games Master should be sure to inspect the expected XP cost carefully.

Duration and Cost

The duration of a spell should generally be kept to a minimum. Only the simplest, least powerful spells have long durations. Most damage-causing spells are instantaneous, while enhancers and defences last for no more than a minute at a time. Increasing these amounts should raise the DC significantly, as well as the power cost.

The power cost of a spell can be used as an inherent balancing factor. If the techno-mage does not have a particularly high skill, but figures he only needs to employ his new spell once in a great while, he might not mind having the power point cost be prohibitively high. Similarly, if he wants to be able to cast it quickly and cheaply, the mage will have to pay for this with an increased DC.

The maintenance cost for most spells is significantly lower than its initial casting cost. For many spells, the difficulty comes in the casting; maintaining it is a trivial matter. That is why so many spells have a maintenance cost of 1 or 2. The time increment should be the same as the spell's duration in most cases, although this could be altered for unusual spell types.

Range and Area

The range of a spell should be limited according to its usefulness. Spells of communication and the senses are often useful at long distances, but very few others are. Most combat spells are limited to close range, or perhaps medium. Enhancements and protections are almost always touch-based. Techno-mages employ ranged touch attacks when casting most damage-causing

spells. Anything that exceeds these guidelines should increase the DC noticeably. A *frost bolt* that can be launched to Long range would be at least +4 DC over that of a basic version, for example.

Area is even more important. A mage's ability to score large amounts of damage on groups of targets is potentially very unbalancing to any campaign. Unlike the basic fantasy d20 game, in which a *fireball* spell can deal out a tremendous amount of pain, the *Babylon 5 RPG* is a low hit point affair in which the ability to sweep aside a roomful of creatures in a single attack makes a single character like unto a god. Thus, most existing techno-mage spells have very small areas of effect, except for the most powerful ones in each school. Greatly increasing the area of effect should have a serious effect on the spell's DC, even more so than range does.

Chaos Cost

All spells that cause damage, or can be used to cause harm, should have a chaos cost noted in their descriptions. Use the existing spells (except *destruction*) as a guideline—a basic damage-causing ray would cause 1 chaos point, while those that score more damage can cause 2 or even 3 points. Area effect spells normally score 1 or more chaos points per creature. If a spell produces fewer chaos points than normal, its DC should be increased, but under no circumstances should any damage-causing spell have a chaos cost of zero.

Also, beware of spells that allow players to damage others through some sort of secondary effect, like splash damage or by collapsing a wall onto a target. Such things should also cost a commensurate amount of chaos points.

Prerequisites

All newly designed spells should have prerequisites the techno-mage already meets. Since spell research is an individual task that draws on the mage's own knowledge, it makes no sense to allow a mage to design a new spell that employs techno-magical capabilities he does not yet understand.

In the unlikely event that a player comes up with a spell that has no connection to any existing spell of any kind (such as *destruction*), it will at least fall into one of the seven basic schools of technomancy. The prerequisites might then be a certain number of spells in that school, or even similar spells from other schools.

Multiple Effects

In general, a techno-magical spell should have only one specific effect. That effect might have more than one consequence (such as a sonic burst that scores damage and produces deafness), but it is still based on a single action or event. Spells basically cannot do more than one thing at a time—you could not design one

that simultaneously sent a message to a distant friend while filling a nearby room with shards of ice, for example.

Hypothetical Spell Design

With all the above in mind, let's imagine a player decides his techno-mage character is in need of a spell to aid the impoverished villagers of a drought-stricken community. He approaches the Games Master with an idea for a spell that would produce a fertile rain that increases the growth rate of crops in the affected area by 50%. The Games Master rules that this is something the techno-mage, who has Healing as a standard aptitude and Elemental (cold) as a primary, could create when he next advances in level.

While the techno-mage character undertakes a personal mission to earn the required experience, the Games Master considers the new spell carefully. The techno-mage already knows *snowfall* and *moderate mass healing*, which the Games Master rules are the closest things to the new spell in existence at the moment. He sets both of these as the new spell's prerequisites. He also determines that the new spell's name should be *fertile rain*, per the player's suggestion.

Snowfall should actually be the basis for the spell, or so the Games Master decides, but the radius of effect of that spell is not large enough to cover a significant crop area. However, since the *snowfall's* concealment benefit will be lost in the new *fertile rain* spell, the Games Master rules that the increased area cancels out the loss of combat effectiveness. The area of effect increases to a 50-foot radius sphere, about the size of one farm in the impoverished village.

In addition to the rainfall, the spell will also increase the growth speed of the dry crops, allowing them to recover from the drought's damage. The Games Master rules this will be the equivalent of a *moderate healing* on all the crops in the area, but the effect does not occur immediately. Instead, the crops will return to full health after two weeks, providing the spell continues to operate in that time. With this in mind, the Games Master sets the casting cost of the spell to 4, the duration to 1 day, and the maintenance cost to 2 per day. The extended time cancels out the difficulty requirements of the sheer amount of healing going on, and ties the mage to the area for a considerable length of time, limiting the spell's usefulness.

Finally, the Games Master must decide on a DC for the new spell. Comparing *snowfall* and *moderate mass healing*, he decides the proper DC should be midway between them, since all other benefits cancelled each other out. He sets the DC to 25. When the techno-mage achieves his next level, he discovers the *fertile rain* spell, which takes one of his new spell slots for that level.

Techno-Magical Items

Techno-mages do not craft a tremendous number of magical items as a general rule. Most mages are too concerned with spellcasting and research than creating trinkets. Besides which, crafting a new item is a complicated, time-consuming procedure, and mages usually have much better things to do. Those objects they do create are usually small and for the mage's own use.

A techno-mage almost never creates items for others, except under special circumstances. For example, a mage who is an advisor to a great leader might craft a ring designed to protect that person from harm. Even then, a wise mage keeps a careful eye on his gifts, for one never knows when they might be used for inappropriate purposes.

Since one of the tenets of the Code is secrecy, most techno-mages do not wander around the Galaxy offering stockpiles of magical items for sale. A non-mage character will almost certainly never be offered the opportunity to visit a 'magic shop' (except in a campaign where one or more techno-mages have abandoned the Code), and if a player does somehow get his hands on a techno-magical item, he almost certainly won't be able to use it. In the event he does find one of the rare items crafted for use by anyone—and isn't equipped with a self-destruct device—such a treasure would be priceless. Thus, there no purchase costs are listed for any of the items in this chapter.

Since the actual crafting of items is discussed at great length in the section on Spells of Creation, this chapter simply lists a number of magical items and their statistics. This chapter includes three primary sections: Elixirs, Trinkets, and Instruments of Power. Elixirs are one-use consumables, usually in beverage form, that provide an advantage of some sort for a brief period of time. Trinkets are usually items with a single power, often in the form of jewellery, or possibly tiny dust-specks that can't be seen with the naked eye. Instruments of Power are the rarest of all—the things a mage constructs for his own use, such as a staff, defensive item, or even a weapon.

Finally, at the end of this chapter, the Techno-Mage Pinnace is discussed in detail. This is the ship each apprentice receives upon graduating to full mage status. In addition to its use as transportation, a ship can also be customised to fit each individual mage, representing himself and his personality. The mage's pinnace is in many ways an extension of himself, and can even serve as a limited place of power if properly modified.

Elixirs

Elixirs are relatively easy to make, and don't require a tremendous amount of effort on the part of the mage. One advantage of a typical elixir is that it functions for whoever drinks it, even non-mages. An elixir can be any sort of consumable item—it need not be in liquid form. However, regardless of the elixir's nature, it usually appears to be an ordinary concoction to the naked eye. Most non-mages will be unaware that the elixir is anything special, unless the creator is on hand to explain its powers, or the container is clearly labelled.

Elixirs are very simple, and include a number of restrictions, as summarised in the following list:

5 An elixir can be created using only a power designed to affect a single creature (whoever consumes the item).

5 Elixirs cannot affect areas, groups, or vehicles, nor may they direct their powers towards another creature.

5 Healing elixirs automatically include enough organelles to function properly for a single use. The organelles are left in an inactive state, but will not survive long outside the mage's body. A healing elixir will become ineffective after 3d6 days (3d6+3 days if the crafter has Healing as a primary aptitude). This restriction applies for all elixirs crafted using healing spells that use a *healing crystal* as a material focus.

5 Elixirs can be used only for spells that have a casting time of one hour or less. Longer spells are too complicated to function in elixir form.

5 Elixirs must be pre-programmed in all cases. If the spell imbued upon them normally allows the mage to make a decision at the time of casting, that decision must be made when the elixir is crafted. Thus, for example, an *elixir of disguise* must include the desired disguise in its design—the user may not change this when the elixir is consumed.

The following chart lists some of the more common elixirs a mage is likely to create, along with their XP costs and durations.
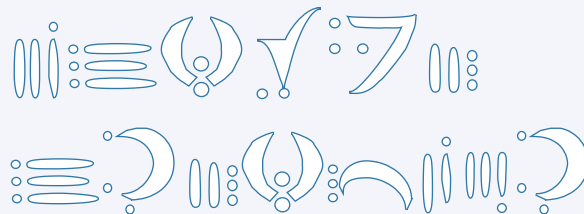
Elixir	XP	Duration	Benefit
Acrobat	20	1 minute	+5 Tumble
Alertness	7	10 minutes	+2 Listen, +2 Spot
Altered Breath	34	1 hour	Immune to thin atmospheres, +4 Con to hold breath
Altered Breath, Greater	58	1 minute	No breathing needed
Appeal	39	1 minute	+4 Charisma
Armour	13	1 hour	+2 natural armour bonus
Armour, Greater	29	1 hour	+3 natural armour bonus
Armour, Lesser	3	1 hour	+1 natural armour bonus
Balance	5	1 round	+4 Balance
Blink	80	Instant	Suddenly appear to jump to a new location
Blurry Image	7	5 rounds	20% miss chance
Burst of Speed	13	1 round	+30 movement speed
Centre Gravity	20	10 minutes	Shifts gravity effects by one level in a pre-determined direction
Clarity	39	1 minute	+4 Intelligence
Clear Mind	24	10 minutes	+4 to Will saves to resist telepathy
Contortionist	20	1 minute	+5 Escape Artist
Cure Blindness	45	Instant	Cures blindness
Cure Deafness	39	Instant	Cures deafness
Cure Disease	133	Instant	Cures disease
Cure Poison	65	Instant	Cures poison
Cure Radiation	125	Instant	Cures radiation
Danger Sense	13	10 minutes	Danger Sense feat
Darkvision	24	1 minute	Ability to see in the dark
Detect Lie	20	1 minute	+5 Sense Motive
Determine Direction	24	Instant	Determine direction
Disguise	34	1 minute	Face changes to a pre-determined illusory form
Disguise, Greater	72	1 minute	Entire body changes to a pre-determined form
Displacement	45	1 round	50% miss chance
Elemental Resistance	10	10 minutes	DR 5 against one type of elemental attack
Elemental Resistance, Greater	24	10 minutes	DR 8 against one type of elemental attack
Elemental Resistance, Lesser	3	10 minutes	DR 3 against one type of elemental attack, selected when the elixir is created
Falsehood	20	1 minute	+5 Bluff
Fearful Visage	16	1 round	Face becomes terrifying
Flexible Shield	65	1 minute	Shield absorbs the next 15 hit points
Flexible Shield, Greater	97	1 minute	Shield absorbs the next 20 hit points (note: unlike the spell, this cannot defend others)
Flexible Shield, Lesser	34	1 minute	Shield absorbs the next 10 hit points
Flexible Shield, Total	135	1 minute	Shield absorbs the next 30 hit points
Hardiness	39	1 minute	+4 Constitution
Healing, Greater	58	Instant	Cures 3d4+1 hit points
Healing, Lesser	16	Instant	Cures 1d4 hit points
Healing, Major	88	Instant	Cures 5d4+3 hit points

Healing, Minor	5	Instant	Cures 1 hit point
Healing, Moderate	34	Instant	Cures 2d4 hit points
Healing, Total	125	Instant	Cures all damage
Improved Fortitude	10	1 minute	+2 luck bonus to Fortitude saves
Improved Reflexes	10	1 minute	+2 luck bonus to Reflex saves
Improved Will	10	1 minute	+2 luck bonus to Will saves
Insight	39	1 minute	+4 Wisdom
Invisibility	39	1 round	Invisibility to vision
Invisibility, Greater	65	1 round	Invisibility to all sensors
Leaping	20	1 minute	+5 Jump
Lighten Object	3	1 hour	Reduces weight by one-third
Lighten Object, Greater	13	1 hour	Reduces weight by one-half
Luck	1	1 hour	+1 luck bonus on one save
Luck, Greater	7	1 minute	+1 luck bonus on all saves
Might	39	1 minute	+4 Strength
Mimic Sound	24	1 round	Voice can mimic any sound
Nimbleness	39	1 minute	+4 Dexterity
Observation	20	1 minute	+5 Search
Personal Shield	13	1 hour	Shield provides +2 deflection bonus to DV
Personal Shield, Greater	39	1 hour	Shield provides +3 deflection bonus to DV
Personal Shield, Lesser	3	1 hour	Shield provides +1 deflection bonus to DV
Preparedness	29	1 minute	+5 Initiative
Prescience	24	1 minute	+1 to all skill and initiative checks
Prescience, Greater	39	1 minute	+1 to skill, initiative, attacks and saves
Prowess	29	1 minute	+2 attack
Prowess, Greater	51	1 minute	+3 attack
Prowess, Lesser	13	1 minute	+1 attack
Quickness	45	1 round	+1 attack, DV, Reflex save; one extra action
Remove Fatigue	20	Instant	Reduces fatigue conditions
Remove Fear	10	Instant	Reduces fear conditions
Remove Nausea	3	Instant	Reduces nausea conditions
Restore Ability	51	Instant	Restores 1 point of ability score loss
Restore Consciousness	24	Instant	Restores unconscious creature to consciousness
Restore Vitality	34	Instant	Cures 2d6 nonlethal damage and eliminates all effects of exposure to harsh environments
Sharp Ears	20	1 minute	+5 Listen
Sharp Eyes	20	1 minute	+5 Spot
Skilfulness	2	1 hour	+2 to next skill check
Skin of Bronze	16	1 minute	Tough skin provides DR 2/–
Skin of Diamond	80	1 minute	Tough skin provides DR 4/–
Skin of Iron	45	1 minute	Tough skin provides DR 3/–
Skin of Wood	3	1 minute	Tough skin provides DR 1/–
Slow Time	51	Instant	1 extra set of actions this round
Slowfall	13	Instant	Reduces the effects of falling
Stabilise	1	Instant	Stabilises target

Stop Time	180	Instant	Take 4 free rounds of actions
Swimming	20	1 minute	+5 Swim
Teleport	157	Instant	Teleport to another location within close range
Teleport, Greater	259	Instant	Teleport to another location within sight
Tread Lightly	1	1 round	+3 Move Silently, +3 to opponent Track DCs
Ventriloquism	45	1 round	Voice can mimic sound from another location
Voice	20	1 minute	+5 Diplomacy
Walk on Water	10	1 round	+6 Move Silently, –6 to be tracked, can walk on water
Weightlessness	34	1 round	Become weightless

For complete explanations of these effects, see the individual spell descriptions.

Trinkets

This section lists several minor items that possess but a single power. This list is not all-encompassing, but instead shows some of the more common creations a mage is likely to employ. Many mages use a variety of other tools of a similar nature, although they may not appear on this list.

By far the vast majority of trinkets are designed for use only by the mage who created them, but some are made for specific people or a small group of individuals. When designing an item for use by such people, a mage would be wise to add an enhancement that enables him to turn off or destroy the object remotely. After all, those who appear to be allies today could be enemies tomorrow! In addition, the Code's tenet of secrecy suggests that a self-destruct key should probably always be present, just to prevent techno-magical items from being reverse-engineered by nosy scientists. However, in practice, self-destruct switches are not always present, either because the mage doesn't know how to add that function, fails to add it properly when crafting the item, or is simply too busy to bother with the extra time and effort required.

The list below includes a variety of low-power trinkets, along with several other statistics. These are:

Spells Required: All the spells required to craft this item, with the exception of *infusion*, which is required for all items.

XP Cost: The XP cost required to make the item. This is reduced by 25% if Creation is a primary aptitude, or increased by 25% for weaknesses.

Time Required: How long it takes to craft the item. This is doubled if Creation is a weak aptitude.

Battery Size: The size of the item's inherent power battery and the rate at which power is drained from it. This is increased by 1 per imbued power if Creation is a primary aptitude, or reduced by 1 per power for weaknesses.

Acid Rod
Spells Required: **Attune to Self, Mage Powering, Acid Ball**
XP Cost: **162**
Time Required: **4 days, 6 hours**
Battery Size: **4 (2 per use)**

This item takes the form of a short, stubby rod with a hollow tip, inside which a green glow can faintly be seen. When the mage holds the rod forward, grasping it firmly and speaking a command phrase, a ball of acid shoots forth, striking a target within close range with a ranged touch attack. The target suffers 2d4 acid damage, ignoring the first 3 points of DR, with a Reflex save permitted for half damage. When this rod is employed, the mage receives 1 chaos point.

Belt of Flexible Shielding
Spells Required: **Attune to Self, Mage Powering, Enlarged Battery Enhancement, Free Action Enhancement, Flexible Shield**
XP Cost: **1,296**
Time Required: **6 days, 12 hours**
Battery Size: **6 (1 per minute)**

This belt, inscribed with symbols representing the seven tenets of the Code, can be activated by touching a stud on the buckle and speaking a single word of command. This can be done so quickly and easily that the mage can activate the belt's power as a free action. When active, the belt produces a shield capable of absorbing up to 15 points of damage before dropping. The mage can drain power from the item's battery to restore the shield at any time, as a free action, until the belt is out of power. Each point of power drained restores 5 shield points.

Bracelet of Stabilisation
Spells Required: **Attune to All, Self Powering, Automatic Function Enhancement, Stabilise**
XP Cost: **128**
Time Required: **5 days, 8 hours**
Battery Size: **4 (1 per use), regenerates 1 point per hour**

This simple-looking bracelet, made of gold with a silver filigree, is occasionally given to friends and associates of a techno-mage to keep them safe in an emergency. As long as the bracelet is touching the skin, its magic activates when on the condition that the wearer is knocked to –1 or fewer hit points. When this occurs, the item immediately stabilises its owner. Since the item constantly recharges its own power source, the wearer would have to be knocked unconscious more than four separate times in a one-hour period before being at risk of bleeding to death.

Brooch of Monitoring
Spells Required: Attune to Individual, Self Powering, Monitor Lifesigns
XP Cost: 113
Time Required: 3 days, 6 hours
Battery Size: 4 (1 per hour), regenerates 1 point per hour

When this item is crafted, it must be attuned to a specific individual. At any time the creator wishes, he can check the owner's current status as per the *monitor lifesigns* spell. The individual must be wearing the *brooch of monitoring*, or the mage receives no information. Since the *brooch* regenerates power points at the same rate as it consumes energy, this item will never run out of power unless damaged or deactivated in some way. Mages occasionally craft these items for their close friends in order to be aware if they suffer unexpected harm.

Cloak of Invisibility
Spells Required: Attune to Self, Mage Powering, Enlarged Battery Enhancement (x2), Invisibility (Silent)
XP Cost: 768
Time Required: 6 days, 8 hours
Battery Size: 8 (2 per round)

This is one of the classic 'magic items' of lore, and one some mages keep around for use when they need to make an emergency escape. By pulling the cloak over themselves, they

become invisible for a short period of time. The *cloak of invisibility* does not require a command word to activate, so its owner can disappear without audibly giving his presence away. The battery is expanded in size to give the mage a better chance to escape the area before discovery.

Flaming Fingernail
Spells Required: Attune to Self, Mage Powering, Dust Size Enhancement, Create Fire
XP Cost: 35
Time Required: 2 days, 10 hours
Battery Size: 4 (1 per minute)

This virtually invisible piece of technology fits over the tip of a mage's fingernail. By flicking his finger and speaking a command word (typically something humorous like 'Flambé!'), a mage produces a candle-sized flame on the end of his fingertip. These items are extremely easy to make, and are often the first techno-magical device a mage learns how to craft.

Friend's Ring of Lesser Armour
Spells Required: Attune to Individual, Will Powering, Lesser Armour
XP Cost: 56
Time Required: 3 days, 6 hours
Battery Size: 4 (1 per hour)

Of the items mages sometimes give to friends or allies as gifts, this trinket is one of the more common. Usually inscribed with the name of the individual to whom the ring is attuned, the item can be activated by twisting a single jewel upon the facing and speaking a word of command. A faintly glowing field then protects the wearer, adding a +1 natural armour bonus to his DV. The owner can recharge the battery by concentrating and staring into the gem as a standard action, as described under the *will powering* spell description.

Glove of Grasping
Spells Required: Attune to Self, Mage Powering, Attract (Silent Spell)
XP Cost: 242
Time Required: 5 days, 6 hours
Battery Size: 4 (3 per use)

This item appears to be an ordinary glove, possibly a sports type like those worn by a race driver or cricket batsman. By holding his hand out in front of himself and holding his fingers just so, the mage can cause any small object to jump into his hand, as though an *attract* spell was just cast.

Healing Crystal

Spells Required: Attune to Group, Mage Powering, Stabilise
XP Cost: 40
Time Required: 3 days, 6 hours
Battery Size: 4 (1 per use)

This special item has no direct powers of its own, but is employed in the casting of healing spells on others. A typical crystal is designed to be used by any mage, so the *attune to group* spell is applied to those with techno-mage implants.

Ring of Armour

Spells Required: Attune to Self, Mage Powering, Armour
XP Cost: 128
Time Required: 4 days, 6 hours
Battery Size: 4 (1 per hour)

This is one of several types of protection rings mages use to defend themselves. This one adds a +2 natural armour bonus while it is active.

Spy Dust

Spells Required: Attune to Self, Mage Powering, Single Use Enhancement, Dust Size Enhancement, Spyspot
XP Cost: 120
Time Required: 2 days, 3 hours
Battery Size: 4 (1 per hour)

This is one of the favourite methods a mage employs to spy on others. The crafted item is a clump of dust-speck-sized spy cameras that can be attached to the finger or any other part of the mage by touch. Upon command, the cameras' tiny legs detach and clamp onto any other object in contact with the virtually microscopic devices. The mage can employ a single dose of *spy dust* by merely brushing against a desired subject, whom he can then keep an eye on whenever he wishes. The dust grains' power source is sufficient for 4 hours of continuous viewing, although the mage usually leaves the items off as much as possible in order to conserve power and prevent detection by anti-bugging sensors.

Weapon of Prowess, Lesser

Spells Required: Attune to Self, Mage Powering, Lesser Prowess
XP Cost: 128
Time Required: 4 days, 6 hours
Battery Size: 4 (1 per minute)

This is a single weapon or round of ammunition infused with technological enhancements that improve the mage's skill in combat, applying a +1 bonus to hit. The weapon in question can be of virtually any type, from a simple knife or club all the way up to a PPG rifle or even a masterwork coutari. The item must be of high quality, but need not be masterwork to employ this spell.

Weapon of Prowess

Spells Required: Attune to Self, Mage Powering, Prowess
XP Cost: 288
Time Required: 5 days, 6 hours
Battery Size: 4 (1 per minute)

This is the same as a *weapon of lesser prowess,* except the weapon has a +2 bonus to hit.

Weapon of Prowess, Greater

Spells Required: Attune to Self, Mage Powering, Greater Prowess
XP Cost: 512
Time Required: 6 days, 6 hours
Battery Size: 4 (1 per minute)

This is the same as a *weapon of prowess,* except the weapon has a +3 bonus to hit.

Wood Skin Tunic

Spells Required: Attune to Group, Will Powering, Skin of Wood
XP Cost: 64
Time Required: 3 days, 6 hours
Battery Size: 4 (1 per minute)

This is another item that techno-mages sometimes make for their close friends and allies. The garment appears much like a standard shirt, although a mage with a jovial streak might add frilly embellishments or vivid, clashing colours. The tunic must be worn on the outside of the wearer's other clothing, and he must shake it while speaking a command phrase to activate the filaments of tech woven into the fabric. While the garment's power is active, it provides Damage Resistance 1/–, but this does not stack with natural DR.

Instruments of Power

These items, of which only a few are presented, are almost always designed for a mage's personal use. Most mages have one such item that they carry with them always—a staff is by far the preferred choice, although some employ other weapons, articles of clothing, or other objects. Items in this category are extremely expensive, so a mage will typically make very few of them in his lifetime.

Amulet of Curing

Spells Required: Attune to Self, Self Powering, Individual Control Enhancement, Moderate Healing, Cure Blindness,

Cure Deafness, Cure Poison, Remove Nausea, Remove Fear, Remove Fatigue
XP Cost: 7,560 XP
Time Required: 32 days, 20 hours
Battery Size: 28 (cost varies), regenerates 1 power point every hour

This expensive amulet can be used for a variety of healing purposes. Its price is so high that only very powerful mages can ever afford to create such an item, but someone in the Circle might use it to improve their healing arts. If the amulet is touched to an injured subject and the proper command word spoken, the item can do any of the following: heal 2d4 damage (5 power points), cure blindness (5), cure deafness (5), cure poison (6), remove nausea (2), remove fear (3), or remove fatigue (4). The *amulet of curing* is considered a *healing crystal* for purposes of material focus requirements.

Flying Carpet

Spells Required: Attune to Self, Mage Powering, Individual Control Enhancement, Fast Flying Platform, Large Flying Platform, Manoeuvrable Flying Platform
XP Cost: 4,142 XP
Time Required: 21 days, 12 hours
Battery Size: 12 (2 per minute)

This magic item, the inspiration for which is drawn from many classic tales of Old Earth, typically takes the form of an elegant Oriental rug, although other designs are possible. When the mage takes a seat and utters a command word, the carpet takes to the air, flying at the speed of a *large flying platform*. On demand, with another word of command, he can switch to either a fast or manoeuvrable flight mode, but only if he is the only passenger aboard the carpet. Otherwise, the item can carry as much weight as a *large flying platform* can support.

Helm of the Senses

Spells Required: Attune to Self, Mage Powering, Individual Control Enhancement, Sharp Eyes, Sharp Ears, Prescience, Preparedness
XP Cost: 1,302 XP
Time Required: 18 days, 14 hours
Battery Size: 16 (1 per minute per power invoked)

This helmet comes complete with flaps that cover the ears and a visor that drops down over the eyes. To activate it, the mage snaps the appropriate cover into place and whispers the words of command for the desired power. As desired, he can activate any of the following abilities: +5 insight bonus to initiative, +1 insight bonus to skill checks and initiative checks, +10 enhancement bonus to Listen checks, or +1 enhancement bonus to Spot checks.

Mage's Staff

Spells Required: Attune to Self, Mage Powering, Individual Control Enhancement, Self-Destruct Enhancement, Greater

Personal Shield, Fireball, Disguise, Walk on Water, Lesser Healing
XP Cost: 1,957 XP
Time Required: 22 days, 18 hours
Battery Size: 20 (cost varies)

This is a typical mage's staff, enchanted with several lesser powers and the ability to cast multiple spells in an emergency situation. Each power can be invoked individually by grasping the staff in a certain way and uttering a command phrase unique to that spell. The staff can either bring up a shield (+3 deflection bonus to DV for 1 power point per minute), throw a fireball (2 power points for 2d6 fire damage), cover the mage's face with a false image (1 power point per minute), allow the mage to walk on water (2 power points per round), or heal 1d4 hit points of damage (3 power points). The staff is usually quite ornate, although some appear to be little more than carved sticks of wood.

Hammerfist Gauntlet

Spells Required: Attune to Self, Mage Powering, Individual Control Enhancement, Prowess, Freezing Touch, Deafen, Might
XP Cost: 1,459 XP
Time Required: 18 days, 14 hours
Battery Size: 16 (power cost varies)

This glove is used by mages who are skilled in hand-to-hand fighting. The glove fits over one hand and can be used to increase the strength of the mage's blows, or to deliver a stunning blow intended to finish off a weakened opponent. On command, the gauntlet can give the mage a +2 bonus to hit (2 power points per minute), increase the mage's strength by 4 (1 power point per minute), deliver a *freezing touch* (3 power points per hit), or produce a deafening burst of sound (3 power points upon command). Activating any power other than the *freezing touch* requires a command phrase while the fingers are flexed in a particular way. The *freezing touch* is applied when the mage's fist connects in combat. Skilled mages sometimes make these items in pairs for use in dual-handed brawls.

Ring of Complete Protection

Spells Required: Attune to Self, Mage Powering, Extra Battery Enhancement (x2), Self-Destruct Enhancement, Greater Armour, Greater Personal Shield, Skin of Diamond
XP Cost: 2,960 XP
Time Required: 16 days, 16 hours
Battery Size: 24 (3 per minute)

This powerful defensive ring is carved from a single chunk of precious mineral, such as an emerald or sapphire. Diamonds or other gems are set into the surface. Touching these in a particular pattern while speaking a word of command activates the ring's power, enclosing the mage in a series of glowing shields that provide multiple defences: +3 natural armour, +3 deflection bonus to DV, and Damage Resistance 4/–. The extra size of the ring's battery allows these protections to last up to 8 minutes—plenty of time for the mage to extract himself from whatever trouble he finds himself in.

The Techno-Mage Pinnace

The techno-mage's ship is his home away from home, his means of transport, and the single piece of technology that is most uniquely his. A mage's pinnace is attuned to him in the same way a crafted item is attuned to its creator. Other mages might be able to fly the ship, but suffer a –4 penalty to all skill checks made involving the ship. Non-mages simply cannot work the vessel at all, unless the mage is present and chooses to permit them to control it.

In its natural form, a pinnace appears to be a black, wedge-shaped vessel about the size of a large shuttlecraft. It can carry its pilot and up to six passengers comfortably and has a virtually unlimited cruising range, as it operates using highly efficient power sources far in advance of any younger race. Although not designed for combat, it has a surprisingly powerful weapon, an excellent sensor suite, and the ability to hide from enemy sensors. The ship's basic combat statistics are provided below:

Statistics:
Gargantuan Spacecraft; hp 50; DV 16 (-4 size, +10 agility); DR 6; Spd 40; Acc 6; Dec 4; Han +6; Sensor +10; Stealth 30; Cargo 10,000 lb.; 1 Pilot

Weapons:
One Variable Weapon; Boresight; Attack +8 (targeting computer); Damage 6d8; Critical 19-20; Range 5

The variable weapon ordinarily produces a blast that looks like a random burst of energy, but the mage can alter the appearance of the attack through several spells or enhancements. For example, if his ship takes on the form of a dragon (as Alwyn's often does), the weapon will appear as a gout of flame extending from the creature's mouth. Regardless of its appearance, the effects are unchanged unless enhanced by spells or improvements as described hereafter.

In addition to the above, a pinnace has a self-destruct switch that can be activated by its owner at any time, even across interstellar distances, so long as both the ship and the mage are within the techno-mage FTL network. The mage can also leave a self-destruct command for his ship that activates upon certain conditions, such as its boarding by hostile forces or the mage's

own death. A mage is always assumed to have the vehicular equivalent of a *monitor lifesigns* spell active on his ship at all times, without counting this against his limit of maintainable spells.

A mage can hook his chrysalis into his ship to provide additional control benefits. If this is done, the mage is always aware of the location of his ship and any unusual actions it may take, such as entering hyperspace or shutting off its engines. The mage can give the chrysalis-equipped pinnace pre-programmed commands which it will obey to the best of its ability; e.g., travel to a certain space station and dock there, or attack a certain target and then retreat. The chrysalis cannot cast pinnace spells on its own, however. To give an acceptable set of commands, the mage must make a Pilot check with a DC relative to the complexity of the desired action. A simple order ('fly to a point in space and wait there') would have a DC of 10, while a complicated series of commands ('fly to a space station and give this password, and land if you get clearance; otherwise, attack the station without moving closer than range 5, retreating only after receiving at least half the ship's hit points in damage') would have a DC of 25 or more. Note that if the chrysalis is destroyed, the device can never be replaced, so a mage must employ this ability with caution.

Pinnace Spells

In addition to the above stats, a pinnace can also cast any of the following spells when its pilot has need of them. The mage must be present and flying the ship at the time, as the pinnace cannot cast spells unaided. Employing a spell is a standard combat action. The ship uses the mage's Magery bonus and adds in his Pilot bonus as well. For example, a mage with a +10 Magery bonus and +6 Pilot bonus would add +16 to the roll when his pinnace attempts to cast any of its spells. A ship can also take 10 by spending a full round action to employ the ability, or take 20 by using an entire minute (the latter choice is not advisable in combat, however).

A pinnace casts and maintains its own spells using its own internal power battery. Ship spells do not count against the pilot's limit of maintained spells and do not cost chaos points. Ships do not 'learn' spells; they always know all the spells listed hereafter, even if their pilot is not yet capable of skilfully employing them.

A basic techno-mage pinnace has a 40-point power battery that regenerates 1 power point every minute. The mage operating the ship can use his own energies to replenish the battery if he wishes as a free action, as long as he is in the pilot's seat. This ability cannot act in reverse—the mage cannot draw power from his own ship's batteries.

Absorption
Magery DC: 20 + 4 per DR point added
Power Point Cost: 2 per round per DR point added

This spell increases the ship's Damage Resistance by a variable number of points selected by the mage. The number of enhancement bonus points added is selected when the ability is initiated, increasing the DC of the Magery check by 4 per point added and draining 2 points of power per point of DR. Thus, for example, increasing the DR by 1 has a DC of 24 and costs 2 power points per round, increasing it by 2 has a DC of 28 and costs 4 power points per round, and so on. There is no maximum DR improvement, although a mage's skill and the ship's power battery provide a practical limit to how much can be added.

Burst of Speed
Magery DC: 32
Power Point Cost: 5

This spell doubles the ship's acceleration or deceleration ratings for one round. A ship may not use a *burst of speed* or *greater burst of speed* to accelerate more than once in any 4-round period, but the *greater burst of speed* spell can be used to extend a *burst of speed* if additional haste is required.

Burst of Speed, Greater
Magery DC: 40
Power Point Cost: 10

This spell quadruples the ship's acceleration or deceleration ratings for one round, or permits the ship to continue a standard *burst of speed* for an additional round. The latter ability may be continued for as often as the mage continues to make the check DC and pay the power point cost, but as soon as it ends, neither variety of *burst of speed* can be used for 4 rounds thereafter.

Damaging Weapon
Magery DC: 20 + 3 per bonus point
Power Point Cost: 2 per bonus point

This spell increases the damage of the ship's weapon by +1 per die. When this enhancement is used, the weapon's effect appears noticeably larger and more powerful to observers. The number of bonus points added is selected when the weapon is fired (before the results of the attack, or whether or not it hit or missed, is known), increasing the DC of the Magery check by 3 per point added and draining 2 points of power per bonus point per shot. Thus, for example, increasing the damage by 1 per die (to 6d8+6) has a DC of 23 and costs 2 power points per shot, increasing it by 2 per die (to 6d8+12) has a DC of 26 and costs 4 power points per shot, and so on. There is no maximum damage bonus improvement, although a mage's skill and the ship's power battery provide a practical limit to how much damage can be added.

Detect Target
Magery DC: 25
Power Point Cost: 2 per round

This spell adds a +5 enhancement bonus to the ship's sensor rating.

Detect Target, Greater
Magery DC: 31
Power Point Cost: 4 per round

This spell adds a +10 enhancement bonus to the ship's sensor rating.

Double Shot
Magery DC: 24
Power Point Cost: 8

This spell allows the ship to take two shots in a single round. The second shot rolls to hit just like the first. If the shots are enhanced by another spell, such as *lightning weapon*, each is rolled for and paid for separately. A ship using this spell could fire one *lightning weapon* and one *damaging weapon* with a *wide angle shot*, for example—if the mage failed the *double shot* DC check, all of the other effects would be cancelled at no power point cost. Each shot may be fired at the same or a different target.

Heightened Stealth
Magery DC: 28
Power Point Cost: 4 per round

This spell adds a +10 enhancement bonus to the ship's stealth rating.

Heightened Stealth, Greater
Magery DC: 42
Power Point Cost: 8 per round

This spell adds a +20 enhancement bonus to the ship's stealth rating.

Lightning Weapon
Magery DC: 27
Power Point Cost: 3 per shot

This spell changes the ship's weapon to a kind of plasma-based lightning blast. The resulting bolt ignores the first 10 points of DR on the enemy target, provided the ship is protected by metal armour—the only known vessels immune to this effect would be those of advanced races, such as the Shadows, Vorlons, and Tal-kona'sha.

Savage Weapon
Magery DC: 26
Power Point Cost: 2 per shot

This spell doubles the critical hit threat range of the ship's weapon. The power point cost is paid regardless of whether or not a critical is actually scored.

Shield
Magery DC: 20 + 3 per point of DV improvement
Power Point Cost: 1 per point of DV improvement per round

This spell raises a defensive shield that increases the ship's Defence Value. For each +1 of deflection bonus added, the Magery DC increases by 3 and the power point cost increases by 1 per round. Thus, a +1 bonus costs 1 point per round and requires a Magery check of 23, a +2 bonus is 2 points per round and a 26 DC, and so on. There is no maximum shield strength, although the pilot's skill and the size of the ship's battery will impose a practical limit on the shield's value. A mage would be wise to use a low-power shield for a long running battle, or a very powerful one at a critical moment in combat.

Sustained Weapon
Magery DC: 33
Power Point Cost: 5 per shot

If this spell is employed on any shot, the pinnace's weapon fires a continuing blast that 'locks onto' an enemy and holds on tight. If the shot hits, and the pinnace manoeuvres to keep the target in range and in the proper firing arc, the weapon automatically hits again in the following round without a die roll. This spell must be employed prior to making the first roll to hit, however—it cannot be added after a non-sustained shot has been confirmed.

Wide Angle Shot
Magery DC: 30
Power Point Cost: 4 per shot

This spell widens the firing arc of the ship's weapon, altering it from 'boresight' to 'front.' If the spell fails, any other spells cast upon that particular shot are automatically cancelled at no cost.

Wide Angle Shot, Greater
Magery DC: 40
Power Point Cost: 6 per shot

This spell alters the direction of the next shot fired, giving the ship a firing arc of 'turret' (i.e., 360 degrees). If the spell fails, any other spells cast upon that particular shot are automatically cancelled at no cost.

Ship Enhancements

A techno-mage can make improvements to his own ship if he so wishes. Some of the potential improvements available are shown below. To make an alteration, he must have any required prerequisites already installed, must spend the listed amount of time, and must pay the required XP cost. If a mage's original ship is destroyed, altering a replacement vessel to the modified configuration takes the listed amount of time for each improvement, but the XP cost does not need to be applied again.

Improvements have a Magery DC listed, but the mage can always take 20 on this check. When doing so, he can add his Technical (engineering) ranks to his Magery skill. Thus, a character with a Magery bonus of +16 and 8 ranks of Technical (engineering) would have a +24 bonus, and could therefore add any enhancement with a Magery DC of 44 or less.

Ship enhancements have no power point cost and are considered always 'on.' Except as noted in the individual descriptions or by bonus type (deflection, etc.), enhancements always stack with the pinnace spells presented in the previous section.

Members of the Kinetic Grimli prestige class reduce the cost of all ship enhancements by 10% per level. Thus, a 7th level Kinetic Grimli pays only 30% of the listed costs, while a 10th level Grimli can make alterations to his own vessel for free!

Efficient Shields
Prerequisites: **Free Action Spell (Shield)**
Magery DC: **40**
Time Required: **1 week**
XP Cost: **500**

When this enhancement is added, the ship's shields raise themselves automatically as a free action to any value the mage chooses to pre-select. The shields will be raised whenever the ship comes under enemy fire, activating prior to the actual attack roll's resolution. A Magery check is still required, even if the mage is not present, but the mage gains a +2 bonus to all such checks.

Efficient Shields, Greater
Prerequisites: **Efficient Shields**
Magery DC: **50**
Time Required: **1 week**
XP Cost: **500**

This enhancement improves the Magery check bonus for shield activation to +4. Furthermore, the shield will automatically deactivate itself as a free action in any round in which the ship does not take weapons fire, thus conserving battery power.

Enlarged Battery
Magery DC: **35**
Time Required: **1 week**
XP Cost: **200**

This enhancement adds 10 to the ship's built-in power battery. The enhancement can be applied multiple times, adding +5 to the DC and +200 to the XP cost each time. Thus, increasing the ship's battery to 50 has a DC of 35 and costs 200 XP, upping it to 60 has DC 40 and costs additional 400 XP, raising it to 70 has DC 45 and costs 600 additional XP, and so on.

Enlarged Interior

Magery DC: 42
Time Required: 1 week
XP Cost: 300

This enhancement makes the interior of the ship appear larger than it actually is. The pinnace can now carry an additional 10,000 lb. of cargo or 4 additional passengers, depending on how the mage chooses to configure the added space. The actual size of the ship does not increase when this enhancement is added.

Fast Reactor

Prerequisites: Enlarged Battery (x2)
Magery DC: 60
Time Required: 2 weeks
XP Cost: 1,000

This improvement greatly improves the reactor's rate of power replenishment. The ship's battery recharges at a rate of 1 point of power per round.

Free Action Spell

Magery DC: 35
Time Required: 3 days
XP Cost: 250

This enhancement allows a mage who is seated in the pinnace's pilot's chair to activate one of the ship's spells as a free action, rather than a standard action. This enhancement must be applied individually to each spell the mage wishes to use as a free action.

Gunsight

Magery DC: 32
Time Required: 4 days
XP Cost: 200

This enhancement adds a +1 bonus to the variable weapon's attack rating. The ability may be added multiple times, increasing the DC by 3 and the XP cost by 100 each time. Thus, increasing the weapon's attack by +1 has a DC of 32 and costs 200 XP, increasing it by +2 has a DC of 35 and costs 300 additional XP, increasing it by +3 has a DC of 38 and costs 400 additional XP, and so on.

Illusion Mantle

Magery DC: 28
Time Required: 3 days
XP Cost: 100

This enhancement provides the ship with a fanciful, gossamer illusion that makes it appear to be something it is not. For example, the vessel might appear to be a dragon, a winged horse, a comet, or anything else approximately the same size and mass of the pinnace itself. The illusion appears to shimmer and glow, so it will not fool a determined observer, nor will it make the slightest impact on electronic sensors (except visual ones). The illusion is really intended only for the purpose of customisation, or to make flashy entrances or exits. Employing the illusion is a spell that automatically functions and has a power cost of 1 per minute.

Illusion Mantle, Greater

Prerequisites: Illusion Mantle
Magery DC: 42
Time Required: 9 days
XP Cost: 500

This is similar to *illusion mantle*, but the false image looks highly realistic. The mage could use this enhancement to have his ship appear to be an ordinary civilian shuttlecraft, a small freighter, or any other type of ship he has ever scanned. This illusion will fool not only visual inspection but all sorts of electronic sensors as well, although it will not stand up to an actual physical touch (e.g., if the ship is inspected in a landing bay). To detect the deception, an opposing ship or observer must beat the pinnace's Stealth rating by at least 10, using either a Sensor or Spot check as appropriate. Employing the illusion is a spell that automatically functions and has a power cost of 1 per round.

Improved Armour

Prerequisites: May not have a Stealth Coating
Magery DC: 36
Time Required: 2 weeks
XP Cost: 300

This enhancement adds a +1 natural armour bonus to the ship's DV. The ability may be added multiple times, increasing the DC by 6 and the XP cost by 100 each time. Thus, increasing the ship's DV by 1 has a DC of 36 and costs 300 XP, increasing it by 2 has a DC of 42 and costs 400 additional XP, increasing it by 3 has a DC of 48 and costs 500 additional XP, and so on.

Long Range Weapon

Prerequisites: Gunsight (+1)
Magery DC: 34
Time Required: 1 week
XP Cost: 200

This enhancement adds +1 to the range of the ship's weapon. The ability may be added multiple times, increasing the DC by 4 and the XP cost by 200 each time. Thus, increasing the weapon's range by 1 has a DC of 34 and costs 200 XP, increasing it by 2 has a DC of 38 and costs 400 additional XP, increasing it by 3 has a DC of 44 and costs 600 additional XP, and so on.

Manoeuvrability
Prerequisites: Powerful Engines
Magery DC: 41
Time Required: 1 week
XP Cost: 250

This enhancement adds a +1 enhancement bonus to the ship's Handling rating. The ability may be added multiple times, increasing the DC by 4 and the XP cost by 50 each time. Thus, increasing the ship's Handling by 1 has a DC of 41 and costs 250 XP, increasing it by 2 has a DC of 45 and costs 300 additional XP, increasing it by 3 has a DC of 49 and costs 350 additional XP, and so on.

Mobile Place of Power
Magery DC: 64
Time Required: 1 month
XP Cost: 1,000

This enhancement truly turns the pinnace into the mage's home away from home. As long as he is inside the ship's walls and has his chrysalis plugged into the ship, the mage earns some of the benefits of a place of power. He need not actually have a 'real' place of power to benefit from these abilities, which are as follows:

5 +1 bonus to all Magery checks, including those required to activate pinnace spells.

5 Recovery rate of power points is doubled.

5 He can maintain one more techno-mage spell or ability than normal, and does not count the first one towards the DC of any required Concentration checks.

5 If resting, the mage can draw power from the ship's battery at a rate of 1 power point per minute, but while this is done, the ship does not regenerate power and cannot cast or maintain any of its own spells.

If the ship is presently near or within the mage's actual place of power, these abilities do not stack, with the exception of the ability to draw power from the ship's battery.

If a ship with a *mobile place of power* is destroyed, the mage immediately suffers 2d6 subdual damage and suffers a reduction of –2 to all attack rolls, skill checks, and ability checks for one full week. These losses cannot be rectified through technomancy, as the severed link to the mage's ship has caused damage that can only be restored over time. Since a *mobile place of power* requires the mage's irreplaceable chrysalis, this improvement cannot be used or replaced if the chrysalis is destroyed.

Powerful Engines
Magery DC: 40
Time Required: 10 days
XP Cost: 250

This enhancement adds a +1 enhancement bonus to the ship's acceleration and deceleration ratings. The ability may be added multiple times, increasing the DC by 5 and the XP cost by 250 each time. Thus, increasing the ship's accel/decal ratings by 1 has a DC of 40 and costs 250 XP, increasing them by 2 has a DC of 45 and costs 500 additional XP, increasing it by 3 has a DC of 50 and costs 750 additional XP, and so on.

Precise Weapon
Magery DC: 48
Time Required: 2 weeks
XP Cost: 600

This enhancement permanently doubles the threat range of the ship's weapon to 17-20. If the techno-mage then employs the *savage weapon* spell, the rating is tripled to its maximum level of 15-20.

Stealth Coating
Prerequisites: May not have Improved Armour
Magery DC: 37
Time Required: 5 days
XP Cost: 100

This enhancement adds a +1 enhancement bonus to the ship's stealth rating. The ability may be added multiple times, increasing the DC by 3 and the XP cost by 100 each time. Thus, increasing the ship's stealth rating by 1 has a DC of 37 and costs 100 XP, increasing it by 2 has a DC of 40 and costs 200 additional XP, increasing it by 3 has a DC of 43 and costs 300 additional XP, and so on.

Techno-Mage Personalities

In an organisation as small as the techno-mage order, only the youngest and newest mages do not know just about every other member at least by name. The members of the Circle, in particular, are well known. A techno-mage typically meets and talks to as many others as he can at each Convocation, just to make sure he can keep track of everyone.

This section provides statistics for many of the most well-known mages from the Babylon 5 show and novels. All information here is current at approximately the time the Babylon 5 series begins (the year 2258), prior to the techno-mage Convocation of that year. Thus, in the listings hereafter, Galen and his fellow apprentices have not yet undertaken their Becoming. In a historical campaign, their statistics will change and improve as the mages proceed through the tumultuous events to come. In such cases, each of these characters will advance according to their natures, as the Games Master sees fit.

All the information found in this chapter is drawn from the *Passing of the Techno-Mages* trilogy, to which the author of this book is greatly indebted. All quotes are from that series, which is highly recommended reading for anyone considering playing a techno-mage character.

Alwyn

'We have a responsibility that extends beyond our places of power, all of us to all the rest out there. We have power they do not. If we fail to use it for good, then what justification can we possibly claim for having it?'

8th Level Human Techno-Mage
Hit Points: 12
Initiative: +0
Speed: 30 ft.
DV: 12 (+2 reflex)
Attacks: +4 base, +3 melee, +4 ranged
Special Qualities: FTL Attunement, Mage Focus (dancing), Organelles (+4 saves), Pinnace, Place of Power (Regula 4), Techno-Magery
Saves: +2 Fortitude, +2 Reflex, +8 Will
Abilities: Str 8, Dex 11, Con 14, Int 17, Wis 14, Cha 18
Skills: Bluff +15, Computer Use +9, Concentration +13, Gather Information +10, Knowledge (Star Systems) +14, Magery +23, Pilot +11, Sense Motive +11, Sleight of Hand +11, Spot +6, Technical (electronics) +14, Technical (mechanical) +8

Feats: Broad Aptitude, Cool Under Pressure, Invisible Spell, Multi-Tasking, Iron Will, Ordered Mind, Skill Focus (Magery)
Primary Aptitudes: Enhancement
Weak Aptitudes: Creation, Movement, and Defence
Power Points: 74
Spells: Acrobat, Alertness, Appeal, Bright Light, Clarity, Contortionist, Control Flame, Create Fire, Danger Sense, Darkvision, Detect Lie, Determine Direction, Dreamspeech, Exploding Fireball, Falsehood, Far Speech, Fireball, Luck, Greater Fireball, Greater Luck, Greater Oration, Greater Phantom Image, Hardiness, Improved Fortitude, Improved Reflexes, Improved Will, Insight, Light, Mass Darkvision, Meeting, Might, Minor Healing, Nimbleness, Observation, Oration, Phantom Image, Sharp Ears, Sharp Eyes, Spyspot, Stabilise, Skilfulness, Translation, Voice
Equipment: Staff, flashy clothes, cape, jaunty hat
Pinnace: Illusion Mantle (golden dragon), Gunsight (x2), Long-Range Weapons (x2)

Alwyn is a human with silver hair and the faintest appearance of age beginning to show on his face. He wears colourful, vibrant clothing and enjoys carousing. Many mages wrinkle their noses in disgust at the ways he abuses himself, frequently getting drunk and partying all night. Blaylock, in particular, is Alwyn's polar opposite.

Alwyn believes that techno-mages should enjoy all that life has to offer. He is passionate about a great many things, but does not violate the Code. In particular, he believes that mages should take responsibility for those that do not share their power. Mages who prefer to hide from the rest of the Galaxy are the ones he considers most hypocritical, and Alwyn will not hesitate to tell them so. It is this outspokenness that has, so far, earned him several reprimands from the Circle.

Blaylock

'I believe we must try to learn as much of the universe as we possibly can, to understand and follow its will.'

5th Level Human Techno-Mage, 9th level Pensive Croanati
Hit Points: 18
Initiative: +0
Speed: 30 ft.
DV: 14 (+4 reflex)
Attacks: +8/+3 base, +8/+3 melee, +8/+3 ranged
Special Qualities: FTL Attunement, Mage Focus (chanting), Organelles (+4 saves), Pinnace, Techno-Magery, Place of Power, Pacifistic, Superior Contemplation (+5/–1)
Saves: +9 Fortitude, +4 Reflex, +16 Will
Abilities: Str 11, Dex 10, Con 20, Int 17, Wis 19, Cha 16

Skills: Computer Use +20, Concentration +22, Diplomacy +16, Knowledge (alien life) +16, Knowledge (history) +16, Magery +30, Pilot +10, Search +10, Sense Motive +11, Spot +15

Feats: Combat Casting, Contemplative, Empower Spell, Inner Power, Iron Will, Multi-Tasking (x2), Ordered Mind, Pain Adaptation, Skill Focus (Magery), Still Spell, Still Magery

Primary Aptitudes: Defence, Conjuration

Weak Aptitudes: Creation

Power Points: 125

Spells: All spells in the Defence school plus: Bright Light, Control Conflagration, Control Flame, Create Fire, Create Lightning, Darkness, Fireball, Disguise, Douse Flame, Flare, Greater Disguise, Greater Fireball, Greater Lightning Bolt, Greater Phantom Image, Greater Surge, Light, Lightning Bolt, Mage Ear, Mage Eye, Mage Head, Minor Healing, Phantom Image, Power Device, Stabilise, Surge

Equipment: Staff, black robes, black skullcap

Pinnace: Improved Armour (x2), Enlarged Battery (x2), Fast Reactor

Blaylock is a member of the Circle, second only to Kell in influence. He believes that techno-mages should live ascetic, monastic lives in respect to the Code. He practices ritual scouring in keeping with his beliefs, leaving his body entirely bereft of hair—even the eyebrows. Although he permits no hair to grow there, he believes showing his head is a sign of arrogance, so he constantly wears a tight skullcap made of black felt. The skullcap is designed to cover the exact location where hair would grow if he allowed it to do so. He eschews personal possessions and dresses in simple robes of black.

Blaylock believes that true unity with the tech can be achieved only by cutting oneself off from all physical pleasures, focusing on the beauty that lies within. He often uses his tech to turn off his senses when in the presence of anything that would disrupt this vision. For example, if he sits down to a sumptuous meal, he will deactivate his senses of taste and smell, denying himself the pleasure of enjoying each savoury morsel. Food, he would say, is not for enjoying, but for nourishment alone.

Blaylock is stern and uncompromising. He sees everything in the cold light of reason, and from a position of total objectivity that often allows him to catch details that would otherwise escape notice. He is a harsh teacher and demands nothing less than total obedience from his apprentices.

Burell

'Dark forces are at work on Zafran 8, Elric. And this can be only the beginning. History tells us what to expect—'a time of death and chaos.' We must gather information. We must be ready to fight.'

12th Level Human Techno-Mage

Hit Points: 13

Initiative: −1

Speed: 15 ft. (due to injury)

DV: 13 (+3 reflex)

Attacks: +6/+1 base, +6/+1 melee, +5/+0 ranged

Special Qualities: FTL Attunement, Mage Focus (painting), Organelles (+4 saves, immune to disease), Pinnace, Techno-Magery, Place of Power (Zafran 8)

Saves: +6 Fortitude, +3 Reflex, +11 Will

Abilities: Str 10, Dex 8, Con 15, Int 18, Wis 17, Cha 19

Skills: Computer Use +19, Concentration +17, Gather Information +19, Knowledge (astrophysics) +19, Listen +13, Magery +29, Pilot +4, Sense Motive +13, Sleight of Hand +9, Spot +9, Technical (electronics) +18

Feats: Broad Aptitude, Invisible Spell, Mage Intensity, Multi-Tasking, Power Recharge, Signature Spell (*greater disguise*), Silent Spell, Skill Focus (Magery)

Primary Aptitudes: Conjuration, Movement

Weak Aptitudes: Enhancement, Creation

Power Points: 81

Spells: All Conjuration spells (except Missile, Greater Missile, Killer Missile and Missile Swarm) plus Attract, Balance, Burst of Speed, Fast Flying Platform, Floating Box, Floating Disc, Floating Sphere, Flying Platform, Gravity Platform, Knockback, Lesser Healing, Levitation Platform, Lighten Object, Minor Healing, Moderate Healing, Push, Stabilise, Tread Lightly, Walk on Water

Equipment: Staff, leg brace

Pinnace: Illusion Mantle (pegasus)

Burell is a mage of significant power, the kind who could easily be considered for inclusion on the Circle. She is a powerful conjurer, and can create realistic illusions capable of fooling nearly anyone seeing them. Her body, however, is old and broken, a fact she takes great pains to disguise with projected images. For her, even walking without aid is a difficult proposition. Whenever attempting to undertake any physical activity other than balancing on a *flying platform* or similar spell, she suffers a −4 penalty to her Constitution or Dexterity checks.

Burell's difficulty lies in the fact that she is too curious for her own good. Several years ago, she undertook a detailed study of the tech that infuses a techno-mage's body, even going so far as to salvage some tendrils from the body of a dead mage named Craiselnek prior to her cremation. For these experiments, the Circle reprimanded her, but this did not stop her activities. Instead, she attempted to employ a device near the base of her spine for which she could discern no purpose. The result was a partial deactivation of the tech, which has left her crippled. To date, no one else knows of the true reason for her malady, as the others have been led to believe she is chronically ill.

Burell's apprentice is Isabelle, a daughter she acquired through an arranged liaison with a non-mage. Isabelle is unaware of the true meaning behind Burell's current difficulties, and believes her mother is simply sick.

Carvin

'You have known the anger of one techno-mage. Would you like to know the anger of all five hundred?'

5th Level Centauri Techno-Mage (Apprentice)
Hit Points: 9
Initiative: +2
Speed: 30 ft.
DV: 13 (+3 reflex)
Attacks: +3 base, +2 melee, +5 ranged
Special Qualities: FTL Attunement, Mage Focus (plays), Organelles (+2 saves)
Saves: +3 Fortitude (+4 vs. poison, disease, or exhaustion), +3 Reflex, +6 Will (+4 vs. chaos effects)
Abilities: Str 9, Dex 15, Con 14, Int 16, Wis 14, Cha 16
Skills: Bluff +13, Computer Use +7, Concentration +10, Knowledge (noble houses) +8, Listen +6, Magery +15, Sense Motive +10, Sleight of Hand +10, Spot +10, Technical (electronics) +11
Feats: Extra Power, Invisible Spell, Power Recharge, Quicken Spell, Silent Spell
Primary Aptitudes: Conjuration
Weak Aptitudes: Creation, Healing, Defence
Power Points: 42
Spells: Alertness, Area Disguise, Attract, Bright Light, Conjure Huge Creature, Conjure Large Creature, Conjure Medium Creature, Conjure Small Creature, Create Fire, Daylight, Disguise, Displacement, Duplicate Image, Fearful Visage, Flare, Greater Disguise, Greater Mass Disguise, Greater Phantom Image, Greater Telekinesis, Homunculous, Light, Mass Disguise, Nimble Fingers, Perfect Phantom Image, Phantom Image, Push, Skilfulness, Telekinesis
Equipment: Centauri silks, brooch, ring, circlet
Pinnace: None

Carvin is a Centauri apprentice, one of the few members of that race in recent years to undertake techno-mage training. She is also a woman, which would normally give her little status in the Republic. She is quick-witted, friendly, and outgoing, which should not be unexpected considering she is Alwyn's apprentice. Alwyn is quite dedicated to her, and looks to her safety even above his own.

Carvin is a flashy mage given to showmanship. She has a high level of manual dexterity that she often uses for ordinary sleight of hand tricks, such as misdirection, juggling, and the palming of small items. One of her favourite jokes is to conceal an item with an illusion, make it seem to 'appear' elsewhere, and then wind up being in the original spot all along.

Elizar

'You have no idea what's going on. Most of them don't. They do their pretty stage-magician tricks and pat themselves on the back. They have no idea what our true potential is. We have greater powers, Galen, than we know. If we are to survive what comes, if we are to make a difference, if we are to restore the glory of the techno-mages, we must know the full extent of that power. We must learn the secrets of the tech.'

5th Level Human Techno-Mage (Apprentice), 1st Level Instrument of Chaos
Hit Points: 11
Initiative: −1
Speed: 30 ft.
DV: 10 (+0 reflex)
Attacks: +3 base, +4 melee, +2 ranged
Special Qualities: FTL Attunement, Mage Focus (shouting), Organelles (+4 saves)
Saves: +2 Fortitude, +0 Reflex, +7 Will
Abilities: Str 13, Dex 9, Con 12, Int 16, Wis 13, Cha 18
Skills: Bluff +13, Computer Use +8, Concentration +10, Disguise +10, Listen +, Magery +20, Sense Motive +10, Sleight of Hand +8, Spot +10, Technical (electronics) +12
Feats: Combat Casting, Cool Under Pressure, Empower Spell, Maximise Spell, Multi-Tasking, Skill Focus (Magery)
Primary Aptitudes: Conjuration
Weak Aptitudes: Movement, Healing, Enhancement
Power Points: 44
Spells: Armour, Attract, Bright Light, Control Flame, Create Fire, Daylight, Disguise, Displacement, Fireball, Flare, Greater Armour, Greater Disguise, Greater Fireball, Greater Missile, Greater Personal Shield, Greater Phantom Image, Killer Missile, Lesser Armour, Lesser Personal Shield, Light, Major Repairs, Minor Creation, Minor Repairs, Missile, Missile Swarm, Perfect Phantom Image, Personal Shield, Phantom Image, Push, Small Force Wall, Telekinesis
Equipment: Platinum staff
Pinnace: None

Elizar is the brother of Razeel. Kell acquired both as babies in exchange for services rendered to the Shan of Zafran 7. Like his sister, Elizar has dark hair and very light skin. He rarely scours himself with fire, so his hair often grows long and is decorated with braids and beads. His beard, like his master's, is a goatee

shaped with a Taratimude rune, only his is that of magic, not knowledge.

Because he is of the line of Wierden, Elizar has been trained for leadership and command. While he does have a powerful charisma about him, he is extremely egotistical and thinks himself better than others, particularly those apprentices whose teachers are not of the Circle. He even has an unfortunate tendency to dismiss other mages who are not direct associates of Kell. This high-and-mighty demeanour is reflected in his speech and voice. His words often come off as irritating and condescending, even when he does not mean them do so.

Recently, Elizar has come upon a secret—the secret that the Shadows are returning, and that the mages are themselves tied to the Shadows through their tech. This has led him to believe mages are born to wield power. He thinks he can convince the other mages to give up their seclusion and take their rightful place in the Galaxy. To prove this, he has decided to undertake a secret mission, pretending to join the Shadows long enough to discover their true motives, whereupon he will lead the order to war against the common threat. If he cannot be turned from this path, can he hope to remain his own person, or will he fall to the seductive influence of limitless power?

Elric

'Most intelligent beings aren't comfortable living in a state of uncertainty. Their brains automatically revise what they see, filling in details that were never there. They make events fit into patterns they understand.'

13th Level Human Techno-Mage
Hit Points: 18
Initiative: +1
Speed: 30 ft.
DV: 15 (+5 reflex)
Attacks: +7/+2 base, +6/+1 melee, +8/+3 ranged
Special Qualities: FTL Attunement, Mage Focus (mathematics), Organelles (+4 saves, immune to disease), Pinnace, Techno-Magery, Place of Power (Soom)
Saves: +7 Fortitude, +5 Reflex, +12 Will
Abilities: Str 8, Dex 12, Con 17, Int 17, Wis 19, Cha 15
Skills: Balance +10, Computer Use +14, Concentration +19, Gather Information +13, Intimidate +18, Knowledge (star systems) +19, Listen +24, Magery +31, Pilot +11, Sense Motive +19, Sleight of Hand +17, Spot +13, Technical (electronics) +13
Feats: Broad Aptitude, Great Magery, High Aptitude, Mage Intensity, Ordered Mind, Skill Focus (Magery), Spell Passion (sonic), Still Spell, Still Magery, Strength of Character

Primary Aptitudes: Conjuration, Elements (sonic)
Weak Aptitudes: Enhancement
Power Points: 90
Spells: All Elemental (sonic) spells plus Alertness, Attract, Attune to Group, Attune to Individual, Attune to Self, Balance, Bright Light, Control Flame, Create Fire, Darkness, Darkvision, Dazzling Light, Deactivation Switch Enhancement, Disguise, Dreamspeech, Dust Size Enhancement, Far Speech, Fireball, Flare, Floating Disc, Flying Platform, Free Action Activation Enhancement, Gravity Platform, Greater Disguise, Greater Infusion, Greater Phantom Image, Imbue, Imbue Elixir, Individual Control Enhancement, Infusion, Levitation Platform, Light, Lighten Object, Mage Powering, Meeting, Perfect Phantom Image, Phantom Image, Push, Self-Destruct Switch Enhancement, Skilfulness, Sharp Eyes, Voice, Will Powering
Equipment: Staff, fine robes
Pinnace: Greater Illusion Mantle (dragon)

Elric is a powerful mage and a member of the Circle. He was admitted to their ranks at the age of fifty, the youngest mage to ever wield such authority. He is well known as a just, fair, and extremely conservative individual who loves his adopted homeworld, Soom.
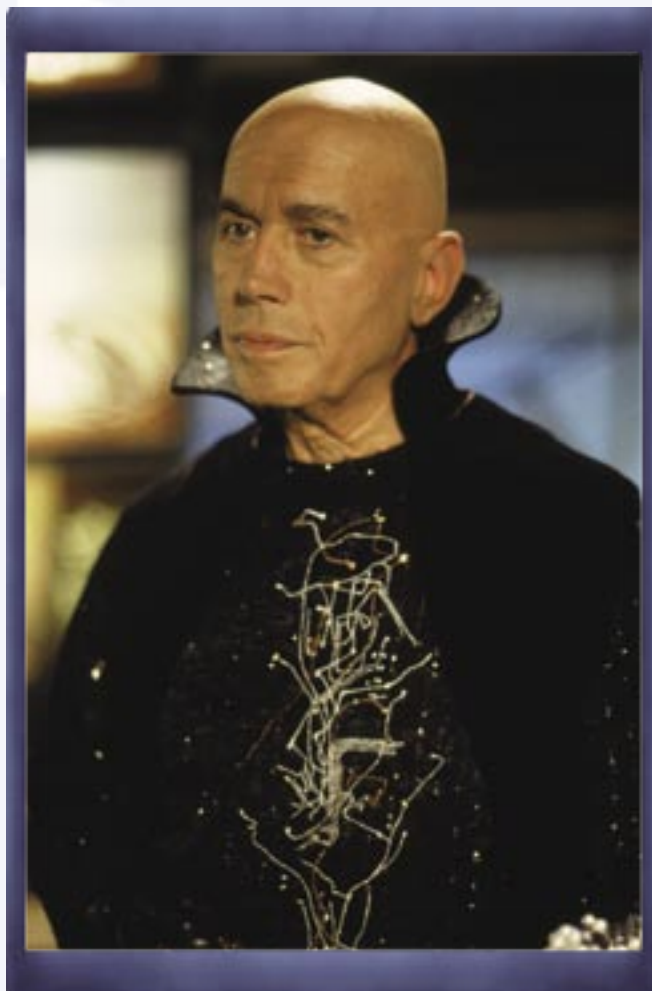
Although Elric wields a variety of powers, he is considered rather conservative in his beliefs. He is a follower of Wierden's teachings and feels the techno-mages should remain in the background in Galactic affairs. However, he also feels as Burell does—that the mages have power for a reason, and the Shadows are a great enemy whom the mages should fight. Nonetheless, he is also devoted to the Circle, and will obey their edicts without question. Although he will argue his point firmly and intently, once the decision is made, all else is forgotten.

Elric's only apprentice is Galen, whom he adopted after the death of the boy's parents in a shuttle accident. Although he is now a father figure to the boy, the two have yet to admit they feel anything for each other besides mutual respect and admiration.

Federico

'I'm lobbying for someplace warmer and more comfortable for our next gathering place. A nice resort with a beach. A bunch of pale-skinned techno-mages in black robes would fit right in.'

4th Level Human Techno-Mage (Apprentice)
Hit Points: 8
Initiative: +1
Speed: 30 ft.
DV: 14 (+4 reflex)
Attacks: +2 base, +2 melee, +3 ranged
Special Qualities: FTL Attunement, Mage Focus (flight), Organelles (+2 saves)
Saves: +3 Fortitude, +4 Reflex, +6 Will
Abilities: Str 10, Dex 12, Con 15, Int 14, Wis 15, Cha 17
Skills: Bluff +8, Computer Use +7, Concentration +9, Knowledge (star systems) +7, Knowledge (astrophysics) +7, Listen +5, Magery +17, Pilot +5, Sense Motive +7, Sleight of Hand +8, Spot +5, Technical (mechanical) +7
Feats: Extra Power, Invisible Spell, Lightning Reflexes, Quicken Spell, Skill Focus (Magery)
Primary Aptitudes: Movement
Weak Aptitudes: Creation, Defence, Enhancement
Power Points: 47
Spells: Attract, Balance, Burst of Speed, Centre Gravity, Cone of Gravity, Daylight, Disguise, Duplicate Image, Fast Flying Platform, Flare, Floating Disc, Floating Sphere, Flying Platform, Friction, Gravitic Bolt, Gravity Platform, Greater Disguise, Halt, Hold in Place, Knockback, Greater Lighten Object, Levitation Platform, Light, Lighten Object, Manoeuvrable Flying Platform, Phantom Image, Push
Equipment: Robes
Pinnace: None

Federico, or 'Fed' as he prefers to be called, is an apprentice of approximately the same age as Galen. He is personable and charming, and has a way of speaking that makes others comfortable, as though he were their friend of many years. Fed is looking forward to the opportunity that full mage status gives him to explore and enjoy the Universe. He is a fun-loving sort who keeps an open mind about everything and everyone he meets.

Federico is Herazade's apprentice, and is a close friend of Galen and Isabelle. Like Herazade, he enjoys using illusions to alter his own appearance to more appealing levels. He is also a budding master of movement spells, and is particularly skilled with flying platforms and other forms of locomotion. He does not employ scouring with flame, so his dark hair grows freely and he keeps it neatly cut.

Galen

'[Why am I a techno-mage?] To revere and keep alive the traditions of the ancients. To devote my life to study and strive to further their work. To master control of the tech. To do good where I can.'

5th Level Human Techno-Mage (Apprentice), 1st Level Destroyer
Hit Points: 11
Initiative: +1
Speed: 30 ft.
DV: 13 (+3 reflex)
Attacks: +3 base, +3 melee, +4 ranged
Special Qualities: FTL Attunement, Mage Focus (computer programs), Organelles (+4 saves)
Saves: +5 Fortitude, +3 Reflex, +9 Will
Abilities: Str 10, Dex 12, Con 16, Int 18, Wis 15, Cha 16
Skills: Bluff +12, Computer Use +13, Concentration +12, Knowledge (history) +13, Listen +11, Magery +21, Sense Motive +11, Sleight of Hand +10, Spot +11, Technical (electronics) +13
Feats: Ordered Mind, Silent Spell, Skill Focus (Magery), Spell Knack, Still Spell, Still Magery
Primary Aptitudes: Elements (fire)
Weak Aptitudes: Healing, Defence, Enhancement
Power Points: 45
Spells: All Elemental (Fire) spells plus: Attract, Centre Gravity, Create Fire, Create Ice, Create Lightning, Create Sound, Destruction, Disguise, Flare, Freezing Touch, Gravity Platform, Greater Disguise, Greater Lighten Object, Greater Lightning Bolt, Greater Phantom Image, Greater Surge, Hailstorm, Ice Bolt, Ice Shards, Icy Surface, Levitation Platform, Light, Lighten

Object, Lightning Bolt, Paralysing Arc, Phantom Image, Shatterclap, Snowfall, Sonic Burst, Surge, Walk on Water
Equipment: Parents' ring, staff, robes
Pinnace: None

Galen is a youth who has only recently ascended to the ranks of full magery. His powers are formidable, however, for he holds within himself the key to ultimate power—the spell of *destruction*. Although, as yet, he does not understand the significance of this power, his quest to discover his true nature may well consume him—and the rest of the techno-mages—in the process.

Galen is a hairless man with piercing eyes that seem to stare directly into one's soul. He seems cold and distant, and to a certain degree this is true, but mostly he takes this attitude to cover up the fact that he is uncomfortable and anxious around others. He considers himself clumsy and thinks he has a tendency to pick the wrong thing to say, but this can be chalked up to inexperience. He has, after all, led a very sheltered life, as do most apprentices. As he travels the Galaxy and learns more about other races and cultures, he will almost certainly become more confident and self-assured.

Galen has a unique parentage—his father and mother were both techno-mages. In the history of the order, only a few mages have ever sustained a romantic relationship for any length of time, and his parents hold the record. They both perished in a shuttle accident when he was just a small child, the true nature of their deaths remaining a mystery Galen has yet to uncover. The only physical object they left him is a ring crafted by his mother as a gift for his father. Supposedly, this ring can decode any data crystal it touches, but Galen has never been able to make the ring function. The sheer quantity of tech within the ring suggests it may have other powers as well, but these also remain a mystery.

Galen's master is Elric, and he has been an excellent teacher. Although he loves Elric like a father, and Elric loves Galen like a son, the two are incapable of admitting their true feelings to each other. Instead, they hide behind a master-apprentice relationship, unable and unwilling to admit anything more, publicly or otherwise.

Galen's self-control is tremendous and his ability to wield techno-magic considerable. This is a good thing, because his destiny is to face the enemies of the techno-mages alone, and face down the Shadows in their own lair. Whether or not he will be up to the challenge remains to be seen.

Herazade

'The Shadows were defeated in a war one thousand years ago. I see no reason why they should ever return, and no evidence that they have done so. It appears that some new settlements are growing on the rim. I find no justification for concluding anything further. I see no need for action.'

10th Level Human Techno-Mage
Hit Points: 14
Initiative: +0
Speed: 30 ft.
DV: 13 (+3 reflex)
Attacks: +5 base, +3 melee, +6 ranged
Special Qualities: FTL Attunement, Mage Focus (games), Organelles (+4 saves, immune to disease), Place of Power
Saves: +5 Fortitude, +4 Reflex, +9 Will
Abilities: Str 7, Dex 13, Con 15, Int 16, Wis 14, Cha 14
Skills: Computer Use +16, Concentration +15, Gather Information +8, Intimidate +15, Knowledge (history) +15, Listen +6, Magery +23, Pilot +7, Sense Motive +16, Sleight of Hand +11, Spot +13, Technical (engineering) +16
Feats: Broad Aptitude, Contemplative, Great Magery, Inner Power, Multi-Tasking, Silent Spell, Skill Focus (Magery), Spell Shuffling, Still Spell
Primary Aptitudes: Creation
Weak Aptitudes: Movement, Enhancement
Power Points: 77
Spells: All Creation spells plus: Control Flame, Create Acid, Create Fire, Create Lightning, Create Ice, Create Sound, Disguise, Fireball, Flare, Greater Disguise, Greater Fireball, Greater Ice Bolt, Greater Lightning Bolt, Greater Phantom Image, Greater Surge, Ice Bolt, Ice Shards, Icy Item, Icy Surface, Light, Lightning Bolt, Mimic Sound, Paralysing Arc, Phantom Image, Power Device, Silence, Surge
Equipment: Four jewelled rings, amulet, fine clothing, cloak
Pinnace: Illusion Mantle (angel), Stealth Coating (x2)

Herazade is the newest member of the Circle, having taken her seat at the previous Convocation. She is quite liberal, and her selection on the Circle was hotly contested. She enjoys using her powers to show off and advertise her own personal beauty. Although her natural black hair is kept short, she uses illusions to make it appear long and lustrous.

Herazade believes that the techno-mages should not keep themselves sequestered on out-of-the-way planets, performing minor acts of goodness for a limited few. She thinks they should instead travel the Galaxy, doing good works and taking on a humanitarian role—a sort of intergalactic Red Cross or similar organisation. This attitude tends to colour her decisions, and sometimes she does not see the big picture. Perhaps in time she will learn to broaden her narrow-minded outlook.

Herazade's apprentice is Federico, whom she acquired as a youngster. Although she feels attached to him, she does not

love him like her own kin. The two of them have a professional relationship and nothing more.

Ing-Radi

'You must understand the damage. You must find the shape of what needs to be done. And you must become that shape.'

5th Level Kaitay Techno-Mage/10th Level Great Healer
Hit Points: 18
Initiative: −1
Speed: 30 ft.
DV: 12 (+2 reflex)
Attacks: +8/+3 base, +6/+1 melee, +7/+2 ranged
Special Qualities: FTL Attunement, Mage Focus (humming), Organelles (+4 saves), Pinnace, Place of Power (Kait), Techno-Magery, Healing Affinity (+3 hit points per die), Analyse Health (Close range), Reflexive Healing, Long Life, Immunities (disease, poison, thin atmosphere, low/high gravity, radiation)
Saves: +6 Fortitude, +2 Reflex, +16 Will
Abilities: Str 6, Dex 9, Con 15, Int 16, Wis 19, Cha 21
Skills: Computer Use +13, Concentration +20, Diplomacy +15, Knowledge (anatomy) +21, Knowledge (star systems) +16, Listen +12, Magery +36, Medical +17, Pilot +7, Sense Motive +8, Sleight of Hand +7, Spot +8, Technical (electronics) +21
Feats: Contemplative, Extra Power, Great Magery, Healer, Inner Power, Mage Intensity, Multi-Tasking (x2), Power Recharge, Skill Focus (Magery), Sleep Concentration, Supporting Spell
Primary Aptitudes: Conjuration and Healing
Weak Aptitudes: Creation, Elements, and Enhancement
Power Points: 113
Spells: All spells in the school of Healing, plus: Area Disguise, Armour, Attune to Group, Attune to Individual, Attune to Self, Bright Light, Disguise, Flare, Greater Armour, Greater Disguise, Greater Mass Disguise, Greater Personal Shield, Greater Phantom Image, Imbue, Imbue Elixir, Infusion, Lesser Armour, Lesser Personal Shield, Mage Powering, Mass Disguise, Major Repairs, Minor Repairs, Perfect Phantom Image, Personal Shield, Phantom Image, Light
Equipment: Power crystal
Pinnace: Illusion Mantle (falling star)

Ing-Radi is a Kaitay, and the only non-human member of the Circle. She is over 200 years old and owes her longevity to her technomancy as much as to her race's long-lived nature. She is highly charismatic and often makes others feel comfortable just by entering a room. She disdains violence in all its forms and prefers any solution to a problem that does not lead to fighting.

Ing-Radi's forte is healing, and she is exceptional at it—perhaps the best the techno-mages have ever had. She produces her spells by humming softly to herself, producing virtually no variation in pitch. Each spell has a slightly different frequency, although only those familiar with her will recognise the differences. With

these hums, she can produce healing powers far beyond those of her kinsmen, even going so far as to bring back to life those who have recently died.

Isabelle

'I believe that people can transcend themselves. In fact, I believe the universe is designed for the express purpose of helping them do so.'

5th Level Human Techno-Mage (Apprentice)
Hit Points: 9
Initiative: +1
Speed: 30 ft.
DV: 12 (+2 reflex)
Attacks: +3 base, +1 melee, +4 ranged
Special Qualities: FTL Attunement, Mage Focus (knitting), Organelles (+2 saves)
Saves: +3 Fortitude, +2 Reflex, +7 Will
Abilities: Str 7, Dex 12, Con 15, Int 17, Wis 16, Cha 17
Skills: Bluff +11, Computer Use +7, Concentration +10, Knowledge (history) +8, Listen +6, Magery +19, Sense Motive +11, Sleight of Hand +10, Spot +11, Technical (mechanical) +11
Feats: Extra Power, Power Recharge, Quicken Spell, Skill Focus (Magery), Spell Knack
Primary Aptitudes: Defence
Weak Aptitudes: Elements, Enhancement, Creation
Power Points: 44
Spells: All Defence spells (except Greater Bubble of Air, Large Force Wall, Group Invisibility, Skin of Diamond, and Total Flexible Shield) plus Acid Ball, Acid Blob, Create Acid, Disguise, Flare, Floating Disc, Flying Platform, Gravity Platform, Greater Disguise, Greater Phantom Image, Levitation Platform, Light, Minor Healing, Phantom Image, Stabilise, Tread Lightly, Walk on Water
Equipment: Amulet, knitting equipment
Pinnace: None

Isabelle is a lovely young woman with reddish-blonde hair. Her natural beauty has caused numerous fights among young male apprentices at previous Convocations. Although youthful, she is already a skilled defensive mage, with mastery of several powerful shield spells to her credit. She has a remarkable insight into others, and usually trusts her intuition, which is right more often than not. She and Galen share an mutual attraction neither of them are yet aware of—or, if they are, they have not admitted it to themselves.

Isabelle's specialty is shields, which she creates as though she were weaving. When not casting spells, she often amuses herself by knitting various garments. To her, casting spells is much like making a piece of clothing, beginning with the pattern and proceeding through the weave one fibre at a time.

Isabelle is Burell's daughter, whom she acquired through an arranged tryst with a genetically desirable non-mage. Although Isabelle was not born out of love, she still loves her mother deeply and understands the reasoning behind her conception.

Kell

'They will leave, and you will never find them. They will never accept you or your knowledge. There is no point to your remaining with the Shadows, unless you wish truly to join them. I put too great a burden on you. The task was impossible, though I did not want to believe it. If your intentions are true, then let us attempt escape from this ship, and if we die, we die for the good.'

16th Level Human Techno-Mage

Hit Points: 23
Initiative: +1
Speed: 20 ft. (reduced by advanced age)
DV: 14 (+4 reflex)
Attacks: +8/+3 base, +6/+1 melee, +7/+2 ranged
Special Qualities: FTL Attunement, Mage Focus (poetry), Organelles (+6 saves, immune to disease), Pinnace, Techno-Magery, Place of Power (Zafran 7)
Saves: +5 Fortitude, +4 Reflex, +16 Will
Abilities: Str 6*, Dex 8*, Con 11*, Int 17, Wis 22, Cha 20 (* = abilities reduced by advanced age)
Skills: Balance +, Computer Use +, Concentration +, Gather Information +, Intimidate +, Knowledge (star systems) +, Knowledge (history) +, Listen +, Magery +, Pilot +, Sense Motive +, Sleight of Hand +, Spot +, Technical (electronics) +
Feats: Bolted Spell, Broad Aptitude, Combat Casting, Contemplative, Great Magery, High Aptitude, Mage Intensity, Multi-Tasking, Silent Magery, Silent Spell, Skill Focus (Magery), Spell Knack
Primary Aptitudes: Enhancement, Conjuration
Weak Aptitudes: Defence
Power Points: 124
Spells: All Enhancement, Elemental (Cold), and Conjuration spells plus Attract, Attune to All, Attune to Group, Attune to Individual, Attune to Race, Attune to Self, Deactivation Switch Enhancement, Enlarged Battery Enhancement, Fast Flying Platform, Floating Box, Floating Disc, Flying Platform, Gravity Platform, Greater Healing, Greater Lighten Object, Imbue, Imbue Elixir, Infusion, Knockback, Lesser Mass Healing, Lesser Healing, Levitation Platform, Lighten Object, Mage Powering, Minor Healing, Moderate Healing, Push, Remove Fatigue, Remove Fear, Remove Nausea, Self Destruct Enhancement, Self Powering, Stabilise, Tread Lightly, Walk on Water, Will Powering
Equipment: Staff, robes, two rings, boots
Pinnace: Efficient Shields, Enlarged Interior, Free Action Spell (Shield), Greater Illusion Mantle, Illusion Mantle (spinning atom)

Kell is the most influential member of the Circle. Although he is not as old as Ing-Radi, he has a wisdom virtually unmatched among the mages. He can also trace his lineage, from master to apprentice, all the way back to Wierden, which naturally grants his words greater weight. He is presently the personal advisor to the Shan of Zafran 7, making him more in touch with galactic events than any other member of the Circle. His two apprentices, Elizar and Razeel, are recent additions to the order.

Like many mages, he practices scouring to encourage self-control, but uses the fire only on the top of his bald pate. He wears a gray goatee sculpted in the complex pattern of the Taratimude rune of knowledge. Although he was once as physically powerful as he is mentally strong, old age is beginning to wear on him. His voice is vibrant, his body weak. Despite his frailty, he is still an imposing presence that virtually commands respect.

Kell is the master of both Elizar and Razeel, whom he acquired as babies and has brought up as his apprentices to continue the line of Wierden. He was among the first to discover the threat of the Shadows' return, and concocted a bold plan to use his own students as unwitting agents to scout out the mysterious alien race. He deliberately allowed Elizar access to secret files that revealed the true nature of the mage-Shadow relationship, knowing that his apprentice would seek to find out the truth for himself. He believed that Elizar and Razeel would remain true to the mages and the legacy of Wierden, pretending to join the Shadows while remaining a double agent for the techno-mages. Whether or not this will prove to be the case has yet to be seen.

Razeel

'My chrysalis…it speaks to me, you know…'

5th Level Human Techno-Mage (Apprentice), 1st Level Instrument of Chaos

Hit Points: 10
Initiative: +2
Speed: 30 ft.
DV: 12 (+2 reflex)
Attacks: +3 base, +1 melee, +5 ranged (+6 ranged touch)
Special Qualities: FTL Attunement, Mage Focus (darkness), Organelles (+4 saves)
Saves: +5 Fortitude, +3 Reflex, +5 Will
Abilities: Str 8, Dex 14, Con 15, Int 15, Wis 13, Cha 17
Skills: Bluff +11, Computer Use +6, Concentration +11, Disguise +9, Forgery +11, Listen +5, Magery +18, Move Silently +11, Sense Motive +10, Sleight of Hand +11, Spot +7

Feats: Accurate Bolts, Broad Aptitude, Cool Under Pressure, Great Fortitude, Multi-Tasking, Skill Focus (Magery)
Primary Aptitudes: Elemental (fire)
Weak Aptitudes: Healing, Creation
Power Points: 40
Spells: All Elemental (fire) spells plus Attract, Bright Light, Darkness, Daylight, Disguise, Displacement, Flare, Greater Disguise, Greater Phantom Image, Large Force Wall, Lesser Armour, Lesser Personal Shield, Light, Major Repairs, Medium Force Wall, Minor Creation, Minor Repairs, Missile, Perfect Phantom Image, Personal Shield, Phantom Image, Push, Small Force Wall, Telekinesis
Equipment: Black clothing and cape, gold chains, gem collection
Pinnace: None

Razeel is one of Kell's most recent apprentices. She is Elizar's sister and shares his dark brown hair and fair skin. Like Elizar, she was taken by Kell as a baby for services rendered to the Shan of her home world, and because she still resides there, she is more in tune with galactic politics than most apprentices. She also has an unfortunate tendency towards materialism, surrounding herself with jewels and other finery. She goes through phases, dressing and decorating herself with the trappings of a particular time and place in history, so that each time one encounters her, she can appear radically different from before. Her conjurations are often dour and depressing, and she often seems distracted. She claims her chrysalis talks to her, which may be true in a sense, or it could be a sign of mental instability.

Razeel possesses none of Elizar's personal magnetism and outspokenness, preferring to act behind the scenes and follow in his coattails. She is dedicated to her brother, and would follow him anywhere. Since Elizar's discovery of the great Shadow secret—which, of course, he shared with Razeel—she has agreed to join him on his dangerous quest. She is not evil, merely misled.

Tilar

'**I always dreamed of ruling an empire, as did Kwa-kiri and Neldonic. Or at the least to be like Frazur, who gave his blessing to the first emperor of the Centauri Republic and became the power behind the throne...instead, I issue orders from a barstool.'**

4th Level Centauri Techno-Mage (Apprentice), 3rd Level Agent
Hit Points: 16
Initiative: +0
Speed: 30 ft.
DV: 13 (+3 reflex)

Attacks: +4 base, +3 melee, +6 ranged
Special Qualities: FTL Attunement, Mage Focus (hatred), Organelles (+2 saves), Security Systems, Sneak Attack +1d6
Saves: +4 Fortitude (+5 vs. poison, disease, or exhaustion), +3 Reflex, +7 Will (+5 vs. chaos effects)
Abilities: Str 10, Dex 11, Con 15, Int 15, Wis 15, Cha 14
Skills: Bluff +12, Computer Use +12, Concentration +12, Disguise +8, Escape Artist +5, Knowledge (noble houses) +2, Listen +7, Magery +13, Pick Pocket +5, Pilot +7, Sense Motive +5, Sleight of Hand +7, Spot +8
Feats: Combat Casting, Inner Power, Multi-Tasking, Power Recharge, Silent Spell, Still Spell
Primary Aptitudes: Conjuration
Weak Aptitudes: Movement, Healing, Creation
Power Points: 33
Spells: Bright Light, Conjure Huge Creature, Conjure Large Creature, Conjure Medium Creature, Conjure Small Creature, Create Fire, Daylight, Disguise, Displacement, Flare, Fireball, Greater Disguise, Greater Fireball, Greater Phantom Image, Light, Minor Repairs, Phantom Image, Push, Telekinesis
Equipment: Centauri clothing, forged credit chit
Pinnace: None

Tilar is a former mage, a Centauri who failed the initiation rites and was cast out. When his chrysalis was destroyed, the techno-mages believed he was no longer capable of casting spells. This was true, to a point, but the Shadows approached the despondent Tilar with a new offer of power. In return for his allegiance against the mages as a Shadow agent, Tilar was given a new chrysalis and a chance to master the tech once more. Although he never completed the Becoming and remains saddled with the chrysalis, he is still a techno-mage, with all the powers that come with that class—yet none of the responsibilities. This, above all, makes him a dangerous foe.

Tilar hates the techno-mages with every fibre of his being. The mages are the ones who cast him off like a piece of useless deadwood, leaving him alone in the Galaxy with no other skills or abilities to fall back on. Had he not been found by the Shadows, he would probably still be getting drunk somewhere in a low-class dive on some backwater planet. Now, he seeks to bring about the downfall of the techno-mages through any means possible, under the direction of his new masters. If anything, he is *too* exuberant in his quest, for the Shadows don't want the mages destroyed—they want to bring them back under their own control. Tilar doesn't know it, but he is just a tool towards that end. That is why he has not been made into a full-fledged mage, even though it is easily within the Shadows' power to do so if they wished.

Do not meddle in the affairs of Wizards, for they are subtle and quick to anger

J.R.R. Tolkien

BABYLON 5

d20 system

The Techno-Mages Fact Book

We are dreamers, shapers, singers and makers. We study the mysteries of laser and circuit, crystal and scanner, holographic demons and invocations of equations. These are the tools we employ and we know many things.

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