

# OF WIZARDS AND WIZARDRY

Magic flows stubbornly in Tarth. It is much easier, if one is pure of heart, to gain arcane power through the Church of Solace. That said, some individuals have mastered the eldritch arts, and their powers are quite phenomenal. Those who develop power on their own typically live in isolation and are called “hedge wizards.”

Formal schooling is available for those who seem to have a penchant for the arcane. In Valusia, training is offered at Mizridoor, an academy of secretive wizards on the cliffs at the northern end of town. All characters who have the Wizard Professional Edge graduated from Mizridoor, or its sister school “Kos Arcanum” in far-off Kos (no such academies exist in the White Towns or the Dragon Isles). These Wizards have received their Staff and Ring, the official symbols of an academy-trained Wizard, and are more or less generally accepted throughout the lands, even if they are viewed with some fear and superstition.

Some Wizards have not been formally trained. They simply learned their powers on their own, without the help of a formal academy. These “hedge wizards” do not carry the Staff and Ring, and do not share in the same respect as trained Wizards. Some are even branded as witches or warlocks – or worse.

**Note:** Apart from the benefits of the Wizard Professional Edge and the contacts gained by attending the academy, there are no other game mechanic differences between trained Wizards and Hedge Wizards.

## **WIZARDS AND SOCIETY**

Wizards are well known in Tarth, although not common. Despite being well known, Wizards are respected only due to the efforts of Tyvek and other famous sorcerers. Common folk are somewhat afraid of these characters. It's believed by simpler minds that these talented spellcasters should have given their service to Solace instead. In fact, the reality is that most of the people of Tarth will go their whole lives and never see a Wizard, much less see a Wizard wield magic. Sun Priests are a more common sight to the common folk, and their magic is more understandable and acceptable.

This doesn't mean that common folk are overtly rude or threatening to Wizards, at least, not usually. Most common folk are terrified of the unknown and vast power that Wizards wield, and act accordingly. So, while they won't harm a Wizard, they certainly won't go out of their way to help one, either.

# USING MAGIC

Wizards use the standard rules for Using Powers; however, there are a few additional rules that apply to Wizards. These act like Edges, but are available to any Wizard who meets the prerequisites.

## **ANCHORING SPELLS**

**Requirements:** Smarts d8+, Knowledge (Arcana) d8+, Spellcasting d8+

Typically, spells are cast, and then maintained by the caster as desired. However, this causes a cumulative penalty to Spellcasting rolls while they are maintained, and they can be disrupted. A Wizard can also choose to "Anchor" spells, by paying the full cost for the desired duration up front.

When a Wizard Anchors a spell, he decides how long he wants the spell to last – before the Spellcasting roll – and then spends all of the Power Points immediately for that desired duration. If the spell fails, the caster loses the Power Points as per normal.

Anchored spells last until their prescribed duration is over, and don't require any concentration for the caster to maintain throughout that duration. This means that the caster doesn't suffer any penalties for the ongoing effect, and the effect cannot be disrupted. It is possible, and even occasionally practical, to Anchor a spell without an extended duration (since the spell cannot be disrupted).

Anchoring a spell increases the cost of a spell by 1 Power Point / 5 Power Points of spell being

anchored (before any Wizard raise reductions). So, a 4 Power Point spell would cost 5 Power Points to Anchor, while an 8 Power Point spell would cost 10 Power Points to Anchor.

## **SOUL DRAIN**

**Requirements:** Spirit d8+, Knowledge (Arcana) d8+, Spellcasting d8+

Usually, when a caster gets to 0 Power Points, they can't cast any more spells until they have recovered more Power Points. In desperate situations, a Wizard in dire need of Power Points may drain energy from their own souls.

To use this dangerous ability, the Wizard character first decides how many Power Points he wants to draw from himself. Then he makes a Spirit roll minus the number of points he's trying to drain (this is a free action). On a Spirit total of 1 or less, the character suffers a wound and falls unconscious for 1d6 hours. On a failure, the character suffers a wound. On a success or better, the character gets the points he needed and may attempt to cast a spell with them immediately (they may not be saved).

Regardless of the result, Soul Drain always causes the character to become Fatigued (first level of Fatigue only). If the character was already fatigued, it doesn't cause additional levels.

Wounds caused by Soul Drain can only be healed by natural means, or by the Greater Healing Spell – but not by the Healing skill or Healing spell.

# EDGES

The following edges are associated with Wizards.

## **ARCANE BACKGROUND (MAGIC)**

**Arcane Skill:** Spellcasting (Smarts)  
**Starting Power Points:** 10  
**Starting Powers:** 3 + Light

Magicians range from powerful wizards to vile cultists. They draw on raw supernatural energy to fuel their eldritch fires. This energy often infuses the worlds in which they live, and is drawn forth with elaborate rituals, words of power, runes, or perhaps even dark sacrifices. Wizards are often quite weak early in their careers, but are forces to be reckoned with as they become powerful sorcerers.

**Backlash:** When a wizard rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken.

## **NEW POWER**

**Requirements:** Novice, Arcane Background

An arcane character may learn a new power by choosing this Edge. He may choose from any powers normally available to his particular Arcane Background.

## **POWER POINTS**

**Requirements:** Novice, Arcane Background

Wizards, weird scientists, and other arcane types always want more power. This Edge grants them an additional 5 Power Points.

Power Points may be selected more than once, but only once per Rank.

## **RAPID RECHARGE**

**Requirements:** Seasoned, Spirit d6+, Arcane Background

This Edge allows an arcane character to regain 1 Power Point every 30 minutes.

## **IMPROVED RAPID RECHARGE**

**Requirements:** Veteran, Rapid Recharge

The character regains 1 Power Point every 15 minutes.

## **WIZARD**

**Requirements:** Novice, Arcane Background (Magic), Smarts d8+, Knowledge (arcana) d8+, Spellcasting d6+

Wizards range from young apprentices to frighteningly powerful supreme sorcerers. They are often physically weak, however, and do not have the divine powers or healing abilities of priestly spellcasters. What they lack in spiritual favor, however, they more than make up for in utility and eldritch might. Wizards can cast the widest variety of spells, and if advanced wisely, have a wide variety of Power Edges to further increase their awesome abilities.

Wizards learn their craft in formalized institutions or under the tutelage of experienced masters. Each raise a wizard gets on his Spellcasting roll reduces the cost of the spell by 1 Power Point. The wizard must have the points available to cast the spell in the first place before rolling.

**Note:** Characters with the Wizard Professional Edge also start with a bonus spell, *Pawn of Mizridoor*.

# MAGIC SPELLS

The following spells/powers are available to Wizard characters.

## **ARCANE ARMOR**

**Rank:** Novice  
**Power Points:** 2  
**Range:** Touch  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** Mystical glow

The caster can invoke magical energies to protect someone from other eldritch or spiritual forces. The caster can temporarily grant the Edge *Arcane Resistance* to a chosen target (including their own person, of course). For a raise, the target is protected by *Improved Arcane Resistance*.

## **ARMOR**

**Rank:** Novice  
**Power Points:** 2  
**Range:** Touch  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** Mystical glow or hardened skin

*Armor* creates a field of magical protection around a character, or an actual shell of some sort, effectively giving the target Armor. Success grants the recipient 2 points of Armor. A raise grants 4 points of Armor.

## **BACKLASH**

**Rank:** Seasoned  
**Power Points:** 3  
**Range:** Smarts x 2  
**Duration:** Instant  
**Trappings:** Both hands on head

This dangerous and highly specialized power allows a caster to follow a mystic link back to its source. If an ally is *Puppeted* by an enemy adept, for example, a friendly caster could use this power to send a surge of power back along the link to attack the enemy. To use this power, the caster nominates a character within range currently affected by another character's actively maintained power. The attacking caster and the

original caster then make opposed Arcane Skill rolls. The mage casting *Backlash* adds +2 to their roll. The loser suffers 3d10 instant damage that ignores normal armor (magical armor still counts).

## **BARRIER**

**Rank:** Seasoned  
**Power Points:** 1/section  
**Range:** Smarts  
**Duration:** 30 minutes (1 per section, per 10 min)  
**Trappings:** Wall of fire, ice or barely-visible force

*Barrier* creates a solid, immobile wall to protect the user against attack or to entrap an opponent. Regardless of what the *barrier* is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10. Every Power Point spent creates a 1" wide section of wall. The *barrier* ranges in width from a few "real world" inches thick for stone or other hard materials up to a foot for things like bones or ice. (If you're using a gridded mat to play, draw the *barrier* between the squares directly along the grid-lines.) The caster defines the exact placement of each section, but each section must be connected to at least one other section after the first.

When the spell expires or a section is broken, it crumbles to dust or otherwise dissipates (the trappings are never left behind).

Each section of the *barrier* may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is automatic with a Fighting attack (ranged attacks must roll to hit as usual), but raises on the attack roll do not grant bonus damage.

Opponents may climb the *barrier* at -2 to their Climb roll if it is made of something solid. Fiery versions of the barrier cause 2d4 damage to anyone who wishes to leap through instead.

## **BEAST FRIEND**

**Rank:** Novice  
**Power Points:** Special  
**Range:** Smarts x 100 yards  
**Duration:** 30 minutes  
**Trappings:** The mage concentrates

This spell allows mages to speak with and guide the actions of nature's beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it work on conjured, magical, or otherwise "unnatural" animals.

The target must be within the sorcerer's range—it is not conjured.

The cost to control a creature depends on its Size. The base cost is 3, plus twice its Size for creatures with a Size greater than 0. A great white shark (Size +4) costs 3 plus (2x4=) 8 or 11 points. A roc (Size +8) costs 19 Power Points to control. Swarms may also be controlled. Small swarms cost 3, Mediums 5, and Large 8. Thus a single rat costs 3 to control, as does a small swarm of the creatures.

## **BLAST**

**Rank:** Seasoned  
**Power Points:** 2-6  
**Range:** 24/48/96  
**Duration:** Instant  
**Trappings:** Ball of fire or shards of ice

*Blast* is an area effect power that can put down many opponents at once. The character first picks where he wants to center the *blast*, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template found in the back of this book. If the roll is failed, the *blast* deviates as a launched projectile (see page 62, Core Rulebook).

Targets within the *blast* suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage to area effect attacks.

**Additional Effects:** For double the Power Points, the blast does 3d6 damage **or** the size is increased to a Large Burst Template. For triple the points, it does both.

## **BOLT**

**Rank:** Novice  
**Power Points:** 1-6  
**Range:** 12/24/48  
**Duration:** Instant  
**Trappings:** Bolt of fire or ice

*Bolt* is a standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the *bolt* is 2d6.

**Additional Bolts:** The character may cast up to 3 *bolts* by spending a like amount of Power Points. This must be decided before the power is cast. The *bolts* may be spread among targets as the character chooses. Firing the additional bolts does not incur any attack penalties.

**Additional Damage:** The character may also increase the damage to 3d6 by doubling the Power Point cost per *bolt*. This may be combined with the additional *bolts*, so firing 3 *bolts* of 3d6 damage costs 6 Power Points.

## **BOOST/LOWER TRAIT**

**Rank:** Novice  
**Power Points:** 2  
**Range:** Smarts  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** Glowing aura

This power allows a character to increase any of a target's Traits by one die type for a standard success, and two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to his Trait total. For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the duration of the power.

The power can also be used to lower an opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step, a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

## **BURROW**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts x 2

**Duration:** 30 minutes (2/10 minutes)

**Trappings:** Caster dissolves into the earth and reappears elsewhere

*Burrow* allows a mage standing on raw earth to meld into it. He can remain underground if he wants in a sort of "limbo" or *burrow* to anywhere within his range. A mage with a Smarts of d8 could therefore move up to 16" (32 yards) on the first round, maintain the spell and stay submerged for the second and "move" another 16".

A *burrowing* earth mage can attempt to surprise a foe (even one who saw him burrow) by making an opposed Stealth versus Notice roll. If the mage wins, he gains +2 to attack and damage that round, or +4 with a raise. Targets on Hold may attempt to interrupt the attack as usual.

## **BURST**

**Rank:** Novice

**Power Points:** 2

**Range:** Flame Template

**Duration:** Instant

**Trappings:** A shower of flames or burst of ice shards

*Burst* produces a large fan of energy that bathes its targets in red-hot fire or other damaging energy. When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

With a fire trapping, victims have a 1 in 6 chance of catching fire as well (see the **Fire** rules in Chapter five).

## **DEFLECTION**

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** Mystical, glowing shield

*Deflection* powers work in a variety of ways. Some actually deflect incoming attacks, others blur the target's form or produce other illusionary effects. The end result is always the same however—to misdirect incoming melee and missile attacks from the user.

With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This also acts as Armor against area effect weapons.

## **DETECT/CONCEAL ARCANA**

**Rank:** Novice

**Power Points:** 2

**Range:** Sight

**Duration (Detect):** 30 minutes (1/10 minutes)

**Duration (Conceal):** 3 hours (1/hour)

**Trappings:** Waving hands, whispered words.

*Detect/conceal arcana* allows a character to sense supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, mad science devices, and so on.

The power can also be reversed to conceal a single supernatural item, being, or effect. This has the same cost, but the duration is much longer—1 hour with a maintenance cost of 1 per hour. When used in this way, those who wish to see through the ruse with *detect arcana* use their arcane skill roll as an opposed roll against the concealer's skill (rolled anew each time *detect arcana* is cast). The detecting character may only attempt to see through concealed powers once per fresh casting.

## **DISPEL**

**Rank:** Seasoned

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

**Trappings:** Waving hands, whispered words.

*Dispel* allows a hero to negate enemy spells, miracles, mad science, or super powers. It has no effect on innate powers, such as a dragon's breath or a banshee's scream. Neither does *dispel* work on magic items or permanent enchantments unless the specific item or enchantment says otherwise.

*Dispel* can be used on a power already in effect, and can also be used to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual.

In either case, *dispelling* the opponent's power is an opposed roll of arcane skills. The *dispelling* character suffers a -2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, etc.)

## **ELEMENTAL MANIPULATION (LESSER)**

**Rank:** Novice

**Power Points:** 1

**Range:** Smarts x 2

**Duration:** Instant

**Trappings:** A few simple gestures

A character who chooses this power must select one particular element to control (though he may choose other elements as a new power). This allows him to perform basic "tricks" within his chosen element.

The specific tasks that may be attempted are listed below.

**Air:** The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).

**Earth:** A wave of the hand can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand that might blind an opponent (+1 to a Trick roll).

**Fire:** The caster can snap his fingers to create a small flame (about the size of a hot match). With existing fire, he can urge it to spread (+1 to see if a fire spreads), cause it to flare (perhaps as part of a Trick maneuver), or slowly light an object over the course of a few rounds (as if holding a match to it).

**Water:** The caster can conjure up to a pint of water somewhere within his sight (not "inside" objects or people. A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects.

## **ENTANGLE**

**Rank:** Novice

**Power Points:** 2-4

**Range:** Smarts

**Duration:** Special

**Trappings:** Air swirls around target or ground entangles target

This power allows the character to restrain a target with snaking vines, lengths of hair, spider webs, or some other vine-like trapping.

The arcane skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength.

Each following round, an *entangled* target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2.

For 2 Power Points *entangle* targets a single opponent. For 4 points it affects everyone in Medium Burst Template.

## **ENVIRONMENTAL PROTECTION (LESSER)**

**Rank:** Novice  
**Power Points:** 2  
**Range:** Touch  
**Duration:** 1 hour (1/Hour)  
**Trappings:** Slight glowing aura

Many Savage Settings allow parties of adventurous heroes to travel beneath the waves, in space, or other hazardous environments.

This power allows the target to breathe, speak, and move at his normal Pace while underwater, in zero-G, a vacuum, in the lava of a volcano or the heat of the sun, the arctic wastes, and so on. Pressure, atmosphere, air, etc, are all provided for the character.

Complete protection is offered only for background hazards. A fire attack still causes normal damage even with *environmental protection*, for example.

A success is needed to accomplish the power. With a raise, maintaining the power becomes 1 Power Point per 2 hours (for that particular target).

## **FEAR**

**Rank:** Novice  
**Power Points:** 2  
**Range:** Smarts x 2  
**Duration:** Instant  
**Trappings:** Burst of eldritch energy

This power causes the target overwhelming dread and horror. The area of effect is the Large Burst Template. Every creature beneath the template must make a Guts check, apply -2 to the Guts roll if the caster got a raise.

Wild Cards who fail roll on the Fear Table (page 91). Extras are Panicked instead.

## **FLY**

**Rank:** Veteran  
**Power Points:** 3/6  
**Range:** Touch  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** Target glows

*Fly* allows a character to fly at his basic Pace with a Climb rate of half that number. He may double his Pace by spending twice the number of Power Points.

## **FORETELL WEATHER**

**Rank:** Novice  
**Power Points:** 1-4  
**Range:** Area around caster  
**Duration:** Instant  
**Trappings:** Gestures, whispered words

*Foretell Weather* allows a character to feel the upcoming changes in the weather. The farther into the future the character looks, the less specific the foretelling is, and the more Power Points it costs to cast the power.

<b>Cost</b>	<b>How Far Into the Future</b>
1	1 Day
2	1 Week
3	1 Month
4	1 Season

## **ILLUSION**

**Rank:** Novice  
**Power Points:** 3  
**Range:** Spirit  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** Gestures, whispered words

Illusion makes the target see something that isn't there, or else see things differently than they actually are. The caster's Spellcasting Skill is opposed by the target's Spirit; a success means the target perceives the illusion as real with one of their five senses. Once they examine the illusion with any of their other senses, the illusion is broken. A raise indicates that the target perceives the illusion as real with all of their other senses.

Illusory attacks can never actually Wound a target, though they can cause a target to become Shaken. Passive illusions, like a wall,

take little effort to maintain. The Power Point cost must be met, but only normal maintenance penalties apply. Active illusions, such as a black cat or phantom enemies, require constant concentration to maintain. The caster may move their normal Pace, but may take no other actions while maintaining such an illusion.

This Power only works on sentient, living beings. It is useless against animals, spirits, or the undead.

### **INVISIBILITY**

**Rank:** Seasoned

**Power Points:** 5

**Range:** Self

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** None

Being *invisible* is a powerful aid in combat, and useful for spying on maidens' changing rooms as well. Even inventors and supervillains in pulp genres enjoy the "invisible man" routine.

With a success, the character is transparent, but a vague outline is visible. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack the foe at -4 as well.

With a raise, the character is completely invisible. The penalty to Notice or hit him is -6.

In either case, the power affects the character and his personal items. Anything picked up after the power is cast remains visible.

### **LIGHT**

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** Floating globe (usually on staff)

The ability to create light is a pretty simple one as magical spells and powers go, but a party trapped in the dark with loathsome undead is happy to have an ally with this ability. *Light* must be cast on an inanimate object, such as a coin, a sword, a shield, or even someone's clothing. Clever casters often cast *light* on a foe's clothes or weapon to make him easier to

see—ignore any penalties for illumination when attacking such an affected target.

The *light* is as bright as a torch, and provides clear illumination in an area equal to a Large Burst Template.

### **OBSCURE**

**Rank:** Novice

**Power Points:** 2-3

**Range:** Smarts

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** Dome-shaped cloud of fog

This power does exactly what its name implies—creates a dome-shaped area of obscurity equal to a Large Burst Template. Attacks into or out of the area of effect suffer the standard penalty for pitch darkness of -6.

For an extra Power Point, the caster can "fill-in" the dome, creating an area of total darkness. Any attacks into, out of or within the area suffer the standard penalty of -6.

### **PAWN OF MIZRIDOOR**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** A chess pawn

Some students who graduate from the wizard's academy at Mizridoor are given a final gift—a powerful spell called the *Pawn of Mizridoor*. The spell requires a pawn from Mizridoor's chess set. If the pawn is lost, the spell cannot be cast. (Grand wizards of Mizridoor, it is rumored, can create guardians of the other pieces of the set.)

To cast the spell, the wizard merely pulls the pawn from his pocket and speaks the magical words "From Mizridoor, I summon thee!" When the piece hits the ground, it transforms into a sturdy soldier who is completely under the wizard's control.

When a pawn suffers a wound, it crumbles to dust. Somewhere in the dust is an intact pawn, magically restored and ready to be summoned again.

When the owner of a pawn perishes, his pawn crumbles to dust as well. It is said that the original pieces of the set, which reside in Mizridoor itself, are tangible artifacts, and do not crumble when their owner perishes.

### **PUPPET**

**Rank:** Veteran  
**Power Points:** 3  
**Range:** Smarts  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** Reddish eyes, blank stare

Sometimes it pays to persuade others to do your fighting for you. Some do this by blatant mind control, others do it by manufacturing visual and auditory illusions.

*Puppet* is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.

Villainous types may have other versions of *puppet* that allow them to control subjects for much longer periods of time—perhaps even permanently. Such versions usually require a personal belonging.

Compulsion is considered an evil act by most, and is usually only taken by villainous types.

### **QUICKNESS**

**Rank:** Seasoned  
**Power Points:** 4  
**Range:** Touch  
**Duration:** 30 minutes (2/10 minutes)  
**Trappings:** Slight glow, blurred motion

Super-speedster heroes and the warrior-friends of battle mages are the most frequent recipients of this power. With success, the target has two actions per round instead of the usual one (at no multi-action penalty). With a raise, the recipient gains the benefits above, and can also discard and redraw any initiative cards lower than 8 each round.

### **SHAPE CHANGE**

**Rank:** Special  
**Power Points:** Special  
**Range:** Self  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** Shape "morphing"

Many cultures have legends of shamans or wizards who can take on the shape of animals. This power does just that. This version of the power only allows a user to transform into mundane animals, but more bizarre transmutations may be found.

A character may learn this spell while of Novice rank, but cannot transform into the more powerful creatures until he attains the appropriate rank. The cost in Power Points depends on the type of creature the character wishes to change into. Use the Shape Change Table as a guideline for unlisted creatures.

Weapons and other personal effects are assumed into the animal's form and reappear when the power ends, but other objects are dropped.

While transformed, the character retains his own Smarts, Spirit, and linked skills (though he may not be able to use them since he cannot speak). He gains the animal's Agility and Strength and linked skills, and cannot use most devices. He has no capacity for speech and cannot use powers, though he may continue to maintain powers previously activated.

The GM has final say on what an animal can and cannot do. A shaman in dog-form might be able to pull the trigger on a shotgun, for instance, but would use a default skill roll of d4-2 as the animal has no Shooting score of its own. The shaman's Persuasion functions normally, but without speech, might suffer a -4 or worse penalty depending on what he tries to accomplish.

Cost	Rank	Animal Types
3	Novice	Hawk, cat, snake
4	Seasoned	Dog, wolf, deer
5	Veteran	Lion, tiger
6	Heroic	Bear, shark
7	Legendary	Great white shark

## **SILENCE**

**Rank:** Novice

**Power Points:** 2+

**Range:** Smarts

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** A shimmering dome

Like *Obscure*, the caster creates a dome-shaped area over a Large Burst area, through which no sound can pass in or out of, although sounds created inside the dome can be heard inside the dome.

For an extra Power Point, the caster can “fill-in” the dome, and create a dome-shaped area of total silence. No sound can be created or pass into, out of or within the area of effect.

## **SMITE**

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** Weapon sheathed in flame or ice

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full “load” of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2, or +4 with a raise.

*Example: A crocodile shaman blesses a warrior's arrows with smite. The warrior has 20 arrows in a quiver, so 20 arrows now do +2 damage (or +4 if the shaman gets a raise on his Faith roll).*

## **SPEED**

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** Slight glow, blurred motion

Warriors who need to close with their foes quickly often use this power, as do those who sometimes need to outrun things Man Was Not Meant to Know.

*Speed* allows the target of the power to move faster than usual. With a success, the recipient's basic Pace is doubled. With a raise, running becomes a free action, so he may ignore the usual -2 running penalty as well.

## **STUN**

**Rank:** Novice

**Power Points:** 2+

**Range:** 12/24/48

**Duration:** Special

**Trappings:** Burst of light and sonic boom

Sometimes foes must be taken alive, or a character might not want to kill unnecessarily. *Stun* shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like.

If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

**Increased Size:** At Seasoned Rank, the caster can increase the *Stun* area to a Large Burst Template for an extra 2 Power Points.

## **TELEKINESIS**

**Rank:** Seasoned

**Power Points:** 5

**Range:** Smarts

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** A wave of the hand

*Telekinesis* is the ability to move a single object or creature (including one's self) with arcane will. The weight a caster can lift is equal to 10 lbs times his Spirit die type, or 50 lbs times his Spirit with a raise on the casting roll.

**Lifting Creatures:** If the target of the power is a living creature, it may try to resist the power with an opposed Spirit roll. If the Spirit roll is greater than the caster's skill total, the creature is unaffected. If the creature loses, however, it is lifted as usual and does not get another attempt to break free.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus the caster's

arcane skill. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

**Telekinetic Weapons:** A caster can use *telekinesis* to wield a weapon. When this occurs, the weapon's Fighting is equal to his arcane skill, and its damage is based on the caster's Spirit instead of his Strength. A sword that does Strength+2 damage, for example, does Spirit+2 when wielded by *telekinesis*. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

**Dropping Things:** Particularly ruthless characters often use *telekinesis* to drop their foes or bash them into walls and the like. A creature affected by this power can be moved up to the caster's Smarts in inches per turn in any direction. Dropped creatures suffer falling damage as usual.

Victims who are bashed into walls or other solid objects suffer the caster's Spirit+2 as damage. If a caster with a d12 Spirit smashes an orc into a wall, for example, the orc suffers d12+2 damage. If this is a Wild Card, the player may roll his Wild Die with this damage as well.

## **TELEPORT**

**Rank:** Seasoned  
**Power Points:** 3+  
**Range:** Special  
**Duration:** Instant  
**Trappings:** Puff of smoke

Teleport allows a character to disappear and instantly reappear up to 10" distant for each 3 Power Points spent, or 15" with a raise. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen the roll is at a -4 penalty.

Failure of either roll means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster—in addition to being Shaken he also suffers 2d6 damage.

The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above.

**Carrying Others:** The hero can carry other beings with him, but this automatically causes one level of Fatigue per additional "rider." (More than two may be carried at once, but causes instant Incapacitation.) One Fatigue can be regained for each full hour of rest.

## **WARD**

**Rank:** Novice  
**Power Points:** 2+  
**Range:** Around caster  
**Duration:** 30 minutes (1/10 minutes)  
**Trappings:** A faintly shimmering dome around warded area

*Ward* creates an area that is considered protected, and alerts the caster whenever someone or something crosses into that area.

The basic spell creates a dome-shaped area equal to a Large Burst Template (or any similar area, such as a room). Anyone that is inside the area at the time the spell was cast can enter and exit the *Ward* at will. Anything living that crosses the *Ward* or any magical effect that enters the *Ward* will alert the caster immediately, even waking the mage if asleep.

**Invisible:** For 1 extra Power Point, the caster can make the *Ward* invisible to sight.

**Increased Size:** At Seasoned Rank, the caster can double the radius of the *Ward* for an extra 2 Power Points. Instead of the area being equal to a Large Burst Template (ie, a 3" radius), the *Ward* covers a 6" radius.

**Triggered Effect:** At Veteran Rank, the caster can add a triggered effect to the *Ward* for an additional 2 Power Points. You must cast (and spend the Power Points) on the triggered effect at the same time you create the *Ward*. The triggered effect must be an Instantaneous effect (such as *Burst* or *Bolt*), and target a single individual (such as *Bolt*), or an area of effect (such as *Burst*). As with normal *Wards*, anyone who was in the area at the time of casting may enter and exit the *Ward* without setting off the triggered effect – but the first person or living thing that crosses the *Ward* sets off the triggered

effect. If the triggered effect is an area of affect spell (such as a *Burst*), the effect is centered on the cause of the trigger.

### **WALL WALKER**

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** Caster touches feet and hands, sticky feet/hands

*Wall walker* allows a wizard to function much like a human spider. He can stick to any solid surface, allowing him to climb walls and even hang from ceilings.

The character can move along such surfaces at his normal Pace. He may also run as usual while skittering along such surfaces.

### **WATER WALK**

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 30 minutes (1/10 minutes)

**Trappings:** Caster touches feet

The caster can walk upon the very surface of the water as if it were solid ground. Lakes, becalmed seas, and other calm waters may be traversed normally. Rough seas count as Difficult Ground as the caster must run up and down waves. While under the effects of the spell, the caster or target walks as if in a shallow puddle. They cannot go beneath the surface any more than he can go beneath that of the earth.

### **ZOMBIE**

**Rank:** Veteran

**Power Points:** 3/Corpse

**Range:** Smarts

**Duration:** Special

**Trappings:** Carving symbols on corpses

This power is considered evil in most settings, and so is typically used only by villainous nonplayer characters such as necromancers, evil scientists, dark cultists, and the like.

When cast, *zombie* raises a number of dead specified by the character when he spent his Power Points. The undead are immediately obedient, though perhaps a bit mischievous and literal-minded in their duties.

Corpses aren't summoned by this ability, so there must actually be a supply of bodies available for the power to have any effect. The bodies don't have to be fresh—*zombie* can raise servants that have been waiting patiently for centuries. Graveyards, morgues, and battlefields can all serve this purpose.

With a success, the dead remain animated for 1 hour. With a raise, they remain animated for 1d6 hours. With two raises, they remain animated for an entire day.

Certain powerful necromancers may have improved versions of this power that are cheaper to cast and create permanent undead.