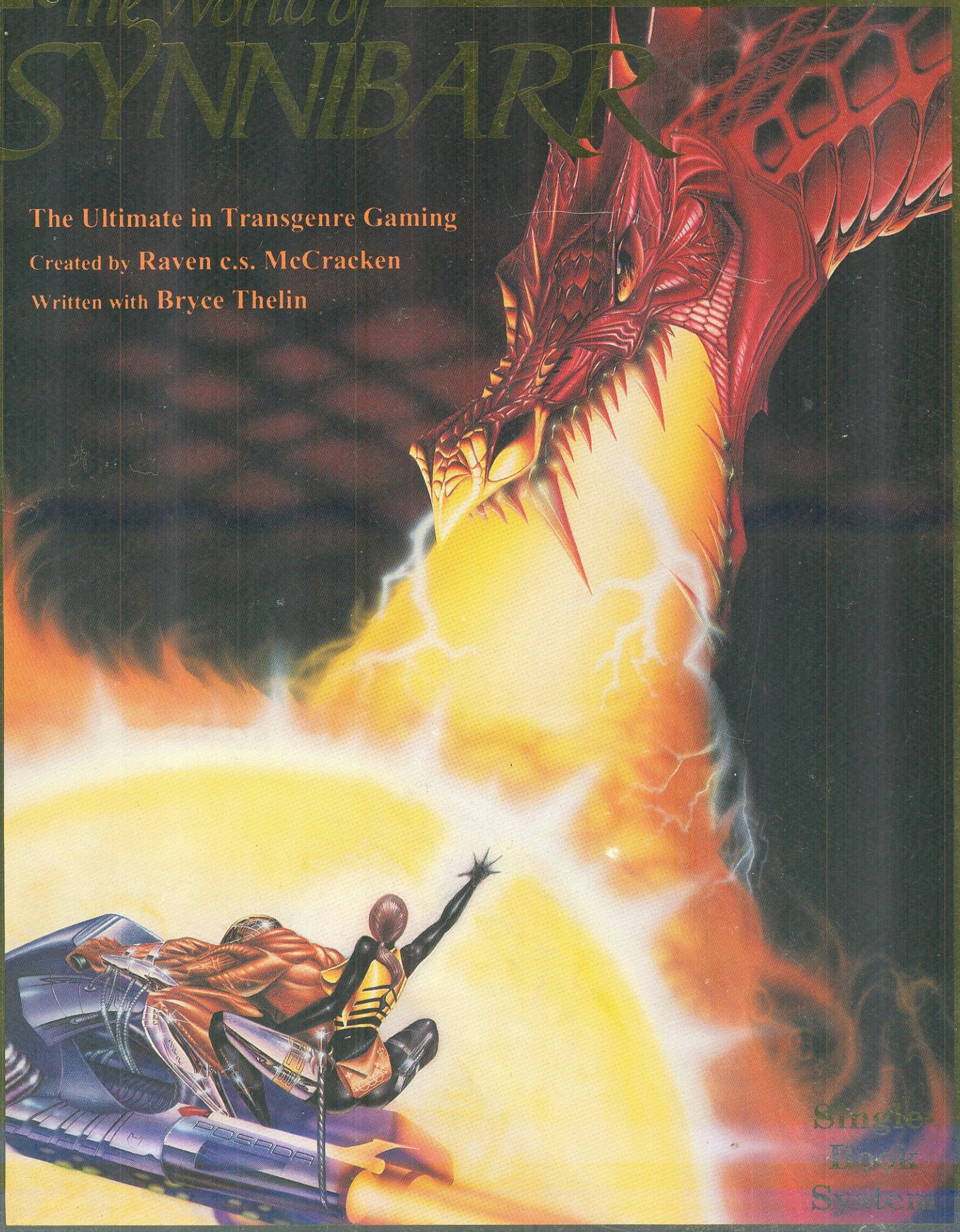
The World of SYNNIBARR

The Ultimate in Transgenre Gaming

Created by **Raven c.s. McCracken**

Written with **Bryce Thelin**



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This is
The World of Synnibarr
The evolution of gaming!

Synnibarr, where you *long* to adventure…
you *live* to adventure…
but you don't always *live long* when you adventure.

Special Thanks

To my partner who put up with all my constant changes and was and is the greatest help in the preparation and production of this manuscript, thank you, Bryce Thelin.

To my mother for rearing me and for not throwing me in the river as a child, which I richly deserved.

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The World of Synnibarr

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This book is dedicated to Fate and to the stifled adventurers within all of us, for we have the hearts and imaginations, but not the powers or the frontiers.

This book is not intended to foster any belief in the occult.

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Foreword

Over the last 12 years, during the creation of this game, the gaming industry has changed greatly. When I began writing *The World of Synnibarr*, there were relatively few games on the market; today there are many, the majority of them quite good as far as their originality and production are concerned. However, the idea of high-powered and multigenre gaming systems is just beginning to emerge. People are showing a greater interest in games where players' characters can become as entertaining as their favorite comic book characters or adventurers in their favorite novels. But until now, no games have been published that responded to those interests yet still maintained balance and playability.

Over the last decade, the Synnibarr gaming system has been tested by thousands of players and hundreds of referees. So after five revisions, from 1980 until now, I think we have finally got it right. I hope you will agree.

The text is referenced in detail to simplify using this book; also, five indexes have been added.

The idea I want to convey is that Synnibarr is old but almost completely unexplored. A devastating plague erased most of civilization, and the world is just beginning to crawl out of the Dark Age. A more advanced civilization has arisen again only within the last 500 years. The greatest secrets of science were preserved, but science has now acquired the status of a religion, giving mankind a supertechnology that many consider occult in nature. This supertechnology coexists with a medieval world in which some of its population can manifest all kinds of supernatural powers. When combined with the mysteries and dangers of the lost civilizations of the past, these elements make Synnibarr more than just a gaming system; they create a place of constant wonder filled with a universe of entertainment.

—Raven c.s. McCracken, author

Editor's Note

When I was first introduced to Raven McCracken, I was fairly set in my ways as far as what kind of role-playing games I wanted to play. Being a player and a referee for several different types of games for more than 10 years, I thought I knew pretty much what I wanted and what to expect from a gaming session experience. Although initially I was a bit awed by the wide variety of strategies and techniques involved and the amazing number of characters and abilities, by my second time of playing the game, I was hooked! I have been playing Synnibarr at least once a week since then. The rules are such that any type of campaign setting can be played, from swords and spells to lasers and starships to swords, spells, lasers, and starships. Nothing is impossible.

In this book, we have tried to cover all the bases of role playing, from allowing players the freedom to build their own characters to explaining as many different elements and situations as is practical to eliminate as much guessing on the part of the player as possible. It's all there in front of you. Even with a book as detailed as this, you still have plenty of freedom to improvise. Using your imagination can only spur further creativity, itself an unlimited asset.

This second edition of *The World of Synnibarr* is substantially revised and improved over the previous publications. It has been completely reorganized so that you may easily find the relevant information needed during the course of the game.

Playing Synnibarr will open avenues in your imagination for which you probably did not even know you had an address.

—Bryce Thelin, editor

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INTRODUCTION & WELCOME!

Into imagination's fury I plunge thee. Ride the storm and ye shall be enriched.

In the Beginning ...

In the beginning, 800 million years ago, on a small planet, a mage was born. This mage became the most powerful mortal ever known—so powerful, he was granted Godhood. His name was Aridius, The God of Hope and Command.

During his travels across the vast universe and the 100 dimensions, he came upon a small world its natives called Earth. He searched Earth for a race of people who had no deity so that he might take them without angering a fellow God or Goddess. He converted these people to the Way of Good. To symbolize his power, he created an avatar of his mortal likeness and imbued it with the capability of storing a worshipper's power and making use of it. Then he stood back but continued to observe the avatar's work.

This avatar appeared to all who worshipped Aridius and who were good of heart. It healed wounds and diseases and gave advice to those in need, but it would not appear unless it was truly necessary, no matter how hard someone prayed. The avatar drew on the energy of the worshippers to perform acts of power.

A few years passed by and the avatar's worshippers grew in number. Also at this time, Aridius himself was summoned by the Father of All and learned that the Gods had entered into war!

The powers of darkness had won the aid of the God of Time. This unholy alliance threatened to destroy the universe from the dread dimension of Shadarkeem.[1] However, the Gods of Light were not to be undone. In a desperate attempt to survive the onslaught, they pooled their powers, trapping the God of Time, themselves, and their enemies in a temporal suspension that spanned the entire dimension of Shadarkeem. So quick and unexpected was the attack, it completely surprised the Gods of Evil, and it appeared they were trapped forever.

Because of this disastrous event, the Demigods and Demigoddesses were forced to keep the universe running until, if ever, their elders returned to resume this task. This was an enormous undertaking for them, so much so that at first they could not contain and focus the proper energies. This resulted in a stellar storm that began to ravage the Centiverse, causing suns to go nova, destroying all the planets around them.

Within the vast core of the universe, the greatest scientists had discovered the stellar storm and were plotting its future course, and vainly attempting to define its origin. When they had determined the storm's path, they made a list of the inhabited planets and sent urgent messages to warn them.

Earth received the message 5 years after the avatar of Aridius had been found deep in the Amazon jungle. The avatar, because of its capabilities, was soon acknowledged as a God. Because their Gods had not manifested themselves on account of the war,

[1] Shadarkeem is the birth dimension of the Gods. Only Venderant Nalaberong power works there. The Gods become mortals whenever they are in this realm, and no normal mortal can survive there because the dimension drains all forces, including the life force, except for God Power and Venderant Nalaberong.

and because the avatar was a force of good, it seemed natural to worship it. In this desperate hour of need, the people of Earth appealed to Aridius's avatar. The avatar replied, "I do not have the power to teleport everyone on this planet across vast distances to another inhabitable world. However, I can build you a ship, an ark that will transport you all safely."

So doing, the avatar used the first portion of its power to pull Mars from its orbit. It then set about hollowing and enlarging the sphere until it had created a worldship double the size in volume of Earth. The avatar transformed the excess matter into vegetation and oceans, both interior and exterior. Then the organic electronic network that would control the environment and gravity internally and externally was embedded within the 30-mile-thick skin covering the worldship's surface. The avatar named his creation the Worldship Synnibarr, after the color of Mars, the planet from which she was made and after the color of her first sunset.

Within this planet, the avatar also created a city with massive engines that would run Synnibarr, with a hydrogen fusion generator to provide unlimited natural light and power to its systems. It named the city The Womb, for it was to hold the seeds of Earth. The avatar then rested for 3 months.

Legend says the reason the avatar created Synnibarr from Mars was because the people on Earth used to fight continually over possession of territory. It decided to teleport the people to a neutral world that had no borders to force the people of Earth to leave behind their nuclear weapons so they would not destroy this new world.

After the avatar rested, it teleported all the animals from Earth to the new world. It then selected 400 men and women and transformed them into adventurers who were gifted with special powers and abilities. Each class of adventurer had different powers, yet each class was dependent on the others for survival. It created these adventurers to defend the seeds of Earth from potential dangers.

During the generations of deep space travel, the avatar knew that radiation could possibly alter human and animal life. It also knew that an alien race could discover Synnibarr and attack. Therefore, to defend the adventurers, it created a well-protected city for them to live in and enclosed the Worldship in a Werestorm to protect it during its initial takeoff and while in flight.

After again resting for 3 months, the avatar used its remaining power to teleport every man, woman, and child on Earth to their new home; most were transported to the interior of the Worldship. It implanted a suggestion in their minds as they were being transported: "Work in harmony and survive." Then the avatar went to sleep for 30,000 years, leaving the commencement of the journey to the people.

By the time Synnibarr was finished and ready to take off, the stellar storm was only 2 months away. But before Synnibarr could depart, a child was born whose heart was as black as hell itself. The young child was born a Mutant. Her powers were unknown and never fully understood.

After she was born, she aged to adulthood within 15 minutes. She appeared to be drawn, for no known reason, to the fusion reactor as a moth is to a light. Once in contact with it, she attempted to draw and contain its power, but this proved too much for her abilities to handle; the resulting disaster almost forestalled the launch of Synnibarr.

The great reactor was severely damaged. It leaked deadly radiation that filled the Center of the World, killing every seed of Earth within it, except for 1,500 humans near the Antarctic tunnel entrance. Had these survivors not crossed the Antarctic and sailed to the Terra Isles, Synnibarr would have been vaporized by the energies of Earth's sun going nova.

By the time they reached the Terra Isles, there was only 1 week left. To the humans it seemed hopeless, and indeed it might well have been if not for the courage of another Mutant named Steelbreeze. His powers were Invulnerability and Super Speed. He ran the distance between the Terra Isles and the Antarctic and found and entered The Womb. He then braved deadly radiation and fought off several mutated monsters until he reached the main control room. There he repaired the damaged reactor within the time remaining.

The central computer core had been incinerated and several of Synnibarr's internal systems were destroyed, causing the self-repair systems to malfunction on a grand scale. Consequently, the Werestorm has never faded from around the Terra Isles. However, the navigation computers all remained intact and the reactor continued to produce enough power for the voyage. The internal and external environmental control systems were also all intact, with only minor repairs needed.

However, when Steelbreeze started the warp engines, he discovered Synnibarr had been crippled. One engine was damaged beyond repair, leaving her a top speed of one-half normal velocity. At best, the journey would take at least 45,000 years. Steelbreeze nevertheless started the drive and piloted the Worldship out of harm's way. Such is the stuff of which adventurers are made!

As Synnibarr crawled through space, she was bombarded with various types of radiation. The atmospheric systems on board were functioning only at minimum capacity. As a result, a small amount of gamma radiation was released and mingled with the radiations emitted by the damaged drives and power plant within Synnibarr. This caused the creation of the first drake-type creature, the paradrake.

This creature was discovered by an Alchemist whose name is known only to his greatest creations—Lord Midnight and the 72-headed chameleon hydra. This Alchemist created several different species of hydras and drakes, intending to build a vast and powerful army. When he finished his last two projects, he found that the family of hydras were made all too well. They had learned that he was not overwhelmingly powerful after all, that inside he was actually quite weak. In a surprise attack, they dispatched their master and stole his books of knowledge.

Using this acquired knowledge, the dominating hydras (known as the midnight sunstone hydras) granted the other hydras and drakes the gift of intelligence and established a strict social order. This order lasted for 26,000 years, before The Great Rebellion of the Drakes. This rebellion came after the massacre, known as The Purging, of 20 million innocent humans. After the rebellion, the forces of Terra attempted to annihilate the creatures but without success. This conflict still continues today, 24,000 years later.

There have been six different attempts to conquer Synnibarr: two by alien races, three by Dark Lords and great evil powers, and one by a group of evil mages and Alchemists who founded the Forbidden City. However, in all cases, their plans met with defeat at the hands of some good adventurers from Terra and elsewhere.

After her long voyage, Synnibarr entered orbit around the Planet of Peace, Shalom, her new home, where she has remained without incident for 5,000 years.

Within the last 18,000 years, a genetic plague struck the Worldship, affecting all intelligent life forms. This disease severely affected the intellects of its victims, reducing their intelligence levels to grossly subnormal and nearly destroying all of civilization. A cure was finally found and the plague eradicated. Along with the loss of intelligence was the loss of many historical records. However, the Dwarves and a few other races managed to preserve their archives.

And so this world exists, with adventure awaiting in every valley. Lost cities are scattered throughout the jungles, and hidden civilizations thrive, just waiting to be discovered and explored.

Chronology of Historical Events

Year	History
0–10	The crippled Worldship leaves the Sol solar system. Civilization within Synnibarr is decimated and the interior is uninhabitable. Outside, the 1,500 survivors and 400 adventurers begin to establish civilization on their new home.
11	Synnibarr's stardrive begins to malfunction, slowing down at every star system. The Worldship is misinterpreting each solar system it encounters as its destination, although it discovers the error and continues on.
12–20	Giants discover other continents. They establish Ships Home and regular exploration voyages.
21	The first paradrake is discovered along with other monsters.
22–54	Alchemists discover how to mimic organic electronics and engineer in the powers and genetics. The first true drake and true hydra are created.
55	The Order of Drakes is established. Terra Council is formed, and adventurers begin to rid the world of dangerous and hostile creatures.
100–205	Iloka'seen attempt to colonize the Worldship. Struggle lasts over 100 years; Synnibarr's population is reduced by 60%. Radiation inside Synnibarr subsides.
206–1500	Era of Peace. Civilization flourishes; population increases to 10 billion. World is partially tamed. Interior (the Garden) is tamed and mapped.
1501	Age of Decay begins. Attempt by the God Bi'reel to spoil Aridius's creation. Involves the use of Dark Lords. Population is reduced by 80%.
3042	Discovery of Venderant Nalaberong by Selen. Shadow Masters create the Shadow Warriors.
3065–5000	The Selen Dynasty. Magic and alchemy flourish and the Raise From Death spell is created by Selen. Shadow Warriors are granted freedom and admitted as a guild. The war with Bi'reel is won. The Selen Academy of Art is established, and the knowledge of magic is forever preserved. Population on Synnibarr increases to 16 billion. The zombie virus is created.
5001	Bendra'katar land on Synnibarr—war begins.
5050	Terra Council surrenders after civil war is caused by the Bendra'katar virus. Population is reduced to three million.
5064	Pure Psionics are secretly discovered in the Alchemist Guild. The rebellion against the Bendra'katar begins.
5999	The Bendra'katar are vanquished. Population on Synnibarr is 600,000.
6000–6301	The Terra Police force is formed. The city Terra reestablishes itself.
6302	The Forbidden City is established and the One Day War is waged. The Alchemist Guild opens its doors to all students of engineering.
6302–7130	The Worldship nearly collides with a comet; many historical records and most of civilization are destroyed. Only Terra and the Forbidden City still stand. Synnibarr's population is 38,000 on the surface, five million inside.
7140	Year of Hope. Aridius himself arrives, freed from war. He enchants Synnibarr so that she will be undetectable to aliens.
7141–9995	Age of Aridius. Civilization is reestablished. Trade routes are reopened with the Garden.
9996	Lord Midnight, Emperor of the Hydra and Drake Alliance, demands and receives a seat on the Terra Council. Mutant drakes come into being.
10,000–25,000	The Purging begins, and 20 million die. Civilization is conquered by the Alliance 5 years later.
25,026–26,010	Weremen are created. Sirius the Vampire Lord appears. Aquarians come to Terra. Both enter the conflict and the Alliance crumbles.
26,090	United Drake Force (U.D.F.) is formed, and war breaks out between the hydras and the drakes.
27,000	Terra is freed. Population on Synnibarr has been reduced to 327,000.
27,014	U.D.F. dissolves because of internal conflict, forever ending the threat of a combined force.
27,015–30,980	Civilization flourishes once again. Weremen are freed by the Alchemist Guild. Xiapathians are contacted. They trade stardrive technology for Psisha Adreemus. The construction of the first starship manufacturing center is begun. The first case of the plague virus is detected.
30,990	Civilization begins to deteriorate. The Terra Council is disbanded. Guilds begin to close. The last fully competent student graduates.
31,401–49,500	The Dark Age. Civilization completely collapses. Aridius's avatar appears and begins the task of eradicating the plague. The plague virus lowers victims' intelligence scores to 8 and below. Synnibarr reaches Shalom and establishes orbit.
01 ADA (49,501)	After Dark Age. Alchemists are the first to open doors, claiming technology to be their religion. Population is three million, though 85% are plague victims.
01–100 ADA	Trade routes are opened and the Forbidden City is rediscovered. The Biogladites start war. Exploration begins. The first Chameleon Drake is hatched.
101–150 ADA	The Center of the World and Mountain Isles, as well as the Arctic Continent, are discovered.
151–200 ADA	The Alchemists open doors to engineering schools. All other guilds begin training. Venderant Nalaberong is rediscovered. The Chameleon Drake Guild is established.

Year	History
201–315 ADA	The first starship is constructed and successfully tested. Colonization of Shalom begins. Engineers launch Bio Star I and the Alchemists place the Magic Eye satellite in orbit.
316 ADA	Tuch is the first Synnibarr adventurer to reach Godhood. Emerald Downs crowns King Arell.
317–321 ADA	The Upheaval. The People's Party is formed.
322 ADA	Guild-trained adventurers are required to register.
330 ADA	The People's Party is disbanded. Adventurers are granted freedom.
331–340 ADA	War between the cave demons and tree demons takes place. Trade routes are closed.
341–370 ADA	The Biogladites attempt to conquer the entire Worldship.
371 ADA	The Mage Warrior Deneb creates time control spells in both magic and earthpower. The B.S.C. Guild reopens.
372–400 ADA	Shadow Masters rediscover the Wish spell. Organic electronics is rediscovered along with Pure Psionics.
401–403 ADA	Neria Bendix attack the Worldship and are eradicated by Terra forces. King Arell dies and is succeeded by his son Kell.
404–475 ADA	The last trace of the plague is discovered and eradicated. The Dwarf library is found.
476–500 ADA	(Present). The Alchemists discover civilization before the Dark Age. Colonies are begun on Tarn and Caltoose. The total Synnibarr population is 13,800,500 (13,700,000 exterior, 145,000 interior).

What Kind of a Game Is The World of Synnibarr?

The World of Synnibarr uses the conventions of science fiction, fantasy and horror adventure gaming and takes them to new levels of enjoyment and challenge. With the roll of a die, you can enter another world created from, and limited only by, your own imagination. Your characters are yours to choose and shape, from their species right down to their gender and the color of their hair and eyes.

Your characters will begin the game with special attributes and skills, which they will be given the chance to add to or increase as the game or games progress. One person, chosen as referee, creates the scenario in which the adventurers find themselves. This player sets the stage, drawing the maps and establishing the conditions of the adventure, while the other players use their characters to solve a mystery, rescue a character in trouble, or act out whatever adventure they choose to devise within the limits of their capabilities and the dictates of "Fate." It is like acting a character in a play, only the referee is the director, telling you what is happening and what you see (refer to chapter 15 for more information).

Whether you are exploring an unknown island or rescuing a family from a pack of wolves, the object of the game is to enjoy the adventure with all its challenges and mishaps. No one actually "wins" the game. The object is to survive and grow in skill so you can continue onto another, even more hair-raising adventure. The gaming points you acquire with each adventure may be used to advance to a higher level of skill. The parameters set by the game establish how fast you can fly, who will attack first (you or your adversary), how many of the attackers will strike at the same time, whether your character will dodge or block the attack, and so on.

The variables are many, but the gaming system shows you how to play the situation, with little effort and with extreme accuracy.

How to Use This Book

Read first this section and "In the Beginning..." In the Beginning... is a history of the Worldship Synnibarr, with a chronology of historical events included. Proceed next to the glossary, where you will find the important concepts and terms of the game explained. Much information is in the glossary that is not elsewhere in the book. Then, on to the sample adventure, where you will get a feel for the game in action.

The remainder of the book provides you with all the information you will need to create your characters with their appropriate abilities and skills. A character creation sheet is enclosed in chapter 1, which can be photocopied for your use during the game. Once you have created your character, you may wish to spend your character's money to buy equipment. After that, all that remains is for someone to play the role of the referee, or "Fate," and let the game begin.

Note to Referees

The World of Synnibarr makes use of all aspects of adventure gaming: It is a manual that gives the basics of creating characters with all their abilities, descriptions of provisions and equipment and how to create your own (see chapter 11, "Engineering"), the details of skills and training, and descriptions of several cities and the territories surrounding them. We have even created random star systems and a few aliens and their "toys" accompanied by the rules for interstellar combat, not to mention instructions for creating starships.

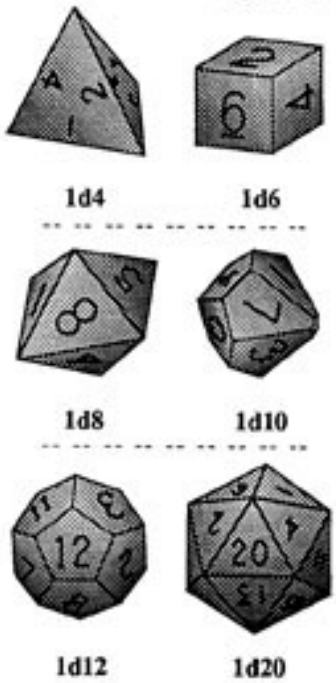
The combat system is explained in detail, as are all types of gaming parameters, to create a universe complete in virtually every aspect.

For the referee, or Fate, we have created all the rules needed to play the game, with accompanying charts and tables, and a special section that gives a number of helpful hints on how to use the system. We have also included a lengthy sample adventure to familiarize players with almost every gaming situation they may encounter. We have also included five indexes: one for spells and abilities, one for monsters, one for skills, one for provisions, and one for everything else.

We suggest you study the rules about combat, including the rules for encounters with monsters. The Worldship's history is fully described, but enough leeway has been left for players to create any situation they desire in any setting. The setting of Synnibarr is not carved in stone; it can be altered to suit whatever scenario is proposed. A map of the World of Synnibarr, both interior and exterior, is included and lots more besides.

What Will You Need to Play the Game?

Very little—some paper, pencils, a calculator, and this manual. However, you will also need unusual dice. These are available at most hobby stores. Just ask for gaming dice and get a complete set. You will need one four-sided (pyramid type), six-sided, eight-sided, 12-sided, and 20-sided die, and two 10-sided dice of differing colors.



From the Training Manual for Adventurers

This is an excerpt from a book by Aridius upon the creation of Synnibarr.

Some worlds are a pain in the neck. Others an ache in the heart. But a special few are the apple of Fate's eye. Such a world is Synnibarr. Your duty is to defend the Worldship; let not temptation draw you down the path of greed and desire. Be the bastion of strength and power that you are. It is your duty to meet all challenges with heart, hope, courage, honesty, and honor.

Note From Cragwarren, Official Historian of the Terra Council

Only recently has the truth of our origin surfaced. The Dark Age all but removed any trace of our 50,000-year history, and, if not for the great library and museum, the past would have been completely forgotten. Now we know some of our origin and purpose, and with courage and dedication, we will tame the Worldship once more, and civilization will thrive again.

Glossary

1x/day/level—This is an abbreviation. It means, can be used one time during a 24-hour period for each level or number of levels designated. Another example is 3x/day/2 levels, which means, can be done three times every 24 hours for every two levels that a character has.

10ths—Armor and damage resistance on Synnibarr are measured in 10ths. For each 10th of protection, the number of life points of physical damage inflicted is divided by a factor of 10. For instance, one 10th of protection against 10 LPD will result in only one point of damage being sustained from the attack. Three 10ths will allow up to 1,000 LPD to be taken before effectively receiving 1 LPD. Unless otherwise specified, 10ths protect the victim against physical and energy damage only. The maximum damage resistance possible for a character's unprotected body is four 10ths; a maximum of four additional 10ths of protective armor can be worn for a total of eight 10ths of maximum protection. 10ths that are created by a power, such as the Ninja's Chi Invulnerability, can be canceled by the nullification of the power base. Natural 10ths, such as those of a Chameleon Drake's body, cannot be nullified.

Adv—Abbreviation for advantage.

Advantage—A roll made at the beginning of a turn of combat to determine which character or monster will attack first. Advantage is rolled on a 10-sided die, to which a character's bonus is added. A character is said to "have advantage" if he rolled highest. The combatant with the highest advantage of all goes first on attack segment one (see the chapter 8, "Combat," for complete details).

Agility—This ability affects how well characters can dodge or block incoming attacks. Also, it affects the number of times they can attack in one turn and the likelihood of their being allowed to strike first (see "Advantage").

Alchemy—This is a force within the Centiverse similar to technology but more akin to magic. It is generated by different types of physical matter: gems, metals, and special organic substances such as mage tree bark, which has a small amount of latent magical power. Special organic substances create different energies. Acts of concentration focus all these forces into one power. Alchemy is very powerful, in most cases dominating the basic forces within the Centiverse.

Attack Segment—Another term for segment; defines time in a combat situation (see "Segment").

Attacks—The number of times a character or monster is able to strike at something in one turn under the best conditions. The actual number of attacks a character gets may vary depending on advantage, on whether the character has to dodge someone else's attacks, on the type of attack used, and so forth (see chapter 8, "Combat," for full details).

Aura—A reflection of a character's personality type. Auras may change with mood or state of mind but will always revert back to their original color when stress is removed.

B.A.—Abbreviation for beam attack.

B.A.D.—Abbreviation for beam-attack dodge.

B.S.C.—Abbreviation for Bio Syntha Cyborg.

Balk—A tie when rolling advantage. The players who balked keep their original scores for comparing with anyone who did not balk, but they roll again versus each other. The second roll indicates which of the balked players will attack first. A second balk is also rerolled. If two players manage to balk three times in a row, their attacks are simultaneous.

Base Fate Roll—This is the starting percentage fate roll score for characters. Modified fate rolls cannot be brought below their base score (see "Base Fate Roll" in chapter 8).

Beam Attack—This is an attack that is moving 250 mph or faster. It must be dodged with a beam-attack dodge (see below).

Beam-Attack Dodge—This is 75% of the normal dodge score. It is used instead of a normal dodge when an incoming attack moves at the speed of a bullet or faster (see "Dodge").

Bio Syntha Cyborg—This is a synthetic reproduction of a human being. They are organic electronic machines with incredible abilities. They can be played as characters (see "Bio Syntha Cyborg" in chapter 1).

Block—A character's chance to put something in the way of an incoming attack before being hit. The "something" may be a shield or a weapon already in hand or a field created by a spell, special ability, or technology. A character's chance to block is often better than his chance to dodge (see "Dodge").

Caprenium Radiation—See "Powers."

Caprium Radiation—See "Powers."

Centiverse—All the universes of all the dimensions. The Centiverse consists of 100 dimensions, each of which has 100 subdimensions, and, in addition, the Elemental Planes that separate them.

Chi—Pronounced "kee," this is a form of life force generated only by living beings of an organic nature. It is not easily harnessed and may require many years of study to control even the most basic of its functions. Chi power does not draw from an outside force but comes completely from within, so it is difficult to cancel. In most cases, chi can be prevented from leaving the body of the user, but it cannot be stopped from functioning within. Ninjas, Amazons, and Golden and Scarlet Tigers all possess this ability.

Con—Abbreviation for constitution or constitution points.

Constitution—Points that are spent when using most special abilities. Once spent, constitution is regained by sleeping for 6 hours and eating a good meal or by using various spells and natural substances. A character's constitution score directly affects his metabolic shock roll (see "Metabolic Shock").

Damage—The units for this are life points, and they apply to any object or creature. Weapons, spells, and special abilities may do a certain number of life points of damage (LPD). The LPD is subtracted from an object or creature's total life points. Damage can range from 1 point to 1 billion points, which reflects the wide range of possible attacks from the slap of a small child to several torpedoes launched from our favorite starship. Disintegration destroys matter and does not do a life point range in damage. It instead affects a certain number of pounds, specific to the spell or ability's description.

Death—When a character falls below zero life points and is not helped with some manner of first aid or healing spell, he or she will be unconscious (no metabolic shock roll) and will continue to lose life points at a rate of 200 per minute (10 per turn). When a negative 1,000 life points is reached the character is dead.

Dexterity—This influences the character's chance of hitting a target when attacking and of being surprised (see "Surprise"). It also gives additional bonuses, increasing the character's chance to dodge and block attacks and to strike first (see "Advantage").

Dice—Several dice are needed: one each four-sided (pyramid), six-sided, eight-sided, 12-sided, and 20-sided and two 10-sided of different colors. "1d4" means to roll one four-sided die. Other examples of abbreviations are 1d6, 1d8, 1d10, 1d20, and 1d100. The latter case, 1d100, signifies that two 10-sided dice may be rolled together. One die is designated the 10s and the other the 1s. So, for example, a roll of four on the 10s die and a seven on the 1s die would equal 47. A zero on both dice (00) equals 100. Percentile dice are used for most rolls in the game of Synnibarr. If told to roll a percentage, you would use these dice. Always check whether you have to roll low or high. The number in front of the "d" may indicate more than one roll; for example, 3d10 (three 10-sided dice are rolled and the results summed).

Disarm/Throw—Special combat moves executable only by certain character classes. If any of these are not listed in the character-class description, then that character cannot use them, unless they are acquired later through learning a skill. These moves are used in place of a dodge or block (see "Dodge").

Dodge—A character's chance to get out of the way of an incoming attack. The player must roll a number on percentile dice that is less than or equal to the dodge score (see also "Beam-Attack Dodge," "Block, Disarm/Throw," and chapter 8 for more details).

Earthpower—Earthpower functions basically the same way as magic, except the power comes from all life force, not from the basic power of the Centiverse itself. This life energy is created and generated by every living thing, from plants to energy beings, and it exists almost everywhere. It is one of the most difficult powers to cancel.

EGs—Electrons in gravametric suspension. One EG is equal to 10,000 kilowatt-hours. EGs are contained within magnetic bottles and made into clips or larger pods. Once stored, an EG will last for 1,000 years. The electrons may be used as needed as long as high technology functions. If exposed for more than 6 hours to an area where high technology does not work, the magnetic containment bottle will erode and the electrons will dissipate.

Ego—Intelligence + wisdom. Ego is a rough measure of mental strength. A character's ego score directly affects his psychic shock roll (see "Psychic Shock").

Energy—Any form of nonmystical energy, no matter how it is generated. This includes such forms as natural electricity, radiation, and lasers. Energy can also be produced by using other types of power. Some examples are the mutation Energy Cocoon, the spell Ball Lightning, and the psi spell Kinetics (Major Photon). These effects can only be stopped by shields that stop energy. Fate is rolled versus energy, not versus the type of power creating the energy. Physical armor and 10ths reduce the damage from energy attacks.

Fate—The referee or games master. This person creates the adventure and will play the parts of all creatures encountered by the players. Fate rolls are sometimes referred to as fates (see "Fate Roll," below).

Fate Roll—Rolled on percentile dice. This represents the chance of changing an unfavorable situation to a favorable one. Whenever something is about to happen to a character that the player doesn't want to have happen, the player can choose to make a fate roll. However, a fate roll isn't necessary if a player wants his character to receive an effect. For example, if someone is casting a Heal spell, the recipient does not need to roll a fate. This is always the player's choice. There are a few types of effects for which there are no fate rolls (see "Fate Rolls" in chapter 8, "Combat"). *All fate rolls have a base 10% unless otherwise stated (see "Base Fate Roll").*

Flat Advantage—An advantage roll made without any bonuses added. It is used to determine advantage against machines and robots or in a sacrifice or heroic attempt (see "Advantage").

Free Sacrifice—When opponents attack and miss, the target of the attack receives a "free" sacrifice. This means the target character may make a sacrifice attempt without incurring a penalty for failure, as the opponent's attack will not be successful in any case (see "Sacrifice").

Gaming Points—These represent experience gained by a character during an adventure. When the character returns from the adventure, gaming points are "spent" to advance to higher levels (see "Gaming Points" in chapter 15).

God Power—This is a very special form of power. It is as powerful as Venderant Nalaberong. However, the two powers cannot affect each other in any way. Though God Power can dominate all forms of power, even Pure Psionics, it will not block or even hinder Venderant Nalaberong. Likewise, V.N. cannot affect God Power.

God Roll—The last roll made when a character is about to die. If the roll succeeds, the character's God intervenes and saves him (see "God Roll" in chapter 8).

Heroic Attempt—An attempt to snatch a comrade from the jaws of death, often at the risk of one's own life.

Intelligence—This affects the number of spells that a mage-type character can memorize, defining the number of spell memory units at first level.

Karma—There are two types of karma: good and bad. Good karma is earned when a character dies while attempting to save someone else or acting above the call of duty within the limits of the character's aura. Bad karma is earned when a character commits suicide or acts in direct opposition to his aura. These points affect the next character created by the player (see "Karma" in chapter 1).

Level—The term level is used in a couple different ways within the game. It applies to the rank or experience of characters and monsters, and to the difficulty of spells.

As characters adventure, they rise in levels. This means that they have acquired more life points, dodge better, do more damage with their attacks, and cast more difficult spells and other abilities. Applied specifically to characters or other intelligent creatures, level can mean the overall level of their class, their level of Practitioner in an Art, or their level of engineering for a particular study.

The level of a spell or ability indicates the minimum level a character must have reached to use that ability. Spellcasters can sometimes cast spells above their level, but there is a probability of failure, and the results can be fatal.

LP—Abbreviation for life points.

Life Points—The amount of damage an entity can sustain before being destroyed. Life points increase as characters and monsters rise in levels.

LPD—Abbreviation for life points of damage. This is the amount of damage an attack may cause.

MS—Abbreviation for metabolic shock.

Mag/Psi/EP—Pertains to the forces of magic, psionics, and earthpower.

Magic—This is the control of energy and matter in all forms. It is managed by manipulating the energies that affect and control the functions of matter and energy as they exist. These controlling energies are generated by the Centiverse and are tapped by the mind, body, and life force of the

user. Several elements cause each type of magical effect to function. The particular type of effect or power is channeled into the body, in much the same way a radio channels a particular station. The user's subconscious draws the power into the body with the help of specific hand gestures. These gestures also help in aiming the spell at the beginning of the casting, once it has been channeled into the body and metabolized there. Then the conscious mind processes and shapes the intent of the spell with the words uttered and thought by the user, whatever a particular spell demands. The higher the level of spell, the more words are thought and said. Some first-level spells require only thought and gestures. The power is then drawn in, shaped, and focused. Sometimes the power is so great, the use of life force is necessary to help contain it. For this reason, some spells drain constitution from the spellcaster.

Metabolic Shock—This is rolled whenever a character's body undergoes severe physical stress, such as being electrocuted, losing half his life points, or using half of his current constitution points in one attack. The player rolls percentile dice. If the roll is more than the character's metabolic shock score, he loses consciousness, or "passes out." This usually lasts for at least 1d6 minutes, unless the character is awakened or healed. For example, a high-frequency sound may cause the brain's chemical balance to go haywire even if the damage can be withstood. Metabolic shock is based on the current constitution score. If a character has spent constitution points on using abilities, the metabolic shock roll is lower.

Midnight Sunstone—This is one of the hardest substances that exist. It is a crystalline metal that may be found growing in areas where midnight sunstone creatures exist. It may be used to generate midnight sunstone energy (see below).

Midnight Sunstone Energy—Also known as Pure Psionics, this power is generated by midnight sunstone. It manifests itself as a blue-black beam with a pure white light at its core. This power passes through any shields that are not specifically identified as being able to stop it. It is similar to V.N. in that the victim has only a base fate roll of 10% and no higher. The beam can be generated artificially only by an organic electronic blaster, which only an Alchemist can create. It costs between 1 billion and 10 billion dollars. The damage is at least 10,000 life points at a drain of 3 EGs.

Mutations—These are genetic anomalies. Combined with special elements within a Mutant's biochemical structure, mutations allow mutant cells to metabolize invisible ambient radiation and combine it with their life force. The result is the manifestation of mutant abilities of various types. Examples of these abilities are being able to discharge large amounts of raw power in the form of energy bolts, flying at superspeeds, controlling gravity, and changing physical shape. However, mutations are more easily canceled because they require outside radiation, which can be disrupted.

N/A—Abbreviation for "not applicable."

OE—Abbreviation for organic electronics.

Organic Electronics—This is a form of electronics that uses protein molecules to replace conventional integrated circuits as well as artificial synapses and neurological processes similar to those of the human brain. Organic electronics are alive and have a delicate metabolism, one that mimics life itself. An organic electronic device can perform functions impossible for microelectronics, such as generating magic or even life force. Conventional functions can be performed with half of the power drain and with a unit 10% of the size normally required.

Percentages—These are the type of numbers most often used within the game, which are rolled with two 10-sided dice (see "Dice"). Modifications to character attributes and other gaming mechanics are termed as: "subtract 10% from the score" or "something equals a score plus 10%." This usually means to subtract or add 10 percentage points to the score instead of 10% of the score itself. All dodges, blocks, throws, disarms, fate rolls, surprises, and other scores that are percentages are handled in this way. If the score or attribute is not a percentage then an actual percent of the score (which is a fraction of the total amount) is subtracted or added when modified. Percent scores and attributes are always modified by percentage points unless explicitly stated otherwise.

Percentile Dice—See "Dice."

Phazed Attacks—This is an attack that has been shifted into a subdimensional state. It will pass through most defenses, including 10ths and any form of armor. Two phazed objects encountering each other are considered a normal attack. Both are in the same state. If a character is phazed and projects a power, this power will no longer be phazed once it is 5 inches from his body.

Physical—This applies to any nonpower attack; for example, boulders, spears, rocks, wind, or bullets. As with energy, it doesn't matter what type of power made the attack. Sound is also considered a physical attack, but it has special properties. Any sound attack on living creatures, electronics, or organic electronics causes metabolic shock, even through a protection of 10ths.

Point Blank—This is a distance of 5 feet or less.

Power Base—This type of power creates an effect. The effect may be a totally different form of power, such as a bolt of energy caused by a mutation.

Powers—This term encompasses magic, psionics, earthpower, alchemy, mutations, and chi and may also include V.N., Pure Psionics, and God Power. Each type of power in Synnibarr is created by different forces. These forces are harnessed by the body, shaped by the character's life force, then projected outward. These forces are conducted through the atmosphere or vacuum by the radiation emitted by the substance caprenium. Caprenium radiation comes from the combination of caprium and technentium. It takes both technentium and caprium to allow powers to function. Technentium and caprium are present everywhere. However, if there is another source of radiation near that is superdominant, such as special star types, then the effects of the technentium and caprium combination may be diluted or even nullified. For this reason, some powers will not function in some areas, solar systems, or dimensions.

Psi Spells—Another term for psionics (psionic spells).

Psionics—This power is generated, shaped, and molded by a user's mind. Most psionics require only thought, not gestures, and so can be used even if the caster is bound. However, the caster must be able to see the target to aim. Psionics require the radiation of technentium to function. Consequently, psionics can be canceled.

Psychic Shock—This is rolled whenever a character's mind is under severe stress, such as dodging and casting a spell at the same time; it is equal to a character's ego. A player must roll less than or equal to the psychic shock score on percentile dice. The results of failure are generally listed with the explanation that requires the psychic shock roll. If no special results are listed, the character loses consciousness.

Pure Psionics—Another name for Midnight Sunstone Energy.

Sacrifice—In combat, to "sacrifice" means to attempt to hit your opponent before he can hit you, after he has already started his attack. If a character fails in a sacrifice attempt, he loses the chance to dodge and is automatically hit by the attack. If the sacrifice is successful, the opponent can dodge or block normally or sacrifice in return. Only one sacrifice on a sacrifice may be made and only if the player has an attack on that segment (see "Sacrifice" in chapter 8).

Segment—Equals 1/15 of a turn or one-fifth of a second. Usually this fraction of time is used only during combat.

Set—Equals five turns or 15 seconds.

Shaman Songs—These are what the spells are called that Shamans use.

Shot—Rolled to determine whether an attack hits its target. A shot consists of the number rolled on percentile dice plus the character's shot bonus plus or minus any other adjustments called for by the situation (see chapter 8, "Combat," for full details).

SMU—Abbreviation for spell memory unit.

Sound Attacks—Sound or sonic attacks are unusual, as they are physical in nature. However, they cause severe disruption to electronics, organic electronics, and any carbon-based creature with a metabolism. The physical damage caused by a sonic attack can be stopped by 10ths and armor, but the victim will still have to roll metabolic shock. A shield that stops physical attacks will stop a sonic offense without any effects passing through. Sound attacks are not effective in space.

Spell Memory Unit—The mental capacity of spellcasters. Each spell takes up a specific number of SMUs when memorized. This number is equal to the spell level (a fifth-level spell requires 5 SMUs for memorization).

Strength—This affects the amount of damage characters and monsters cause when striking with natural weapons such as claws, hand-held weapons such as swords and axes, and physically thrown weapons such as rocks and spears. It also determines how fast characters can run and how far they can jump. Extraordinary strength requires the use of caprenium radiation.

Surprise—The chance that a character will be unaware of an attack or trap. To determine whether a character is surprised, Fate must decide into which class the surprise falls (AA through C). The player then rolls percentile dice. If the result is less than or equal to the chance for surprise for that surprise category, the character is surprised (see "Surprise" in chapter 8, "Combat" for full details).

Technentium Radiation—See "Powers."

The Tongue—This is another name for Venderant Nalaberong.

Turn—3 seconds. Time is computed in turns during combat, with each character taking an action on a particular segment within the turn. Advantage is rolled at the beginning of each turn.

V.N.—Abbreviation for Venderant Nalaberong.

Venderant Nalaberong—This is the strongest force in the Centiverse. It cannot be wished for, because it cannot be affected by any other type of power. Venderant Nalaberong, or The Tongue, is a special form of pure magic practiced only by a lucky few. This power was a language used by the elder Gods in the shaping of the Centiverse. This language cannot be spoken or written by anyone unskilled in its use. Such is its enchantment that the symbols will vanish even if carved in pelleum. To learn the language requires no special knowledge, only a high ego and a successful ego roll when you attempt to read V.N. The roll is made only once. If a player fails, he may never try again unless the player manages to increase his character's intelligence by some means. Once the language is understood, the spells may be studied. The rules regarding warfare with magic still apply. Venderant Nalaberong comes in specific forms, such as mage spells or Shaman songs. The chance of a random spell book having Venderant Nalaberong is 1%. The fate roll against this power is a base 10%, which never rises even for Gods and Immortals. Only Venderant Nalaberong itself and very special spells can stop Venderant Nalaberong.

Wide-Beam-Attack Dodge—This is equal to one-half beam attack dodge score. This dodge is used instead of a B.A. dodge for attacks that are 20 or more feet wide (see "Dodge").

Wisdom—This determines a character's ability to find traps and secret doors unless he has special training. It also affects the number of spells that a Gnome can memorize.

Example Adventure

This scenario is presented for the beginning adventurer and referee (Fate) to show what it is like to run or play an adventure, from first-level characters that are just leaving school to the end of their first adventure.

These particular adventurers are a Mage Warrior, a Ninja, and a Chameleon Drake. The referee (Fate) has already created the adventure and written it down. Recorded are the names of the monsters that will be encountered and a detailed description of where the characters will be adventuring and what they will see. This includes the types of terrain they will be traveling through and how it affects each character's movements (see chapter 15, "Adventure Creation"). When this has been completed, the game is ready to begin.

FATE: "You have just left school. Where in town are you going and what are you doing? Oh! What type of drake form is the Chameleon Drake in?"

MAGE: "Well, we each have $500, so I'm going to buy provisions and a pack or something."

NINJA: "I want to stop at a weapon shop. I need a sword and some throwing stars."

DRAKE: "Thermal drake, and all I want is some food and a bullwhip."

FATE: As Fate turns to the equipment and provisions costs, he tells the adventurers, "Well, there's an Alchemist shop in town nearby. Will you be going there?" The location of the shop is found on the map of the city Terra. The numbers on the buildings are used to locate the description of the shop, which is listed in the description of the Terra shops.

ADVENS (all three): "Yes!"

FATE: Rolls a 1d20 to determine whether the Alchemist will be helpful to the party. A roll of 3 indicates that the Alchemist is in no mood to haggle about the price of anything (see chapter 6, "Reactions"). Fate then says, "The Alchemist seems grumpy and not in the mood to bargain. Just pay the standard price listed and get out of there."

ADVENS: "Okay, now let's go get a drink."

FATE: Holding the map of Terra open, "Which bar will you go to?"

ADVENS: Choosing a tavern they say, "There, the Blind Owl. We will walk up to the bar and order three large milks in dirty glasses."

DRAKE: "I'll take mine with a broken straw."

FATE: Looks at the number on the map indicating the name and the description of the bartender or owner of that shop. Looking in the book under Terra Shops in Chapter 7, "Lands and Worlds," Fate reads the description. In this way, Fate can act out the part of virtually every shop owner in Terra. Once this is done, Fate rolls the reaction of the bartender on a 1d20. A resulting roll of 8, plus the reaction bonus, indicates a favorable reaction. Fate then begins to act the part of the bartender named Halfhan.

HALFHAN: (Fate) "Well, three milks it is. Hey, you guys looking for an adventure?" Whispering, "I know of a cave where a paradrake lives. The paradrake is guarding a temple or something. I'm not sure exactly what."

MAGE/NINJA: In unison, "Oh yeah!"

DRAKE: "And where is this lowly cousin of mine?"

HALFHAN: "Only 3 days sail by Giant ship after you're through the Werestorm. The ship passes very near that island."

ADVENS: "When's the next ship out of town?"

HALFHAN: "There's one leaving in 3 hours."

ADVENS: "Then we're going to have to make that ship."

FATE: "Once you leave, the only thing that disturbs you on the ship is the constant singing of the Giants." Fate pauses and then says, "Well, your voyage is over, the Giants are within sight of your island, and they have prepared a small, 25-foot sailboat for you. The skies are clear, and there is a steady breeze." Fate then asks "What will you do? It's about 3 hours to sunset."

NINJA: "Sail the boat, Fate. What do you think? After all we've all learned Sailing, Climbing, and, and ..."

DRAKE: "And Basket Weaving! Could we get on with this?"

FATE: "Well, I just rolled the first chance of a fate-caused encounter." The resulting roll of 2 on a six-sided die equals no encounter as they sail toward the island.

Halfway there, Fate rolls another chance encounter. The resulting roll of 5 equals no encounter, so they are nearing the island.

Fate now looks at the adventure page where he placed the terrain descriptions and the movement and random-cover variables. Then drawing a simple map, Fate explains, "The island is rocky and volcanic. You don't see a safe place to land, but you do see a place where you might be able to without destroying the boat."

Then Fate rolls the last of the fate-caused encounters. The resulting roll of a 1 indicates that there is an encounter. Fate then looks at the prerolled encounters listed on the adventure sheet and says, "First roll your surprise class B ambush!"

The resulting rolls indicate that only the Ninja is not surprised (she rolls a 94); the others will be surprised until segment five. Fate then tells the Ninja, "You see a nigeel's head rising out of the water, and it's about to bite the ..." (Fate rolls a 1d6 to randomly determine who's getting bitten). "The Mage Warrior, who is totally surprised and who can only make a random dodge roll. Ninja, roll your advantage. And the rest of you should also because you can attack after five segments have passed from the moment you are surprised."

NINJA: "I've got a +3, and I rolled a 6. I have a 9 on my advantage roll."

FATE: "I've got a +2, and I rolled a 5. I have a 7 on my roll. I lost."

NINJA: "With three attacks available, I'll use my first free attack to get to it and the other attacks to cut it with my sword. I've got a 45 on my first shot, and a bonus of 25 on my shot, which I add to the score of 45, equaling 70 on my shot and strike."

FATE: Both the Ninja and the nigeel have three attacks and the Ninja won. Combat starts on attack segment one and goes to five and so on. At every instance, the Ninja may attack first. Rolling the nigeel's dodge, "I rolled a 72. I don't dodge the first strike. What's your damage?"

NINJA: "My sword does 100 to 1,000 life points of damage times 10 from my strength." Rolling the percentile dice the Ninja says, "200 times 10, which equals 2,000 life points of damage. What a crummy shot."

FATE: Writing this down, he rolls the number of life points a nigeel can have (from 1,000 to 4,000 and a 10th damage protection). The resulting roll of a 1 indicates 1,000 life points, and because the monster also has a 10th, the blade causes only 200 actual life points of damage. "It attempted to dodge by diving under the water, so as it is hit, it continues beneath the waves. When it surfaces again, the time elapsed is about 3 seconds, so it's a new turn, and we roll advantage again."

NINJA: "6."

MAGE: "8."

DRAKE: "11. I won, and I'm going to blast the worm."

FATE: "4. Yes, you all win. The drake attacks on segment one, essentially receiving a free attack this turn. Roll your shot."

DRAKE: "I'm using my fire breath because I'm in my thermal form right now. I have a 94 on my shot. One more percentage point and it couldn't dodge. Well, at least it's double damage."

FATE: "That's a beam attack! Gulp!" (See "Beam-Attack Dodge.") The resulting roll of 30% indicates a successful dodge. "Subtract the constitution points for the Fire Bolt. Now we move to segments two, three, four; four, anyone on four? Then five. Well now, because the Ninja has three attacks and goes on segments five, 10, and 15, on segment five the Ninja swings with her sword, and the resulting roll of 01 indicates a clean miss. Now its segment six and ..."

MAGE: "Wait! We're on segment six, then I get a shot! It still has to roll its beam-attack dodge versus my attack. I'm using my Hex Bolt, and my shot is 123 with my bonuses—double damage!"

FATE: Rolling a 60 on the nigeel's dodge, Fate shakes his head and says, "I don't dodge; what's your damage?"

MAGE: "900 times 2 because of the double damage, equaling 1,800 life points of damage. Is it still alive?"

FATE: Rolling the nigeel's fate roll, a score of 29 indicates the nigeel didn't make its fate and is definitely not alive. "The nigeel's 10th doesn't stop magic!" Then Fate looks up how many gaming points the creature is worth and says, "It's dead, shot right between the eyes. You all split one-half gaming point."

ADVENS: "Yeah! Pull it on board and we'll eat it for dinner."

FATE: "You still have to land."

DRAKE: "No we don't! We can drop anchor near the shore, and I can carry the Ninja while flying, and the mage can use his minor levitation spell. That should get us to shore without any problems."

FATE: "As you wish." Fate then makes a percentile die roll to determine whether the empty ship will be safe or not. The first roll is a 33. This indicates there is only a 33% chance of the boat remaining safe. Fate then rolls again. The resulting roll of a 40 indicates that their ship won't be there on their return. How and when the ship is lost is up to Fate. All of this should take place without the knowledge of the adventurers. After all, two quiet die rolls shouldn't draw attention. Also, Fate rolls a chance encounter when they reach the island. A roll of 2 indicates no encounter. Fate then points to the map and says, "Exactly where are you landing?"

ADVENS: "What do we see?"

FATE: "You see volcanic terrain, jungle, and a tall mountain with what could be a cave."

ADVENS: "We are going to explore the cave. Let's go! By the way, how long of a hike is it?"

FATE: "At least 2 to 3 hours."

ADVENS: "Then we take the simplest, most direct course," indicating their trail on the map.

FATE: "You are now halfway to your destination," Fate says, rolling another chance encounter, "and you don't see any signs of trouble."

ADVENS: "Then we continue on, always looking out for a possible ambush."

FATE: "Well, in that case, who is in front and who is in back? You notice you must pass through a narrow canyon, and you must walk single file."

NINJA: "They have to walk single file. I'll climb the walls."

FATE: "Then roll your percentage chance to climb the walls." The resulting roll of 3% indicates the Ninja can climb easily with no problem. "Then you continue on? Ninja, you will have to make a climbing roll three times if you stay on the wall; any failures and you slip, giving you only a fate roll to save yourself."

MAGE: "I'm going to cast my Invisibility spell just in case we're ambushed."

FATE: "Subtract the constitution points for the spell, and remember, you can have only three duration spells on you at any one time. Then you start down the canyon. You don't see any trouble, and you are approximately halfway through."

Fate next rolls a chance encounter. The resulting roll of a 6 indicates that the adventurers have company. Checking the list for the island encounters, Fate finds that the main creature, the paradrake, is the chance encounter.

Fate then says, "Roll your surprise class B ambush." The resulting rolls indicate only that the mage is not surprised. Fate then says, "You see a paradrake flying at the party!"

MAGE: "Then the paradrake rolls its surprise because I'm invisible. By the way, how far away is it? They may have time to get over the surprise."

FATE: Rolls percentile dice. Each 20% indicates a turn's distance away from the party. Fate says to the mage, "They won't be surprised when it's within range."

Then Fate determines how fast the paradrake can move in a turn. This is listed in the Monster descriptions in chapter 17. The resulting roll of 51 indicates the paradrake is two turns away, and the distance is about 1,758 feet, close to the top of the canyon. Because the drake is too far away to attack the party, they can fire at will if they have an attack that can reach it.

MAGE: "I'm waiting till it's within 100 yards, and I'll cast three Hex Bolts, aiming at its wing. The constitution I'm using for my Hex Bolts is drawn from my mage staff."

The mage then rolls his shots. One is a double-damage shot, and a double-damage shot is required whenever an adventurer tries to hit a specific area. The other shots hit also. The 1d6 rolled with the percentile dice indicates where the other shots land (see "Hit Locations" in chapter 12.).

FATE: "First I'll roll my class A surprise. The resulting roll of 36 indicates—yes, you guessed it—the paradrake is surprised and does not make any of its fate rolls."

Determining the percentage of damage the drake's wing can take and rolling the number of life points the paradrake has altogether, Fate then states, "Its wing has only

6% of its total life points, and so, because it has only got 6,000 points, its wing has 360 life points. How much damage do you do with your Hex Bolt?"

MAGE: Smiling, "I have 500 times 2, giving me 1,000 life points of damage. The paradrake's wing is history."

FATE: Rolls the paradrake's metabolic shock. The resulting roll of 81 indicates that the paradrake loses consciousness and falls.

NINJA/MAGE: Yell in unison, "Drake burgers!"

DRAKE: "I beg your pardon?"

ADVENS: "Where did it land? And if it's not dead, we want double gaming points."

FATE: Rolls the percentage chance that the paradrake is dead. The result indicates that it is not dead. At this point Fate says, "You'll receive your points after the adventure."

This is to keep the adventurers from knowing what happened to the paradrake. This type of action should be taken whenever something happens that the adventurers have no way of knowing. Fate would say something if the adventurers could see where the paradrake landed or if they took the time to look.

ADVENS: "Let's see where it landed, just to keep track of it. We don't want Fate causing it to sneak up on us when we least expect it."

FATE: Grumbling, shows the adventurers where the creature landed—very near the cave.

NINJA: "Let's see whether we can sneak past it."

FATE: "Roll your chance of being heard. Under 20% and you are heard. Will the Chameleon Drake and the mage fly there? After all, they don't move as quietly as you do. Well, the drake is quiet, but the mage isn't."

DRAKE: "I have a 35 strength. Can I carry both?"

FATE: Checking the lifting capacity of the drake's wings, Fate states, "Yes, but your maximum speed is 10 mph, and you are flapping extremely rapidly" (see "Warfare in Flight" in chapter 12.).

DRAKE: "As I have excellent eyesight, does the paradrake appear as though it's awake or unconscious?"

FATE: Rolls the paradrake's metabolic shock versus its crash landing. The resulting roll of 61 indicates it's completely unconscious. "Its eyes are closed, and it's breathing deeply; that's what you see."

NINJA: "Then it's unconscious. Let's go."

And so the Chameleon Drake lifts off and manages to make it to the cave entrance. As she passes over the paradrake, the Ninja says, "I'm pulling out a throwing star with my free hand, just in case the beast wakes up as we fly near."

FATE: "You arrive without incident."

NINJA: "I'm looking for traps." Rolling the percentile dice, "I have rolled a 07, and I have a 60% chance, which means I find a trap if there is one."

FATE: "No traps."

NINJA: "Well, I guess we go forward. I'm tossing rocks in front of us just in case."

FATE: Checking the adventure sheet, Fate notes that there are no traps and says, "You travel on without difficulty until you reach a very large cavern. There is light there from a large crack in the ceiling. You see the remains of a temple. The drake can smell a strong paradrake scent about 1 or 2 hours old. Also, you can see the entrance of the temple is open slightly. It appears as though part of the door has crumbled away. What do you do?"

DRAKE: "Is the scent I detect the same as the scent of the paradrake I shot down?"

FATE: "Yes."

DRAKE: "Well, we had better get going before Fido wakes up. After all, he is 50 feet long and probably quite upset."

MAGE/NINJA: "Then let's get to it, troops!"

NINJA: "I'm going through the door, being very careful and looking for traps with a ..." (rolling the percentile dice) "42%."

FATE: "No traps! You see a dimly silhouetted, large statue against a wall and a stone altar."

MAGE: "I'll use my Ball Lightning to shed some light on things."

FATE: "You see hieroglyphics on the walls. The altar appears as though it's covered in blood—very old, dry blood. The statue is unrecognizable due more to damage than to age."

NINJA: "I'm looking for a secret door with my scanner. With a 39%, do I find one?"

FATE: "Where exactly are you looking," drawing a quick sketch of the room.

NINJA: "On the north wall."

FATE: "Nothing."

NINJA: "South wall."

FATE: "Nothing."

NINJA: "I'm scanning the floor."

FATE: "You find a hollow space 10 feet down but no secret door. You'll have to look in a specific area, and I believe your scanner is out of power."

NINJA: "One last try, over by the statue. My scanner lasts for five turns."

FATE: "Yes, you find a secret door behind the statue. It is well concealed."

DRAKE: "Door, what door?" as he disintegrates it with his fire breath.

FATE: "How much damage did you do? And subtract the constitution points."

DRAKE: Rolling the 1d10, the resulting score of 9 equals 900 life points of damage. "And if the door doesn't appear as though it's going to give, I drain 1 more constitution point."

FATE: "The door gives on the first blast. Each 1 inch of wood has 100 life points, and the door is only 1 inch thick, and as it's rotten, it's gone. Oh, by the way, roll your class B surprise."

DRAKE: Rolling the percentile dice, the resulting roll of a 17 indicates the drake is completely surprised.

FATE: "Everybody else roll surprise. If you are not surprised, you may be able to rescue the drake by using a heroic attempt."

The resulting rolls indicate that neither the Ninja nor the mage is surprised, and Fate tells the players to roll flat advantage versus the trap. The resulting rolls indicate that both players lose to the trap, and the only way they will be able to help their friend is with a heroic attempt. If they had won, they could have simply moved the drake out of harm's way. "Well then, what do you do, and who is the closer? I guess the Ninja would have been because she was locating the door with her scanner."

NINJA: "Thanks, Fate. I sweep the legs of the drake, angling his fall so he will land clear of the doorway. Do I roll under my regular or my beam attack?"

FATE: "Beam attack."

NINJA: "I roll a 41%"

FATE: "That's a heroic attempt. Roll your flat advantage."

NINJA: "8 and a 46% on my shot, plus I make my dodge, so I save the drake without getting hit by the attack intended for him." (See "Heroic Attempt" in chapter 8, "Combat.")

FATE: "You see several large metal arrows sticking into the back of the statue, and you receive 1 gaming point for saving the drake," checking the section on heroic attempts. "Well, what do you do?"

NINJA: "I'm looking for traps." The resulting roll of a 72 indicates the Ninja can't locate the trap if there is one.

FATE: "Well, what do you do? You don't see any traps."

MAGE: "I'll go first. I can conjure up the Brilliant Defender spell and the Armor of Mist. With these, I can defend against magic, psionics, and earthpower. And the armor will stop physical, energy, and mutations, just in case I walk into a Spell Trap."

FATE: "So, you're heading down the hall?"

MAGE: "Yes! What do we see?"

FATE: "First you see a flash of blue light as the mage strikes a Spell Trap. Then the Armor of Mist erupts into yellow and green flame." The Spell Trap holds the mutation Disintegration Beams. Now Fate must determine how much damage a mutation does to the armor (see "Non-Damaging Effects Versus Shields" in chapter 9). Upon determining that the mutation is equal to a 15th-level spell, and if the person who placed this trap was skilled but not a God, we will assume that the level of the Mutant who was paid for this was an 11th level. So we use the base-times-level formula; that is, 15th level equals 15,000 multiplied by the spellcaster's level (11th), which equals, "165,000 life points of damage to your armor. Ouch!"

MAGE: "Th ... th ... the armor can only withstand 10,000 life points before I need to put con points into it. I subtract 16 con points. Now I wobble on down the stairs with 1 con point left. Is the trap gone?"

FATE: "Yes. Because you used up more than one-half your con points to stop the spell, you must roll metabolic shock, and as your con score is now 7, you have only a 10% chance. (The resulting roll of 6 brings cheers from everyone at the table.) Now, who's in back, and who's in the middle?"

NINJA: "Middle."

DRAKE: "Last, but I'm listening so that I can hear anyone approaching from the rear."

FATE: "You continue onward with no surprises. At the bottom of the stairs, there's a door."

NINJA: "Is it locked? No? Then I open it carefully. Oh wait, I check for traps first."

FATE: "You should have done that before you opened it carefully. Foolish Ninja, if you live, you will know better next time. Roll your surprise. Is anyone not surprised making a heroic attempt?"

MAGE: "Yes. I'll attempt to pull the Ninja away from the door and cast my Brilliant Defender spell to block the attack if it's magical. If it's physical, then too bad." The resulting roll indicates no heroic attempt.

FATE: "Besides the bad luck, you still had to roll surprise class C before your heroic attempt. If you're surprised, you can't react."

NINJA: "What happens to this miserable wretch?"

FATE: "It is an arrow trap, firing four arrows." Rolling the percentile dice, Fate finds that only one arrow strikes the Ninja. As Fate rolls the amount of damage the arrow does and where it lands, he says, "You are struck by one arrow. Roll your fate." The resulting roll indicates that the Ninja does not make her fate. "The arrow did 300 life points times 10 for the strength of the trap sprung, and it struck your right arm, completely incapacitating it. Now roll your metabolic shock versus passing out." The resulting roll of 74 indicates the Ninja loses consciousness.

DRAKE: "Good, Ninja burgers!"

MAGE: "I bind her wound and remove the arrow. Does the pain awaken her?"

FATE: "Roll your metabolic shock, Ninja." The resulting roll of 25% indicates the Ninja awakens. "Now what do you do?"

ADVENS: "What do we see?"

FATE: "You see a small room. A chest has been slid into the corner on the floor."

NINJA: "What's on the ceiling?"

FATE: "You see holes in the ceiling, perfectly round."

NINJA: "I rolled a 16 on chance to deactivate the traps. Do I find one?"

FATE: "Yes, you see a torch holder and spare torch holder. You fiddle around and find the deactivation mechanism. Now what do you do?"

ADVENS: "We approach the chest and carefully open ..."

NINJA: "Wait! We first look for traps—30%. What do I find?"

FATE: "Nothing but a strong lock, which you can easily open. You see small pouches inside with two or three gold and pelleum pieces, totaling $10,000, and a small diamond ring. At the bottom of the chest, you find a very old piece of paper that has been folded; opening it might destroy it."

MAGE: "Save it, we'll take it to a Mage Warrior and maybe she or he can restore it for us. So, let's divide the money and get out of here."

NINJA: "Wait, I'm looking for a secret hiding place, such as a safe or something. I'm taking my time and being very careful."

FATE: The resulting roll indicates that the Ninja does find what Fate has hidden in the room. "You find a small door made of stone that matches the stone wall itself. Behind it is a scroll and two very old vials of liquid. You read the scroll's inscription: 'Controls Emotions of All Creatures.' This scroll can be used only once, and it's an earthpower spell. The potions you recognize as distilled heal spring melon and blood orange juice."

MAGE: "The potions are just what the doctor ordered. The Ninja needs the melon juice and I need the blood orange juice to restore my constitution. As for the scroll—I can't memorize it, but I can read it off and cast it. And we only need it to work once. Here Fido. Heeeere Fiiidooo."

FATE: "Well, then what do you do?"

ADVENS: "We sneak back to the temple entrance and look for the paradrake."

DRAKE: "Do I smell anything? I'm sticking my snout out of the door and smelling for a very fresh scent, like that of our ride, Fido."

FATE: "Well, since Fido, the paradrake, is there, the drake has a 95% chance of smelling it." Fate then says, "Roll your percentile dice."

DRAKE: "For what?"

FATE: "I don't have to tell you, just roll." The resulting roll indicates the drake can smell Fido. Fate then says, "You smell the paradrake."

MAGE: "Well, I'll use my Invisibility spell on myself and stand up so I can read the scroll without being attacked."

FATE: Then Fate rolls the paradrake's class A surprise. The resulting roll of 42 indicates the paradrake is completely surprised. Fate then says, "The paradrake does not seem to notice you as you're standing up, and you see the

paradrake lying in wait for the party. What do you do?"

MAGE: "Cast the spell, dummy! Roll your resistance and your fate, Fate."

FATE: "Okay." The resulting rolls indicate that the paradrake is affected. Fate then says, "What emotion do you want it to feel?"

MAGE: "Absolute love for all of us. It can tow us back to a giant ship or near home anyway. I don't think there's room on the sailboat for it to sleep."

NINJA: "We can build a raft or something and tow it while it rests. Can the drake talk to it in any way?"

DRAKE: "I think so."

FATE: "You are a Chameleon Drake. You have a different dialect."

DRAKE: "Will my Hypnosis Gaze help us communicate?"

FATE: "It will understand your commands, yes."

DRAKE: "Good, now let's see to its wing, Fate. Is it too badly damaged to fly?"

FATE: "Yes, and it will require up to a month to heal."

MAGE: "What was this a temple of, and what does it look like it was for? Can I get a clue from the markings on the wall?"

FATE: "Well, you see the Face of Tet, and that's not good. Aside from that, you can't make out the writing unless you have a Translation spell."

MAGE: "Well, I'll splint the paradrake's wing. Could the drake scout the island?"

DRAKE: "Okay, I'll be back soon."

FATE: Then rolls a chance encounter. The resulting roll of 2 indicates no encounter. However, he rolls a 1 for the mage and Ninja. As soon as the drake has disappeared from view, Fate rolls the dice for the next predetermined group of encounters (encounters that will happen no matter what). Fate is using a Non- Classed Adventurer and rolling the character's chance to accomplish concealment ambush. Both scores indicate that the attacker is hidden and can surprise both the mage and the Ninja. Fate then says, "Roll your class B surprise ambush and advantage." The Non-Classed Adventurer has won advantage. Fate then states "On attack segment one, I release an Earth Shock spell, which will paralyze the target." Fate rolls a d6 to determine who will be attacked: Ninja 1 to 3, mage 4 to 6. The roll is a 4 and the shot roll is 02: a clean miss.

NINJA: "Chump."

MAGE: "Wimp."

FATE: "Attack segment four; I shoot again."

NINJA, MAGE: "Gulp."

FATE: "At the Ninja this time."

NINJA: "Can I roll forward as I dodge. I can make at least 10 feet an attack segment. My roll is a 42."

FATE: "Yes, you dodge and move forward attack segment five."

NINJA: "I draw my sword and cut with a 90 double damage."

FATE: "He raises his forearm and blocks with a 23. Roll your damage."

NINJA: "900 times 10 for strength damage adjustment equals 9,000 life points."

FATE: Notes this down and then says, "His arm appears to have armor plating, perhaps cybernetics. Segment six."

MAGE: "Hex Bolt. With a 99 he can't dodge, only block."

FATE: "He blocks with an Earth Sphere. Its green, shimmering surface lights up the area. Segments seven and eight. Now he drops the shield and releases another Earth Shock spell. With a shot roll of 00 or 100, no dodge or block is possible, and I shoot at the mage. Roll your fate."

MAGE: "A 52. Now Fate, how long am I paralyzed?"

FATE: "One hour."

MAGE: "Hope the Ninja can take him or we're both dead."

FATE: "Segments 9 and 10."

NINJA: "I go on 10. I need to take him out now, so I use my Darkblade ability and cut him. My shot roll is a 62; remember, with weapons, I'm a beam attack."

FATE: "He rolls a 15 on his dodge and on segment 12, he releases another Earth Shock spell."

NINJA: "I dodge with a 47."

FATE: "On segment 15, I draw and cut with my sword. My shot is a 70."

NINJA: "I block with a 21 and its advantage."

FATE: The resulting rolls indicate that the Ninja has the advantage "What do you do for segment one?"

NINJA: "I attack with the Darkblade."

FATE: "I block, and in segment four, I strike with my sword."

NINJA: "I'm attempting to disarm with a 30. Roll you class C surprise."

FATE: "I'll only have to do this once during the fight. Next time I'll be looking for it. 30. I'm surprised. Next I roll my fate versus physical attacks. 02. Yes. I keep my weapon. Segment five."

NINJA: "What's this guy look like?"

FATE: "Indian male, good-looking, black hair, violet eyes, about 6 feet, medium build. He's wearing some type of combat jumpsuit but no armor. He's carrying a sword, and other weapons are hanging from his belt."

NINJA: "I pull off my hood, as I am good-looking, and say 'Stop, stop.' Have him roll his reaction. I get a +4."

FATE: Rolling d20, the result is a 20 plus 4 equals 24. "Aaagh. He stares into the Ninja's eyes and promptly falls in love and stammers 'I'm, I'm sorry, I ... '"

NINJA: "And on segment 10, he rolls class C surprise as I sucker punch him. My shot is 82. Almost double damage. Incidentally, instead of a punch, I run him through."

FATE: Rolls a 25 and is completely surprised. "How much damage do you do?" A roll of 69 indicates no fate.

NINJA: "Awww, minimum damage is 100 points plus 1/4 of his strength and con."

FATE: Noting the damage, then says "On segment 12, release another Earth Shock spell with a 75."

NINJA: "And again I dodge. Next is segment 15 and I've won advantage. My shot is a 26. With my bonuses, it's a hit. I'm using the Darkblade again."

FATE: "I sacrifice with a 41. That makes it and my flat advantage is a 5." The Ninja rolls a 4 and loses. "He strikes with his sword, rolling a 99. No dodge."

NINJA: "But I can block with a 20." Cold steel meets the Ninja's chi sword as the battle continues.

FATE: "Advantage, 4-1/2."

NINJA: "Eight. I drop my Darkblade and kick for the head. I'm tying to knock him out. My shot's a 101 with bonuses. I hit."

FATE: "I roll an 82 for a dodge and your damage is ... ?"

NINJA: "Four hundred times 10. However, I only want to subdue, not kill."

FATE: "The subsequent rolls indicate the assailant is completely unconscious. What do you do now?"

NINJA: "Bind him securely and wake him up. Now it's time to use my Interrogation skill."

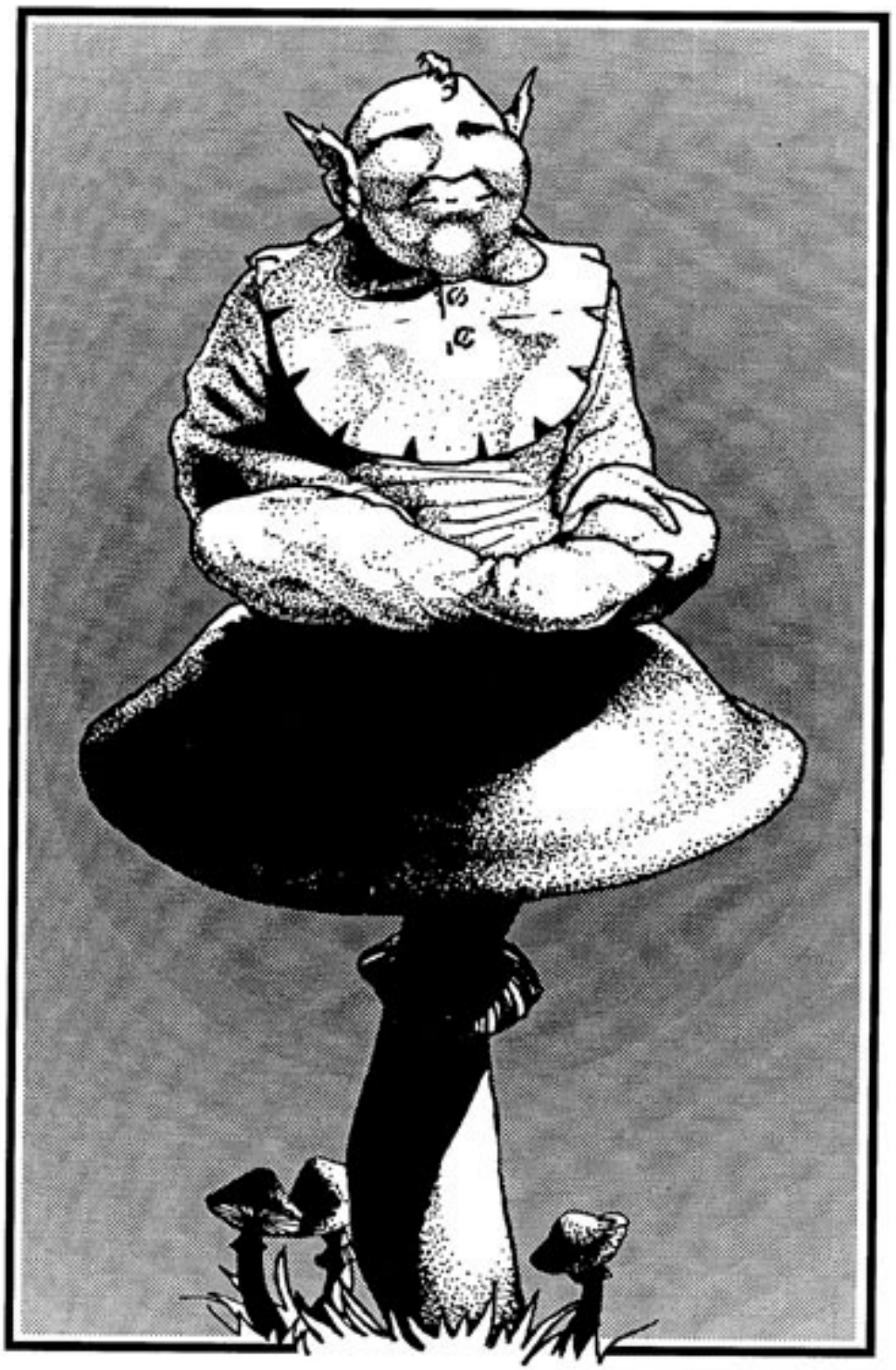
FATE: Checking the Non-Classed Adventurer's skills he finds interrogation resistance. The Ninja succeeded in her Interrogation skill. However, the Non-Classed Adventurer succeeds in resisting. "Now what do you do?"

NINJA: "Check on the mage. Is he okay?"

FATE: When the Ninja turns her eyes away, he rolls the chance for the Non-Classed Adventurer to escape using the Escape Artist skill. Succeeding, he is able to grab a tesseract twig and snap it. "As you look away, you hear a snap, and your captive disappears via tesseract."

NINJA: "Shoot. Do I sense his life force anywhere?"

FATE: "No. Not within your range." The Fate rolls the Non-Classed Adventurer's chance to move silently. Failing the roll, Fate states, "However, you do hear someone moving in the woods."



NINJA: "Coming toward us or moving away?"

FATE: "Away."

NINJA: "I let him go, but I keep a close eye on the woods. Then I take up a defensive position near the mage."

FATE: "Now for the drake."

DRAKE: "What do I see?"

FATE: "Well, you cross the rocks to the other side of the island. You see a small valley with a forest and a small stream and steaming pond approximately 30 feet wide."

DRAKE: "I know, what do I do? I land near the shore of the pond. What do I see?"

FATE: "You see a smiling face attached to a small body peaking out from under a bush. It looks like an Elvome. It says, 'How are you today?'"

DRAKE: "Fine, how are you?"

ELVOME: "I'm well, though I seldom get visitors. This is quite the surprise."

DRAKE: "I'm keeping an eye on him, Fate."

ELVOME: "Are you looking for a safe place to rest? This area isn't very safe except for this small forest. There is a paradrake living on the other side of the island."

DRAKE: "Yes, I know. We have made friends, but now it's hurt, and it can't fly. I was looking for something to heal it with."

ELVOME: "Yes, help you I can. We can travel there easily, and I can cure any wound the creature may have. But as I understand it, your kind has no love for any drake but their own mutant species."

DRAKE: "I don't, but my friends do. Please, let's get moving if you're going to help."

FATE: Reading the description of the Elvome listed in chapter 17, "Monsters," Fate finds that it can heal and will help. So Fate plays the Elvome and gives the drake a hint to help the party. "You see the drake returning with someone."

ELVOME: (Fate) "Are you the creatures that came in the boat?"

DRAKE: "Why, yes."

ELVOME: "It's good your friend will be healed. He can fly you to your destination because your boat was destroyed by a 200-foot-long sea drake."

ADVENS: "Groan!"

ELVOME: "Carry me to them. I'll make us invisible."

FATE: "You arrive and the Ninja and the mage have just finished the crude splint for the paradrake's wing. The Elvome heals the creature and then asks why they have come to this place."

NINJA: "We heard that Fido here was guarding some type of temple ruins. By the way, you wouldn't know the history of this place would you?"

ELVOME: "No, but I know someone who does. She lives in the World Veins (see "Dark Continent" in chapter 7). There's an entrance near the third mountain—you can't miss it—with a river flowing out of the mouth of the cave."

MAGE: "Wait, aren't you going to go with us?"

ELVOME: "Are you out of your mind, human? I'll tell you the way, but that's it. Adventuring's your job, not mine. I stick to basic survival."

DRAKE: "Then stop yer yakkin' and let's get trackin'. I'm spoiling for a reeeaaall fight."

ELVOME: "As you wish. The cave travels inward, and you will see a big pit heading straight down. This is the entrance. Head down it, and you will find a stone dwelling carved in the wall of the pit. Speak the name Denton, and you shall be granted admittance. A Giantess named Carewillow will greet you. She's very friendly and an excellent cook, if you like meat. Though I haven't seen her for over 100 years, I'm sure she's still there, for this island has a special romantic interest for her. Something about her and my father."

NINJA: "Let's ride the paradrake on the ground to the temple and leave it there. There's no sense in riding on it; we might draw too much attention. And if we travel with it on the ground, it'll get to do all the fighting."

ADVENS: "Okay."

FATE: The referee should choose how the paradrake will react. It might follow them anyway, for this would be great fun. However, for the sake of this adventure, we shall say that it will cooperate and await their return. At this point, Fate relays this and then asks the party, "What do you do now?"

MAGE: "We start in the direction of the temple, but first I want to ask the Elvome if he will teleport us to the base of the mountain?"

FATE: Rolling the Elvome's reaction, Fate finds that he will. And to be of further assistance, he will keep the paradrake for them so they don't risk its getting lost.

ADVENS: "Then let's get going!"

FATE: The Elvome casts the spell, and the party appears at the base of a steep cliff. Fate then tells the players that their characters see that the mountain is approximately 3,000 feet tall and very steep.

DRAKE: "I'll carry my companions as I fly upward toward the cave entrance."

FATE: Rolls for random encounters and rolls a 5: no encounters. "I've got to get new dice! You make it to the cave on the other side of the mountain with no problem. Once you arrive it's about dark, and the drake is very tired. You see a sheltered valley, which has been created by the river. The valley is filled with forest and thick vegetation. However, it's completely isolated from anything that can't fly or climb sheer cliffs. What do you do?"

MAGE: "We land and look for a suitable place to make camp near the river."

FATE: Checking the description of the valley and the terrain variables, Fate gets a fairly clear picture of the area. From this point, he must improvise what the characters see. "You find a curve in the river from which a tributary forms a small stream that meanders to a dry, flat area of thick grass."

NINJA: "I check the grass for any bones. Do I find any? No, well then I scout the perimeter while the drake and the mage set up camp."

DRAKE: "Why did he check the grass for bones?"

MAGE: "Phaze grass is very nasty stuff. Grows through your feet. I set up a small cook fire and start dinner. The drake will get last watch, so he'll eat first."

FATE: To the Ninja, "You find only signs of winged deer or elk, nothing else whatsoever."

NINJA: "Then I return to the camp and eat. Once dinner is over, I'll take my post in a nearby tree."

FATE: "You have a very restful night with no problems. What do you do after breakfast?"

MAGE: "We pack up and head for the cave. What's the terrain and the weather like?"

FATE: "The morning is very clear and crisp and the terrain is fairly dense. You may travel at 40% of your normal speed."

MAGE: "Right, let's go then towards the river and on to the cave."

NINJA: "I'll take point. I am unsheathing my short sword to cut a path through the foliage."

FATE: "You don't run into anything on your trip, which takes you 1 hour. However, as you enter the cave, the drake smells a very fresh scent though he neither sees nor hears anything at all. You see the pit the Elvome mentioned in the floor of the tunnel. It's about 10 feet in diameter although very irregular in shape. The sides are covered in glowing moss that provides light in the World Veins. It also makes excellent handholds and footholds for the travel downward. Even the mage could make it with no difficulty. What do you do?"

It is at this point that the players withdraw to decide their plan of action. Fate should recheck the information on the adventure sheet, making a few false dice rolls to throw a little of the fear of Gods into the players.

DRAKE: "I am going to fly over the mouth of the pit and look down. What do I see?"

FATE: "A pit going downward and curving out of sight to the right after about 100 feet. You also notice that the tunnel is getting wider."

DRAKE: "I return and tell the others what I've seen."

MAGE: "I guess we head into the tunnel and down the pit, keeping a tight handhold on the moss."

DRAKE: "While the others climb down the walls, I want to swoop down the pit until it gets wide enough for me to circle. Once there I'll wait for the other land-bound slobs."

FATE: "You travel downward for about 3 miles, then the pit widens to about 500 feet in diameter. Again you smell the strong scent that you caught at the cave's entrance. It is here that you see a large dwelling carved out of the side of the tunnel. It has a wide, docklike protrusion that appears to be for landing on. What do you do?"

DRAKE: "I'll circle and look for traps. Do I find any with a 7%? I made my roll."

FATE: "No."

DRAKE: "Then I land and motion to the others to join me."

NINJA: "I leap onto the dock and draw both swords."

FATE: "There is no place for the mage to climb onto the dock. The structure comes away from the walls of the pit, and the dock protrudes from the front of the structure."

DRAKE: "I grab him and we land. What does the front appear like?"

FATE: "The front is mostly smooth stone with a large double door at the bottom 15 feet tall and 15 feet wide. Above the door is a wide pane of polished crystal 40 feet wide and 10 feet tall. Above the crystal is a frame of steel 5 feet square. As you approach the door a face appears in the frame. It is an old female. She appears to have been crying. She speaks with a voice that sounds as though it were as old and chafed as Atlas's shoulders. 'Welcome travelers. How may I be of assistance?' "

MAGE: "We come in the name of Denton, and we seek the history of the temple."

FACE: "What? Denton?" She starts to scream hysterically. "You speak to me of the betrayer, the destroyer of love! His leaving without explanation or words at all have caused untold suffering and despair. And your reminder has ground salt into the wound. For this you shall all die!"

DRAKE: "So I take it we're not welcome for dinner?"

FATE: "As she finishes her last sentence, the crystal flashes like a camera flash, and a flying grizzly (see chapter 17, "Monsters") soars out of the light, heading straight for the party." In this instance, the players knew that the face was going to attack their characters or something similar. So, when the bear appears, then advantage is called for, and the bear rolls a 6-1/2. As Fate notices, the grizzly is a fourth level and therefore has only two attacks. "Oh, by the way, this is the scent you caught before."

MAGE: "10-1/2, and I'm casting a Hex Bolt."

DRAKE: "7-1/2, and I attack on segments five, 10, and 15. On attack segment five, I want to breathe a Fire Bolt if I'm within range."

NINJA: "13-1/2. Yesssss. It's the best I can get, and 10 plus 3-1/2. One bear salami comin' up. I leap up to try to cut it with my sword. I get three attacks per turn, same as the Chameleon Drake, but I won advantage, so I go first on segment one. My shot is a 76%."

FATE: "I dodge with a 52%." Next is segment five, and the Ninja and the drake both go. The resulting rolls indicate that the bear dodges. Next is segment six and the mage goes.

MAGE: "I roll a 01! That's a clean miss."

FATE: "In that case, I'm sacrificing (see "Sacrifice" in chapter 8), and I can do it because you are actually attacking me. Furthermore, I have nothing to lose as you would in normal sacrifice situations. If I fail, I won't get hit by your attack, 'cuz you missed me, you missed me, nana, nana, na."

Fate rolls a beam-attack-dodge sacrifice of 89, and the chance has been lost.

The turn progresses to segment 10, and the Ninja attacks.

NINJA: "I rolled a 40% on my shot."

FATE: "I rolled an 18% on my beam-attack dodge. The drake goes next. However, he will have to use the attack to move over to the prey."

DRAKE: "I blast it! My shot is a 102 total, and it's a solid hit."

FATE: "I roll a 61 on my dodge, and I fail. What's your damage?"

DRAKE: "900 life points times 2 for the double damage."

FATE: Checking the monster's description, Fate finds that the monster has 10,000 to 40,000 life points. The die roll indicates 30,000 (this is going to be a long fight). Rolling the monster's fate, Fate says, "I'm hit for 1,800 life points. Next segment is 11, and the mage goes."

MAGE: "I roll an 89 total, and I'm using my Ball Lightning spell, which will do metabolic shock and stun him."

FATE: "I roll a 65 on my dodge, and I don't make any of them. You could hit me with a slow-moving blimp. I make my metabolic shock roll, and I'm not affected. Now it's segment five, and the Ninja and the drake attack." The resulting rolls indicate that the bear is extremely lucky and dodges them both.

MAGE: "I'm starting a spell that will come off next turn on segment 11 unless I win advantage. It's a second-level spell, and I'm only first, but I can do it (see "Using Spells" in chapter 9). There will be a 10% chance of spell backlash plus an additional con point for the level above. The spell is Manacles of McCracken."

FATE: "Roll advantage." The resulting rolls indicate that the mage does not win, so the spell will go off on segment 11. During segments five and 10, both the Ninja and the drake try unsuccessfully to hit it.

"Well, then, if you're casting a spell, then the grizzly is not being attacked on segments six and 11, and he attacks on segments six and 11. Isn't this convenient?" Rolling the 1d6, Fate determines that the bear is going to swipe at the mage. This makes sense, for the mage's hands are glowing as the spell is being cast. "I'm attacking the mage with a 20 on my roll. Just barely a hit. I add +15%, totaling 35. I'm using my eye-beams, which are chi based, and they do 100 to 600 life points of damage. Roll your beam-attack dodge."

MAGE: "I roll 39%. I make it. Now I have to roll my fate versus breaking concentration while dodging, and I fail, so my spell is broken, but I'm alive."

FATE: "Then we move to segment 15, and the Ninja goes first."

NINJA: "I'm going to attempt to leap on the bear and grab hold."

FATE: "You will have to roll your shot on the bear and your grab, both of which I might dodge. And if I dodge, then you will go over the edge of the dock into the pit."

NINJA: "You only live a couple'a times. Sixty percent on my shot for the leap and 52% on my grab."

FATE: "I roll a 90% on my dodge and an 88%, so you're on, you lucky shmuck."

DRAKE: "Where did the Ninja land?"

FATE: "On the back between the wings. Her head is facing its tail. The grizzly is almost on top of the two of you. It's about 10 feet away and 8 feet off the ground."

DRAKE: "I use my fire blast and cook his chest through with a 53% on my shot."

FATE: "I barely miss my dodge, and I don't make my fate. You do how much damage?"

DRAKE: "100 to 1,000 ..." Clack ... clack ... "1,000! Wahooo!"

FATE: "Now we roll advantage once again, and I roll a 1 plus 3-1/2."

MAGE: "10."

DRAKE: "3-1/2. Do you know of a dice store that delivers, a dice delight or something?"

NINJA: "8-1/2."

MAGE: "And I start another spell."

FATE: "Then I attack the drake. I'll teach you to not yell at strangers. I roll a 94 on my shot with my laser vision."

DRAKE: "And I make my dodge with a 12%, and we move to attack segment 10. I attack after the Ninja."

NINJA: "I'm going to use my Nerve Pinch and try to stun it."

FATE: "I'm going to do a hard barrel roll and plunge off to the side of the dock and down into the pit, trying to scrape you off against the stone edge as we fall. I roll a 67, nooo ..."

NINJA: "Yesss ... You get hit with a 123%. That means I make my shot with no problem. Then I roll my chance to pinch you—02 and you are out'a there."

DRAKE: "I fly down after them."

MAGE: "Don't bother, my spell will stop the bear's fall, and the Ninja can jump from there." And with that, the mage casts his manacles on the bear and halts its downward acceleration.

FATE: "Roll your class D surprise again as soon as the Ninja leaps up." The resulting roll indicates that no one is surprised. Fate then explains: "You see another flash and out pops grizzly number two. Roll advantage!"

MAGE, NINJA, AND DRAKE: 9; 4-1/2; 6-1/2.

FATE: "The bear rolls an 8-1/2 and the turn starts with the mage first. Incidentally, the bear is flying at you very quickly."

MAGE: "I'm shooting my Hex Bolt with a 64%."

FATE: "I'm ignoring the attack and clawing you anyway with a 91% on my shot." This tactic may be used by anyone or anything that thinks it can take the damage from the given attack. In this case, the maximum damage a Hex Bolt could do is 2,000 LPD. The bear has a minimum of 10,000, so it's safe to assume the grizzly can take the attack. "Roll your dodge, mage."

MAGE: "I roll 97%. I don't make it, but ..." Clack ... clack ... "03%! I do make my fate."

FATE: "Well, in this case, the damage you sustain is deflected by your pack as the claws of the grizzly shred it off your back. And as the contents of the pack spreads out, the old piece of paper flutters out into the open. When the wind hits it, the paper is forced open, and this causes it to break, with the two halves separating. As the inner fold is exposed, a gold seal catches the moss light. And at the sight of this, the face shouts, 'Stop!' and the bear vanishes. 'Bring that to me!' "

MAGE: "I grab the pieces and head for the door very carefully."

FATE: "The door opens and a tall figure steps from the shadow. She is clothed in a robe of gray, shimmering cloth. She takes the pieces and casts a reconstruction spell on them. Once done, she asks the adventurers to read it. 'I cannot bear to have any hope. Please spare me the pain of the reading, less it be another betrayal. The golden seal is the sign of my once-loved Denton.'"

MAGE: She begins, "Dear Salenda ..."

TALL FIGURE: "Aieee, my name is Carewillow," and with that she collapses into a silent wail followed by copious tears.

MAGE: "Wait, Carewillow, there is more. 'You must forgive me, my dear, but our time has passed, for now I have met my heart's desire, and I must spend my life with her. Our time together was good, and I will remember it always. Here is a map to the location of a small amount of treasure hidden on the island. Signed Denton.' And there's more. It appears like another letter. 'Dear Carewillow, my love, I'm sorry that I can't deliver this in person, as I'm off on an adventure to make enough for us to settle down in Terra and send our children to school. I'll be back in 2 or 3 days. Love forever, Denton.'"

NINJA: "I guess he never made it back?"

DRAKE: Whispering, "Anyone bring the violin?"

CAREWILLOW: "I ... I ... I ... can't believe it! Denton, did you really love me? Oh my." She appears to be steadying. "Oh my guests, can you ever forgive me? I am eternally in your debt. Anything I can do, just name it."

DRAKE: "Got any milk?"

CAREWILLOW: "Yes, please do come in."

FATE: "She is a very gracious host, though poor. She feeds you and plays music. She explains that the map indicates a very dangerous part of the island and warns the party away until they're higher in level. And the temple was used as Denton's home after he drove the Priests of Tet or Ta'set away. After a thousand thank-yous, she teleports you back to the glade where the Elvome lives. He is there with your paradrake and a cold jug of crystalberry wine."

DRAKE: "Hi, ya little pipsqueak, pass the jug. Hey, ya got any dirty glasses?"

FATE: "Well, what do you do now?"

ADVENS: "We tell the Elvome the story, and we drink the wine, then we head for home, promising to return soon as we can and avoiding any encounters. How many gaming points did we get?"

FATE: "Well, the Ninja gets an extra point for saving the Chameleon Drake, 1/2 point for the nigeel times 2 for the paradrake the first time and then 3 more for when the Control Emotions spell was cast. That's 9-1/2 points plus the flying grizzly that was subdued. The grizzly is worth 4 gaming points. Total for the adventure is 12-1/2. Dividing that by 3 equals about 4.16 each. That's enough to raise the party one level (see chapter 2, "Rising in Levels"). You don't run into anything on the way home. You see the Werestorm ahead: what do you do?"

ADVENS: "We fly through, starting in as high as we can or as high as the paradrake can lift us."

FATE: "You passed through within 2 hours of entering. The paradrake is a very strong flier. Once inside, you feel the paradrake lifted, and you see one of the Terra Police antigravity cars. A door opens and the policeman yells, 'Need any help?'"

ADVENS: "Nope."

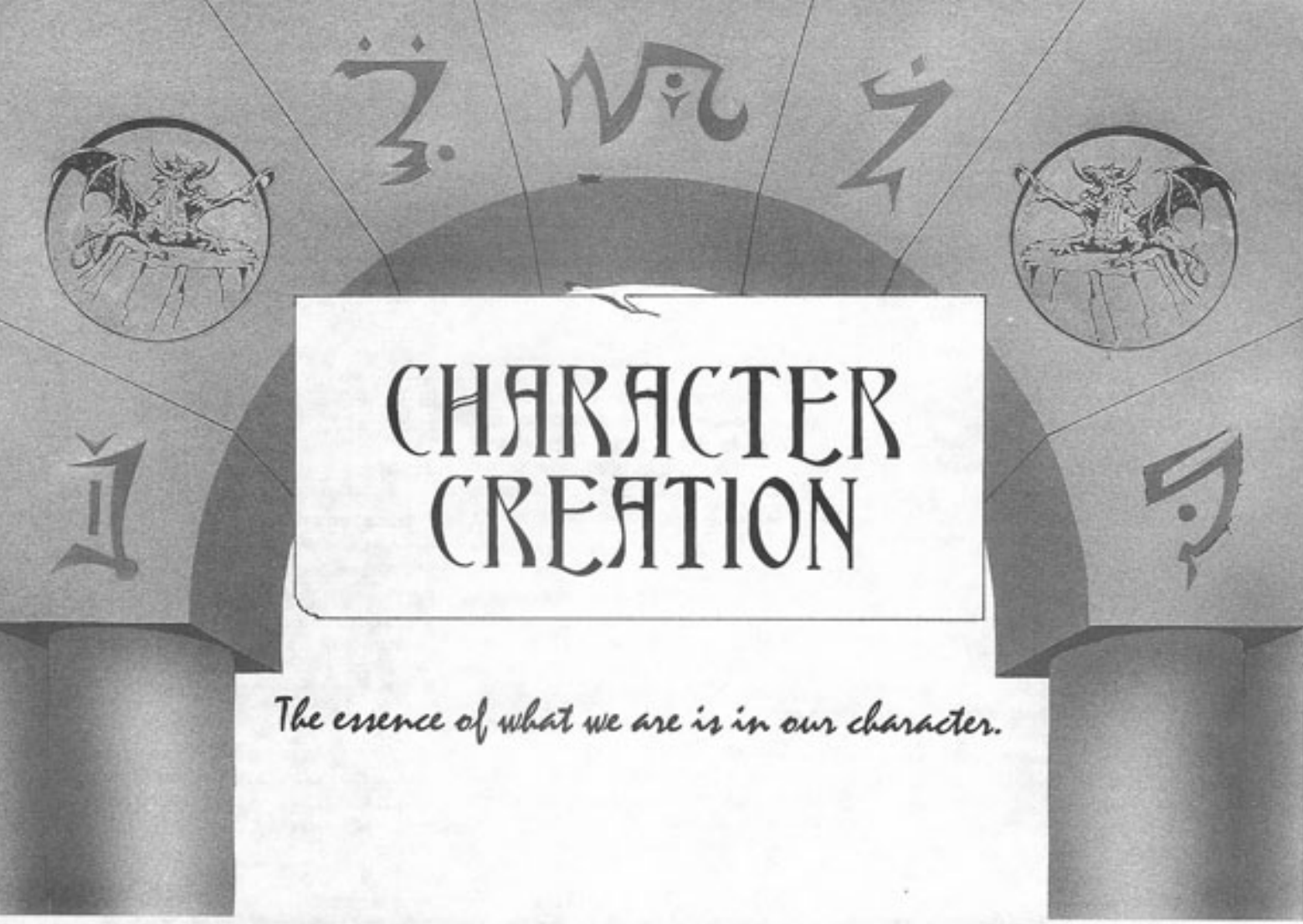
POLICEMAN: (Fate) "Then Terra Airport will telekinetically carry you in. Have a nice day."

DRAKE: "Fate, we want to return and buy as many weapons as we've got money for. Plus, the Ninja, mage, and I have to return to school to rise in levels. So let's go, for we've a Worldship to tame!"

The End

Here the story pauses until the adventurers rise again to do battle another day.

This is a simple example of a game from beginning to end. The time required to play an entire adventure can be as short as a 1/2 hour or as long as 365 days. It's up to you.



CHARACTER CREATION

The essence of what we are is in our character.

The *World of Synnibarr* has a number of ways to create characters, giving you free rein for your imagination and letting you break class stereotypes.

The first part of this chapter describes the methods of character generation and the different scores and statistics that apply to the game. You will need a copy of the character sheet or a blank piece of paper, a set of special gaming dice, a pencil, and a calculator.

These scores are determined by rolling dice, and are written down on a character sheet or a blank piece of paper. The later part of the chapter describes character classes and skills.

Creating, or "rolling up," an adventurer

Table 1. CHARACTER GENERATION OUTLINE

No.	Step	Table
1	Generate basic initial characteristic scores	N/A
2	Choose a method of character generation: Traditional, Basic Races, Non-Classed Adventurer, or Variant Races	N/A
3	Assign characteristic scores to abilities, adding bonuses where applicable, and for traditional classes, watching for minimum requirements	2–11
4	Roll for random mutations and psionics	12, 13
5	Determine spells, special abilities, mutations, cybernetics, and skills, checking them for possible adjustments to ability scores (see "Character Descriptions" and "Variant Race Examples")	N/A
6	Determine attacks per turn	14
7	Determine attack segments	15
8	Determine advantage bonus	14, 16
9	Determine shot bonus	16
10	Calculate dodge, beam-attack dodge, block, and if applicable, disarm and throw	16
11	Determine damage adjustment, weight limit, payload hindrance, running speed, and jumping distance	17
12	Determine locate traps percentage according to wisdom	18
13	Roll life points and add con bonus	19, 20
14	Determine fate roll percentages and metabolic shock	20, 22
15	Roll ego flux	21
16	Determine reaction adjustment for ego	22
17	Determine surprise class adjustment and class percentages	23, 24
18	Roll character appearances; add to reaction adjustment	25–32
19	Determine age	33
20	Determine starting money	34
21	Choose name and aura	N/A
22	Purchase provisions and equipment	N/A

is the first step in playing this game. Three basic attributes define all adventurers: type of character, ability scores, and code of morality. The latter is called the aura. You choose the aura of your adventurer.

Character creation requires several steps. These steps are outlined in table 1. From it you can get a general idea of what creating a character entails, and what specific tables to use. As you accomplish each step you should return to table 1 for the next step. This will help keep you on the right track. During the process of creating a character you may find yourself doing steps out of turn. This is fine, just as long as all of the steps eventually get completed. The following sections of this chapter describe the process in more detail.

Generating Basic Characteristics

Every adventurer has six basic scores. These will be used to determine a character's ability scores.

These characteristics are used to determine your adventurer's capabilities, such as how quickly or nimbly he or she can move, how much weight they can carry, how intelligent they are, as well as how wise, and how healthy they are (which is reflected in the constitution score). To determine the specific number for each of these characteristics or scores, you will roll a 20-sided die seven times. Reroll as necessary until you have seven scores that are greater than or equal to eight. Write these scores down on a blank piece of paper as you roll them.

Next, drop the two lowest of the seven scores and replace them by rolling one new score. This new score must be higher than the two scores you dropped, so keep rolling until you get a higher score. Note that if you roll five natural 20s, you qualify for being an Immortal Born character (see "The Immortal Born" later in this chapter). Also, if you receive a good karma bonus then you may add 2 to each score (this does not count toward being an Immortal Born).

Example: I roll 7d20, rerolling any score below eight. I end up with these seven scores:

15, 8, 20, 14, 12, 11, 16.

Eliminate the two lowest:

15, ~~8~~, 20, 14, 12, ~~11~~, 16.

Next, I roll until I get a score higher than the highest of the ones I eliminated (in this case, higher than 11). I roll an 18. Final scores are:

15, 20, 14, 12, 16, 18.

Choosing a Type of Character

Selecting a type of character will determine the frame work for who the character is and what the character can do. There are four different methods for creating a character. These are briefly described in the following four paragraphs. Select one of the methods and continue the character creation procedure from there. Now it gets interesting.

Traditional Method—Characters are created using completely random factors and the 20 predetermined character classes. This method is recommended for its opportunities for endless variations and surprises (see "Method 1: Traditional," this chapter).

Basic Races—Choose among Aquarians, Dwarves, Elves, Gnomes, Humans, Weremen, and Winged Warriors, and enter an open guild to study another class's art. End with selections from the skills. This method creates a powerful and enjoyable combination (see "Method 2: Basic Races," this chapter).

Non-Classed Adventurers—Augment your character's basic characteristics with cybernetics, mutations, and any of the 192 skills, as unique as you can devise (see "Method 3: Non-Classed Adventurers," this chapter).

Variant Races—Choose from one of over 30 creatures as diverse as Arackmen or Mutant Vampires. These monsters will provide you with an array of extremely formidable characters (see "Method 4: Variant Races," this chapter).

Method 1: Traditional

The traditional method of generating characters consists of randomly choosing from the classes that were created by Aridius at the formation of the Worldship. After rolling your basic characteristics, you need to determine the character class of your adventurer. To do this, roll 1d20 three times, jotting down each score separately, then go to table 2. In the first column on the table, note the three classes that correspond to the numbers that you rolled. Check to verify whether your characteristic scores meet or exceed those that are needed for the three classes. If your scores are not high enough for one class, reroll to get another. From the three classes you have rolled, pick the one you would most like your adventurer to be.

Table 2. CHARACTER CLASSES

Class Name	Characteristic Scores Needed
1. Alchemist	18, 13, 11
2. Amazon	17, 17, 12
3. Aquarian	18, 18, 10
4. Archer	Any
5. Bio Syntha Cyborg*	20, 20, 20
6. Chameleon Drake	19, 18, 18, 18
7. Dwarf	Any
8. Giant	19, 19, 18
9. Gnome	14
10. Mage Warrior	13
11. Mutant	Any
12. Ninja	Any
13. Psielf	20, 19, 19, 18
14. Shadow Master	16, 13
15. Shadow Warrior	18, 18, 16
16. Shaman	17, 17
17. Tiger, Golden/Scarlet	19, 17, 16
18. Tiger, Mage	18, 17, 17, 16
19. Wereman	18
20. Winged Warrior	Any

* If selecting this class, the specific type must be determined—see "Bio Syntha Cyborg."

You may also want to consult the character descriptions later in this chapter (see "Character Descriptions) to get an idea of what each class is like—you must for the Bio Syntha Cyborg class to determine which type of B.S.C. you will be.

For the sake of convenience, race and class are considered the same when referring to traditional character classes. The true races are: Aquarian, Cyborg, Chameleon Drake, Dwarf, Elf (Psielf), Giant, Gnome, Human, Wereman, and Winged Warrior. All classes not mentioned here as a race are humans.

Example: I roll three times to determine which adventurer classes I get to choose from and I get 19, 11, and 13. My scores do not meet the requirements for character number 13, so I roll again and get a 14. My class choices are Wereman, Mutant, and Shadow Master. I choose Shadow Master for my class and my race is human.

After you have determined what character class you will be, go to "Assigning Ability Scores."

Method 2: Basic Races

The term "character class" can tend to box in a player. Some people want to select a race and have the freedom to learn a different class's abilities. A Winged Warrior may want to learn to be a Ninja or an Aquarian may dream of becoming a Mage Warrior.

There are some cases where guild training is geared specifically to a particular race. A Dwarf would have a tough time training to be an Aquarian, and a Giant is not built to be a Winged Warrior. For these situations we have determined just which guilds will accept unusual students and what races can, and do, switch. The open guilds from which a player may choose from are the Alchemist, Archer, Mage Warrior, Gnome, Shaman, Ninja, Shadow Master, and Tiger. The races that can switch guilds and from which a player may choose are the Aquarians, Dwarves, Elves, Gnomes, Humans, Weremen, and Winged Warriors. Select a race and then a guild to enter, which will become the character's class.

The basic races receive their own natural abilities and bonuses to their ability scores but not skills or any other abilities from the class that they enter (see "Character Descriptions," this chapter). Find the bonuses on table 9 and add them to your character's ability scores to determine your final totals. List these in the "Normal, 1st Level" column on your character sheet.

Refer to "Character Descriptions" later in this chapter to find the natural abilities of your basic race. These may augment your character's ability scores. Aquarians do not receive their special adaptations, nor do Dwarves receive their resistances. These require special training to manifest, which is provided by their guilds only.

Those who switch guilds do not receive any of the new character class's *natural* abilities or any of the bonuses to their ability scores, and they must meet all the minimum requirements for the class they are entering to qualify (see table 9 under "Assigning Ability Scores). The guilds are quite insistent on this point.

The exceptions to the rule are the Alchemist and the Shadow Master guilds. These alter their students with mutations and chemicals so they can function as the classes. The Shadow Master Guild gives a trainee 5 extra intelligence points, and the Alchemist Guild gives its members the Starfire ability (see "Starfire Shield" under "Alchemist" later in this chapter). Races that wish to join the Shadow Master Guild may have an intelligence score as low as 13 (they still need to have a 16 wisdom).

A guild will train new members as it would any regular student. They receive the same skills and basic and special abilities—even if it kills them. Initial skill points that a class may have can be spent on skills, cybernetics, and mutations. Refer to "Character Descriptions" later in this chapter for the general and specific skills that all guild-trained characters are taught.

Once a race and guild are determined, go to "Assigning Ability Scores." After completing that section then go to table 1, step 4 and proceed.

Method 3: Non-Classed Adventurers

Non-Classed Adventurers are characters who have not had the advantages of guild training. These are humans, Elves (Psielves), Gnomes, and Dwarves. These races make up the majority of the population on Synnibarr.

The first step in creating a Non-Classed Adventurer is determining your starting skill points from your characteristic scores. Refer to "Determining Skill Points" for this process, *then return here and proceed.*

Next, choose or roll for one of the four races listed below on table 3. Initial skill points must be spent according to the race chosen. Once the basic person is defined, establish a background if you want one (see table 4). Some people are raised in isolated villages with little access to formal education. Others live in or near large cities with fine universities available at almost no cost. In either situation the education available has a profound effect on what your character may learn. The rest of your character's background can be made up. *Now go to "Assigning Ability Scores," then return here and proceed.*

Table 3. NON-CLASSED RACES

1d4 Roll	Race	Skill Points Required
1	Dwarf	55
2	Elf (Psielf)	70
3	Gnome	60
4	Human	0

Table 4. AREA RAISED IN

1d100 Roll	Background
01–60	Isolated village
61–00	Village or city

When creating your Non-Classed Adventurer, you may spend skill points on mutations and cybernetic alterations, in addition to typical skills (note that choosing recessive mutations gives you bonus skill points). However, the choices must be made during your character's initial creation. Afterward, any modifications must be paid for with cash, not with skill points.

Non-Classed Adventurers receive only *natural* racial abilities (see "Character Descriptions," this chapter), and no skills are learned without spending skill points.

Once you have chosen your skills (see "Skill Descriptions") and any cybernetics or mutations (see "Choosing Mutations and Cybernetics" below), then go to table 1, step 4 and proceed.

Note that a Non-Classed Adventurer's dodge and block scores are 80% of normal unless the skill of Combat, Dodging and Blocking is known, plus, no shot bonus is added to shot rolls if the skills Combat, Hand-to-Hand and Combat, Hand-Held Weapons are not learned. Non-Classed Adventurers cannot locate traps unless they know the skill Detect Traps and Secret Doors.

Choosing Mutations and Cybernetics

Each mutation and cybernetic alteration has a skill-point-value listed. Spend as many of your skill points as you wish on as many abilities that you can afford. Be aware that the amount of biomass replaced by cybernetics can affect your use of mutations, spells, and special abilities. You may choose recessive or bad mutations. These will give your character bonus skill points that can be spent on anything you wish. (Refer to "Cybernetics" in chapter 3 and "Mutations" in chapter 10.)

Method 4: Variant Races

There are other intelligent races on the Worldship that become adventurers. They train and learn within their own societies. Each race has a variety of special abilities and makes excellent characters.

To create a variant race character, total your starting skill points (see "Determining Skill Points," this chapter). Once this is done, you choose the race you wish to play (see table 5 or 6). However, you must have sufficient skill points to qualify. Leftover skill points can be spent on skills, cybernetics, and mutations. List these on your character sheet.

After a race has been determined, and skill points spent, then go to the section titled "Assigning Ability Scores." After completing that section then go to table 1, step 4 and proceed.

We have listed some of the races on the following two tables along with the skill points necessary to choose them as a class. Their level adjustments for life points, dodge, etc. are listed on tables 7 and 8 (these statistics are explained in the following sections). However, the only real requirement for a variant race is a language and culture. To use any other race listed in chapter 17, the referee will have to assign skill points and convert the monster. (Refer to the end of this chapter for the ability

breakdown of each variant race that is listed on table 5.)

Table 5. VARIANT RACES

Race	Skill Points Required
Alentien	220
Ape, Mutant	160
Arackmen	160
Batmen	150
Biogladite	200
Cattar	150
Demon, Cave	200
Demon, Tree	200
Elvome	205
Fiend	235
Flymen	120
Giant, Air	165*
Giant, Elemental	170
Giant, Ice	160
Halitheian	180
Lizoid, Mutant	160
Lott, Earth	190
Lott, Ice	140
Lott, Storm	190
Lott, War	200
Mantis, Armored	165
Panther Men	235
Priests of Berava	225
Raccoon, Talking	130
Ravashem	200
Scarrok	130
Tenjohussan	160
Vampire, Mutant	205
Tuch's Legion	220
Viceen	160

* 185 skill points are needed if the character knows earthpower.

Table 6. CLASS RACES FOR VARIANT PLAY*

Race	Skill Points Required
Aquarian	175
Chameleon Drake	230
Dwarf	140
Elf	175
Giant	175
Gnome	175
Wereman	170
Winged Warrior	200

* These races have all skills and natural and basic abilities (no special abilities). When you choose to play one of these races, you must subtract the skill points required to be it before spending any on additional modifications to your character.

Table 7. VARIANT RACES' ADJUSTMENTS PER LEVEL*

Race	Life Points	Attacks	Advantage	Shot Bonus	Dodge/Block
Alentien	100–600 (1d6)	+1 / 7	+0.5 / 7	+1 / 2	+1 / 2
Ape, Mutant	100–600 (1d6)	+1 / 7	+0.5 / 7	+1	+1
Arackmen	100–600 (1d6)	+1 / 8	+0.5 / 8	+1	+1
Batmen	100–600 (1d6)	+1 / 7	+0.5 / 7	+1	+1
Biogladite	100–800 (1d8)	+1 / 7	+0.5 / 10	+1	+1 / 3
Cattar	100–400 (1d4)	+1 / 6	+0.5 / 6	+1	+1 / 2
Demon, Cave	100–600 (1d6)	+1 / 7	+0.5 / 7	+1	+1 / 3
Demon, Tree	100–600 (1d6)	+1 / 7	+0.5 / 7	+1	+1 / 3
Elvome	100–400 (1d4)	+1 / 6	+0.5 / 10	+1	+1 / 3
Fiend	100–800 (1d8)	+1 / 6	+0.5 / 6	+1	+1 / 2
Flymen	10–60 (1d6)	+1 / 8	+0.5 / 8	+1	+1 / 3
Giant, Air	100–1,000 (1d10)	+1 / 7	+0.5 / 7	+1	+1 / 2
Giant, Elemental	100–1,000 (1d10)	+1 / 7	+0.5 / 7	+1 / 2	+1 / 2
Giant, Ice	100–1,000 (1d10)	+1 / 7	+0.5 / 7	+1 / 2	+1 / 2
Halitheian	100–1,000 (1d10)	+1 / 7	+0.5 / 7	+1	+1
Lizoid, Mutant	100–400 (1d4)	+1 / 7	+0.5 / 7	+1	+1 / 2
Lott, Earth	100–800 (1d8)	+1 / 8	+0.5 / 8	+1	+1 / 2
Lott, Ice	200–2,000 (2d10)	+1 / 7	+0.5 / 7	+1	+1 / 2
Lott, Storm	100–600 (1d6)	+1 / 7	+0.5 / 7	+1	+1
Lott, War	200–2,000 (2d10)	+1 / 8	+0.5 / 8	+1 / 2	+1 / 3
Mantis, Armored	100–800 (1d8)	+1 / 7	+0.5 / 10	+1 / 2	+1 / 2
Panther Men	100–800 (1d8)	+1 / 7	+0.5 / 7	+1	+1 / 2
Priests of Berava	100–800 (1d8)	+1 / 6	+0.5 / 6	+1	+1
Raccoon, Talking	100–400 (1d4)	+1 / 7	+0.5 / 7	+1	+1 / 2
Ravashem	100–400 (1d4)	+1 / 10	+0.5 / 10	+1	+1 / 3
Scarrok	100–800 (1d8)	+1 / 8	+0.5 / 8	+1 / 2	+1 / 2
Tenjohussan	100–1,000 (1d10)	+1 / 7	+0.5 / 7	+1	+1 / 2
Tuch's Legion	100–600 (1d6)	+1 / 6	+0.5 / 6	+1	+1
Vampire, Mutant	100–600 (1d6)	+1 / 7	+0.5 / 10	+1	+1 / 2
Viceen	100–400 (1d4)	+1 / 8	+0.5 / 8	+1 / 2	+1 / 2

* The adjustments on the table are per level; for example, "+1 / 7" means that the attribute increases by one every seven levels. For life points, 100–600 means roll 1d6 and multiply the result by 100. These are your character's life points at the start of the game, not counting constitution bonus. The same thing is done for every level your character attains.

Table 8. VARIANT RACES' SURPRISES*

Race	Class AA	Class A	Class B	Class C
Alentien	80% / -0.5	75% / -1	70% / -1.5	65% / -2
Ape, Mutant	70% / -0.5	65% / -1	60% / -2	55% / -2
Arackmen	90% / -0.5	85% / -0.5	80% / -1	60% / -2
Batmen	80% / -0.5	65% / -1	60% / -1.5	50% / -2
Biogladite	80% / -0.5	75% / -1	70% / -1.5	65% / -2
Cattar	70% / -0.5	70% / -1	65% / -1.5	60% / -2
Demon, Cave	80% / -0.5	65% / -1	60% / -1.5	50% / -2
Demon, Tree	80% / -0.5	70% / -1	65% / -1.5	60% / -2
Elvome	80% / -0.5	75% / -1	70% / -1.5	65% / -2
Fiend	70% / -0.5	65% / -1	60% / -2	55% / -2
Flymen	99% / -0.5	90% / -1.5	80% / -1.5	75% / -2
Giant, Air	90% / -0.5	85% / -0.5	80% / -1	60% / -2
Giant, Elemental	99% / -0.5	90% / -1.5	80% / -1.5	75% / -2
Giant, Ice	99% / -0.5	90% / -1.5	80% / -1.5	75% / -2
Halitheian	70% / -0.5	65% / -1	60% / -2	55% / -2
Lizoid, Mutant	90% / -0.5	85% / -0.5	80% / -1	60% / -2
Lott, Earth	90% / -0.5	85% / -0.5	80% / -1	60% / -2
Lott, Ice	90% / -0.5	85% / -0.5	80% / -1	60% / -2
Lott, Storm	85% / -0.5	75% / -1	70% / -1.5	60% / -2
Lott, War	60% / -0.5	55% / -1	50% / -1.5	45% / -2
Mantis, Armored	85% / -0.5	75% / -1	70% / -1.5	60% / -2
Panther Men	70% / -0.5	65% / -1	60% / -2	55% / -2
Priests of Berava	60% / -0.5	65% / -1	60% / -2	55% / -2
Raccoon, Talking	60% / -0.5	55% / -1	50% / -1.5	45% / -2
Ravashem	99% / -0.5	90% / -1.5	80% / -1.5	75% / -2
Scarrok	70% / -0.5	65% / -1	60% / -1.5	50% / -2
Tenjohussan	80% / -0.5	75% / -1	70% / -1.5	60% / -2
Tuch's Legion	55% / -0.5	50% / -1	40% / -2	30% / -2
Vampire, Mutant	60% / -0.5	55% / -1	50% / -1.5	45% / -2
Viceen	85% / -0.5	75% / -1	70% / -1.5	60% / -2

* The adjustments on the table are per level; for example, "70% / -1" means that the attribute starts out at 70% and decreases 1% every level.

Determining Skill Points

The Traditional Classes (method 1) and Basic Races (method 2) ignore the totaling of initial skill points. All guild-trained characters are taught a great many skills during their schooling. Aquarians, Archers, Chameleon Drakes, Dwarves, Giants, Gnomes, Mutants, Shadow Masters, Shadow Warriors, Shamans, and Winged Warriors receive only 10 skill points to begin with. This includes other races that train to be one of these classes. The classes not mentioned do not get any starting skill points (see "Gaining Skill Points per Level" in chapter 2 for additional information).

The Non-Classed Adventurers (method 3) and Variant Races (method 4) use beginning skill points. The skill points first go toward the race of the character, and then to skills, mutations, or cybernetics.

For beginning skill points, add all your characteristic scores together and double them. The ego score is generated differently than the other abilities and is not used in starting skill points, nor are any bonuses of any kind. No extra points are awarded for scores above 20. The only extra bonus that a player may receive is from dying heroically (2 extra points per score for good karma). The maximum is 120 normally, or 132 with karma bonuses. Depending on which method of character generation you choose, your skill points will be used or adjusted. Once skill points are determined, write them on the character sheet under the space for "Total Skill Points."

Assigning Ability Scores

After you choose a character through one of the four generation methods, assign your scores to your abilities according to the charcter creation method you have chosen (see the following three subsections).

The different ability scores are: constitution, strength, agility, dexterity, intelligence, and wisdom. Ego equals your intelligence and wisdom added together.

Assign your ability scores and written them on your character sheet in their corresponding locations under the column "Normal, 1st Level," you may go to "Random Mutations" and "Random Psionics and Intelligence." Receiving random mutations or psionics may give bonuses to your ability scores in addition to those due to character class or race.

Table 9. CHARACTER ABILITY SCORE BONUSES AND MINIMUM REQUIREMENTS[a]

Class	Con	Strength[b]	Agi.	Dex.	Intel.	Wis.
Alchemist	+1 / 14	+1–4	+2	+2 / 15	+3 / 21	+3
Amazon		+10 / 22	+3 / 20	+3 / 20		+3
Aquarian		+10–60 / 30	+3 / 21	+3 / 21		
Archer		+1–6	+3	+5		+1
B.S.C. Generator		+1–6	+2	+2	+2	
B.S.C. Genetec		+1–6	+2	+2		
B.S.C. Infiltrator		+10–40	+4	+3		
B.S.C. Warrior		+10–60	+3	+2		
Chameleon Drake		+10–40	+2	+2	+3	+3
Dwarf		+10–40	+3			
Giant	+1 / 19	+100–600 / 100	+3 / 22	+2 / 21		
Gnome		+1–4		+1		+3 / 17
Mage Warrior	+2	+1–4		+3	+4 / 17	
Mutant	+2	+1–6	+2	+2		
Ninja		+10–40	+2	+2		
Psielf		+1–10	+2 / 21	+2 / 22	+4 / 23	
Shadow Master		+1–6		+3	+5 / 18	+0 / 16
Shadow Warrior		+10–60	+2 / 20	+2 / 20	+4 / 20	
Shaman	+3	+1–8	+2	+2	+3 / 20	+3 / 20
Tiger, Golden/Scarlet		+10–40 / 29	+4 / 20	+3 / 20		
Tiger, Mage		+10 / 28	+3 / 20	+3 / 20	+3 / 19	
Wereman		+10–40	+3 / 21			
Winged Warrior		+10–60	+3			

a The number to the left of the slash is the bonus that is added to the characteristc score that is assigned to that ability. The number to the right is the minimum score necessary for that ability for that class, including the bonus.

b Example: "+1–4" means a four-sided die (1d4) is rolled and the resulting number added to the strength score.

Creation Methods 1 and 2

Each traditional class or basic race has minimum requirements for their abilities. There are also bonuses that are added to certain ability scores. Table 9 shows the ability score bonuses and minimum ability score requirements for each class. The score to the right of the slash indicates the minimum points needed for that particular ability. Classes that do not have anything listed for an ability do not have a bonus or minimum requirement for that ability. The bonuses help characters reach the minimum ability requirements. Keep in mind that basic races recieve the bonuses listed under their name on the table, and they must meet all minimum requirements for the class that they wish to be. Find the bonuses and add them to the ability scores and relist the total on your character sheet under the column "Normal, 1st Level." Some classes receive extra abilities or spells if certain ability scores are high (see "Character Descriptions," this chapter).

Example: Since I selected Shadow Master as my class, I get a +3 on dexterity and a +5 on intelligence. The minimum ability scores needed are 18 for intelligence, and 16 for wisdom. Notice that the minimum scores needed (13 and 16 from table 9) correspond with the bonuses to account for the minimum ability requirements. If I had only a 13 and a 16 as the highest numbers for my scores, with all the rest below 13, I would still be able to be a Shadow Master because the bonus for intelligence allows me to meet the minimum requirement. The 16 would have to be wisdom.

Looking under the Shadow Master description in this chapter under "Character Descriptions," I find that I may receive bonus psionic points with an ego score of 40 or more and bonus spells for an intelligence score of 23 or more. With all this in mind, I assign my scores to my abilities and add the bonuses, keeping watch for minimum requirements. Consult the following table.

Table 10. SCORE PLACEMENT EXAMPLE

Ability	Score	Bonus	Total
Constitution	15		15
Strength	12		12
Agility	14		14
Dexterity	18	+3	21
Intelligence	20	+5	25
Wisdom	16		16
Ego	(intell. + wisdom)		41

Notice that with this combination, I was able to cover all the extra class bonuses mentioned above. These characteristic scores are now referred to as ability scores.

Next, go to table 1, step 5 or 6 and continue.

Creation Method 3

Non-Classed Adventurers do not have any minimum requirements for their ability scores. They get a bonus of 1 to 6 points (1d6) added to their strength score. Assign your characteristic scores to your character's abilities, placing the highest numbers under the abilities that you want him or her to be the best in.

Creation Method 4

All variant races have bonuses that are added to their ability scores (there are no minimum requirements). These bonuses are listed on the table 11. Assign your characteristic scores to your character's abilities, adding any bonuses that apply and making sure that the highest scores go to the abilities that you wish your character to be the best in.

Table 11. VARIANT RACES' ABILITY SCORE BONUSES

Race	Con.	Str.[a]	Agi.	Dex.	Int.	Wis.
Alentien		+10–60		+2	+4	
Ape, Mutant		+20/level	+5			
Arackmen		+10–100	+3			
Batmen		+10–40	+2	+2		
Biogladite		+10–40	+2		+2	
Cattar		+10–60	+4	+4		
Demon, Cave	+1	+10/level	+3	+2	+1	
Demon, Tree		+10/level	+4			
Elvome		+1–6	+5	+5		+5
Fiend		+100[b]			+5	
Flymen	+2	+2	+3	+3	+1	
Giant, Air		+100–600	+2			
Giant, Elemental		+100–600	+3	+2	-1	
Giant, Ice		+100–600	+3	+1		
Halitheian		+100–600	+2			
Lizoid, Mutant		+100–400	+2		+1	
Lott, Earth		+10–40	+2			
Lott, Ice		+100–600	+2	+1		
Lott, Storm		+10–40	+2			
Lott, War		+100–600	+3	+4		
Mantis, Armored		+10–40	+4			
Panther Men[c]	+2	+20/level	+3	+3	+2	+2
Priests of Berava		+400–900	+5	+3	+3	+4
Raccoon, Talking	+5	+1–6	+2	+4	+1	+1
Ravashem		+1–6		+2	+4	
Scarrok		+10–40	+3	+2	-3	
Tenjohussan	+3	+100–600	+2			
Tuch's Legion		+20/level	+4	+2		
Vampire, Mutant		+50–300	+4	+2		
Viceen	+3	+10–40	+3	+3	+1	

a "+10–60" means roll 1d6, multiply by 10, and add to strength.
b Add 20 points every five levels up to a 380 strength.
c Panther Men must have four natural 20s to be played.

The Character Sheet

Make a copy of the character sheet provided at the back of this book, and fill in your character's class and ability scores. Note that there are several columns for most of the statistics on the character sheet. The two main columns are "Normal" and "Nulled." Both of these have two columns each; one for characters' statistics at first level and one for them at their current level. You should know what your character's scores are at first level so that you can easily extrapolate them to the current level.

The "Temporary Bonus" column is for listing bonuses to your character's scores that are not permanent, such as those from enhancement chemicals.

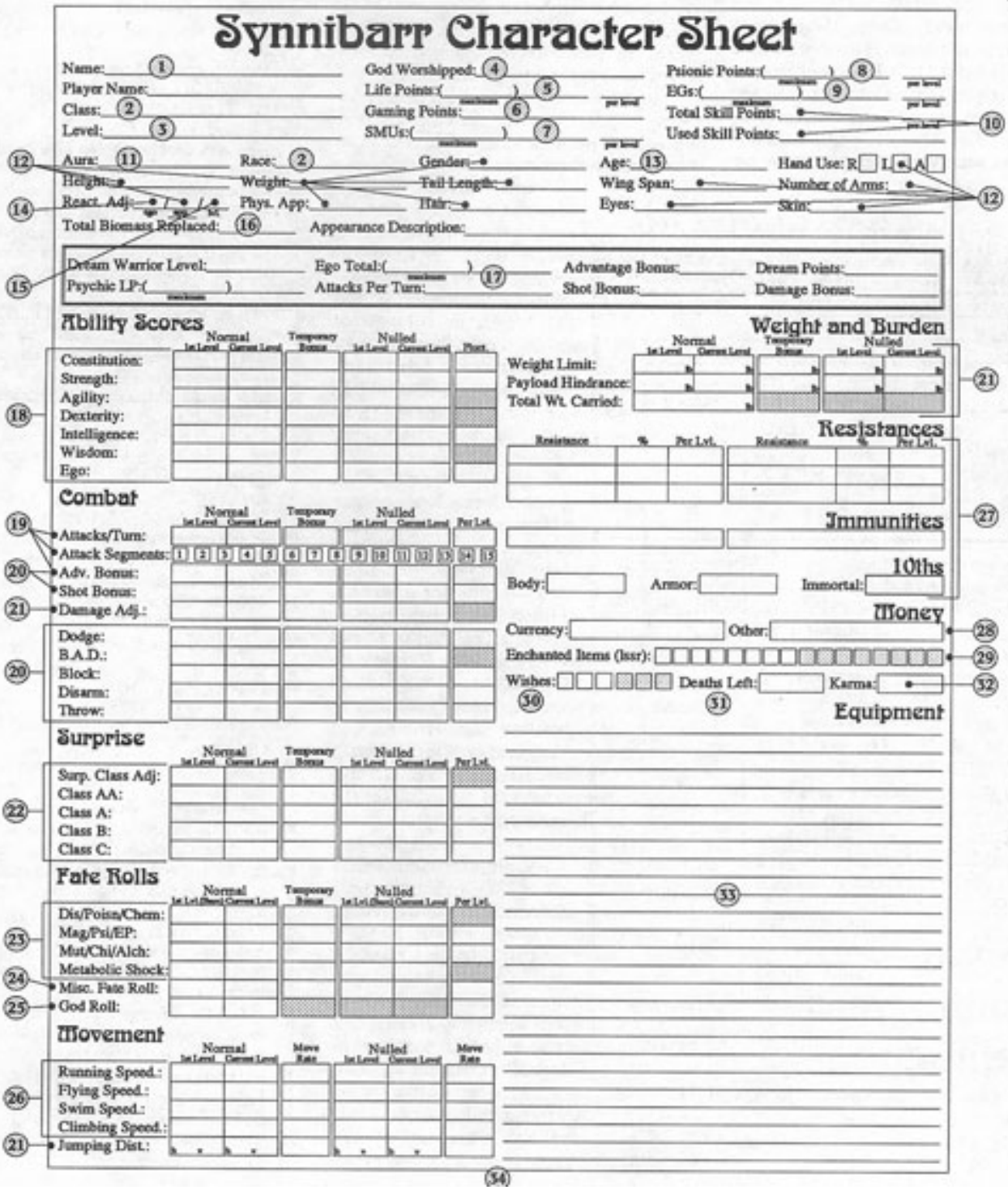
Most character statistics increase a certain amount each time a character rises in levels (see chapter 2, "Rising In Levels"). This adjustment should be listed in the "Per Lvl." column (or space). For efficiency, if an ability rises 1 point each level, you should put "+1" in the per level space. If an ability increases 1 point every eight levels, then you should write "+1 / 8."

The "nulled" column is for the statistics when your character is nullified. Nullification is explained elsewhere in this book, but basically it is the cancellation of all abilities that have a power base. This may happen occasionally while your character adventures (see "Cancellations and Nullification" in chapter 9). At first level, the nulled column will usually be the same as the normal column unless your character gets enhancements to scores from special abilities. The only difference at the beginning may be in your strength score. Strength can be only a certain amount when nullified, which also depends on the type of character (see "Cancellations and Nullification" in chapter 9). All a character's statistics are determined from ability scores, so the same procedure is used for the nulled statistics as is for the normal ones.

The following numbered paragraphs correspond to the numbers shown on the character sheet on the following page. Each item explains what that part of the character sheet is used for or where to find the information in this book.

1. The character name is chosen by the player. Refer to the section titled "At Last..." in this chapter.
2. Class and race are determined by the method of character creation. In this chapter, refer to "Method 1: Traditional," "Method 2: Basic Races," "Method 3: Non-Classed Adventurers," and "Method 4: Variant Races."
3. Character begin at level one. Refer to chapter 2, "Rising In Levels" for more information.
4. This is chosen by the player. The Gods are described in chapter 18.
5. Refer to "Constitution and Life Points," this chapter.
6. Gaming points are described in chapters 2 and 15. Characters begin with zero.
7. SMUs are determined according to what type of Practitioner of the Art that a character is. Refer to the subsections under "Spells" in chapter 9.
8. Refer to "Random Psionics and Intelligence," "Character Descriptions," and "Variant Race Examples" in this chapter. Not all characters have psionic points.
9. Refer to the character description of "Bio Syntha Cyborg" in this chapter. This area of the character sheet may also be used to keep track of the power levels of cybernetics and equipment.
10. Refer to "Determining Skill Points," this chapter. "Used Skill Points" is the number of points that have been spent on skills.
11. This is chosen by the player. Refer to "Aura," this chapter
12. Refer to "Physical Appearance," this chapter. Characters will have extra arms only if they receive a mutation that gives them more.
13. Refer to "Age," this chapter
14. Refer to "Ego," this chapter
15. Refer to "Level Reaction Modifiers" in chapter 6.
16. This is the percentage points that have been replaced by cybernetics. Refer to "Cybernetics" in chapter 3.
17. Refer to chapter 14, "The Psychic Plane" for these statistics.
18. Refer to "Generating Basic Characteristics" and "Assigning Ability Scores," this chapter.
19. Refer to "Agility," this chapter.
20. Refer to "Dexterity and Advantage," this chapter.
21. Refer to "Strength," this chapter. In the spaces for jumping distance, the "h" and "v" stand for horizontal and vertical distances.
22. Refer to "Surprise," this chapter.
23. Refer to "Fate Rolls," this chapter.
24. Refer to "Fate Roll Categories" in chapter 8.
25. Refer to "God Roll" in chapter 8.
26. These items are detailed in chapter 13, "Time and Movement."

27. Refer to the "Character Descriptions" and "Variant Race Examples" in this chapter to see whether a character has any of these. Immortal 10ths are described in chapter 2 under "Immortal Abilities."
28. Refer to "Starting Money," this chapter. "Currency" is the amount of legal tender a character has or has on them. The "Other" section is for listing different types of valuable substances or money that is not kept with a character.
29. Check off the number of enchanted items a character is carrying (mark major and elite items as their value as lesser items). Enchanted items can fluctuate depending on a character's gain or loss of them. Shaded boxes should only be check when a character is a God. Refer to "Limitations" in chapter 2 for more information.
30. Check off the number of wishes a character has had. The shaded boxes only apply to characters who have reached immortality and beyond. Refer to "Limitations" in chapter 2 for more information.
31. Refer to "Restoring Life" in chapter 12.
32. Refer to "Karma," this chapter.
33. List all of a character's equipment (weapons, armor, clothing, food, enchanted items, etc.) and the specifics for each item.
34. The back of the character sheet is for listing a character's skills, abilities, and spells. Pertinent gaming information for each one should also be listed, such as casting times, drains, and durations.



Random Mutations

There is a chance that, upon reaching puberty, an adventurer's body will change because it has been affected by the radiation from the small blue and large yellow suns. The damaged city within the Worldship itself also emits residual radiation. These changes to an adventurer's body are called "mutations." These mutations give adventurers extra abilities; some mutations, such as Poison Claws or Taller, produce actual physical changes. Every adventurer class, except for Mutants and B.S.C.s, has a 5% chance of acquiring random mutations. You will roll percentile dice to determine the extent of these changes. If you succeed in rolling 5% or less, roll a 1d6 for the number of lesser mutations a character receives. Consult the following table.

Table 12. NUMBER OF RANDOM MUTATIONS

1d6 Roll	Number of Mutations
1 or 6	3 lessers
2 or 5	2 lessers
3 or 4	1 lesser

Turn to chapter 10 and roll on the Lesser Mutations table to determine what type of mutations your character has. List them on your character sheet. Characters may roll another lesser mutation if they acquire a recessive or physical one (keep the recessive or physical mutation). No character may have more than four lesser, nonrecessive, or nonphysical mutations.

Some mutations raise an adventurer's ability scores. If this is the case, make the adjustments to your scores, remembering to subtract your old bonuses from your ability scores and then adding your new ones. The bonuses do not go in the nulled column because all mutations, except for physical ones, can be nullified. If previously you did not roll a high enough ability score to achieve a desired character class but your type of mutation changes that score, your adventurer may now be able to qualify; if so, you may switch to that particular character class (with the exception of Mutant or B.S.C.).

Random Psionics and Intelligence

Random psionics originate in the same manner as random mutations. However, the chance is determined by intelligence. B.S.C.s, Psielves, Shadow Masters, and Shadow Warriors do not roll for random psionics. This roll is made only once for any character, even if that character's intelligence increases later in life. Find your intelligence on table 13 and then roll your percentage chance to have random psionics.

Table 13. INTELLIGENCE

Intelligence	Chance of Random Psionics
5–9	None
10–16	5%
17	7%
18	8%
19	9%
20	10%
21	11%
22	12%
23	13%
24	14%
25	15%
26	16%
27	17%
28	18%
29	19%
30	20%

If you roll under the percentage for your intelligence, you have random psionics. These are special powers of the mind, such as Telepathy or Telekinesis. Adventurers with these abilities have psionic points. These points are used to power your character's psionic abilities. The number that you start out with ranges from 1 to 100. Roll percentile dice. Keep rolling until you get a number greater than your ego score. Every three levels from then on, you gain another 1d100 psionic points, and the roll must be greater than your ego.

Roll a 1d4 to determine how many minor psionic abilities you have. Turn to chapter 10 and look under Shadow Master "Basic Abilities: Psi Spells" for their descriptions, and roll off the Minor Psionics table to see which ones you get. Abilities will not be gained more than once. Random psionics do not count against the number of spells a character can memorize, and they are not affected by Amnesia. Also, they do not give a character the ability to learn psi spells. Record these abilities, if you have them, on the backside of your character sheet.

Now is a good time for you to figure out your character's special abilities, because some of these may also change your ability scores. Turn to the description of your character class for how many and what these are. Bonuses acquired through special abilties are character specific. You may not go back and choose a different class that you might have been able to be, as was stated previously in "Random Mutations."

The next step in your character creation is determining your character's statistics.

Character Statistics

Here comes the fun part. Now you get to fill in all the rest of the scores on your character sheet. Most of these are a simple case of cross-referencing your ability scores with the columns of the tables.

Agility

Your agility score tells you how quickly and easily your character can move. The number of attacks per turn that your character receives is determined from your agility. Consult table 14 for this number and write it on your character sheet. The segments that you attack on are shown on table 15. Check the appropraite boxes on your character sheet. Each character, according to his number of attacks, will only be able to make a move on certain attack segments. Agility also helps a character's dodge score. Dodge will be explained below.

Table 14. AGILITY

Agility	Advantage Bonus	Attacks Per Turn
5–10	None	1
11–16	+1/2	1
17–21	+1	2
22–23	+1-1/2	2
24–29	+2	3
30–33	+2-1/2	3
34–35*	+3	4
36–40	+3-1/2	4
41–45	+4	5
46–50	+5	5

* Maximum agility for mortals.

Example: My Shadow Master has a 14 agility. From the table I find that I get one attack per turn. When combat starts, I will attack on segment eight.

Table 15. ATTACK SEGMENTS

Atks/Turn	Active Segments
1	8
2	6, 11
3	5, 10, 15
4	4, 8, 12, 15
5	4, 7, 10, 13, 15
6	3, 6, 8, 10, 12, 14
7	3, 5, 7, 9, 11, 13, 15
8	3, 4, 5, 7, 9, 11, 13, 15
9	3, 4, 5, 6, 7, 9, 10, 13, 15
10*	3 through 12
11	3 through 13
12	2 through 13
13	2 through 14
14	2 through 15
15	1 through 15

* Maximum attacks for mortals.

Dexterity and Advantage

A good dexterity score allows characters to be skillful in physical activity. It also determines how ready they are at any given moment. Advantage bonuses come from both agility and dexterity. This determines how fast your character reacts when it is necessary to know who attacks first. Find your agility and dexterity scores on tables 14 and 16 respectively and read across to find your advantage bonuses. Add the numbers from both tables and record them on your character sheet.

Example: My agility of 14 gives me a +1/2 on advantage, and my 21 dexterity gives me a +1-1/2. My total advantage bonus is a +2.

Shot Bonus

Shot bonus is derived from your character's dexterity. It is how well you can aim your attacks. Write this bonus on your character sheet.

Table 16. DEXTERITY

Dex.	Adv. Bonus	Shot Bonus	Dodge Bonus	Surprise Adj.
5–8	None	None	None	None
9	None	+1	+1	None
10	None	+1	+2	-5
11	None	+1	+3	-5
12	None	+1	+4	-5
13	None	+1	+5	-5
14	None	+1	+6	-5
15	+1/2	+1	+7	-5
16	+1/2	+2	+8	-5
17	+1	+3	+9	-7
18	+1	+4	+10	-7
19	+1	+5	+11	-7
20	+1-1/2	+6	+12	-7
21	+1-1/2	+7	+13	-15
22	+1-1/2	+8	+14	-15
23	+2	+9	+15	-15
24	+2	+10	+16	-15
25	+2-1/2	+11	+17	-15
26	+2-1/2	+12	+18	-20
27	+2-1/2	+13	+19	-20
28	+2-1/2	+14	+20	-20
29	+2-1/2	+15	+21	-20
30	+3	+16	+22	-20
31	+3	+17	+23	-25
32	+3	+18	+24	-25
33	+3-1/2	+19	+25	-25
34	+3-1/2	+20	+27	-25
35*	+3-1/2	+21	+30	-25
36–40	+4	+23	+35	-30
41–45	+5	+25	+40	-30
46–50	+6	+30	+45	-30

* Maximum dexterity for mortals.

Dodge

Dodge is how fast a character can avoid an attack after it is determined that he will be hit (see chapter 8, "Combat").

Dodge = agility score x 2 + dexterity bonus

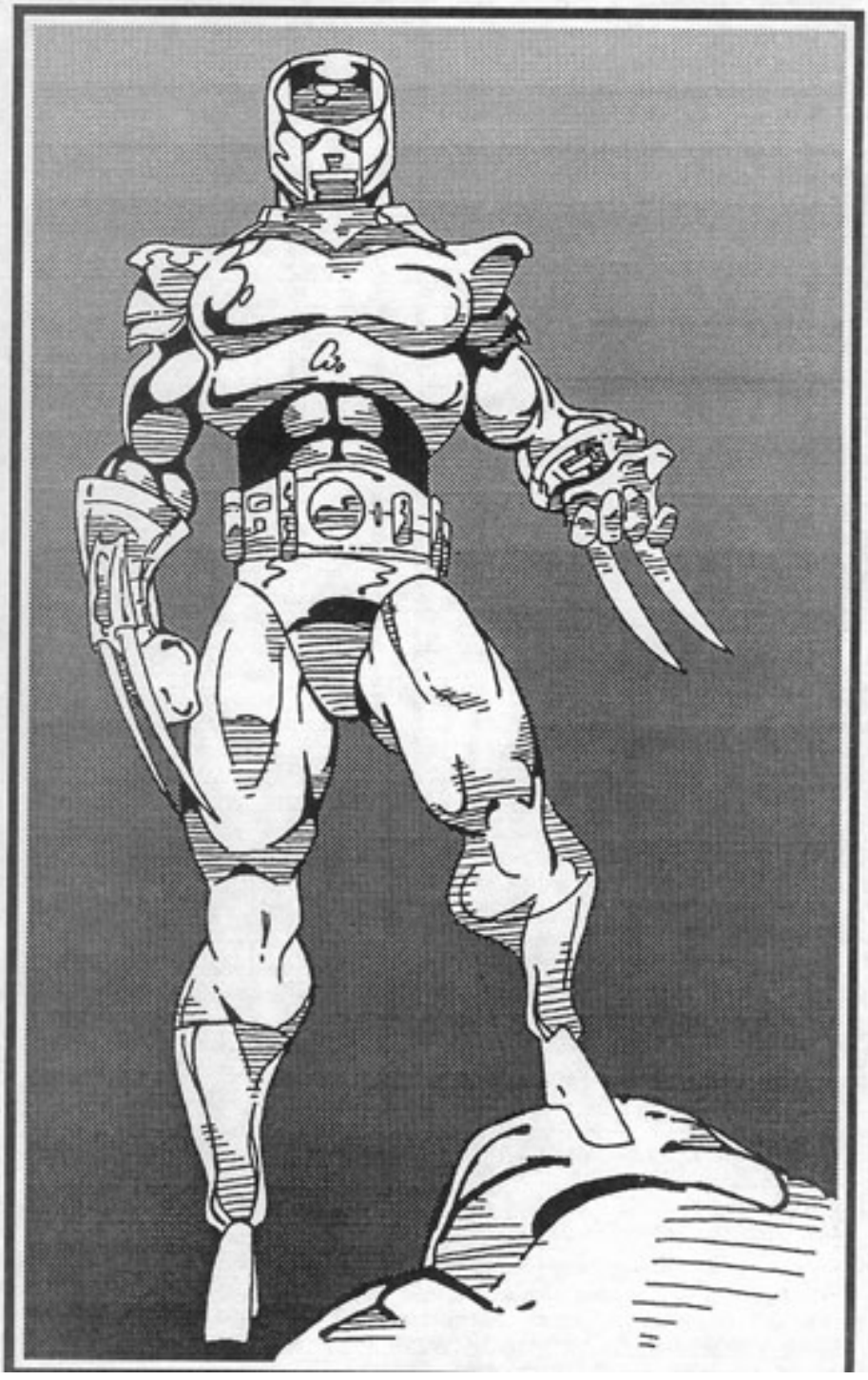
The bonus is from table 16. Non-Classed Adventurers with no skill in combat have 80% of a normal dodge.

Beam-attack dodge is used against such types of attack as laser beams or arrows. It equals 75% of your character's normal dodge (B.A.D. = dodge x 0.75).

Block

At first level, the block score is equal your character's normal dodge including your dodge bonus for dexterity.

Example: A dexterity of 21 gives me a +7 on my shot. To figure my Shadow Master's dodge, I take twice my agility (14) plus a dexterity bonus of +13 for a total score of 41. My beam-attack dodge is 31 (41 x 0.75). Shadow Masters only know how to block. They do not learn the disarm and throw maneuvers. My block equals my dodge at first level.



Strength

Table 17 shows your character's damage adjustment (extra damage he will do with strength-based weapons) and the maximum weight that can be lifted according to strength. Read down the column to the strength that is equal to (or next lowest) your character's strength, then read across to find out the damage adjustment and weight limit. Payload hindrance is 25% of the weight limit (see "Payload Hindrance" in chapter 13). Write these scores on your character sheet. Strength also directly determines how far characters can jump. An adventurer can leap his strength score in feet horizontally and half this number vertically. For movement speeds see chapter 13, "Time and Movement."

Table 17. STRENGTH

Strength	Damage Adj.	Weight Limit (lb)
5	None	40
6	None	50
7	None	60
8	None	70
9	+100	80
10	+110	90
11	+120	100
12	+130	110
13	+140	120
14	+150	130
15	+160	140
16	+170	150
17	+180	160
18	+190	170
19	x 2	200
20	+10 x 2	300
21	x 3	400
22	+10 x 3	500
23	x 4	600
24	+10 x 4	700
25	x 5	800
26	+10 x 5	900
27	x 6	1,000
28	+10 x 6	1,100
29	x 7	1,200
30	+10 x 7	1,300
31	x 8	1,400
32	+10 x 8	1,500
33	x 9	1,600
34	+10 x 9	1,700
35	x 10	1,800
36	+10 x 10	1,900
37	x 11	2,000
38	+10 x 11	2,100
39	x 12	2,200
40	+10 x 12	2,300
41	x 13	2,400
42	+10 x 13	2,500
43	x 14	2,600
44	+10 x 14	2,700
45	x 15	2,800
46	+10 x 15	2,900
47	x 16	3,000
48	+10 x 16	3,100
49	x 17	3,200
50	+10 x 17	3,300
51	x 18	3,400
52	+10 x 18	3,500
53	x 19	3,600
54	+10 x 19	3,700
55	x 20	3,800
56	+10 x 20	3,900
57	x 21	4,000
58	+10 x 21	4,100
59	x 22	4,200
60	+10 x 22	4,300
61	x 23	4,400
62	+10 x 23	4,500
63	x 24	4,600
64	+10 x 24	4,700
65	x 25	4,800
66	+10 x 25	4,900
67	x 26	5,000
68	+10 x 26	5,100
69	x 27	5,200
70	+10 x 27	5,300
71	x 28	5,400
72	+10 x 28	5,500
73	x 29	5,600
74	+10 x 29	5,700
75	x 30	5,800
76	+10 x 30	5,900
77	x 31	6,000
78	+10 x 31	6,100
79	x 32	6,200
80	+10 x 32	6,300
81	x 33	6,400
82	+10 x 33	6,500
83	x 34	6,600
84	+10 x 34	6,800
85	x 35	7,000
86	+10 x 35	7,200
87	x 36	7,400
88	+10 x 36	7,600
89	x 37	7,800
90	+10 x 37	8,000
91	x 38	8,200
92	+10 x 38	8,400
93	x 39	8,600
94	+10 x 39	8,800
95	x 40	9,000
96	x 42	9,200
97	x 44	9,400
98	x 46	9,600
99	x 48	9,800
100	x 50	10,000
120	x 55	10,200
140	x 60	10,400
160	x 65	10,600
180	x 70	10,800
200	x 75	11,000
220	x 80	11,200
240	x 85	11,400
260	x 90	11,600
280	x 95	11,800
300	x 100	12,000
320	x 105	12,200
340	x 110	12,400
360	x 115	12,600
380	x 120	12,800
400	x 125	13,000
420	x 130	13,200
440	x 135	13,400
460	x 140	13,600
480	x 145	13,800
500	x 150	14,000
520	x 160	15,000
540	x 170	16,000
560	x 180	17,000
580	x 190	18,000
600	x 200	19,000
620	x 210	20,000
640	x 220	25,000
660	x 230	30,000
680	x 240	35,000
700	x 250	40,000
720	x 260	45,000
740	x 270	50,000
760	x 280	55,000
780	x 290	60,000
800	x 300	70,000
820	x 320	80,000
840	x 340	90,000
860	x 360	100,000
880	x 380	140,000
900	x 400	150,000
910	x 420	155,000
920	x 440	160,000
930	x 460	165,000
940	x 480	170,000
950	x 500	175,000
960	x 520	180,000
970	x 540	185,000
980	x 560	190,000
990	x 580	195,000
1,000*	x 600	200,000
1,100	x 620	300,000
1,200	x 640	400,000
1,300	x 660	500,000
1,400	x 680	600,000
1,500	x 700	700,000

* Maximum strength for mortals.

Example: My Shadow Master has a strength of 12, which has a damage adjustment of +130. The maximum amount of weight that I can carry is 110 pounds. My movement is hampered (payload hindrance) when I am carrying 28 pounds of equipment (110 x 25%, round up). My character can jump 12 feet horizontally and 6 feet vertically. All other statistics for the movement portion of the character sheet are detailed in chapter 13.

Wisdom

Wisdom influences a character's chance to locate traps and secret doors. The chance to locate increases if wisdom does. Certain classes can exceed the percentages shown on this table through special training. Non-Classed Adventurers and other races cannot locate traps unless they have learned the skill (see "Skill Descriptions," this chapter).

Table 18. WISDOM

Wisdom	Chance to Locate Traps
5–7	29%
8–14	30%
15	31%
16–18	32%
19	33%
20	34%
21	35%
22	36%
23	37%
24	38%
25*	39%
26–30	40%
31–40	42%
41–50	45%

* Maximum wisdom for mortals.

Example: My wisdom is 16, which gives me a 32% chance to locate traps and secret doors.

Constitution and Life Points

A character's constitution modifies a character's life points (only at first level) and determines initial fate rolls (see table 20).

You must roll life points for your adventurer. Each character class receives a specific number of life points per level. Refer to table 19 for the number of life points your character receives (see table 7 for Variant Races). Roll the appropriate die and add your life point adjustment for constitution from table 20. Record the total on the character sheet. Each time a character reaches a next higher level, he or she will gain more life points as shown on table 19 or 7. (See "Life Points" in chapter 12 for more information.)

Table 19. LIFE POINTS PER LEVEL

Class	Life Points
Alchemist	100–400 (1d4 x 100)
B.S.C. Generator	100–800 (1d8)
B.S.C. Genetec	100–800
B.S.C. Infiltrator	100–1,000 (1d10)
B.S.C. Warrior	200–2,000 (2d10)
Chameleon Drake	100–800
Dwarf	100–400
Giant	100–1,000
Gnome	20–200 (2d10 x 10)
Mage Warrior	100–400
Psielf	100–400
Shadow Master	100–400
All others*	100–600 (1d6)

* Non-Classed Adventurers get 90% of the life points of their classed counterparts because they have not gone through the same rigorous physical training.

Example: Looking at table 19 under Shadow Master, I see that that character gets 100 to 400 life points per level. I roll a four-sided die and get a two. My Shadow Master begins play with 200 life points. A constitution of 15 gives me a +150 life points for a total of 350.

Fate Rolls

Fate rolls are required when a character has missed a dodge and resistances, if any, and is hit by an attack. If the number rolled on percentile dice is equal to or less than your character's fate percentage, all or part of the effect of the attack is avoided. The fate roll determines how strong a character's body is in opposing a particular type of effect (see "Fate Rolls" in chapter 8). These numbers increase as your character rises in levels.

To determine your character's fate rolls match the constitution score with the fate percentages on table 20 and add the ego score bonuses from table 22. List these on your charcter sheet. For fate versus mutations, chi, and alchemy, match the constitution score with the percentage listed on table 20. Miscellaneous fate rolls always start out at 10%. Miscellaneous fate is another term for fates versus physical and energy attacks.

Table 20 does not indicate your fate versus disease, poison, and chemicals. That percentage is equal to your constitution plus 10, converted to a percentage. This never increases.

Metabolic shock is the chance of remaining conscious when hit with a stunning type of attack or when hit for more than half a character's current life points. To determine your character's metabolic shock score, match your constitution with the percentage on table 20. Read across to find the value and write this score on your charcter sheet.

Ego

Your ego score may affect your fate versus magic, psionics, and earthpower (refer to table 22). Also, ego determines whether you have a positive or negative bonus to reactions with other characters. First, look on table 21 for a possible ego reaction modifier. Depending on what you roll, you may get a plus or minus on your reaction adjustment. List the number from table 23 in the reaction adjustment section on the charcter sheet in the ego slot with the plus or minus symbol next to it. (Note that you may add 2 to this number, depending on your ego flux roll.)

Table 20. CONSTITUTION

Con.	Life Points Adj.*	Fate versus Magic/ Psionics/EP	Fate versus Alchemy/Chi/ Mutations	Metabolic Shock
5	+50	None	4%	20%
6	+60	None	4%	22%
7	+70	None	4%	24%
8	+80	None	5%	26%
9	+90	None	5%	28%
10	+100	1%	5%	30%
11	+110	2%	6%	32%
12	+120	3%	7%	34%
13	+130	4%	8%	36%
14	+140	5%	9%	38%
15	+150	6%	10%	40%
16	+160	7%	11%	42%
17	+170	8%	12%	44%
18	+180	9%	13%	46%
19	+190	10%	14%	48%
20**	+200	11%	15%	50%
21–25	—	12%	16%	60%
26–30	—	14%	18%	62%
31–35	—	16%	20%	65%
36–40	—	19%	23%	70%
41–45	—	21%	26%	75%
46–50	—	25%	30%	80%

* Add at first level only.

Table 22. EGO

Ego	Fate Bonus versus Magic/Psionics/EP	Reaction Adj.
10–20	+1%	None
21–25	+2%	None
26–30	+3%	1
31–35	+4%	2
36–39	+5%	3
40	+6%	3
41	+7%	4
42	+8%	4
43	+9%	4
44	+10%	4
45	+11%	4
46	+12%	5
47	+13%	5
48	+14%	5
49	+15%	5
50	+16%	5
51	+17%	6
52	+18%	6
53	+19%	6
54	+20%	6
55*	+21%	6
56–70	+23%	7
71–85	+26%	8
86–100	+30%	10

* Maximum ego for mortals.

Table 23. BASE SURPRISE SCORES

Character	Surprise Classes* AA	A	B	C
Alchemist	99%	96%	92%	89%
Amazon	99%	74%	70%	62%
Aquarian	99%	76%	68%	63%
Archer	99%	75%	80%	70%
B.S.C.	99%	70%	65%	50%
Chameleon Drake	99%	77%	70%	60%
Dwarf	99%	89%	84%	74%
Giant	99%	92%	87%	77%
Gnome	99%	93%	88%	85%
Mage Warrior	99%	96%	93%	86%
Mutant	99%	94%	90%	85%
Ninja	99%	73%	69%	62%
Psielf	99%	93%	89%	80%
Shadow Master	99%	94%	90%	85%
Shadow Warrior	99%	91%	86%	76%
Tiger, Golden/Scarlet	99%	84%	79%	60%
Tiger, Mage	99%	86%	81%	74%
Shaman	99%	88%	83%	65%
Wereman	99%	79%	75%	70%
Winged Warrior	99%	79%	85%	75%
Non-Classed	99%	96%	93%	86%

* Certain characters may be more instinctive in one surprise class than another of a higher level. For instance, the Archers have a better chance of spotting a class A surprise than a class B. This difference is due to their training.

Table 21. EGO FLUX*

1d100 Roll	Personality	Reaction Modifier
01–10	Super (+)	List the number from table 22 + 2
11–70	Good (+)	List the number from table 22
71–90	Bad (-)	List the number from table 22
91–00	Heinous (-)	List the number from able 22 + 2

* Reroll every 25 levels. Add or subtract this result from your overall reaction adjustment.

Example: My Shadow Master's constitution is 15. On table 20, my fate versus magic, psionics, and earthpower is 6% and versus alchemy, chi, and mutations, 10%. My metabolic shock equals 40%. Now I roll a percentile on table 21. I get a 75%: bad personality. For an ego of 41, this gives me a negative modifier, a -4. Oh well, with luck I will do better at 10th level. My ego also gives me a +7 to my fate versus magic, psionics, and earthpower, which now totals 13%. Versus disease, poison, and chemicals, I have a fate of 25% (15 constitution + 10%).

Surprise

See table 16 surprise class adjustment and list this in the appropriate spot on your character sheet under "Normal, 1st Level." There are four different surprise classes (see "Surprise" in chapter 8). The percentage on table 23 represents the chance of being surprised by that particular surprise class (see table 8 for Variant Races). List these on your character sheet. A character's surprise class adjustment is subtracted from the numbers on table 23. Also, certain classes may receive an extra bonus, possibly owing to enhanced senses. Add this to your surprise class adjustment, which will in turn reduce your chance to be surprised. Determine the percentages for your character, subtract your surprise class adjustment, and write in the numbers on your character sheet.

Example: My Shadow Master has a -15 surprise class adjustment and no other special bonuses. Looking across the table 23, I subtract my adjustment from the percentages and mark them on my character sheet as follows. Also, I mark down my adjustment.

Table 24. SURPRISE SCORES EXAMPLE

Surprise Class Adj. : -15	
Class AA:	84% (99%-15)
Class A:	79% (94%-15)
Class B:	75% (90%-15)
Class C:	80% (85%-15)

The next step is to determine your character's physical appearance.

Physical Appearance

The next step is to determine your character's "vital statistics." There are a number of tables for determining a character's gender, racial type, and appearance. Characters with wings have wing spans equal to twice their height. Record all these results on your character sheet. Finally, roll on the table 32 to determine the overall effect. Mark down your physical appearance and your reaction modifier on your character sheet. Once your basic appearance is generated, you choose how you look and dress. Write a short description on your character sheet in the "Appearance Descriptions" space.

Table 25. GENDER*

1d6 Roll	Gender Type
1–3	Male
4–6	Female

* Players may choose their character's gender. Amazons are always female.

Table 26. RACIAL TYPE*

1d6 Roll	Race
1	Black
2	Asian
3	White
4	Indian
5	Hispanic
6	Mixed: roll two types

* Use this table for human characters only.

Table 27. HAIR COLOR*

1d6 Roll	Color
1	Black
2	Blond
3	Brown
4	Red
5	Silver
6	White

* This table is generally used only for human characters. Some races do not have hair noticeable enough to warrant naming a hair color (such as Chameleon Drakes), while others always have the same hair or fur (or eye) col-

oration (most of the Variant Races; see the descriptions in chapter 17). However there is no reason to completely exclude the use of this table for all characters, because there is always the chance of having different color hair or eyes, however slight or unlikely the chance may seem (its up to the player to decide).

Table 28. EYE COLOR*

1d8 Roll	Color
1	Blue
2	Brown
3	Gray
4	Green
5	Hazel
6	Red
7	Violet
8	White

* This table is generally used only for human characters (see the note above under table 27).

Table 29. HAND USE*

1d100 Roll	Preference
01–80	Right
81–95	Left
96–00	Ambidextrous

* Hand use is the same for any number of arms—all hands on one side of the body will always be the same. It depends on whether the brain is right or left handed, not the body.

Table 30. HEIGHT

Race	Base	Modifier*
Dwarf/Elf	24 inches	+4d6 inches
Giant	12 feet	+1d4 feet
Gnome	24 inches	+2d6 inches
Most others**	48 inches	+6d6 inches

* Add modifier to base for total height

** Variant races should consult their monster description in chapter 17 to find their height. Chameleon Drakes' tails are 90% to 120% of their total height (roll 1d4x10+80).

Table 31. WEIGHT

Race	Weight Range
Dwarf/Gnome	50–100 lb (1d6x10+40)
Giant	1–3 tons (1d6+2, rnd up)
Elf	30–80 lb (1d6x10+20)
Winged Warrior	100-150 lb (1d6x10+90)
All others	151–250 lb (1d100+150)

* Variant races should consult their monster description in chapter 17 to find their weight.

Table 32. PHYSICAL APPEARANCE[a]

1d6 Roll	Appearance[b]	Reaction Modifier[c]
1	Very good-looking	+3
2	Good-looking	+2
3	Fair	+1
4	Average	None
5	Below average	-2
6	Ugly (wear a mask)	-3

a Some races may seem ugly to those of a different race. All characters roll on this table and the result applies to those of the same race (see "Reactions" in chapter 6 for more information).

b Amazons have a 30% chance of being very good-looking.

c Mark this number in the "React. Adj." section in the appearance slot.

Age

All adventurers go to school during their early years to learn the abilities associated with their class. Table 33 shows the ages of first-level adventurers when they begin their studies and their approximate life span. Roll a 1d4 - 1 (0 to 3), and add that number of years to your character's beginning age. After starting age is determined, go to table 1, step 5 or 6.

Table 33. AGE

Class or Race	Start	Life Span
Alchemist	38	140
Amazon	25[a]	125
Aquarian[b]	18[a]	110
Archer	23	130
B.S.C.	20	150
Chameleon Drake[b]	30	1,000
Dwarf[b]	90	300
Giant[b]	25[a]	150
Gnome[b]	60	300
Mage Warrior	35	150
Mutant	17	90
Ninja	30	140
Psielf[b]	85	250
Shadow Master	25	150
Shadow Warrior	21	100
Shaman	30	125
Tiger, Golden/Scarlet	23	130
Tiger, Mage	30	150
Wereman[b]	21	95
Winged Warrior[b]	18	85
Non-Classed Elf[c]	40	250
Non-Classed Dwarf[c]	54	300
Non-Classed Gnome[c]	50	300
Non-Classed Human[c]	16	120
Alentien[c]	100	Unknown
Ape, Mutant[c]	5	50
Arackmen[c]	7	70

Race	Start	Life Span
Batmen[c]	10	60
Biogladite[c]	30	90
Cattar[c]	7	75
Demon, Cave[a, c]	15	150
Demon, Tree[a, c]	20	170
Elvome[c]	50	350
Fiend[c]	50	1,000
Flymen[c]	3	30
Giant, Air[a, c]	25	150
Giant, Elemental[c]	25	150
Giant, Ice[c]	25	150
Halitheian[c]	20	200
Lizoid, Mutant[c]	17	100
Lott, Earth[c]	40	500
Lott, Ice[c]	20	500
Lott, Storm[c]	20	500
Lott, War[c]	20	500
Mantis, Armored[c]	5	50
Panther Men[c]	400	2,000
Priests of Berava[c]	500	3,000
Raccoon, Talking[c]	15	100
Ravashem[c]	30	150
Scarrok[c]	10	70
Tenjohussan[c]	4	30
Tuch's Legion[c]	20	75[d]
Vampire, Mutant[a, c]	30	1,000
Viceen[c]	6	70

a Add 7 years if spells are learned.

b If these classes are played as variant races, subtract 60% from their starting ages, or instead, their skill times to learn can be used for their starting age (see the following footnote).

c Alternatively, the times for learning all a character's skills can be added together to determine the character's starting age. Add 5 years because one does not usually begin learning things directly upon being born.

d The age limit here is for characters who do not go through the ritual to Unlife. Mutant vampires who do are approximately age 32, and from that time on they will live forever.

Example: Gender: I roll a 2; my Shadow Master is male. Racial Type: I roll a 1; my Shadow Master is Black. For hair color I get a 4 (blond), and for my eyes, a 2 (green). Note that hair and eye colors do not have anything to do with racial type. My height is a base of 48 inches + 6d6 inches. I roll 6d6 and get a total of 25. My character is 6 feet 1 inch. For weight I roll percentile dice and get a 73; I add 150 to the result. My Shadow Master weighs 223 pounds. For table 32, I roll a 1: very good looking. I get a +3 modifier to my reaction roll that almost cancels my -4 for bad personality. Rolling a 1d4 and getting a 2, my Shadow Master enters his adventuring career at the age of 26 (25 + 1d4 - 1), and he will live to be 110 years old.

Starting Money

Now you need to determine how wealthy your parents were and how much money they gave you to start adventuring. When a child goes to school to receive training, his parents pay his schooling and boarding fees. This costs a great deal of money. In most cases, the parents will give what extra money they can afford to their young adventurer to begin life with.

Roll on table 34 to determine a character's social status and starting money. Note that B.S.C.s start with a fixed $300, and Weremen start with $500. These two classes do not roll for starting money. Also, Alchemists get an extra $1,000 to $10,000 in addition to their seed money.

Table 34. SOCIAL STATUS AND STARTING MONEY

1d100 Roll	Social Status	Starting Funds
01–59	Normal	$1,000–$20,000
60–75	High	$10,000–$60,000
76–89	Well off	$40,000–$100,000
90–95	Very well off	$50,000–$150,000
96–98	Wealthy	$100,000–$400,000
99	Ultrawealthy	$400,000–$1,000,000
100	Roll Again*	See table note (*)

* If the second roll is below 85%, parents have almost unlimited resources. Character gets $1 million to $4 million. If a second roll is 85% or higher, parents are Immortals or Gods! If an adventurer's parents are Immortals or Gods, Fate must choose a parent (see chapter 18). These children are generally raised in total ignorance of their status. Unlike an Immortal Born, they do not have any special statistics. Also unlike an Immortal Born, they must start off with the same aura as their parent. They receive little money at the beginning (roll $100 to $600). However, as infants they receive one gift or token from their unknown parent, often a magical item. For example, Aridius gave a daughter a tooth (on a chain as a necklace) enchanted with Spell Storage. Parents of these children will generally not reveal themselves until the child reaches 20th level or higher or makes a successful god roll.

Example: I roll a 62. My parents have a high social status and will be able to give me $10,000 to $60,000 seed money. I roll a 1d6 and get a 4, giving me $40,000 to buy supplies and equipment.

Aura

The next step in the creation of your character is to choose the aura and a name. Characters' auras reflect their basic views on life. Each viewpoint is represented by a different color. Your character's aura is a direct manifestation of his personality type. The aura you choose is your character's base personality type. Individuals' auras can change depending on their state of mind, deviating by as many as six colors in either direction. When a character's colors "swing," it is an indication of stress. Once this condition abates, he will return to the base aura. The only exceptions are the Golden and Scarlet Tigers. They must remain basically good or evil.

Similarly, beings having a blue base aura are incapable of killing regardless of whatever aura they shift to. Only they have this strength of character to resist the destructive influences of other auras.

There are nine different ideologies of life, from the totally destructive and maniacal to the pure and saintly. You must choose from among one of these for your character. However, Golden and Scarlet Tigers and Mage Tigers cannot have green, violet, or amber auras.

Don't write your chosen aura on your character sheet for everyone to see. Instead, record in a way that only you can recognize. Only Fate (your referee) need know your aura. Otherwise, do not reveal your aura unless someone uses a spell or has an ability to read it. If your character is a Bio Syntha Cyborg or a Wereman, their auras cannot be read at all.

Auras are not normally visible, but some character types can sense them. Spell traps and curses may also be triggered by specific auras. An aura can be sensed on any part of a person's body although it is brightest around the head.

Characters may change their auras only twice voluntarily. These changes give the character bad karma (see "Karma" following), which must be worked off. However, a character's aura may be changed involuntarily any number of times, which does not affect karma. A few creatures and most Gods can change a character's aura.

Good Auras

Gold—Fanatically good. Hates and seeks to destroy all evil and semievil creatures, including their closest friends if may they show even the slightest tendency toward evil. They are the ultimate force for good.

Silver—Doer of good. Hates evil but will not necessarily slay evildoers. Usually a silver aura will endeavor to stop and capture evildoers but not at the risk of a hostage's life. In this situation, silvers will not hesitate to do all they can to save the innocent.

Blue—Heroes. They work to reform evildoers. They will not take another's life under any circumstance, not even to save themselves. They always attempt to perform rescues and will subdue and capture their quarry rather than kill them.

Neutral Auras

Green—These characters have tendencies for the good but they also have a mischievous streak that allows them complete freedom. They will never perform evil except under provocation or extreme pressure.

Violet—Totally neutral. These characters do as they wish and are concerned only for themselves. They will not perform good or evil acts unless it is necessary and not threatening to their own plans.

Amber—A person with a tendency toward mischief, who does not care for others unless they are close friends. They do not value their enemies' lives at all.

Evil Auras

Gray—Villain. An evildoer with a marginal respect for life. They do not kill needlessly, but will prey upon others for survival.

Red—Evildoer. Villains who tend to use killing as a way to win a conflict. However, they prefer their greatest enemies to be subdued and to grovel at their feet. They perform evil with pleasure. Still, they do not arbitrarily waste innocent lives—unless their victim is good-natured. They will attempt to slay until they run the risk of defeat, whereupon they will cease their aggressions and retreat.

Scarlet—A fiend. The ultimate evil. A character with this aura will actively seek out and destroy good or semigood creatures, taking extreme pleasure in slaying the innocent. These beings will turn on even their closest associates at the first sign of weakness.

Karma

This is a force governed by Fate. It is a form of control that Fate uses to keep characters acting within the limitations of their auras.

Bad karma points are awarded when characters do not conform to their aura. Some examples of this are a silver aura killing an innocent person or, through inaction, allowing this to happen; a scarlet aura ignoring an easy chance to kill a weak, innocent victim; a violet aura tending too strongly toward either good or evil.

Good karma is received when Fate feels that an adventurer has done something exceptional (above and beyond the call of duty) in the pursuit of fulfilling his aura's dictates. This is an arbitrary judgment, strictly up to Fate's discretion. A good example is the sacrificing of one's life to save another. The awarded karma point can be used on the next person's character, giving a +2 on all ability scores.

A bad karma point can be used to cause an adventurer to fail a dodge after having successfully rolled it. This is done whenever Fate wants. A good karma point may erase a bad karma point, or it can save an adventurer when a dodge is missed. (This may be used as a last resort, after heroic or other attempts have failed.)

Both types of karma are kept track of by Fate and the player and do not pass from one referee's campaign to another's without express consent.

At Last ...

The last step needed to complete your character is to refer to the description for your character class and copy down all your abilities. Each class has a number of general abilities and usually receives one or more special abilities, adaptations, studies, or spells, for which you must roll. Each description includes instructions for doing this. Go to chapter 10 for lists and descriptions of these special abilities.

Copy down all the pertinent information about your abilities and spells, such as casting time and constitution drain, so that play can proceed with minimal interruptions. Otherwise having to look through the book for each ability takes considerable time.

Example: All Shadow Masters receive an extra +20 to their shot, giving my character a total bonus of +27. I also get the Telepathy, Psi Bolt, Psi Shield, and astral projection abilities as listed in the description. In addition, I get to roll for psionic points and psi spells. After rolling each spell, I write down the pertinent information on my character sheet.

Your character is now almost complete. The next step is choosing skills. Refer to "Skills Descriptions" in this chapter for this information.

After your skills have been determined, you can shop for equipment and supplies (see chapter 3, "Provisions"). Characters start out with only the most basic of clothing.

Finally, you are ready to begin your first adventure!

The Immortal Born

One in a great many adventurers is born with many of the abilities of an Immortal. These characters are called the "Immortal Born."

If, on your six original die scores, you rolled five 20s, your character is an Immortal Born. These 20s must be rolled on the raw, unadjusted die rolls. If you receive a "good karma" bonus, you can't count it when determining whether a character is an Immortal Born.

Immortal Borns receive a +10 to +100 on strength and a +2 to each of the other five characteristics. They have one 10th of damage protection and Eternal Sustenance. Also, if they wish, they may belong to two character classes.

With the traditional method, roll three times to determine which classes your character may qualify for, then roll three more times and select a second class from among those choices.

Immortal Borns cannot be B.S.C.s although they may be Non-Classed Adventurers. For two Non-Classed Adventurers in an Immortal Born, multiply the total skill points by 2 (one set for each class). As an alternative, you may choose one traditional character class and choose the Non-Classed as the other.

If the two chosen classes are from different species, select from which species the Immortal Born actually comes. The species of Synnibarr are Aquarians, Chameleon Drakes, Dwarves, Giants, Gnomes, Psielves, and Winged Warriors. Usually, but not always, an Immortal Born has the appearance of one of its species but a characteristic of the other. An example could be a short human female for an Amazon–Psielf Immortal Born. On the other hand, the same character might be a human-sized Psielf. In all combinations with Amazons the character is always female.

To determine ability score bonuses and minimum requirements, choose the class with the higher level qualifications. Do not add the bonuses together. This includes level adjustments and gains for other statistics such as skill points, surprise adjustments, advantage bonuses, dodge, and so forth. However, when rolling life points (both at first level and later), roll the points for both classes and add them together.

One of an Immortal Born's parents is always an Immortal or God. Fate will determine which one. Immortal Borns do not need to have the same aura as their parents. In most cases, the parents will pay no attention to their child until he reaches the 20th level or higher. Roll on table 34 for starting money. Immortal Borns have the same social class as the mortal parent or as the foster parents raising the child.

Immortal Born characters are bound by the same limitations as mortal characters until they become true Immortals (see "Rising to Immortality and Godhood" in chapter 2). All gaming points earned by a dual-classed character must be split equally between the two classes. Thus, the Immortal Born will rise in levels much more slowly than a normal adventurer. When totaling levels to determine the difficulty level of a party, dual-classed characters add the levels of both of their classes. This means that Immortal Borns count as twice their actual levels.

If an Immortal Born dies, but the soul is not destroyed, he can return in a new body, just as a true Immortal. However, unlike a true Immortal, the character loses all gaming points from the adventure on which he was killed and 1d6 levels (cannot go below first level). The new body will be identical to the original and requires 2 weeks to reform (see "Death of Immortals and Gods" in chapter 2 for more information).

Character Descriptions

The following sections describe the 20 character classes that inhabit the world of Synnibarr.

All natural abilities that an adventurer possesses will always function (see "Cancellations and Nullification" in chapter 9). They cannot be canceled as long as the tools necessary to perform them are available.

Basic abilities are gained (along with some of the natural abilities) when a character trains to become a specific class. In other words, all characters start out at first level possessing all basic and natural abilities. Some basic abilities will always function.

Special studies or abilities are gained with each level. Most classes learn a certain amount at the beginning and gain others as they attain higher levels. Each character class description will detail how many studies and abilities are learned and when. The lists and descriptions of most of these qualities are detailed in chapter 10.

Skills for All Guild-Trained Adventurers

All character classes, except for the Non-Classed Adventurer, learn skills while training to become adventurers. We refer to the 20 character classes as "Guild Trained." All have a number of general skills that every class learns. These are listed below:

- Balancing and Juggling
- Climbing
- Combat, Dodging and Blocking
- Combat, Hand-Held Weapons
- Combat, Hand-to-Hand
- Combat, Projectile and Throwing Weapons
- Computer Operation
- Cooking

- Detect Traps and Secret Doors
- Fishing
- Math, Basic
- Medical, First Aid
- Navigation, Air
- Navigation, Land
- Navigation, Water
- Piloting, Boats
- Reading
- Running
- Sewing
- Survival, Wilderness
- Swimming, Basic
- Weaving
- Wood Carving
- Writing

In addition to these general skills, all Guild-Trained adventurers have their own class-specific skills that are taught, along with their other abilities, during their training at a guild. These are listed with each character's description. For all details, see "Skill Descriptions" later in this chapter.

All skills will work anywhere as long as the tools necessary to perform them are available. Skills cannot be nullified unless they are linked with a power base (such as Chi Dim Mock).

Alchemist

The Alchemists train in a secret location known only to them. A child is selected by the Guild for level of intelligence. Training will increase the intelligence by 3 points. Once a child is accepted, it is the last time it will view the outside world for 27 years.

Students are taken to a pocket dimension within the Alchemists Guild Hall. There they are genetically altered so that their bodies can generate massive amounts of energy, called Starfire. Learning to control this energy to make it function like a natural ability takes a long time. Starfire is pure alchemy. New Alchemists are also given the lesser mutation Analyzer.

Alchemists learn how to shape the Starfire energy and to create a shield to protect themselves against alchemy, energy, and physical attacks. Also, they are taught to shape the power into a powerful form of defense called Star Bolts, which are capable of causing severe damage.

The Alchemists' Starfire, plus the unusual properties of the natural elements of the Worldship, gives them unique abilities. They have preserved knowledge of the old Earth in special tomes recording the sciences of electronics, chemistry, physics, biochemistry, genetics, and many other studies. To them, creating technology is a religion, and science is a pure and provable faith. All this knowledge is kept strictly secret among themselves.

Along with the sciences, Alchemists are taught special studies involving alchemy. At first, young Alchemists learn some of the lesser studies. Later, when they rise in levels, they learn additional lesser studies and then greater studies. Eventually, if they survive and prosper, they will learn to summon elementals of the highest order and control those powers.

The Alchemists' studies require them to use special materials that are expensive and are hard to find. This is something of which an Alchemist must always be aware. In addition, many of their effects require the use of other Alchemist abilities to create the components. If an Alchemist does not yet have the necessary abilities, teachers at the Guild will assist in manufacturing these components.

When Alchemists leave school, they receive a special bag that appears like a large pouch. This bag has a mouth 7 inches across but is only 10 inches deep. However, it opens into a pocket dimension that will hold up to 200 pounds of almost anything the Alchemist wishes. Objects placed within the bag will always come to the user's hand when they concentrate while reaching in. Amazingly, even staves fit within the bag. However, if anything living, including organic electronics, is placed in the bag, it will die (organic electronics may be repaired). Enchanted items, potions, and scrolls cannot enter the pocket dimension. If a stranger attempts to empty the bag, all objects withdrawn from the bag come out in the order of their initial emplacement.

Alchemists are also taught to repair technological items. They carry tools in their Alchemist bag. The larger tools are contained in mist crystals created by their teachers.

All Alchemists are religiously loyal to the Guild. They will perform any task given to them, even at the risk of their own lives. This fanatical nature, along with a love of

technology that borders on the obsessive, is every Alchemist's underlying trait. For this reason, they can sometimes cause difficulties for other adventurers traveling with them.

Laws of the Alchemists' Faith

1. No knowledge of the faith shall be given to non-Alchemists. Nor through inaction will you allow such to happen.
2. No non-Alchemist or engineer shall make any form of technology, nor shall they be allowed to possess the books or the machinery regarding their creation. Any such items found in the possession of unauthorized persons shall be returned to the Alchemists' Guild in accordance with the law. Violation is punishable by "mind-wipe."
3. No Alchemist, through action or inaction, shall break or allow any other Alchemist to break laws 1 or 2, nor shall they allow rumors of such incidents to go without investigating. It is the duty of the Alchemist to keep the secrets of the faith hidden from the eyes of the world.

A non-Alchemist or engineer who discovers such knowledge and learns how to apply it may become an engineer in that field licensed by the Alchemists. Training takes 1 year, and costs $1,000,000. However, acquiring such knowledge without training requires an ego of 48. Even then there is only a 60% chance of success.

Natural Abilities

Extra Starting Money: Although this is not really a natural ability, it is a good bonus. Roll $1,000 to $10,000 in addition to normal starting money and social status. Alchemists receive a 20% discount for starting money used to buy chemicals and equipment.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Biology
- Botany
- Chemistry
- Electronics, Basic and Repair
- Glass Blowing
- Math, Advanced
- Mechanics, Basic
- Mineralogy
- Physics
- Science

Basic Abilities

Analyzer: All Alchemists receive the lesser mutation Analyzer from the Guild.

Alchemist Bag: All Alchemists receive one of these.

Star Bolt

Casting Time: One attack
Range: 5 miles
Duration: One attack
Drain: Can be used 1x/day/level or by draining 1/2 con point
Damage: 100 to 1,000 + 1,000 per level after the fifth level or per extra con point
Fate: Alchemy
Description: The Star Bolts are a beam of alchemy energy channeled at a target. The beam is amber in color and as bright as a star. This ability is also used to power most of the Alchemists' special abilities (see "Alchemy Studies" in chapter 10). When this is done, the bolt is fired into the physical components of the special ability.

Starfire Shield

Casting Time: 1/4 attack
Range: 10 feet
Duration: Concentration or one set
Drain: Can be used 1x/day/level or by draining 1/2 con point
Damage: Blocks alchemy, physical, and energy attacks up to 10,000 LPD per level
Power Base: Alchemy
Description: Shield ability. This ability creates a 180-degree shield in front of the caster or anywhere within the range. The shield is a bright yellow and transparent (see "Shields" in chapter 9).

Special Studies

Refer to chapter 10 for the Alchemist's list of studies and descriptions.

At first level, Alchemists learn 1d4 lesser studies plus one per intelligence point above 21. They gain one more at the second, fourth, sixth, and eighth levels.

Greater studies are acquired at the 10th, 13th, 16th, and 19th levels.

At the 20th level, Alchemists learn one master study. Every five levels after the 20th, roll one study of any category the player wants.

Engineering

Alchemists at the 20th level may be taught one engineering study if they so desire (see chapter 11, "Engineering"). Compared with other classes, they are unique in this regard because they do not need to expend any skill points to learn it. The Alchemist Guild will teach them all the prerequisites for the engineering study as well as the study itself (see "Skill Descriptions," this chapter). Any other studies, plus rising in levels as an engineer, have to be learned through spending skill points.

Amazon

The Amazons are a sect of exceptional female warriors. They were the second organized exploratory force from Terra after the Dark Age. Legends tell of their unmatched battle prowess and unshakable devotion to protecting the Terra Isles. During the purging, legends say, they served with Sirius the Bright Lord and fought the drakes to a standstill. Their varied and various skills enable them to perform combat on the physical level and with the arts. Amazons begin their training in the womb. They can control the gender and physical appearance of any child they bear. Usually they themselves have fair complexions, green or blue eyes, and blond or brunette hair.

Their abilities make them virtually indispensable to any party. They have the specialty skill of dealing with locks and traps and use a device designed specifically for this purpose.

Their combat training is in the martial arts. They can disarm and throw opponents and perform the nerve pinch. They learn chi abilities, such as the Ward of Control, that can give a user control over a subject's mind. Other powers aid in hand-to-hand combat.

If an Amazon is wise enough, she can learn the use of Gnome spells, becoming a Minor Practitioner of the Art in earthpower. This opens a whole new door for her.

Other Amazon abilities include control over their own biochemistry, giving them a variety of abilities such as Increased Strength and Telekinesis. Summoning and banishing spirits is another ability along with the Gold- and Red-Hand technique.

All of these powers and abilities make the Amazon the most widely endowed character among all the character classes.

Natural Abilities

Detect Astral Forms: Amazons are able to see spirits and astral forms.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Astral Projection
- Biology
- Biology, Marine
- Biology, Xeno-
- Climbing Walls and Ceilings
- Combat, Grappling
- Combat, Martial Art Disarming
- Combat, Martial Art Empty-Hand
- Combat, Martial Art Throwing
- Combat, Martial Art Weapons
- Disarming Traps
- Lock Picking, Advanced
- Lock Picking, Basic
- Meditation
- Nerve Pinch

Basic Abilities

Spells: Earthpower spells are learned if an Amazon's wisdom score is higher than 19 (see spell lists and descriptions in chapter 10). Amazons are Minor Practitioners of the Art in earthpower (see chapter 9 for the number of spells learned at the start and at each level).

Gold and Red Hand

Usage Time: One attack
Range: Touch
Duration: Permanent
Drain: Gold Hand, 1 con point; Red Hand, 1 con point per 1,000 pounds + 1,000 pounds per level.
Damage: Gold Hand heals 20% of a victim's life points + 20% per level after second. Red Hand harms 20% + 20% per level after first, up to 100%.
Fate: Chi
Description: Creates a glowing field around the user's hand of the chosen color. At 10th level the Gold Hand can also be used to bring back life (if 90% of the body is intact). The Amazon can resurrect, using Gold Hand, once per day per 10 levels (see "Restoring Life" in chapter 12).

Call Spirits

Casting Time: 10 attacks
Range: 150 feet from the place of death or the remains
Duration: Concentration
Drain: Usable 1x/day/3 levels. Subtract 1/4 con point per higher level of spirit than the user.
Power Base: None
Description: This can be done by using the spirit's full name. It is an incantation that pulls the soul back to the same plane as the user. The spirit will be willing to speak to the summoner and will appear within 15 feet of her. While in this form, the spirit cannot do harm except with words.

Banish Spirits

Casting Time: Two attacks
Range: 500 feet
Duration: Permanent, with the exception of astral forms, which return in 24 hours
Drain: Usable 1x/day/3 levels. Subtract 1/4 con point per higher level of spirit than the user.
Damage: None
Power Base: None
Description: Wide-beam attack. The banishment sends a spirit to a pocket dimension. Spirits can resist (banshee, scarlet phantom, werewraith, poltergeist, technageist, astral form, or other). One spirit

per every five levels of the Amazon may be affected at one time.

Control Biochemistry

Amazons can control their own biochemistry, which gives them some special abilities. As the Amazons are the masters of their own bodies, they can select their children's genders as well as teach them in the womb.

Their biochemical control also makes them harder to affect with poison. Subtract the level of the Amazon from the level of any poison used on her. For example, a 10th-level Amazon is bitten by a creature with 15th-level poison. Treat the poison as fifth level for its effects on the Amazon. If the Amazon is higher level than a poison, she can produce an antidote in her saliva that can save others from its effects.

Besides the effects of poison, the following are abilities that Amazons have owing to their control of their biochemistry.

Imitate Death

Usage Time: 10 attacks
Range: Personal
Duration: Total concentration for as long as 72 hours
Drain: None
Power Base: None
Description: This ability allows an Amazon to lower her life force to undetectable levels. While doing so, she must not move.

Increased Strength and Reactions

Usage Time: Three attacks
Range: Personal
Duration: 1 hour
Drain: Usable 1x/day/10 levels
Power Base: None
Description: This allows an Amazon to triple her strength up to 600 and gain one 10th damage protection and two extra attacks. These limitations cannot be exceeded in any way.

Telekinesis

Usage Time: 1 attack
Range: 500 feet
Duration: Total concentration
Drain: 2 con points
Damage: 1,000 LPD per attack + 1,000 per level after fifth
Fate: Chi
Description: This is an invisible wide-beam attack (its a class A surprise when used to attack). This effect, like all telekinesis, is similar to having a giant 15-foot hand at your disposal (see "Telekinesis" in chapter 9).

Telepathy

Usage Time: 10 attacks
Range: 100 miles per con point
Duration: Total concentration
Drain: 1 con point per 100 miles
Fate: Chi
Description: The Amazon can hear and speak to creatures mentally and may read surface thought impulses. The transmission and reception can be directed to one individual or it can be broadcast to all creatures within range (see "Telepathy" in chapter 9).

Amazon Toolkit

Each Amazon receives a special toolkit from school. This toolkit is the Amazon's most powerful resource. With it she can gain entry almost anywhere without detection. The cost of replacing a toolkit is demotion by two complete levels with the corresponding loss of all special abilities that accompany them. The toolkit is normal electronics and contains the following:

Radar and Sonar Jammer: Weight is 3 ounces. Size is 6 by 4 by 1/2 inch. It has 70 life points and is black in color. The unit clips onto the user's belt. This device carries a charge of 1 EG in a special pack. It lasts 15 minutes and has a 50-foot-radius area of effect. The jammer may be turned down to make only the wearer invisible to radar and sonar, provided she does not extend anything more than 5 feet away from her body. The power pack will last three times as long on this lower setting.

Ultrasound Viewer: Weight is 12 ounces. Size is 6 by 5 by 2 inches. It has 50 life points. This device carries a 5-EG charge. The viewer can be used to see through any substance with a density of 17 or less (see "Physical Properties of Materials" in chapter 4), penetrating 1 foot per 10th of an EG for 15 seconds. Once through something, it can see a total of 50 feet. The picture is not in color, but the presence of light is not necessary. The viewer will also allow the user to hear any noise from within the area being viewed.

Electron Freezer: Weight is 4 ounces. Size is 4 inches in diameter by 1 inch high. It has 150 life points and carries a 10-EG charge. The freezer will create electromagnetic pulses that will stop the flow of all electrons within 50 feet for up to 30 minutes. This will shut down any form of electronic defenses and computers as well as kill the lights and power if near the source. The freezer resembles a hockey puck and carries a timer that can be set for up to 5 days. The freezer will stop the operation of energy weapons but not organic electronics.

Code Buster: Weight is 1 ounce. Size is 2 by 1 by 1 inch. It has 40 life points and carries a 1-EG charge. This resembles a minicalculator (which it can double as). The buster can penetrate up to 1 foot of shielding and lock onto the troublesome microprocessor. Then it runs through the codes until it gets them all right. The time required is usually 30 seconds per digit; the display can handle up to 20 digits. The memory can store 10 codes of up to 20 different places. Once the codes are stored, the buster will transmit them to the lock, opening it. If the system has alarms, the buster will require 2 minutes per digit to break the code.

Magnetic and Mechanical Lockpicks: Magnetic lockpicks resemble playing cards and require up to 5 minutes to use. Mechanical lockpicks come in all shapes and sizes up to 6 inches long. The total weight of the set is 4 ounces.

Special Studies

Roll 1d4 for the number of special studies an Amazon gets to start with. Consult the following table.

Table 35. NUMBER OF AMAZON STUDIES

1d4 Roll	Number of Studies
1 or 4	2
2 or 3	1

Refer to chapter 10 for the list of Amazon special studies and their descriptions. Determine which ones you get by rolling to the table. One additional study is learned every three levels. Duplicate studies rolled are rerolled.

Aquarian

Aquarians appear almost like normal humans, but their skins have a blue-green tint and are thick to protect them like light armor. They can remain out of water for as long as they like, but they are more susceptible to heat-based attacks than are humans.

The Terra Council discovered this race only 5,000 years ago. According to their legends, they were created by Aridius to protect the Terra Isles.

The Aquarians are a shy and secretive race whose city lies deep below the Mushroom Spires. They have an advanced civilization with a semipeaceful culture. The Aquarians were first discovered when they saved the Terra Isles from the king of the sea drakes.

The sea drake king was secretly preparing to attack the city of Terra with 1,000 sea drakes. The Aquarians discovered

his plot and attempted to warn the city. However, they were caught and systematically killed by the king's guards. Over 90% of the Aquarians were annihilated before one great Aquarian, named Tendenka, freed herself and stole the great sword of the drakes. With this sword, she humbled and slew the evil drake king and freed her people. When this was accomplished, the Aquarians, now so few in number, decided to travel to the Mushroom Spires to establish a new home. This home was given the protection of nearby Terra.

From this base, the Aquarians traveled to Terra with the sea drake king's treasure and the secrets of the oceans. They were greeted with apprehension until their tale was told and their true characters were revealed. From that day on, they have been part of the Terran family of life. The day of their first meeting with the Terrans is celebrated in Terra from June 6 through June 14, during which the largest feasts are held along with a carnival and street fair.

The Aquarians have an underwater tunnel that surfaces near the Blind Owl Tavern. The tunnel travels under the domes to Lake Diamondblood. From there a subterranean passage connects the tunnel to the sea.

Aquarians breathe underwater by absorbing oxygen through their lungs. They also have a special psionic ability that enables them to regulate oxygen. They can absorb all the oxygen within a 15-foot radius in one turn. They can in turn use this supply of oxygen to allow another person to survive underwater by transferring the oxygen into their bodies. They can also use this ability as an attack by reversing the process and absorbing all the oxygen within an opponent's bloodstream, causing that person to suffocate.

Aquarians have a form of telepathy with sea life. The range for this is 1 mile, and it can be used only once a day per level. It can take the form of hypnosis as well as communication (see "Communication" in chapter 12). Aquarians also have a highly developed sonar that gives them 360-degree vision underwater for a range of 1,000 feet. The sonar functions only underwater; further, although Aquarians see normally by daylight, they can also see in the dark.

All Aquarians have at least one special adaptation, and many have mutations. In addition, those with high intelligence can learn to cast spells. These Aquarians are admitted to the Mage Warriors school at age 15 and graduate at age 25.

Natural Abilities

Heat Vulnerability: All Aquarians take twice the amount of damage versus heat- and fire-based attacks, including all forms of energy attacks.

10th Damage Protection: Aquarians naturally have one 10th damage protection versus physical attacks.

Skills

Aquarians are taught the following skill in addition to the general ones that all classes learn (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Swimming, Advanced

Basic Abilities

Master Mutation: There is a 50% chance of all Aquarians having one master mutation. If you qualify, see the descriptions of master mutations in chapter 10. If the Amphibian mutation is rolled, roll again to get a different one.

Spellcasting: Mage spells are learned if an Aquarian has an 20 or higher intelligence (see spell descriptions in chapter 10). Aquarians are Minor Practitioners of the Art in magic.

Telepathy With Sea Creatures

Usage Time: One attack
Range: 1 mile
Duration: Concentration
Drain: Usable 1x/day/level + 1/4 con per level of the creature(s) above the caster's
Damage: None
Power Base: Psionics
Description: This ability includes hypnotism on aquatic creatures with an ego of 15 or less (see the lesser mutation Hypnosis for details). This can be used to affect schools of normal fish; maximum number is 100 (see "Telepathy" in chapter 9).

Sonar

Usage Time: One attack
Range: 1,000-foot radius
Duration: Always operating while underwater
Drain: None
Damage: None
Power Base: None
Description: This ability allows 360-degree vision underwater. An Aquarian can detect a creature as small as a minnow. This ability gives a +10% to dodge underwater.

Oxygen Manipulation

Casting Time: One attack when used for breathing; two if used to suffocate.
Range: 15-foot radius + 5 feet per level
Duration: Concentration
Drain: None if using to provide air; 1 con point per attack segment when used for suffocating an opponent.
Damage: Causes metabolic shock for every segment of contact when used for suffocating. Requires 10 full attack segments of contact to kill a victim
Fate: Psionics + metabolic shock
Description: Wide-beam attack. This ability creates a blue-green field that glows dimly. An Aquarian can support three persons' oxygen needs if they do not exceed a combined weight of 1 ton and one additional person (or 500 pounds) per level. Support can be maintained in this manner with little concentration on the part of the Aquarian for as long as necessary.

Aquarians can also use this ability as a method of attack by absorbing all the oxygen within an opponent's bloodstream, causing them to suffocate. Aquarians can suffocate the same number and weight of opponents as they can rescue.

Special Adaptations

Roll 1d4 on the following table for the number of adaptations an Aquarian receives.

Table 36. NUMBER OF AQUARIAN ADAPTATIONS

1d4 Roll	Number of Studies
1 or 4	2
2 or 3	1

These adaptations are acquired at first level and are all an Aquarian ever receives naturally. Roll on the next table to determine which adaptations an Aquarian has. Duplicates are rerolled unless they are Super Strength or Two 10ths Damage Protection. These two adaptations will add to themselves. Players do not have to duplicate these if they would rather have a different adaptation.

Table 37. ADAPTATIONS

1d8 Roll	Adaptation
1	Claws
2	Electricity Generator
3	Poison Spines
4	Sonic Glider
5	Super Strength
6	Telepathy
7	Two 10ths Damage Protection
8	One extra adaptation

Claws

This is a physical mutation. It is manifested in the form of a set of retractable claws that do 10 to 600 LPD. These claws come out the sides of an Aquarian's forearms and extend approximately 7 inches past the fist. They secrete 10th-level poison plus one level for every two levels of the Aquarian. These claws are as strong as the Aquarian, including the 10ths. Enough poison is in these claws to affect a 4,000-pound adversary once per day plus 100 pounds per level. An Aquarian can determine the dose—whether it will kill an adversary or just put him to sleep (see "Ninja," this chapter). The Aquarian is not affected by his own poison.

Electricity Generator

Casting Time: One attack
Range: 500 feet out of water; 100 feet underwater
Duration: Instantaneous
Drain: The small burst can be generated once a turn without drain; otherwise, it takes 1 con point. Large bursts drain 2 con points.
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth. Large bursts do 1,000 to 10,000 LPD + 2,000 LPD per level after the fifth.
Fate: Energy and metabolic shock
Power Base: Mutations
Description: Beam attack. This ability allows Aquarians to generate massive amounts of power similar to an electric eel. They can then focus the power into a beam and direct it with great accuracy. Aquarians can also cover their bodies with a field that will release a small burst at anything that touches it. Standard drains apply. The energy created is equal to 1 EG per 1,000 LPD generated and may be used to charge nonorganic electronic devices.

Poison Spines

This ability is a physical mutation. It is a set of organs that grow on an Aquarian's forearms. These organs project a small dartlike organism that can swim and has a range of 1,000 feet underwater and 100 feet out of water. This requires one attack to use. The spines can instantly drill through an armor (two 10ths), doing 100 to 1,000 LPD. Once within a creature, the spines release a venom that robs victims of their will, whereupon they cease all voluntary behaviors and do not move unless directed. The venom requires one attack segment per 100 pounds to take effect. It lasts for 1 hour (fate versus chemicals).

Up to six spines can be used per day plus an additional one per two levels. In water the spines will follow intended prey by sight for up to eight sets, attacking three times per turn. In the air they quickly die in one set, but they can crawl for up to 35 feet and jump 10 feet vertically. They have 10 life points and two 10ths damage protection. Their dodge and advantage are the same as their originators'.

Sonic Glider

Usage Time: One attack
Range: 500 feet out of water or 1,000 feet in water.
Duration: One attack
Drain: 1 con point per 500 pounds
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth
Fate: Sound
Power Base: Mutations
Description: Beam attack. The sonic attack appears as a white bolt of light. It will do damage to any matter it hits and will stun a victim for one to six turns (metabolic shock). This adaptation also creates a manta-raylike membrane that will allow an Aquarian to swim at twice normal speed. This wing can be used to fly above water. However, Aquarians can fly at only 1/2 the speed that they may swim. The wing vibrates to create thrust and lift (see chapter 12, "Flight Classes"). It stretches out to an Aquarian's wrists and down to the waist. The membrane is thin yet very strong. They are able to hover by vibrating their wings rapidly. This creates a humming sound, one that cannot be heard underwater.

Super Strength

This ability increases an Aquarian's strength score 20 strength points per level. If this ability is rolled twice, both scores may be added. Strength can normally increase only up to a maximum of 600 points unless the Aquarian also has three 10ths damage protection; then his body can con-

tain up to an 800-point strength. If four 10ths are acquired somehow, an Aquarian may have up to a 1,000 strength.

Telepathy

Usage Time: 1/4 attack for the shield, one attack for the blast, 20 attacks for deep scanning, and three attacks for the ego disruption.
Range: 5 miles
Duration: Special
Drain: 1/2 con for communication, 1/2 con for the shield, 1 con for the blast and deep scanning, and 3 con points for the ego disruption
Damage: Special. The shield stops psionics for 10,000 LPD + 10,000 per level after the fifth.
Fate: Psionics, and if failed, psychic shock
Power Base: Mutations
Description: Shield ability and beam attack. No shot roll is required with this ability. The shield appears as a blue hemisphere 10 feet in diameter. It can be made to manifest itself anywhere within the 5-mile area but it cannot be moved unless the area is visible to the Aquarian (see chapter 9, "Shields").

Communication gives off no discernible glow, yet it allows a user to communicate with up to six other persons at once, similar to a conference call. The person contacted must either be known to the caster or be in plain sight, else communication cannot be established (see chapter 9, "Telepathy").

The blast causes a creature to pass out for 5 minutes. It will affect creatures with an ego of 20 or lower with an additional 1 ego point per two levels. The blast is a bright cobalt blue.

Deep scanning requires a great deal of time and gives off a great deal of light. If a victim has the same or a lower ego score than the Aquarian, deep scanning may be accomplished with no resistance, providing that the victim's mind is unshielded. If the victim has a higher ego than the Aquarian, the scan will not work.

The ego disruption is an area effect and an invisible attack. It will affect two victims plus an additional one per five levels. The attack stops the victim's mind from functioning for 1 hour after being attacked.

Two 10ths Damage Protection

This adaptation adds to the 10th that all Aquarians have naturally, giving them a total of three 10ths damage protection. If this adaptation is rolled twice the Aquarian will have four 10ths, which is the maximum (see "Hardness and 10ths" in chapter 12).

One Extra Adaptation

A total of three adaptations may be obtained with this roll.

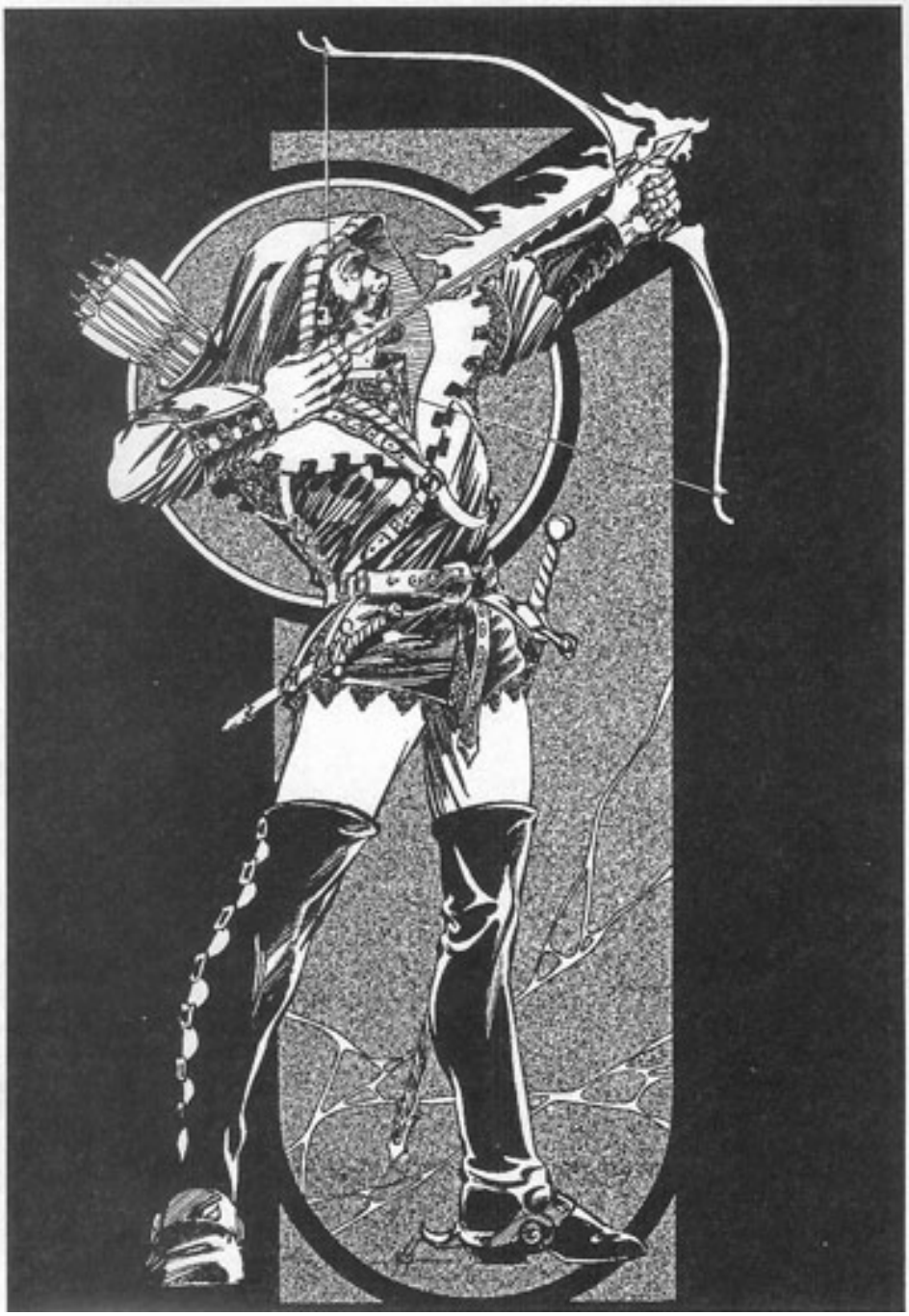
Archer

Archers tend to be quiet and withdrawn, almost brooding. They are trained with the bow, but this is not the extent of their abilities. Most are artists as well as warriors, their steady hands working surely with brushes and pigment.

Archers train in the Terra Isles' deepest forest, the Redwood Shadow. It is there that they learn to use standard bows and arrows so if ever they become powerless, they can still defend themselves.

Their bows are of ordinary compound; their arrows are also of traditional construction. However, through centuries of study and the perfection of knowledge, they have developed a specialized form of earth-power. This Art was created to aid their arrows with enchantments, which are placed on their normal shafts as they are fired. They appear as a golden fire that envelopes the arrow. To learn this Art requires 10 years of study and 10 years of practice.

Archers are otherwise ordinary human



beings except for their knowledge of the Art.

Archers are fearless and quick to come to the aid of those in danger. Once, when a small town was attacked by a demigod and his minions, a nearby band of Archers heard the sounds of battle and went to the rescue. Of the 20 Archers who entered the battle, only seven emerged at the end, but the demigod and his followers were burned with golden earthpower as the Archers gave their lives to defend an unknown town.

Archers love to gamble. Their favorite pastime is playing cards, but their gambling compulsion spills over into any type of contest, be it one of skill, wits, or sheer luck. One story tells about an Archer who bet $10 million on a single wrestling match between two Giants. It is not known if the Archer won or lost, but it is known that the Giants wrestled for 16 hours. This love of gambling has led them into many foolish conflicts, but by the grace of Fate, they usually survive.

The Archers' love of art in all forms impelled them to build the greatest museum in the world. Works of art more than 49,000 years old are preserved and displayed there. The museum is located on the coast in a small village called Fletchington. The museum comprises 20 buildings, each one three stories tall. It requires 4 days to completely tour the museum. Each Archer is a sworn officer of the museum and licensed to make acquisitions on its behalf.

Natural Abilities

Shot Bonus: Archers get a plus 25% to their shot bonus with a bow only.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Ambush
- Archery
- Concealment
- Gambling
- Sniping

Basic Abilities

Create Matter: Archers learn one earthpower spell called Create Matter (second-level spell), which they can cast once per day per level. This can be used to manufacture arrows and replace lost or damaged bows or for any other endeavor the Archer can dream up, with the exception of making money.

Spell Acquisition: Archers can learn earthpower spells at 15th level if their wisdom score is at least 20 (see chapter 10 for lists and descriptions). They start out as first-level earthpower users at 15th level and proceed upward accordingly. So at 16th level they will know how to use second-level earthpower spells, at 19th level, fifth-level earthpower spells, and so on. Damages and such are calculated based on the Archer's spell level. Archers are Minor Practitioners of the Art in earthpower, receiving three SMUs at 15th level and at every level from there on.

Standard Archer Arrows

All Archers learn how to use the following standard arrows at the beginning of their careers.

Earthpower Arrow

Casting Time: One attack
Range: 1,000 feet
Duration: One attack
Drain: None
Damage: 100 to 1,000 LPD + 1,000 per level after the fifth + the arrow's physical damage if applicable (including strength damage adjustments)
Fate: Earthpower (see description)
Description: Beam attack. This ability can be used with or without an actual arrow. If used without an arrow, a flaming shaft of earthpower is created when the Archer draws back his bow. If an actual arrow is used, the fate roll will be first versus physical and then versus earthpower.

Entangle Arrow

Casting Time: One attack
Range: 1,000 feet
Duration: One set
Drain: 1 con point
Damage: None
Fate: Earthpower (see description)
Description: Beam attack. This ability may be used with or without an actual arrow. Its effect is similar to that of the Earthpower Arrow except instead of doing earthpower damage, the energies are spread around the victim to entrap and hold him. Ropes of earthpower fire will dance around those it entangles without burning them. If used with an actual arrow, physical damage will be taken from the physical arrow. The fate roll will be first versus physical for the arrow itself, then versus earthpower for the entanglement. The entanglement will hold 1 ton of pressure plus an additional 1 ton per level, encircling up to a 10-foot-diameter sphere. It will enclose and hold but not squeeze.

Grappling Arrow

Casting Time: One attack
Range: 500 feet
Duration: Concentration
Drain: None
Damage: None
Fate: Earthpower
Description: Beam attack. This special arrow trails a line of golden earthpower behind it. It is not normally used with an actual arrow, but it may be. The line can hold up to 1,000 pounds plus an additional 500 pounds per level of the Archer. The line has physical substance but cannot be cut. It can contract in length at a rate of 30 mph, shrinking to nothing. This is handy if an Archer needs to retrieve an object at a distance. The arrowhead will adhere to anything that is not immune to earthpower.

Arrow of Annihilation

(Acquired at fifth level)

Casting Time: One attack
Range: 1,000 feet
Duration: One attack
Drain: 2 con points
Damage: Affects a target weighing 5 tons or under + 1 ton per level of the Archer
Fate: Earthpower
Description: Beam attack. This ability creates a shaft of earthpower that will disintegrate its target. It is not used with a real arrow. If the target's weight limit exceeds what the Archer can affect, the target receives 10,000 LPD per the level of the Archer. This arrow may not be combined with other types.

Special Archer Arrows

Special Archer arrows all require real arrows. Archers learn how to enhance their regular shafts with earthpower enchantments. They learn two types of enchantments to begin with plus an additional enchantment per three levels. Roll on table 38 to see which ones you get.

Once learned, an Archer can place several effects on any shaft except those of the Arrow of Nullification or the Arrow of Annihilation. When an arrow is drawn, an Archer may instantly place up to four enchantments on it. The different arrow types may be combined according to their descriptions (such as an Invisible, a Silent Exploding, or a Hunter arrow). Standard arrows are included in this mixing capability. Arrows of the same type may be mixed

to double, triple, and quadruple their effects. All enchantments drain constitution when cast or placed on a shaft. Arrows will hold their enchantments for 24 hours plus an additional 1 day per level after the fifth level. Once enchanted, Archer arrows will become active when fired from any bow.

Special Archer arrows cannot be reflected because the enchantment is on a physical object that goes through the reflecting shield (standard arrows can be reflected if they are used without a real arrow). However, a shield that stops the physical arrow itself will succeed in stopping the shaft. (Refer to chapter 9, "Reflections," for more information.)

Table 38. SPECIAL ARROWS

1d8 Roll	Type
1	Silent Exploding
2	Nullification
3	Invisible
4	Hunter
5	Stunning
6	Retrieval
7	Sight
8	Phazed

Hunter Arrow

Casting Time: Instantaneous
Range: 1,000 feet
Duration: 1 set
Drain: 1/2 con point
Damage: None from this effect, although the real arrow's damage is done.
Fate: Earthpower
Description: Beam attack. This arrow will follow its target for one set, even if the target dodges. The target has to be visible when the Archer shoots the arrow. The arrow attacks on segments 5, 10, and 15 once fired, and the Archer does not need to concentrate on it (see "Flight Classes" in chapter 12). Breaking the arrow will cease its attacking and cancel the effect, although any other Archer enchantment that may be on it will affect whoever is breaking it just as if they had been hit.

Invisible Arrow

Casting Time: Instantaneous
Range: 1,000 feet
Duration: As long as the arrow is in flight
Drain: 1/2 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth level + the arrow's physical damage (including strength damage adjustments)
Fate: Earthpower and physical
Power Base: Earthpower
Description: Beam attack. These arrows are invisible to normal vision. Roll class A surprise if an Archer cannot be seen when firing. If he can be seen, then roll class C surprise. If the target is not surprised, it may dodge. This arrow does normal earthpower arrow damage.

Nullification Arrow

Casting Time: Instantaneous
Range: 1,000 feet
Duration: One set
Drain: 1 con point. If an Archer wishes to nullify a higher level power, it requires 1/4 con per level above him or her.
Damage: None
Fate: Nullification
Power Base: Earthpower
Description: Beam attack. This arrow will stop a victim's body from using any three power types (choose from magic, psionics, earthpower, mutations, chi, energy, and alchemy) for one set. The types must be specified when the arrow is created. The arrow's power will only nullify an equal or lower-level effect without drain. The Archer may only combine Nullification arrows with each other, which makes it possible to create an arrow that will nullify more than three power types.

Nullification arrows can be used to nullify a special attack or a shield. Shooting a nullification arrow into a shield or Spell Trap nullifies the shield or trap (provided the arrow is a high enough level in power).

Nullification arrows have another special property. An Archer can draw his bow without firing the arrow. While in this position, the arrow generates a 5-foot diameter shield in front of the Archer. If the shield is struck, it nullifies the attack just as though the arrow had hit it (see "Shields" in chapter 9). This uses up the arrow. Otherwise, the shield disappears when the arrow is fired. The Nullification arrow does no damage when it strikes, for the shaft is used up by the arrow's power.

Phazed Arrow

Casting Time: Instantaneous
Range: 1,000 feet
Duration: 1 attack
Drain: 1 con point
Damage: None
Fate: Phaze
Power Base: Earthpower
Description: Beam attack. This arrow will pass through any defense that does not stop a phazed attack. This arrow can be combined with only one other arrow type at a time.

Retrieval Arrow

Casting Time: Instantaneous
Range: 1,000 feet
Duration: Concentration or until the task is complete.
Drain: 1 con point + 1 con point per extra 100 pounds
Damage: None
Fate: Earthpower
Description: Beam attack. If fired at an object or person weighing less than 300 pounds plus an additional 100 pounds per level, this arrow will grab the object and return to the Archer. The arrow uses earthpower telekinesis to hold the target (see "Telekinesis" in chapter 9). The arrow's maximum speed is 300 mph.

Sight Arrow

Casting Time: Instantaneous
Range: 10 miles
Duration: Concentration
Drain: 1 con point
Damage: None
Power Base: Earthpower
Description: Beam attack. This arrow creates a psychic link so that everything the arrow "sees" will be transmitted back to the Archer. The arrow sees with "normal" vision but can also sense magic, psionics, and earthpower (see "Using Sensing Abilities" in chapter 9). It can be directed by the Archer to stop and hover for up to one set. This arrow will not do any damage, and it may only be combined with the Invisible Arrow.

Silent Exploding Arrow

Casting Time: Instantaneous
Range: 1,000 feet
Duration: One attack
Drain: 1 con point
Damage: 1,000 to 10,000 LPD + 2,000 LPD per level after the fifth level; increases to 10,000 LPD per level after the 20th level
Fate: Earthpower
Description: Wide-beam attack. This arrow has a silent explosion that affects a 20-foot area.

Stunning Arrow

Casting Time: Instantaneous
Range: 1,000 feet
Duration: 5 minutes
Drain: 1 con point
Damage: Stun
Fate: Earthpower
Description: Beam attack. Targets struck by this arrow will be stunned for 5 minutes. This affects creatures weighing up to 300 pounds plus an additional 100 pounds per level. At 15th level and above, there is no weight limit.

Bio Syntha Cyborg

Bio Syntha Cyborgs are artificial reproductions of humans, down to their synthetic DNA. Technically, a Bio Syntha Cyborg (B.S.C.) is a biosynthetic cybernetic organism, which exactly mimics man and machine combinations.

These cyborgs live primarily off a form of energy engineered specifically for organic electronic organisms. The energy can be used to power any electronic device although traditional forms of energy cannot be used by any organic electronic organism.

B.S.C.s can eat and drink food in the same manner to obtain energy. They may gain up to 150 EGs per 1% of their body weight in the food they've eaten.

B.S.C.s have synthetic skin and blood (blue). Their bones are made of a glasslike substance that is stronger than hadrathium. Their vital organs are specially designed to give them their unique abilities.

B.S.C.s were originally created by Synnibarr's immensely complex computers to use their special powers for defense and repair of the external surface. However, an explosion 50,000 years ago erased the memories of the computers that programmed them.

B.S.C.s are grown in the Guild Hall by machines as old as the Worldship herself. Once fully formed, they emerge from the vat to be trained and taught the ways of life and the use of their powers.

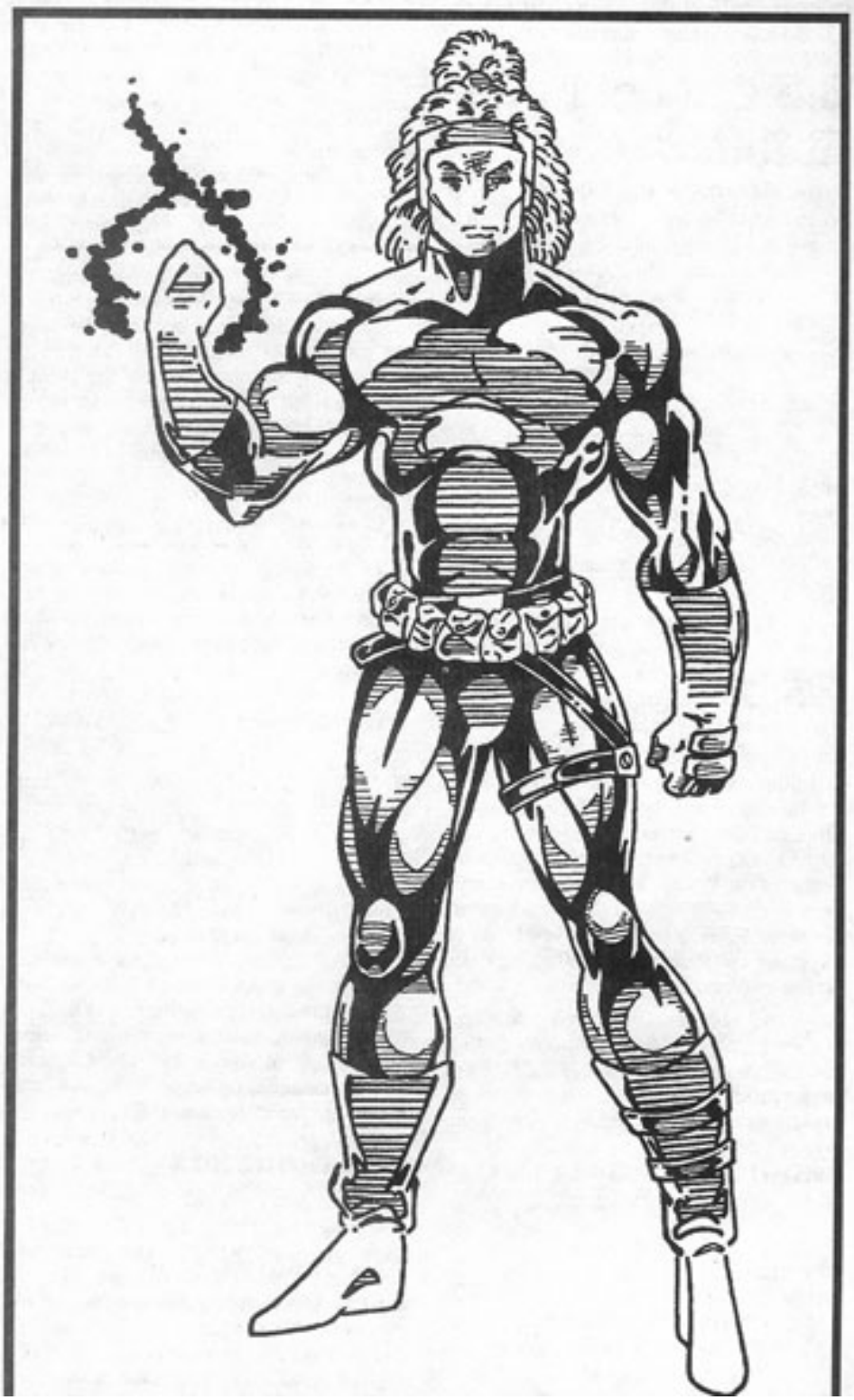
Also, deep within the Worldship Synnibarr, in the melted city called The Womb, there are ancient vats creating flawed machines called Omni B.S.C.s. Omni B.S.C.s have all four adaptations. They are unstable and cannot be trusted. You will know an Omni B.S.C. by the black-circle tattoo in the center of its right palm. Omni B.S.C.s are programmed by a flawed computer and are created only to do evil. Omni B.S.C.s are not player characters.

B.S.C.s do not have a true constitution score, but for the purpose of fate rolls, treat them as having a score of 20 (you may have to recalculate your scores). B.S.C.s do, however, use all their other ability scores. Because B.S.C.s have an ego, they can travel to the psychic plane, but they will exist only as phantoms or ghosts (see "Psychic Bodies" in chapter 14). A B.S.C.'s mind cannot be read, and it cannot be hypnotized.

B.S.C.s do have auras although they are not readable. Their auras will not set off spells that sense for auras unless the spell is in God Power or V.N.

The EGs they store create an artificial life force, which is the basis of their power. That is why they need a special form of pure energy. All forms of organic electronics use this special type of power. The life force of a B.S.C. *can* be sensed and will set off Spell Traps.

B.S.C.s can be possessed. They cannot be nerve pinched, or power transferred, or have powers transferred to them (see the spell Power Transfer in chapter 10). Also, they are immune to normal diseases, poisons, and chemicals (including Psisha Adreemus and Alchemist Ambrosia). Potions do not affect them either. B.S.C.s' bodies do not metabolize substances as



normal organic life does. Consequently, they cannot use V.N. until they become immortal.

Because B.S.C.s have no parents, they begin with no money. However, through performing odd jobs during their training they manage to earn $300 and some clothing.

To qualify for this character, you must roll three natural 20s on the character's original characteristic scores.

B.S.C. Facts and Abilities

Natural Healing: With the help of their natural picoborgs (microscopic repair robots) B.S.C.s heal 100 life points a day. The picoborgs are not affected by magnetic or sonic attacks and they are regenerated naturally by the B.S.C.

System Shutdown: This is 35% + 1/2% per level after fifth level (roll instead of metabolic shock).

Computer Interfacing: A B.S.C. can transmit and receive with any computer by touch. This does not give it control of the computer, just communication. The chance to interface with a computer is 40% + 1% per level. If successful, scanning the memory requires one turn per megabyte.

Computer Domination: The chance to dominate and control a computer is 10% + 1% per level or per successful domination. Domination is very difficult and requires total concentration. It takes at least 1 minute to accomplish if it is at all possible.

Synnibarr Continental Effects: B.S.C.s are not shut down by the Dark Continent, although their powers are still limited (see "Dark Continent" in chapter 7). Within the Center of the World, B.S.C.s may use only basic abilities except for radar and impact thrusters. Abilities under third level may be employed for their normal effect at twice the power drain.

Sonic and Magnetic Sensitivity: Any type of sound attack or magnetic control may cause system shutdown in a B.S.C. for one set. Roll system shutdown when struck by any of these types of attacks.

Vision Modes

The following modes are usable by all B.S.C.s anytime, anywhere.

- Normal
- Infrared
- Micro (down to electron level)
- Macro (x 25 – range [10,000 miles])

Radar

Usage Time: One attack to activate
Range: 1-mile radius
Duration: As long as the B.S.C. has power
Drain: 50 EGs per hour
Power Base: Energy
Description: This radar will give a B.S.C. +25% on a shot roll, +10% on a normal dodge, and +5% on a beam-attack dodge. Beam-attack dodge is not recalculated after the 10% bonus is given to normal dodge with the added 5% added. These bonuses are added to everything else. Surprise rolls are reduced by 25% when this radar is in operation.

This ability works as normal radar until a B.S.C. reaches 25th level. It then becomes millimeter wave radar. Millimeter wave radar has the added bonus of being able to scan surfaces to the point of "seeing" the surface of an object; for example, a painting. Every ridge and contour of the painting's surface is scanned, and the data are triangulated and analyzed by the B.S.C.s computerized "mind." Depending on the surface texture of the painting, a B.S.C. could "visualize" to a greater or lesser degree what it looks like.

Acoustic Synthesizer

B.S.C.s may recreate any sound they hear and project it as far as 100 feet up to a loudness of 140 decibels. The power drain at maximum acoustical volume is 1/2 EG per hour.

Power

B.S.C.s can store 500 EGs and keep another 50 EGs in reserve. EGs are pure electrons in gravametric suspension, meaning they are stored in a gravity bottle. One EG equals 10,000 kilowatt-hours.

As a B.S.C. rises in levels, it can store more and more EGs. Ten EGs are gained per level, up to 1,000 EGs.

A B.S.C. can recharge by converting direct sunlight at the rate of 1 EG per hour. Also, if the a giver is willing, a B.S.C. can recharge with donated constitution points. One con point equals 25 EGs. Likewise, B.S.C.s can pool power with the party (see "Pooling Power" in chapter 9).

Life Statistics

When Fate says to roll system shutdown and the roll is failed, a B.S.C. will go to sleep and attempt to clear its circuits and repair any minor circuit damage. This roll is made any time that a human would roll metabolic shock. System shutdown lasts for 1 to 6 minutes.

The B.S.C. can stand the heat of the [illegible] Fahrenheit) and the coldness of the Arctic. However, if quickly struck by both temperature extremes (within three attacks), its system will shut down.

Electron control can cause a system shutdown if it is used on a B.S.C. Siphoning energy will effectively drain a B.S.C.s power, completely shutting them down.

Other things that can cause a system shutdown are overcharging or using more than 500 EGs at one time on any attack or defensive action. Any Reconstruction spell will restore a B.S.C.s life points, and a Mystic Restoration will restore its memory if performed within 1 hour. If not, the life points are gone forever.

Skills

Cyborgs learn skills at an accelerated rate equivalent to four times the normal speed. Each adaptation has skills that pertain to its specialty plus all the normal skills taught to all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

B.S.C. Class Adaptations

Roll 1d4 to determine what class of B.S.C. you may be. There is a 10% chance of receiving two adaptations (rolled at the initial creation of a B.S.C.). The maximum is two. Those with two adaptations must evenly divided the gaming points that they receive between the two adaptations when rising in levels (see "Dividing Gaming Points" in chapter 2).

Table 39. B.S.C. TYPES

1d4 Roll	Adaptation
1	Generator
2	Genetec
3	Infiltrator
4	Warrior

Generator

The Art of spellcasting is the most difficult of the arts to master. That a synthetic creature is able to do so only indicates that even greater triumphs await. Roll on the following table to determine which power type a Generator B.S.C. uses.

Table 40. GENERATOR POWER TYPES

1d6 Roll	Power Type
1–2	Magic (use of Mage Warrior spells)
3–4	Psionics (use of psi spells)
5–6	Earthpower (use of EP spells)

We shall now discuss the system for powering the spells. Most spells drain con or psionic points. Twenty-five EGs equal 1 con point or 15 psionic points. Use this ratio for determining spell drains.

Generators are Pure Practitioners of the Art. Refer to chapter 9 for the number of starting spells learned for Pure Practitioners and the number gained per level, and chapter 10 for the lists and descriptions.

Genetec

This class deals solely with mutations. The B.S.C. can learn mutations and employ them. Twenty-five EGs equal 1 con point. Genetec B.S.C.s has room in their memories for one major, two masters, and four lesser mutations (this is equal to the limitations; see "Limitations" in chapter 2). Genetecs begin in the same way as the Mutant character class for the number of mutations they get (see "Mutant," this chapter). Most often this will not fill a Genetec's memory capacity. More mutations are learned at higher levels. At 10th level Genetecs learn four lesser mutations. At 25th level they are taught one master mutation. At 40th level they receive a major mutation. (Refer to chapter 10 for the lists of mutations and their descriptions.) No recessives are gained.

Genetecs have a large footlocker-shaped device that can store mutations in its own memory. A Genetec's extra mutations that overflow its own memory capacity may be stored in this device. This device is known as the ID. It is very delicate and cannot be shrunk or altered in any way. The act of teleporting it contains a 75% risk of erasing its memory completely. Once the memory is gone, it cannot be replaced. Once the ID is moved, it must remain completely immobile for 5 minutes before it is turned on or memory loss may occur (30% chance). The ID can store one major, two masters, and six lesser mutations.

A Genetec B.S.C. can exchange and store anything it learns. This process takes 10 minutes for majors, 5 minutes for masters, and 1 minute for each lesser. Genetecs can analyze and learn any mutation that strikes but does not destroy them with a 45% chance of success. Genetecs can take knowledge from another B.S.C. or organic electronic device if it is unconscious or nonfunctional. To do this, the B.S.C. must infiltrate the main computer within each device. This takes 10 attacks and in addition the time required to learn the ability.

Infiltrator

Infiltrators have one 10th damage protection, the same as the Warrior B.S.C.s.

The reason for the existence of this class is a mystery. If Aridius created the B.S.C.s as a repair force for the Worldship, then why did he make the Infiltrators and the Warriors? The Alchemists have a theory based on the works of the well-known archaeologist Ben "Digger" Chenchen. Digger studied the origins of the Infiltrators and Warriors in a collection of vats he located within the ruined city known as The Womb. His theory states that the cyborgs were both a maintenance and a defense force or an expendable workforce. The Alchemists' Guild refuses to state this openly and will not make public its complete findings. The B.S.C. Guild has no information to offer.

Infiltrators can manufacture a form of chi energy internally within their own bodies. However, they cannot learn the chi abilities of other classes, and their own chi powers can be learned only by other Infiltrators.

Infiltrator Skills

Infiltrator B.S.C.s get specialized skills in addition to the general ones learned by all classes (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Combat, Grappling
- Combat, Martial Art Disarming
- Combat, Martial Art Empty-Hand
- Disarming Traps
- Lockpicking, Advanced
- Lockpicking, Basic

Infiltrator Basic Abilities

Lockbuster: Refer to table 41 for the types of locks, their chances of being opened, and the time required. If an Infiltrator can access a lock with a keypad, keyhole, combination knob, or other, it may be opened. Chances to open increase 1% per level. Time to open decreases by 10% every 10 levels.

Table 41. INFILTRATOR LOCKBUSTING STATS

Lock Type	Chance to Open	Time Required
Radio lock	95%	5 segments
Magnalock	95%	1 turn
Tumbler/key	60%	1 set
Mech. combination	50%	2 sets
Elec. combination	95%	1 minute
Hand/Retina ID	35%	2 minutes
Voice combination	30%	Special*

* If the voice that opens the lock has been heard, the chance to open is 100%. Time to open is one attack. If not, it requires 10 minutes to deactivate.

Jammer

Usage Time: Three attacks
Range: 1-mile radius
Duration: Concentration
Drain: 50 EGs per 5 minutes
Power Base: Energy
Description: With this ability users will be able to inhibit the function of any form of sensing ability (magic or otherwise) or communication through Telepathy, tracer, Tiger's Tooth, or radio transmission. This ability basically works as a wide-range Cloak of Mist. However, the Jammer will not affect Spell Traps or Security spells of any type.

Infiltrator Special Abilities

Infiltrators gain special abilities as they progress in levels. Refer to chapter 10 for Infiltrator chi ability lists and descriptions. They roll 1d6 three times to determine what abilities they begin with. A new one is learned every three levels. At 10th level, you roll a 1d6. Tenth-level abilities are learned every 10 levels (see chapter 10 for chi ability lists and descriptions).

Warrior

Warrior cyborgs were created to fight under all kinds of combat conditions. They can increase their strength and their combat skills as needed to meet most adversaries on at least equal terms. Warrior B.S.C.s. have one 10th of damage protection.

Warrior Skills

The following skill is learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Combat, Advanced Weapons

Special Adaptations

The Warrior-class B.S.C. has very specialized abilities. The bulk of their powers is physical, and they are very good at what they do. They may not exceed their limitations in any way with their enhancements.

Aside from the basic attributes of all B.S.C.s, Warriors have the following special adaptations.

Advantage Enhancement

Casting Time: 1/4 attack
Range: Personal
Duration: One set

Drain: 25 EGs per 1/2 point added
Power Base: Energy
Description: Warrior B.S.C.s may increase their advantage bonus with this enhancement up to +8-1/2.

Armor Enhancement

Casting Time: 1/4 attack
Range: Personal
Duration: 1 hour
Drain: 25 EGs per 10th added
Power Base: Energy
Description: Warrior B.S.C.s may add up to three 10ths to their bodies with this ability.

Attack Enhancement

Casting Time: 1/4 attack
Range: Personal
Duration: 1 set
Drain: 25 EGs per attack added
Power Base: Energy
Description: Warriors may increase their number of attacks per turn with this enhancement up to 10.

Defense Field

Refer to the Infiltrator ability description of the same name in chapter 10, "Abilities and Spells."

Dodge Enhancement

Casting Time: 1/4 attack
Range: Personal
Duration: One set
Drain: 1 EG per added percentage
Power Base: Energy
Description: Warriors may increase their dodge percentage with this enhancement up to the limitation.

Impact Thrusters and Cocoon Field

Casting Time: 1/4 attack
Range: Special
Duration: Concentration or 5 minutes per EG for an unattended cocoon field.
Drain: 1 EG per mph up to 500 mph
Power Base: Energy
Description: With this ability a Warrior may carry up to 5,000 pounds worth of payload. It carries the payload in a special force field. This field will not stop any attacks. However, it will provide those within it a breathable atmosphere for 5 minutes per EG. It appears within a 10-foot diameter of the user. The B.S.C. may decide whether or not to be within the confines of the field. The cocoon is invisible. The field is of great use if the Warrior and company are teleported into space. The field has only 100 life points so reentry can be difficult. The field's duration is concentration; however, the Warrior must subtract 1 EG per 5 minutes for the field to remain intact while the creator is occupied elsewhere.

Lightning Bolts

Casting Time: One attack
Range: 100 feet
Duration: Instantaneous
Drain: Special
Damage: 1,000 LPD per EG used + 1,000 per five levels
Fate: Energy
Description: EGs can be released in the form of bolts. Any number of EGs may be used in this manner, causing damage accordingly.

Sensors

Usage Time: One attack to scan a 90-degree cone-shaped area
Range: 100 feet
Duration: One turn
Drain: 25 EGs
Power Base: Energy
Description: This ability is not effective through a solid object more than 1 foot thick. A Warrior's sensors can detect energy levels (how many EGs and whether the power is pure power or normal), magic, psionics, earthpower, chi, alchemy, mutations, and life force and the level of the power. With life forms, a Warrior can determine whether they are plant, mammal, reptile, bird, or insect. Warriors can also determine the sizes of life forms down to the size of a honeybee (see "Using Sensing Abilities" in chapter 9).

Strength Enhancement

Casting Time: 1/4 attack
Range: Personal
Duration: 1 hour
Drain: 1/2 EG per strength point added
Power Base: Energy
Description: A Warrior B.S.C.'s strength may be increased up to a maximum of 1,000.

Weapon Creation

The Warrior B.S.C. can create several types of weapons out of energy. Tech weapons can be operated only by their creators. If technology or energy does not function, then a Warrior cannot create the weapons. However, if the weapons are already in existence, then they may be employed as long as organic electronics function. Tech weapons cannot be created in the Center of the World.

Mundane Weapons

Creation Time: Three attacks
Range: In hand
Duration: Special
Drain: 25 EGs for every weapon weighing less than 10 pounds + 10 extra pounds per each extra EG
Damage: According to the normal weapons and all the weapons cut through one 10th + one per 15 levels.
Power Base: Energy
Description: With this ability the Warrior can manufacture any mundane weapon or simple object, such as a longsword or a bow and 20 arrows. All weapons created will rot or degenerate within 24 hours of creation. The object appears in the user's hand. For instance, a cyborg may need to create a rope to lasso a falling comrade. The coiled rope would appear in hand, and as it's exactly like a normal cable listed in the provisions, its length and size could easily be determined by the weight of the matter created. Objects created in this manner must be extremely simple; no complex machines of any kind can be created until the 40th level.

The B.S.C. can release its hold over any weapon it creates and the weapon will vanish instantly.

Sonic Blaster

Creation Time: One turn
Range: Blaster can shoot 500 feet.
Duration: 16 hours
Drain: 50 EGs to create and 5 EGs per shot
Damage: Will cause metabolic shock to targets weighing less than 1,000 pounds plus an additional 1,000 per level after the fifth level, or use two additional EGs to increase the effective power of the weapon by 1,000 pounds.
Fate: Physical and metabolic shock
Power Base: Energy
Description: Wide-beam attack. With this ability users will be able to make a hand blaster that does sonic damage. Victims will remain asleep for 1 hour if they fail their metabolic shock roll. The blaster is organic electronic and will "die" if separated from its creator for more than 5 minutes.

Big Gun

(Acquired at 20th level)

Creation Time: One turn
Range: Gun, 5 miles; grenade launcher, 1 mile
Duration: 16 hours
Drain: 75 EGs to create and 25 per shot. Grenades drain 35 EGs each.
Damage: The projectiles will cut through two 10ths. The weapon does 100,000 to

400,000 LPD per attack in a wide beam. The grenades are the fragmentation type that will pierce two 10ths, causing 100,000 to 600,000 LPD.

Fate: Physical

Power Base: Energy

Description: Wide-beam attack. The Big Gun is attached to the Warrior B.S.C. by a 3-foot cable. The cable is the cybernetic link to the weapon. If severed, the weapon will die and decompose within 1 minute owing to its organic electronic nature. The gun is a miniature matter acceleration weapon with a gravity loop and an inertia dampener. The Big Gun also comes equipped with a grenade launcher that employs the matter accelerator when fired. The grenade is a fragmentation type with a 20-foot-blast radius of effect and can be released with a timer that will trigger it to explode at the creator's mental command. Range of this mental control is 5 miles. Only one Big Gun may be used by any single Warrior at a time.

Midnight Sunstone Bazooka

(Acquired at 40th level)

Creation Time: One turn

Range: 5 miles

Duration: 16 hours

Drain: 100 EGs to create and 50 EGs per shot

Damage: 100,000 to 400,000 LPD + 10,000 LPD per level after the 45th level

Fate: Midnight Sunstone Energy

Power Base: Energy

Description: This is a beam attack of one of the most devastating forces in existence. The bazooka is 3 feet long and 5 inches in diameter and a flat black in color. It is attached to the Warrior by a cable similar to the Big Gun. It too will cease functioning if separated from its creator.

Chameleon Drake

Some people say the mutant drakes were created by Aridius to bridge the gap between the two dominant races on Synnibarr, the drakes and the humans.

Legend states that a harem of nine human females was transmorphed into female drakes of normal size and shape. In time the females mated with male drakes and laid a number of eggs, 50 of which survived. The eggs hatched, and from them emerged fully formed mutant drakes about 3-1/2 feet long. Needless to say, the male drakes were furious. They demanded an explanation. Understandably, their mates were reluctant to offer one.

Time passed, but the young drakes did not grow any larger. Fearing that some dreaded disease had stricken their people, they flew to see their king, a thermal drake named Xentrevakk. The wise ruler directed a Fur Drake named Realtsager, who was the most knowledgeable in the Art, to see the stricken children.

All forms of tests were conducted, including both magic and the great Art of medicine, Realtsager concluded that despite their size, the children were perfect, better even than a normal-sized drake. You see, the Realtsager had guessed the mothers' secret. But rather than tell the fathers, causing them to enforce the primary rule, which is "keep the race pure and thriving," he kept the secret to himself to protect the lives of the innocent children and wives from the vengeance of the fathers and husbands.

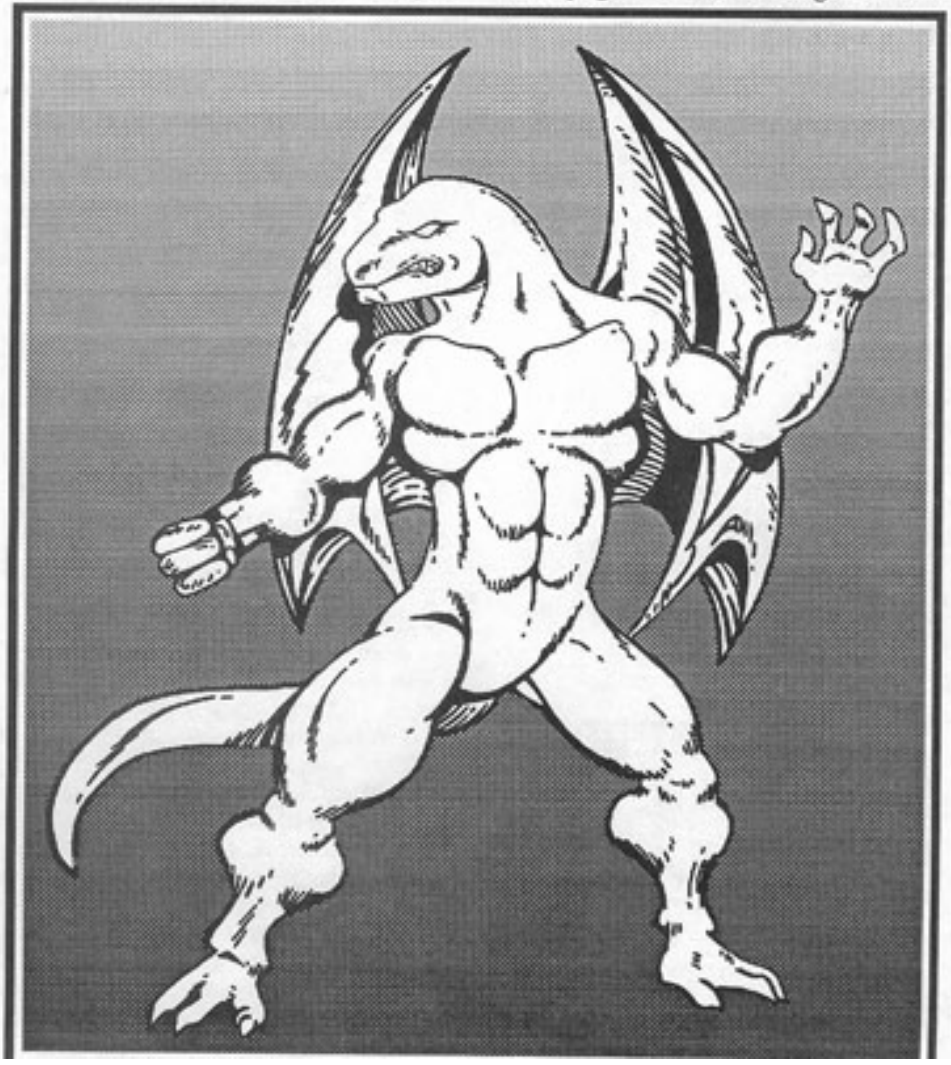
Realtsager considered these young drakes to be the most beautiful ever born, but because they were of human origin, he could not overcome his innate prejudice against them. He therefore devised a plan whereby the young drakes would be reared in safety away from the rest of drake society.

Realtsager suggested that the young mutant drakes be sent off to a special school where their differences could be studied and where they could learn to use their powers.

The mutant drake school was located on a group of islands between the Terra Isles and the Enchanted Continent. That took place before The Purging, the war between the humans and the drakes and hydras. During the war the mutant drakes allied with the humans. Their school is now located on the shores of the largest Terra island. It is carved into the cliffs about 150 miles from the city of Terra.

Over the centuries the mutant drake adventurers ceased to exist. They evolved into Chameleon Drakes, able to transform their bodies into those of their ancestor species and tap into their different powers and abilities.

The Chameleon Drakes appear humanoid in their physical appearance. They walk upright and have five fingers on each



hand and five toes on each foot. They also have a long tail and two wings (see "Flight Classes" in chapter 12), along with a somewhat long, flat snout vaguely resembling an alligator's. They enunciate human speech perfectly.

One individual has especially distinguished himself as both an adventurer and an Immortal. His name is Maximilion, and he was the first hatched from the first clutch of mutant drakes. Maximilion may be found substitute teaching at the training guild for Chameleon Drakes from time to time. He is a constant reminder of just how far one can go in life and immortality.

Natural Abilities

Natural Weapons: Chameleon Drakes have formidable weapons, or perhaps we should say they are formidable weapons. The following list shows the damages that Chameleon Drakes can do (strength adjustment is added).

- Claws: 100 to 400 LPD
- Teeth: 100 to 800 LPD
- Tail: 100 to 600 LPD

Resistances: All Chameleon Drakes have a 25% resistance to magic and psionics. This increases 1% per level (see "Resistances and Immunities" in chapter 9).

10th Damage Protection: All Chameleon Drakes have one 10th damage protection.

Enhanced Senses: This includes night vision and tracking by scent. Range vision is twice that of a normal human's. Also, they receive a bonus of 20% on surprise rolls.

Tracking: Success equals 40% + 1% per level. This is accomplished with a Chameleon Drake's sense of smell (see "Tracking" in chapter 12).

Skills

The following skill is learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Moving Silently

Basic Abilities

Hypnotic Stare: This ability is the same as the lesser mutation Hypnosis (see chapter 10, "Abilities and Spells").

Changing Form

Usage Time: One attack
Range: Personal
Duration: Permanent
Drain: Usable 1x/day/2 levels, up to 10 per day
Power Base: Mutations
Description: With this ability, Chameleon Drakes change their physical body to one of the various forms of their ancestors. Switching forms does not heal damage nor does it allow them to carry a set of weapons for each form. The Chameleon Drake's body transforms beneath clothing and equipment. Chameleon Drakes can use any of the physical abilities and breath weapons listed for the drake type that they become.

Roll the strength bonus for the sunstone drake form only once when the character is first created. This strength will take effect whenever the Chameleon Drake changes to that form.

Any mutations, enchantments, or other modifications apply to all forms into which a Chameleon Drake changes. If a drake form does not normally have mutations, then mutations that are acquired may be used. However, one drake form's "natural" mutation will override another's while in that form. For example, a Chameleon Drake buys the major mutation Energy Kinetic. All his forms may use this mutation except for the moon, sonic, and thermal forms. Their major mutation abilities would temporarily replace the Energy Kinetic.

Chameleon Drakes must choose one Art type to study at the beginning of their adventuring careers. They may learn another Art every 20 levels. When a new power is learned, the spell level of the drake begins at first level. For example, a 20th-level Chameleon Drake has known how to use magic since first level. Now he can learn psionics or earthpower, but he starts at first level with spell acquisition and level adjustments. Chameleon Drakes can learn only mage, Shadow Master, and earthpower spells. They can cast the appropriate spells when they change to the form that uses them. They may change into the other types of spellcasting drakes but may not learn the other types of spells. All Chameleon Drakes are considered Partial Practitioners of the Art. Refer to chapter 9 for the number of starting spells learned as a Partial Practitioner and the number of spells gained per level. See chapter 10 for the spell lists and descriptions.

The following paragraphs describe the different forms that a Chameleon Drake may change into. The Chameleon Drake's body remains the same size no matter what form they assume, although their appearance will change dramatically as far as their coloration and what extraordinary substance that might make up their skin is concerned. Their breath weapons are beam attacks, unless otherwise stated. All breath weapons are mutation based.

Argium Drake

The argium drake breathes Flames of Earth (see third-level earthpower spell in chapter 10, "Abilities and Spells"). Subtract 1 con point per use. Argium Drakes learn the same earthpower spells as Gnomes.

Dark Drake

This species predecessors died out in the Great War With the Drakes. They were slow to breed and reluctant to fight for the king. They roll one first-level Ninja ability every three levels and one fifth-level ability every 10 levels.

Dark drakes have completely black skin and eyes. They have fangs that cut through two 10ths and can secrete poison equal in level to their own. Each dose will affect 300 pounds plus an additional 50 pounds per level. Dark drakes can create one dose per level up to 10 doses a day. Dark drakes also have the following ability.

Eyes of Death

Usage Time: One attack
Range: 500 feet
Duration: Permanent
Drain: 3 con points per ton + 1 ton per level
Damage: Cerebral hemorrhage
Fate: Chi
Power Base: Mutations
Description: Beam attack from the eyes. This ability will affect only living creatures; it was the larger species' principal means of defending itself. It is manifested in the form of white beams of energy.

Fur Drake

Fur drakes use spells as Mage Warriors (see chapter 10 for lists and descriptions). They receive their training in Terra. The bite (saliva) of a fur drake has a 60% chance of success in healing any infection.

Mist Drake

Roll 2d100 psionic points to begin and add 1d100 every three levels afterward up to the maximum of 1,000 points. The minimum for all rolls is equal to the Chameleon Drake's ego score. Mist drakes can also perform Telepathy within a 50-foot range and with no drain; the Telepathy is psionic based (see "Telepathy" in chapter 9). Beyond learning psi spells, they do not gain any other special Shadow Master abilities (see chapter 10 for psi spell lists and descriptions).

Moon Drake

Moon drakes have the mutation Major Thermal Kinetic (cold modes only), and they breathe magic-based Ice Bolts and not

Ice Lightning as do their predecessors (see the third-level Mage Warrior spell Bolts of Frost and Fire). Moon drakes are immune to cold-based attacks but receive double damage from heat and energy attacks.

Sunstone Drake

Sunstone drakes' skins give them four 10ths damage protection. They also receive a +100 to +400 added to their strength score. This roll is only done once, not every time the Chameleon Drake changes to this form.

The claws, fangs, and tail of a sunstone drake will cut through four 10ths. This drake type can breathe a Psi Bolt (see the minor psionic Shadow Master ability). Subtract 1/2 con point per use.

Sonic Drake

Sonic drakes have the mutation Sonic Kinetic. They do not gain any constitution drain adjustments as pure Mutants do.

Thermal Drake

Thermal drakes have the mutation Major Thermal Kinetic (heat modes only). They breathe a magic Fire Bolt.

Fire Bolts

Usage Time: One attack
Range: 500 feet
Duration: One attack
Drain: 1 con point; 3 con points for wide beam
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth level. This increases to 10,000 LPD per level at the 20th level.
Fate: Magic
Power Base: Mutations
Description: Beam attack, or wide-beam attack. The flame manifests itself as a beam (or plane for wide beam) of orange fire.

Were Drake

Were drakes, like their cousins the dark drakes, get their abilities from a now-extinct predecessor. They are gray in color with white manes growing from their heads down to the middle of their backs. They can breathe the Disintegration and Nullifying Werewinds, plus Star Bolts and Starfire. Refer to the following descriptions.

Red Wind of Disintegration

Usage Time: Two attack
Range: 100 feet
Duration: One attack
Drain: 1 con point + 500 pounds per extra con point
Damage: Special
Fate: Alchemy
Power Base: Mutations
Description: Wide-beam attack. This wind will disintegrate up to 1,000 pounds plus an additional 500 pounds per level. If a victim or object is over the weight limit, it receives 100 to 1,000 LPD plus an additional 1,000 LPD per level after the fifth level.

Nullification

Usage Time: One attack
Range: 100 feet
Duration: 10 minutes
Drain: 2 con points + 1/4 con per level of the victim above the user's
Damage: Nullification of all powers except V.N., God Power, and Pure Psionics
Fate: Nullification
Power Base: Mutations
Description: Beam attack. The wind acts in the same manner as the alchemist study Nullifying Werewind.

Star Bolts and Starfire

Usage Time: One attack
Range: 5 miles
Duration: One attack or concentration
Drain: 1/2 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth; may also be used as a shield
Fate: Alchemy
Power Base: Mutations
Description: Can be used offensively or defensively. See "Alchemist," this chapter. The Star Bolts are breathed and the Starfire is projected from the hands.

Dwarf

These beings, despite their stature, are as fierce a race of warriors as the Ninjas. Their small size makes them so quick that in some cases they are unstoppable.

The Dwarves live in all areas of Synnibarr. They are excellent miners, weapon makers, and jewelers. They live chiefly in a place called the World Veins, where they have a hidden city named Jewel. In this city live their king and queen, called Tracdill and Macerdia. Both are more than 500 years old.

If any race is prone to excesses, this one is. Dwarves, being a rowdy lot, love to fight and drink. Afterward, when all are too drunk or tired to fight, they tell stories,. great yarns of battles and wars long forgotten by other peoples.

As Dwarves are the language masters of Synnibarr, they have many tales to tell. These stories come from all types of creatures with a spoken language. Many races have entrusted the Dwarves with detailed accounts of their exploits. These exploits have been written down and placed in the Dwarf king's library where they are available for study. Save for the Terra library, the Dwarf king holds the largest compilation of Synnibarr's history, including notes on the Dark Age[2] and The Purging.

As their love of history is linked with their ability to speak many languages, Dwarves have knowledge of a vast variety of differing cultures and their social mores and customs. For example, when a Dwarf is in the company of a plant man he never mentions mutant gophers, and he eats only meat, never any vegetable matter to avoid insulting or antagonizing the plant man. As gracious hosts, the Dwarves are always sensitive to their guests' customs.

They can use any weapon and are very good at climbing mountains, sometimes being able to climb even walls and ceilings. They have shadow vision that allows them to see in complete darkness.

Dwarves can also speak any form of language, even sign language. This ability is psionic in nature and the Dwarf must hear or see the language before he can speak it. Once heard, the Dwarf will remember it forever (this does not include Venderant Nalaberong).

Dwarves receive a hammer made of a combination of regular and forgotten steel and with a mage tree handle. This hammer has a number of special properties when used only by a Dwarf.

Natural Abilities

Advantage Bonus: Dwarves get a +1 to their advantage bonus because of to their small size.

Shadow Vision: Dwarves can see in total darkness. This ability is not power based.

Jumping Bonus: Dwarves can jump an extra 10 feet vertically and 15 feet horizontally.

[2]The Dark Age lasted 18,000 years while Synnibarr was en route to Shalom. The age was named for the effects of a contagious recessive mutated virus. This virus reduced the intelligence of all creatures affected to 8 or lower. More than 99% of all intelligent creatures were affected.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Anthropology, Exterior
- Climbing Walls and Ceilings
- History

Basic Abilities

Speak Languages: All Dwarves can communicate in any form of language. This includes written, spoken, and sign languages. Dwarves cannot speak to plants or inanimate objects. Dwarves learn Venderant Nalaberong in the usual manner. This ability is power based in psionics.

Uncommon Proficiency: With this ability Dwarves can recognize and use all weapon types even if they are completely alien and never seen before. This ability gives the user a +50% on shot rolls. This ability will always work anywhere.

Resistances: Roll two at the beginning, adding one every 15 levels. Percentage begins at 25 and increases 1% per level, up to maximum of 75% (see "Resistances and Immunities" in chapter 9). These resistances cannot be canceled except by a God Power or V.N. nullification.

Table 42. DWARF RESISTANCES

1d6 Roll	Resistance
1	Magic
2	Psionics
3	Earthpower
4	Mutations
5	Chi
6	Alchemy

Dwarf Hammer

This is not an enchanted item in the usual sense. The ability to use it is unique to Dwarves. A hammer will only work for the Dwarf for which it was made. It will bring only $15,000 if sold, and is constructed of a forgotten steel alloy and mage tree wood.

The hammer will return to the thrower 1x/day/level from a range of 1,000 feet, pulling with a force of 10,000 pounds. It will return in one attack segment for every 50 feet of distance it has to cover.

The hammer does 100 to 1,000 magical LPD plus an additional 1,000 magical LPD per level of the Dwarf after fifth. The hammer also does normal physical damage (100 to 800 LPD + strength adjustment). These affects can be used when thrown. If the user wishes they may put in 2 con pints and do magical damage equal to 100 to 1,000 LPD plus strength. This will not function if the hammer is thrown.

The hammer can shoot a Hexbolt the normal drains and specifics (see the first-level Mage Warrior spell in chapter 10)

Lastly, the hammer can create the mage spells Armor of Mist and Brilliant Defenders at their normal drains and specifics. At 10th level it can do the Enhanced Brilliant Defender.

The hammer measures 12 to 14 inches long. The hammerhead measures 6 inches long by 3-1/2 inches wide by 3 inches high. It costs two levels to replace the hammer.

Special Abilities

Dwarves get two special abilities in addition to their hammer. Roll a 1d4 on the following table.

Table 43. DWARF SPECIAL ABILITIES

1d4 Roll	Ability
1	Quickness
2	Phazed Invisibility
3	Super Strength
4	Tesseract

Quickness

Usage Time: 1/4 attack
Range: Personal
Duration: One turn per con point
Drain: 1 con point per turn
Power Base: Mutations
Description: This ability adds 10% to a Dwarf's dodge, one extra attack per turn, and a +1 on advantage.

Phazed Invisibility

Usage Time: One attack
Range: Touch
Duration: Total concentration
Drain: 3 con points per set
Damage: Special (see the master mutation "Plane Phaze")
Fate: Mutations
Description: This ability will render a Dwarf and as many as two others invisible and phazed. It has similar characteristics as the master mutation Plane Phaze. (See "Invisibility" in chapter 9 for more information.)

Super Strength

This ability adds 100 to 200 points to a Dwarf's strength score. It is always in effect and is mutation based. The maximum strength this ability can add for the Dwarf is 440 points.

Tesseract

Casting Time: 1/4 attack
Range: 300 feet + 30 feet per level
Duration: Instantaneous
Drain: 1 con point + 1/2 con point per extra 200 pounds
Power Base: Mutations
Description: This is a quick, short-distance teleport. A Dwarf has to see where he is going or there is a 50% chance of missing the target (see the 10th-level Mage Warrior spell Teleportation). A Dwarf must be in physical contact other objects or creatures to transport them too.

Giant

Giants were the first race to leave the Terra Isles. They braved the werestorm and crossed the unknown sea when no one else would. They have since established the only safe and reliable form of transport on Synnibarr. After all, who in their right minds would attack a ship 1,000 feet long with 200 to 300 Giants on board?

They made their home on the Forbidden Continent. From there, they established routes to every corner of the world.

The Giants' powers are many. They are as tall as 16 feet and have incredible strength; their skins are as tough as armor, making them extremely formidable warriors.

Giants can shrink themselves and other objects. Objects stay reduced in size unless the Giant changes their size again. Giants can shrink themselves 50% in height. Objects they carry when altering their size may also be reduced if the Giants will it. Giants can sense aura colors up to 50 feet even if a creature is invisible. Some Giants are even more formidable because they have the knowledge of earthpower.

Giants study at a secret port known only to them. They travel to this port when they are very young and study there for 20 years. They learn the Art of sailing boats, ships, and airships. Their training takes 15 years for both air (see below) and sea training. For the remaining 5 years they learn the Art of warfare, then sail to Terra to find adventure and to rise in levels. It is there that they study the finer Arts.

Giants have developed a flying ship. However, these ships are smaller and not as safe as their other methods of transportation. These ships are called air sailors.

Air sailors are constructed of a sturdy wood. They are 60 feet long from stem to stern. They have a hollow, airtight hull that is filled with gas. The gas is created by pouring water over imperfect fire diamonds. The radiation separates the hydrogen from the oxygen and a manual pump carries it to the storage chamber. The ship's cabin is pressurized and airtight, but that's all. Oxygen from the fire diamond reaction is used to breathe in the higher atmospheres. The cabin can withstand the vacuum of space, but without wind or gravity there is no movement.

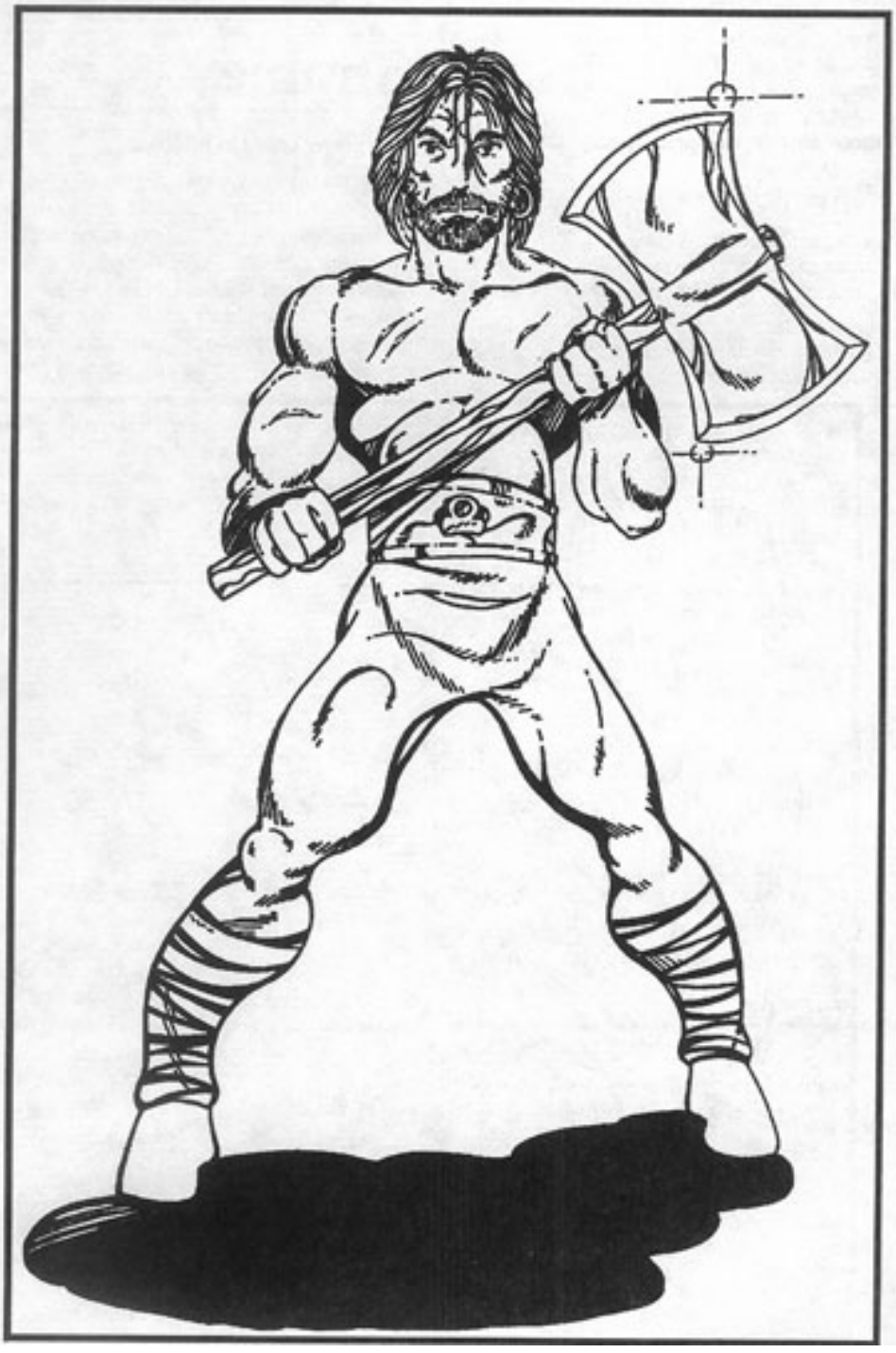
An airship can carry five Giants traveling at wind speed. The cost per airship for Giants is $5,000. If you are not a Giant, you can buy an airship for $12,000 (this includes flying lessons).

Natural Abilities

Sense Aura: Range is 50 feet. There is no power base (see chapter 9, "Using Sensing Abilities").

Two 10ths Damage Protection: All Giants have two 10ths damage protection.

Hand-to-Hand Damage: A Giant's fist can do 100 to 1,000 LPD. Their kick will do 200 to 1,200 (2d6) LPD. Multiply these damages by a Giant's strength adjustment.



Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Carpentry
- Shipwright

Basic Abilities

Spells: If a Giant's wisdom is 19 or greater, he is able to learn earthpower spells. Giants are taught earthpower spells (see chapter 10 for lists and descriptions) and are Minor Practitioners of the Art (see chapter 9, "Using Spells and Abilities," for the number of spells they learn at the start and per level).

Shrink Size

Usage Time: One attack
Range: Personal or touch
Drain: Can be done twice every 24 hours + special
Duration: 1 hour for the Giant; permanent for objects
Damage: None
Power Base: Earthpower
Description: Giants can shrink themselves and inorganic objects (organic electronic items can be affected). The maximum weight affected is 1,000 pounds plus an additional 1,000 pounds per con point used. Any electronics shrunk in this manner will not function. Giants can shrink themselves to half their height, although any desired height in-between may be assumed. Objects are reduced in the same manner. Shrinking does not alter mass (weight). This ability cannot be used to enlarge normal matter and weapons.

Gnome

Gnomes are born wherever Gnomes are born, usually during winter. They are a very peace-loving and somewhat mischievous people.

Gnomes love all plants and animals and can speak different animal languages. They use earthpower spells. These are the very essences of the plants and creatures in the universe. Gnomes tap into this infinite power source to perform special types of spells or wards.

The Gnomes as a race are not prolific. A female Gnome has only two or three children in her entire life. They live beneath trees in cozy, warm homes carved out of trees' root systems.

The Gnomes' love of animals and plants leads many of them to be strict vegetarians; the plants don't mind being eaten for they know they grow to provide food.

Gnomes have a great love of music and fine sculpture. All learn to play at least two instruments and to sing because most of their history is recorded in song.

Besides music and sculpture, the Gnomes excel at the art of toy making. Every year during Darkmonth, groups of Gnomes make and deliver presents to all the children they know, giving at least two presents per child. These gifts are of all kinds, including musical instruments and tools (and usually a bottle of crystalberry wine for the parents).

On Synnibarr there are two types of Gnomes: those 1 in 10,000 who wield earthpower and have gone to school to become adventurers and the rest—plain, simple, warmhearted folk who are content to farm and care for the land all their days.

Gnomes train at a Gnome school in Terra. Before attending school, they are taught by their parents and develop many different abilities, including techniques for survival in the wild and, to a limited extent, how to fight on a physical level. They also learn three animal languages. One of the languages they learn is typically one they can use to secure a mode of transport, such as a wolf. All Gnomes are expert trackers. They are able to see in dark with their Shadow Vision ability.

Most Gnomes live to be around 250 to 300 years of age. When young Gnomes (ones a mere 50 years old) are ready, they leave home to venture to Terra where they learn the secrets of earthpower. Once in Terra Gnomes enter the school, known as Earth Hall, for 10 years. During this time, they are taught the arts and spells of their Gnome ancestors.

The Gnomes' principle might comes from their use of the Art. They employ earthpower for their spells, a force that is generated from life itself. True to its origins, the power has been primarily shaped into spells of a defensive or informative nature.

Natural Abilities

Advantage Bonus: All Gnomes get a +1 to their advantage on account of their small size.

Dodge Bonus: Gnomes get a +10% to their dodge.

Enhanced Senses: Sight, smell, and hearing are enhanced. Visual range is double that of a normal human, and Gnomes get a 20% bonus on their surprise rolls.

Shadow Vision: With this ability, Gnomes can see in the dark. There is no power base for this.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Detect Spell Traps
- Moving Silently
- Singing
- Tracking

Basic Abilities

Earth Root Staff: All Gnomes receive an earth root staff. (See chapter 17, "Monsters," for a complete description.)

Animal Languages: Gnomes can speak three different animal languages. These are learned when the Gnome meets a creature and wishes to speak its tongue. If a Gnome has fewer than three languages, he merely reaches out to the creature mentally, and within one turn they can communicate (see "Communication" in chapter 12). Visual contact is required when learning.

Spells: Gnomes are Pure Practitioners of the Art with the use of earthpower (see chapter 9 for the number of starting spells learned and the number learned per level, and chapter 10 for the lists and descriptions).

Mage Warrior

Young mages study to become Mage Warriors at the Selen Academy of the Art. There they are taught how to focus the power of the Art through themselves. They study for 30 years, during which time they study a variety of subjects, including the legends of Synnibarr. They have a 75% chance of knowing about a particular monster or plant and a 35% chance of knowing the history surrounding weapons or enchanted items.

The study of history, mathematics, writing, plants, and monsters lasts 10 years. After this, the young mages receive basic tutoring in the Art of magic. Their training in this subject takes 20 years before they are ready to leave the academy.

Mage Warriors, despite their name, are not true warriors. Use of conventional weapons is a small part of their overall training, but in a pinch, it is a vital one.

Natural Abilities

Science Knowledge: Mage Warriors have a 35% chance of knowing about a particular science or technology.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Astral Projection
- Biology
- Biology, Marine
- Biology, Xeno-
- Botany
- Botany, Xeno-
- History
- Detect Spell Traps
- Science
- Zoology
- Zoology, Xeno-

Basic Abilities

Detect Astral Forms: Mage Warriors can see astral forms at a range of 1/4 mile.

Mage Tree Staff: Mage Warriors (along with Shamans) receive a mage tree staff (see chapter 17, "Monsters," for a details.

Spells: Mage Warriors are Pure Practitioners of the Art in magic (see chapter 9 for the number of spells learned at the start and at each level, and chapter 10, for lists and descriptions).

Mutant

From among the 1,500 survivors of the Womb's explosion, a new race of humans called Neosapiens, or Mutants, developed. Mutants manifest their abilities while very young. They may be any type of human, and indeed they often look completely normal. As a class, they have no particular traits save for a youthful enthusiasm.

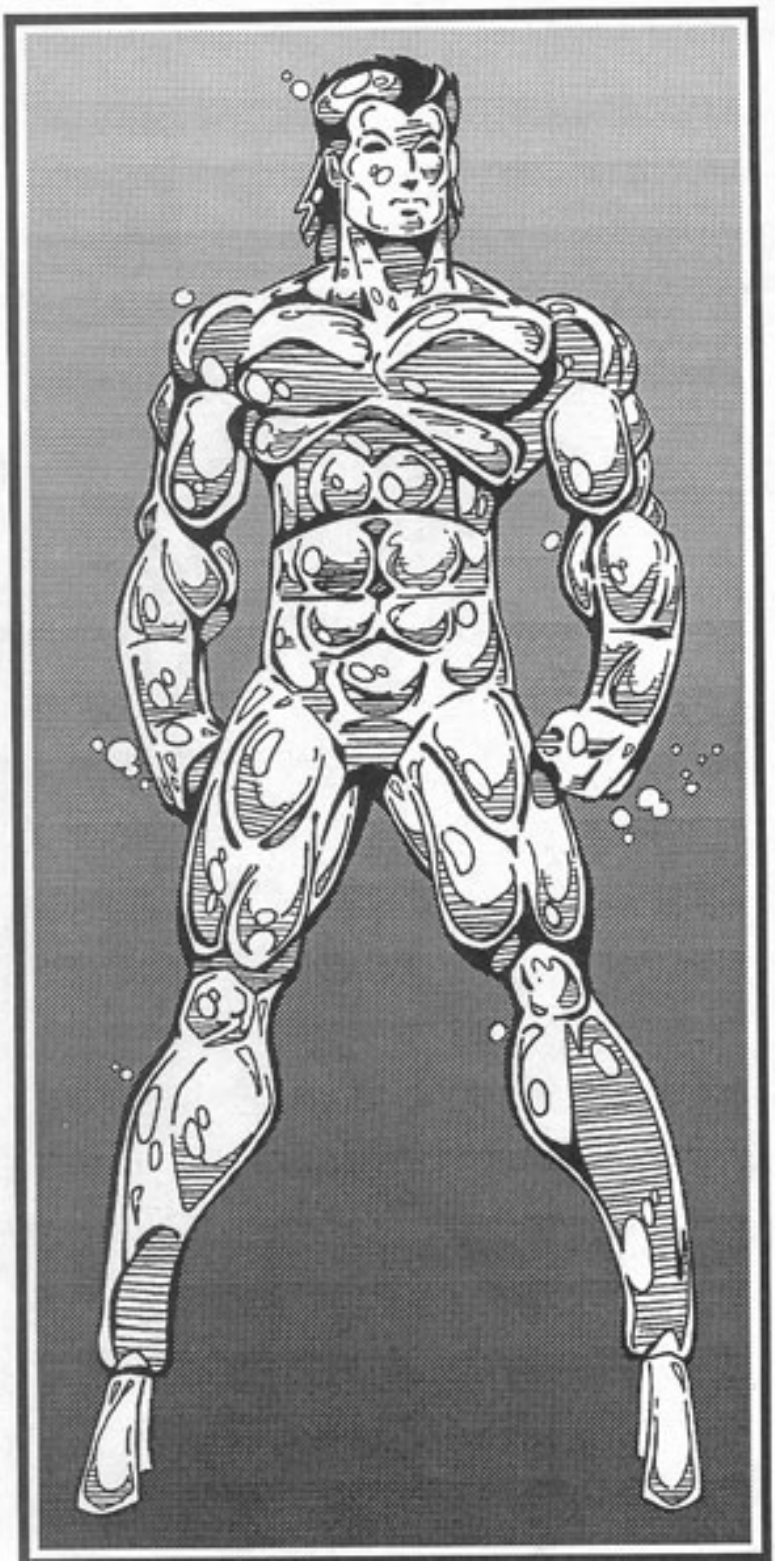
In school they are taught basic survival skills and simple math, reading, and writing. The school even teaches mountain climbing, hang gliding, scuba diving, and the piloting of most aircraft.

Since most of these students are young and uncouth, their teachers drill them in manners and etiquette. The academy also stresses the arts. This usually means that a young Mutant can at least paint, dance, sing, and cook.

The majority of the mutations they receive are useful and do not alter their physical appearance. When Mutants are born, their lesser mutations are readily evident. In other words, they can be used immediately. Their master and major mutations are not developed until they are cultivated through extensive schooling.

Several mutations manifest themselves as various forms of energy manipulation. Where a mutation does not change the physical structure of a Mutant's body, the powers can be canceled by preventing the body from absorbing the radiation that causes the effect, virtually clearing the air of it (see "Cancellations and Nullifications" in chapter 9). Constitution points are used to focus the radiation that a Mutant's cells collect.

As Mutants rise in levels, their mutations will drain less from their constitution score. At 10th level, the drain decreases to



three quarters of normal. That is, if something normally drains 1 con point, it will drain only 3/4 con point (per use). This applies only to pure Mutants, not to other characters with mutations. At 20th level the drain decreases to 1/2 normal. At 40th level it decreases to 1/4 normal.

In some cases, Mutants can use normal constitution point drain and their attack will be geometrically increased. For example, if a 20th-level Mutant spends the normal constitution cost for an effect, the power will double.

Natural Abilities

Mutants do not have any natural abilities other than their skills.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Anthropology, Exterior
- Bartering
- Dancing
- Singing

Basic Abilities

Mutations: Use table 44 to determine how many mutations a Mutant character receives for his entire life.

Table 44. MUTANT ABILITY DETERMINATION

1d10 Roll	Number of Mutations
1	4 lessers, 2 masters, 1 major
2	2 lessers, 1 master, 1 major
3	2 lessers, 1 major
4	3 lessers, 1 major
5	4 lessers, 1 major
6	2 lessers, 2 masters
7	3 lessers, 2 masters
8	4 lessers, 2 masters
9	3 lessers, 1 master, 1 major
10	1 master, 1 major

After the type and number of mutations are determined, turn to chapter 10 and roll the specific type of mutation that the Mutant receives. If the same lesser mutation is rolled twice, the player may choose to either have the mutation twice (useful on such mutations as +5 Agility) or to roll again. Two 50% resistances to the same thing give a 75% resistance (see "Resistances and Immunities" in chapter 9). No one can have more than one lesser mutation Any, only.

From the 1st through the 10th levels, only one mutation can be used at a time; from the 11th through the 20th, two can be controlled at once; from the 21st through the 40th, three at one time; from the 41st through the 50th, four; from the 51st (first-level Immortal) through the 100th, five. If a spell or ability is used, it takes the place of a mutation when attempting to use more than one ability at a time. This does not apply to mutations that are always "on."

With the kinetic mutations, users can fly and use one of their other modes at the same time. Mutants are not harmed by the powers they create around them with their own "kinetic" mutations.

All physical mutations are always on. They cannot be canceled, and they cannot be added or removed by genetic engineering. They do not count against the maximum number of mutations a character can have.

Recessive mutations also do not count against the maximum number of lesser mutations a character can have. If you roll a recessive or physical mutation, roll another lesser, but keep the recessive or physical mutation. Recessive mutations can be removed at a cost of $50 million.

Ninja

The Ninja saying goes:

Ours is the tradition of service
to those in need,
Strength to those in distress, and
protection for the meek.
We use the art of Ninjitsu and the
"Gift of Chi,"
To aid us in our fight.
We are the silent blade of the wheel,
In march with the forces of the universe.
"Life and Death,"
We are the Ninja.
Invisible Warriors of the night.

The Ninja train for 22 years in a temple within the city of Terra. During this time they leave the temple only at night to practice using stealth. However, this is done only with the aid of a teacher and only on command.

During training, Ninjas learn one of their most powerful attacks, the nerve pinch. The nerve pinch can be administered to anyone who has a neck and a nervous system.

The second skill Ninjas learn is Telepathy. They learn this by interacting with other Ninjas.

Ninjas learn how to see with another sense called Shadow Vision. This vision allows them to see in total darkness, similar to radar. They can also use special tools called tiger claws that enable them to climb walls and ceilings.

Ninjas are taught how to find any type of trap or secret door and then open or deactivate it. They receive a toolkit like those of the Amazons. If the kit is destroyed, it can only be replaced by demotion of two complete levels.

Ninjas learn heightened awareness. This gives them a -20% to their chance to be surprised in all classes. They can sense life forms within a 30-foot radius. They possess the strength to jump 15 feet vertically and 30 feet horizontally in addition to what they could normally do as determined by their strength score. Ninjas can also move silently (see "Moving Silently" in chapter 13).

Trained in the use of the samurai sword, sai, shuriken, staff, bow, and other weapons, Ninjas receive the following at first level:

- Three sets of sai
- Two samurai swords
- Nine shuriken
- One staff
- One bow

Finally, the Ninjas are taught how to create poisons. At the first level, they can create only weak poisons. However, at higher levels, the poison can kill instantly, or if desired, it can cause paralysis (see table 45). The cost to create a poison is $10 per level per dose. The cost to buy a dose of poison is triple, and only Ninjas, Alchemists, Amazons, Psielves, chemists and assassins may purchase it.

Table 45. POISONS

Level	Time to Affect 300 Pounds	Life Points Damage per Segment	Length of Poison Affect
1st	45 minutes	10–60 (1d6)	3 sets
2nd	30 minutes	10–80 (1d8)	3 sets
3rd	25 minutes	10–100 (1d10)	3 sets
4th	17 minutes	20–140 (1d10+1d4)	3 sets
5th*	6 minutes	20–160 (1d10+1d6)	5 sets
6th	5 minutes	20–80 (1d10+1d8)	5 sets
7th	5 minutes	20–200 (2d10)	5 sets
8th	5 minutes	30–240 (2d10+1d4)	5 sets
9th	5 minutes	30–260 (2d10+1d6)	6 sets
10th	4 minutes	30–280 (2d10+1d8)	6 sets
11th	4 minutes	30–300 (3d10)	6 sets
12th	4 minutes	40–340 (3d10+1d4)	6 sets
13th	4 minutes	40–380 (3d10+1d8)	8 sets
14th	4 minutes	40–400 (4d10)	8 sets
15th**	3 minutes	100–400 (1d4)	8 sets
16th	2 minutes	110–440 (1d4+1d4)	8 sets
17th	2 minutes	110–460 (1d4+1d6)	8 sets
18th	2 minutes	110–480 (1d4+1d8)	9 sets
19th	2 minutes	100–600 (1d6)	10 sets
20th	1 minute	100–800 (1d8)	4 minutes
25th	3 sets	100–1,000 (1d10)	5 minutes
30th	2 sets	1,000–4,000 (1d4)	5 minutes
35th	1 turn	1,000–6,000 (1d6)	5 minutes
40th	5 segments	1,000–8,000 (1d8)	10 minutes

* At fifth level or higher, any poison can be made to put a victim to sleep. The duration of the sleep is 20 times the normal poison duration.

** At 15th level, any poison can be made to cause paralysis. The duration is 20 times the poison's normal duration, and for 1 hour after the poison wears off, a victim has only 75% of his normal attacks and his dodge scores.

Natural Abilities

Beam-Attack Advantage: Ninjas are considered beam attacks when attacking with weapons.

Beam-Attack-Dodge Advantage: Ninjas dodge normally versus beam attacks, up to 65%.

Poison Creation: Ninjas can create poisons through chemistry. The level of the poison is equal to the level of the Ninja.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Acrobatics
- Biology
- Biology, Marine
- Biology, Xeno-
- Climbing Walls and Ceilings
- Combat, Grappling
- Combat, Martial Art Disarming
- Combat, Martial Art Empty-Hand
- Combat, Martial Art Throwing
- Combat, Martial Art Weapons
- Disarming Traps
- Lockpicking, Advanced
- Lockpicking, Basic
- Meditation
- Moving Silently
- Nerve Pinch

Basic Abilities

Toolkit: Ninjas receive the Amazon's Toolkit (see "Amazon," this chapter).

Heightened Awareness: Ninjas can sense life forms within 30 feet. This subtracts 20% on their chance to be surprised. This heightened awareness is chi based (see chapter 9, "Using Sensing Abilities").

Shadow Vision: Ninjas can see 100 feet in total darkness. This ability is chi based.

Telepathy

Usage Time: One attack
Range: 1 mile
Duration: Always on
Power Base: Chi
Description: Ninjas can communicate mentally only with other Ninjas who are within range. Ninjas can shield their minds from being heard by others, but this requires total concentration (see "Telepathy" in chapter 9).

Special Disciplines

Ninjas start with one first-level ability and receive another ability every three levels. At third level the Ninja gains the Oil of Protection and one other third-level discipline.

Add another discipline every 15 levels. At fifth level, add one fifth-level study and one study per every five levels from then on. At 10th level, roll one 10th-level discipline and one every 10 levels for then on. (see chapter 10 for the lists and descriptions of the Ninjas' special disciplines).

Psielf

Psielves are born on the Enchanted Continent near the city of Emerald Downs. They grow up in the deep forests learning the ways of the woods. They are highly intelligent and very strong and fast.

As part of their training they learn to speak telepathically with plants and animals at a distance of 100 feet. This ability helps Psielves avoid trouble or, in some cases, find someone who is lost.

Psielves learn how to locate simple traps and secret passages. They are trained to use weapons with great skill and to pick locks. They are given the basic lockpicking equipment needed for ordinary locks. As with Ninjas, they are taught how to use poison although they cannot create it.

Because Psielves are quick and strong, they can jump enormous distances. Psielves secrete a substance from their hands and feet that enables them to adhere to any surface.

Psielves use all forms of weapons.

Psielves leave home after they reach 75 years of age (which is young adulthood for them). By this time, they have learned how to use all their natural abilities. After leaving home they enter Tesarak's Psionic Academy. While there, they drink Psisha Adreemus and come under the training of the Shadow Masters for 10 more years.

Natural Abilities

Advantage Bonus: Psielves receive a +1 on advantage owing to their small size.

Detect Traps and Secret Doors: The chance for success is 60% + 1/2% per level.

Jumping Bonus: Psielves can jump 20 feet vertically and 45 feet horizontally unless their normal ability through strength exceeds this.

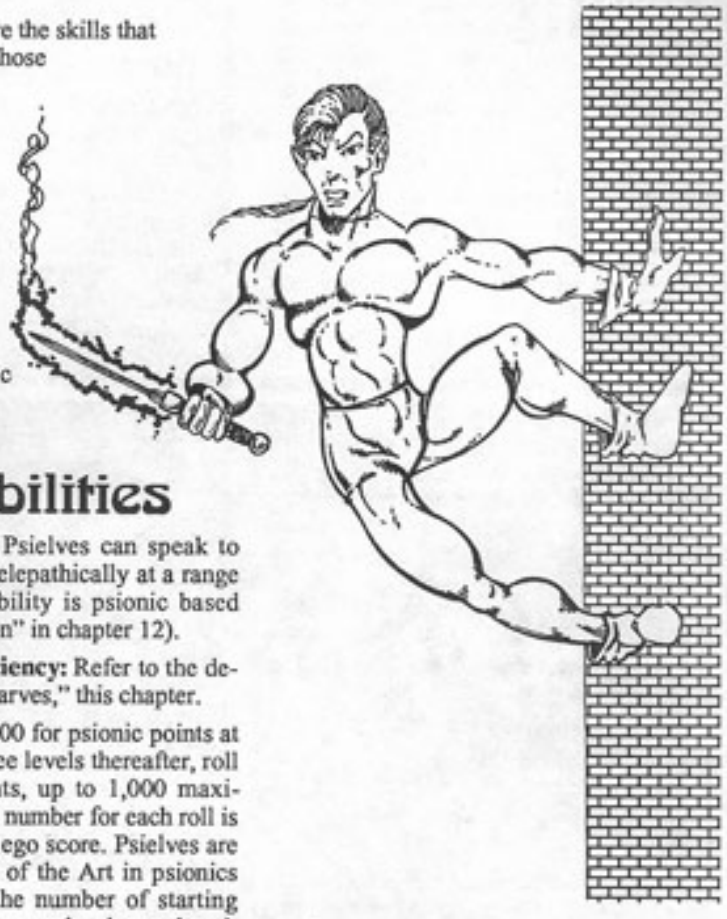
Surface Adherence

Usage Time: None
Range: Personal
Duration: Concentration or 1 hour
Drain: None
Power Base: None
Description: With this ability Psielves can create a substance that, when in contact with a Psielf's body, becomes a superholding adhesive that will support as much weight as a Psielf can lift. This means Psielves can stick to any surface, even ice. The adhesive substance can be placed in an area and left active.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Astral Projection
- Lockpicking, Basic
- Moving Silently
- Pickpocketing



Basic Abilities

Communication: Psielves can speak to plants and animals telepathically at a range of 100 feet. This ability is psionic based (see "Communication" in chapter 12).

Uncommon Proficiency: Refer to the description under "Dwarves," this chapter.

Psi Spells: Roll 2d100 for psionic points at first level. Every three levels thereafter, roll another 1d100 points, up to 1,000 maximum. The minimum number for each roll is equal to the Psielf's ego score. Psielves are Partial Practitioners of the Art in psionics (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions).

Special Abilities

Roll 1d4 for the number of abilities learned at first level and consult table 46. Add one ability every 10 levels.

Table 46. NUMBER OF PSIELF ABILITIES

1d4 Roll	Number of Abilities
1 or 4	2
2 or 3	1

Roll on the following table to determine which abilities the Psielf learns. An ability cannot be learned twice.

Table 47. PSIELF ABILITIES

1d4 Roll	Ability
1	Elf Dagger
2	Elfin Mail
3	Elfin Shortsword
4	Elf Bow

Elf Dagger

Usage Time: One attack
Range: Personal (can be thrown 100 feet)
Duration: Concentration
Drain: 1/2 con point per ton of target + special
Damage: 100 to 400 LPD per level per segment
Fate: Psionics and chemicals
Power Base: Psionics
Description: Beam attack. With this ability Psielves can create a small dagger that appears to be of metal; it is actually composed of psionic energy. When the Elf Dagger strikes a victim, it creates a "psi poison." If a victim fails a fate roll, the poison lasts for one turn. The dagger can be made to be unfelt by the victim, and the effects of the psi poison can be delayed for up to 24 hours. The dagger can be thrown up to 100 feet. It is black and silent as death. Drain an additional 1/2 con point per victim struck after the first. At 30th level, the Elf Dagger is phazed. The dagger disappears after striking or touching an object or creature unless held by the Elf who created it.

Elfin Mail

Usage Time: 1/4 attack
Range: Personal or touch
Duration: Concentration or 1 hour per level
Drain: 2 con points
Power Base: Psionics
Description: Shield ability. With this ability Psielves can create green-metal chain mail. The mail will give the wearer two 10ths damage protection versus physical, energy, and chi attacks. It has 100,000 life points per a user's level. The mail is composed of psionic energy (see "Shields" in chapter 9).

Elfin Shortsword

Usage Time: One attack
Range: Personal
Duration: 24 hours
Drain: 5 con points + special
Damage: 1,000 to 4,000 LPD up to the fifth level, then 1,000 LPD per level; at 20th level, 10,000 per level
Fate: Psionics
Description: The Elfin Shortsword, once summoned, appears as a 2-foot-long ebony-black metal blade with a red handle inscribed with runes of power. Like the Elf Dagger and Elfin Mail, it is composed of psionic energy. By draining 1 extra con point per strike, the sword will cause any victim struck to roll psychic shock versus stun for 5 minutes. Alternatively, the sword can release a Total Honesty spell (psionic based) on any opponent struck. It will affect victims of up to 1 ton per level plus an additional 1 ton per extra con point used. The sword can also be used to block physical attacks. It has 100,000 life points per level of the Psielf. The short sword disappears after leaving the hand of the Elf who created it.

Elf Bow

Usage Time: One attack
Range: Sight
Duration: One set
Drain: 1/2 con point per arrow + 1/4 con per level of the spell or ability being pierced above the caster's
Damage: Special
Fate: Psionics
Description: Beam attack. This ability requires a conventional bow and arrows. The Psielf psionically enchants the arrows in a manner similar to the Archers. However, this is a form of antienchantment. It will pass through any special type of defense or 10ths with the usual exceptions of God Power and Venderant Nalaberong. It will not cancel or nullify the defenses, only pierce them. The arrow does 100 to 400 LPD times a Psielf's strength adjustment (no physical damage). The arrows are consumed by the enchantment. An arrow can only be blocked by physical objects such as armor or shields if they can withstand the psionic damage. This is a silent effect, and the arrows appear to be conventional.

Shadow Master

Shadow Masters are trained at Tesarak's Psionic Academy. The young Shadow Masters start training between the ages of 5 and 7. The young child needs an intelligence rating of at least 18 to be considered for acceptance to the academy.

Once a child is admitted he is given a special potion called Psisha Adreemus, which is distilled from psisheen mushrooms. Once a child receives the potion, all the Shadow Masters in the school perform a ritual called Minds Guide. This ritual gives the teachers the power to lead the young children through corridors of insanity that are within their own awakening minds due

to drinking the Psisha Adreemus. The potion they have taken would otherwise completely and irrevocably destroy their minds if not for their teachers' guidance.

Once the students have been prepared, then the real training begins. For the next 10 to 15 years, the young Shadow Masters learn how to use the power awakened by the Psisha Adreemus potion.

As a Shadow Master rises in levels, he learns new minor psionic abilities. When the 10th level is reached, the Shadow Master can learn psi spells from other Shadow Masters through Telepathy (if another Shadow Master is willing). If the other Shadow Master does not allow Telepathy, the seeking Shadow Master can strike the other unconscious and take the knowledge. This process takes a substantial amount of time, 1 hour per psi spell. The unconscious Shadow Master must remain alive.

For every psi spell ripped from the unconscious Shadow Master's mind, psychic shock versus insanity must be rolled (see "Insanity" in chapter 12). If the victim Shadow Master goes insane, all knowledge he possessed is scrambled making it unreadable, and the Shadow Master doing the Telepathy must roll metabolic shock versus unconsciousness. The attacking Shadow Master must also be high enough in levels to learn the psi spells stolen. He can scan the mind of his victim and pick the psi spell to be learned.

The maximum amount of psionic points a mortal Shadow Master can obtain is 1,000 (see "Limitations" in chapter 2).

Psionic points regenerate after a Shadow Master sleeps for 6 hours. Points may also be regained if a Shadow Master eats a psisheen mushroom (100 psionic points per mushroom) or drinks Psisha (100 psionic points per teaspoon) or Psisha Adreemus (1,000 psionic points per teaspoon). Both of these potions are made from the psisheen mushroom (see chapter 17, "Monsters"). Shadow Masters can restore their full points once a day in this manner without harm.

When Shadow Masters reach the 50th level, they are taught the Psionic Wish spell, the most powerful spell available to any character class.

Natural Abilities

Shot Bonus: Shadow Masters get a +20% to their shot bonuses.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Astral Projection
- Detect Spell Traps

Basic Abilities

Telepathy: The range is 50 feet. This power is psionic based (see "Telepathy" in chapter 9).

Psychic Awareness: Shadow Masters can detect any form of mental probe, sensing, or scanning spell that is directed at them, whether it be telepathic or clairvoyant. The chance is 20% at the start and increases 1% per level. In the case of clairvoyance, the Shadow Master can locate the point of view and stare the viewer directly in the eye. In the case of mental probing or sensing, Shadow Masters can locate the origin of the probe if it is within 100 feet them. If beyond the range, they will know only the direction from which the probe originated.

Psionic Points: Roll percentile dice twice for 2 to 200 starting psionic points. If a Shadow Master's ego is at least 40, roll percentile dice three times for 3 to 300 starting psionic points. Add 1d100 more points every three levels. The minimum on each of these rolls is equal to the Shadow Master's ego. Reroll if the number rolled is less.

Psi Spells: Shadow Masters are Pure Practitioners of the Art in psionics and acquire spells as such. If intelligence is 23 or above, a Shadow Master is also taught one or two major psionic abilities at the first level. Other than this, a Shadow Master cannot learn major abilities until fifth level (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for psi spell lists and descriptions).

Shadow Warrior

Shadow Warriors are one of two character classes created by another character class. They are a creation of the Shadow Masters.

Shadow Warriors were created almost 45,000 years ago by an elite group of Shadow Masters under the guidance of a Shadow Master known as Shadow Knight.

Shadow Knight was at that time the only known Shadow Master who possessed the knowledge of genetic engineering. Therefore, the masters called upon him to aid them in the creation of a new race.

Shadow Knight was able to alter a normal human body and give it increased strength, dexterity, and agility. He also genetically developed the Shadow Warrior's Enhanced Awareness. This natural ability allows them to know that something is going to happen before it actually does.

Finally, Shadow Knight developed the warriors' natural abilities. He gave them the power to produce the Sound Saber.

Shadow Warriors were also given tracking abilities. Their bodies are resistant to magic and earthpower. They know how to completely hide their life force, but this requires their full concentration to keep it maintained. Once they attack, their concentration breaks and they can be sensed.

Shadow Knight then taught the group of Shadow Masters everything they needed to know to accomplish this themselves. He then departed and has never been seen again.

Shadow Warriors were made primarily to act as guards. After 1,000 years of flawless service, the Shadow Warriors asked to be freed. Their request was immediately granted. "After loyalty such as yours, how can we refuse? Just your asking honors us. The Terra Council says yes."

Because their request had been answered so quickly and without hesitation, the Shadow Warriors felt the true goodness of the protectors of the Worldship, and they were moved beyond measure. That day they gathered to make a pact. The Shadow Warriors would expand their protection. From then on they would guard whomever they chose when on an adventure, usually the weakest physically, typically spellcasters. They would sacrifice their lives if necessary to defend a person. Because of this, they receive gaming points equal to the level of the person they guard. However, they may only guard one character. The points are awarded after an adventure is over and they have returned their charge safely home.

This service is purely voluntary and not required. However, the honor lies in the purity of their guardianship and not in who they guarded. The protectors of the Worldship are worthy of such service as a whole, if not on the individual level, and they require perfect protection if they are to succeed in their endeavors.

One Shadow Knight has distinguished herself above all others. Her name is Xzul. She is the Goddess of the Guardians and the Balance.

A future Shadow Warrior must have a high intelligence, dexterity, and agility. The genetic altering and Shadow Warrior training begin at the age of 3. Once completed, the young cadet goes through the same training as a Shadow Master. This all takes place within Tesarak's Psionic Academy.

Natural Abilities

Mental Shielding: A Shadow Warrior's thoughts can never be read, unless God Power is used.

Resistances: Shadow Warriors have a resistance to magic and earthpower of 50% (see "Resistances and Immunities" in chapter 9). This increases by 1% for every two levels.

Astral Projection: This takes 10 attacks to accomplish and can be done once a day. Users can leave their bodies in spirit form for 1 hour (see "Astral Projection" in chapter 9).

Hide Life Force: With this ability a Shadow Warrior can become invisible to Spell Traps and effects that sense life forms. It takes five attacks to accomplish and can be maintained as long as a Shadow Warrior is capable of total concentration. This ability has no power base.

Skills

The following skill is learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Ambush
- Concealment
- Concealment, Detect
- Disguise
- Guardsmen
- Meditation
- Surveillance
- Tracking

Basic Abilities

Psionic Points: Roll 1d100 psionic points plus another 1d100 if the Shadow Warrior's intelligence is at least 23. Add another 1d100 psionic points every three levels. All rolls must be equal to or greater then the character's ego.

Limited Telepathy

Usage Time: One attack
Range: 50 feet
Duration: Permanent
Drain: 15 psionic points per minute
Power Base: Psionics
Description: This ability allows Shadow Warriors to communicate with whomever they choose (see "Telepathy" in chapter 9).

Sound Saber

Casting Time: 1 attack
Range: Personal
Duration: Concentration
Drain: 5 psionic points per turn
Damage: 100 to 1,000 LPD + 10 LPD per level after the fifth. level. Affects 1 ton per level of the user. At the fifth level, users can add their strength damage adjustment.
Fate: Psionics and metabolic shock
Power Base: Psionics
Countereffect: Psi Shield
Description: This weapon can form while swinging as part of the attack. The Shadow Warrior can control sound waves and form a saber. The saber can be used to block physical, sonic, and energy attacks of up to 10,000 life points plus an additional 10,000 per level. At 40th level the saber becomes midnight sunstone energy.

Enhanced Awareness

Usage Time: One attack + special
Range: 100 feet (unlimited for their charge)
Duration: One attack
Drain: None
Power Base: Psionics
Countereffect: Cloak of Mist or Security Spell
Description: This is a very unusual ability. With it users can be psychically aware of many different things if they make their percentage chance. In the case of direct danger to the user, the sense will sometimes (roll under 60%) warn him before the surprise roll.

Things that can be sensed with Enhanced Awareness are danger, auras, life forms, astral forms, magic, psionics, earthpower, chi, alchemy, energy, and the Shadow Warrior's charge.

A roll of 60% or less must be made for a Shadow Warrior to be able to sense each thing. He or she must also state what is trying to be sensed. The 60% chance is rolled before the surprise roll in the case of detecting danger, being automatic (see "Using Sensing Abilities" in chapter 9).

Special Abilities

Shadow Warriors begin with one ability unless their intelligence is over a 22; then they receive two. Add one first-level ability every three levels afterward. All are rolled randomly. At fifth level, roll one fifth-level ability and one every five levels. At 10th level, roll one 10th-level ability and one every 10 levels (see chapter 10 for lists and descriptions).

When they reach the 20th level, Shadow Warriors are called Shadow Knights after their creator. Shadow Knights can learn Shadow Master psi spells up to the 20th level if they buy them or are taught. Shadow Knights are Minor Practitioners of the Art in psionics, beginning at the first level in spell power at 20th level.

Shaman

Shamans are a special type of spell user and warrior. Some of their spells affect their physical fighting abilities and their weapons.

As a race, the Shamans are North American Indians, although not all tribal Shamans are Indians. Their race is called the Synachi. They live in the northern area of the Terra island Holdarian. They are a large and robust group; the descendants of 10 Shaman mothers and fathers.

The Synachi are generally great tailors, able to use any type of leather as their material. They cultivate all forms of ordinary creatures for this purpose. The Shamans use a system of feathers to determine rank. Two electric eagle feathers mark each level. These, with their leather clothing, make for walking works of art ("functional but stylish").

The Synachi recognize potential Shamans at birth. They are fair of form and do not cry. Once these children reach 10 years old, they are sent to Terra where they study for 15 years. During this time, they learn to control the wind to a slight extent, which enables them to fly. Shamans received this ability from the God Aridius. It works anywhere that God Power functions, and it cannot be taken away or nullified (there is no countereffect).

Shamans do not "cast" their magic spells. They control their magic with special songs and sometimes with natural focusing objects, such as bear claws tied on a ceremonial wand.

Their songs drain constitution when used. Constitution drains are listed with the description of each song. Some songs are not actually songs; sometimes they are only one special secret word.

The Shamans' ability to control air has led them to create a form of music played on an instrument called the Dalhada. The average Dalhada weighs approximately 900 pounds and resembles a grand piano. It uses the wind to vibrate strings, reeds, pipes, and percussion. These combine to create the most distinctive melodies with hypnotic undertones. The phrases of music inspire such delight that they often attract divine attention.

The best of the musicians assemble bimonthly in the Granite Bowl, a structure carved by the builders of the town over 45,000 years ago. It seats up to 5,000 people and its acoustics are exquisite. It is favored by the jet setters. The bowl is located in the city Stonespray on the northern most coast of Holdarian near the highest mountains on the island.

Natural Abilities

Shamans do not have any natural abilities other than their skills.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Hunting
- Detect Spell Traps

Basic Abilities

Mage Tree Staff: Shamans receive a mage tree staff (see chapter 17, "Monsters," for a complete description).

Songs: Shamans use their songs as they would spells. They are Pure Practitioners of the Art in magic. (Refer to chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for song lists and their descriptions.)

Control of Wind

Singing Time: One attack
Range: 15-foot diameter around the caster
Duration: Concentration
Drain: 2 con points per hour
Fate: Physical
Power Base: God Power
Description: Wide-beam attack. Shamans can lift themselves and up to 200 pounds plus an additional 10 pounds per each added level. The wind is channeled through an invisible nozzle-type funnel. This makes the stream of air constant and quite powerful (see "Flight Classes" in chapter 12). Wind velocity can be up to 100 mph in a 15-foot diameter (see "Control Air and Wind" in chapter 9).

Senses

Singing Time: One attack
Range: 0 feet
Duration: One attack
Drain: 1/2 con point
Power Base: Magic
Description: Shamans can feel the presence of magic, psionics, earthpower, or alchemy. This effect does not cause a glow when used and only the caster feels what types of powers there are (see "Using Sensing Abilities" in chapter 9).

Golden and Scarlet Tiger

Tigers are finely trained martial artists. They are human. They wear a uniform distinguished by a close-fitting hood with tiger's ears, from which they get their name.

Golden and Scarlet Tigers are trained in two different locations. This is because the Scarlet Tigers are a force for evil while the Golden Tigers are aligned with the good. Both locations are kept secret, but it is known that they are somewhere in the Terra Isle Mountains. Their temples remain shrouded in mystery.

It is sometimes said that one Golden or Scarlet Tiger can defeat five Ninjas of the same level (of course, the Tigers are the ones who say this).

Golden and Scarlet Tigers never sleep. They are trained to completely flood their bodies with chi energy that allows them to strike with incredible speed. All open-hand strikes or kicks are considered beam attacks.

Because they do not need to sleep, they have developed a strong sense of duty to those who do need to rest, especially spell users. They guard them and provide for their comfort, cooking and performing all basic chores, leaving the spell users free to study their Art. With a Tiger for a guard, they may sleep securely, safe in hands that do not fail from want of rest.

When Golden Tigers completely engulf themselves with chi energy, it appears as though they were surrounded by golden fire. If they are Scarlet Tigers, the energy appears as a blood-red flame. These flames have several special properties. Only when Tigers use their flame can you tell which type of Tiger they truly are.

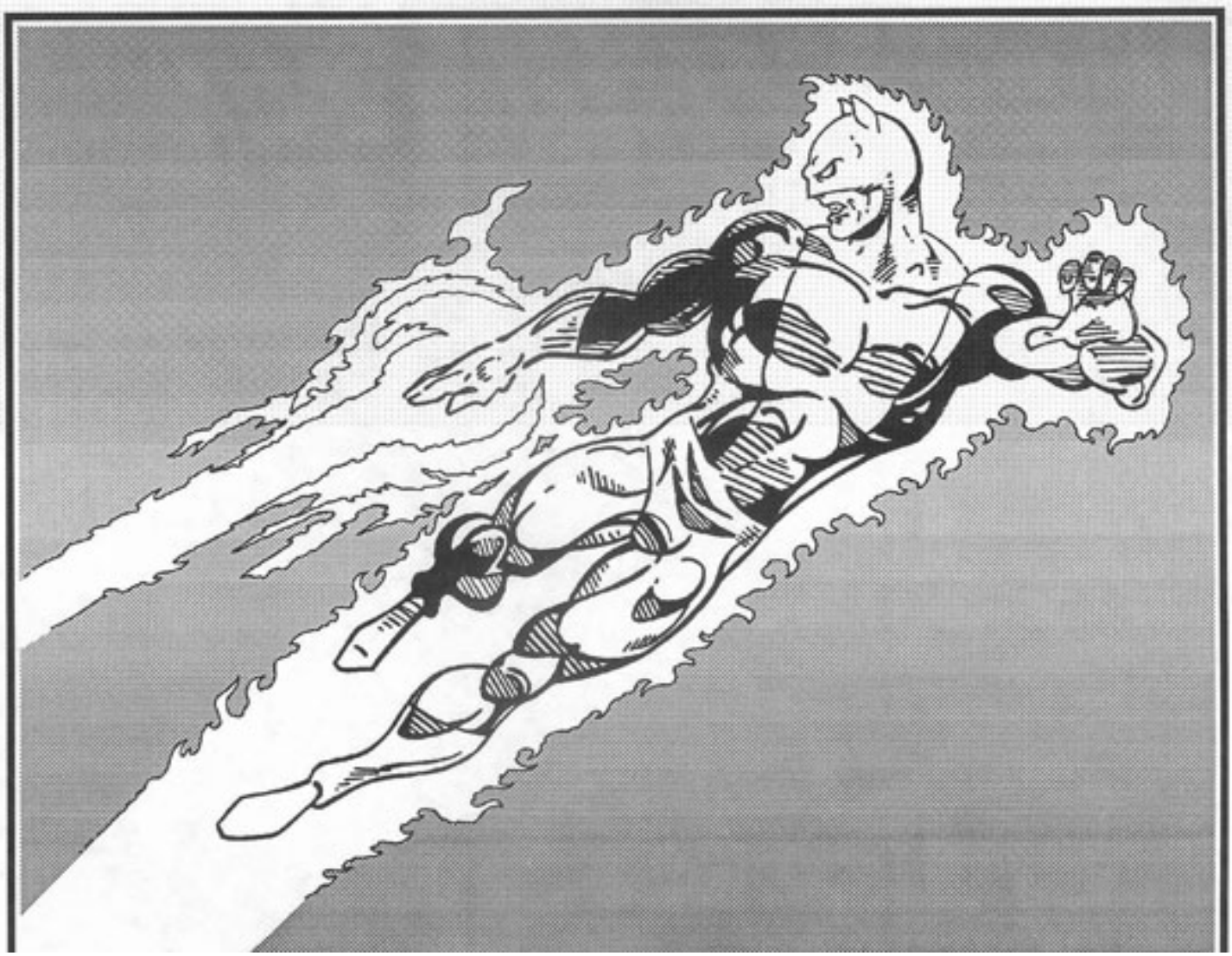
Tigers must have the appropriate aura colors to be admitted to a sect. Golden Tigers may have a golden, silver, or blue aura; Scarlet Tigers have gray, red, or scarlet. A character must have one of the appropriate aura colors and play their adventurer exactly within the boundaries of that specific aura. No deviations are allowed whatsoever, or Fate will change their karma.

Natural Abilities

Meditation: Tigers never sleep, they meditate. For a Tiger 6 hours of meditation equal a full night's sleep for purposes of regaining power.

Beam-Attack Advantage: Any empty hand or foot strike from a full Tiger can only be dodged with a successful beam attack dodge.

Hand-to-Hand Damage: Empty-hand attacks by Tigers do 100 to 1,000 LPD + their strength adjustment. Kicks do 200 to 1,200 (2d6) LPD plus their strength damage adjustment. These are physical attacks.



Beam-Attack Dodge: Tigers dodge with their regular dodge percentage against beam attacks. Their maximum beam-attack dodge is 65%, the same as all mortals.

Jumping Bonus: Tigers can jump vertically 30 feet and horizontally 70 feet unless their strength allows them to do better.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Biology
- Biology, Marine
- Biology, Xeno-
- Combat, Grappling
- Combat, Martial Art Disarming
- Combat, Martial Art Empty-Hand
- Combat, Martial Art Throwing
- Combat, Martial Art Way of the Body
- Combat, Martial Art Weapons
- Meditation
- Moving Silently
- Nerve Pinch

Basic Abilities

Shadow Vision: This allows Tigers to see in complete darkness. It is power based in chi.

Tiger Strike

Usage Time: One attack
Range: Touch
Duration: One attack
Drain: None
Damage: 100 to 1,000 LPD + strength adjustment + 10 points per level after the fifth level
Fate: Chi
Description: Beam attack; done with empty hand or kick. If a Tiger chooses, he can stun an opponent. Roll metabolic shock versus stun for 10 segments after missing the fate versus chi.

Sense Life Forms and Auras

Usage Time: One attack
Range: 50-foot diameter
Duration: One attack
Drain: 1/2 con point
Power Base: Chi
Description: This ability allows the user to feel the presence of life forms and auras. The sense is specific enough for aiming at a target (see "Using Sensing Abilities" in chapter 9).

Telepathy With Other Tigers

Usage Time: 1 attack
Range: 1 mile
Duration: Concentration
Drain: 1/2 con point per minute
Power Base: Chi
Description: This ability allows telepathic communication between Tigers. They can receive communication broadcast from another Tiger without that Tiger's being aware of it. Normal telepathy will not pick up these "transmissions" (see chapter 9, "Telepathy").

Run Faster Than an Arrow

Usage Time: 1/4 attack
Range: 73 feet
Duration: Nearly instantaneous
Drain: 3 con points
Damage: None
Power Base: Chi
Description: With this ability Tigers can run 100 yards in less than one attack. Tigers can use this ability to close with someone and then strike or administer a nerve pinch within the same attack. Tigers are covered in Tiger Fire when they run, which will give protection against physical and two other attack types (see "Tiger Fire" below). Coming to a stop may be done without any deceleration trauma. This ability can be used as an area effect dodge as long as the Tiger can cover the necessary distance to safety (see "Warfare With Super Speed" in chapter 12).

Tiger Fire

Usage Time: 1/4 attack for the shield; one attack for the blast and flight; special for healing.
Range: 10-foot diameter for the shield; 500 feet for the blast. Touch for healing.
Duration: Concentration for the shield; one attack for the blast. Healing is permanent.
Drain: 1 con for the shield or blast; 2 con points per hour for flight; 1/2 con point per turn for healing.
Damage: Shield stops any three of the following at one time: magic, psionics, earthpower, chi, mutations, alchemy, physical, and energy for up to 10,000 LPD per level (see "Shields" in chapter 9). The blast drains 5 con points from a subject and/or 1,000 LPD per level after the fifth level.
Fate: Chi. If used to drain a subject of constitution, then the subject also rolls metabolic shock if the chi fate was failed. Creatures weighing more than 10 tons cannot be affected until after the 15th level.
Description: When a Tiger uses this ability, Tiger Fire envelops them and flames protect them against specific attacks. Only pure Tigers have this power, Mage Tigers do not. The three types of powers that the fire protects against are chosen by the Tiger. These may be switched to block a new attack with a successful block roll.

Tigers can use the fire to blast a target from a great distance. The fire can either burn the flesh or drain life force or both at the same time, with the exception of the scarlet flames. When a Tiger is surrounded by Tiger Fire, all hand or foot attacks do Tiger Fire damage. Anyone touching or striking a Tiger also takes damage from the fire if the Tiger so chooses. Strikes do not have a strength damage adjustment. Tigers can control who is affected by the flames.

If a Tiger is golden (or has a good aura), the fire is a bright-gold color. If a Tiger is scarlet (or has an evil aura), the fire is a bright-scarlet color. Besides doing damage, golden fire can be used to heal the wounded. The fire will burn away infection or infestation. It will restore 100 to 800 life points per turn used plus an additional 100 life points per level of the Golden Tiger. Scarlet Tiger Fire can cause an infection that does 20% plus 1/2% per level of the victim's life points per set. The effect can be reversed by a heal disease ability or by Golden Tiger Fire.

The flames will also restore 3 con points per turn used to anyone within it (at the Tiger's choice), up to twice the Tiger's own con score per day. This may not be amplified.

While engulfed in flames, a full Tiger can fly up to 500 mph (see "Flight Classes" in chapter 12). The tiger flames can be extended to a 10-foot diameter to protect and carry others up to a maximum of 5,000 pounds.

Special Abilities

One special discipline is learned at first level and an additional ability every three levels. Roll one fifth-level ability every five levels and one 10th-level ability every 10 levels. Refer to chapter 10 for lists and descriptions of the Tiger abilities. All abilities are listed in alphabetical order with the other chi disciplines. Use the Tiger tables to determine your specific studies.

Mage Tiger

It is estimated that one out of 100 Golden or Scarlet Tigers born becomes a Mage Tiger. Mage Tigers enter the first months of their training while they are still in their mothers' wombs. They are taught about magic and its workings from then on until they are 10 years old. Then they start full Tiger training.

Mage Tigers are deficient in some of the finer aspects of the Tiger Arts. Full Tigers are trained from before they are born in the use of chi. By the time they are 23, they can graduate as full Tigers, whereas Mage Tigers still have 7 more years of schooling. Even then, they will never gain Tiger Fire. However, they will have most of the other natural Tiger abilities along with some Mage Warrior abilities and spells. They do not receive a mage tree staff and cannot store constitution in one.

Natural Abilities

Meditation: Refer to "Golden and Scarlet Tigers," this chapter.

Sense Life Forms and Auras: Refer to "Golden and Scarlet Tigers," this chapter.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Astral Projection
- Biology
- Biology, Marine
- Biology, Xeno-
- Combat, Grappling
- Combat, Martial Art Disarming
- Combat, Martial Art Empty-Hand
- Combat, Martial Art Throwing
- Combat, Martial Art Weapons
- Meditation
- Nerve Pinch

Basic Abilities

Spells: Mage Tigers are Partial Practitioners of the Art in magic (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for spell lists and descriptions).

Telepathy With Other Tigers: Refer to "Golden and Scarlet Tigers," this chapter.

Shadow Vision: This allows Mage Tigers see in complete darkness.

Resistances: Mage Tigers have a resistance to psionics, mutations, and energy of 25% (see "Resistances and Immunities" in chapter 9). This increases 1% per level.

Tiger Strike: Mage Tigers can only do this 1x/day/level (see "Golden and Scarlet Tigers" for complete details).

Hand Attacks: Empty-hand and foot strikes from Mage Tigers do not count as beam attacks. The damage they may do is the same as a Golden or Scarlet Tiger.

Beam-Attack Dodge: Mage Tigers have a normal beam attack dodge.

Tiger Fire: Mage Tigers cannot use Tiger Fire.

Detect Astral Forms: Mage Tigers can see astral forms at a range of 500 feet.

Special Abilities

Roll special abilities as normal Tigers, except for 10th-level powers, which are never learned (see chapter 10 for descriptions).

Wereman

Originally Weremen were created as protectors, servants, and warriors for their makers, the Alchemists. This occurred more than 25,000 years ago when alchemy was new and imperfect. Synnibarr was still in spaceflight on its course to its present location around Shalom, the planet of peace.

Because the Art of alchemy was still in its infancy, there was a flaw in the creation of the Weremen. Weremen felt they were superior to their creators, and in some ways they were. In time the Alchemists completely lost control of their creations and were forced to treat them as equals.

At this time a Werewoman named Tavasa banded her people together and moved to an inhospitable group of islands called The Mountain Islands. There the Weremen carved a home for themselves and their children from the living rock. Now, however, they reside in Terra, for during The Purging the drakes destroyed

their city and they were forced to flee or face annihilation as a race. The Mountain Islands are now the drake's primary domain and mating grounds.

Young Weremen and Werewomen go to school in Terra, where they are taught reading, writing, and advanced math (the ancient Art) by the Alchemist Guild. Later they study to rise in levels at their own school, the Hall of Shadow.

They study for 15 years with the Alchemists and they leave school around age 21. The school gives each student $500 to begin his new life. Since Weremen leave the academy with only the robes and sandals of an Alchemist, the first place they stop is a tailor. No self-respecting Wereman would be caught dead dressed as an Alchemist!

Weremen have special alchemy-based abilities given to them by their creators. They have a field that is resistant and can absorb different types of attacks, such as physical, magic, psionic, earthpower, mutation, energy, and alchemy. Their field can only resist up to four of these types of attacks at first level. Whenever Weremen are struck by an attack they is resistant to, they may either try to resist or try to absorb it. They are able to use this stored power within 6 hours.

When the Alchemists created the Weremen, they also gave them a special type of power called Shadow Form. This power creates a pitch-black energy field (alchemy energy) that surrounds them, making them appear as a solid shadow. While a Wereman is using this ability, he can tesseract or teleport instantly up to 100 yards while carrying up to 300 pounds of extra weight. He can also drain strength and constitution from his opponents by striking them. He is able also to read the memory of anyone touched.

Weremen have such complete control over themselves that their minds cannot be read and their auras cannot be detected in any way.

Natural Abilities

Starting Money: Weremen begin their careers with $500.

Mental Shielding: Weremen's auras cannot be detected nor their thoughts read.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Math, Advanced
- Ambush
- Concealment
- Concealment, Detect
- Disguise
- Impersonation
- Interrogation
- Interrogation Resistance

Basic Abilities

All Weremen and Werewomen have a special power known as absorption.

Absorption Field

Roll 1d8 four times on table 48 to determine what types of power a Wereman's field can resist and absorb (reroll duplicates). The field is in the skin of a Wereman and is alchemy based (it can be canceled). Phazed attacks cannot be absorbed.

Table 48. WEREMEN ABSORPTION TYPES

1d8 Roll	Absorption/Resistance Type
1	Physical (no resistance)
2	Magic
3	Psionics
4	Earthpower
5	Mutations
6	Alchemy
7	Energy
8	Chi

The resistance is 35% plus an additional 2% per level, up to 75% (see "Resistances and Immunities" in chapter 9). The resistance is in the Wereman's body and not the absorption field, so the resistances cannot be nullified. Weremen can choose between absorption and resistance. When using resistances, the roll must be made every time or they are affected by the attack. A Wereman must be aware of the attack to absorb it. If he is unaware, he can only resist it. Nullifications can cancel the absorption field if they are of a higher level than the Wereman (see "Cancellations and Nullification" in chapter 9).

The power limit that can be absorbed is 1 million life points for any type of physical or energy attack. All other types are 100,000 life points per level. When the field meets a continuous effect, each attack segment of contact counts as one attack or one absorption or resistance. When within an area effect that they can absorb, Weremen absorb only the part of the effect striking them (this can be released as a wide-beam attack).

The attacks that Weremen absorb can be stored and released when needed. When absorbing the attack, a Wereman can only absorb one for each type of attack at first level. One additional attack type may be stored for every five levels of the Wereman up to a maximum of 10 of each type.

Example: A first-level Wereman can absorb one attack only for each of the types that he may be able to absorb. A fifth-level Wereman can absorb two attacks for each type he can absorb. A 40th-level Wereman can absorb eight attacks per power he can absorb. Once an attack is released, a Wereman can store another in its place and use it later.

All "power" attacks are released in the same form they were absorbed. Beam attacks are released as beams. Contact attacks can only be released on contact. When Weremen absorb a physical attack, they can release that physical energy, which cannot be increased by their own strength, onto an opponent that they strike. They cannot absorb a physical being or an object, just the kinetic energy. Releasing a stored attack takes one attack segment. If a Wereman is holding as many attacks of a particular type

as he can store and is struck by another attack of the same type before he can release the ones held, his resistance roll must succeed or he will take full damage (he is still allowed a fate roll).

Shadow Form

Usage Time: One attack
Range: Personal. Touch for a strike and 100 yards for tesseracting.
Duration: One set
Drain: Usable 1x/day/level
Damage: 100 to 1,000 LPD + 10 points per level after the fifth level. Add strength damage adjustment. Drains 1/4 of a subject's total constitution score per strike.
Fate: Alchemy
Description: The field covers the Wereman's body and gives him some unique abilities. In this form, the Wereman can instantly tesseract while carrying up to 300 extra pounds (but only once per use of Shadow Form; extra uses drain 1 con point). Weremen can strike while in Shadow Form, doing damage and, if they wish, drain some constitution. A Wereman in Shadow Form can read opponent's memories instantly through touch unless the opponent is protected by a Mind Lock or Ego Shield. Drain an additional 1/4 con point per level of the victim above the user's when attempting to read someone's mind.

Special Abilities

As Weremen rise in levels, they gain the following special abilities at the stated level.

Selective Amnesia

(Acquired at fifth level)

Usage Time: Three attacks
Range: Touch
Duration: Permanent
Drain: 2 con points + 1/4 con per level of the victim above the user's
Damage: Induces amnesia
Fate: Alchemy
Description: With this ability Weremen can alter their victims' memories and cause them to forget as little or as much as the Weremen choose, up to their entire life history. The Wereman must remain in contact with the victim for one turn. This effect may be reversed only by a Wereman of the same or higher level.

Shadow Claws

(Acquired at 10th level)

Usage Time: One attack
Range: Touch
Duration: One turn
Drain: 1 con point per strike
Damage: 1,000 to 10,000 LPD + 10,000 LPD per level after the 10th level
Fate: Alchemy
Description: This ability creates four bladelike claws that extend from the back of a Wereman's fists. The claws are not physical.

Dark Bolt

(Acquired at 15th level)

Usage Time: One attack
Range: Sight
Duration: One attack
Drain: 1 con point
Damage: Special
Fate: Alchemy
Description: Beam attack. With this ability Weremen can fire a bolt that has the same effects as their Shadow Form strike or the Shadow Claws. When using the Shadow Form strike effect, subtract 1/4 con point per level of the victim above the user's.

Extrasensory Perception

(Acquired at 20th level)

Usage Time: One attack
Range: 100-foot diameter
Duration: Special
Drain: 1 con point
Power Base: Alchemy
Description: This gives the Wereman three abilities: Detect Danger (duration is concentration), Post Cognition, and Speak with Objects (see Shadow Master minor psi spells for descriptions). The Sense Danger has a 50% chance of warning the Wereman, even when not being deliberately used. Before rolling surprise, roll to see whether the Sense Danger activates. If it does, the Wereman is not surprised. This automatic use does not drain constitution (see "Using Sensing Abilities" in chapter 9).

Doppleganger

(Acquired at 25th level)

Usage Time: 5 attacks
Range: Personal and touch
Duration: 24 hours
Drain: 3 con points
Power Base: Alchemy
Description: With this ability Weremen can assume the form of any victim touched, even to the extent of growing wings or extra arms. They can shift weight from 10 to 5,000 pounds. Combined with their ability to read minds, this makes the Weremen the perfect infiltrators. While using the Doppleganger ability, a Wereman has all of his normal powers but none of the powers of the victim except physical attributes. The aura of the victim can be projected. However, his thought shield is still in place, so the Wereman's mind cannot be read.

Reflect

(Acquired at 30th level)

Usage Time: 1/4 attack
Range: Personal
Duration: One attack
Drain: 1 con point + 1/4 con point per level above the user's to reflect an incoming attack of higher level
Power Base: Alchemy
Description: This ability is an augmentation of the Weremen's absorption abilities. It allows them to instantly reflect back any attack (except physical) that they could absorb. The Wereman must roll his shot to hit the target with a reflected attack. Area effects are reflected as wide-beam attacks ("Reflections" in see chapter 9).

One Extra Absorption Mode

(Acquired at 40th level)

Roll a fifth absorption mode on the Wereman list. This extra mode is used exactly as the four the Wereman already has, including the resistance, unless this would exceed the specific character's limitations.

Winged Warrior

This race calls themselves the Alorians. Little else is known about them except that they live in a manner similar to humans. They study in the wild while young, and they train in the mountains that border the shores of Lake Diamondblood.

Winged Warriors are the performing artists of Synnibarr. Twice monthly, opposite the Dalhada concerts, the professional troop of actors, called Live Emotion, perform comedies and dramas. However, they do not perform musicals because most Winged Warriors have poor singing voices and even worse rhythm.

Another trait is their love of hunting. You might say it is an obsession, one that has led them on a few elaborate chases. Every year there is a storm drake hunt in which the winner must catch the drake by hand and not harm it in any way. This process is made even more difficult by the muzzle that protects the drake from the special tracking senses of the Winged Warriors, and likewise protects the Winged Warriors from the drake's teeth. The drake is given a head start of 1 minute. The hunt

is held at the beginning of September, and itstarts at the Terra Airport.

Winged Warriors possess a great love of freedom. If denied that freedom, they will fight to the death. They will die if imprisoned for more than 90 days.

Winged Warriors are the masters of the air. They learn to be great warriors and are self-trained (for the most part). Steel-hard feathers grow on their magnificent wings. These feathers are razor sharp and can be used like swords.

Alorians are said to be the greatest trackers in the universe. Once they see someone, they can follow that person to the end of the universe by sensing their psychic emanations.

Natural Abilities

Enhanced Senses: Sight and hearing are enhanced. Visual range is twice that of a normal human. Winged Warriors get a 20% bonus on their surprise rolls.

Two 10ths Damage Protection: All Winged Warriors have two 10ths damage protection.

Resistances: Winged Warriors have a 50% resistance to magic, psionics, and earthpower (see "Resistances and Immunities" in chapter 9). These resistances are mutation based and can be canceled.

Dodge Adjustment: All Winged Warriors get a +5% on their dodge when in flight (see "Flight Classes" in chapter 12).

Flight Feathers: Winged Warriors have two steel-hard feathers that they can use as weapons. Each feather can do 100 to 800 LPD + the Winged Warrior's strength damage adjustment.

Skills

The following list are the skills that are learned beyond those that are learned by all guild-trained characters (see "Skills for All Guild-Trained Adventurers" at the beginning of "Character Descriptions").

- Acting
- Comedian
- Hunting

Basic Abilities

Master Mutation: Winged Warriors have a 50% chance of having a master mutation. If you qualify, see the descriptions of master mutations in chapter 10.

Psionic Tracking: A 50% chance plus 1% per level up to 90%. This ability has unlimited range and manifests itself in the form of a tingling in the warrior's head; it cannot be used to target an attack. This ability can only be blocked if the interference surrounds the target. However, once the barrier is gone, the Winged Warrior will get a fix on its quarry again. Even if a quarry teleports, a Winged Warrior will know where they will appear. The user must employ this ability within 5 days of sighting a subject or the link will fade. Winged Warriors can lock onto only five things at a time.

Cloak of Mist: Winged Warriors have a permanent Cloak of Mist in their skin. This is mutation based (see the third-level Mage Warrior spell "Cloak of Mist").

Radar

Usage Time: None
Range: 5-mile diameter area
Duration: Always on
Drain: None
Power Base: Mutations
Description: This gives a +15% to dodge and a +25% to a warrior's shot bonus along with 360-degree vision.

Special Abilities

Every Winged Warrior is born with certain special abilities. Roll 1d4 on table 49 to determine how many.

Table 49. NUMBER OF WINGED WARRIOR ABILITIES

1d4 Roll	Number of Abilities
1 or 4	2
2 or 3	1

Roll on table 50 to determine what abilities the Winged Warrior has. These beginning abilities are the only ones that the character receives, not counting the higher level powers.

Table 50. WINGED WARRIOR BEGINNING ABILITIES

1d4 Roll	Ability
1	Quickness
2	Super Strength
3	Invisibility
4	Uncommon Proficiency

Quickness

Usage Time: 1/4 attack
Range: Personal
Duration: 1 turn per con point
Drain: 1 con point per turn
Power Base: Mutations
Description: This ability adds 10% to a Winged Warrior's dodge, one extra attack per turn, and a +1 on advantage.

Super Strength

Usage Time: 1/4 attack
Range: Personal
Duration: 1 turn per 2 con points
Drain: 2 con points per turn
Power Base: Mutations
Description: This temporarily adds 200 to the strength score of a Winged Warrior plus an additional 10 points per level after the fifth level.

Invisibility

Usage Time: One attack
Range: Personal
Duration: Concentration or up to one set
Drain: 1/2 con point
Power Base: Mutations
Description: This ability is one of the most useful powers Alorians can have. With it they can surprise almost anything. The invisibility will last until they attack (see "Invisibility" in chapter 9).

Uncommon Proficiency

Usage Time: None
Range: Personal
Duration: Always on
Drain: None
Power Base: Mutations
Description: This adds 25% to all shot rolls. It also gives the ability to recognize and use all weapon types, even if they are totally alien and never seen before.

Higher-Level Powers for Winged Warriors

As Winged Warriors rise in levels they gain additional abilities. The following are learned at the level indicated.

Razor Wing

(Acquired at fifth level)

Usage Time: One attack
Range: 1 foot from wing tip
Duration: One attack
Drain: 1 con point
Damage: 100 to 600 LPD + strength damage adjustment
Power Base: Mutations
Description: This ability allows Winged Warriors to generate a field around their sword feathers. This field is invisible and blocks another cutting field of the same type. The sword feather's physical damage is not done. This power works in the Center of the World.

Wings of Fire

(Acquired at 10th level)

Usage Time: 1/4 attack
Range: Personal
Duration: Concentration
Drain: 1 con point
Damage: Stops mutations, chi, and alchemy attacks of up to 100,000 LPD + 10,000 LPD per level after the 10th level
Power Base: Mutations
Description: Shield ability. This ability generates a field around the user's wings. This field appears as yellow flames, and will act as a shield (see "Shields" in chapter 9). This ability will work in the Center of the World.

Talons

(Acquired at 15th level)

Usage Time: One attack
Range: 6 feet
Duration: Concentration
Drain: 1 con point
Damage: 100,000 to 400,000 LPD + 10,000 LPD per level after the 15th level
Power Base: Mutations
Description: This ability will create a set of dark claws around a Winged Warrior's lower legs and feet. These claws are made of a shadowlike form of energy. A Winged Warrior may strike at two victims simultaneously, one with each talon, if the victims are within 6 feet of each other. If only one talon grabs, the damage is halved.

Warrior's Wings

(Acquired at 20th level)

Usage Time: One attack
Range: Special
Duration: Special
Drain: Can be done 10 times a day
Damage: Special
Fate: Chemicals
Description: Wide-beam attack. This ability is the sign of adulthood in the Winged Warrior. It manifests itself by a set of small sky-blue feathers that grow from their wing to body attachment points (the biscapuli). The other attribute is the growth of large glands that are nested along the underside of the bones on either side of their main wing joints (the "Flight Knees"). These glands are 5 inches long and 2 inches in diameter. These glands produce a gas that can be shot up to 10 feet or up to 50 feet if the Winged Warrior fans with his wings. The gas is white and odorless and will cause anyone touched by it to pass out. The effect lasts 5 minutes per dose. Each dose will affect any creature weighing 5,000 pounds or less. At 30th level the gas will hypnotize any creature it touches for 5 minutes per dose plus an additional 1 minute per level of the Winged Warrior. If a creature is hypnotized and more gas is used to keep it under, the victim must roll metabolic shock versus death.

All Winged Warriors are immune to the effects of the gas. The antidote is one of the small blue feathers growing from the biscapuli. This small feather must be stroked beneath the nose of the victim and it does not need to be plucked. It requires one turn for them to recover. Any heal spell or ability will have the same results. Warrior's Wings will function in the Center of the World.

Teleport

(Acquired at 25th level)

Usage Time: 10 attacks
Range: 100 miles
Duration: Special
Drain: 4 con points + 1 con point per extra 100 miles
Power Base: Mutations
Description: With this ability Winged Warriors can create a sphere of pure white energy around themselves while in flight. The sphere will teleport one warrior and up to five others (maximum weight is 10,000 pounds). Higher weights may be teleported by draining 1 con point per extra 1,000 pounds. This power works only if the user is in full flight, at least five wing beats above the ground. At 35th level this ability can be used in conjunction with a Winged Warrior's tracking sense, allowing him to teleport directly to the person being tracked. Teleport destinations for a Winged Warrior are at approximately the same altitude as the point of origin.

Warrior's Eyes

(Acquired at 30th level)

Usage Time: Three attacks
Range: 5 miles + 1 mile per level above the 13th level
Duration: One set + one turn per level after the 30th level
Drain: 4 con points
Power Base: Mutations
Description: With this ability Winged Warriors can see and hear what happens at a distance. It provides Shadow Vision in the area being viewed (see the first-level Mage Warrior Spell). This ability is phazed. The vision can only be stopped by a shield that stops phazed attacks. It allows penetration through Security spells and Cloak of Mist protections (unless specially engineered to stop phazed vision). At 40th level this ability merges with the Tracking ability, and both are phazed.

Skills

Obtaining Skills

When creating your character, choose from the skills listed, always checking the prerequisites, for these are required for learning. To learn new skills after creating your character costs skill points as well as money to pay whomever is to teach you. You must pay one gold tier ($100) per skill point used.

Training can be done by anyone who has the skill your character wishes to learn provided that he has a higher chance to accomplish than the student. Many teachers throughout the Worldship offer their services and training, including the guilds. Keep in mind that it costs at least 5 skill points to learn reading, writing, and basic math.

Using Skills

To use a skill you must roll less than or equal to the chance to accomplish percentage on percentile dice. These are listed with each skill's description (see "Skill Descriptions" later in this chapter). If you succeed, you have done it; if you fail, you have blown it, but possibly not entirely (see "Failing Skills" below). Some skills may not require a chance to accomplish roll.

You must spend additional skill points as the skill requires. This will increase your chance to accomplish percentage permanently. Skill points spent this way are gone.

Failing Skills

When the chance-to-accomplish roll for a skill is failed, it does not necessarily mean that the attempt fails outright. Many situations are not so black or white. The following table shows the chance that the attempt works even though the chance-to-accomplish roll is missed. The failure percentage shown is the amount over the chance to accomplish that was rolled. As you can see from table 51, the higher you miss your chance to accomplish, the less chance you have of succeeding with your skill attempt.

Table 51. SKILL FAILURE

Failure %	Result
01–15	90% successful
16–25	50% successful
26–36	25% successful
37–40	Not successful
41+	Not successful with reverse results

For example, if a character's chance to accomplish is 40% for a particular skill and he or she rolls an 72%, then the failure percentage is 32%, which means that the attempt was 25% successful.

Fate must decide what actually happens when a chance to accomplish fails depending on the success that might still be there (see table 51). It depends on the individual skill used. For instance, a 90% success in the case of the Concealment skill could indicate that the character will only remain hidden for a limited amount of time (1 to 6 minutes or so). No success with the same skill with reverse results might possibly mean the character stumbled into a bunch of garbage cans.

Talent (Optional)

All beings have talent in one area or another. Every skill that we attempt to accomplish is influenced in some degree by our talent in it. For every skill that a character acquires, roll a 1d20. Any score between 15 and 18 gives a talent bonus of 1 skill point. A roll of 19 or 20 gives a bonus of 2 skill points. These bonus skill points are added every time that the chance to accomplish a particular skill increases (see "Gaining Skill Points per Level" in chapter 2). Tentative skill points applied to skills do not get the talent bonus added along with them (see "Increasing Skills Without Skill Points," below). The bonus skill points may not be applied to a different skill—only the one for which the talent applies. Guild-trained characters may roll for all the skills that they learn to see where their talent is (see "Character Descriptions," this chapter). Skills that are acquired through cybernetics or other artificial sources do not get talent rolls.

Increasing Skills Without Skill Points

Any skill with a chance to accomplish can increase with use. That is to say, the more your character does something, the better he is at it (in theory anyway). This learning process is called Acquired Skill Experience.

Every time your character succeeds in using a skill under pressure, you may add one "tentative" skill point to the chance to accomplish that particular ability. These points are not used until after the adventure is over. Every time your character attempts and fails in the use of a skill, subtract a point. At the end of the game, while your characters are reflecting on their experiences, tally the points up. Never lower an established score. In essence, your characters are balancing positive experience with negative experience. They learn something new or develop bad habits that either they or their instructors will have to correct. Trainers or instructors will not let a student continue to do something wrong. Skills that are relied upon heavily on will get the best workout.

Example: Alantheia the Amazon attempted to open seven locked doors. Three of the attempts were successful . However, during four of them there were problems. Every time a player fails at using a skill, he or she loses a tentative skill point; every time a player succeeds, a skill point is gained. So if you fail the first attempt and succeed the second one, then the two cancel each other out. Alantheia succeeded seven times and during the process failed four times. She may add a total of three percentage points to her chance to open locks at game's end.

Opposing Skills

In some cases skills may oppose each other. An example of this is a character with the skill of Concealment trying to hide from someone with the skill Detect Concealment.

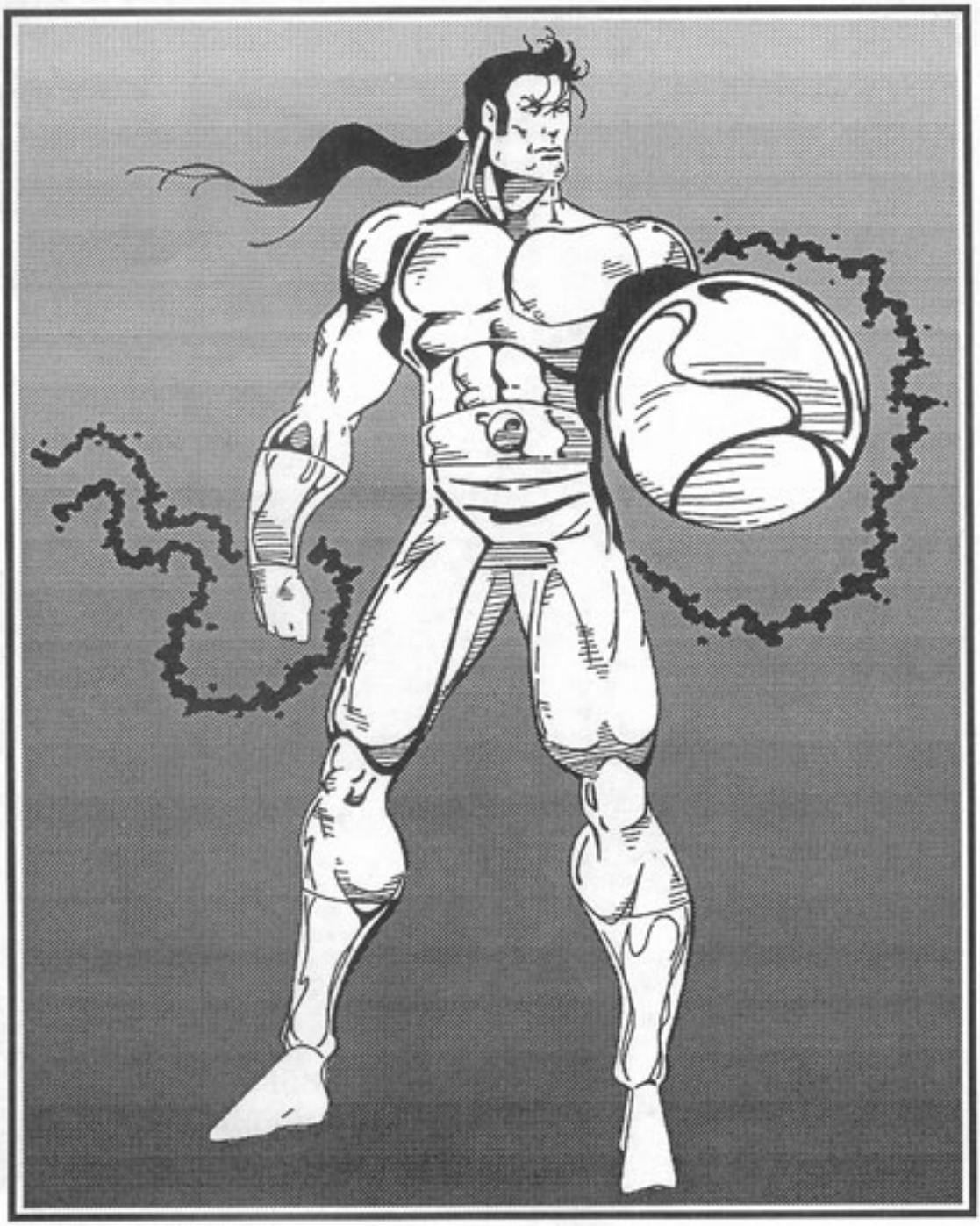
To remedy this situation, chance to accomplish should be rolled for both characters. If both succeed, subtract to find the difference between their two scores (not their dice rolls). Roll a 1d20 for each character. The character with the higher chance to accomplish gets to add the difference to his die 20 roll. Whoever has the highest score among the dice rolls wins the overall situation.

Example: Tetsuio the Ninja is hidden and Mack the Knife, private investigator, is looking for him. Tetsuio's chance to hide is 50%. Mack the Knife has a 56% chance of detecting him. Both characters are successful in rolling their chance to accomplish, so they each roll a 1d20. Tetsuio rolls a 9 and Mack rolls a 2. Because Mack's chance to accomplish is 6 points higher than Tetsuio's, he adds this to his die 20 roll for a total of 8. Tetsuio wins and remains hidden from Mack.

Unskilled Attempts

This is an attempt to perform an unlearned skill that the user has only seen or heard of being done. This is broken down into two categories: unskilled regular and unskilled disciplines. Your chance to accomplish is 50% of the standard percentage for regular skills and 10% of the standard chance for disciplines. Skill titles with an asterisk (*) next to them denote disciplines (see "Complete Skill List," this chapter). If you are successful in using a particular skill seven times in a row without failure, then

the ability is considered to be self-taught, and at this point a Non-Classed Character can add it to his list of known skills. This does not apply to disciplines, which only rise to 50% of their normal chance to accomplish until seven more uninterrupted successes are achieved. Then they are considered self-taught. Some skills (such as Demolitions) can be very difficult and dangerous to learn on one's own.



Skills Available in Isolated Villages

- Ambush
- Archery
- Balancing and Juggling
- Bartering
- Basket Weaving
- Begging
- Blacksmithing
- Brewer
- Carpentry
- Climbing
- Combat, Advanced Weapons
- Combat, Dodging and Blocking
- Combat, Grappling
- Combat, Hand-Held Weapons
- Combat, Hand-to-Hand
- Combat, Martial Art Disarming
- Combat, Martial Art Empty-Hand
- Combat, Martial Art Throwing
- Combat, Martial Art Weapons
- Combat, Projectile and Thrown Weapons
- Concealment
- Concealment, Detect
- Cooking
- Dancing
- Farming
- First Aid (Medical)
- Fishing
- Forestry
- Hunting
- Jumping
- Math, Basic
- Moving Silently
- Navigation, Land and Water
- Lockpicking, Basic
- Pickpocketing
- Piloting, Animals
- Piloting, Boats
- Reading
- Running
- Sewing
- Sleight-of-Hand
- Smooth Talk
- Sniper
- Survival, Wilderness
- Swimming, Basic
- Tailoring
- Tracking
- Trapping
- Weight Training
- Wood Carving
- Writing

Skill Descriptions

In the skill descriptions on the following pages, "Time to Learn" is a listing that can be used in determining a character's age. You may add together all of your character's starting skill times to learn to approximate their age at the start of the game. These times are used when skills are learned later in life, just as it takes time for other characters to train to rise in levels (see chapter 2, "Rising In Levels"). All combat skills, Dancing, and Disguise are learned with the techniques for self-instruction (skill points must still be spent as normal). The following list shows all the skills, the number of skill points needed to learn each of them, and whether they have prerequisites or not.

Complete Skill List

Name	Pts	Pre
1. Accounting*	5	Y
2. Acrobatics*	15	Y
3. Acting	5	Y
4. Aerobics	1	N
5. Alchemy Use*	100	Y
6. Ambush	10	Y
7. Anthropology, Exterior*	10	Y
8. Anthropology, Interior*	5	Y
9. Anthropology, Xeno-*	5	Y
10. Archaeology*	20	Y
11. Archery	8	Y
12. Armorer	5	Y
13. Astral Projection*	20	Y
14. Astronomy*	8	Y
15. Balancing and Juggling	2	N
16. Banking*	5	Y
17. Bartering	2	N
18. Basket Weaving	1	N
19. Begging	2	N
20. Biology*	5	Y
21. Biology, Marine*	5	Y
22. Biology, Xeno-*	5	Y
23. Blacksmithing	10	N
24. Botany*	5	Y
25. Botany, Xeno-	5	Y
26. Brewer	3	N
27. Carpentry	5	N
28. Chemistry*	15	Y
29. Chi Use*	15	Y
30. Cinematography	2	Y
31. Climbing	3	Y
32. Climbing Walls and Ceilings*	7	Y
33. Combat, Advanced Weapons	5	N
34. Combat, Dodging and Blocking	3	N
35. Combat, Grappling	2	Y
36. Combat, Hand-Held Weapons	5	Y
37. Combat, Hand-to-Hand	3	N
38. Combat, Martial Art Empty-Hand*	17	Y
39. Combat, Martial Art Disarming*	15	Y
40. Combat, Martial Art Throwing*	12	Y
41. Combat, Martial Art Weapons*	5	Y
42. Combat, Martial Art Way of the Body*	23	Y
43. Combat, Projectile and Throwing Weapons	10	N
44. Comedian	3	N
45. Computer Infiltration*	3	Y
46. Computer Operation*	3	Y
47. Computer Programming*	5	Y
48. Computer Repair*	10	Y
49. Concealment	5	N
50. Concealment, Detect	5	Y
51. Contortionist*	3	N
52. Control Metabolism*	20	Y
53. Cooking	2	Y
54. Criminology*	5	Y
55. Criminology, Anti-*	5	Y
56. Cryptography*	5	Y
57. Cryogenic Technician*	5	Y
58. Dancing	2	N
59. Debating	10	Y
60. Demolitions*	10	Y
61. Demolitions, Aquatic*	10	Y
62. Demolitions, Disposal*	10	Y
63. Detect Traps and Secret Doors	5	N
64. Detect Spell Traps*	10	N
65. Disarming Traps	10	N
66. Disguise	5	N
67. Drafting*	5	Y
68. Electronics, Basic and Repair*	10	Y
69. Engineering, Alchemy*	50	Y
70. Engineering, Artificial Intelligence*	50	Y
71. Engineering, Chemistry Medicine, Biochemistry*	20	Y
72. Engineering, Chi*	50	Y
73. Engineering, Earthpower*	50	Y
74. Engineering, Electronics, Microelectronics*	50	Y
75. Engineering, Magic*	50	Y
76. Engineering, Mechanical, Aeronautical and Aquanautical*	70	Y
77. Engineering, Organic Electronics*	20	Y
78. Engineering, Psionics*	50	Y
79. Escape Artist	10	Y
80. Farming	10	N
81. Firefighting*	10	Y
82. Fishing	2	N
83. Forestry	3	Y
84. Forgery*	10	Y
85. Gambling	2	Y
86. Glass Blowing	2	N
87. Gunsmoan	5	Y
88. Heightened Awareness	20	Y
89. History*	10	Y
90. Holography*	3	Y
91. Hunting	5	Y
92. Impersonation*	5	Y
93. Infiltration*	10	Y
94. Intelligence Gathering*	10	Y
95. Interrogation	10	N
96. Interrogation Resistance*	25	N
97. Investigation*	10	Y
98. Jeweler	7	N
99. Jumping	1	N
100. Jury-rigging	20	N
101. Landscaping	2	N
102. Leather Working	5	N
103. Linguistics*	5	Y
104. Linguistics, Xeno-*	5	Y
105. Lip Reading	5	N
106. Lockpicking, Advanced*	10	Y
107. Lockpicking, Basic*	5	N
108. Locksmith*	25	Y
109. Massaging	2	N
110. Math, Advanced*	10	Y
111. Math, Basic	3	Y
112. Mechanics, Aqua-*	7	Y
113. Mechanics, Basic*	7	Y
114. Mechanics, Robotic*	10	Y
115. Medical, Dentistry*	10	Y
116. Medical, First Aid	5	N
117. Medical, Optometrist*	10	Y
118. Medical, Paramedic or Nurse*	5	Y
119. Medical, Physician*	25	Y
120. Medical, Veterinarian*	5	Y
121. Meditation*	5	N
122. Metallurgy*	5	Y
123. Meteorology*	5	Y
124. Mime	2	N
125. Mineralogy*	5	Y
126. Motion Picture Directing*	5	Y
127. Moving Silently	10	N
128. Navigation, Air	5	Y
129. Navigation, Astro-*	5	Y
130. Navigation, Land	5	N
131. Navigation, Water*	5	Y
132. Nerve Pinch*	5	Y
133. Philosophy*	5	Y
134. Photography	2	Y
135. Physics*	10	Y
136. Physics, Astro-*	15	Y
137. Physics, Meta-*	5	Y
138. Physics, Quantum*	5	Y
139. Pickpocketing*	15	N
140. Piloting, Airships	3	Y
141. Piloting, Animals	2	Y
142. Piloting, Antigravity Vehicles	2	Y
143. Piloting, Boats	5	Y
144. Piloting, Flying Creatures	1	N
145. Piloting, Hang Gliders	2	N
146. Piloting, Helicopters	2	N
147. Piloting, Jets and Starships*	5	Y
148. Piloting, Motor Vehicles	5	Y
149. Piloting, Motorcycles	1	N
150. Piloting, Power Armors*	3	Y
151. Piloting, Single- and Multiple-Prop Planes	3	Y
152. Piloting, Skateboards	1	N
153. Piloting, Submarines*	4	Y
154. Pottery	2	N
155. Practitioner of the Art, Minor*	90	Y
156. Practitioner of the Art, Partial*	130	Y
157. Psychology*	15	Y
158. Radio, Basic and Repair*	5	Y
159. Radio, Scrambling*	5	Y
160. Reading	1	N
161. Runecraft*	1	N
162. Running	1	N
163. Science*	10	Y
164. Scuba Diving*	5	Y
165. Sewing	3	N
166. Shipwright*	10	Y
167. Singing	3	N
168. Skin Diving*	3	Y
169. Sleight-of-Hand*	10	N
170. Smooth Talking	7	N
171. Sniping	5	Y
172. Speleology*	5	Y
173. Spell Detection*	15	Y
174. Stunt Person*	5	Y
175. Surveillance	5	Y
176. Surveillance, Counter-	5	Y
177. Survival, Wilderness	10	Y
178. Swimming, Advanced*	6	Y
179. Swimming, Basic	1	N
180. Tailoring	5	Y
181. Tracking	5	N
182. Trapping*	5	Y
183. Undertaking*	30	Y
184. Undertaking, Xeno-*	7	Y
185. Ventriloquism*	10	N
186. Weaving	2	N
187. Weight Training	5	N
188. Welding*	5	N
189. Wood Carving	3	N
190. Writing	1	Y
191. Zoology*	10	Y
192. Zoology, Xeno-*	10	Y

* These skills are disciplines (see "Unskilled Attempts," this chapter).

Accounting*

Skill Points: 5
Ability Scores Required: 20 ego
Time to Learn: 3 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: This is the study of monetary transactions, the effects of interest, and the full rules of taxation. Users can balance books and manage any type of funds. They can also predict financial trends.

Acrobatics*

Skill Points: 15
Ability Scores Required: 9 dexterity, 10 agility, 11 strength
Time to Learn: 3 years
Bonuses: +1 to dexterity and agility, +3 to strength
Chance to Accomplish: Same as dodge score
Prerequisites: Balancing and Juggling; Combat, Dodging and Blocking; Jumping
Description: The skill of acrobatics enhances the user's ability to move and dodge. Users can perform complex gymnastic maneuvers, including double backflips and rapid backward handsprings. Users are not afraid of heights and can perform effortlessly on narrow surfaces, including tightropes.

Acting

Skill Points: 5
Ability Scores Required: None
Time to Learn: 2 years
Bonuses: Special
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Reading; Sewing; Writing
Description: If successful, users can influence a being's reaction by 3 points in either direction. Also if successful, add 10% to the chance of an impersonation or disguise. Users learn how to convince others to comply with what they wish as long as it is not too outlandish. Users can provoke an emotional response in their audience. They learn stage and set construction, lighting, makeup, and costuming.

Aerobics

Skill Points: 1
Ability Scores Required: None
Time to Learn: 1 day
Bonuses: +1 constitution
Chance to Accomplish: N/A
Prerequisites: None
Description: This is a specialized form of physical conditioning that will increase users' endurance, including their overall health and fitness. For the bonuses to apply, users must work out for at least 20 minutes a day.

Alchemy Use*

Skill Points: 100
Ability Scores Required: 17 intelligence
Time to Learn: 7 years
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Astral Projection; Math, Basic; Physics, Meta-; Reading; Science; Writing
Description: This skill involves the use of fire pearls, one being given to each student when he or she begins studies. Students also receive the basic components for the abilities. Later they must purchase them on their own. Students are taught two lesser studies at the beginning, and they may learn an additional one lesser skill per 10 extra skill points. Higher levels of studies cost 20 skill points; users must be at least a 10th level. Master studies cost 30 skill points; users must be a 20th level or higher. Users may choose which ability they will learn. This infuriates the more traditionally oriented Alchemists.

Ambush

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: -10% on victim's surprise roll or ambush detection.
Chance to Accomplish: 35% + 1% per extra skill point
Prerequisites: Concealment
Description: This skill involves training for unusual terrains and climates, including cities. Users are taught how to block off the target's retreat and how to select a sight that will provide the best attack advantage. One rule to follow is that the ambushing force should be 75% larger than the victim's for success to be ensured.

Anthropology, Exterior*

Skill Points: 10
Ability Scores Required: 16 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Reading; Writing
Description: This is the study of all intelligent species that dwell on the exterior of the Worldship and of their behavioral patterns. This includes their traits, environment, religions, art, music, literature, customs, and society. With this skill users can predict reactions and avoid social taboos. Users may get a +3 on their reactions when trying to influence intelligent creatures if their chance to accomplish is successful (see "Reactions" in chapter 6).

Anthropology, Interior*

Skill Points: 5
Ability Scores Required: 16 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point.
Prerequisites: Anthropology, Exterior; Reading; Writing
Description: This is the study of all intelligent species that dwell on the interior of the Worldship and of their behavioral patterns. Reactions are the same as for Anthropology, Exterior.

Anthropology, Xeno-*

Skill Points: 5
Ability Scores Required: 16 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Anthropology, Exterior; Anthropology, Interior; Reading; Writing
Description: This is the study of all intelligent species on other worlds and their behavioral patterns. Reactions are the same as for Anthropology, Exterior.

Archaeology*

Skill Points: 20 (5 if both the skills Detecting Traps and Secret Doors and Disarming Traps are known)
Ability Scores Required: 16 ego
Time to Learn: 3 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra 5 skill points; also increases the other skills involved.
Prerequisites: Anthropology, Exterior; History; Math, Basic; Reading; Writing
Description: This study includes the detection of traps and secret doors and trap disarming. These skills should be part of any good archaeologist's repertoire and are part of the training. With this skill users can locate possible sights for a dig and are skilled in conducting an excavation. Users have a chance of identifying the age and background of any ancient object or device. They may also be able to operate the object or device.

Archery

Skill Points: 8
Ability Scores Required: 10 strength, 10 dexterity
Time to Learn: 1 year
Bonuses: +10% on shot with any type of bow
Chance to Accomplish: 50% + 1% per extra skill point (applies only to the creation of arrows and bows)
Prerequisites: Wood Carving
Description: This is the skill of constructing bows and arrows and of using them. With this skill users can fabricate a usable weapon from available materials. The study encompasses crossbows, compound and recurved bows, and conventional longbows. Also studied are the Arts of fletchery and arrowhead construction.

Armorer

Skill Points: 5
Ability Scores Required: 11 strength
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: Math, Basic; Blacksmithing; Reading; Sewing; Tailoring; Writing
Description: With this skill users can construct various types of armor, from leather to plate mail. If done by hand, the process is extremely time consuming, requiring up to a full year to finish a complete suit. Faulty suits will not protect users and may, in fact, do them harm.

The study includes the use of specialized materials and techniques required for the construction of special armors. Users may require the assistance of a Mutant or Shadow Master with Molecule Control if the material is titanium, black titanium, hadrathium, pelleum steel, pelleum, or sunstone.

Astral Projection*

Skill Points: 20
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None (saves on air fare)
Chance to Accomplish: Ego score x 2 + 1% per extra skill point
Prerequisites: Meditation
Description: This is the ability to leave one's sleeping body as a spirit. Users can always return to their bodies instantly, and projecting does not harm them in any way. However, there may be possible danger to the user's body during the trance state. Users require calm, restful surroundings and at least 5 minutes to project (see "Astral Projection" in chapter 9).

Astronomy*

Skill Points: 8
Ability Scores Required: 25 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: This is the study of the solar system and other celestial bodies. Users have the ability to know planet and galaxy names and their positions relative to Synnibarr. Users can navigate by sea, land, or air.

Balancing and Juggling

Skill Points: 2
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: 10% + dexterity + ego + 1% per extra skill point
Prerequisites: None
Description: This skill gives users the ability to walk on narrow surfaces and tightropes, and on their hands. It also includes basic juggling ability and the ability to balance objects.

Banking*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 85% + 1% per extra skill point
Prerequisites: Accounting; Math, Basic; Reading; Writing
Description: This is the ancient skill of storing and managing others' valuables and money. With the funds for deposits, users make loans and investments to generate more capital by charging surcharges and interest. Users of this skill can usually make a profit on any funds left within their control.

Bartering

Skill Points: 2
Ability Scores Required: None
Time to Learn: 4 months
Bonuses: +3 on reaction if successful
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: None
Description: This is the technique for reducing the asking price of merchandise. Users learn subtle approaches to obtaining the best reaction roll possible. It gives a +1 on reaction only when bartering (see "Reactions" in chapter 6). A failed roll indicates the seller will not lower the price. If both parties have this skill, they cancel each other out.

Basket Weaving

Skill Points: 1
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: Ego score + 50% + 1% per extra skill point
Prerequisites: None
Description: This skill will not only help in the creation of baskets, it will also allow users to use available materials to create mats, woven roofs, crude boats, sails, hammocks, blankets, woven ropes, and twine. The skill also includes the ability to locate and cultivate suitable plants.

Begging

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: None
Chance to Accomplish: 50% + 1% per extra skill point.
Prerequisites: None
Description: This is the skill of obtaining something from strangers or friends. When this skill is used, the user rolls the chance to accomplish. Then the "mark" rolls a reaction roll with the appropriate modifiers, depending upon whether the beggar failed or succeeded. A successful roll gives a +3 on reaction when begging only (see "Reactions" in chapter 6). A modified score of 15 or higher (on a 1d20) indicates success. A score of five or below and the mark will become hostile. The skill involves techniques for making the "mark" feel sorry for the beggar.

Biology*

Skill Points: 5
Ability Scores Required: 14 ego
Time to Learn: 2 years
Bonuses: +1 intelligence
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: This is the study of how living creatures function. Users learn about cells, anatomy, and basic genetic theory. This skill includes the study of breeding cycles, birth, and dietary requirements. Users can identify living creatures and classify them.

Biology, Marine*

Skill Points: 5
Ability Scores Required: 14 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Biology; Math, Basic; Reading; Writing
Description: This is the study of how aquatic creatures function.

Biology, Xeno-*

Skill Points: 5
Ability Scores Required: 14 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Biology; Biology, Marine; Math, Basic; Reading; Writing
Description: This is the study of how alien creatures function. Users can identify and classify almost any alien creature as well as determine its dietary, environmental, and quarantine requirements.

Blacksmithing

Skill Points: 10
Ability Scores Required: 10 strength
Time to Learn: 3 years
Bonuses: None
Chance to Accomplish: 40% + 2% per extra skill point
Prerequisites: None. If users learn Metallurgy, they can create complex alloys.
Description: This is one of the oldest skills in existence. With this skill users can make tools and weapons, including guns and swords. They can locate and prepare raw materials suitable for creating usable forms of metal, including simple alloys (only two types of metals can be mixed together). Users can construct and operate forges and furnaces and make molds for forging and castings. The latter is useful for creating complex parts.

Botany*

Skill Points: 5
Ability Scores Required: 12 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Biology; Math, Basic; Reading; Writing
Description: This is the study of plant species, their psychology, structure, and life cycles. With this skill users can identify plants and classify new ones. The study includes environment, nutritional requirements, and care and transplanting techniques.

Botany, Xeno-

Skill Points: 5
Ability Scores Required: 12 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Biology; Biology, Marine; Biology, Xeno-; Botany; Math, Basic; Reading; Writing;
Description: This is the study of alien plant species, their psychology, structure, and life cycles. With this skill users can classify new plants. The study includes habitats and nutritional requirements, care and transplanting techniques, and quarantine requirements.

Brewer

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 50% + ego score + 1% per extra skill point. When the score exceeds 100%, the brewer makes the best stuff.
Prerequisites: None
Description: This is the study of making alcoholic beverages. With this skill users can make wine, beer, ale, brandy, and hard liquors, including a high-grade version suitable for fuel (distilling time is 7 days). Users can determine the origin, age, ingredients, and method of creating a particular alcoholic beverage by taste alone.

Carpentry

Skill Points: 5
Ability Scores Required: 12 strength
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 80% + 1% per skill point
Prerequisites: Math, Basic; Reading; Writing
Description: With this skill users can construct buildings, houses, cabinets, and furniture. Users learn roofing, plumbing, painting, and basic wiring, as well as masonry, stoneworking, and bricklaying. Users can fabricate sturdy structures of almost any material and learn how to obtain what they need from nature.

Chemistry*

Skill Points: 15
Ability Scores Required: 27 ego
Time to Learn: 3 years
Bonuses: None
Chance to Accomplish: Ego score x 2 + 1% per extra skill point
Prerequisites: Biology, Botany, Math, Advanced; Math, Basic; Reading, Science, Writing
Description: This is the study of chemicals, their interaction on an atomic level, and their effects on matter, both organic and inorganic. With this skill users can analyze chemicals and determine how they function. They learn safe handling and combining techniques along with how to combine chemicals to synthesize desired compounds and properly use them. Users can create and operate chemistry equipment. They are taught extraction techniques for obtaining chemicals from raw materials and how to use suitable raw materials, including the special natural substances found on Synnibarr, to achieve the desired results. Users can also fabricate poisons similar to those of the Ninja. They begin by being able to make 10th-level poisons and rise one level per every extra skill point.

Chi Use*

Skill Points: 15
Ability Scores Required: None
Time to Learn: 10 years
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Astral Projection; Combat, Advanced Weapons; Combat, Dodging and Blocking; Combat, Grappling; Combat, Hand-Held Weapons; Combat, Hand-to-Hand; Combat, Martial Art Disarming; Combat, Martial Art Empty-Hand; Combat, Martial Art Throwing; Combat, Martial Art Weapons; Combat, Projectile and Throwing Weapons; Math, Basic; Meditation; Physics, Meta-; Reading; Science; Writing
Description: With this skill users can channel their life force to give themselves special abilities. A user will learn either Amazon Style, Ninja Style, or Tiger Style Chi Use. Adding styles beyond the first costs 50 skill points. Users learn two first-level abilities at the beginning and one extra per every 20 skill points; third-level abilities cost 25 skill points; fifth-level cost 40 skill points; and 10th-level abilities cost 50 skill points. Users must be the same level or higher to learn an ability. Students may choose their studies, receiving first pick of the classes available (choose only from those listed in "Chi Abilities" in chapter 10).

Cinematography

Skill Points: 2
Ability Scores Required: None
Time to Learn: 8 months
Bonuses: None

Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: Math, Basic; Photography; Reading; Writing
Description: With this skill users can do the same things as a photographer. However, in addition, they also learn to take motion pictures and dub sound and music.

Climbing

Skill Points: 3
Ability Scores Required: 9 strength
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Dexterity + agility + strength + 1% per extra skill point
Prerequisites: Balancing and Juggling
Description: Users learn how to use proper equipment to scale any vertical surface. They learn how to climb on ice and snow and on free rock. This skill includes rappelling.

Climbing Walls and Ceilings*

Skill Points: 7
Ability Scores Required: 9 strength
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Dexterity + agility + strength + 1% per extra skill point
Prerequisites: Balancing and Juggling; Climbing
Description: Users learn how to employ the proper equipment to scale any wall or ceiling. They learn how to climb upside down, clinging to seemingly unscalable surfaces.

Combat, Advanced Weapons

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Successful shot roll + 1% per 4 extra skill points
Prerequisites: None
Description: This is a simple skill that can be learned by anyone who can aim a gun and pull the trigger. Users learn how to operate any three weapons (hand guns, rifles, grenade launchers, and such). They may learn one additional weapon per 5 extra skill points. The skill even teaches the use of missile launchers and other highly technical systems. Those who do not have this skill do not get any bonuses on their shot rolls when using an advanced weapon.

Combat, Dodging and Blocking

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Begins as basic dodge determined by beginning ability scores. Without this training, a character would have 80% of the normal dodge or block score which would only increase 1% every four levels. With this skill, characters may add 1% per extra skill point used in addition to the adjustments per level stated on table 54 in chapter 2. The different increments per level that are listed on the table account for the different combat styles between classes.
Prerequisites: None
Description: With this skill users can evade attacks or block them, if possible, with the flats of the hands, the forearms, and the legs. They are also taught how to employ shields and weapons but only as blocking tools. They also learn special rolls and ways to present a smaller target to beam attacks.

Combat, Grappling

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: +1 to strength
Chance to Accomplish: Dexterity + agility scores + 1% per extra skill point; no maximum limit (plus special variables for strength)
Prerequisites: Combat, Dodging and Blocking
Description: This is the skill of wrestling and holding one's opponent so he can't move. Most creatures on Synnibarr are dangerous to contact, and wrestling can be risky, especially considering the strengths involved. In the case of monsters, their damage adjustment will have to be converted to a strength score. The contestants roll advantage as normal, and the winner attempts to grab the opponent. Once the grab has been made with a successful shot, the contest begins.

To win, users must first accomplish a takedown by performing either a minor throw, sweep, or a joint lock. Once the takedown is accomplished, they must perform the hold. If the hold can be maintained for one complete turn, a user will have pinned or immobilized the opponent. If at any time the opponent performs a dodge or counter, the attack will be negated. If a reversal is successfully used, then the advantage will be reversed. The percentage chance to accomplish the reversal is dexterity plus agility plus skill.

Holds can include head locks, joint locks, and bear hugs. These do one LPD per segment per 10 pounds of pressure.

To factor in the strength variable, the percentage difference between the opponents' maximum liftable weights must be determined. The difference between the two weights determines how much the weaker opponent's chance to accomplish is decreased.

Example: Cabe the Mutant is highly skilled at wrestling and very quick. Cabe's chance to accomplish is 175%. His opponent, Thagg the Giant, is 150% stronger, so this decreases Cabe's chance to accomplish by 150%, which leaves him with a 25% chance. Thagg has the normal chance to accomplish given him by his dexterity, agility, and skill. Some opponents can wrestle forever and never win. If the contest continues for more than 1 minute, the combatants roll metabolic shock every minute thereafter. If a combatant fails the roll, he loses 5% strength. If the combatant is successful, only 1% is lost. This is cumulative until zero is reached.

Combat, Hand-to-Hand

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Successful shot roll + 1% per 4 extra skill points to land a punch or kick
Prerequisites: None
Description: This is essentially the skill of boxing. Those without this skill do not get a shot bonus when attempting hand-to-hand combat. The following table lists the various damages for natural "weapons."

Table 52. NATURAL WEAPON DAMAGES

Weapon	LPD
Fist	10–100
Kick	20–200
Head butt	10–80
Elbow strike	20–120
Knee	20–200
Wing slash	20–200
Human bite	2–20

Combat, Hand-Held Weapons

Skill Points: 5
Ability Scores Required: 10 strength
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Successful shot roll + 1% per 4 extra skill points to land a blow
Prerequisites: Combat, Dodging and Blocking

Description: This is the study of combat using hand-held weapons: swords, daggers, axes, staffs, and the like. Users learn three basic weapon types and may acquire one more type per extra 5 skill points. Those who do not have this skill do not get any bonuses on their shot rolls when using a hand-held weapon.

Combat, Martial Art Disarming*

Skill Points: 15
Ability Scores Required: None
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Same as dodge score + 1% per 4 skill points
Prerequisites: Combat, Dodging and Blocking; Combat, Grappling
Description: This is the skill of taking away an opponent's weapon with or without a weapon of one's own. Users are even trained to work against tentacled opponents (see "Disarm" in chapter 8).

Combat, Martial Art Empty-Hand*

Skill Points: 17
Ability Scores Required: None
Time to Learn: 2 years
Bonuses: +2 to strength, +1 to agility and dexterity
Chance to Accomplish: N/A
Prerequisites: Combat, Dodging and Blocking; Combat, Hand-to-Hand
Description: This is the special skill of striking with the hands and feet. Punches or chops do 100 to 400 LPD, and kicks do 100 to 600 LPD. This significantly increased damage allows a user to break bricks and small stones.

Combat, Martial Art Throwing*

Skill Points: 12
Ability Scores Required: None
Time to Learn: 3 years
Bonuses: None
Chance to Accomplish: Same as dodge score + 1% per 4 skill points
Prerequisites: Combat, Dodging and Blocking; Combat, Grappling
Description: This is the skill of throwing an opponent as an attack or defense. A throw can cause severe damage. Students learn how to throw any creature weighing up to 25% over their maximum lifting capability.

Combat, Martial Art Way of the Body*

Skill Points: 23
Ability Scores Required: 10 strength
Time to Learn: 3 years
Bonuses: +1/2 advantage every 8 levels
Chance to Accomplish: Special (dodge score or a successful shot depending on what is done according to the aptitude in the skill—see description)
Prerequisites: Combat, Advanced Weapons; Combat, Dodging and Blocking; Combat, Grappling; Combat, Hand-Held Weapons; Combat, Hand-to-Hand; Combat, Martial Art Disarming; Combat, Martial Art Empty Hand; Combat, Martial Art Throwing; Combat, Martial Art Weapons; Combat, Projectile and Throwing Weapons
Description: With this skill characters can train their bodies to do extraordinary things. For starters, this skill allows them to catch or deflect thrown or missile projectiles as long as they are not beam attacks (slower than 250 mph). Investing 5 extra skill points will allow beam attacks to be caught or deflected. For an extra 20 skill points users' hands and feet become beam attacks when striking without weapons. For an extra 25 skill points, a character with this skill can gain additional attacks at the rate of one per every seven levels attained (see chapter 2, "Rising In Levels"). An additional 25 skill points will allow users to dodge beam attacks as normal attacks (use normal dodge score).

Combat, Martial Art Weapons*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 years
Bonuses: None
Chance to Accomplish: Successful shot roll + 1% per 4 extra skill points to land a blow
Prerequisites: Combat, Hand-Held Weapons; Combat, Projectile and Throwing Weapons
Description: With this skill users can fight with three martial art weapons of any type and one additional weapon per 5 additional skill points.

Combat, Projectile and Throwing Weapons

Skill Points: 10
Ability Scores Required: 10 strength
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Successful shot roll + 1% per 4 extra skill points to hit a
Prerequisites: None
Description: This is the skill of using a bow, blowgun, sling, boomerang, throwing dagger, axe, mace, dart, and even catapults (no martial art weapons). Users learn the use of three weapons and may gain an additional weapon skill for every 5 extra skill points spent. Those who do not have this skill do not get any bonuses on their shot roll when using a projectile or thrown weapon.

Comedian

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: Great at parties
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: None
Description: This is the art of making people laugh. If successful, a user receives a +1 on a reaction roll. This skill includes possessing a large collection of funny jokes and stories. Users learn when to use this ability and when not to.

Computer Infiltration*

Skill Points: 3
Ability Scores Required: 30 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego + 1% per 2 extra skill points
Prerequisites: Computer Operation; Computer Programming; Cryptography; Linguistics, Xeno-; Linguistics; Lockpicking, Basic; Math, Basic; Reading; Writing
Description: With this skill, users can infiltrate and operate any type of computer even if it is physically locked (providing that they can find the lock). This can take a great deal of time, which is difficult to estimate. Alien systems can require days to operate, as a user must first crack the language and then decipher any codes. If while within a computer a security program is activated, a user will have to roll another chance to accomplish in order to beat the system's defenses. A failed roll can have devastating results, ranging from the computer going down to activation of a weapon system.

Computer Operation*

Skill Points: 3
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point

Prerequisites: Math, Basic; Reading; Writing
Description: This skill includes typing as well as basic computer theory. With this skill users can operate any unsecured keyboard-driven computer. Students are taught the application program Super Word 3000.03 and can word-process high-quality documents.

Computer Programming*

Skill Points: 5
Ability Scores Required: 30 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego + 1% per 2 extra skill points
Prerequisites: Computer Operation; Math, Basic; Reading; Writing
Description: With this skill users can create simple programs and run them, download information, and alter existing programs to suit their needs.

Computer Repair*

Skill Points: 10
Ability Scores Required: 15 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: 50% + 1% per extra skill point
Prerequisites: Electronics, Basic and Repair; Math, Basic; Reading; Science; Writing
Description: This is the skill of repairing computers and memory storage systems. Users can create hardware for computers and even repair alien systems. Users can construct simple computers from raw materials such as silica and metal. Organic electronic systems can be repaired when users have reached 100% on their chance to accomplish.

Concealment

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: None
Description: This is the art of hiding something from view. If the disguise is known, add 20% to the chance to accomplish. This skill will help users to avoid normal tracking methods as well as remove any traces of having passed through an area. The skill is taught for a variety of climates and terrains.

Concealment, Detect

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: +10% to dice roll on class B surprise.
Chance to Accomplish: 35% + 1% per extra skill point
Prerequisites: Ambush, Concealment, Disguise
Description: This is the skill of detecting potential ambushes, disguises, and things that are concealed. These things are seen for what they really are. How a character handles these situations is up to him or her.

Contortionist*

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: None
Description: With this skill users can bend their bodies into any position possible. A 6-foot person can squeeze into a 1-foot-square cube (I know, I've seen it). This skill adds 10% to grappling percentages for extraction.

Control Metabolism*

Skill Points: 20
Ability Scores Required: 10 wisdom
Time to Learn: 4 years
Bonuses: +1 on constitution
Chance to Accomplish: Wisdom score x 2 + 1% per extra skill point
Prerequisites: Meditation
Description: This is the ability to control the automatic functions of the body. Users can do without air for up to 20 minutes and perform minor physical activity, such as walking or slow swimming. Also, if users do not move, they can survive on 10% of the normal amount of air for up to 48 hours. Control of vision and hearing gives users the same ability as the lesser mutations Enhanced Vision and Enhanced Hearing. These abilities require total concentration and can only be used together for 1 hour a day. Those who have this skill can imitate death and increase their strength. For complete details, see the Amazon's Control Biochemistry ability. Users can only use the abilities listed here, not the full range of the Amazon's.

Cooking

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 80% + 1% per extra skill point
Prerequisites: Reading; Writing
Description: This is the skill of performing any of the culinary arts. Users learn how to apply the universal edibility test—being able to tell good food on any planet.

Criminology*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 years
Bonuses: Adds 10% to the Investigation skill
Chance to Accomplish: Ego + 1% per extra skill point
Prerequisites: Investigation; Math, Basic; Psychology; Reading; Science; Writing
Description: This is the study of criminal behavior. With this skill users can predict how criminals will act and use this knowledge to assist in their capture.

Criminology, Anti-*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 1% per extra skill point
Prerequisites: Criminology; Investigation; Math, Basic; Psychology; Reading; Science; Writing
Description: This is the study of predicting the actions of criminologists and foiling the investigation. It subtracts 50% from their chance to accomplish with a successful roll.

Cryptography*

Skill Points: 5
Ability Scores Required: 21 ego
Time to Learn: 1 year
Bonuses: Adds 10% to the Linguistics skill
Chance to Accomplish: Ego + 1% per extra skill point
Prerequisites: Linguistics; Math, Basic; Reading; Writing
Description: This is the study of constructing and deciphering codes. Users must be able to decipher the language first to be able to break the code.

Cryogenic Technician*

Skill Points: 5
Ability Scores Required: 25 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 40% + 1% per extra skill point
Prerequisites: Biology; Botany; Chemistry; Math, Advanced; Math, Basic; Reading; Writing

Description: This is the skill of freezing living beings and safely reviving them. With this skill users can place any living being in suspended animation indefinitely without harming them. Users learn the proper medical procedures and how to construct and maintain the necessary equipment.

Dancing

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 70% + 1% per extra skill point
Prerequisites: None
Description: This is the study of dance and its history. Users learn various forms of native, tribal, modern, classical, jazz, and free-style dance, up to three forms with one form per extra 2 skill points. A successful chance to accomplish will give a +1 on reactions (see "Reactions" in chapter 6).

Debating

Skill Points: 10
Ability Scores Required: 26 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Reading; Writing
Description: This is the skill of conducting a discussion and convincing others that your point of view is the correct one. This skill can also be used to calm another's anger and facilitate negotiations between rival nations or persons (diplomacy). A successful chance to accomplish will give a +3 on reactions. An unsuccessful roll will give a -3.

Demolitions*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score x 2 + 1% per extra skill point. The chance to accomplish a creation is the ego score + the chemistry percentage.
Prerequisites: Electronics, Basic and Repair
Description: With this skill users are taught how to handle explosives to level structures, blast holes, or start avalanches. This skill includes the use and creation of detonation devices, triggers, and timers as well as their correct placement (includes electrical, chemical, and mechanical detonators). Users are taught how to obtain the necessary components to fabricate simple bombs. If the skill of chemistry is used, the specialist can manufacture high explosives from raw materials.

Demolitions, Aquatic*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: Ego score x 2 + 1% per extra skill point
Prerequisites: Demolitions; Electronics, Basic and Repair; Scuba Diving
Description: This is the skill of placing and rigging explosives underwater. This skill also includes the knowledge of specialized triggers and detonators.

Demolitions, Disposal*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Demolitions (or Aquatic Demolitions, depending on the work); Electronics, Basic and Repair
Description: This is the ability to locate and disarm bombs safely. With this skill users can deactivate complex detonators (mechanical, chemical, and electronic). Users also learn how to safeguard others from the effects of a bomb explosion.

Detect Traps and Secret Doors

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Begins at percentage given by wisdom score + 1% per extra skill point
Prerequisites: None
Description: This skill is self-explanatory. Users are trained in a wide variety of terrains and structures.

Detect Spell Traps*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: None
Description: This is the ability to sense the invisible forces of Spell Traps. This skill enhances a user's sensitivity to this particular form of power. A successful roll will not pick up a Cloaked Spell Trap nor any other form of spell.

Disarming Traps

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + dexterity score + 1% per extra skill point (maximum is 80%). If Carpentry is known, add 10% on chance to accomplish.
Prerequisites: None
Description: This is the skill of placing and rigging traps of almost any kind. With this skill users can locate unusual architecture and inconsistencies indicative of where traps could be located.

Users are knowledgeable about electronic eyes, tripwires, trap doors, pop-up turrets, pressure plates, slabfalls, wall-mounted projectile weapons, and sensors in any form. They are taught how to best disarm them or locate and use the disarming mechanism.

Disguise

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 15% + 1% per extra skill point. If Acting is known, add 10%; if Impersonation is known, add 20%.
Prerequisites: None
Description: With this skill users can change their outward appearance so as to be unrecognizable even to close friends. This involves the use of special cosmetics and costumes.

Drafting*

Skill Points: 5
Ability Scores Required: 16 ego
Time to Learn: 3 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: This is the skill of creating plans for a physical engineering project. Users learn the basic principles of true place dimensioning, orthographic projection, and descriptive geometry. Users can engineer simple structures such as houses, small buildings, and bridges. They can perform almost any feat of civil engineering. Users can operate computers to assist in the creation of the plans (called computer-aided drafting—CAD).

Electronics, Basic and Repair*

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Science; Writing
Description: With this skill users can make repairs on almost any electronic device with the exception of computers. They learn basic electronic theory and its application. Users can safely wire houses, construct simple radios, and so forth. They can perform electronic bypasses (hot-wire) with little difficulty depending on the complexity of the device. The speed at which they can do these things varies considerably, and only Fate can determine how long such a task should take. Simple hot-wiring can take as little time as 15 seconds.

Engineering, Alchemy*

Skill Points: 50 + 10 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Alchemy Use; Astral Projection; Math, Basic; Physics, Meta-; Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Artificial Intelligence*

Skill Points: 50 + 8 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Computer Operation; Computer Programming; Math, Advanced; Math, Basic; Physics; Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Chemistry, Medicine, and Biochemistry*

Skill Points: 20 + 10 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Astral Projection; Electronics, Basic and Repair; Math, Basic; Medical, First Aid; Medical, Paramedic or Nurse; Medical, Physician; Physics, Meta-; Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Chi*

Skill Points: 50 + 10 per level
Ability Scores Required: Ego 30
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Astral Projection; Chi Use; Combat, Advanced Weapons; Combat, Dodging and Blocking; Combat, Grappling; Combat, Hand-Held Weapons; Combat, Hand-to-Hand; Combat, Martial Art Disarming; Combat, Martial Art Empty-Hand; Combat, Martial Art Throwing; Combat, Martial Art Weapons; Combat, Projectile and Throwing Weapons; Math, Basic; Meditation; Metaphysics; Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Earthpower*

Skill Points: 50 + 10 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Astral Projection; Math, Basic; Meditation; Physics, Meta-; Practitioner of the Art, Minor (in earthpower); Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Electronics and Microelectronics*

Skill Points: 50 + 8 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Astronomy; Chemistry; Computer Operation; Computer Repair; Electronics, Basic and Repair; Math, Advanced; Math, Basic; Navigation, Air; Navigation, Astro-; Navigation, Land; Navigation, Water; Physics, Astro-; Physics, Quantum; Physics; Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Magic*

Skill Points: 50 + 10 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Astral Projection; Math, Basic; Meditation; Physics, Meta-; Practitioner of the Art, Minor (in magic); Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Mechanical, Aeronautical, and Aquanautical*

Skill Points: 70 + 8 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Electronics, Basic and Repair; Math, Advanced; Math, Basic; Mechanics, Aqua-; Mechanics, Basic; Mechanics, Robotic; Physics; Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Organic Electronics*

Skill Points: 20 + 10 per level
Ability Scores Required: 40 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11
Prerequisites: Astral Projection; Astronomy; Biology; Botany; Chemistry; Computer Operation; Computer Programming; Electronics, Basic and Repair; Engineering, Artificial Intelligence; Engineering, Biochemistry; Math, Advanced; Math, Basic; Medical, First Aid; Medical, Paramedic or Nurse; Medical, Physician; Medicine; Navigation, Air; Navigation, Astro-; Navigation, Land; Navigation, Water; Physics, Astro-; Physics, Meta-; Physics, Quantum; Physics; Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Engineering, Psionics*

Skill Points: 50 + 10 per level
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: See chapter 11

Prerequisites: Astral Projection; Math, Basic; Meditation; Physics, Meta-; Practitioner of the Art, Minor (in psionics); Reading; Science; Writing
Description: Refer to chapter 11, "Engineering." Users begin at first level.

Escape Artist

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Lockpicking, Basic. If a user is a contortionist, add 25% to the chance to escape if tied or chained.
Description: With this skill users can escape from sealed rooms, boxes, chains, ropes, and shackles. Students are trained to work in complete darkness using only their teeth if no other means are available.

Farming

Skill Points: 10
Ability Scores Required: None
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego + 30% + 1% per extra skill point
Prerequisites: None
Description: This is the study of agriculture and animal husbandry. With this skill users are capable of running large farms or plantations. They know basic horticulture and some veterinary medicine. Users can also operate farm machinery and equipment They can produce high-quality cheeses and all other types of dairy products, including pasteurized milk.

Firefighting*

Skill Points: 10
Ability Scores Required: 11 strength
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Medical, First Aid
Description: This is the skill of extinguishing or controlling fires. It teaches the techniques for search and rescues under all types of conditions. With this skill users can determine how the fire started and whether it was deliberately set. The study includes the use of modern equipment, including explosives to blow out the flames, in addition to more elementary means. This skill also teaches how to set a fire and create controlled blazes as firebreaks and the like.

Users can pass through fires safely, incurring only 25% the damage others would normally suffer. They can also use an axe proficiently as a weapon. A user's chance to accomplish is influenced by the severity of the blaze.

- Small: 0%
- Medium: -20%
- Large: -50%
- Extra large: -80%
- Raging inferno: -120%

Some fires must be handled by more than one person; in these cases add everyone's chance to accomplish together for an overall chance to beat the fire. If primitive equipment is being used, subtract 20 percent on the chance to accomplish.

Fishing

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 30% + 1% per extra skill point
Prerequisites: None unless a user intends to use a boat, then the skill of Piloting, Boats must be acquired.
Description: This skill teaches about catching aquatic creatures using a variety of methods. With this skill users learn how to handle nets, lines, and traps. They are taught to tie flies and how to determine what creatures will make the best bait. They learn how to locate good fishing sites and how to predict their quarry's habits. This skill can even be used on alien planets. However, a cook will be required to determine whether the fish is edible. Users learn deep-sea and ice fishing as well as lake and stream fishing.

Forestry

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: +10% on tracking in a forest
Chance to Accomplish: 60% + 1% per extra skill point
Prerequisites: Combat, Projectile and Throwing Weapons; Concealment; Hunting; Tracking; Trapping
Description: This is the study of forests, their ecology, and their wildlife and of survival in the wilderness. With this skill users can pass through wooded areas silently, leaving little trace. They can conceal themselves from normal vision as though using the skill Concealment. They can determine direction and consequently seldom get lost in wooded areas.

Forgery*

Skill Points: 10
Ability Scores Required: 13 dexterity
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + dexterity + 1% per extra skill point. Maximum is 95%.
Prerequisites: Reading; Writing
Description: This is the skill of copying someone's handwriting and forging documents. With this skill users create and print documents, including counterfeit currency. Modifiers to the chance to accomplish are:

- Basic signatures and simple documents: None.
- Documents: -5%
- Official documents: -10%
- Military and corporate IDs: -15%.
- Currency, simple: -20%.
- Currency, complex: -45%.

Gambling

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: This is the skill of mentally calculating the odds involved in gambling games, including dice, cards, roulette, and others. Users can detect cheating and crooked games. Users cannot change their luck. However, they can anticipate when to play and when not to.

Glass Blowing

Skill Points: 2
Ability Scores Required: None
Time to Learn: 2 months
Bonuses: None
Chance to Accomplish: 60% + 5% per extra skill point
Prerequisites: None
Description: With this skill users can fabricate glass from raw materials. They can create windows, jars, cups, optical lenses, and other glass objects. Users learn the technique for forming works of art and glassware used for scientific purposes. This skill also includes how to assemble or construct the equipment used in glass blowing.

Guardsman

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: +15% to dice rolls on class C surprises

Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Ambush; Combat, Dodging and Blocking plus one other form; Concealment, Detect; Concealment; Detect Traps and Secret Doors; Disguise; Medical, First Aid; Reading; Surveillance; Tracking; Writing
Description: This skill combines perimeter surveillance with spotting potentially dangerous situations and avoiding them. With this skill users learn passwords and patrol procedures, including how to remain alert for extended periods of time.

Heightened Awareness*

Skill Points: 20
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Meditation
Description: This skill will allow the user to sense life forms within 25 feet with a successful chance to accomplish roll.

History*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point. If Investigation is known, add 25%.
Prerequisites: Reading
Description: This is the study of the past and how to locate specific information on historical subjects. With this skill users learn about civilizations, religions, culture, art, architecture, customs, weapons, jewelry, and music. They can identify a civilization from physical traces, and they may know their legends or myths. Users may also have knowledge of a civilization's wars and natural disasters. This skill does have specific areas of study. Users begin with two areas and may learn one extra area per 5 skill points. Some examples of areas of study are exterior civilizations, interior civilizations, Old Earth, hydras and drakes, magic items, Lordsguard, dark lords, ancient religions, and technologies.

Holography*

Skill Points: 3
Ability Scores Required: None
Time to Learn: 8 months
Bonuses: None
Chance to Accomplish: 50% + 1% per extra skill point
Prerequisites: Cinematography; Math, Basic; Photography; Reading; Writing
Description: With this skill users can make 3D pictures or movies given the appropriate equipment.

Hunting

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + dexterity score + 1% per extra skill point
Prerequisites: Combat, Projectile and Throwing Weapons
Description: With this skill users can locate game animals and determine how best to kill or capture them. This ability includes creating blinds and baiting areas. This skill is taught for a variety of climates and terrains.

Impersonation*

Skill Points: 5
Ability Scores Required: None
Time to Learn 1 year
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: Disguise
Description: This is a very complex skill. Users are taught how to study and duplicate an person's habits, behaviors, mannerisms, and voice. They are skilled in learning their subject's history and personal background as well.

Infiltration*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: 35% + 1% per extra skill point
Prerequisites: Concealment; Moving Silently
Description: This is the skill of entering and staying in secured areas. With this skill users can enter enemy camps, prisons, buildings, and other secured areas. They can join forces or groups, remaining undetected for as long as they wish. In some cases, the user may require Impersonation training. They can remain undetected permanently while deep in enemy territory. Every 48 hours they must make another chance to accomplish to remain undetected.

Intelligence Gathering*

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Ego + 1% per extra skill point
Prerequisites: Concealment; Math, Basic; Reading; Surveillance; Tracking; Writing
Description: This is the skill of obtaining information about any subject. It includes logistics and surveillance techniques for obtaining enemy movements, relative combat effectiveness, troop strength, and morale. Once obtained, the information can be assessed and properly conveyed. With this skill users can determine movement and supply rates and estimate weaknesses. Also, users are skilled in counterintelligence; that is, in giving misleading information.

Interrogation

Skill Points: 10
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: 50% + 1% per extra skill point
Prerequisites: None
Description: This is the skill of obtaining information from someone. It involves the application of special psychological as well as environmental stresses. With this skill users know how to weaken a subject's resolve by cross-examination and, in some cases, physical "stimulation."

If available, users with this skill can use potions or spells as aids. They do not learn how to create potions or practice a power type, only how to apply them to get information.

On the darker side, this skill teaches how to apply physical means to force information without destroying the subject. A failed roll in this situation indicates that the subject dies or goes insane (see "Insanity" in chapter 12). However, with this skill, if someone is tortured enough, the character will say anything to end the suffering.

Interrogation Resistance*

Skill Points: 25
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: Ego score + constitution + 1% per extra skill point
Prerequisites: None
Description: This is basically a specialized form of mental and physical conditioning to withstand the effects of an interrogation. Users are conditioned through deep hypnosis. They are taught to resist pain and special truth potions, and they receive the spell Mind Lock in a potion to further condition them.

Investigation*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 5% per extra skill point
Prerequisites: Reading; Writing
Description: This is the ability to locate accurate information by using people's depositions, by collecting clues, and by using any other resources. This skill includes the ability to locate special references, written or statistical, and to put them into usable form.

This skill also includes the technique for keeping precise data on experiments. Users can keep detailed notes about any subject or procedure for later use in recreating tests or producing evidence for legal proceedings.

Users learn specific techniques for questioning and cross-examining persons to determine the validity of their statements and to identify the slightest inconsistencies in their statements.

Jeweler

Skill Points: 7
Ability Scores Required: 14 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point. For constructing jewelry, the chance is ego score + dexterity + 1% per extra skill point.
Prerequisites: None
Description: This is the skill of creating jewelry and appraising gemstones. With this skill users can also imitate jewelry and determine whether a piece of jewelry is real. They know molding and shaping techniques for precious metals and are able to create complex designs.

Jumping

Skill Points: 1
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: +1 to strength
Chance to Accomplish: 90% + 1% per extra skill point
Prerequisites: None
Description: With this skill users can jump farther and higher. It gives a bonus of 10% to horizontal and vertical leaps. If the chance to accomplish is failed, users do not get the 10% bonus.

Jury-Rigging

Skill Points: 20
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: None
Description: This is the skill of making machines or devices function temporarily, including mechanical, electronic, motor-driven, and hydraulic equipment. Users are given only the basic skills required to perform the jury-rig. Roll percentile dice to determine how long the device will function, and consult the following:

- 01 to 05: Will function indefinitely
- 06 to 20: 1 week
- 21 to 35: 1 day
- 36 and higher: 1 hour or less (1d6 x 10 minutes)

Landscaping

Skill Points: 2
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: 65% + 5% per extra skill point
Prerequisites: None
Description: This is the skill of artfully arranging plants, rocks, and so forth, into aesthetically pleasing arrangements. It also includes a limited knowledge of botany and landscape maintenance.

Leather Working

Skill Points: 5
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: Ego + 50% + 5% per extra skill point
Prerequisites: None
Description: This is the skill of tanning and preserving animal hides and leathers of all types, except for organic metals and gems. The user learns how to skin, clean, and prepare hides, along with simple tailoring techniques to create simple garments. Investing an extra 10 skill points will allow the user to make any of the leather armors (see "Armor" in chapter 3).

Linguistics*

Skill Points: 5
Ability Scores Required: 19 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Reading; Writing
Description: This is the skill of identifying and deciphering languages, including spoken, written, hand sign, and pictograph. Users can determine the origin of a language and some of its history. This takes 1d6 days to achieve.

Linguistics, Xeno-*

Skill Points: 10
Ability Scores Required: 30 ego
Time to Learn: 2 years
Bonuses: +75% on a normal linguistics chance to accomplish
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Linguistics; Reading; Writing
Description: This is the study of alien and animal languages. Users learn one animal language of any type and how to decipher any other creature's communications (see "Communication" in chapter 12). Users can also decipher alien tongues and writings. For animals it requires 1d8 days to learn the language and for aliens, 1d10 days

Lip Reading

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 30% + 1% per extra skill point
Prerequisites: None
Description: With this skill users can read the lips of any creature they can see. Users must know the language of the subject.

Lockpicking, Advanced*

Skill Points: 10
Ability Scores Required: 10 dexterity
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + dexterity score + 1% per extra skill point. If Basic Electronics is known, add 25% to the chance to accomplish.
Prerequisites: Lockpicking, Basic
Description: This is the skill of opening various types of locks, including magnetic, computerized, combination, and electronic combination. (Refer to the B.S.C. Infiltrator class description for times to open the various locks.) With this skill users are awarded the basic tools needed to pick the lock. If users attempt this skill without being able to see, subtract 25% from the chance to accomplish.

Lockpicking, Basic*

Skill Points: 5
Ability Scores Required: 10 dexterity
Time to Learn: 2 months
Bonuses: None
Chance to Accomplish: Ego + dexterity + 1% per extra skill point
Prerequisites: None

Description: This skill teaches how to open basic mechanical locks. Characters with this skill are awarded the basic tools needed. If users attempt this skill without being able to see, subtract 25% from the chance to accomplish.

Locksmith*

Skill Points: 25
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: Basic Electronics and Repair
Description: This is the study of the construction of locking devices of all types. Users can fabricate locks by using the most effective components or with whatever is readily available. This skill also encompasses the skill of Lockpicking, but it is not a prerequisite. Users learn elementary electronics and computer skills for creating electronic computer locks.

Massaging

Skill Points: 2
Ability Scores Required: None
Time to Learn: 4 months
Bonuses: None
Chance to Accomplish: Ego score + 20% + 2% per extra skill point
Prerequisites: None
Description: This skill teaches massage techniques and the locations of vital nerve points. There is a 50% chance that a successful skill attempt will put someone to sleep. Those with this skill are also knowledgeable in physical therapy.

Math, Advanced*

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Math, Basic; Reading; Writing
Description: This skill continues education in mathematics through the calculus level.

Math, Basic

Skill Points: 3
Ability Scores Required: 10 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Reading; Writing
Description: This skill teaches mathematics through the prealgebra level.

Mechanics, Aqua-*

Skill Points: 7
Ability Scores Required: 15 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 50% + 1% per extra skill point
Prerequisites: Math, Basic; Mechanics, Basic; Reading; Shipwright; Wood Carving; Writing
Description: This skill teaches the repair of boats, submarines, and other sea-going vessels. Users can also make boats that will withstand extremely rough seas.

Mechanics, Basic*

Skill Points: 7
Ability Scores Required: 15 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 50% + 1% per extra skill point
Prerequisites: Math, Basic; Reading, Writing
Description: This teaches the basic mechanics of steam, internal combustion, and hydrogen-burning engines. Users, when finished with the class, will be able to diagnose and fix most problems related to engines and vehicles.

Mechanics, Robotic*

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score + 20% + 1% per extra skill point
Prerequisites: Electronics, Basic and Repair; Math, Basic; Mechanics, Basic; Reading; Science; Writing
Description: This skill teaches the repair of robots, including their electrical systems.

Medical, Dentistry*

Skill Points: 10
Ability Scores Required: 25 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego + 20%+ 1% per extra skill point
Prerequisites: Biology; Botany; Chemistry; Math, Advanced; Math, Basic; Medical, First Aid; Medical, Paramedic or Nurse; Reading; Writing
Description: This skill is too painful to go into much detail. Users can fix broken teeth, repair broken jaws, and install fillings and braces. All work is done without the use of spells.

Medical, First Aid

Skill Points: 5
Ability Scores Required: 12 intelligence
Time to Learn: 2 weeks
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: None
Description: This skill is self-explanatory. Users can stop bleeding, apply dressings, administer CPR, treat shock, splint fractures, give basic external exams, and treat burns and severed limbs. With this skill users can raise the victim 10 life points and keep a patient alive if at -10 life points.

Medical, Optometrist*

Skill Points: 10
Ability Scores Required: 28 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Biology; Math, Advanced; Math, Basic; Reading; Science; Writing
Description: With this skill users can diagnose vision problems and create corrective optics (glasses or contact lenses). Users can also make optic lenses for lasers and telescopes from raw materials if necessary.

Medical, Paramedic or Nurse*

Skill Points: 5
Ability Scores Required: 26 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Biology; Botany; Chemistry; Math, Advanced; Math, Basic; Medical, First Aid; Reading; Writing
Description: This is the skill of preserving life under the worst conditions. With this skill users learn basic diagnostic practices and how to perform minor field surgery and deliver babies. Anesthesia is used. Users can use shock or other physical means to start a stopped heart. They can raise a wounded being's life points by 100, and they can stabilize a patient at -100 life points. If assisting a doctor, add 15% to the chance for success. All paramedics are issued medical kits at no cost.

Medical, Physician*

Skill Points: 25
Ability Scores Required: 30 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point. For cybernetics, it is ego + 1% per extra skill point. Under a physician's care, a patient will receive an extra 20 life points a day through normal healing
Prerequisites: Biology; Botany; Chemistry; Electronics, Basic and Repair; Math, Advanced; Math, Basic; Medical, First Aid; Medical, Paramedic or Nurse; Reading; Science; Writing
Description: With this skill users can perform surgery, diagnose illnesses, and develop cures. They can raise a patient by 1,000 life points, even if the patient is in the negative. Doctors use special equipment or any means at their disposal, including spells, when available. If users have access to medical facilities, they can restore a patient to stable condition even if at -1,000 life points. The patient must be treated quickly:

- 5 minutes for -10,000 LP
- 7 minutes for -9,000 LP
- 9 minutes for -8,000 LP
- 11 minutes for -7,000 LP

Users can also perform cybernetic alterations as well as transplants. If the chance to accomplish is failed, the user may have a second chance; if the next roll is failed, then the patient did not make it (in all cases).

Medical, Veterinarian*

Skill Points: 5
Ability Scores Required: 32 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Basic Math; Biology; Botany; Chemistry; Electronics, Basic and Repair; Marine Biology; Math, Advanced; Medical, First Aid; Medical, Paramedic or Nurse; Reading; Science; Writing; Zoology
Description: Users can act as a doctor for animals, studying one specific group to begin with and learning another for every 20 skill points. Those with this skill are given a medical kit. Animal groups include exotic animals or birds, domesticated animals, monsters, and reptiles. Refer to "Medical, Physician," for more details.

Meditation*

Skill Points: 5
Ability Scores Required: 12 ego
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Ego score + 40% + 1% per extra skill point
Prerequisites: None
Description: Meditation teaches how to control thoughts and emotions. Users may substitute this skill for sleep, but only for 4 days. Users require 6 hours of uninterrupted meditation (every 24 hours) to regain their full faculties.

Metallurgy*

Skill Points: 5
Ability Scores Required: 15 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score + 20% + 1% per extra skill point.
Prerequisites: Math, Basic; Reading; Welding; Writing
Description: This skill teaches about metals and alloys. With this skill users can perform tests to determine the composition of an unknown metal and how to recreate it. They also know how to work with metals, aware of their strengths and weaknesses, and how to mold them and use them in the construction of space vessels and buildings. Also, users learn the causes and effects of corrosion.

Meteorology*

Skill Points: 5
Ability Scores Required: 15 ego
Time to Learn: 2 years
Bonuses: None, although you'll know when to bring an umbrella
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: This is the study of the weather on any planet that has an atmosphere. Users, with the proper equipment, can be highly accurate (60% + ego score and regular bonuses). This skill also allows them to predict the weather using only their natural senses. It may not always be accurate, but it serves in a pinch.

Mime

Skill Points: 2
Ability Scores Required: None
Time to Learn: 4 months
Bonuses: None
Chance to Accomplish: Ego score + 35% + 1% per extra skill point
Prerequisites: None
Description: With this skill users can convey ideas and feelings through gestures and without the aid of speech.

Mineralogy*

Skill Points: 5
Ability Scores Required: 20 ego
Time to Learn: 4 year
Bonuses: None
Chance to Accomplish: Ego score x 2 + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Science; Writing
Description: This is the study of the physical composition of Synnibarr and other planets. It also includes how to locate mineral deposits and mine them. Users learn the processes for strip mining, tunnel mining, and mine construction and maintenance; they also learn how to determine the quality of a mineral deposit.

Motion Picture Directing*

Skill Points: 5
Ability Scores Required: 15 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score + 10% + 1% per extra skill point
Prerequisites: Cinematography; Holography; Math, Basic; Photography; Reading; Writing
Description: With this skill users learn to direct cinematography, slide shows, movies, plays, and other visual media. Users also learn how to set up shots and hire actors and producers.

Moving Silently

Skill Points: 10
Ability Scores Required: None
Time to Learn: 2 months
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: None
Description: This is the skill of moving without making noise. With this skill users can move through all types of terrain under all kinds of physical conditions with minimal noise. Users learn to move as silently as the Ninja. (Refer to "Moving Silently." in chapter 13.)

Navigation, Air

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 day
Bonuses: None
Chance to Accomplish: Ego score + 10% + 1% per extra skill point

Prerequisites: Math, Basic; Navigation, Land; Reading; Writing
Description: This skill teaches air navigation for when flying using powers, creatures, and air vehicles.

Navigation, Astro-*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: None
Chance to Accomplish: Ego score + 10% + 1% per extra skill point
Prerequisites: Astronomy; Math, Advanced; Math, Basic; Navigation, Air; Navigation, Land; Navigation, Water; Reading; Writing
Description: This skill teaches how to successfully navigate in space with or without special equipment. With this skill users can plot courses for craft traveling at sublight, warp, and faster speeds. A failed roll means a user may fly into a star's gravity well or even into another physical body (ouch!).

Navigation, Land

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: Ego score + 10% + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: This skill teaches navigation on land through trees, marshes, mountains, and other varieties of terrain. The use of maps, compasses, triangulation, and terrain-feature recognition are all a part of this ability. With this skill users can determine their locations and the best route to a destination.

Navigation, Water*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: Ego score + 10% + 1% per extra skill point
Prerequisites: Math, Basic; Navigation, Land; Reading; Writing
Description: This skill teaches navigation on seas, on oceans, or on any other body of water.

Nerve Pinch*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: 40% + 1% per 2 extra skill points (maximum is 75%)
Prerequisites: Biology, Marine; Biology, Xeno-; Biology; Combat, Dodging and Blocking; Combat, Hand-to-Hand; Combat, Martial Art Empty-Hand; Math, Basic; Reading; Writing;
Description: Users learn how to locate special nerve centers within a creature and apply pressure to cause unconsciousness. Users choose the duration (maximum is 1 hour). A nerve pinch cannot be performed on a hydra or a drake until the user attains 15th level. This skill also teaches a special nerve massage that will wake a victim within one turn.

Philosophy*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: +1 to wisdom
Chance to Accomplish: Ego score + 1% per extra skill point
Prerequisites: Reading; Writing
Description: With this skill users can take complex concepts and reduce them to their most basic elements. Philosophers commonly offers their theories or views on profound questions involving metaphysics, ethics, logic, and other related fields. Users may withstand psychic shocks created by unusual circumstances—areas where an average person may go insane (users still have to roll psychic shock when affected by powers that cause it).

Photography

Skill Points: 2
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point.
Prerequisites: Math, Basic; Reading; Writing
Description: This skill enables users to take black-and-white and color still photographs. They also learn how to load, develop, and enlarge film and how to arrange the most appealing lighting and angles for shots.

Physics*

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Math, Advanced; Math, Basic; Reading; Science; Writing
Description: This is the science that deals with matter and motion, including the mechanical properties of heat, light, electricity, friction, stress, and fatigue, also the laws of gravity and macrodynamic energies. It also covers the composition of matter in all three states (solid, liquid, and gas) and the augmentation of it. With this skill users can determine how to create specific equipment to perform certain jobs. This skill is required for all physical engineering studies.

Physics, Astro-*

Skill Points: 15
Ability Scores Required: 32 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Astronomy; Biology; Botany; Chemistry; Computer Operation; Math, Advanced; Math, Basic; Navigation, Air; Navigation, Astro-; Navigation, Land; Navigation, Water; Physics; Reading; Science; Writing
Description: With this skill users learn the dynamics of stars, galaxies, quasars, pulsars, black holes, and warren tubes and their composition.

Physics, Meta-*

Skill Points: 5
Ability Scores Required: 32 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Astral Projection; Math, Basic; Reading; Science; Writing
Description: With this skill users learn about the interaction of the physical world and the effects of the powers. They also learn how to predict the effects of the powers and understand why they work.

Physics, Quantum*

Skill Points: 5
Ability Scores Required: 32 ego
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: Astronomy; Biology; Botany; Chemistry; Computer Operation; Math, Advanced; Math, Basic; Navigation, Astro-; Navigation, Air; Navigation, Land; Navigation, Water; Physics, Astro-; Physics; Reading; Science; Writing
Description: Users learn about the interaction of matter and radiation and about the subatomic composition of molecules, atoms, and antimatter. They also study the overall effects of time. This science deals

only with that which can be measured. With this skill users can design stardrives and every other feature of a starship.

Pickpocketing*

Skill Points: 15
Ability Scores Required: 14 dexterity
Time to Learn: 6 months
Bonuses: +1 to dexterity
Chance to Accomplish: Dexterity x 2 + 1% per extra skill point. If sleight-of-hand is known, add 20%.
Prerequisites: None
Description: With this skill users can remove items from a person's body or belongings. If the chance to accomplish is failed, the item is not removed, and the victim rolls a class C surprise to see whether the pickpocket attempt is noticed.

Piloting, Airships

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 below for modifiers).
Prerequisites: Reading; Writing
Description: With this skill users can fly and land giant airships through all types of weather and terrain conditions.

Table 53. PILOTING VARIABLES*

Variable	Modifier
Damaged craft	-35%
Night time or poor visibility	-20%
Heavy winds	-15%
Precipitation	-15%
Gale-force winds	-50%
During pursuit	-10%

* Refer to "Vehicular Combat" in chapter 12 for more information.

Piloting, Animals

Skill Points: 1
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: None
Description: With this skill users can maneuver animals or animal-driven vehicles in any form of terrain or climate. Users also learn how to ride horses.

Piloting, Antigravity Vehicles

Skill Points: 3
Ability Scores Required: None
Time to Learn: 2 months
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Reading; Writing
Description: With this skill users can fly any antigravity vehicle and know how to take off and land in any weather or on any terrain. They also learn how to land a damaged craft.

Piloting, Boats

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Reading; Writing
Description: With this skill users can pilot sailboats, motor boats, row boats, ice boats, and hydroplanes and tie anchor knots.

Piloting, Flying Creatures

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: None
Description: With this skill users can fly any winged creature, from winged horses to drakes.

Piloting, Hang Gliders

Skill Points: 2
Ability Scores Required: None
Time to Learn: 8 hours
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: None
Description: With this skill users can safely fly all types of hang gliders and ultralights. Also, users learn how to jump out of an air vehicle. A user can construct a hang glider or parasail.

Piloting, Helicopters

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Reading; Writing
Description: With this skill users can fly rotary-powered air vehicles.

Piloting, Jets and Starships*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 8 weeks
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Astronomy; Computer Operation; Math, Basic; Meteorology; Navigation, Air; Navigation, Land; Piloting, Single- and Multiple-Prop Planes; Reading; Writing
Description: With this skill users can fly any jet or starship, from small fighters to large multiengine transports. Users are trained in zero-gravity maneuvers, including docking and establishing orbits. Users can safely take space walks, and they are taught emergency procedures. They can operate the necessary computers, navigational equipment, weapons, and communication systems.

Piloting, Motor Vehicles

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Reading; Writing
Description: With this skill users can drive any four-wheeled or track vehicle.

Piloting, Motorcycles

Skill Points: 1
Ability Scores Required: None
Time to Learn: 2 weeks
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: None
Description: With this skill users can pilot any motorcycle, bicycle, or unicycle.

Piloting, Power Armors*

Skill Points: 3
Ability Scores Required: 12 ego
Time to Learn: 1 day
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Reading; Writing
Description: With this skill users can pilot and operate all types of power armor.

Piloting, Single- and Multiple-Prop Planes

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Reading; Writing
Description: With this skill users can pilot single- and multiple-prop airplanes and gliders.

Piloting, Skateboards

Skill Points: 1
Ability Scores Required: None
Time to Learn: 2 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: None
Description: With this skill users can pilot skateboards, roller skates, and ice skates.

Piloting, Submarines*

Skill Points: 4
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: None
Chance to Accomplish: 100% + 1% per extra skill point. May exceed 100% (see table 53 for modifiers).
Prerequisites: Piloting, Boats; Reading; Writing
Description: With this skill users can pilot submarines and navigate underwater.

Pottery

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: None
Chance to Accomplish: 80% + 1% per extra skill point
Prerequisites: None
Description: With this skill users can make pottery, mugs, plates, gas grenade cases, cups, and other objects.

Practitioner of the Art, Minor*

Skill Points: 90
Ability Scores Required: 14 intelligence for magic and psionics, 15 wisdom for earthpower
Time to Learn: 6 years
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Meditation; Reading; Writing
Description: Users are taught memorization and spell-copying techniques as well as spellcasting. Users must choose magic, psionics, or earthpower. They then rise in levels to acquire more spells (see chapter 9, "Using Spells and Abilities"). Learning a new form of the Art costs 90 additional skill points. During the training, users undergo caprenium treatments. These lace their systems with the elements necessary to use the powers.

Practitioner of the Art, Partial*

Skill Points: 130
Ability Scores Required: 14 intelligence for magic and psionics, 15 wisdom for earthpower
Time to Learn: 10 years
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Meditation; Reading; Writing
Description: Users are taught memorization and spell-copying techniques as well as spellcasting. Users must choose magic, psionics, or earthpower. They then rise in levels to acquire more spells (see chapter 9, "Using Spells and Abilities"). Learning a new form of the Art costs 130 additional skill points.

Psychology*

Skill Points: 15
Ability Scores Required: None
Time to Learn: 4 years
Bonuses: None
Chance to Accomplish: Ego score + 1% per skill point
Prerequisites: Reading; Writing
Description: Users of this skill are taught the basics on the human brain structure and anatomies of creatures, along with a smattering of chemistry. With this skill users can predict an intelligent creature's actions and reactions to different stimuli. They have one specific area of study at the beginning and one additional one for every 10 skill points. These include basic races, aliens, drakes, hydras, dragons, monsters, Lordsguard, Dark Lords, and Immortals and Gods. If this skill is combined with that of a Physician, they can diagnose and treat mental illnesses.

Radio, Basic and Repair*

Skill Points: 5
Ability Scores Required: 12 ego
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Ego score + 60% + 1% per extra skill point
Prerequisites: Electronics, Basic and Repair; Math, Basic; Reading; Science; Writing
Description: With this skill users can operate, set up, repair, and build radios (one-way or two-way).

Radio, Scrambling*

Skill Points: 5
Ability Scores Required: 12 ego
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Ego score + 60% + 1% per extra skill point
Prerequisites: Math, Basic; Radio, Basic and Repair; Reading; Science; Writing
Description: This skill teaches users how to scramble messages, unscramble messages, and jam radio transmissions. It also teaches how to use radar scramblers.

Reading

Skill Points: 1
Ability Scores Required: 10 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: None
Description: This skill teaches users how to read Terran.

Runecraft*

Skill Points: 1
Ability Scores Required: 10 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 80% + 1% per skill point
Prerequisites: None
Description: This is the simplest manifestation of magic. All powers invoked are of the lowest level and can be disrupted easily by a Cancellation spell. Runes are used to employ Runecraft and can be placed on objects in almost any manner. Scratching them in the sand will work, and the power will function for its duration as long as the symbols are undisturbed. The following are descriptions of each type of rune.

Health

Skill Points: 1
Drawing Time: 10 minutes
Duration: Permanent
Description: This rune must be placed on something and worn by a user to be effective. It will add 5 extra life points and raise users' metabolic shock by 1%. This rune is typically inscribed on flowerpots and armor. It cannot be canceled by a gesture. The maximum number usable by one being is 10, and the limitations cannot be exceeded (see "Limitations" in chapter 2).

Invisibility

Skill Points: 3
Drawing Time: 5 minutes
Duration: 30 minutes
Description: This rune is placed in a 2-foot-diameter circle. Any living being within the circle will be rendered invisible, along with the rune, for as long as they remain within the boundaries of the circle. The rune will vanish once a user leaves or moves. The effect is very fragile and can easily be disrupted by touch. It can be canceled with a hand gesture from 30 feet away.

Light

Skill Points: 1
Drawing Time: 1 turn
Duration: 5 hours
Description: This rune will create a candlelike light source from its center. It can be placed on almost anything that is at least 1 inch in diameter. It can be lit or extinguished with a hand gesture from 50 feet away.

Luck

Skill Points: 1
Drawing Time: 25 minutes
Duration: Permanent
Description: This rune will add 5% to the user's shot roll with any weapon it is placed on. Only one rune can be placed on an object, or the two will cancel each other. The Terra baseball league has these runes carved on their bats. The runes cannot be canceled by a hand gesture.

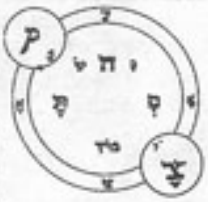
Preserving

Skill Points: 1
Drawing Time: 5 minutes
Duration: Permanent
Description: This rune will preserve food and drink from spoiling. It must be placed in a wax seal on a cloth that is used to wrap foodstuffs or on a container for liquids. It protects up to 10 pounds per rune as long as the rune is intact. This can be canceled by breaking the wax seal or by damaging the container.

Sharpness

Skill Points: 2
Drawing Time: 1 hour
Duration: Permanent
Description: This series of runes will keep a blade or pike from losing its edge. The weapon will never need sharpening because the runes cannot be canceled. They can only be physically removed.

Strength



Skill Points: 1
Drawing Time: 1 hour
Duration: Permanent
Description: This rune affects only wooden objects, and doubles their life points. One rune works per foot of staff or per square foot of board of 1 inch thick. It cannot be canceled, only removed or altered.

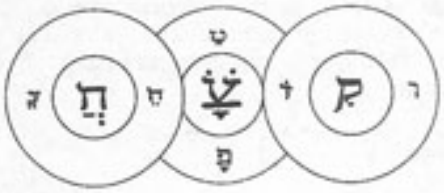
Telekinesis

Skill Points: 4
Drawing Time: 3 minutes
Duration: Concentration for up to 5 minutes
Description: This rune must be placed in a 2-foot circle, and a user must stand within it. It will allow the user to perform the ability Telekinesis and to manipulate an object weighing 10 pounds per 1 con point used. The range is 50 feet. The rune will fade once the user leaves the circle or ceases using Telekinesis (see "Telekinesis" in chapter 9). This rune can be canceled by a hand gesture from 50 feet away.

Temperature

Skill Points: 2
Drawing Time: 2 minutes
Duration: Special
Description: These runes are the most useful next to the rune of light. There are two separate types: one for cold and one for heat. The rune of heat will make wood catch fire even when wet. The runes must be carved into the wood, and within 5 minutes they will catch fire and burn normally. This rune can also be placed on a stone, whereupon it will heat the object to 150 degrees Fahrenheit for 1 hour. The rune of cold will chill any object it is placed on down to 33 degrees Fahrenheit for 1 hour. These runes will work only if placed on an inanimate substance such as wood or stone. Both types of runes can be canceled by a hand gesture from 30 feet away.

Warding



Skill Points: 5
Drawing Time: 2 minutes per foot of area
Duration: Permanent or until defaced
Description: This rune is the most powerful of all, and it drains 1/4 con point for every 10 feet of protection. It will create an invisible wall of telekinetic force that will stop physical objects with 1,000 pounds of pressure. Users can inscribe the runes in a circle or a line. If placed in a line, the force extends in a wall up to 50 feet high. If placed in a circle, it creates a dome of the same height. The ward can be set to affect objects with a particular aura or by their name. It can be set to block objects from coming in or going out or both. The runes may be tuned to stop five different names or auras. The ward can be crossed and cannot be canceled with a hand gesture from within 5 feet. However, the creator will know when it is being passed.

Example: Tabatha has some runes of warding set around her home to keep a mean dog called Charr, as well as anyone of gray, red, or scarlet auras, from entering her property. It also keeps her children, Jered and Kimba, from leaving the yard.

Running

Skill Points: 1
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: +10% to maximum running speed
Chance to Accomplish: N/A
Prerequisites: None
Description: This skill teaches users the correct form and technique to use to achieve the greatest speed when running.

Science*

Skill Points: 10
Ability Scores Required: 15 ego
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Math, Basic; Reading; Writing
Description: This skill teaches users the basic scientific knowledge needed for other skills that involve science. It teaches such things as basic atomic weights and how to set up experiments. Note: Anyone who acquires this skill will be registered with the Alchemist's guild and must obey their laws (see "Laws of the Alchemist's Faith," this chapter).

Scuba Diving*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 90% + 1% per extra skill point
Prerequisites: Math, Basic; Reading; Writing
Description: With this skill users safely use all of the equipment necessary for scuba diving, including how to make minor repairs. Users learn about decompression and deep dives. The also learn the basics of marine life (20% chance to know a creature + 1% per extra skill point; not included in chance to accomplish).

Sewing

Skill Points: 3
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Dexterity score + ego + 1% per extra skill point
Prerequisites: None
Description: This skill teaches users how to make and repair clothing, put on buttons and sew in zippers, make patterns and designs, and use a sewing machine.

Shipwright*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 30% + 2% per extra skill point
Prerequisites: Math, Basic; Reading; Wood Carving; Writing
Description: This skill teaches users the making of simpler sea-going vessels, such as canoes, rafts, fishing boats, and all-wooden craft. Some vessels need metal parts. If a user does not have Metallurgy, Armorer, or Blacksmithing skills, he must special order those parts through someone who has one of these metal-working skills.

Singing

Skill Points: 3
Ability Scores Required: None
Time to Learn: 1 month
Bonuses: +1 on reaction
Chance to Accomplish: 60% + 1% per extra skill point
Prerequisites: None
Description: This skill teaches users songs, from rock to nursery rhymes. To become a singer, users must spend the skill points and then roll percentile dice. There is a 50% chance of being able to sing. If this is failed, the skill points are lost, and the user never becomes a singer. If the user can sing, he may influence a reaction by +1. In these cases, the user rolls chance to accomplish.

Skin Diving*

Skill Points: 3
Ability Scores Required: None
Time to Learn: 5 days
Bonuses: None
Chance to Accomplish: 90% + 1% per extra skill point
Prerequisites: Swimming, Basic
Description: Skin diving is about learning to swim using a snorkel and a mask. It involves diving, clearing the mask, and clearing the snorkel.

Sleight-of-Hand*

Skill Points: 10
Ability Scores Required: 13 dexterity
Time to Learn: 1 year
Bonuses: +1 to dexterity
Chance to Accomplish: Dexterity x 2 + 1% per extra skill point
Prerequisites: None
Description: This is the skill of misdirection. With this skill users can palm small objects such as cards, keys, coins, lit cigarettes, and any other similar-sized objects. They can seemingly make such objects vanish and reappear at will. This skill includes the use of phony fingercaps and of setting up props and special gear. Once the skill is learned, users can perform for audiences even when completely surrounded and within close proximity to others. Also learned is the technique for falsely counting money and cheating at cards as well as the ability to detect the false count and the cheat.

Smooth Talking

Skill Points: 7
Ability Scores Required: 24 ego
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Ego score + 2% per extra skill point
Prerequisites: None
Description: This skill is basically the "art of the con," or being able to convince someone that white is black and black is white. If users make a successful chance to accomplish roll, they get a +3 on their reaction (see "Reactions" in chapter 6).

Sniping

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 week
Bonuses: +1% to shot + 1% per extra skill point
Chance to Accomplish: Shot roll + shot bonus
Prerequisites: Ambush; Combat, Advanced Weapons
Description: With this skill users can shoot targets, usually from a great distance, without being spotted. Users learn a little about camouflage and blending with a crowd.

Speleology*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Ego score + 30% + 1% per extra skill point
Prerequisites: Balancing and Juggling; Climbing; Math, Basic; Navigation, Land; Reading; Writing
Description: This is the skill of caving, or spelunking. With this skill users can recognize minerals and formation types and determine how the cave was made and how safe it is from natural dangers such as flooding or cave-ins. A user will never become lost in a cave upon making a skill roll. The first rule a spelunker learns is to leave a cave as it was found. The second rule is to always bring some type of light.

Spell Detection*

Skill Points: 15
Ability Scores Required: 20 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score + 1% per skill point
Prerequisites: Astral Projection; Math, Basic; Meditation; Physics, Meta-; Reading; Science; Writing
Description: This is the art of recognizing and deciphering engineered spells and their normal counterparts. With this skill users can learn how to counter a spell because they are familiar with its workings. Users learn how to detect and expose hidden enchantments by using highly developed senses instead of by the typical methods. This requires 4 to 24 hours. All spells and enchantments can only be deciphered if they are equal to or lower in level than the user. If higher in level, subtract 1% from the chance to accomplish per higher level.

Stunt Person*

Skill Points: 5
Ability Scores Required: 12 agility
Time to Learn: 3 months
Bonuses: +1 on agility
Chance to Accomplish: Agility + dexterity scores + 1% per extra skill point
Prerequisites: Acrobatics; Balancing and Juggling; Combat, Dodging and Blocking; Jumping; Math, Basic; Reading; Writing
Description: With this skill users can fall, take hits, choreograph fights, and gaff (choreograph complete stunts). To do a stunt that requires jumping from a plane, users must have the skill Hang Glider Piloting (parachuting). So, depending on which stunt they wish to do, they must have the proper skill to do it.

To roll with a punch, users must roll their chance to accomplish. If they make it, they only take 75% of the damage. This only works against bludgeon attacks; it will not work with edged weapons, guns, grenades, tech weapons, or the powers.

Surveillance

Skill Points: 5
Ability Scores Required: 20 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: Concealment; Tracking; Reading; Writing
Description: With this skill users can follow people undetected, bug telephones and videophones, set alarms, bypass alarms, and install listening devices in rooms, clothing, and vehicles.

Surveillance, Counter-

Skill Points: 5
Ability Scores Required: 20 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: Concealment; Reading; Surveillance; Tracking; Writing
Description: This is the skill of detecting and foiling surveillance techniques. The user is trained in spotting covert observations and personal tails. They are trained in the location and deactivation of sophisticated devices such as microphones, wiretaps, and miniature cameras, just to name a few.

Survival, Wilderness

Skill Points: 10
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 40% + 1% per extra skill point
Prerequisites: Cooking; Medical, First Aid
Description: With this skill users can survive in wilderness settings. This skill allows users to recognize the types of flora and some of fauna. Users are able to survive in the wilderness by erecting natural shelters and eating plants, determining what is and isn't edible. Hunting adds 20% to the chance to accomplish; trapping adds 10%.

Swimming, Advanced*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: N/A
Prerequisites: Swimming, Basic
Description: With this skill users know water survival techniques and life saving.

Swimming, Basic

Skill Points: 1
Ability Scores Required: None
Time to Learn: 6 months
Bonuses: +1 to strength per 10 skill points
Chance to Accomplish: N/A
Prerequisites: None
Description: With this skill users know how to swim. Without this skill users cannot swim.

Tailoring

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 80% + 2% per extra skill point
Prerequisites: Math, Basic; Reading; Sewing; Writing
Description: With this skill users can make clothing, shoes, boots, leather armor, and anything else.

Tracking

Skill Points: 5
Ability Scores Required: 15 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 50 % + 2% per extra skill point
Prerequisites: None
Description: With this skill users can track animals and people through deserts (no more than 1 day later), woodlands (no more than 5 days), swamps and (nor more than 1 day), mountains (no more than 3 days), snow (no more than 5 clear days, 1 if snowing), and grasslands (no more than 3 days). Refer to "Tracking" in chapter 12 for more information.

Trapping*

Skill Points: 5
Ability Scores Required: 15 ego
Time to Learn: 6 months
Bonuses: None
Chance to Accomplish: 50% + 2% per extra skill point
Prerequisites: Concealment; Tracking
Description: This skill is self-explanatory. The referee should note that just because a user has this skill, it does not mean that the type of animal he wants to trap is available.

Undertaking*

Skill Points: 30
Ability Scores Required: None
Time to Learn: 5 years
Bonuses: None
Chance to Accomplish: 80% + 1% per extra skill point
Prerequisites: Anthropology, Exterior (Interior Anthropology if working with creatures from the Garden); Biology; Carpentry; Math, Basic; Reading; Writing
Description: With this skill users know how to bury the dead in accordance with the rites and customs of every culture on Synnibarr. This skill encompasses the making of tombstones, coffins, funeral pyres, religious ornamentation, and tombs that can withstand the elements and the ravages of

time. This skill also includes the embalming and preservation, cremation, and preparing bodies for open-casket funerals and for mummification. Of special note, users with this skill can create mummies and zombies.

Zombies will have 80% of all their original ability scores, with the exception of ego (maximum is 10) and constitution (none). Dodge, shot bonus, advantage bonus, and other combat statistics are whatever the scores give them. Zombies make excellent servants and will never turn on their creator. However, they have a problem with decomposition, deteriorating at a rate only slightly slower than a normal corpse. They also have a regrettable tendency to leave their body parts lying around. Zombies have no memories of their former lives and have an extremely limited level of intelligence. They can obey only simple commands of no more than 10 words. Zombies have the ability to speak and also combat skills and reading and writing (if they possessed those skills when alive). It takes 1 day to create a zombie.

Mummies retain their full strength and life points, but only 70% of all other points. They also have four 10ths damage protection. Mummies experience virtually no deterioration, so they are nearly immortal. To create a mummy, the brain and heart must be taken from the body and used in the mummification process. It takes 1 week to create a mummy. Since mummies are "steeped in the broth of their own existence" so to speak, they have more intelligence than zombies as well as a life force. They can use special abilities and learn any of the skills. They receive 50 skill points initially plus an additional 10 skill points per level attained.

Users need to use a charm of some sort to maintain control over their creations. This charm must be carried on the person controlling the zombie or mummy. Once created, these creatures obey the user or whoever else holds their charm. Zombies last for 30 days; mummies will last forever or until the charm is destroyed, and then "death" is instantaneous. Mummies do not heal naturally; a restoration spell must be used to repair them. Because no powers are used in their creation, mummies and zombies cannot be canceled or nullified.

Undertaking, Xeno-*

Skill Points: 7
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: 80% + 1% per extra skill point
Prerequisites: Anthropology, Exterior; Anthropology, Interior; Anthropology, Xeno-; Biology, Marine; Biology; Biology, Xeno-; Carpentry; Math, Basic; Reading; Undertaking; Writing
Description: This is the same skill as Undertaking, but it deals instead with alien creatures.

Ventriloquism*

Skill Points: 10
Ability Scores Required: None
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego + 10% + 1% per extra skill point
Prerequisites: None
Description: Users can seemingly throw their voices up to 10 feet away without moving their lips.

Weaving

Skill Points: 2
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 30% + 1% per extra skill point
Prerequisites: None
Description: This is the skill of using any type of fibrous material and transforming it to thread and cloth. They can construct and operate looms and spinning wheels, drop spindles, and other more primitive methods. This skill allows users to make cloth from raw materials and create dyes and waterproofing agents.

Weight Training

Skill Points: 5
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: +2 to strength
Chance to Accomplish: N/A
Prerequisites: None
Description: With this skill users know the proper techniques for lifting weights. They learn how to lift in class, and for every extra skill point they put into it, they gain 1 strength point. The maximum bonus with this is a +5; those with strength greater than 25 will not benefit from this skill.

Welding*

Skill Points: 5
Ability Scores Required: None
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego score + 40% + 1% per extra skill point
Prerequisites: None
Description: With this skill users learn how to weld using acetylene and arc-welding techniques. If Scuba Diving is possessed, a user with this skill can perform underwater welding.

Wood Carving

Skill Points: 3
Ability Scores Required: None
Time to Learn: 3 months
Bonuses: None
Chance to Accomplish: Ego + 40% + 5% per extra skill point
Prerequisites: None
Description: With this skill users learn how to become accomplished whittlers. It could be a great asset on exceptionally long adventures to be able to make fish hooks, knives, stakes, musical instruments, or even blowguns. No limit is placed on a user's creativity.

Writing

Skill Points: 1 for basic, 5 for advanced
Ability Scores Required: 20 ego
Time to Learn: 1 year
Bonuses: None
Chance to Accomplish: Ego + 20% + 5% per extra skill point
Prerequisites: Reading
Description: This skill teaches users elementary writing techniques. With advanced writing, users may publish factual, fictional, or game-oriented material. A user rolling less than the chance to accomplish will have successfully "sold" a work. Fate decides how well the material sells.

Zoology*

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 20% + 5% per extra skill point
Prerequisites: Biology; Biology, Marine; Math, Basic; Reading; Writing
Description: With this skill users know about animals, monsters, and creatures. The advantage in this is that a user, upon making his roll, is cognizant of a creature's weaknesses and strong points and whether it is benign or malevolent.

Zoology, Xeno-*

Skill Points: 10
Ability Scores Required: 20 ego
Time to Learn: 2 years
Bonuses: None
Chance to Accomplish: Ego score + 20% plus 5% per extra skill point
Prerequisites: Biology, Marine; Biology, Xeno-; Biology; Math, Basic; Reading; Writing; Zoology
Description: This is the same skill as Zoology, the difference being that users learn about creatures indigenous to other planets.

Hobbies

The following list is not all inclusive. Many other hobbies may be included. All characters should have at least one hobby. Some hobbies may require that the user learn a specific skill.

- Animal Breeding
- Animal Training
- Archery
- Art: Fine Arts, Sculpting, Painting, others
- Athletics
- Astrology
- Beekeeping
- Bingo
- Body Painting
- Bullfighting
- Bungee Jumping
- Card Playing
- Checkers
- Chess
- Collecting
- Cooking
- Crocheting
- Croquet
- Dancing (including the limbo)
- Darts
- Drake Taming
- Falconry
- Fire Eating
- Fire Walking
- Fire Dancing
- Frisbee
- Frisbee Golf
- Gambling: Betting, Cards, Dice, Roulette
- Gardening
- Golfing
- Gymnastics
- Hacking (computers)
- Hang Gliding
- Holography
- Hunting
- Interior Design
- Kite Flying
- Kite Making
- Knife Making
- Knife Throwing
- Loitering
- Macramé
- Music: Composer, Instrumentalist, Vocalist
- Modeling: Normal or Holographic, Radio-Controlled, Magic-Controlled, Illusions
- Motorcross: Antigrav Bikes, Peddle Power, and Hydrogen-Fueled
- Origami
- Photography
- Pottery
- Puzzles: Logic, Jigsaw, Word, Math, Crossword
- Parasailing
- Racing: Automobile, Aircraft, Boat, Horse, Remote-Controlled Vehicles
- River Rafting
- Rock Climbing
- Role Playing (live or table top)
- Skateboarding
- Skating: Ice, Roller
- Shooting: Skeet, Speed, Target
- Silk Screening
- Skiing: Snow, Water, Air, Antigrav Board
- Sledding
- Snow: Boarding, Mobiling
- Soccer
- Sports: Antigrav Tennis, Baseball, Basketball, Football, Football-Combat, Hacky Sack, Hockey, Polo (drake, dolphin, water, or horse), Racquetball, Soccer, Softball, Volleyball, Warball, and all others
- Surfing: Wind, Air, Wave
- Tennis: Table, Deck
- Video Games
- Writing: Comics, Informative and Science Types; Novels; Plays (actual and holographic); Poetry
- Yo-yo Throwing

Variant Race Examples

Listed in table 5 are a few variant races (quite a list actually) and how they have been converted into playable characters. The creatures themselves are fully described in chapter 17. Players can choose skills with the skill points they have left over from what is required to be a variant race. These characters are bound by all the limitations (see "Limitations" in chapter 2).

Alentien

Resistances: Alchemy: 35% + 1% per every two levels
Immunities: Physical and energy
Skill Points: 5 per level after 14th
Skills: Astral Projection; Combat, Dodging and Blocking; Concealment; Detect Spell Traps; Detect Traps and Secret Doors; History; Math, Basic; Meditation; Physics, Meta-; Reading; Science; Spell Detection; Writing
Special Abilities: Pure Practitioner of the Art in psionics (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions); no engineering until acquired through normal skill point usage. Character gets 100 to 200 psionic points to begin and another 10 to 100 points every three levels thereafter (not counting the base 100 points; maximum is 1,000 psionic points). Metamorph (see the fifth-level psi spell). This is used to exit the Worldship and as basic transportation. Alentiens do not sleep.

Ape, Mutant

Resistances: Magic, psionics, and earthpower: 25% + 1% per level
Skill Points: 10 per level
Skills: Combat, Projectile and Throwing Weapons; Concealment; Fishing; History; Hunting; Moving Silently; Reading; Swimming, Basic
Special Abilities: One master mutation, four lesser mutations, and two 10ths damage protection.

Arackmen

Resistances: Chi and psionics: 35% + 1% per every two levels
Skill Points: 10 per level
Skills: Ambush; Combat, Dodging and Blocking; Combat, Projectile and Throwing Weapons; Concealment; Hunting; Tracking
Special Abilities: Poisoned scorpion tail with special stinger and the ability to shoot webbing; two 10ths damage protection.

Batmen

Skill Points: 10 per level
Skills: Ambush; Bartering; Combat, Dodging and Blocking; Combat, Hand-Held Weapons; Combat, Hand-to-Hand; Concealment; Debating; Interrogation; Reading; Swimming, Basic; Writing
Special Abilities: Master mutation Sonic Wail; lesser mutation Enhanced Hearing.

Biogladite

Resistances: Magic: 50% + 1% per two levels
Skill Points: 5 per level after fourth
Skills: All non-marital-art combat skills; Ambush; Concealment; Electronics, Basic and Repair; Math, Basic; Mechanics, Basic; Reading; Science; Swimming, Basic; Tracking; Writing
Special Abilities: If characters have an intelligence score above 18, they may become Partial Practitioners of the Art in magic or earthpower (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions); two 10ths damage protection; change aura by touch; their aura, thoughts, and life force cannot be sensed.

Cattar

Skill Points: 10 per level
Skills: All non-martial-art combat skills except for Advanced Weapons; Ambush; Concealment; Hunting; Math, Basic; Moving Silently; Reading; Sewing; Swimming, Basic; Tailoring; Tracking; Writing
Special Abilities: Mutation field ability on weapons; three lesser mutations (no recessives) and a 25% chance of having a master mutation; one 10th damage protection.

Demon, Cave

Resistances: Psionics: 50%
Skill Points: 5 per level
Skills: All non-martial-art combat skills; Ambush; Balancing and Juggling; Climbing; Concealment; Math, Basic; Navigation, Land; Reading; Speleology; Swimming, Basic; Writing
Special Abilities: Two 10ths damage protection; lesser mutation Surface Adherence; master mutation Stone Eyes; specialized telekinesis; receive double damage from light attacks; specialized for of radar; Minor Practitioner of the Art in magic if character has an intelligence score above 17 (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions).

Demon, Tree

Resistances: Earthpower: 25% +1% per every 2 levels (maximum of 50%)
Skill Points: 5 per level
Skills: All non-martial-art combat skills; Ambush; Concealment; Hunting; Infiltration; Moving Silently; Sniping; Swimming, Basic; Tracking
Special Abilities: One 10th damage protection; the lesser mutation Surface Adherence and mutation eye beams. If intelligence score is above 17, character can become Minor Practitioner of the Art in magic or earthpower (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions).

Elvome

Resistances: Magic, earthpower, and mutations: 50% + 1% per level
Immunities: Chi and psionics
Skill Points: 5 per level after the ninth level
Skills: All non-marital-art combat skills; History; Linguistics; Math, Basic; Meditation; Reading; Swimming, Basic; Writing
Special Abilities: Pure Practitioner of the Art in earthpower (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions).

Fiend

Resistances: Earthpower, alchemy, and chi: 20% + 1% per every two levels when in physical form only (maximum of 50%)
Immunities: Physical and energy while in wraith form
Skill Points: 5 per level after 14th
Skills: Astral Projection; Combat, Dodging and Blocking; History; Interrogation; Math, Basic; Meditation; Physics, Meta-; Reading; Reading; Science; Spell Detection; Writing
Special Abilities: Minor Practitioner of the Art in magic, Pure Practitioner of the Art in psionics (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions); 100 to 200 psionic points to begin and another 10 to 100 points every three levels. Soul sting; transformation to wraith 1x/day/3 levels (requires one attack and is mutation based); fear aura.

Flymen

Skill Points: 10 per level
Skills: Biology; Botany; Combat, Dodging and Blocking; Combat, Projectile and Throwing Weapons; Concealment; Cooking; Detect Traps and Secret Doors; Linguistics; Lockpicking, Basic; Math, Basic; Medical, First Aid; Moving Silently; Pickpocketing; Reading; Survival, Wilderness; Writing
Special Abilities: Alchemist Starfire usable as an Alchemist (they can do the bolts and the shield); alchemy sting.

Giant, Air

Skill Points: 5 per level after the fourth level
Skills: All non-martial-art combat skills; Piloting, Airships; Reading; Writing
Special Abilities: Minor Practitioner of the Art in earthpower if wisdom is at least 17 (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions); two 10ths damage protection.

Giant, Elemental

Skill Points: 5 per level
Skills: Ambush; Carpentry; Combat, Dodging and Blocking; Combat, Projectile and Throwing Weapons; Concealment; Cooking; Hunting; Math, Basic; Medical, First Aid; Reading; Survival, Wilderness; Swimming, Basic; Tracking; Trapping; Writing
Special Abilities: Major mutation Thermal Kinetic (10th-level Mutant use of this is not gained until the 10th level); two 10ths damage protection.

Giant, Ice

Skill Points: 5 per level
Skills: Combat, Dodging and Blocking; Cooking; Medical, First Aid; Piloting, Flying Creatures; Survival, Wilderness; Players may spend 50 additional skill points as they wish.
Special Abilities: Ice Lightning; two 10ths damage protection.

Halitheian

Resistances: Chemicals: 50% + 1% per level
Skill Points: 10 per level
Skills: All non-martial-art combat skills; Math, Basic; Navigation, Land; Navigation, Water; Piloting, Boats; Reading; Shipwright; Swimming, Basic; Wood Carving; Writing
Special Abilities: Three 10ths damage protection and two extra attacks.

Lizoid, Mutant

Resistances: Earthpower: 50%
Skill Points: 10 per level
Skills: All non-martial-art combat skills; Acrobatics; Balancing and Juggling; Jumping; Running; Swimming, Basic
Special Abilities: Major mutation Null Void.

Loll, Earth

Resistances: Chi, psionics, and mutations: 50% + 1% per level
Immunities: Earthpower
Skill Points: 5 per level after the fourth level
Skills: Combat, Dodging and Blocking; Combat, Hand-Held Weapons; Reading; Swimming, Basic; Writing
Special Abilities: Partial Practitioner of the Art in earthpower and Argium Flare Burst (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions); one 10th damage protection; special earthpower spells usable once a day.

Loll, Ice

Resistances: Alchemy, psionics, and mutations: 50% + 1% per level
Immunities: Earthpower
Skill Points: 5 per level after fourth
Skills: All non-martial-art combat skills; Ambush; Concealment; Disguise; Impersonation; Infiltration; Moving Silently; Reading; Swimming, Basic; Writing
Special Abilities: Major mutation Thermal Kinetic (cold modes only); master mutations Metamorph and Control Body Molecules; and freeze instantly with touch.

Loll, Storm

Resistances: Chi and psionics: 50% + 1% per level
Immunities: Earthpower
Skill Points: 5 per level after the fourth level
Skills: All non-martial-art combat skills; Ambush; Concealment; Cooking; Fishing; Medical, First Aid; Survival,

Wilderness; Swimming, Basic; Tracking; Trapping
Special Abilities: Lesser mutation Surface Adherence and the major mutation Environmental Kinetic.

Lolt, War

Resistances: Psionics, chi, and mutations: 50% + 1% per level
Immunities: Earthpower
Skill Points: 10 per level
Skills: All non-martial-art combat skills; Blacksmithing; Cooking; Hunting; Medical, First Aid; Survival, Wilderness; Swimming, Basic; Writing
Special Abilities: Sense earthpower; 25% chance of having one master mutation; two extra attacks and two 10ths damage protection.

Mantis, Armored

Immunities: Energy
Skill Points: 10 per level
Skills: all non-marital-art combat skills; Anthropology, Interior; Blacksmithing; History; Jeweler; Tailoring
Special Abilities: Flight; two 10ths damage protection; magic field on claws.

Panther Men

Skill Points: 5 per level after 14th
Skills: All non-martial-art combat skills; Anthropology, Exterior; Archeology; Cooking; History; Math, Basic; Medical, First Aid; Reading; Survival, Wilderness; Swimming, Basic; Writing
Special Abilities: Minor Practitioner of the Art and Partial Practitioner of the Art in magic, psionics, or earthpower (the player can choose which; see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions). If psionics are chosen, the character gets 2 to 200 psionic points to begin with and another 1 to 100 psionic points every three levels thereafter. Character receives one to four lesser mutations.

Priests of Berava

Skill Points: 5 per level after the fourth level
Skills: All combat skills; Astral Projection; Biology; Biology; Biology, Marine; Biology, Xeno-; Botany; Chi Use; Concealment; Cooking; Debating; Disguise; Impersonation; Math, Basic; Medical, First Aid; Meditation; Moving Silently; Nerve Pinch; Physics, Meta-; Reading; Science; Sleight-of-Hand; Survival, Wilderness; Swimming, Basic; Writing
Special Abilities: Pure Practitioners of the Art in magic or earthpower (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions), plus Ninja or Tiger abilities learned as the traditional class, respectively.

Raccoon, Talking

Skill Points: 10 per level
Skills: All non-martial-art combat skills; Concealment; Cooking; Hunting; Medical, First Aid; Survival, Wilderness; Swimming, Basic
Special Abilities: Enhanced senses (vision, hearing, and smell); the lesser mutation +25% Shot.

Ravashem

Resistances: Chemicals and poisons: 35% + 1% per level
Skill Points: 5 per level
Skills: Combat, Dodging and Blocking; Combat, Hand-Held Weapons; Combat, Hand-to-Hand; Medical, First Aid; Reading; Writing; Players may spend 40 additional skill points as they wish.
Special Abilities: Pure Practitioner of the Art in blood magic (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 17 for the lists and descriptions).

Scarrok

Resistances: Mutations and energy: 25% + 1% per level
Skill Points: 10 per level
Skills: All non-martial-art combat skills; Ambush; Concealment; Hunting; Swimming, Basic
Special Abilities: One 10th damage protection. New warriors are gifted with a set of hadrathium chainmail and sword along with an earth root staff and two distilled heal spring melons.

Tenjohussan

Resistances: Chi, psionics, and earthpower: 35% + 1% per level
Skill Points: 10 per level
Skills: All non-martial-art combat skills; Balancing and Juggling; Bartering; Blacksmithing; Climbing; Interrogation; Math, Basic; Navigation, Land; Navigation, Water; Piloting, Boats; Reading; Speleology; Swimming, Advanced; Swimming, Basic; Writing
Special Abilities: Special tongue with Surface Adherence and an effect similar to the lesser mutation force field; poison claws; two 10ths damage protection.

Tuch's Legion

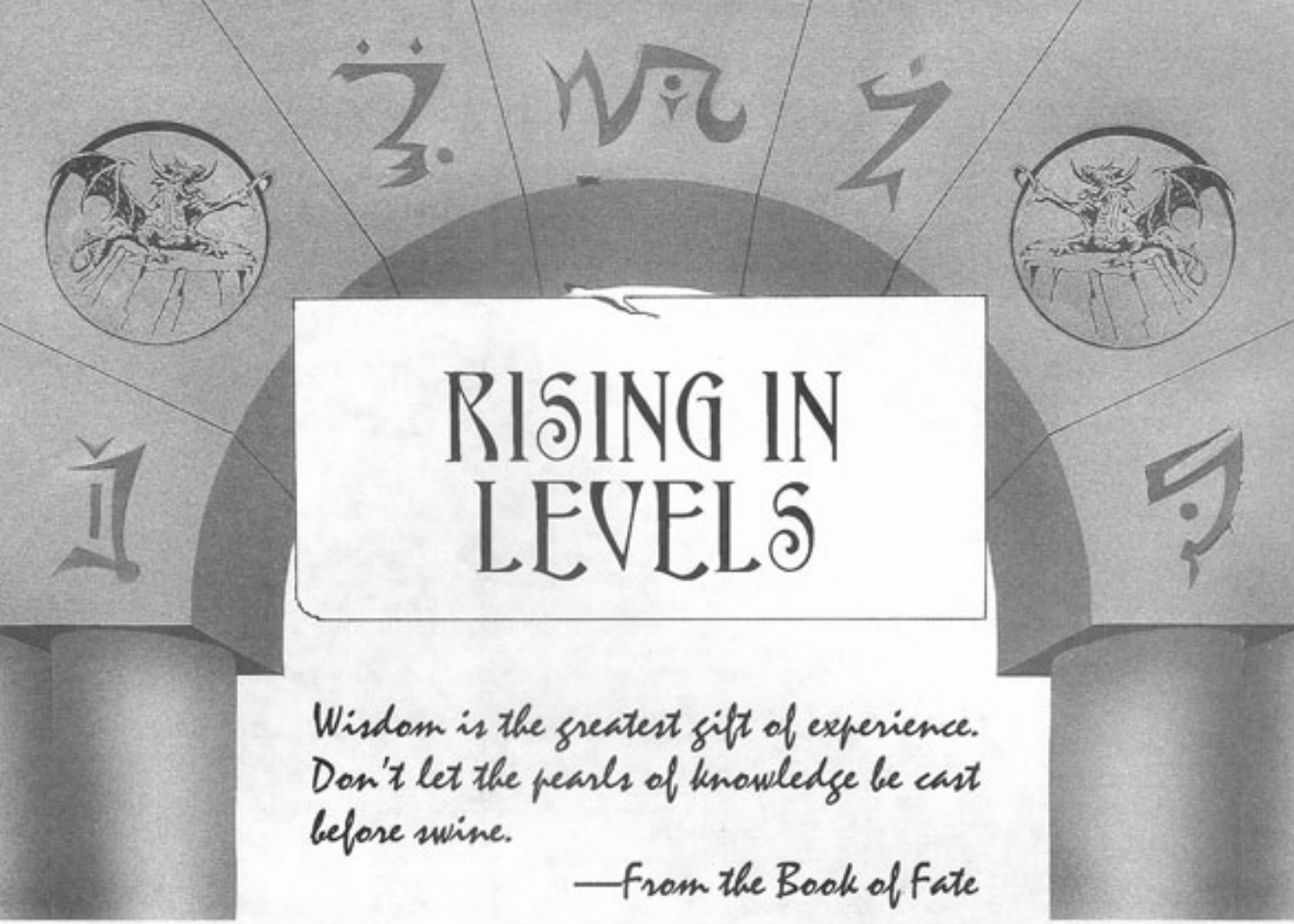
Skill Points: 5 per level after the ninth level
Skills: All combat skills; Ambush; Biology; Biology, Marine; Biology, Xeno-; Chi Use; Concealment; Detect Traps and Secret Doors; Infiltration; Interrogation; Math, Basic; Moving Silently; Navigation, Land; Nerve Pinch; Reading; Swimming, Basic; Writing
Special Abilities: Poison claws, Minor Practitioner of the Art in magic, plus Ninja abilities (see the monster description in chapter 17 for limitations and refer to chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions). At 40th level character receives from one to four first-level mage spells in Venderant Nalaberong.

Vampire, Mutant

Resistances: Mutations, alchemy, and chi: 25% + 1% per level
Immunities: Heat-based attacks at 25th level if character has gone through the ritual to Unlife
Skill Points: 5 per level after the fourth level
Skills: Combat, Dodging and Blocking; Players may spend 50 additional skill points as they wish.
Special Abilities: Metamorph, Partial Practitioner of the Art in either magic, psionics if intelligence or wisdom score is above 17 (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the lists and descriptions). Psionic users get 10 to 100 psionic points to begin with and another 10 to 100 psionic points every three levels thereafter.

Viceen

Resistances: Magic, psionics, and earthpower: 50%
Immunities: Alchemy and mutations
Skill Points: 10 per level
Skills: All non-martial-art combat skills; Blacksmithing; Concealment; Glass Blowing; Math, Basic; Mechanics, Basic; Navigation, Land; Reading; Swimming, Basic; Writing
Special Abilities: One 10th damage protection; poison tongue claw.



RISING IN LEVELS

Wisdom is the greatest gift of experience. Don't let the pearls of knowledge be cast before swine.

—From the Book of Fate

One difficulty with role-playing games is determining an adventurer's level of experience. The use of levels can tend to pigeon hole characters. However, levels are necessary for the evaluation of the overall power of the adventurer. Terms such as "beginner," "expert," and "master" are inadequate in describing a character's proficiency so that the referee can create a balanced scenario without overestimating or underestimating a party or character. We have attempted to give gaming points for a variety of events in addition to conventional combat (see "Gaming Points" in chapter 15). Gaming points are used to advance in levels. Skill points are used to increase the chance to accomplish a skill.

The objective of this game is to be open to variation. As your characters adventure, they will rise in levels, becoming wiser and more skilled as they go. If they survive, eventually some Gods may notice them and assist them to cross the threshold to immortality.

With each new level, your adventurers will become better able to wield their abilities, eventually gaining complete mastery of their powers. At this stage, there is no more mortal progression. Immortality is the next step. Now a character's body and mind can hold the sheer power of immortality and be able to withstand the psychic shock of the transformation without going insane.

Level Adjustments

The bonuses an adventurer receives for rising in levels are stated on table 54. Life points, number of attacks, advantage, shot bonus, dodge, and such increase as characters gain levels. Also, certain abilities listed with a character's description in chapter 1, and some skills, may increase per level. Abilities that are gained through learning skills, but which a character does not normally learn, can only have their scores increased through investing more skill points in the skill, except for Practitioner of the Art.

If a character becomes a Practitioner of an Art, he begins at first level and rises in levels at the normal rate, although gaming points must be split up (see "Dividing Gaming Points" below). In other words, a 10th-level adventurer who learns magic will be a second-level Practitioner upon reaching the 11th level.

Gaming Points

To gain levels, your adventurer must acquire gaming points through adventuring. It takes double the next level in gaming points to rise to that level. For example, 10 gaming points are needed to go from fourth to fifth level (5 x 2); 22 are needed to rise from 10th to 11th level (11 x 2). If your adventurer goes out, rescues a damsel, slays a drake and comes back, he may receive a possible 11 gaming points. Now, if your adventurer is a first-level character, you will subtract 4 gaming points (2 x 2) from the 11 points; now your character is a second-level adventurer with 7 gaming points remaining. You can then subtract 6 gaming points (3 x 2) from this and rise to third level, leaving 1 gaming point remaining. To rise to the fourth level, the character will need 7 more gaming points (4 x 2). Since these are not enough points yet, the last gaming point will be saved to add to whatever is earned in the next adventure. Keep track of all gaming points, including frac-

tions of gaming points earned by an adventurer (see "Gaming Points" in chapter 15).

Dividing Gaming Points

In the cases of double-classed characters and those who have become a Practitioner of the Art over and above the character's normal class abilities, gaming points received are divided between the classes. A double-classed Immortal Born character who learned to be a Practitioner of the Art, must divide all gaming points earned by three and apply them to each class. Minor and Partial Practitioner are considered a class in this case when dividing up gaming points. Arts learned do not give a character an extra set of skill points.

Gaining Skill Points Per Level

Characters acquire skill points as they rise in levels, which they can spend on increasing their chance to accomplish a particular skill or on learning a new one.

Non-Classed Adventurers get 10 additional skill points per level. Guild-trained characters and most others get five additional skill points per level. Tigers do not receive any additional skill points until after fourth level. Amazons and Ninjas do not receive additional skill points until after ninth level, and Mage Tigers and Psielves have to wait until after 14th level. Refer to the "Variant Race Examples" in chapter 1 for the number of skill points the variant races receive per level.

Time to Rise in Levels

It takes 6 months of training for characters to rise to the next level. Bio Syntha Cyborgs that have two adaptations do not need to spend 6 months for each adaptation. Both are learned at the same time. Chameleon Drakes are also extremely quick-witted as far as their own ability go. In 6 months they can learned what is necessary to go up one level in all the different forms that they can turn into.

To increase the chance to accomplish for a skill that is already known takes a number of hours equal to the percentage to rise to, multiplied by 10%. For example, to go from 48% to 49% takes 4.9 hours. Note that B.S.C.s learn skills four times faster than normal (this does not apply to rising in levels). Chameleon Drakes learn skills at the normal rate.

Rising to Immortality and Godhood

Within the context of the game "immortality" is defined as the ability to surpass the limits of mortals. All pertinent limitations are stated in tables 57 through 62 at the end of this chapter.

For the details on immortality, ask Fate. But be careful and wait until your adventurer is at least at the 45th level unless your parents are Gods or, say, your adventurer wants to pray to his mother or father. Never

Table 54. CHARACTER-LEVEL ADJUSTMENTS*

Class	Life Points	Attacks Per Turn	Dodge	Block	Disarm	Throw	AA Surprise	A Surprise	B Surprise	C Surprise
Alchemist	100–400	+1 per 10	+1 per 3	+1			-1/2	-1/2	-1	-1
Amazon	100–600	+1 per 8	+1/2	+3	+2	+3	-1	-1	-2	-1-1/2
Aquarian	100–600	+1 per 8	+1/2	+1 per 3			-1/2	-1	-1	-1
Archer	100–600	+1 per 8	+1	+1 per 3			-1/2	-1	-2	-1-1/2
B.S.C. Generator	100–800	+1 per 8	+1	+1			-1	-1	-2	-1-1/2
B.S.C. Genetec	100–800	+1 per 8	+1	+1			-1	-1	-2	-1-1/2
B.S.C. Infiltrator	100–1,000	+1 per 7	+1	+2	+3		-1	-1	-2	-1-1/2
B.S.C. Warrior	200–2,000	+1 per 8	+1	+1			-1	-1	-2	-1-1/2
Chameleon Drake	100–800	+1 per 8	+1 per 3	+1 per 3			-1	-1-1/2	-1-1/2	-1-1/2
Dwarf	100–400	+1 per 8	+1	+1 per 3			-1/2	-1	-1	-1
Giant	100–1,000	+1 per 8	+1	+2		+1	-1/2	-1	-1	-1-1/2
Gnome	20–200	+1 per 10	+1 per 3	+1			-1/2	-1/2	-1	-1
Mage Warrior	100–400	+1 per 10	+1 per 3	+1			-1/2	-1-1/2	-1	-1
Mutant	100–600	+1 per 8	+1	+1			-1/2	-1/2	-1	-1
Ninja	100–600	+1 per 7	+1	+2	+2	+2	-1	-1	-2	-1-1/2
Psielf	100–400	+1 per 8	+1/2	+1			-1	-1	-1	-1
Shadow Master	100–400	+1 per 10	+1 per 3	+1			-1/2	-1	-1	-1
Shadow Warrior	100–600	+1 per 8	+1/2	+2	+1	+1	-1	-1	-1	-1
Shaman	100–600	+1 per 8	+1/2	+1			-1/2	-1	-1	-1
Tiger, Golden/Scarlet	100–600	+1 per 6	+1	+2	+3	+2	-1	-1	-1-1/2	-1-1/2
Tiger, Mage	100–600	+1 per 8	+1/2	+2	+3	+2	-1/2	-1	-1	-1
Wereman	100–600	+1 per 8	+1	+1 per 3			-1/2	-1/2	-1/2	-1/2
Winged Warrior	100–600	+1 per 8	+1	+1			-1	-1	-1	-1/2
Non-Classed	Special**	+1 per 10	+1 per 3	+1 per 3			-1/2	-1/2	-1/2	-1/2

* The adjustments on the table are per level. Where it is stated "+1 per 8," it means that the attribute increases by one every eight levels. Spaces with no listing indicate that the character does not know how to do that particular technique (if learned through skills the scores must be increased through investing skill points).

** Non-Classed Adventurers have 90% of the life points per level of their classed counterparts because they have not gone through the same rigorous physical training. Humans get 100 to 400 life points per level.

Shot Bonus: All character classes' shot bonuses increase 1% per level.

Advantage Bonus: Mages, Alchemists, Gnomes, Shadow Masters, and Non-Classed Adventurers rise 1/2 every 10 levels; Golden and Scarlet Tigers rise 1/2 every 6 levels; Amazons and Ninjas, rise 1/2 every 7 levels; all others, rise 1/2 every 8 levels.

Fate Rolls: All fate rolls (except those versus diseases, poisons, and chemicals) for all characters increase 1% per level.

wish to be an Immortal or God, or your character will blow up.

The Immortal Quest

For characters to attain immortality, they must go on an Immortal Quest. This is usually undertaken when characters are between the 45th and 50th levels. Multiple-classed characters need only have one of their classes at this high level. Adventurers must contact the deity that they prefer and ask for a quest to prove themselves worthy. This can be done once a day. There is a 50% chance that the deity will hear and answer, plus 1% per level that the character has worshipped that particular deity (Fate must have knowledge of this faith or no bonuses shall be awarded). If the deity approves of the character, then the God will require some extremely difficult task to be performed, one that benefits the deity, not the character.

Once the task has been completed, the deity will help the character cross the threshold to immortality. The adventurer is taken to Titan, the home of the Gods, where he will undergo the rites of passage. During this rite, the deity must flood the character's body with one god point to preserve his life, and then send him into the Fires of Shadarkeem. Doing this makes the character Immortal (51st level).

Rising to Demigodhood is done in a similar fashion. An Immortal aspiring to this level must petition a God to send him on a Demigod Quest. Once the quest is completed, the Immortal enters the Flames again. He or she will need 10 god points from the God that sent him on the quest. While in the Flames, the Immortal must breathe in the Flames. Doing so alters the character's soul, giving him one core god point and making him 71st level.

Demigods wishing to become Gods go through the same process. However, the Demigod needs to breathe in the Flames while converting one of the core god points into God Power. Also he needs 100 god points from the deity that is assisting in the transformation. A Demigod's own God Power will not work for this. Demigods going through this rite emerge as 110th level characters.

There is one level higher than Godhood that can be obtained, that is elder Godhood. The rules for obtaining this are similar to those mentioned before, but they will not be covered in this manual (sorry).

The Flames of Shadarkeem

The Flames of Shadarkeem are the vent for the power that the dread dimension absorbs. The flames form a pillar 100 feet tall and 20 feet in diameter. They are in the city Titan, which is on the planet Taine (see the footnote in the Introduction under "In the Beginning..." for more information). Its exact location is a secret, known only to Immortals and Gods. The Immortals and Gods may appear in Titan through teleportation. This drains 5 constitution points per use, and requires 1 minute of total concentration. They must not carry others with them until Godhood, and then it requires one god point each to keep mortals alive in the city. (Refer to chapter 18 for more information.)

Immortal Differences

When mortal adventurers step from the Flames, they are a first-level Immortal (51st level). Gone forever is the mortal fear of death and aging. The first thing the new Immortal receives is a second character class, given by Lord Sa'pell himself. The new class begins at first level, and the Immortal must return to school to rise in levels as before. Training in the original class is now self-taught although it still takes the same amount of time. The extra class is only given if the character does not already have one.

If a Immortal is a Bio Syntha Cyborg, it receives an actual life force and a soul, along with all the other benefits of immortality. This soul allows the B.S.C. to exercise or generate its Immortal abilities, such as Divine Vision and Eternal Sustenance. The soul will also allow the B.S.C. to stay conscious and active when nullified or in an area where high technology does not function. The soul directly converts its life force into EGs, so the B.S.C. operates its powers in the usual manner. B.S.C.s do not gain extra EGs from transforming to immortality. However, now they may be able to learn the language of Venderant Nalaberong, whereas before, as mortals, they could not.

Another benefit of immortality is the halting of the aging process and the raising of limitations. All of these things become difficulties of their previous, mortal life.

A byproduct of being elevated in mind and body is a special ability called Divine Vision. This sense allows Immortals to feel the presence of life forms, magic, psionics, earthpower, mutations, chi, alchemy, energy, and the levels and auras of individuals. Also, they can sense God Power and its intensity, but this sense is more like hearing. Divine Vision will not allow users to locate specific targets, unless the target is separated and the user can visually see them clearly (see "Using Sensing Abilities" in chapter 9). Divine Vision has a range of 5 feet per level of the Immortal.

Immortal Levels

The rising in levels remains the same. All gaming points earned must be split evenly between the two character classes. Thus, Immortals will rise very rapidly at first in their new class while still rising slowly in their original class. Always make sure you remain aware of the limitations.

Many spells and special abilities have a damage, range, and other attributes that vary with the level of the user. The following list gives the "mortal level" equivalent for Immortals and Gods when determining such effects. This is also the number of gaming points divided in half that are needed to attain each level from the previous one.

Table 55. IMMORTAL TO MORTAL LEVELS

Immortal Level	Equivalent Level
1st-level Immortal	51
2nd-level Immortal	52
3rd–19th-levels	53–69
20th-level Immortal	70
1st-level Demigod	71
2nd-level Demigod	72
3rd–29th levels	73–99
30th-level Demigod	100
1st-level God	110
2nd-level God	120
50th-level God	600

Gains of Immortality

Each level of immortality comes with several benefits, some of which have already been mentioned. The strength bonuses acquired cannot be canceled by a nullification. If a human Immortal normally has a 250 strength, when nullified this will drop to 125, instead of 25 for a mortal. The following three sections describe these in more detail.

Immortal Abilities

When you become an Immortal you receive the following:

- One additional character class (total of two)
- One Immortal 10th. This 10th is always present; no matter what physical form an Immortal takes, it cannot be nullified.
- Divine Vision: Range is 5 feet per level of the Immortal. Allows one to "see" magic, psionics, earthpower, mutations, chi, alchemy, energy, life force, auras,

levels, and God Power. This does not drain constitution.
- Eternal Sustenance. This power is just like the fourth-level Mage Warrior spell. It must be activated by the Immortal. However, there is no drain or power base.
- +2 on all ability scores except strength.
- +100 to strength score.
- +1 advantage bonus.

Immortals gain 1,000 life points per Immortal level and the normal life points for their classes combined.

Demigod Abilities

When you become a Demigod you receive the following:

- One additional Immortal 10th (total of two).
- Continual Eternal Sustenance. This is a "side effect" of acquiring core god points.
- +2 on all ability scores except strength.
- +100 on strength score.
- +1 advantage bonus.

Demigods gain 10,000 life points per Demigod level and the normal life points for their classes combined. They get 1 core god point per level.

God Abilities

Characters reaching Godhood receive the following:

- One additional character class (total of three).
- One additional Immortal 10th (total of three).
- +3 on all ability scores except strength.
- +100 on strength score.
- +1 advantage bonus.

Gods gain 50,000 life points per god level and the normal life points for their classes combined. They get 10 core god points per level. Divine Vision increases to a 50-mile range and a 5-mile area of notice at one time.

God Power

God created Fate and Fate created the Centiverse. The Centiverse has 100 dimensions, each with 100 subdimensions. It exists as the canvas on which the painting of the cosmic struggle will unfold forever. Within the Centiverse exists a force called "God Power."

This force is the strongest in existence, rivaled only by Venderant Nalaberong, which cannot affect God Power. The two forces can never be combined, for the nature of God Power is such that it only amplifies the power that it is used in conjunction with. This effectively gives users more constitution points with which they can amplify a mutation or spell effect.

To better describe this power, let's define the term "God." Within this game there are beings that have elevated their consciousness to a level whereupon they can channel a special form of energy through their minds and bodies. These energies are generated by the thoughts and the life forces of those creatures who meditate and worship a God. As a result, this can lead to a great amount of power, power that is then channeled and absorbed by the being.

Gods (or Demigods) in this game have a few differences from Immortals. First, they do not require food, water, or air. These things have been replaced by God Power, which flows throughout every fiber of their being and eliminates the need for basic sustenance. This power can be manifested in the form of great bursts of energy or God Power. Each God Bolt does 10,000 to 100,000 LPD plus an additional 10,000 LPD per god level and requires 1 god point to enact. If using less power than one complete god point, the damage decreases proportionally. The range of the blast is sight.

Also, God Power can be called on to create a shield that will stop all forces except Venderant Nalaberong. The shield can withstand up to 100,000 LPD per god point used. The shield will only protect in a 180-degree range (half-sphere). The God Bolt and God Shield can only be invoked by Demigods and Gods, not by lesser beings that may have acquired God Power in one form or another.

Besides these effects, the main use of God Power is to amplify any of the God's natural abilities, especially those that drain constitution points. Upon adding God Power to any type of effect, it will become God Power. One god point equals 20 constitution points, 300 psionic points, or 500 EGs. As little as 1/10 of a god point may be used at one time. So with these bonuses, a God can become very formidable. However, they may get depleted of power. Used power returns in 24 hours. If never used, it stays forever but will not grow or overcharge.

Core God Points

Core god points are a part of a God's or Demigod's soul. Each core point generates 1/10 of a point of God Power every day. Core points increase per level. The only other way to get them is by controlling a divine plane (see "Divine Planes," this chapter). Also, core god points may be directly converted into God Power. For this, one core point equals 10 god points. Converting core points into god points will work even if a God is under a God Power nullification. However, whole core points must be used. Fractions are not allowed. Core god points increase by 1 every level of Demigodhood, and by 10 for every level during Godhood, although once used, they do not return. The maximum core points that any being can have are 2,000.

Worshippers

The number of worshippers a God has will give them additional power. God Power from worshippers equals 1% of the square root of the number of worshippers. Consult table 56 for calculated amounts. Each worshipper must faithfully meditate and pray for at least 15 minutes a day.

Table 56. GOD POWER FROM WORSHIPPERS

Number of Worshippers	God Points Per Day
1	Negligible (0.01)
100	0.1
1,000	0.3
5,000	0.7
10,000	1.0
50,000	2.2
100,000	3.2
500,000	7.1
1,000,000	10.0
5,000,000	22.4
10,000,000	31.6
50,000,000	70.7
100,000,000	100.0
110,250,000	105.0[a]
272,250,000	165.0[b]
500,000,000	223.6
1,000,000,000	316.2
5,000,000,000	707.1
8,100,000,000	900.0[c]

[a] First-level Demigod maximum.
[b] First-level God maximum.
[c] Fiftieth-level God maximum.

The maximum controllable god points per day from worshippers are equal to a God's level and a half. This does not include god points received from core god points.

Death of Immortals and Gods

This is usually a temporary state for higher beings, one that is, for the most part, just an inconvenience. Death lasts for 2 weeks unless their souls are imprisoned in some fashion. Theirs soul will regenerate new bodies from the old DNA codes stored in their Immortal minds. Until reformed, they exist as a spirit or in astral form. While in

this state, they can communicate only by speech. They can interact on the physical plane by willing themselves to be seen and heard. Destruction of the soul causes permanent death.

Shadarkeem metal is a special substance that absorbs every power save Venderant Nalaberong. If Immortal beings (including Demigods and Gods) come within 10 feet per pound of this metal, they will feel weakness. If they come within 1 foot per pound, they will lapse into unconsciousness (metabolic shock every segment). If left in proximity of the metal for more than 5 minutes, their bodies will die, their souls having been absorbed by the metal. If touched by Shadarkeem metal, destruction will occur instantaneously, including worn clothing and equipment. Only if the metal is broken or destroyed can these beings be freed; this must be done with caution to avoid harming the imprisoned soul.

Divine Planes

A divine plane is a pocket dimension. It may begin as an area 100 miles in diameter. It requires a sum of 100 core god points and 500 god points to create. Once created, a deity can build a small asteroid within and provide a livable environment. The laws of nature within the plane (such as gravity, way plant growth, the elemental base of organic creatures, or the inability of magic to function) can be set by the creator at the time of creation. Once set, they require 10 god points a day per change to maintain. Gods must will this power away only for its usage. Divine planes are linked to the deity that created them. However, it is not considered a home plane until linked by way of the Fires of Shadarkeem.

A plane does not have a limit on how large it may be. Increasing the size of a plane requires 1 core god point and 5 god points per 10 miles. Also, a God or Demigod's controlled plane increases 10 miles per level. Creating planets costs 1 core point and 5 god points for a 1-mile-diameter globe. Increasing the size drains the same for every mile increase in diameter, although a clever God may find another way to amass matter. Life forms must be genetically engineered and accurately placed in a habitable area. Maintenance of unnatural temperature variations uses 10 god points per 1 mile of area.

Controlling a Plane

To control one's newly created plane or another God's divine plane, one must defeat the resident deity and expel them (except in the case of your own created plane). Also, the political and military systems of any creatures living in that plane must be controlled, including most importantly, the religious majority (see "Priests" in chapter 18). All these things must be maintained for 1 year. It also takes this amount of time for a God to attune to his newly created plane.

After all these things have been done, the plane is now "controlled." Controlling a plane will give the controller 100 core god points. God Power and core points must be spent as just mentioned to increase the size of the plane and its natural laws (the plane will increase in size per level). As new deities receives worshippers, they get god points and can hear all prayers.

A plane may be placed anywhere. They coexist on different dimensional frequencies and may occupy the same physical space of the prime or subdimension that they are in. Even two divine planes (or more for that matter) may occupy the same space. Once a plane is created it may not be moved, only expanded.

Openings to a plane may be manipulated by the controlling deity. Creating them costs 10 god points. Moving these portals costs 5 god points. Opening to pass through them requires 2 core god points by anyone other than the owner of the plane. Closing a portal under the same circumstances costs 1 core point. Portals can be freely passed though by whoever created them. Blocking and locking an opening requires at least 10 god points per day (by anyone). These openings are to the prime or subdimension. To open a hole into another deity's plane costs an additional 100 god points per action (on top of the two core points to open) and will alert the controlling deity. Getting through locked portals requires the same additional amount of god points that was used to lock it. Once a locked portal is opened, the power must be used again to lock it. A hole opened can be visualized as the cavern Hercules entered to find the Realm of the Dead, although the creator of the portal chooses its appearance. Changing of natural laws by a deity who does not control that plane costs 10 core god points for a 1-mile-area of effect.

Home Planes

Home planes are very special to Gods and Demigods. A home plane is created by releasing 50 god points into a controlled plane daily for 1 year. When the Demigod or God has done this, they may again enter the Flames of Shadarkeem and expend 100 core points into a piece of material from the plane. This process binds them to the plane itself. The piece of material must be placed back into the plane. While within the plane's boundaries, a God's existence cannot be destroyed, even if the God's soul is destroyed. They only exception is if God Bolts are used to burn the soul. A God's soul must be held in some way, and then blasted. Outside or inside a home plane, this will obliterate a God's existence. A soul has a number of life points equal to its physical body for purposes of how long this destruction takes. If a God's soul is destroyed outside his home plane, the home plane will regenerate him in 2 weeks. However, a home plane cannot recover a God from Shadarkeem metal.

After a home plane is created, its natural laws may be changed. These changes must take place within 1 week, and they are permanent. After one week, the God must expend God Power to maintain any changes.

Once Gods are bound to their home plane, their well-being directly affects everything within its confines. A deity's death can have catastrophic results. If the deity's soul is destroyed or if he is not in contact with his home plane for 1 year, the special bond will be broken. Controlling a home plane is done as with other planes, although a new deity must go though the "bonding" process to make it his own home plane.

Limitations

When adventurers rise in levels, they will gain more abilities. However, there are limitations on what characters can have, even with wishes. The following tables present the stopping points for your character's abilities. As adventurers become Immortals, Demigods, and Gods, the ceiling on their limits naturally rises. In no way will a mortal character be able to approach the abilities of an Immortal or God. These tables should be referenced if there is a question of how high a certain attribute score may be.

Note that an adventurer (mortal or otherwise) may not be more than three different character classes at one time, whether by normal means, Possession, or Power Transfer. Also, adventurers cannot travel back in time to help themselves. This causes severe stress on the timelines. If an adventurer attempts time travel, that person will go insane. Worse yet, he may be washed away in time altogether. No character may ever leave the Centiverse or exceed the limitations in any way.

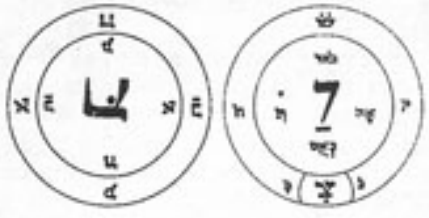


Table 57. ABILITY LIMITATIONS

Description	Mortals	Immortals	Demigods	Gods
Life points	50,000	100,000*	500,000	10,000,000
Maximum level obtainable	50	70	100	600
Constitution	20	25	35	50
Strength	1,000	1,100	1,200	1,500
Agility	35	40	45	50
Dexterity	35	40	45	50
Intelligence	30	40	45	50
Wisdom	25	30	40	50
Ego	55	70	85	100

* Except for Lordsguard and Dark Lords.

Table 58. POINT LIMITATIONS

Description	Mortals	Immortals	Demigods	Gods
SMUs for Pure Practitioners	350	450	550	650
SMUs for Partial Practitioners	250	350	450	550
SMUs for Minor Practitioners	150	250	350	450
Psionic points	1,000	2,000	3,000	5,000
EG storage for B.S.C.s	1,000	2,000	2,500	3,000
Skill points	680	880	1,180	6,180
Core god points	—	—	2,000*	2,000*

* The only way to obtain this is through controlling divine planes.

Table 59. COMBAT LIMITATIONS

Description	Mortals	Immortals	Demigods	Gods
Attacks per turn	10	12	13	15
Advantage bonus	+8-1/2	+10-1/2	+11-1/2	+12-1/2
Shot bonus	+100%	+100%	+100%	+100%
Dodge	75%	80%	85%	90%
Beam attack dodge	65%	70%	75%	85%
Block, disarm, throw	80%	85%	90%	95%

Table 60. FATE-ROLL LIMITATIONS

Description	Mortals	Immortals	Demigods	Gods
Fate roll[a]	55%	65%	75%	85%
God roll[b]	30%	40%	60%	80%
Metabolic shock	50%	60%	65%	80%
System Shutdown	85%	85%	85%	85%
Resistances[c]	5	5	5	5
Resistance percentage[c]	75%	75%	75%	75%
Immunities[d]	2	2	2	2

a Fate versus diseases, poisons, and chemicals never increases above the percentage equaling your constitution + 10.

b While Demigod and Gods have a god roll percentage listed, they only get this if they worship another God.

c Resistances may be against magic, psionics, earthpower, mutations, chi, alchemy, heat, cold, disease, poison, chemicals, and phaze attacks. The maximum resistance that one can have against Pure Psionics and Venderant Nalaberong is 50%.

d You may be immune to the above categories mentioned for resistances, except for Venderant Nalaberong and Pure Psionics, and including God Power, time, and gravity. The only exception to this rule is the midnight sunstone drake's and hydra's immunity to Pure Psionics.

Table 61. SURPRISE LIMITATIONS

Description	Mortals	Immortals	Demigods	Gods
Surprise class AA*	90%	80%	70%	60%
Surprise class A*	50%	40%	30%	20%
Surprise classes B & C	20%	15%	10%	5%

* B.S.C.s, Chameleon Drakes, Ninjas, Winged Warriors, and certain variant races, owing to enhanced senses or radar, may go as low as 50% in class AA and 20% class A.

Table 62. MISCELLANEOUS LIMITATIONS

Description	Mortals	Immortals	Demigods	Gods
Locate Traps and Disarm Traps	85%	90%	95%	100%
Nerve Pinch	75%	85%	95%	100%
Normal 10ths	4	4	4	4
Immortal 10ths[a]	0	1	2	3
Lesser mutations	4	6	6	6
Master mutations	2	2	3	3
Major mutations	1	1	1	2
Brought back to life[b]	1/2 con	N/A	N/A	N/A
Engineering studies	4	5	6	7
Special abilities[c]	25	30	35	40
Medium for a curse[d]	1	2	3	4
Duration spells upon oneself (or in one area)	3	3	3	3
Permanent enchantments on one's body (soul)	3	3	3	3
Lesser enchanted items carried[e]	8	10	12	16
Wishes cast for oneself	3	4	5	6

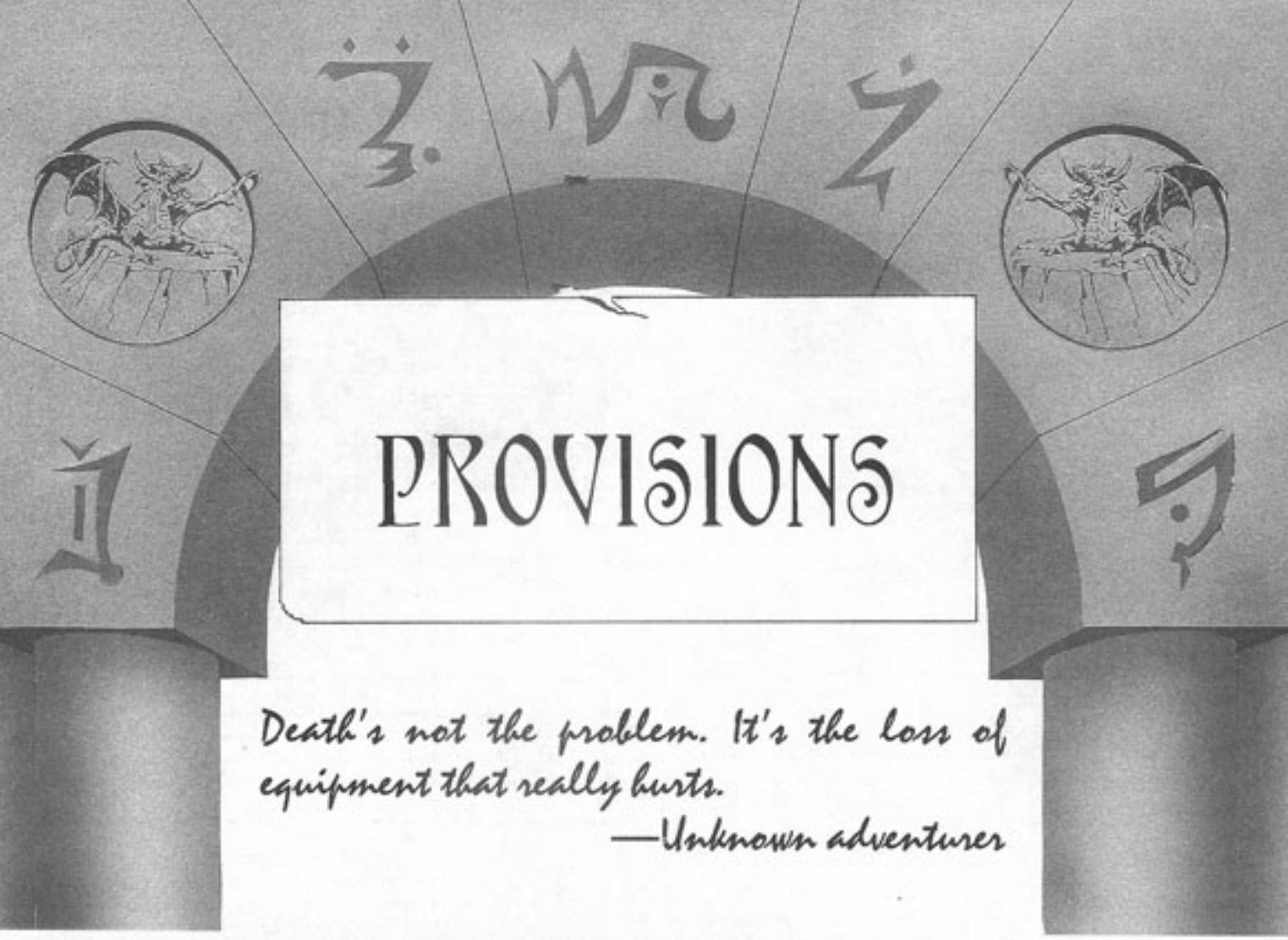
a Immortal 10ths are in place of normal 10ths. Altogether, a character cannot have more than four 10ths in the body. On top of this, four 10ths of armor can be worn.

b Mortal characters may be brought back a number of times equal to half their constitution score. Immortals, Demigods, and Gods recreate their bodies in 2 weeks if their souls are still intact. This may happen any number of times (see "Death of Immortals and Gods").

c Includes abilities from all classes, not counting individual spells. Example: If a Ninja, having all of his special abilities, power transfers with an Amazon and a Tiger, who both have all their own, the Ninja would have received altogether more than 25; he would lose some in the process of the power transfer. Highest level abilities will go first. Also, those abilities that can be performed a certain number of days per level, such as the Chameleon Drake's Change Form, can be done a maximum of 50 times per day and no higher, unless otherwise stated.

d This is how many curses may be placed upon a character, not how many times you can be affected by one.

e This is the maximum number of enchanted items a character can carry on his body. Any more items carried in this fashion temporarily nullify one another. The different types of enchanted items can be combined according to the following equivalents: Archer arrows, potions, and scrolls equal 1/10 of a lesser item. Twenty-four-hour Greater Bindings count as one lesser. Major items and permanent Greater Bindings count as two lesser items. Elite items count as four lesser items, and god items equal eight lesser items.



PROVISIONS

Death's not the problem. It's the loss of equipment that really hurts.

—Unknown adventurer

This chapter lists everything that is conveniently available in most hardware and Alchemist shops. The prices are usually set. However, I once got a 10% discount on a pair of cursed bagpipes. Seriously, you can bargain, but only if Fate allows.

The equipment in table 64 can be purchased in most major cities on Synnibarr. The values may fluctuate depending on the area in which the merchant lives. For instance, a fur coat purchased at an Arctic village may cost twice as much as in Terra. Clothing is useless as armor protection because the minimum damage of most weapons is far beyond their life points.

Detailed descriptions of items follow immediately after each table in which they are listed. Electronic items are not organic electronics unless specifically stated.

High-tech guns and rifles are distributed for sale by the Alchemist Guild in Terra and other major cities. These items are highly effective.

Money

Starting money for characters is determined by rolling on table 34 in chapter 1. Dollars are the units of money on Synnibarr. However, the currency is usually in the form of small gold plates, called *tiers,* of varying sizes. Table 63 shows the units of money, their value, and type of metal. Items sold back to stores usually receive 10% of their regular price.

Table 63. MONETARY UNITS

Unit	Value	Weight
Gold terrum	$500	1 oz
Gold tier	$100	0.2 oz
Hadrathium tier	$50	0.1 oz
Black titanium tier	$20	0.04 oz
Titanium tier	$5	0.02 oz
Silver tier	$1	0.1 oz

Creating Money

The Terra Council keeps close track of the creation and distribution of all tiers. Almost all places will take any form of precious substance as currency. Most merchants have an eye for the value of jewels and other precious metals.

At 40th level, adventurers may use matter creation abilities to create money. It is at this point that these adventurers are summoned to appear before the Terra Council. During this appearance, the Council explains to them the delicate balance of the Synnibarrian economy. The ability to create money is a very tempting ability indeed. It can, however, lead to utter chaos.

The abilities of matter creation were never intended to be used to create money. Therefore, it is highly illegal (according to Synnibarrian law) to create money for a purchase that is greater than $100 million.

Basic Necessities and Hardware

The following paragraphs are detailed descriptions of a few of the more complex items listed on table 64.

Air Compressor

Cost: $400
Life Points: 50,000
Weight: 150 pounds
Size: 2 by 3 by 1 foot
Description: This is a portable hydrogen-fueled unit. It will fill air tanks in a 1/2 hour. Users get up to 20 fillings with its 1-gallon fuel capacity. The compressor will function where technology does not work.

Diving and Scuba Gear: the Reisner Mechlung

Cost: $150
Life Points: 1,000
Weight: 15 pounds
Size: Special (see description)
Description: This kit includes a dry suit, fins, mask, weight belt, snorkel, two tanks, regulator, timer, and depth watch. No electronics are used. Atmosphere duration for normal-sized characters is 4 hours. Maximum usable depth is 900 feet.

Medical Kit

Cost: $100
Life Points: 100
Weight: 9 pounds
Size: 10 by 4 by 10 inches
Description: The kit includes three main items, in addition to 25 small bandages, a bottle of antiseptic, and 10 feet of gauze:

1. Two hypodermic syringes filled with diluted Alchemist's ambrosia that will cure poisons and disease and restore 10% of a user's maximum life points. This can be used only once a day.
2. Three spray-bottle adhesive casts or bandages. The bottle contains enough adhesive for one full arm cast and 1,000 bandages. Casts have 100 LP.
3. Seven pounds of protoplasm. This substance can be used to temporarily replace one leg or two arms. Protoplasm is molded like clay while in a fresh state, then attached to the remaining flesh. It comes alive, grafting itself to the wounded area by acting on the DNA code to copy the lost part. It will not work on complex vital organs. However, hearts can be healed. Protoplasm limbs last a maximum of 1 week with a normal strength factor. It takes 5 minutes before they are usable.

Life-Support Belt

Cost: $10,000
Life Points: 800
Weight: 2 pounds
Size: Special (see description)
Description: This belt uses EG clips (1 EG per clip). The unit has five extra parts in the form of collar, wrist, and ankle bracelets. The belt creates an invisible field that will contain an atmosphere and protect the wearer from the cold of space or the coldest Arctic sea. Air is provided for up to 2 hours. The belt's field can be expanded to hold one extra person. However, this will reduce its duration by half. The maximum usable depth underwater is 300 feet.

Solar-Powered Audiovisual TV

Cost: $5,000,000
Life Points: 4,000
Weight: 10 pounds
Size: 12 by 10 by 10 inches
Description: This unit includes digital chip storage of up to 100 hours of recording. It also comes with a remote camera. The unit can send and receive for a 1,000-mile radius. It uses a 1-EG clip, which lasts 1 month. The TV itself has 5-foot collapsible solar panel and can be linked up to a magical relay device created by the Alchemists.

Table 64. BASIC NECESSITIES AND HARDWARE

Name	Cost	Life Points	Weight
Air compressor	$400	50,000	150 lb
Alcohol (pint)	$1	1	1 lb
Backpack, nylon, 2' x 3', 200-lb cap.	$20	2	5 lb
Boots, hard, rubber-soled, climbing	$25	5	7 lb
Boots, soft leather	$15	1	4 lb
Boots, spiked bottoms	$50	5	9 lb
Cable, 2-ton test with hook	$5/foot	10,000	1 lb/foot
Cable, 10-ton test	$25/foot	50,000	4 lb/foot
Canteen, 1 gallon	$5	2	9 lb (full)
Clothing (depends upon your taste)	$100–1,000	1	5 lb
Coat, down	$50	2	4 lb
Compass wristwatch	$100	N/A	N/A
Cooking utensils, pots and pans	$20	10	15 lb
Cooking utensils, silverware	$30	3	5 lb
Diving and scuba gear	$150	1,000 (total)	15 lb (total)
FM radios[a]	$1,000 for 2	10	6 oz each
Flashlight, large, waterproof[b]	$10	3	1 lb
Flashlight, small, waterproof[b]	$5	1	5 oz
Flint and steel	$1	N/A	N/A
Food[c]	$2/day	1	3 lb/day
Furs	$50	3	8 lb
Hammock tent (1- to 6-man)	$10/man size	1	20 lb/man size
Lantern, alcohol[d]	$15	4	7 lb
Lantern, battery[d]	$10	5	10 lb
Leathers	$500	8	30 lb
Life-support belt	$10,000	800	2 lb
Lighter	$1	1	N/A
Medical kit	$100	100	9 lb
Plastic tarp, 10' x 20'	$5	1	30 lb
Pouch, leather, 5" dia. by 10" deep	$2	1	4 oz
Pouch, rubber, 10" dia. by 20" deep	$1	1	3 oz
Pup tent (3-man)	$45	1	25 lb
Rainwear	$50	1	10 lb
Robes	$50	1	7 lb
Rope, nylon, 2-ton test with hook	$2/ft	5,000	4 oz/ft
Sack, large, canvass, 2' x 4', 300-lb cap.	$5	1	2 lb
Sack, small, canvass, 1' x 2', 150-lb cap.	$2	1	1 lb
Shoes, hightops	$30	2	3 lb
Shoes, snow with crampons	$20	3	5 lb
Shoes, tennis	$25	1	2 lb
Sleeping bag, waterproof, down	$50	2	10 lb
Solar-powered audiovisual TV	$5,000,000	4,000	10 lb (total)
Thermalwear	$300	4	30 lb
Waterbag, 5 gal, plastic or rubber	$10	1	42 lb (full)
Wine, Crystalberry (bottle)	$4	1	1-1/2 lb (full)
Wine, Crystal Fire (bottle)	$10	1	1-1/2 lb (full)

[a] Each radio has a 1-EG clip and uses 0.01 EGs per month. These units can be hand-held or mounted in a headset. Their effective range is 100 miles.
[b] The duration of these is 1 year. Range for the large is 300 feet. Range for the small is 40 feet.
[c] Each day's rations (3 lb) are enough to sustain an adventurer's nutritional needs. The rations include protein sticks, a nutrient paste, and a specially balanced liquid containing all the needed vitamins, including supplements for females, Giants, and Chameleon Drakes.
[d] Lanterns light up a 25-foot-radius area. The alcohol lantern uses 1 pint of alcohol every 2 hours. The battery lantern has a 1-EG clip (must be bought separately), which will last almost forever.

Concerning Alcoholic Beverages:

Warning! The Terra Council has determined that drinking alcoholic beverages during pregnancy can cause mutations.

Alcoholic beverages impair shot and dodge rolls by -5% and advantage by -1/2 for every ounce consumed.

Power Sources

Most electronic devices are powered by energy. This energy comes in the form of high-capacity batteries called EGs. There are two types: normal electronics and organic electronics. Normal energy cannot be used with organic electronic devices although organic electronic energy can power normal electronics. EGs come in clips. Consult tables 65 through 67 for EG clip sizes and costs and for generator specifications. Clips can be hard wired together for 1% of the total value of the number of clips hooked up.

Table 65. NORMAL ENERGY CLIPS*

Clip Size	Cost	Life Points	Weight	Size
1	$100	10	1 oz	1" x 1/2" x 1/4"
10	$1,000	100	6 oz	5" x 1-1/2" x 1/2"
100	$10,000	1,000	1 lb	10" x 4" x 1"
500	$50,000	5,000	5 lb	10" dia., 5" tall dome shape
1,000	$100,000	10,000	10 lb	18" dia., 8" tall dome shape

* The cost to recharge normal electronic EG clips is $100 per EG and takes 15 minutes per EG.

Table 66. ORGANIC ELECTRONIC ENERGY CLIPS*

Clip Size	Cost	Life Points	Weight	Size
1	$1,000	5	1/4 oz	1/2" dia., 1" tall dome shape
10	$10,000	50	1 oz	1" dia., 2" tall dome shape
100	$100,000	500	3 oz	1" dia., 5" tall dome shape
500	$500,000	2,500	10 oz	2" dia., 5" tall dome shape
1,000	$1,000,000	5,000	1-1/2 lb	2-1/2" dia., 9" tall dome shape

* The cost to recharge organic electronic EG clips is $1,000 per EG and takes 1 hour per EG.

Table 67. GENERATORS AND FUEL

Name	Cost	LP	Weight	Size
Hydrogen generator[a]	$1,000,000	8,000	47 lb	3' x 1-1/2' x 1-1/2'
Liquid hydrogen container[b]	$500/gallon	1,000	10 lb/gal	Depends on capacity
Liquid hydrogen fuel[c]	$500/gallon	1	5 lb/gal	Depends on amount
Solar generator[d]	$2,000,000	500	150 lb	3' square; opens to 30' umbrella
Thelin's charge-light solar generator[e]	$25,000,000	500	3 lb	10" long cylinder with 4' fold out panels
Organic energy solar generator[f]	$30,000,000	3,000	15 lb	5" square; opens to 4' panel

[a] Comes with a 3-gallon tank. Larger tanks cost $500 per gallon. Uses 1 gallon every 15 minutes.
[b] All containers are made of the finest pelleum steel, with nonspark nozzles.
[c] One gallon of fuel will produce 15 EGs of power.
[d] Generates 1 EG every 15 minutes for normal electronics.
[e] This item is organic electronic (O.E.). It will charge both O.E. and normal electronic devices, generating 0.5 EG every 30 minutes. It doubles as a flashlight, lasting 1 hour for every hour it has been in the sun. The light beam has a focusing switch (maximum range, 300').
[f] This stands on a tripod. It will generate 1/2 EG every 30 minutes for O.E. devices only.

Natural Substances

All the substances in following table are generally available for purchase in Terra and other cities and villages. All have a percentage chance of being in stock. Each has its own special properties. Refer to chapter 17, "Monsters," for complete details.

Table 68. ORGANIC NATURAL SUBSTANCES

Name	Cost	LP	Weight	In Stock	Special Property*
Air ferns	$10/plant	1	4 oz	100%	Supplies oxygen.
Apples, golden	$100 each	1	10 oz	60%	Nullifies a person's powers for 48 hours.
Apples, silver	$20 each	1	10 oz	80%	Supplies all nourishment for the next 24 hours.
Blood oranges	$200 each	1	12 oz	100%	Restores all used constitution points.
Fireberries	$5/berry	1	1 oz each	100%	Emit a soft glow for 8 hours. If squeezed and broken open, they will generate enough heat to start a fire with wet wood. They last for 4 weeks once picked.
Flying root	$50 each	1	5 oz	75%	Gives a user the power of flight for 1 hour.
Heal spring melon	$50 each	1	1 lb	100%	Heals all wounds and most diseases.
Mistberries	$25 each	1	1 oz	75%	Transforms user into mist for 1 hour.
Neptune's Breath	$100 each	1	3 oz	65%	Each grape gives Eternal Sustenance for 1 hour.
Psisheen mushrooms	$100 each	1	4 oz	90%	Gives 100 psionic points along with some psionic powers.
Psisha	$100,000/pint	1	1 lb/pint	50%	Restores 100 psionic points per teaspoon (see the description of "Psisheen Mushrooms" in chapter 17).
Psisha Adreemus	$100,000,000/ pint	1	1 lb/pint	35%	Restores 1,000 psionic points per teaspoon (see the description of "Psisheen Mushrooms" in chapter 17).
Tesseract twigs	$150 each	1	1 oz	80%	Each twig will tesseract a user 100 feet.

* Many of these substances can only be eaten or used a certain number of times per day without ill or opposite effects.

Alien Substances

The substances listed in table 69 are found on other planets. They do not exist naturally on Synnibarr. All substances have a 30% chance of being in stock (see chapter 7, "Lands and Worlds," for more details.)

Table 69. NATURAL SUBSTANCES

Name	Cost	LP	Weight	Special Property*
Armor oil	$100,000/pint	1	1 lb/pint	Between 1 pint and 1 gallon are found in the giant beetle's shell on Tarn. One pint will coat a person's skin, giving two 10ths for 6 hours. There is a 70% chance of skin cancer if used more than once in a 24-hour period.
Calls Blood	$10,000 for 6 ounces	1	Depends on amount	This is a special earth found on Caltoose. It may be used to cause explosions or mixed with sun crystals to restore all lost strength and constitution points.
Oak peas	$5,000/pod	1	3 oz	This is found on Caltoose. Each pod will add 100 strength points for 1 hour.
Sun crystals	$300,000/cup	1	1/2 lb/cup	This is found on Caltoose. It is a crystalline dust that, when mixed with Calls Blood, will restore all lost constitution points.

* Many of these substances can only be eaten or used a certain number of times per day without ill or opposite effects.

Hand-Held Weapons

All weapons may be altered. You should have enough basic information to make whatever weapon you wish. Most weapons come with a wooden or leather-wrapped handle.

All characters can choose their particularly favorite weapon. There are countless variations. There is one limitation, however: a weapon name followed by an MA indicates a martial art weapon. These are usable only by character classes that have the combat skill, Martial Art Weapons. Although any character can carry and attack with a martial art weapon, if he is not skilled in the martial arts, he will not receive his shot and strike bonus.

All characters, except for Non-Classed Adventurers, are trained in the use of at least three weapons. They receive their shot bonuses only when using these three weapons.

If a character has Uncommon Proficiency, he may use any weapon type with the exception of the Ninja longsword. With this weapon, a character may do only normal sword damage (100 to 800 points).

Weapon Damages

Heavy weapons do 1 LPD per pound of the object plus the normal weapon's damage from table 70. For example, a normal war club will do 100 to 1,000 + 20 LPD. One weighing 500 pounds will do 100 to 1,000 + 500 LPD. The object's size or volume is adjusted accordingly (see "Combat With Heavy Objects" in chapter 12 for more information).

Coatings

The process for coating an object with another material can sometimes be difficult. Metals of differing hardness will not bond properly to one another. Pelleum, for instance, will not adhere to steel, iron, or sunstone. Pelleum steel exists because it is put together while in the hands of an earth elemental. Steel is the only substance that will work in this manner. A weapon needs to be entirely constructed of a substance for it to withstand the rigors of use.

Alternative Material Construction

Most all normal weapons are made out of steel. Although this is very durable, some adventurers will want their swords to be made of some other material to get the benefits of a harder substance (which cut through 10ths). Also, the more a weapon weighs the more damage it will do.

Because metals of differing hardness will not bond together (see Coatings, this chapter), a density factor has been calculated to help determine how much of a material will be needed to make a weapon of the same size. These numbers are listed on table 90 in chapter 4. A density factor is calculated by taking the density of the desired material divided by the density of the normal material. The factors in table 90 are calculated against the density of steel. You will want to determine your own factors for converting from materials other than steel.

Depending on out of what material you want to make a weapon, take that substance's density factor (from the table) and multiply it times the weight of the steel weapon in pounds. That gives you the weight of the weapon made out of the new substance. The new weapon is the same size as one that is made out of steel.

Now that you have the weight of the substance needed to make the weapon, you can figure the cost based on the amounts shown in table 90 (chapter 4). (Remember,

Table 70. HAND-HELD WEAPONS

Name	Cost	Life Points	Damage	Weight	Size
Axe, large war	$50	415,000	100–1,000	10 lb	4' long
Chain	$2/foot	7,000	10–60	2 lb/foot	3' to 20' long
Club, war[a]	$5	830,000	10–100	20 lb	4' long
Dagger, long	$15	25,000	100–600	10 oz	15" long
Dagger, short	$10	15,000	100–400	6 oz	9" long
Glaive	$50	200,000	100–800	5 lb	1-1/2' blade, 1/2' handle
Halberd[b]	$190	700,000	200–1,200	25 lb	7' long
Mace	$10	490,000	100–800	12 lb	2-1/2' long
Mace, spiked ball[c]	$20	620,000	100–800	15 lb	3' long
Manruki gesauri (MA)	$5	7,000	10–80	2 lb	4' long
Nunchaku (MA)[d]	$25	5,000	10–100	2 lb (wood)	14" long
Sai (MA)[e]	$60 a pair	124,000	100–600	3 lb	18" long
Staff	$7	12,700	10–100	5 lb (wood)	5' long
Staff, bladed (MA)	$7	200,000	100–800	5 lb	4' long
Sword, long samurai (MA)[f]	$200	200,000	100–800[f]	5 lb	3' long
Sword, long	$50	240,000	100–800	6 lb	3' long
Sword, short samurai (MA)	$50	124,000	100–800	3 lb	2-1/2' long
Sword, short	$25	166,000	100–600	4 lb	2-1/2' long
Tanto (MA)	$15	18,000	100–800	7 oz	8" long
Tonfa (MA)[g]	$25 a pair	83,000	100–600	2 lb	18" long
Whip, razor tooth[h]	$30	30,000	100–200	4 lb (leather)	30' long

a This has spikes radiating from one end.
b This is a long pole with an axehead on one end.
c This is a club with a spiked ball and chain attached.
d This weapon is two octagonal dowels connected with a 3-inch cable. The cable is steel and has 2,000 life points.
e This is similar to a large fork, but the two outer prongs are one-third the size of the middle prong. They are most always sold in pairs.
f Amazons and Ninjas do 100 to 1,000 LPD with this weapon.
g This weapon comes in pairs. It is a pole with a handle protruding on one side one-quarter of the way down.
h This whip will hold 25,000 pounds It is a length of woven black manta leather strips with spikes on the end. The spikes weigh 2 ounces.

there are 16 ounces in a pound.) The base price of the normal steel material is added to the price for the new weapon to cover the construction costs.

Example: To construct a longsword out of pelleum, find the density factor of pelleum listed in table 90. (This equals 11.522.) Now multiply this times the weight of a steel longsword (6 pounds), for a total of 69.13 pounds. This is how much a pelleum longsword weighs. Pelleum is $1,000 an ounce. At 69.13 pounds (1106.11 ounces), it costs $1,106,110. The base price of a normal long word ($50) must be added to cover the cost of construction. I now have a heavy, expensive longsword, which has the benefits of cutting through two 10ths.

Giant-Sized Weapons (Optional)

Creating larger than normal sized weapons is commonplace, especially where Giants are concerned. A 16-foot Giant is not going to want to go into battle with a 3-foot sword. However, calculating proportionate sizes and weights is difficult without exact volumes of the items in question. In other words, the size does not increase the same as the weight. Feel free to estimate the volumes for your own large-sized weapons. A fairly simple method is to take the listed weight of a weapon in pounds and divide it by its length in inches cubed. From this you get a multiplier. Take this multiplier and multiply it by the desired length in inches cubed. This will give an approximate weight for the larger weapon. Consult the following equations:

$$\text{Weight (lb)} \div \text{Normal Length}^3\ (\text{in}^3) = \text{Multiplier}$$

$$\text{New Weight (lb)} = \text{Multiplier} \times \text{Desired Length}^3\ (\text{in}^3)$$

Example: A normal longsword weighs 6 pounds and is 36 inches in length (3 feet). The multiplier is 0.0001286 (6 ÷ 36 ÷ 36 ÷ 36). For an 8-foot sword (96 inches) the weight would be 113.8 pounds (0.0001286 x 96 x 96 x 96).

Projectile Weapons

All the weapons on table 71 are the mundane types that fire objects over a distance. The ranges of bows and crossbows are equal to 15 times the user's strength score in feet. All are custom made to suit a person's strength. Hand-held weapons cut through objects having one 10th less than their own. Projectiles, on the other hand, cut through as many 10ths as they themselves possess. So a hadrathium arrowhead would cut through two 10ths as contrasted with a hadrathium sword that cuts through only one. This also applies to bullets from guns. Refer to "Hand-Held Weapons" for applicable rules concerning larger-sized weapons, martial art weapons, and alternative material constructions. See also "Throwing Objects" and "Life Points of Objects and Piercing" in chapter 12.

Table 71. PROJECTILE WEAPONS

Name	Cost	Life Points	Damage	Weight	Size
Axe, throwing	$25	249,000	100–600	6 lb	1-1/2' long
Blowgun[a]	$15	83,000	10–60[b]	2 lb	4' long
Bow, long[c]	$70	245,000	10–100[b]	6 lb	5' tall
Compound bow[c]	$100	165,000	10–100[b]	4 lb	3' tall
Crossbow pistol[c]	$250	124,000	10–80[b]	3 lb	7" string
Crossbow[c]	$150	400,000	100–200[b]	13 lb	25" string
Hammer, throwing war	$65	249,000	100–800	6 lb	2' long
Razor boomerang	$5	25,000	100–400	10 oz	15" long
Sling	$5	10,000	100–400[d]	6 oz	3' long
Spear	$15	12,700	100–1,000	5 lb (wood)[e]	6' long
Throwing stars[f]	$3	7,700	10–60	3 oz	4" dia.

[a] See "Exhalation Force" in chapter 12 for determining the amount of force with which you can expel the dart.
[b] These damages are only if the item is used for clubbing. The true damage done is per the projectile used.
[c] Hadrathium must be used to construct these items for strengths over 100, and pelleum steel for strengths over 930 (see "Alternative Material Construction").
[d] This damage applies if the sling is used as a garrote.
[e] The tip of the spear is 10 inches of steel and weighs 6 ounces.
[f] Up to three of these may be thrown per attack.

Table 72. PROJECTILES

Name	Cost	Life Points	Damage	Weight	Size
Arrow	$10	4	100–2,000	8 oz*	2' long
Pelleum shot (sling)	$1 each	320,000	100–400**	2.7 lb (pelleum)	1" dia. ball
Bolt, crossbow	$15	4	100–1,000	6 oz	8" long
Bolt, pistol crossbow	$10	3	100–600	4 oz	6" long
Dart (blowgun)	$1 each	1	10–20	0.04 oz	3" long

* An arrowhead weighs 1 ounce.

Low-Tech Weapons

These items will function anywhere, in space or underwater. They are manufactured using technology, but they work on a mechanical or chemical basis; thus, they are usable in areas where technology does not function. Ammunition for weapons must be bought separately. The structural integrity for the guns and ammunition is 93%.

Table 73. LOW-TECH WEAPONS

Name	Cost	Life Points	Damage	Range	Weight	Size
Blue Rain grenade	$5,000	20	10,000–60,000	—	1 lb	3" x 2"
CO_2 dart gun	$50	3,900	100–400[a]	40'	1 lb	3" barrel
Grenade launcher	$5,000	300,000	100–800[a]	500'	7 lb	2' long
Hand bomb	$75	20	1,000–10,000	—	1 lb	4" x 1"
Hand-held missile launcher	$5,000	230,000	100–800[a]	—	4 lb	2' long
Machine rifle	$4,000	180,000	100–800[a]	2,000'	5 lb	2-1/2' long
Pistol	$1,500	80,000	100–400[a]	300'	2 lb	8" barrel
Shotgun	$2,500	150,000	100–800[a]	70', 300' for slug	6-1/2 lb	30" long
Sniper rifle	$3,100	150,000	100–600[a]	6,000'	4 lb	3' long

[a] Damages apply only if the gun is used for clubbing. The true damage done is depends on the ammunition used.

Table 74. LOW-TECH AMMUNITION

Name	Cost	Life Points	Damage	Weight	Size
Bullet (round)[a]	$10	200	2,000	1/3 oz	1" long x 10 mm
Bullet, sniper	$15	200	3,000	1/2 oz	1-1/4" long x 10 mm
CO_2 cartridge[b]	$5	8	—	4 oz	4" long
CO_2 dart[c]	$1	1	10–20	1/2 oz	1" long
Shell grenade[d]	$20	10	10,000–60,000	8 oz	3" long, 1-1/2" dia.
Shotgun shell, pellets[a]	$30	100	10,000–20,000	1-1/2 oz	2-1/2" long
Shotgun shell, slug[a]	$30	100	10,000–40,000	2 oz	2-1/2" long

[a] The normal bullet uses 4 grams of concussion crystal to propel it. The sniper bullet holds 6 grams. Shotgun shells hold 12 grams.
[b] One cartridge is good for 10 shots.
[c] The dart can hold 1 cc of chemicals.
[d] This has a 20-foot area of effect (wide-beam attack to evade).

Blue Rain Grenade

Cost: $5,000
Life Points: 20
Damage: 10,000 to 60,000
Area Affect: 20-foot diameter
Weight: 1 pound
Size: 3 by 2 inches
Description: An alchemy bomb (fate versus alchemy). A 24-hour timer is an extra $200. It can also be filled with 1 pound of steel fragments. One pound of fragments will do 10,000 LPD (physical). This can be used with the grenade launcher.

CO_2 Dart Gun

Cost: $50
Life Points: 3,900
Damage: 10 to 20
Range: 40 feet
Clip Size: 10 darts (clip is 1 by 3 inches)
Weight: 1 pound (unloaded)
Size: 3-inch barrel
Description: This is one of the smallest weapons in existence. It is finished in flat-black that is nonreflective. The clip is spring loaded for fast ejection. The weapon is constructed of a hard plastic with only the CO_2 cartridge comprised of metal. The darts can be loaded with different chemicals, or a special nose reservoir on the gun can be primed to dose each dart as it is fired. The reservoir holds only enough liquid for three darts. The weapon is semiautomatic.

Grenade Launcher

Cost: $5,000
Life Points: 300,000
Damage: As per grenade used
Range: 500 feet
Area Affect: As per grenade used
Clip Size: 10 shell grenades (clip itself is 9 inches in diameter and 3-1/2 inches deep)
Weight: 7 pounds (loaded)
Size: 2 feet long
Description: This weapon is constructed of plastic and anodized steel. The grenade launcher is one of the most effective hand-held weapons. The grenades themselves are loaded into a barrel clip that rotates as each shot is fired. It requires two attacks per round to load a grenade into the clip and three attacks to replace a spent clip. The weapon is designed to be taken apart for storage, requiring 10 attacks to disassemble and 20 to reassemble. Options include a nose-mounted tripod ($100) and a scope ($120).

Hand Bomb

Cost: $75
Life Points: 20
Damage: 1,000 to 10,000
Area Affect: 15-foot diameter
Weight: 1 pound
Size: 4 by 1 inch
Description: Based on concussion crystal (10 grams). It holds 1 pound of fragments (see "Blue Rain Bomb"), or poison gas may be used. Costs and effects are the same as for normal poisons (see "Ninja" in chapter 1). Gas explosion covers a 15-foot area and lasts for the normal poison duration unless there is an air current. A 24-hour timer is $200 more.

Hand-Held Missile Launcher

Cost: $5,000
Life Points: 230,000
Range: As per missile used
Area Affect: As per missile used
Damage: As per missile used
Weight: 4 pounds (unloaded)
Size: 2 feet long
Description: This weapon has a variable diameter barrel that can be adjusted between 2 and 3 inches. When not in use it

may be compacted to one foot in length. Shoulder missile launchers will function underwater and in space as long as the missile is designed for it. It requires two attacks to load and will hold any missile that is between 2 and 3 inches in diameter.

Machine Rifle

Cost: $4,000
Life Points: 180,000
Damage: 2,000 to 10,000
Range: 2,000 feet
Weight: 5 pounds (loaded)
Size: 2-1/2 feet long
Description: Fires five rounds per attack (wide-beam attack). Clip holds 30 rounds and can be altered for a belt feed ($200). The inside of the barrel is coated with pelleum, so it does not heat up. A user can aim at five separate targets within 20 feet of each other (see "Warfare With Automatic Weapons" in chapter 12). It requires 10 attacks to disassemble the rifle and 20 to put it back together. The weapon is constructed of hard plastic and anodized aluminum. It can be disassembled completely for covert storage.

Pistol

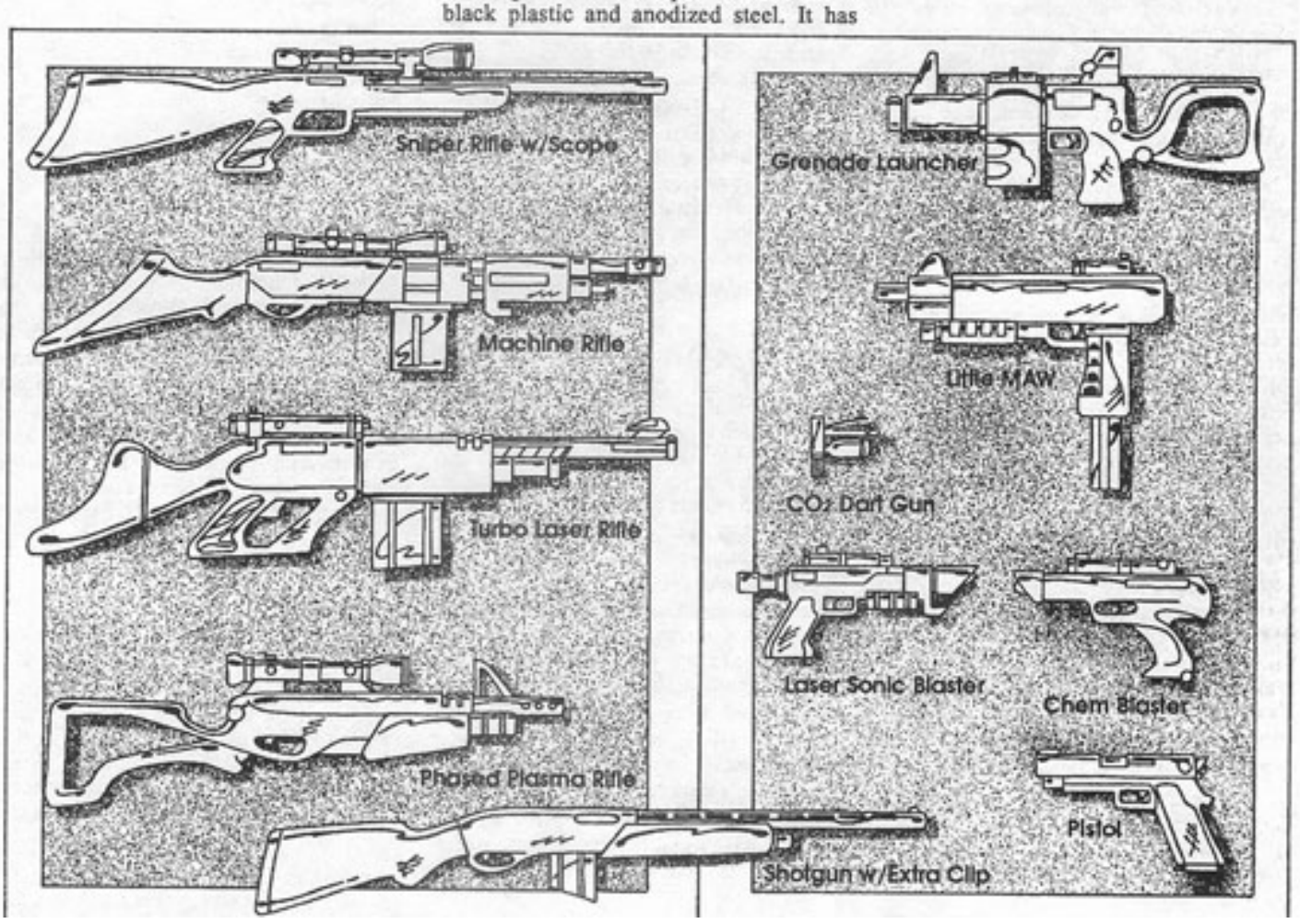
Cost: $1,500
Life Points: 80,000
Damage: 2,000
Range: 300 feet
Clip Size: 15 rounds (clip is 5 by 1-1/4 by 3/4 inch)
Weight: 2 pounds (loaded)
Size: 8-inch barrel
Description: This weapon is made out of black plastic and anodized steel. It is semi-automatic with a rubber sure-grip handle and a spring-loaded clip for ease of exchange (takes one attack to change clips). The weapon comes with a shoulder or leg holster and two spare clips.

Shotgun

Cost: $2,500
Life Points: 150,000
Damage: As per shell used
Range: 70 feet; 300 feet for the slug
Area Affect: 5-foot diameter at 15 feet
Clip Size: 6 shells in the clip (clip is 2-3/4 by 1 by 4 inches) and 3 in the gun
Weight: 6-1/2 pounds (loaded)
Size: 30 inches long
Description: This weapon is made out of black plastic and anodized steel. It has pump-action firing and comes with an optional hand grip. It requires one attack to load each shell.

Sniper Rifle

Cost: $3,100
Life Points: 150,000
Damage: 3,000
Range: 6,000 feet
Clip Size: 20 rounds (clip is 7 by 1-1/2 by 3/4 inch)
Weight: 4 pounds (loaded)
Size: 3 feet long
Description: This weapon is made out of black plastic and anodized steel. It is semi-automatic with an insulated shoulder stalk. The rifle comes complete with a silencer and scope (a $120 value). The scope gives a +50% to shot rolls but the gun may only be fired every three attacks when using the scope. The rifle may be broken down into unrecognizable parts for easy concealment. It requires 10 attacks to disassemble and 20 attacks to reassemble.



High-Tech Weapons

These weapons will not function if technology is canceled. All are waterproof. All clips are sold separately (see "Power Sources").

Table 75. HIGH-TECH WEAPONS

Name	Cost	Life Points	Damage	Range	Drain (EG)	Weight	Size
Chem blaster	$20,000	800	Special	150 feet	1	2 lb	12" barrel
Electro-boomerang	$1,000,000	400	100–1,000	300 feet	2	1 lb	10" long
Laser blaster	$20,000	1,200	1,000–10,000	300 feet	1 to 5	3 lb	10" barrel
Laser saber	$20,000	1,000	1,000–10,000	—	1/2	2 lb	3' long
Laser sonic impact rifle	$2,000,000	2,900	100,000–400,000	5 miles	4	7 lb	3' long
Little MAW	$3,000,000	7,400	100,000–400,000	1,000 feet	1	18 lb	3' long
Phazed plasma rifle	$30,000,000	3,000	10,000–100,000	300 feet	5	6 lb	2-1/2' long
Plasma axe	$20,000	1,000	1,000–10,000	—	1/2	2 lb	2' long
Sonic blaster	$20,000	800	Stuns 2,000 lb	100 feet	1/2 to 5	2 lb	10" barrel
Turbolaser rifle	$100,000	4,100	10,000–100,000	Sight	2	10 lb	2' long

Chem Blaster

Cost: $20,000
Life Points: 800
Damage: Special
Range: 150 feet
Drain: 1 EG per shot
Clip Size: 10 EGs in one and 20 doses of chemicals in another
System Shutdown: 40%
Weight: 2 pounds
Size: 12-inch barrel
Description: Fires a chemical-carrying beam. This beam will do 10,000 to 100,000 LPD to shields or armor. When the armor is penetrated, the chemicals are released into the body. The beam will not damage flesh. It is only a transmitter for the chemical placed within it. There are two clips: one stores the chemical (about 20 cc), and the other holds EGs. Any number of chemicals can be mixed together as long as they do not exceed the capacity of the clip

Electro-boomerang

Cost: $1,000,000
Life Points: 400
Damage: 100 to 1,000 + MS
Range: 300 feet
Drain: 2 EGs per hit
Clip Size: Special (6 EGs)
System Shutdown: 35%
Weight: 1 pound
Size: 10 inches long
Description: This device releases a specialized electromagnetic impulse that does damage and causes metabolic shock in organic life forms and system shutdown in machines. It will release its charges within 1 foot of a target when signaled. The damage setting can be turned off. The power supply is on a special arm holster, keeping the boomerang charged with 6 EGs. The holster has two 10-EG clips.

The boomerang's movements can be controlled by means of a small antigravity thruster. However, it cannot fly under its own power, but it can make very minor course alterations. It can be thrown in a 20-foot-wide hallway and will return to the thrower. It can strike up to three targets in one attack if all are standing in a row or arc. The boomerang is controlled by a cybernetic transmitter placed in the ear of the owner. The cybernetic transmitter projects the owner's mental commands.

Laser Blaster

Cost: $20,000
Life Points: 1,200
Damage: 1,000 to 10,000 per EG
Range: 300 feet
Drain: 1 to 5 EGs per shot
Clip Size: 10 EGs
System Shutdown: 40%
Weight: 3 pounds
Size: 10-inch barrel
Description: This weapon has a dial that controls the amount of power used with each shot. Up to 5 EGs can be expended per blast.

Laser Saber

Cost: $20,000
Life Points: 1,000
Damage: 1,000 to 10,000 + strength adjustment
Drain: 1/2 EG per shot or block
Clip Size: 10 EGs
System Shutdown: 40%
Weight: 2 pounds
Size: 6-inch-long device, 2-1/2-foot laser beam
Description: The saber blade is ruby red and is a solid-light field that can block physical and energy attacks of up to 1,000 LPD per 1/2 EG. The saber drains 1 EG every 5 minutes if left on while not in use.

Laser Sonic Impact Rifle

Cost: $2,000,000
Life Points: 2,900
Damage: 100,000 to 400,000 + MS
Range: 5 miles
Drain: 4 EGs per shot
Clip Size: 100 EGs
System Shutdown: 60%
Weight: 7 pounds
Size: 3 feet long
Description: Has an optional sniper scope for $400 (see "Sniper Rifle").

Little MAW

Cost: $3,000,000
Life Points: 7,400
Damage: 100,000 to 400,000
Range: 1,000 feet
Drain: 1 EG per burst
Clip Size: 100 EGs in one clip and 1,000 rounds in another
System Shutdown: 80%
Weight: 18 pounds
Size: 3 feet long
Description: Little MAW (magnetic acceleration weapon) is a gun with a wide-beam attack. Its ammunition comes in special clips that contain 5 pounds of tiny steel balls. This weapon fires 100 rounds per shot, using enhanced magnetics to propel the pellets. The clip holds 1,000 rounds. Each clip costs $30. Other materials will work as ammunition as long as they can be affected by magnetics.

Phazed Plasma Rifle

Cost: $30,000,000
Life Points: 3,000
Damage: 10,000 to 100,000
Range: 300 feet
Drain: 5 EGs per shot
Clip Size: 500 EGs
System Shutdown: 65%
Weight: 6 pounds
Size: 2-1/2 feet long
Description: Shoots phazed energy beams (fate versus energy). Is made out of organic electronics.

Plasma Axe

Cost: $20,000
Life Points: 1,000
Damage: 1,000 to 10,000 + strength adjustment
Drain: 1/2 EG per shot or block
Clip Size: 10 EGs
System Shutdown: 40%
Weight: 2 pounds
Size: 2 feet long
Description: The blade is made from raw energy and has a built-in gyrostabilizer that makes it ideal for throwing. It functions similar to a laser saber in all respects.

Sonic Blaster

Cost: $20,000
Life Points: 800
Damage: Stuns 2,000 pounds per EG
Range: 100 feet
Drain: 1/2 to 5 EGs per shot
Clip Size: 10 EGs
System Shutdown: 40%
Weight: 2 pounds
Size: 10-inch barrel
Description: This gun shoots a beam of sonic energy. It stuns victims weighing up to 2,000 pounds per EG for 5 minutes. It has a power dial similar the to laser blaster and makes no noise when it fires.

Turbolaser Rifle

Cost: $100,000
Life Points: 4,100
Damage: 10,000 to 100,000
Range: Sight
Drain: 2 EGs per shot
Clip Size: 100 EGs
System Shutdown: 70%
Weight: 10 pounds
Size: 2 feet long
Description: A scope can be bought for $400 (see "Sniper Rifle"). The rifle has a switch for close-range (wide-beam attack) shots of less than 200 feet. Long-range shots are beam attacks.

Low-Tech Weapons for Transports

Chain Gun

Cost: $30,000
Life Points: 2,700,000
Damage: 3,000 to 150,000
Range: 1,000 feet
Clip Size: 800 sniper rounds
Structural Integrity: 90%
Weight: 200 pounds
Size: 6 feet long
Description: Fires 50 rounds per shot (wide-beam attack). Roll [1d100 + 2 (round up)] x 3,000 for the damage. The interior of the barrel is pelleum coated. Loaded clips are sold separately for $80 each; they weigh 18 pounds (see "Warfare With Automatic Weapons" in chapter 12).

Multiple-Missile Launcher

Cost: $50,000
Life Points: 1,200,000
Damage: According to missile used
Clip Size: 800 rounds
Structural Integrity: 90%
Weight: 100 pounds
Size: 2-foot-high, 3-foot-deep launch tubes
Description: This is a large rack of launch tubes that can hold up to 20 missiles. All may be fired at one time. Instead of being mounted on a vehicle, the launcher can be placed on a tripod. It comes with a 50-foot remote firing cable. Any missile 3 feet or shorter can be used in this launcher. Traditionally, it is used to fire Thunderers and Tigersharks. It takes two attacks to load one missile. The launcher must succeed in its structural integrity roll when needed, or any missiles loaded in it will explode.

High-Tech Weapons for Transports

Dragon

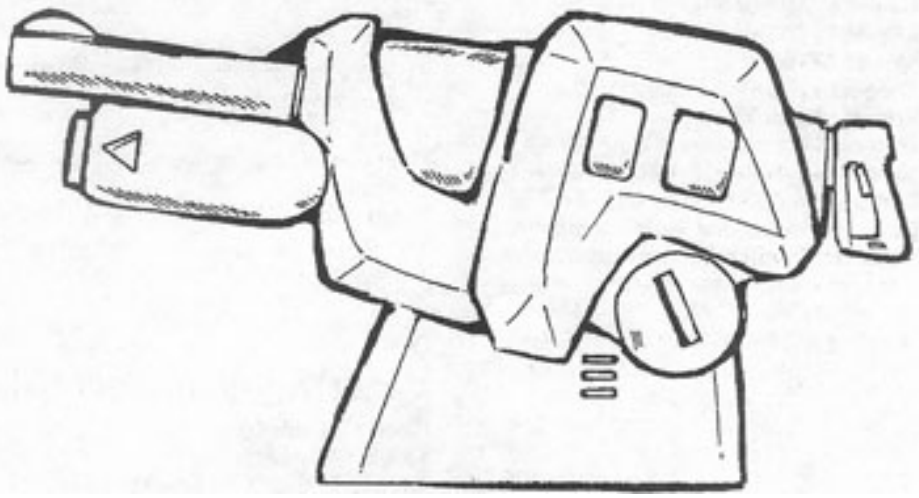
Cost: $25,000,000
Life Points: 415,000
Damage: 1,000,000 to 20,000,000
Range: Sight
Drain: 50 EGs per shot
Clip Size: 2,000 EGs
System Shutdown: 40%
Weight: 1,000 pounds
Size: 7 feet long
Description: This weapon fires a huge pulse of laser energy (wide-beam attack).

Hammer

Cost: $50,000,000
Life Points: 1,450,000
Damage: 10,000,000 to 40,000,000 + MS
Range: 5 miles
Drain: 100 EGs per shot
Clip Size: 1,000 EGs
System Shutdown: 40%
Weight: 3,500 pounds
Size: 15 feet long
Description: This weapon fires one wide pulse of laser sonic impact energy (wide-beam attack). It has a 15-foot cryocable that can be hooked up to an alternative power source.

Magnetic Acceleration Weapon (MAW)

Cost: $18,000,000
Life Points: 370,000
Damage: 1,000,000 to 4,000,000
Range: 20,000 feet
Drain: 10 EGs per shot
Clip Size: 500 EGs in one and 1,000 rounds in another
System Shutdown: 80%
Weight: 900 pounds
Size: 6 feet long
Description: The weapon is the same as the Little MAW, except that it is larger and does more damage.



Missiles

Missiles are drop launchable or may be fired from the ground. All are high tech except the Thunderer and the Tigershark. All missiles' damages are based on energy. If fragmentation is used, then physical damage is added.

Some missiles' sensor guidance systems can lock onto multiple images or powers. The sensor types listed on table 77 can be used to guide missiles. The number of sensor types is given in a missile's description. The range of the sensors is equal to the range of the missile, except for the Bi'reel-class missiles. Their range for the categories on the table is 1 light-year. Sensors can detect an object as small as 4 square inches.

For missiles with multiple sensors, all types may be used individually or all together. They can be switched during flight if the launch site tracks where the missile is going. Most missiles can be remotely guided from their launch sites.

If an armed missile receives 1/4 its life points in damage, it will explode (no structural integrity). Arming of a missile can be set to whatever time or range is desired.

Table 76. MISSILE SENSORS

Sensor Types	
Alchemy	Magic
Aura	Motion
Chi	Mutations
Coordinates	Psionics
Earthpower	Radar
Infrared	Sonar
Life force	Visual remote

Table 77. MISSILE REFERENCE

Name	Cost	Life Points	Damage	Range	Weight	Size
Thunderer	$300	100	10,000–100,000	3,000 ft	5 lb	1-3/4' long, 2" dia.
Tigershark	$1,000	10,000	100,000–400,000	5 mi	9 lb	1' long, 2 1/2" dia.
Ta'set's Blue Thunderbolt	$10,000	400	100,000–400,000	10 mi	19 lb	1-1/2' long, 3" dia.
Ta'set's Green Thunderbolt	$10,000	600	100,000–600,000	15 mi	26 lb	2' long, 3" dia.
Ta'set's Red Thunderbolt	$15,000	800	100,000–800,000	15 mi	93 lb	4' long, 4" dia.
Maverick Hornet	$20,000	400	100,000–400,000/warhead	20 mi	466 lb	5' long, 8" dia.
Maverick Sword	$5,000	80,000	100,000–1,000,000	20 mi	652 lb	7' long, 8" dia.
Maverick Wolf	$500,000	4,000	1,000,000–4,000,000	100 mi	2,000 lb	10' long, 1' dia.
Falcon Talon	$50,000	6,000	1,000,000–6,000,000	500 mi	4,700 lb	10' long, 1-1/2' dia.
Falcon Strike	$100,000	6,000	1,000,000–8,000,000	500 mi	4,700 lb	10' long, 1-1/2' dia.
Falcon Claw	$150,000	8,000	1,000,000–8,000,000 + special	100 mi	19,500 lb	15' long, 2 -1/2' dia.
Cobra Shadow	$200,000	10,000	1,000,000–10,000,000	750 mi	2,000 lb	10' long, 1' dia.
Cobra Fang	$500,000	40,000	10,000,000–40,000,000	700 mi	10,000 lb	12' long, 2' dia.
Cobra Venom	$150,000	20,000	10,000–40,000 + special	250 mi	51,000 lb	20' long, 3-1/2' dia.
Cobra Bite	$5,000 + special	1,000	Special	50 mi	70 lb	4' long, 3-1/2" dia.
Tet Trident	$1,000,000	60,000	10,000,000–60,000,000	1,500 mi	20,000 lb	15' long, 2-1/2' dia.
Tet Spear	$1,500,000	80,000	10,000,000–80,000,000	5,000 mi	35,000 lb	19' long, 3' dia. with wings
Tet Destroyer	$2,000,000	100,000	10,000,000–100,000,000	5,000 mi	25,500 lb	20' long, 3-1/2' dia.
Bi'reel Viper	$20,000,000	50,000	10,000,000–50,000,000	6 light-years	36 tons	60' long, 7' dia.
Bi'reel Ship Killer	$150,000,000	200,000	10,000,000–200,000,000	18 light-years	40 tons	65' long, 8' dia.
Bi'reel Planet Smasher	$500,000,000	12,000,000	200,000,000–12,000,000,000	24 light-years	76 tons	100' long, 15' dia.

Thunderer

Cost: $300
Life Points: 100
Damage: 10,000 to 100,000 LPD
Range: 3,000 feet
Speed: 350 mph
Area Affect: 15-foot radius
System Shutdown: None
Weight: 5 pounds
Size: 1-3/4 feet long, 2-inch diameter
Sensors: None
Description: A small missile most commonly used with shoulder missile launchers. It has no electronics.

Tigershark

Cost: $1,000
Life Points: 10,000
Damage: 100,000 to 400,000 LPD
Range: 5 miles
Speed: 400 mph
Area Affect: 1-foot radius
System Shutdown: None
Weight: 4 pounds
Size: 1 foot long, 2-1/2-inch diameter
Sensors: None
Description: A small missile that is basically a hunk of fast-flying metal. Its head is 2-1/2 pounds of steel. This missile has no electronics and may function underwater (speed is reduced to 100 mph and range is 1 mile).

Ta'set's Blue Thunderbolt

Cost: $10,000
Life Points: 400
Damage: 100,000 to 400,000 LPD
Range: 10 miles
Speed: 600 mph
Area Affect: 30-foot radius
System Shutdown: 25%
Weight: 19 pounds
Size: 1-1/2 feet long, 3-inch diameter
Sensors: Infrared
Description: This missile can lock onto a target temperature as low as a human's.

Ta'set's Green Thunderbolt

Cost: $10,000
Life Points: 600
Damage: 100,000 to 600,000 LPD
Range: 15 miles
Speed: 600 mph
Area Affect: 30-foot radius
System Shutdown: 25%
Weight: 26 pounds
Size: 2 feet long, 3-inch diameter
Sensors: Radar
Description: This is the midsized Ta'set missile.

Ta'set's Red Thunderbolt

Cost: $15,000
Life Points: 800
Damage: 100,000 to 800,000 LPD
Range: 15 miles
Speed: 700 mph
Area Affect: 30-foot radius
System Shutdown: 10%
Weight: 93 pounds
Size: 4 feet long, 4-inch diameter
Sensors: Magic, psionics, earthpower, chi, alchemy, and mutations
Description: The most powerful of the Ta'set missiles.

Maverick Hornet

Cost: $20,000
Life Points: 400
Damage: 100,000 to 400,000 LPD per warhead
Range: 20 miles
Speed: 800 mph
Area Affect: 40-foot radius per warhead
System Shutdown: 40%
Weight: 466 pounds
Size: 5 feet long, 8-inch diameter
Sensors: Visual remote
Description: This missile breaks into three warheads. Each is guided to its target. All impact within proximity of each other, covering approximately an 80-foot-radius area.

Maverick Sword

Cost: $5,000
Life Points: 80,000
Damage: 100,000 to 1,000,000 LPD
Range: 20 miles
Speed: 900 mph
Area Affect: 5-foot radius
System Shutdown: 90%
Weight: 652 pounds
Size: 7 feet long, 8-inch diameter
Sensors: Infrared
Description: This missile is like a large sword. Its head is 80 pounds of steel. When it punches through something, it creates a vacuum behind it that pulls with up to 20 tons of force. This vacuum will draw everything that is not nailed down right through the small hole that it creates.

Maverick Wolf

Cost: $500,000
Life Points: 4,000
Damage: 1,000,000 to 4,000,000 LPD
Range: 100 miles
Speed: 900 mph
Area Affect: 50-foot radius
System Shutdown: 35%
Weight: 2,000 pounds
Size: 10 feet long, 1-foot diameter
Sensors: Three types
Description: The most powerful of the Maverick missiles.

Falcon Talon

Cost: $50,000
Life Points: 6,000
Damage: 1,000,000 to 6,000,000 LPD
Range: 500 miles
Speed: 1,400 mph
Area Affect: 100-foot radius
System Shutdown: 50%
Weight: 4,700 pounds
Size: 10 feet long, 1-1/2-foot diameter
Sensors: Coordinates and infrared
Description: The smallest of the Falcon missiles.

Falcon Strike

Cost: $100,000
Life Points: 6,000
Damage: 1,000,000 to 8,000,000 LPD
Range: 500 miles
Speed: 1,400 mph
Area Affect: 100-foot radius
System Shutdown: 50%
Weight: 4,700 pounds
Size: 10 feet long, 1-1/2-foot diameter
Sensors: Three types
Description: Basically the same as the Talon except for the sensor types.

Falcon Claw

Cost: $150,000
Life Points: 8,000
Damage: 1,000,000 to 8,000,000 LPD + special
Range: 100 miles
Speed: 1,700 mph
Area Affect: 200-foot radius
System Shutdown: 25%
Weight: 19,500 pounds
Size: 15 feet long, 2-1/2-foot diameter
Sensors: Infrared, motion, and hand-held laser guidance
Description: This missile explodes in a 400-foot fireball. The fireball will last 6 seconds before dissipating. All victims within this area receive 100,000 to 400,000 LPD per attack segment after the initial blast effect. This missile can be filled with fragments, holding up to 50 pounds of steel or anything else a user cares to put into it (see "Blue Rain Bomb," this chapter).

Cobra Shadow

Cost: $200,000
Life Points: 10,000
Damage: 1,000,000 to 10,000,000 LPD
Range: 750 miles
Speed: 2,000 mph
Area Affect: 200-foot radius
System Shutdown: 60%
Weight: 2,000 pounds
Size: 10 feet long, 1-foot diameter
Sensors: Infrared and visual remote
Description: Comes with stealth gear, making it invisible to radar.

Cobra Fang

Cost: $500,000
Life Points: 40,000
Damage: 10,000,000 to 40,000,000 LPD
Range: 700 miles
Speed: 3,500 mph
Area Affect: 100-foot radius
System Shutdown: 65%
Weight: 10,000 pounds
Size: 12 feet long, 2-foot diameter
Sensors: Three types
Description: Can have a shield (see "High-Tech Shields," this chapter). The amount of EGs is according to the shield type. For an extra $20,000, the Fang can be made invisible to radar.

Cobra Venom

Cost: $150,000
Life Points: 20,000
Damage: 10,000 to 40,000 + special
Range: 250 miles
Speed: 2,500 mph
Area Affect: 100-foot radius
System Shutdown: 40%
Weight: 51,000 pounds
Size: 20 feet long, 3-1/2-foot diameter
Sensors: Two types
Description: A chemical weapon. It will hold 500 gallons of the chemical of the user's choice. The venom will cover twice the area of effect. This missile can be made to phaze for an extra $15 million. The phazed missile is organic electronics.

Cobra Bite

Cost: $5,000 + special
Life Points: 1,000
Damage: Special
Range: 50 miles
Speed: 1,400 mph
Area Affect: Special
System Shutdown: 60%
Weight: 70 pounds
Size: 4 feet long, 3-1/2-inch diameter
Sensors: Three types
Description: Can be programmed to release any spell, ability, or power placed within it ($10,000 per ability per ability level). It has a 3,000-EG power supply and 30 SMUs. However, only 10-EGs' worth of energy comes with the purchase of this missile. The rest of the power must be bought separately (see "Power Sources").

Tet Trident

Cost: $1,000,000
Life Points: 60,000
Damage: 10,000,000 to 60,000,000 LPD
Range: 1,500 miles
Speed: 4,000 mph
Area Affect: 500-foot radius
System Shutdown: 60%
Weight: 20,000 pounds
Size: 15 feet long, 2-1/2-foot diameter
Sensors: Four types
Description: The smallest Tet missile.

Tet Spear

Cost: $1,500,000
Life Points: 80,000
Damage: 10,000,000 to 80,000,000 LPD
Range: 5,000 miles
Speed: 4,000 mph
Area Affect: 500-foot radius
System Shutdown: 50%
Weight: 35,000 pounds
Size: 19 feet long, 3-foot diameter
Sensors: Remote piloting + three other types
Description: This missile has wings and can be remotely flown, and has the capability of landing and hovering. It flies 100 feet above the ground. Its dodge is 40%.

Tet Destroyer

Cost: $2,000,000
Life Points: 100,000
Damage: 10,000,000 to 100,000,000 LPD
Range: 5,000 miles
Speed: 4,500 mph
Area Affect: 1,000-foot radius
System Shutdown: 65%
Weight: 25,500 pounds
Size: 20 feet long, 3-1/2-foot diameter
Sensors: Four types
Description: Largest of the Tet missiles.

Bi'reel Viper

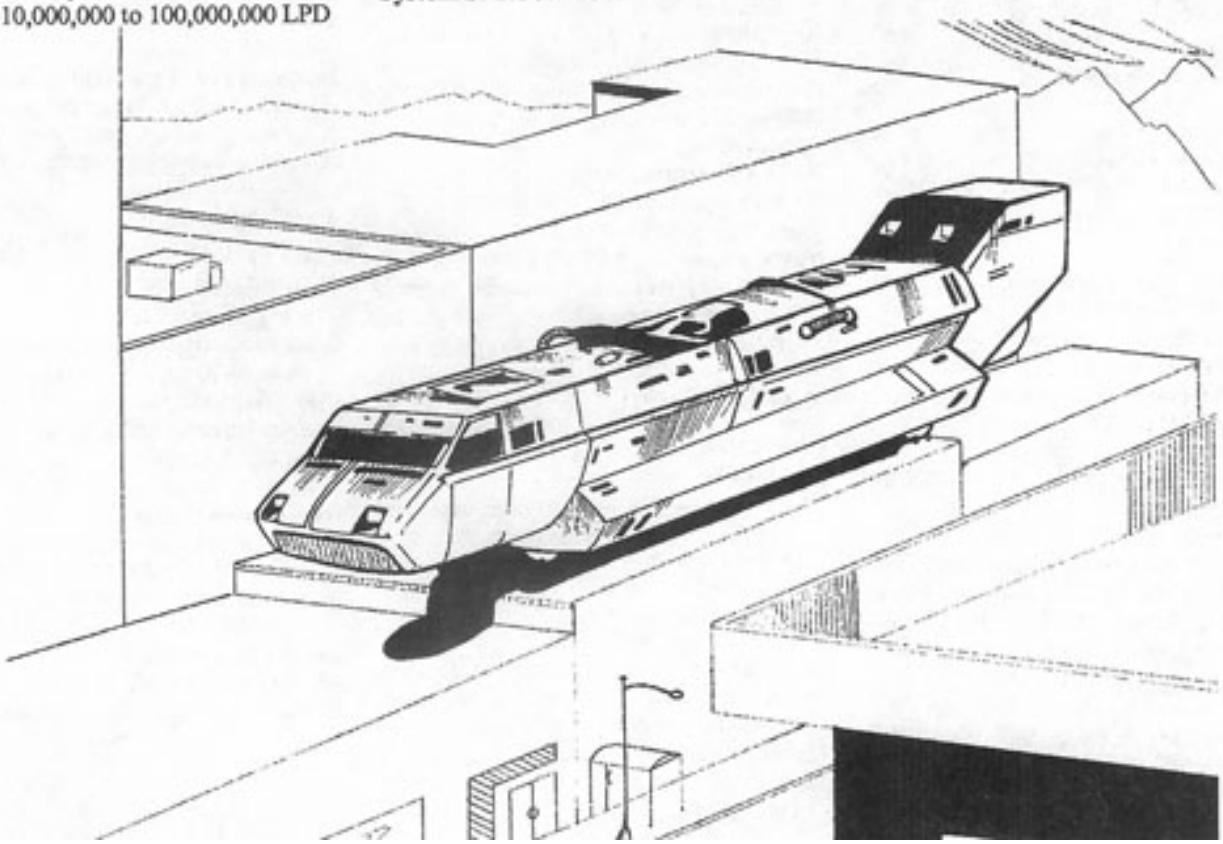
Cost: $20,000,000
Life Points: 50,000
Damage: 10,000,000 to 50,000,000 LPD
Range: 6 light-years
Speed: Warp 1
Need to Hit: 90%
Area Affect: 1-mile radius
System Shutdown: 70%
Weight: 36 tons
Size: 60 feet long, 7-foot diameter
Sensors: Three types
Description: Has an auxiliary drive and a maximum speed of 6,000 mph and a range of 10,000 miles.

Bi'reel Ship Killer

Cost: $150,000,000
Life Points: 200,000
Damage: 10,000,000 to 200,000,000 LPD
Range: 18 light-years
Speed: Warp 10
Need to Hit: 80%
Area Affect: 1-1/2-mile radius
System Shutdown: 50%
Weight: 40 tons
Size: 65 feet long, 6-foot diameter
Sensors: Five types
Description: With this missile you may get a special remote guidance system with a range of 12 light-years. It works through a sunstone teletransmitter. It costs $100 million. For $50 million it can be equipped with a radar jammer and holofield. It has an auxiliary drive unit that has a maximum speed of 10,000 mph and a range of 15,000 miles.

Bi'reel Planet Smasher

Cost: $500,000,000
Life Points: 12,000,000
Damage: 200,000,000 to 12,000,000,000 LPD (2d6)
Range: 24 light-years
Speed: Parwarp 1
Need to Hit: 70%
Area Affect: 25-mile radius
System Shutdown: 80%
Weight: 76 tons
Size: 100 feet long, 15-foot diameter
Sensors: Remote piloting + five types
Description: This missile's name is figurative. It would require half a million such devices to completely obliterate a world. It has an auxiliary drive with a maximum speed of 15,000 mph and a range of 25,000 miles (enough for a stationary orbit).



Mundane Shields

These shields are of the standard variety, being a large sheet of metal held in front to block attacks. Refer to "Alternative Material Construction," this chapter, and "Object Life Points" in chapter 12 for information on these subjects. Normal shields are made out of steel. Bracers are bands of metal that cover the forearms.

Table 78. MUNDANE SHIELDS

Name	Cost	Life Points	Weight	Size	Thickness
Bracers	$10	12,500	5 oz each	1' long	0.065"
Throwing shield*	$50	124,000	3 lb	2-1/2' dia.	0.250"
Full-sized shield**	$100	245,000	6 lb	5' dia.	0.500"

* These do 10 to 100 LPD when used as a weapon.
** These do 10 to 200 LPD when used as a weapon.

High-Tech Shields

Technology shields come in the form of belts that are worn around the waist. They generate energy fields next to or around the wearer that stop certain forms of attacks. More than one belt may be worn at a time, but only one may be activated at a time or all will malfunction (roll system shutdown to see whether they short circuit and need to be repaired). All come with a fully charged EG clip.

Table 79. HIGH-TECH SHIELDS

Name	Cost	Life Points	Weight	Size*
Force-field belt	$16,000,000	2,200	2 lb	15" x 5"
Hoxter-field belt	$5,500,000	2,000	2 lb	15" x 5"
Passive Bendix-field belt	$500,000,000	1,000	1 lb	10" x 3"
Sonic-field belt	$2,000,000	2,000	2 lb	15" x 5"
Static-field belt	$5,000,000	2,000	2 lb	15" x 5"
Verrpulsor-field belt	$10,500,000	3,000	2 lb	15" x 5"

* This applies to the electronic part only. All belts are adjustable to fit anyone.

Force-Field Belt

Cost: $16,000,000
Life Points: 2,200
Stops: Physical, energy, and radiation attacks up to 10,000 LPD per EG. It also blocks phazed attacks, using 10 EGs per 10,000 LPD.
Clip Size: 100 EGs
System Shutdown: 45%
Weight: 2 pounds
Size: 15 by 5 inches
Description: Force field is invisible. However, when struck, it shows itself by a blurring in the immediate area around the attack. The field forms a 10-foot dome around a user.

Hoxter-Field Belt

Cost: $5,000,000
Life Points: 2,000
Stops: Mutations, chi, and alchemy up to 10,000 LPD per EG.
Clip Size: 100 EGs
System Shutdown: 45%
Weight: 2 pounds
Size: 15 by 5 inches
Description: This belt has a set of controls for adjusting the field's shape. The shield can be shaped into a 10-foot-diameter disk that appears 5 feet in front of the belt. Also, the field can be shaped into a 10-foot sphere or a 15-foot dome. A Hoxter field casts a soft-green glow with occasional streaks of blue and emits a low ringing sound.

Passive Bendix-Field Belt

Cost: $500,000,000
Life Points: 1,000
Stops: Magic, psionics, earthpower, mutations, chi, alchemy, physical, energy, radiation, and Pure Psionics up to 10,000 LPD per EG. Venderant Nalaberong can be blocked 50% of the time, which drains 10 EGs per 10,000 LPD. Shielder bolts will penetrate it.
Clip Size: 100 EGs
System Shutdown: 45%
Weight: 1 pound
Size: 10 by 3 inches
Description: The passive Bendix field is the most powerful shield in existence. The belt is organic electronics. The field can be controlled the same as the Hoxter-field belt.

Sonic-Field Belt

Cost: $2,000,000
Life Points: 2,000
Stops: Physical and energy attacks up to 10,000 LPD per EG.
Clip Size: 100 EGs
System Shutdown: 45%
Weight: 2 pounds
Size: 15 by 5 inches
Description: This field completely envelops the wearer. While it is on, the sonic shield hums and gives off a white glow. The shield can be expanded up to 10 feet in diameter at double the EG cost. This belt will not function in space.

Static-Field Belt

Cost: $5,000,000
Life Points: 2,000
Stops: Magic, psionics, and earthpower attacks up to 10,000 LPD per EG.
Clip Size: 100 EGs
System Shutdown: 45%
Weight: 2 pounds
Size: 15 by 5 inches
Description: This field completely envelops the wearer. While it is on, the shield hums and gives off a blue glow. The shield can be expanded up to 10 feet in diameter at twice the EG drain.

Verrpulsor-Field Belt

Cost: $10,500,000
Life Points: 3,000
Stops: Mutations, physical, and energy attacks up to 10,000 LPD per EG
Clip Size: 100 EGs
System Shutdown: 50%
Weight: 2 pounds
Size: 15 by 5 inches
Description: This field completely envelops the wearer, shimmering a dark red with flashes of white crossing it periodically. The shield's energy is so dense that those protected by it get a negative modifier of 10% to their class AA and class A surprise rolls. There is a 50% chance that a reflected attack backfires to the attacker.

Armor

Consult table 80 for armor statistics. Plate armors consist of a series of metal plates wired together and covering almost the entire body. Chain mail armor consists of a coat of small interlocking chain links. Skins are animal hides that have been tanned and cured into a hard leather, then formed into a padded suit.

Cost for armor is based for human-sized characters. Custom-made armor costs vary. Dwarf and Psielf materials cost 50% less. Characters between 7 and 10 feet tall will generally pay 150% of the usual price. Persons taller than 10 feet pay an extra 10% (over 150%) per foot; so a Giant 16 feet tall must pay 210%. Special requirements, such as extra arms and wing slots, add 10%. Tail slot adds 3%. The costs for the special requirements are added after the cost for height is determined.

If a suit of armor fails its structural integrity, then it falls apart; subtract 20% on the wearer's dodge until it is completely removed. Armors that lose all their life points may still hold together with a successful structural integrity roll although they will be just pieces of metal hanging off a person. To determine the amount of life points a suit has in a specific area use the percentage breakdown listed under "Hit Locations" in chapter 12. The life points listed below are for the suit as a whole.

Refer to "Protection" in chapter 12 for more information, particularly concerning 10ths. Please make note that Practitioners of the Art in earthpower and magic cannot wear armor that reduces their dodge by more than 10%.

Power Armor

The term *power armor* refers to specialized, high-tech armor that has electronic and magnamuscle assists to enhance a wearer's abilities. All armors' strength adjustments, except for the Juggernaut, are added to the wearer's. Armor also comes with quite a few standard options, such as built-in guns and other weapons. Most of the power armors are hadrathium clad. However, they can be covered with just about any type of material. Mace-class power armor uses 5 pounds of hadrathium for its protection, the Saber armor 15 pounds, and the Juggernaut 750 pounds (this does not count the weight of the sword or the shield). The Hadrathus uses 1/2 pound of midnight sunstone for its armor. Refer to "Alternative Material Construction," this chapter, and "Object Life Points" in chapter 12 for information.

Table 82. POWER ARMOR EG USAGE

Action	EGs Used per Hour			
	Mace	Saber	Juggernaut	Hadrathus
Combat readiness*	100**	150**	200**	50**
Flying, maximum	—	—	275	70
Flying, cruise	—	—	150	30
At maximum strength	100**	200**	500**	175**
Basic functions	10	20	50	5
Running, maximum	25	25	50	25
Running, cruise	10	15	35	5
Standing on	0.1	0.2	0.5	0.05
Walking	1	2	5	0.1

* Combat readiness means a condition of extreme responsiveness for the armor. Dodge and attack variables are at maximum, allowing a user to safely push the armor's reactions to its limits. Non-combat-readiness means armor responds at only 50% of normal , with a strength of 28%.
** Use is per minute.

Table 80. ARMOR

Name	Cost	Life Points	Prot.	Dodge Adj.	Weight	Strt. Intg.	Thickness
Leather	$25	30,000	**	-1%	5 lb	70%	0.100"
Steel chain mail	$50	200,000	**	-2%	15 lb	80%	0.063"
Steel plate	$75	622,000	**	-9%	45 lb	80%	0.065"
Black manta leather	$8,000	300,000	2 10ths	-10%	3 lb	88%	0.220"
Black titanium chain mail	$24,000	1,600,000	1 10th	-5%	9 lb	93%	0.063"
Black titanium plate	$52,500	3,500,000	1 10th	-5%	20 lb	96%	0.065"
Flying grizzly skin	$1,000	50,000	1 10th	-10%	3 lb	87%	0.100"
Giant mutant thunder lizard leather	$14,000	500,000	1 10th	-5%	6 lb	88%	0.230"
Hadrathium chain mail	$15,500	2,700,000	1 10th	-2%	6 lb	93%	0.063"
Hadrathium plate	$29,000	5,000,000	2 10ths	-5%	12 lb	96%	0.065"
Pelleum chain mail*	$240,000	1,300,000	2 10ths	-5%	20 lb	94%	0.060"
Pelleum steel plate*	$200,000	1,500,000	3 10ths	-10%	23 lb	96%	0.050"
Sunstone grizzly skin	$6,000,000	1,000,000	2 10ths	-15%	5 lb	92%	0.100"
Sunstone chain mail	$60,000,000	65,000,000	3 10ths	-1%	1 lb	97%	0.050"
Sunstone plate	$90,000,000	98,000,000	4 10ths	-2%	1-1/2 lb	99%	0.040"
White wolverine skin	$12,400	800,000	2 10ths	-5%	5 lb	90%	0.200"

* These suits of armor have inlaid gravanium to help reduce the weight.
** If steel chain mail or steel plate is worn with leather, the user receives one 10th.

Table 81. POWER ARMOR REFERENCE

Class	Cost	Life Points	Prot.	Dodge Adj.	Weight	Size	Thickness
Mace	$8,420,000	6,900,000	2 10ths	-5%	500 lb	6' tall	1.100"
Saber	$63,600,000	20,700,000	2 10ths	None	1,500 lb	8' tall	3.100"
Juggernaut	$265,800,000	2,079,000,000	2 10ths	-10%	150,000 lb	40' tall	0.750'
Juggernaut sword	$10,000,000*	74,740,000	—	—	1,800 lb	20' long	—
Juggernaut shield	$1,000,000*	1,200,000,000	—	—	30,000 lb	10' x 6'	1.000'
Hadrathus	$2,000,000,000	105,000,000	4 10ths	+20%	10 lb	6' tall	0.040"

Power armor can be modified to fit different-sized or strangely shaped characters. See the "Armor" section above for the cost percentages. Saber armor must be 2 feet taller than whoever wears it. Alterations to Juggernaut armor are unnecessary because of its size.

All armors are cybernetically linked to the occupant. When activated, this allows the wearer to function without the need to work clumsy controls.

The strength adjustment listed with each armor's description is added to the strength adjustment of whoever is wearing it.

Power armors run on electricity. They each hold a specific number of EGs. These power supplies are removable, so new clips can be used to replace empty ones. Weapons and shields are connected to the armor and drain from its power supply. Table 82 shows how many EGs are used by each of the armors according to the action that is taken. All categories are cumulative, so a Juggernaut at maximum strength, flying at cruise speed, and using basic functions, such as sensors or moving an arm to a different position (this is in effect if the armor is doing anything other than standing), would use a total of 200 EGs per hour plus 500 per minute.

The power armors are basically vehicles that one steps into. If one fails its system shutdown, the armor will seize up, requiring two times the strength needed to lift the weight of the armor to be able to move it from the inside. The Juggernaut armor has an ejection module that works if the machine malfunctions.

Damage done to power armor does not affect the person inside. It works, for example, just like combat inside a helicopter. However, once a suit of power armor is reduced to one-quarter of its life points, the wearer will begin to take damage. This does not affect the Juggernaut unless the cockpit is hit. The damage sustained is reduced by the armor's 10ths.

Mace Class

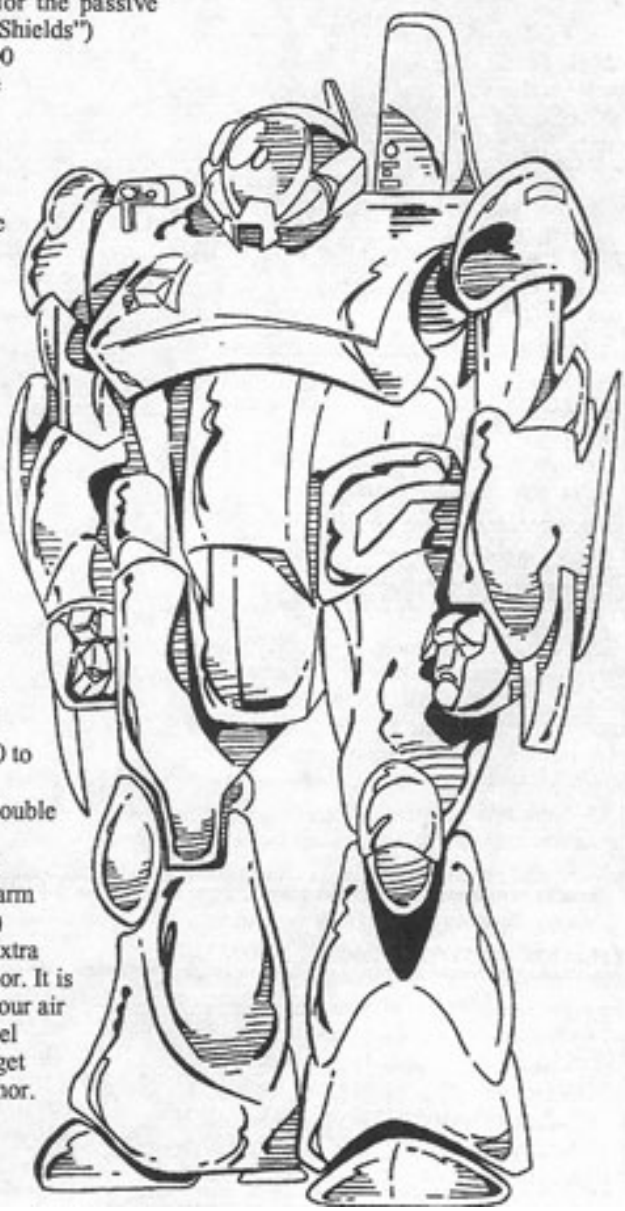
Cost: $8,420,000
Life Points: 6,900,000
Protection Factor: Two 10ths
Shields: Sonic field (see "High-Tech Shields")
Strength Adjustment: x 150
Dodge Adjustments: -5%
System Shutdown: 60%
Structural Integrity: 90%
Weight: 500 pounds
Size: 6 feet tall
Maximum Occupancy: One
Maximum Payload: 14,000 pounds
Cooldown Time: None
Power Source: Electricity
Fuel Capacity: 1,000 EGs
Maximum Run Speed: 90 mph
Cruise Run Speed: 40 mph
Walk Speed: 15 mph
Communications: FM transceivers within a 50-mile range
Sensors: Infrared, 300 feet
Weapons:
Punch or kick: 100 to 600 LPD
Retracting fist blades: 100 to 1,000 LPD
Laser sonic impact rifle with scope
Description: This suit of power armor is airtight. It has 2 hours of air and a 30-foot snorkel. It takes 5 seconds to get into this armor and power up. It takes 4 seconds to turn it off and get out.

Saber Class

Cost: $63,600,000
Life Points: 20,700,000
Protection Factor: Two 10ths
Shields: Any two except for the passive Bendix (see "High-Tech Shields")
Strength Adjustment: x 200
Dodge Adjustments: None
System Shutdown: 60%
Structural Integrity: 80%
Weight: 1,500 pounds
Size: 8 feet tall
Maximum Occupancy: One
Maximum Payload: 19,000 pounds
Cooldown Time: Three segments
Power Source: Electricity
Fuel Capacity: 2,000 EGs
Maximum Run Speed: 100 mph
Cruise Run Speed: 50 mph
Walk Speed: 20 mph
Communications: FM transceivers with a 20-mile range
Sensors: Infrared, 1,500 feet
Weapons:
Punch: 100 to 1,000 LPD
Kick: 200 to 2,000 LPD
Retracting fist blades: 100 to 1,000 LPD
Large-sized laser saber (double specs)
Little MAW on right arm
Grenade launcher on left arm (shells sold separately)
Description: Users get one extra attack when wearing this armor. It is airtight and comes with a 3-hour air supply and two 30-foot snorkel tubes. It takes two attacks to get into and out of this suit of armor. One special attribute of this armor is a grappling cable. The cable is made out of hadrathium and has 100,000 life points. Its core can be used to conduct electricity, doing 1,000 LPD per EG used. The laser saber is not connected to this armor.

Juggernaut Class

Cost: $265,800,000
Life Points: 2,079,000,000
Protection Factor: Two 10ths (only if hit in the cockpit)
Shields: Any two except for the passive Bendix (see "High-Tech Shields") + an optional Juggernaut shield
Strength Adjustment: x 1,000 (3,000 strength)
Dodge Adjustments: -10%
System Shutdown: 50%
Structural Integrity: 70%
Weight: 150,000 pounds
Size: 40 feet tall
Maximum Occupancy: Three



Maximum Payload: 1,100 tons
Cooldown Time: 30 seconds
Power Source: Electricity
Fuel Capacity: 3,000 EGs
Maximum Run Speed: 150 mph
Cruise Run Speed: 70 mph
Walk Speed: 35 mph
Maximum Flight Speed: 200 mph (antigravity—cannot hover)
Cruise Flight Speed: 75 mph
Altitude Limit: 5,000 feet
Communications: FM transceivers with a 150-mile range
Sensors: Infrared, 5 miles, and air quality, radiation, and temperature
Weapons:
Punch or kick: 300 to 3,000 LPD
Dragon on right forearm (see "High-Tech Weapons for Transports")
20 Ta'set's Blue Thunderbolt missiles (drains 50 EGs each to fire)
Juggernaut Sword (optional): This weapon weighs 1,800 pounds, has 74,740,000 life points, is 20 feet long, and is made of steel. Its damage is 100-1,000 + 1,800 LPD plus strength adjustments.

Description: This power armor's name suits it perfectly. It is airtight and has oxygen, food, and water for 3 days for three people. It takes two attacks to power up and shut down this armor, not counting the time it takes to travel to or from the cockpit (30 feet up).

There is an optional shield and sword that can be bought for the armor. The shield weighs 30,000 pounds and is made out of steel. It has 1.2 billion life points.

The Juggernaut comes with four smaller 10-foot manipulator arms that can lift 5 tons each. It also has a radar jammer with a 3-mile range (uses 10 EGs per hour). Finally, there is a holofield that can make the armor invisible until it moves (uses 100 EGs every 5 minutes).

Hadrathus Class

Cost: $2,000,000,000
Life Points: 105,000,000
Protection Factor: Four 10ths
Shields: Static field (see "High-Tech Shields"). Bendix fields cost extra.
Strength Adjustment: x 560
Dodge Adjustments: +20%
System Shutdown: 68%
Structural Integrity: 90%
Weight: 10 pounds
Size: 6 feet tall
Maximum Occupancy: One
Maximum Payload: 80,000 pounds
Cooldown Time: 3 seconds
Power Source: Electricity
Fuel Capacity: 5,000 EGs
Maximum Run Speed: 175 mph
Cruise Run Speed: 90 mph
Walk Speed: 15 mph
Maximum Flight Speed: 500 mph (antigravity—can hover)
Cruise Flight Speed: 100 mph
Altitude Limit: None
Communications: FM transceivers with a 30-mile range
Sensors: Radar, infrared, and energy for 1 mile.
Weapons:
Punch or kick: 100 to 800 LPD
Phazed chem blaster on left arm
Sonic blaster on right arm
Midnight sunstone survival knife (long dagger) in left boot—has a compass and flint and steel
Laser saber in right boot

Description: This armor is made out of organic electronics, as are all its weapons. It is airtight and has an oxygen generator that supplies 2 hours of air per 10 EGs. Along with the dagger in the left boot, there is a thin, 15-foot long, midnight sunstone cable that has 3 million life points. It takes 5 seconds to get into and out of this suit of armor.

Other accessories with this armor are the B.S.C. Infiltrator's Jammer ability, the lesser mutation Telekinesis, a sonic disruption field, and special system handling.

The sonic disruption field affects a 30-foot-radius area, disrupting everyone's concentration (metabolic shock). This drains 5 EGs per use.

The special system handling allows the armor to override attacks involving nullification, freezing, and energy manipulation. When these types of attacks hit the armor, they drain 25 EGs per attack segment of contact each. A siphon energy ability will still affect Hadrathus armor.

This suit of power armor has a targeting computer that gives a +25% to the wearer's shot roll. It also can increase your advantage bonus 1 point per 10 EGs, up to a +4. This advantage bonus lasts for one turn.

One highly unusual aspect of the Hadrathus class power armor is its capability of memorizing spells and abilities. Up to three 10th-level spells can be programmed into it (30 SMUs). It costs $10 million per spell per spell level. Optionally, mutations can be put in. The maximum on this is four lesser mutations or one master. The costs for mutations are listed in chapter 10.

Transportation

To determine a transport's maximum payload capacity, add the weapon-class specifics to the payload amount listed in the transport's description. The listed maximum payload is the amount after the vehicle is completely armed and ammunitioned. All seating arrangements and internal configuration are determined by the buyer and the referee.

Power sources are self-contained. They are not removable as clips. Specially engineered engines may be made to accommodate removal. All crafts come fully fueled when purchased.

System shutdown indicates whether the power source of a vehicle keeps working after the craft takes 50% of its life points.

Structural integrity determines whether the craft or device can hold together and continue to function (fly, move, etc.) when damage exceeds 50% of its life points. The engine may still work (system shutdown) even though the body is shot.

Glide ratio is the number of feet a vehicle moves forward for every foot it drops. So a craft with a glide ratio of 7:1 would drop 1 foot for every 7 feet it glides forward.

Transport Weapon Classes

Planet Destroyer:
PD-101: For starships only. Any size or weight of weaponry that will fit within the craft

Fang:
Scarlet: Weapons 60 feet and less, up to 50 tons of weaponry.
Red: Weapons 45 feet and less, up to 35 tons of weaponry.
A: Weapons 35 feet and less, up to 20 tons of weaponry.

Heavy Tactical Weapons:
HTW-001: Weapons 45 feet and less, up to 30 tons of weaponry.
HTW-002: Weapons 35 feet and less, up to 20 tons of weaponry.
HTW-003: Weapons 20 feet and less, up to 15 tons of weaponry.

Tactical Weapons:
TW-1000: Weapons 10 feet and less, up to 8 tons of weaponry.
TW-2000: Weapons 8 feet and less, up to 4 tons of weaponry.

Light Tactical Weapons
LTW-1: Weapons 4 feet and less, up to 3,000 pounds of weaponry.
LTW-2: Weapons 2 feet and less, up to 1,500 pounds of weaponry.

Nonpowered Transportation

Table 83. NONPOWERED TRANSPORTATION REFERENCE

Name	Cost	Life Points	Weight	Size	Struct. Int.
Dirigible Giant ship	$5,000 for Giants; all others $12,000	50,000	2 tons	60' long	70%
Glider sailplane	$10,000	80,000	100 lb	35' long, 75' wingspan	35%
Pedal-powered gyrocopter	$300	100,000	150 lb	8' long, 18' rotors	35%
Sailboat	$150 + $100/foot over 6 feet	100/foot long	120 lb for 6 footer, 10,000 lb for 30 footer	6' long and up, to over 30'	20%
Ultralight	$500	1,000	15 lb	20' wingspan	10%

Dirigible Giant Ship

Cost: $5,000
Life Points: 50,000
Dodge Adjustment: Any speed: -74%
Structural Integrity: 70%
Weight: 2 tons
Size: 60' long
Maximum Occupancy: Five Giants or 15 normal-sized individuals
Maximum Payload: 3 tons
Power Source: Flawed fire diamonds
Fuel Capacity: Needs 2 ounces of flawed fire diamonds + water
Maximum Speed: Wind speed
Fuel Use/Hour: 1 gallon of water
Takeoff Specifications: Rises 10 mph, 25 unloaded
Altitude Limit: 32,000 feet
Glide Ratio: 0:1
Weapon Class: HTW-003
Description: Refer to "Giants" in chapter 1 for details. The water used for fuel is stored in the cargo hold (however much you want to fit in there).

Glider Sailplane

Cost: $10,000
Life Points: 80,000
Dodge Adjustments:
Below cruise speed: -30%
Cruise speed: -10%
75% speed: -15%
Maximum speed: -20%
Structural Integrity: 35%
Weight: 100 pounds
Size: 35 feet long, 75-foot wingspan
Maximum Occupancy: Five people
Maximum Payload: 1,500 pounds
Maximum Speed: 250 mph
Range Maximum Speed: Depends on altitude and updrafts.
Takeoff Specifications: 45 minutes to take off and reach an altitude of one mile.
Altitude Limit: 20,000 feet
Glide Ratio: 21:1
Weapon Class: LTW-1
Description: This vehicle is made of gravanium and aluminum. For an additional $5,000, it can have a pressurized cabin, although this requires electronics.

Pedal-Powered Gyrocopter

Cost: $300
Life Points: 100,000
Dodge Adjustments:
Below cruise speed: -20%
Cruise speed: -10%
75% speed: -15%
Maximum speed: -30%
Structural Integrity: 35%
Weight: 150 pounds
Size: 8 feet long, 18-foot rotor span
Maximum Occupancy: Three
Maximum Payload: 300 pounds + 150 pounds per 10 strength points of the pilot
Maximum Speed: 40 mph + 1 mph per strength point over 25, up to 120 mph
Cruise Speed: 25% of maximum speed
Stall Speed: 10 mph
Takeoff Specifications: Needs a 300-foot runway, but only 20 feet to land
Altitude Limit: 3,000 feet
Glide Ratio: 2:1
Weapon Class: LTW-1
Description: The minimum strength needed to fly this craft is a 25. It can be modified to use just about any powerplant or engine.

Sailboat

Cost: $150 + $100 per foot over 6 feet
Life Points: 100 per foot in length
Dodge Adjustments:
Below cruise speed: -100%
Cruise speed: -50%
75% speed: -65%
Maximum speed: -100%
Structural Integrity: 20%
Weight: 120 pounds for 6 footer, 10,000 pounds for 30 footer
Size: 6 feet to approximately 30 feet long
Maximum Occupancy: Two for 6 footer, seven for 30 footer
Maximum Payload: 250 pounds for 6 footer, 21,000 pounds for 30 footer
Maximum Speed: Wind speed
Weapon Class: LTW-1
Description: These boats are built of see-through material the Alchemists call plastic. All boats are double-hulled, allowing for other materials to be used in their construction. The weapon class varies according to size. Larger ones can go as high as the Scarlet Fang class, if we're talking about ships the size of those sailed by the Giants.

Ultralight

Cost: $500
Life Points: 1,000
Dodge Adjustments:
Below cruise speed: -50%
Cruise speed: -30%
75% speed: -35%
Maximum speed: -40%
Structural Integrity: 10%
Weight: 15 pounds
Size: 20-foot wingspan
Maximum Occupancy: Two
Maximum Payload: 1/4 the weight limit of the pilot, up to 5,000 pounds
Maximum Speed: 10 mph per strength point over 30, up to 100 mph
Cruise Speed: 25% of maximum speed
Stall Speed: 12 mph
Takeoff Specifications: 15 mph to leave ground
Altitude Limit: 32,000 feet
Glide Ratio: 12:1
Weapon Class: LTW-2
Description: This vehicle is powered by strength, requiring the pilot to have at least a 30 strength points.

Low-Tech Transportation

All flying craft can be pressurized and fitted with weapons. Pressurization costs $5,000 and is maintained by an electronic system that can be neutralized. In places where technology or electronics do not function, these vehicles will still work although their complex electrical systems will not. The fuel usages listed are precalculated so you do not have to interrupt the game to figure them. Usually the referee will tell you that you travel a certain number of miles or for a certain number of hours. These two figures do not count together. Note: *VTOL* stands for vertical takeoff and landing.

Table 84. LOW-TECH TRANSPORTATION REFERENCE

Name	Cost	Life Points	Weight	Size	Sys. Shutdn.	Struct. Int.
Landraver	$20,000	250,000	1,200 lb	11' long	15%	40%
Gyrocopter	$800	40,000	350 lb	10' long, 20' rotor blades	70%	40%
Helicopter	$80,000	1,600,000	2 tons	35' long, 45' rotor blades	75%	50%
Hydroplane	$3,000 + $100/ft in length	400,000	1,000 lb + 15/ft	15 feet long and up	80%	20%
Terrain trooper	$50,000	10,830,000	10,000 lb	20' long	90%	75%
Thunderbolt	$1,100,000	4,500,000	11,000 lb	40' long, 40' wingspan	90%	70%
Track trooper	$1,000,000	43,100,000	52 tons	20' long	90%	75%
Turboprop falcon	$70,000	1,600,000	4,000 lb	30' long, 40' wingspan	70%	60%

Landraver

Cost: $20,000
Life Points: 250,000
Dodge Adjustments:
Below cruise speed: -10%
Cruise speed: -16%
75% speed: -30%
Maximum speed: -40%
System Shutdown: 15%
Structural Integrity: 40%
Weight: 1,200 pounds
Size: 11 feet long
Maximum Occupancy: Five
Maximum Payload: 800 pounds
Warm-up Time: None
Power Source: Liquid hydrogen or EGs
Fuel Capacity: 15 gallons or 500 EGs
Maximum Speed: 310 mph
Range Maximum Speed: 620 miles
Fuel Use/Mile: 0.024 gallon or 0.8 EG
Fuel Use /Hour: 7.5 gallons or 250 EGs
Cruise Speed: 100 mph
Range Cruise Speed: 1,860 miles
Fuel Use/Mile: 0.008 gallons or 0.27 EGs
Fuel Use/Hour: 0.8 gallons or 26.8 EGs
Takeoff Specifications: 300 mph in 5 seconds
Communications: FM transceivers
Sensors: Radar, 1 mile
Weapon Class: LTW-2
Description: This vehicle is the ultimate suburban recreation vehicle. It has a four-wheel drive with jump assists that allow it to jump 25 feet in the air. On the front bumper is a winch with a 40-foot cable (50,000 life points with 5 tons of pull). It has an AM/FM radio with a CD player and safety air bags. Its cabin is airtight and has 2 hours of air for five people. One extra option for $20,000 is bulletproof shielding (300,000 life points armoring).

Gyrocopter

Cost: $800
Life Points: 40,000
Dodge Adjustments:
Below cruise speed: -40%
Cruise speed: -20%
75% speed: -25%
Maximum speed: -30%
System Shutdown: 70%
Structural Integrity: 40%
Weight: 350 pounds
Size: 10 feet long, 20-foot rotor blades
Maximum Occupancy: Two
Maximum Payload: 1,500 pounds
Warm-up Time: 10 seconds
Power Source: Liquid hydrogen
Fuel Capacity: 12 gallons
Maximum Speed: 120 mph
Range Maximum Speed: 500 miles
Fuel Use/Mile: 0.024 gallon
Fuel Use/Hour: 2.88 gallons
Cruise Speed: 80 mph
Range Cruse Speed: 750 miles
Fuel Use/Mile: 0.016 gallons
Fuel Use/Hour: 1.28 gallons
Stall Speed: None
Takeoff Specifications: 0 to 50 mph in 6 seconds requires 100 feet of runway. Landing, 10 feet.
Altitude Limit: 10,560 feet
Glide Ratio: 6:1
Weapon Class: LTW-2
Description: Similar to the pedal-powered gyrocopter except that it has a motor.

Helicopter

Cost: $80,000
Life Points: 1,600,000
Dodge Adjustments:
Below cruise speed: -40%
Cruise speed: -30%
75% speed: -45%
Maximum speed: -60%
An additional -45% if fully loaded
System Shutdown: 75%
Structural Integrity: 50%
Weight: 2 tons
Size: 35 feet long, 45-foot rotor blade
Maximum Occupancy: Five
Maximum Payload: 15 tons
Warm-up Time: 1 minute
Power Source: Liquid hydrogen or electricity
Fuel Capacity: 10 gallons or 100 EGs
Maximum Speed: 210 mph
Range Maximum Speed: 1,000 miles
Fuel Use/Mile: 0.01 gallon or 0.1 EG
Fuel Use/Hour: 2.1 gallons or 21 EGs
Cruise Speed: 125 mph
Range Cruse Speed: 1,200 miles
Fuel Use/Mile: 0.008 gallon or 0.083 EG
Fuel Use/Hour: 1.042 gallons or 10.42 EGs
Stall Speed: None
Takeoff Specifications: VTOL: 0 to 60 feet in 10 seconds.
Altitude Limit: 15,840 feet
Glide Ratio: 4:1 with autorotation; otherwise 0:1
Communications: FM transceivers
Weapon Class: HTW-003
Description: Electrical engines are optional. Electric-powered copters will be severely hampered in areas where technology does not function.

Hydroplane

Cost: $3,000 + $100 per foot in length
Life Points: 400,000
Dodge Adjustments:
Below cruise speed: -40%
Cruise speed: -20%
75% speed: -45%
Maximum speed: -60%
System Shutdown: 80%
Structural Integrity: 20%
Weight: 1,000 pounds + 15 pounds per extra foot of length

Size: 15 feet and longer
Maximum Occupancy: Five + one per extra 3 feet in length
Maximum Payload: 3,750 pounds + 250 pounds per extra foot in length
Warm-up Time: None
Power Source: Liquid hydrogen
Fuel Capacity: 200 gallons
Maximum Speed: 275 mph
Range Maximum Speed: 10,000 miles
Fuel Use/Mile: 0.02 gallons
Fuel Use/Hour: 5.5 gallons
Cruise Speed: 95 mph
Range Cruse Speed: 15,000 miles
Fuel Use/Mile: 0.013 gallons
Fuel Use/Hour: 1.27 gallons
Takeoff Specifications: Maximum speed in 10 seconds
Weapon Class: LTW-2 and higher
Description: This craft is very handy for going from completely liquid surfaces to marginally rugged country.

Terrain Trooper

Cost: $50,000
Life Points: 10,830,000
Dodge Adjustments:
Below cruise speed: -50%
Cruise speed: -40%
75% speed: -55%
Maximum speed: -70%
System Shutdown: 90%
Structural Integrity: 75%
Weight: 10,000 pounds
Size: 20 feet long, 10 feet wide, 8 feet tall
Maximum Occupancy: 15
Maximum Payload: 10,000 pounds
Warm-up Time: 3 seconds
Power Source: Liquid hydrogen
Fuel Capacity: 75 gallons
Maximum Speed: 200 mph
Range Maximum Speed: 2,000 miles
Fuel Use/Mile: 0.0375 gallons
Fuel Use/Hour: 7.5 gallons
Cruise Speed: 70 mph
Range Cruise Speed: 4,000 miles
Fuel Use/Mile: 0.0188 gallons
Fuel Use/Hour: 1.3125 gallons
Takeoff Specifications: 0 to 60 mph in 5.4 seconds
Communications: FM transceivers
Sensors: Infrared. 1,000 feet; radar, 5 miles
Weapon Class: LTW-1
Description: This is a small armored attack vehicle with wheels.

Thunderbolt

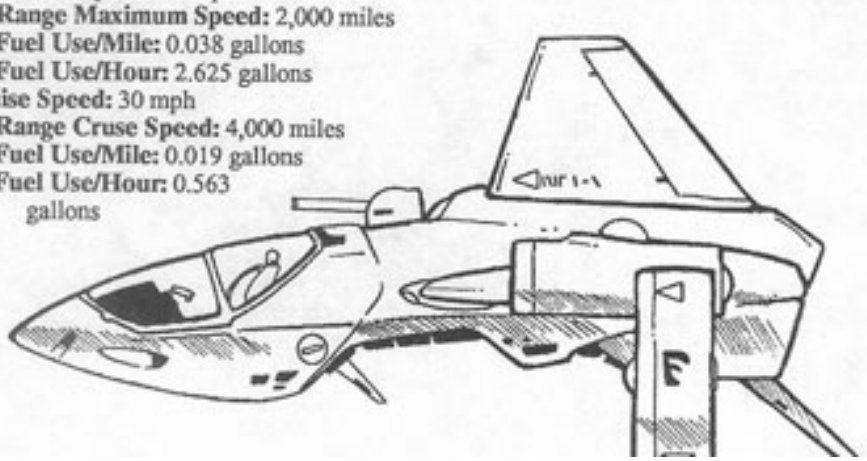
Cost: $1,100,000
Life Points: 4,500,000
Dodge Adjustments:
Below cruise speed: -20%
Cruise speed: -10%
75% speed: -15%
Maximum speed: -20%
System Shutdown: 90%
Structural Integrity: 70%
Weight: 11,000 pounds
Size: 40 feet long, 40-foot wingspan
Maximum Occupancy: Four
Maximum Payload: 5,000 pounds
Warm-up Time: 2 minutes
Power Source: Liquid hydrogen
Fuel Capacity: 150 gallons
Maximum Speed: 2,000 mph
Range Maximum Speed: 1,500 miles
Fuel Use/Mile: 0.1 gallons
Fuel Use/Hour: 200 gallons
Cruise Speed: 1,500 mph
Range Cruise Speed: 2,100 miles
Fuel Use/Mile: 0.071 gallons
Fuel Use/Hour: 107.14 gallons
Stall Speed: 30 mph
Takeoff Specifications: VTOL; or 1,200 feet to take off and 1,150 to land; 0 to 70 mph in 5 seconds
Altitude Limit: 85,000 feet
Glide Ratio: 6:1
Communications: FM transceivers
Weapon Class: HTW-001
Description: This jet has a 2-hour oxygen supply for high altitude flights. The oxygen is supplied through a respirator affixed to the flight helmet.

Track Trooper

Cost: $300,000
Life Points: 43,100,000
Dodge Adjustments:
Below cruise speed: -60%
Cruise speed: -50%
75% speed: -65%
Maximum speed: -75%
System Shutdown: 90%
Structural Integrity: 75%
Weight: 52 tons
Size: 20 feet long, 10 feet wide, 8 feet tall
Maximum Occupancy: 15
Maximum Payload: 20,000 pounds
Warm-up Time: 3 seconds
Power Source: Liquid hydrogen
Fuel Capacity: 75 gallons
Maximum Speed: 70 mph
Range Maximum Speed: 2,000 miles
Fuel Use/Mile: 0.038 gallons
Fuel Use/Hour: 2.625 gallons
Cruise Speed: 30 mph
Range Cruse Speed: 4,000 miles
Fuel Use/Mile: 0.019 gallons
Fuel Use/Hour: 0.563 gallons
Takeoff Specifications: 0 to 60 mph in 4 seconds
Communications: FM transceivers
Sensors: Infrared, 1,000 feet; radar, 5 miles
Weapon Class: HTW-003
Description: This vehicle is the same type as the Terrain Trooper except that it has tracks instead of wheels.

Turboprop Falcon

Cost: $70,000
Life Points: 1,600,000
Dodge Adjustments:
Below cruise speed: -40%
Cruise speed: -20%
75% speed: -30%
Maximum speed: -40%
System Shutdown: 70%
Structural Integrity: 60%
Weight: 4,000 pounds
Size: 30 feet long, 40-foot wingspan
Maximum Occupancy: Seven
Maximum Payload: 4,000 pounds
Warm-up Time: 1 minute
Power Source: Liquid hydrogen
Fuel Capacity: 150 gallons
Maximum Speed: 620 mph
Range Maximum Speed: 2,500 miles
Fuel Use/Mile: 0.06 gallons
Fuel Use/Hour: 37.2 gallons
Cruise Speed: 500 mph
Range Cruse Speed: 3,000 miles
Fuel Use/Mile: 0.05 gallons
Fuel Use/Hour: 25 gallons
Stall Speed: 20 mph
Takeoff Specifications: 450 feet for take off, 300 feet to land; 0 to 50 mph in 6 seconds
Altitude Limit: 80,000 feet
Glide Ratio: 6:1
Communications: FM transceivers
Weapon Class: TW-2000
Description: This plane has the same oxygen supply as the Thunderbolt. It comes in creamy white, sky blue, or camouflage.



High-Tech Transportation

These types of vehicles cannot function on the Dark Continent, in the Center of the World, or at any other place where technology does not work. The term *cooldown time* refers to the time required to lower a unit's operating temperature to the range where the superconductors can function. The fuel usages listed are precalculated so you do not have to interrupt the game to figure them. Usually the referee will tell you that you travel a certain number of miles or for a certain number of hours.

Table 85. HIGH-TECH TRANSPORTATION REFERENCE

Name	Cost	Life Points	Weight	Size	Sys. Shutdn.	Struct. Int.
Antigravity bike	$25,000	30,000	100 lb	5' long	40%	30%
Antigravity drake raver	$75,000,000	8,500,000	21,000 lb	50' long, 40' wingspan	35%	50%
Antigravity hydra raver	$250,000,000	20,000,000	50,000 lb	100' long, 20' wide, 10' tall.	35%	70%
Antigravity sled	$75,000	400,000	1,000 lb	15' long, 7' wide	35%	40%
Antigravity turbo-impact thruster belt	$80,000	100,000	3 lb	—	35%	10%
Antigravity viper	$3,500,000	4,000,000	10,000 lb	35' long, 30' wingspan	35%	40%
Gyrostabilized bike	$1,500	4,000	8 lb	42" frame	90%	15%
Submarine	$250,000,000	200,000,000	300 tons	230' long, 60' dia.	70%	40%

Antigravity Bike

Cost: $25,000
Life Points: 30,000
Dodge Adjustments:
Below cruise speed: -20%
Cruise speed: -10%
75% speed: -15%
Maximum speed: -20%
System Shutdown: 40%
Structural Integrity: 30%
Weight: 100 pounds
Size: 5 feet long
Maximum Occupancy: Two
Maximum Payload: 4,000 pounds
Cooldown Time: None
Power Source: Electricity
Fuel Capacity: 150 EGs
Maximum Speed: 200 mph
Range Maximum Speed: 500 miles
Fuel Use/Mile: 0.3 EGs
Fuel Use/Hour: 60 EGs
Cruise Speed: 100 mph
Range Cruse Speed: 1,000 miles
Fuel Use/Mile: 0.15 EGs
Fuel Use/Hour: 15 EGs
Takeoff Specifications: Maximum speed in 15 seconds
Altitude Limit: 20 feet over solid terrain
Glide Ratio: 0:1
Weapon Class: LTW-2
Description: This is a small, high-speed mode of transport.

Antigravity Drake Raver

Cost: $75,000,000
Life Points: 8,500,000
Dodge Adjustments:
Below cruise speed: -30%
Cruise speed: -20%
75% speed: -30%
Maximum speed: -40%
System Shutdown: 35%
Structural Integrity: 50%
Weight: 21,000 pounds
Size: 50 feet long, 40-foot wingspan
Maximum Occupancy: 15
Maximum Payload: 5,000 pounds
Cooldown Time: 1 minute
Power Source: Electricity
Fuel Capacity: 2,000 EGs
Maximum Speed: 4,000 mph
Range Maximum Speed: 4,000 miles
Fuel Use/Mile: 2 EGs
Fuel Use/Hour: 2,000 EGs
Cruise Speed: 1,400 mph
Range Cruise Speed: 8,400 miles
Fuel Use/Mile: 0.238 EGs
Fuel Use/Hour: 333.3 EGs
Takeoff Specifications: Rises 100 feet per turn
Altitude Limit: 79,200 feet
Glide Ratio: 3:1
Communications: FM transceivers
Sensors: Infrared, 1/4 mile; radar, 25 miles
Weapon Class: Fang A
Description: This vehicle is one of the largest antigravity craft of its kind.

Antigravity Hydra Raver

Cost: $250,000,000
Life Points: 20,000,000
Dodge Adjustments:
Below cruise speed: -40%
Cruise speed: -30%
75% speed: -40%
Maximum speed: -60%
System Shutdown: 35%
Structural Integrity: 70%
Weight: 50,000 pounds
Size: 100 feet long (no wings), 20 feet wide, 10 feet tall
Maximum Occupancy: 50
Maximum Payload: 10,000 pounds
Cooldown Time: 3 minutes
Power Source: Electricity
Fuel Capacity: 5,000 EGs
Maximum Speed: 1,000 mph
Range Maximum Speed: 10,700 miles
Fuel Use/Mile: 0.467 EGs
Fuel Use/Hour: 467.3 EGs
Cruise Speed: 790 mph
Range Cruise Speed: 48,101 miles
Fuel Use/Mile: 0.104 EGs
Fuel Use /Hour: 82.12 EGs
Takeoff Specifications: Rises 100 feet per turn
Altitude Limit: 20 miles
Glide Ratio: 0:1
Communications: AM/FM transceivers
Sensors: Infrared, 1/4 mile; radar, 25 miles; motion, 1/4 mile
Weapon Class: Scarlet Fang
Description: This is the largest antigravity craft on Synnibarr. Similar to a Giant flying bus.

Antigravity Sled

Cost: $75,000
Life Points: 400,000
Dodge Adjustments:
Below cruise speed: -20%
Cruise speed: -10%
75% speed: -20%
Maximum speed: -30%
System Shutdown: 35%
Structural Integrity: 40%
Weight: 1,000 pounds
Size: 15 feet long, 7 feet wide
Maximum Occupancy: Seven
Maximum Payload: 10,000 pounds
Cooldown Time: 6 seconds
Power Source: Electricity
Fuel Capacity: 5,000 EGs
Maximum Speed: 250 mph
Range Maximum Speed: 5,000 miles
Fuel Use/Mile: 1 EG
Fuel Use/Hour: 250 EGs

Cruise Speed: 75 mph
Range Cruise Speed: 8,500 miles
Fuel Use/Mile: 0.588 EGs
Fuel Use/Hour: 44.11 EGs
Takeoff Specifications: Maximum speed in 15 seconds
Altitude Limit: 15 feet; cruise, 5 feet
Glide Ratio: None
Weapon Class: TW-1000
Description: This vehicle is a fairly common mode of transportation around Terra and outlying areas.

Antigravity Turbo-Impact Thruster Belt

Cost: $80,000
Life Points: 100,000
Dodge Adjustments:
Below cruise speed: -5%
Cruise speed: -5%
75% speed: -10%
Maximum speed: -20%
System Shutdown: 35%
Structural Integrity: 10%
Weight: 3 pounds
Size: One size fits all.
Maximum Payload: 4,500 pounds
Cooldown Time: None
Power Source: Electricity
Fuel Capacity: 10 EGs
Maximum Speed: 100 mph
Range Maximum Speed: 50 miles
Fuel Use/Mile: 0.2 EGs
Fuel Use/Hour: 20 EGs
Cruise Speed: 65 mph
Range Cruise Speed: 60 miles
Fuel Use/Mile: 0.167 EGs
Fuel Use/Hour: 10.83 EGs
Takeoff Specifications: Rises 40 feet per turn
Altitude Limit: 5,280 feet
Description: This belt is activated by touching a dial on the front buckle.

Antigravity Viper

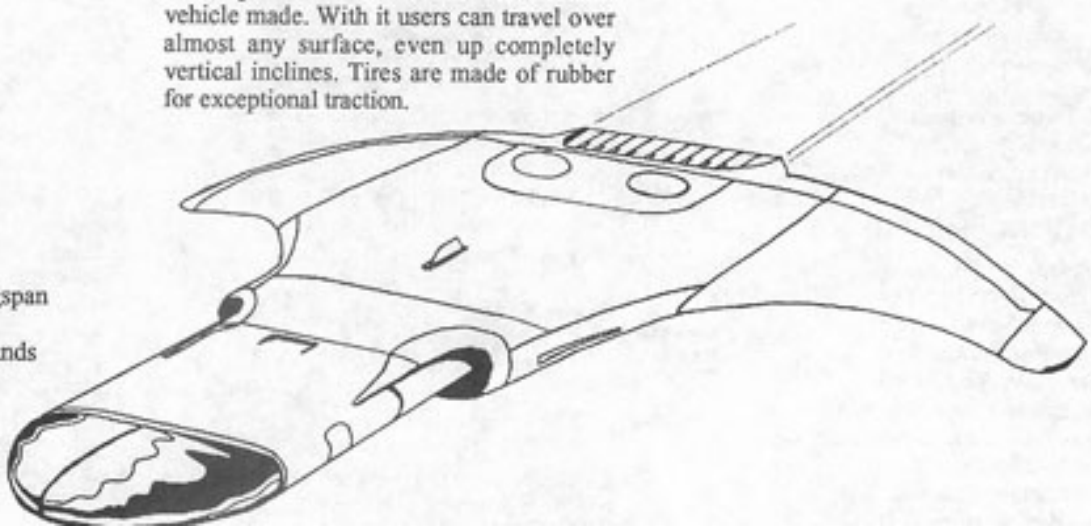
Cost: $3,500,000
Life Points: 4,000,000
Dodge Adjustments:
Below cruise speed: -5%
Cruise speed: -5%
75% speed: -10%
Maximum speed: -20%
System Shutdown: 35%
Structural Integrity: 40%
Weight: 10,000 pounds
Size: 35 feet long, 30-foot wingspan
Maximum Occupancy: Four
Maximum Payload: 1,000 pounds
Cooldown Time: 30 seconds
Power Source: Electricity
Fuel Capacity: 5,000 EGs
Maximum Speed: 3,000 mph
Range Maximum Speed: 25,000 miles
Fuel Use/Mile: 0.2 EGs
Fuel Use/Hour: 600 EGs
Cruise Speed: 1,000 mph
Range Cruise Speed: 50,000 miles
Fuel Use/Mile: 0.1 EGs
Fuel Use/Hour: 100 EGs
Takeoff Specifications: Maximum speed in 10 seconds
Altitude Limit: 79,200 feet
Glide Ratio: 5:1
Communications: FM transceivers
Weapon Class: HTW-001
Description: This is a high-speed fighter jet for fast-in and fast-out situations.

Gyrostabilized Bike

Cost: $1,500
Life Points: 4,000
Dodge Adjustments:
Below cruise speed: -5%
Cruise speed: -5%
75% speed: -20%
Maximum speed: -25%
System Shutdown: 90%
Structural Integrity: 15%
Weight: 8 pounds
Size: 42-inch frame
Maximum Occupancy: One
Maximum Payload: 500 pounds
Cooldown Time: None
Power Source: Electricity
Fuel Capacity: 10 EGs
Maximum Speed: 215 mph
Range Maximum Speed: 5,000 miles
Fuel Use/Mile: 0.002 EGs
Fuel Use/Hour: 0.43 EGs
Cruise Speed: 80 mph
Range Cruise Speed: 15,000 miles
Fuel Use/Mile: 0.0007 EGs
Fuel Use/Hour: 0.053 EGs
Takeoff Specifications: 0 to 60 mph in 6 seconds
Weapon Class: LTW-2
Description: This is the most fuel efficient vehicle made. With it users can travel over almost any surface, even up completely vertical inclines. Tires are made of rubber for exceptional traction.

Submarine

Cost: $250,000,000
Life Points: 200,000,000
Dodge Adjustments:
Below cruise speed: -60%
Cruise speed: -60%
75% speed: -100%
Maximum speed: -100%
System Shutdown: 70%
Structural Integrity: 40%
Weight: 300 tons
Size: 230 feet long, 60-foot diameter
Maximum Occupancy: 150
Maximum Payload: 100 tons
Cooldown Time: 2 minutes
Power Source: Electricity
Fuel Capacity: 10,000 EGs
Maximum Speed: 200 mph
Range Maximum Speed: 2,000,000 miles
Fuel Use/Mile: 0.005 EGs
Fuel Use/Hour: 1 EG
Cruise Speed: 50 mph
Range Cruise Speed: 3,012,000 miles
Fuel Use/Mile: 0.003 EGs
Fuel Use/Hour: 0.166 EGs
Takeoff Specifications: 0 to 100 mph in 30 seconds
Weapon Class: Scarlet Fang
Description: This vessel requires three people to operate it. Currently, five of these vessels are in use by the Alchemists as research vehicles. Any of its missiles described later in this chapter can be converted into torpedoes as long as they fit suitably within the sub. As torpedoes, the missiles have 10% of their speed and area of effect. The maximum depth to which the submarine may descend is 10,000 feet.



Miscellaneous Engines

These engines can be used to build one's own vehicle, such as an engineer creating a new type of antigravity raver, or they can be installed in a modified craft to give it more power and range. The costs for these modifications are up to the referee.

Table 86. MISCELLANEOUS ENGINES REFERENCE

Name	Cost	Life Points	Weight	Size	Sys. Shutdn.
AG-1000	$20,000	2,500,000	200 lb	5' long, 9" dia.	35%
AG-2000	$45,000	4,000,000	300 lb	9' long, 1' dia.	35%
Antigravity turbo-impact thruster	$75,000	10,000	2 lb	2" x 3" x 5"	35%
Hydrogen turbine	$60,000	30,000,000	2,300 lb	10' long	5%
Mervella Drive 1000	$20,000	600,000	50 lb	3' long, 6" dia.	25%
Mervella Drive 5000	$200,000	6,000,000	500 lb	10' long, 1-1/2' dia.	25%
Turboelectric propeller	$200	20,000	60 lb	3' long, 7" wide	50%

AG-1000

Cost: $20,000
Life Points: 2,500,000
System Shutdown: 35%
Weight: 200 pounds
Size: 5 feet long, 9-inch diameter
Maximum Payload: 7,500 pounds
Cooldown Time: 30 seconds
Power Source: Electricity
Maximum Speed: 100 mph
Fuel Use/Mile: 0.125 EGs
Fuel Use/Hour: 12.5 EGs
Cruise Speed: 65 mph
Fuel Use/Mile: 0.019 EGs
Fuel Use/Hour: 6.019 EG
Description: This is an antigravity thruster engine.

AG-2000

Cost: $45,000
Life Points: 4,000,000
System Shutdown: 35%
Weight: 300 pounds
Size: 9 feet long, 1-inch diameter
Maximum Payload: 21,000 pounds
Cooldown Time: 30 seconds
Power Source: Electricity
Maximum Speed: 300 mph
Fuel Use/Mile: 0.063 EGs
Fuel Use/Hour: 18.75 EGs
Cruise Speed: 200 mph
Fuel Use/Mile: 0.048 EGs
Fuel Use/Hour: 9.524 EGs
Description: This is an antigravity thruster engine.

Antigravity Turbo-Impact Thruster

Cost: $75,000
Life Points: 10,000
System Shutdown: 35%
Weight: 2 pounds
Size: 2 by 3 by 5 inches
Maximum Payload: 4,500 pounds
Cooldown Time: None
Power Source: Electricity
Maximum Speed: 100 mph
Fuel Use/Mile: 0.167 EGs
Fuel Use/Hour: 16.67 EGs
Cruise Speed: 65 mph
Fuel Use/Mile: 0.111 EGs
Fuel Use/Hour: 7.222 EGs
Description: This is a small engine, very similar to the one that powers the turbo-impact thruster belt.

Hydrogen Turbine

Cost: $60,000
Life Points: 30,000,000
System Shutdown: 5%
Weight: 2,300 pounds
Size: 10 feet long
Maximum Payload: 5,000 pounds
Warm-up Time: 2 minutes
Power Source: Liquid hydrogen
Maximum Speed: 2,500 mph
Fuel Use/Mile: 0.16 gallons
Fuel Use/Hour: 400 gallons
Cruise Speed: 1,285 mph
Fuel Use/Mile: 0.0236 gallons
Fuel Use/Hour: 30.3 gallons
Description: This engine will work in areas where technology does not function.

Mervella Drive 1000

Cost: $20,000
Life Points: 600,000
System Shutdown: 25%
Weight: 50 pounds
Size: 3 feet long, 6-inch diameter
Maximum Payload: 2,000 pounds
Cooldown Time: 10 seconds
Power Source: Electricity
Maximum Speed: On surface, 200 mph; underwater, 100 mph
Fuel Use/Mile: On surface, 0.01 EG; underwater, 0.014 EGs
Fuel Use/Hour: On surface, 2 EGs; underwater, 1.429 EGs
Cruise Speed: On surface, 60 mph; underwater, 35 mph
Fuel Use/Mile: On surface, 0.005 EGs; underwater, 0.009 EGs
Fuel Use/Hour: On surface, 0.3 EGs; underwater, 0.318 EGs
Description: This engine works on the principle of magneto hydrodynamics. It is a silent propulsion system with tremendous power. The engine must be immersed at all times for it to function. It is highly reliable and efficient and can be mounted on a boat for surface travel or on an underwater craft.

Mervella Drive 5000

Cost: $200,000
Life Points: 6,000,000
System Shutdown: 25%
Weight: 500 pounds
Size: 10 feet long, 1-1/2-foot diameter
Maximum Payload: 30 tons
Cooldown Time: 1 minute
Power Source: Electricity
Maximum Speed: On surface, 400 mph; underwater, 200 mph
Fuel Use/Mile: On surface, 0.1 EG, underwater, 0.2 EG
Fuel Use/Hour: 40 EGs
Cruise Speed: On surface, 100 mph; underwater, 50 mph
Fuel Use/Mile: On surface, 0.022 EGs; underwater, 0.04 EGs
Fuel Use /Hour: On surface, 2.22 EGs; underwater, 2 EGs
Description: This engine is the same as the Mervella Drive 1000, only larger.

Turboelectric Propeller

Cost: $200
Life Points: 20,000
System Shutdown: 50%
Weight: 60 pounds
Size: 3 feet long, 7 inches wide
Maximum Payload: 1,000 pounds
Warm-up Time: None
Power Source: Electricity
Maximum Speed: 40 mph
Fuel Use/Mile: 0.1 EGs
Fuel Use/Hour: 4 EGs
Cruise Speed: 25 mph
Fuel Use/Mile: 0.02 EGs
Fuel Use/Hour: 0.5 EG
Description: This small engine is designed for underwater movement. It is a compact device that, by itself, can be used to propel a user through the water.

Live Transportation

Horse

Cost: $50
Life Points: 600 to 1,200
Dodge: 30%
Beam-Attack Dodge: 23%
Metabolic Shock: 45%
Weight: Up to 1,600 pounds
Size: 6 feet tall at the shoulder
Maximum Occupancy: Three
Maximum Payload: 500 pounds
Maximum Speed: 50 mph
Range Maximum Speed: 4 miles
Cruise Speed: 7-1/2 mph
Range Cruise Speed: 50 miles
Description: These animal are large, strong, and very fast. They are available at various stables throughout Terra and other cities.

Winged Horse

Cost: $500
Life Points: 100 to 500 with one 10th
Metabolic Shock: 46%
Weight: 500 to 1,000 pounds
Size: 6 feet tall at the shoulder
Maximum Capacity: Two
Maximum Payload: 500 pounds
Maximum Speed: 200 mph
Range Maximum Speed: 300 miles
Cruise Speed: 110 mph
Range Cruise Speed: 700 miles
Maximum Altitude: 2,000 feet
Description: See chapter 17, "Monsters."

Paradrake

Cost: $5,000
Life Points: 1,000 to 10,000
Metabolic Shock: 50%
Weight: 1 to 4 tons
Size: 50' long
Maximum Capacity: Four
Maximum Payload: 2,000 pounds
Maximum Speed: 200 mph
Range Maximum Speed: 1,500 miles
Cruise Speed: 50 mph
Range Cruise Speed: 1,200 miles
Maximum Altitude: 5,000 feet
Description: Two-legged drakes. They must be captured when young to be trained as mounts. See chapter 17, "Monsters."

Small Storm Drake

Cost: $500,000
Life Points: 10,000 to 40,000 with one 10th
Metabolic Shock: 45%
Weight: 1 to 10 tons
Size: 30 feet long
Maximum Capacity: Three
Maximum Payload: 6,000 pounds
Maximum Speed: 1,400 mph
Range Maximum Speed: 125 miles
Cruise Speed: 714 mph
Range Cruise Speed: 4,000 miles
Maximum Altitude: 15,000 feet
Description: Must be captured when young to be trained as mounts. See chapter 17, "Monsters."

Cybernetics

Cybernetics, or bionics, is the term used for the combining of man and machine. This concept is centuries old, and the Alchemist Guild has perfected it into a useful and reliable tool. For the most part, anybody can purchase alterations, although the process is very time consuming, requiring about an hour of surgery at the least. A full conversion can take up to 7 days. Any softwiring is dangerous and takes at least 4 hours of surgery. The guild uses special spells to help ensure a patient's survival. In some cases a back-alley physician can perform the same modifications but without the spells. However, this process can be very dangerous for even the simplest modifications. The Terra Council has made the practice of back-alley modifications illegal, driving many people to the Forbidden City. The black market for cybernetics has been flourishing since the passing of the law, and in some places, the alterations can be obtained for less money. Occasionally cyborgs are waylaid because of their modifications, and this has led to a general paranoia for anyone with cybernetics.

To legally obtain cybernetics, a character needs to apply at the guild or hire the services of Bioware (see "Occupations and Organizations" in chapter 7). When initially creating a character, you may spend skill points on the alterations you want. If a character has already been created, then the alterations must be paid for.

The term "biomass" refers to the body itself. Your total basic body equals 100% of your biomass. However, wings, tails, and extra arms add biomass, so characters with these appendages have more than 100%. This applies to biomass only. It does not affect life points. Any time you replace some of your body, you remove biomass. The arm equals about 6% biomass. However, connecting an artificial arm to your body will replace more than the original arm. There are the connecting nerves and any additional skeletal reinforcement that may be needed. This equals about an extra 0.5% to 1%. For a more detailed breakdown of biomass, refer to the life point percentages under "Hit Locations" in chapter 12, although the percentages on the tables as a whole do not account for increased biomass due to wings, tails, and extra arms. The percentages are listed as being evenly distributed throughout the body.

Table 87. BIOMASS BREAKDOWN

Body Part	Biomass
Arm	7% each
Head*	5%
Leg	15% each
Torso	51%
Wing	6% each
Tail	6%

* The head cannot go below 2%.

Your character's body requires caprenium radiation to use special abilities. If over 75% of biomass is replaced, a character will not be able to cast spells, use magic items, or use mutations. The remaining 25% includes the brain, some of the arms, and the hands, or whatever users focus their powers through.

The alterations themselves are of the finest quality. They will function for the life time of the user (up to 150 years). They are not organic electronics, but they will function on the Dark Continent and in the center of the world. Once modified, a character must be careful of restoration, heal and regrowth, and regeneration type spells because these will remove the implants. Heal spring melons and normal healing effects will not hurt the modifications. To repair cybernetics, a Reconstruction spell must be employed, the same as for B.S.C.s.

Characters' life points are reduced by the same percentage as the amount of biomass replaced (see "Hit Locations" in chapter 12 for more exacting percentages). This also alters the amount of life points that are received per level. The life points of modifications are added to a character's overall life points.

Cybernetic units only use 1% of the power drains listed when they are not in full use. If the modifications do not use power, they cannot be nullified or canceled. Each modification has the same relative weight as its real counterparts.

Characters and creatures that are smaller than 2 feet tall cannot effectively receive

cybernetics because of the need for super small parts and the difficulty of massmicrosurgery, although it is not impossible. For the alteration of Dwarves, Elves, Gnomes, and Giants, add 50% to the price, with the exception of the hotbox, head cube, and head disks. All costs take into account the use of titanium as the constructive material. Special materials will cost extra (see "Alternative Material Construction," this chapter). All modifications come fully charged.

Arm, Fullmod

Biomass Replaced: 7% at maximum strength
Cost: $1,000,000 per arm + special
Skill Points: 5 per arm, + 2.5 per 100 strength point over 200 (maximum is 700).
Time in Surgery: 3 hours
Life Points: 4,000
System Shutdown: 40%
Power Use: 0.5 EG per 100 strength points per 5 minutes. Hotbox required.
Description: Increases strength, augmenting the skeletal system against the added stress. Arms can be set for different strengths, between 200 and 700 (add $1 million per 50 strength points above 200 and 1% of biomass per 100 extra strength points). If set only for a strength of 200, the arm still has 5% of its biomass left unused. This extra room can be used for further modifications. Note that fullmod arms can be made interchangeable.

Arm, Hardwire

Biomass Replaced: 3%
Cost: $500,000 per arm
Skill Points: Five per arm
Time in Surgery: 6 hours
Life Points: Same as replaced biomass
System Shutdown: 40%
Power Use: 1 con point per 5 minutes at full strength
Description: Increases strength by 150 points. The process replaces the ligaments with titanium, and artificial muscle is added to existing tissue. This cannot be nullified.

Table 88. CYBERNETICS[a]

Name	Cost[b]	Skill Pts.	Life Points	Sys. Shutdn.
Arm, fullmod	$1,000,000	5 + spec.	4,000	40
Arm, hardwire	$500,000	5 + spec.	c	40
Arm, softwire	$100,000	3	c	None
Arm mod, blades	$5,000 per blade	2 per blade	Same as blade	None
Arm mod, blasters	Special	15	Same as blaster	40
Arm mod, dart or projectile weapon	$150,000	10	2,000	None
Arm mod, grappling line	$10,000	3	1,000	20
Arm mod, hypos	$100,000	5	Negligible	None
Arm mod, shocker	$10,000	3	1,000	60
Arm mod, weapon magnet	$120,000 + spec.	5 + spec.	1,500	30
Body mod 1	$15,000,000	20	c	None
Body mod 2	$26,000,000	110	10,000	None
Body mod 3	$45,000,000	50	None	None
Body mod 4	$160,000,000	150 + spec.	40,000	40
Body mod, hidden compartments	$5,000	Special	500	None
Body pocket	Special	Special	c	None
Brainline	$8,000,000	5	5,000	20
Caprenium sensor	$100,000,000	15	500	40
Coolline	$1,000	2	5,000	40
Cyberphone	$50,000	15	300	20
Cybertentacle	Special	Special	10,000	40
Ear mod 1	$50,000	3	c	None
Ear mod 2	$100,000	6	250	10
Ear mod 3	$250,000	10	300	40
External jack	$1,000	2	50	40
Eye mod 1	$200,000	5	c	None
Eye mod 2	$500,000	10	100	40
Head cube	$15,000,000,000	—	3,000	10
Head disk	$30,000,000	15 + spec.	500	10
Holofield	$10,000,000	30	2,000	10
Hotbox	$5,000 + special	Special	1,000	50
Leg, fullmod	$1,500,000	30	4,000	40
Leg, hardwire	$600,000	20	c	40
Leg, softwire	$400,000	10	c	None
Leg mod, jet thrusters	$100,000	15	1,000	40
Organ replacement	Special	N/A	c	80
Oxygen generator	$20,000	5	1,500	46
Third eye	$5,000,000	30	5,000	20
Radar	$200,000,000	70	750	45
Sonar	$20,000	15	700	50

[a] See the descriptions for complete details.
[b] It costs double the amount listed for B.S.C.s to have cybernetic modifications.
[c] Life points are the same percentage as the biomass.

Arm, Softwire

Biomass Replaced: 1%
Cost: $100,000 per arm
Skill Points: Three per arm
Time in Surgery: 4 hours
Life Points: Same as replaced biomass
System Shutdown: None
Power Use: None
Description: Increases the arm strength up to, but not exceeding 30 points. Bones are laced with titanium.

Arm Mod, Blades

Biomass Replaced: 0.5% per blade
Cost: $5,000 per blade unless using special materials (see "Alternative Material Construction," this chapter)
Skill Points: Two per blade
Time in Surgery: 1 hour
Life Points: Same as blade
System Shutdown: None
Power Use: None
Description: A mechanical device softwired into the nervous system. The blades can be of any material for the same cost as a steel long or short dagger. The maximum length of the blade depends on the length of the recipient's forearms. Users can have the blades extend from their palms or wherever else they choose.

Arm Mod, Blasters

Biomass Replaced: 2.5%
Cost: Same as the blaster + $100,000
Skill Points: 15 (only chem-, laser-, or sonic-type blasters)
Time in Surgery: 1 hour attached to an arm with coolline; 3 hours if placed within the arm. The

blaster's effects will be released from the user's palm unless otherwise specified.
Life Points: Same as blaster
System Shutdown: 40%
Power Use: According to the weapon being used. The clips can be wired with a coolline or housed within the arm (see "Hotbox" below).
Description: The blasters can be linked up to the arm without it being a fullmod.

Arm Mod, Dart or Projectile Weapon

Biomass Replaced: 2%
Cost: $150,000 (includes the weapon)
Skill Points: 10
Time in Surgery: 2 hours if externally mounted; 4 hours if placed internally.
Life Points: 2,000
System Shutdown: None
Power Use: Only what the weapon uses. Clips hold 10 darts or seven rounds.
Description: This type of modification is common and extremely useful. The weapons have the same specifications as listed earlier in this chapter. Only pistol types can be mounted internally. Rifles may be attached on the outside of the body. The user fires the weapon with muscle contractions once per attack. The muzzle can be mounted in the palm or on the forearm. This modification can also be altered to release a stream of liquid or gas up to 30 feet. It can hold 4 cc. The clips are mounted in the forearm for easy access.

Arm Mod, Grappling Line

Biomass Replaced: 1%
Cost: $10,000
Skill Points: 3
Time in Surgery: 1 hour
Life Points: 1,000
System Shutdown: 20%
Power Use: 0.10 EG per retraction at maximum weight
Description: Can be placed only within a fullmod arm. However, the unit can be used without being mounted. The unit is 1 foot long, 1 inch in diameter, and weighs 3 pounds. Its line is a pelleum steel wire 40 feet long, with a grappling hook that can be opened, closed, fired, and retracted by the user's thoughts. The line will support 1 ton. At maximum weight, the servomotor can retract the wire within 6 seconds.

Arm Mod, Hypos

Biomass Replaced: 0.1%
Cost: $100,000 includes 2 cc of one chemical with the exception of Alchemist's Ambrosia or any poison above 10th level
Skill Points: 5
Time in Surgery: 1 hour
Life Points: Negligible
System Shutdown: None
Power Use: None if muscle is the trigger 0.01 EG per use if electromechanical.
Description: This is a retracting injection system with a needle made of pelleum. It can be placed in the fingers or wherever a user wishes. The unit can contain 2 cc of any chemical. The extension and retraction is controlled by muscle or other internal systems. A user has access to the chemical container through a mini body pocket and may switch the loads as wished.

Arm Mod, Shocker

Biomass Replaced: 2%
Cost: $10,000
Skill Points: 3
Time in Surgery: 1 hour
Life Points: 1,000
System Shutdown: 60%
Power Use: 1 EG per use, (hotbox holds 10 EGs)
Description: This device releases electricity into a target. A user must touch the target with a conductor or with a hand. The device is usually mounted within a user's forearm with the charge being carried to the user's hand through an insulated cable. The weapon does 100 to 1,000 LPD.

Arm Mod, Weapon Magnet

Biomass Replaced: 0.5%
Cost: $120,000 + $50,000 per extra weapon after the first. Standard issue is a steel longsword or any weapon of the same cost.
Skill Points: 5 + 2 per extra weapon
Time in Surgery: 2 hours
Life Points: 1,500
System Shutdown: 30%
Power Use: 0.10 EG per use
Description: This device integrates a weapon with a user. Within the hand is placed a powerful electromagnet. Within the weapon is placed a small antigravity unit and another magnet. It requires 15 minutes to convert a weapon. When activated, the magnets will attract each other, and the antigravity unit will pull the weapon into the user's hand. A strength of 50 is needed to restrain the weapon owing to the antigravity field. The weapon has a mph. The maximum weight of a weapon is 100 pounds.

Body Mod 1

Biomass Replaced: 8%
Cost: $15,000,000
Skill Points: 20
Time in Surgery: 11 hours
Life Points: Same as replaced biomass
System Shutdown: None
Power Use: None
Description: Increases the user's strength through an amplification of adrenal glands and muscle, up to a 40 strength. The modification also reinforces the tendons and bones. This cannot be nullified.

Body Mod 2

Biomass Replaced: 15%
Cost: $26,000,000 for titanium. Add $1,000,000 for pelleum and $100,000,000 for sunstone.
Skill Points: 110
Time in Surgery: 15 hours
Life Points: 10,000
System Shutdown: None
Power Use: None
Description: This modification involves partial replacement and complete reinforcement of the skeletal system. It also partially armors the skin, giving the cyborg 10,000 extra life points and one 10th. Pelleum gives 60,000 extra life points and three 10ths. Sunstone gives 4,000,000 extra life points and four 10ths. Note that any substance other than titanium cannot be chosen during the initial creation of a character.

Body Mod 3

Biomass Replaced: 5%
Cost: $45,000,000
Skill Points: 50
Time in Surgery: 11 hours
Life Points: None
System Shutdown: None
Power Use: None
Description: This is the complete softwiring of the nervous system. It will raise a user's agility and dexterity scores 5 points each.

Body Mod 4

Biomass Replaced: 59% at minimum strength, 83% for full strength
Cost: $160,000,000
Skill Points: 150 + 5 per 100 strength points above 300 (maximum is 800).
Time in Surgery: 37 hours
Life Points: 40,000
System Shutdown: 40%
Power Use: 1 EG per 100 strength points

Description: This includes all the other body modifications and extensive armoring adds 40,000 life points and one 10th. The total strength is boosted from 300 to 800 (add $1 million per 10 strength points above 300). This process fully converts the human to a cyborg; an oxygen generator is added at no additional cost.

Body Mod, Hidden Compartments

Biomass Replaced: Varies, 1% to 3%
Cost: $5,000
Skill Points: 1 per percentage of biomass
Time in Surgery: 1 hour
Life Points: 500
System Shutdown: None
Power Use: None
Description: This is an artificial compartment in the hands, arms, or other areas. The modification is a mechanical container that is airtight and watertight.

Body Pocket

Biomass Replaced: 1% to 5%
Cost: $2,000 per percentage of biomass replaced
Skill Points: 1 per percentage of biomass
Time in Surgery: 1/2 hour per percentage
Life Points: Same as replaced biomass
System Shutdown: None
Power Use: None
Description: This is creating an opening into the body that acts as a dry pouch or pocket. The process sculpts muscles at the opening for controlled access. The pouch can even have muscles placed within it for speed ejection of its contents. A knife-sized sheath equals 1% biomass.

Brainline

Biomass Replaced: 0.1%
Cost: $8,000,000
Skill Points: 5
Time in Surgery: 7 hours
Life Points: 5,000 (not added to a character's life points)
System Shutdown: 20%
Power Use: 0.1 EG per hour of use
Description: The user must have a head disk or head cube. This is a physical cable 0.25 inch in diameter and up to 10 feet in length. The link has a microprocessor that can be used to attempt communication with a computer or any externally mounted equipment. The line is attached to the skull and is very strong, requiring 2,000 pounds of pressure to forcefully remove it. The cable has a mentally-controlled, liquid-metal adapter capable of universal interfaces. The chance to accomplish communication is 40% and another 1% per extra skill point. The chance to infiltrate is 25% and another 1% per extra skill point. A failure can set off security programs. The skill of Computer Programming adds 20% while computer infiltration adds its entire bonus to the chance to accomplish. A user's chance to dominate a computer is the ego score and 1% per extra skill point. A form of this modification can be made to have remote access. However, this costs an extra $10 million (add 7 skill points) and has an effective range of 10 feet. The antenna is mounted around the back of the neck or the head.

Caprenium Sensor

Biomass Replaced: 3%
Cost: $100,000,000
Skill Points: 15
Time in Surgery: 5 hours
Life Points: 500
System Shutdown: 40%
Power Use: 1 EG per turn (see "Hotbox" below)
Description: Range is 50 feet in diameter. This sensor can detect the level of caprenium radiation. It will be able to detect whether any special power is being used. It will not be able to distinguish exactly what type of power, just that something is there. The sensor can detect wraiths and even cloaked Spell Traps. The units are usually placed within the arm or the head. The sensor is not accurate enough to be used for targeting.

Coolline

Biomass Replaced: 0.5%
Cost: $1,000
Skill Points: 2
Time in Surgery: 1/2 hour
Life Points: 5,000 (not added to a character's life points)
System Shutdown: 40%
Power Use: None
Description: This is a superconducting cable that transmits power from a hotbox to an adaptation, or vice versa, be it a weapon or whatever. The line is attached to a person's body and is very strong, requiring 2,000 pounds of pressure to forcefully remove. The end has a liquid-metal jack for universal interfaces. Its maximum length is 30 feet.

Cyberphone

Biomass Replaced: 0.5%
Cost: $50,000
Skill Points: 15
Time in Surgery: 6 hours
Life Points: 300 (not added to a character's life points)
System Shutdown: 20%
Power Use: 1 EG per hour of use
Description: This is a multiband transmitter and receiver. A user can tap into almost any communication network and broadcast in a telepathic-like manner. The effective range is 40 miles.

Cybertentacle

Biomass Replaced: 3%; 1% if inside an arm.
Cost: $40,000 per tentacle + $10,000 per extra 20 strength points above 30 (maximum is 100) not counting special modifications.
Skill Points: 15 per tentacle + 5 per extra 20 strength points above 30, as well as any required for additional alterations.
Time in Surgery: 4 hours
Life Points: 10,000 (not added to a character's life points)
System Shutdown: 40%
Power Use: 1 EG per 5 minutes at maximum strength and the power drain of any other adaptations. Hotbox holds 10 EGs.
Description: These are mechanical extensions that can be made to articulate. They extend from wherever the user chooses and can reach up to 40 feet. They are 3 inches in diameter at the base and taper to a fine point. If placed within the arm, they can reach only 7 feet. These are 1 inch in diameter and usually extend from the palm. If inside the head, the cybertentacle can be can be made only 3 feet in length and 0.5 inch in diameter.

The tentacles can be made with a strength of from 30 to 100. Inside the head the maximum strength is 25. Tentacles can also be modified to add the shocker, hypos, and blades, or even ears, eyes, and blasters. A user can manipulate the extensions as well as his own arm. The tentacle can do 100 to 600 LPD and added strength damage adjustments when used as a whip or thrusting spike.

Ear Mod 1

Biomass Replaced: 0.1%
Cost: $50,000 per ear
Skill Points: 3 per ear
Time in Surgery: 3 hours
Life Points: Same as replaced biomass
System Shutdown: None
Power Use: None
Description: This is a softwire enhancement that will allow a user to hear heartbeats up to 5 feet away. The amplification is five times the normal range of hearing.

Ear Mod 2

Biomass Replaced: 0.5%
Cost: $100,000 per ear
Skill Points: 6 per ear
Time in Surgery: 4 hours
Life Points: 250
System Shutdown: 10%
Power Use: 1 EG per hour
Description: This gives a user the same benefits as the lesser mutation Enhanced Hearing, with the exception of the surprise bonus that can be used only if both ears are modified.

Ear Mod 3

Biomass Replaced: 0.7%
Cost: $250,000 per ear
Skill Points: 10 per ear
Time in Surgery: 6 hours
Life Points: 300
System Shutdown: 40%
Power Use: 1 EG per hour of use
Description: This gives a user the equivalent of the lesser mutation Enhanced Hearing, and they can tap into radio transmissions (range is 100 miles). The ear can hear any frequency of sound and can filter out undesirable contaminants. The ears can pick up heartbeats from 100 feet away and conversations from as far away as 300 feet. Add 10% to the surprise bonus given by the lesser mutation.

External Jack

Biomass Replaced: 0.5%
Cost: $1,000
Skill Points: 2
Time in Surgery: 1 hour
Life Points: 50
System Shutdown: 40%
Power Use: None
Description: This is a separate link to a hotbox that has been mounted within the user's body. The jack can be placed anywhere the user wishes and will be grafted to bone if possible. The unit's access is a tiny mouthlike aperture. Once closed, it is difficult to detect. Users can draw or give energy if they wish. If conscious, they can resist being drained.

Eye Mod 1

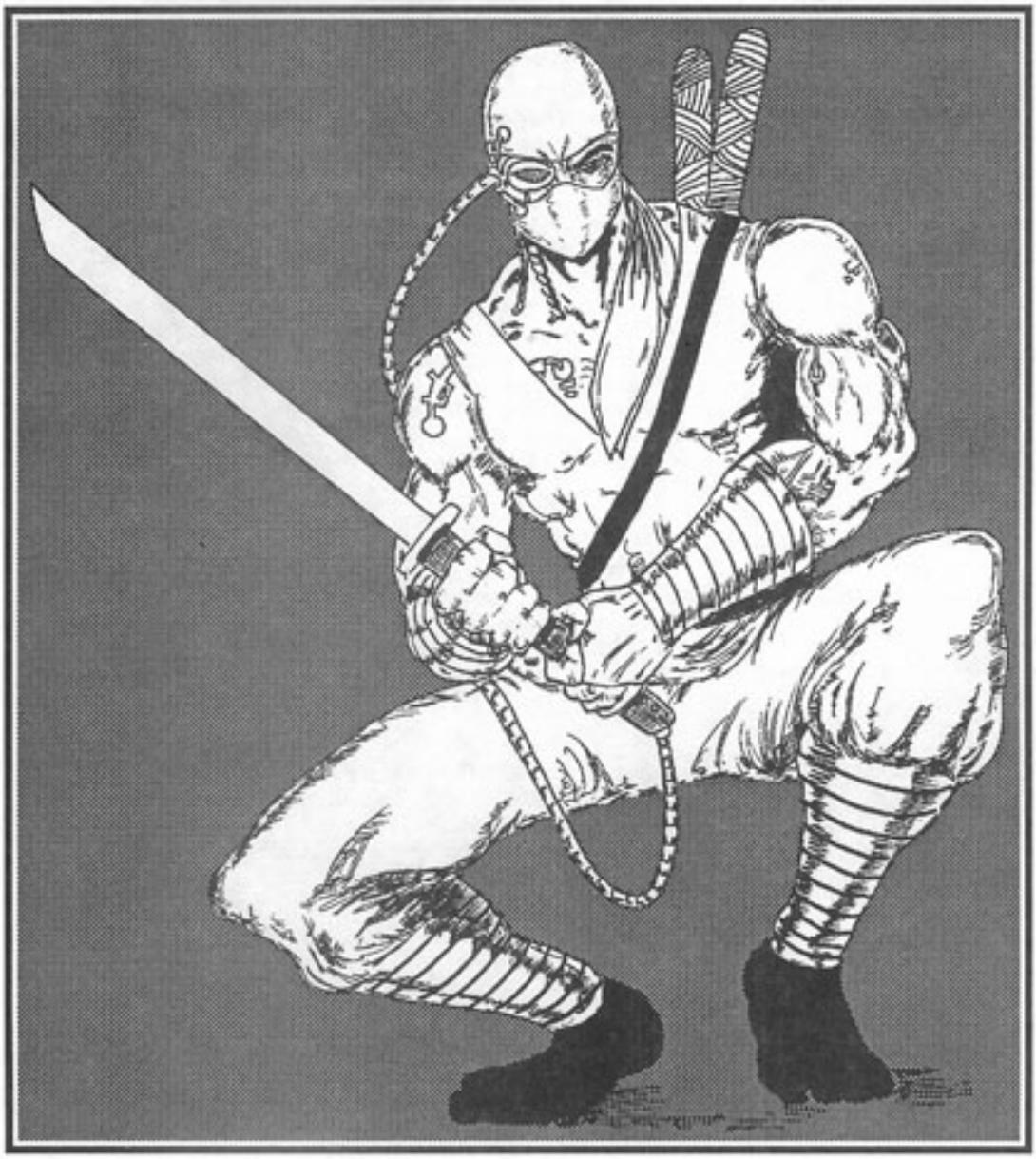
Biomass Replaced: 0.1%
Cost: $200,000 both eyes
Skill Points: 5 for both eyes
Time in Surgery: 6 hours
Life Points: Same as replaced biomass
System Shutdown: None
Power Use: None
Description: This softwiring enhances the vision to enable users to see normally in the dark through thermal imaging.

Eye Mod 2

Biomass Replaced: 0.5%
Cost: $500,000 per eye
Skill Points: 10 per eye
Time in Surgery: 6 hours
Life Points: 100
System Shutdown: 40%
Power Use: 0.1 EG per hour at maximum use
Description: This gives users the equivalent of the lesser mutation Enhanced Vision. The eye has telescopic capabilities with a range of 10 miles. It can enlarge things to 200 times normal size.

Head Cube

Biomass Replaced: 0.1%. Lowers SMUs and psionic points by 40%.
Cost: $15 billion
Skill Points: Not applicable
Time in Surgery: 10 hours (includes Brainline)
Life Points: 3,000 (not added to a character's life points)
System Shutdown: 10%
Power Use: Organic electronics. Uses the body for power.
Description: This is the ultimate storage



medium. It uses a specialized protein cube. The cube can store up to 500 skill points or 100 SMUs worth of information, including engineering skills and spells.

The cost to program the cube is $1,000 per skill point. Chi Use, Alchemy Use, and Minor Practitioner of the Art run $300 million each. Partial Practitioner of the Art costs $500 million. Nonphysical engineering studies cost $1 billion (this includes all the prerequisites). Spells themselves cost $3 million per spell per spell level. Users can write to the cube's memory, but they may not download anything from it unless the receiver is a B.S.C. or organic electronics (see "Head Disk" below). Times to program are the same. The head cube cannot be magnetically damaged.

Head Disk

Biomass Replaced: 0.2% per disk
Cost: $30,000,000 + $100,000 per extra disk (maximum is five)
Skill Points: 15 per disk plus the cost for skills placed on a disk. Disks are blank until imprinted.
Time in Surgery: 10 hours
Life Points: 500 (not added to a character's life points)
System Shutdown: 10%
Power Use: 0.01 EG per day
Description: This is a memory storage device. The unit is usually placed within the head of the user, but it can be linked externally. The only drawback is that it lowers the SMUs and psionic points by 10% per disk. Each disk can hold 80 skill points worth of knowledge. Nonphysical engineering studies, spells, mutations, or the use of any powers cannot be stored. Skills cost $1,000 per skill point needed to learn them normally in order to be placed on a disk. Information cannot be downloaded from a disk to normal memory. However, skills and normal memories can be imprinted on a disk if a user wishes. It requires 5 minutes per skill point or per week of memories. Once in place, users may access the knowledge and use it as though they have always known it. Information, in place, can be erased when a user wishes. Disks are 1 inch in diameter. Head disks will be erased by any successful magnetic attack of (15% fate versus energy).

Holofield

Biomass Replaced: 3%
Cost: $10,000,000
Skill Points: 30
Time in Surgery: 3 hours
Life Points: 2,000
System Shutdown: 10%
Power Use: 1 EG per 5 minutes
Description: This device can bend light around a user and up to 50 pounds of equipment, making all invisible. The field is very sensitive and can be disrupted easily. It takes one attack to activate (see "Invisibility" in chapter 9).

Hotbox

Biomass Replaced: 0.5% per 10 EGs + 0.5% for the external jack.
Cost: $5,000 + cost of the EG clip
Skill Points: 1 per 10 EGs
Time in Surgery: 2 hours
Life Points: 1,000
System Shutdown: 50%
Power Use: N/A
Description: This is a power supply that can be mounted internally or externally. When placed internally, the unit will be wired to all existing modifications. A user can *feel* the amount of power within it. If mounted externally, a coolline will be required as well as an external jack.

Leg, Fullmod

Biomass Replaced: 20.5%
Cost: $1,500,000 per leg
Skill Points: 30 for both legs + 2.5 per 100 strength points over 200 (maximum is 700).
Time in Surgery: 3 hours
Life Points: 4,000
System Shutdown: 40%
Power Use: 0.5 EG per 100 strength points per 5 minutes. A hotbox is required.
Description: This increases the leg's strength, augmenting the skeletal system against the added stress. Legs can be set for different strengths, between 200 and 700 (add $1 million per 50 strength points above 200). If set only for a strength of 200, the leg still has 7% of its biomass left unused. At full strength, the leg still has 1% of its usual biomass left. This extra room can be used for further modifications. Fullmod legs are interchangeable.

Leg, Hardwire

Biomass Replaced: 6%
Cost: $600,000 per leg
Skill Points: 20 for both legs
Time in Surgery: 6 hours
Life Points: Same as replaced biomass
System Shutdown: 40%
Power Use: 1 con point per 5 minutes at full strength
Description: This increases leg strength by 150 points. The process replaces the ligaments with titanium, and artificial muscle is added to existing tissue. This cannot be nullified.

Leg, Softwire

Biomass Replaced: 4%
Cost: $400,000 for both legs
Skill Points: 10 for both legs
Time in Surgery: 10 hours
Life Points: Same as replaced biomass
System Shutdown: None
Power Use: None
Description: This increases the leg strength up to, but not exceeding 30 strength points. It laces the bones with titanium, adding 2,000 life points and allowing the user to withstand a fall of 100 feet.

Leg Mod, Jet Thrusters

Biomass Replaced: 3%
Cost: $100,000 (first two cartridges are free)
Skill Points: 15
Time in Surgery: 2 hours
Life Points: 1,000
System Shutdown: 40%
Power Use: None
Description: This is the addition of chemical rockets, fueled by dimethyl hydrazine. It costs $10,000 per fuel cartridge. The maximum lifting capacity is 2 tons. Maximum speed is 200 mph. Cruise speed is 55 mph (stay alive) flight class 3. The range per cartridge at maximum speed is 100 miles. At cruising speed, it is 200 miles. A cartridge is 6 inches long and 1 inch in diameter and weighs 1 pound. The user must be trained to use them (costs 2 skill points).

Organ Replacement

Biomass Replaced: Variable
Cost: Variable ($10,000 to $100,000)
Skill Points: N/A
Time in Surgery: 6 hours for heart transplants. All others require less time.
Life Points: Same as replaced biomass
System Shutdown: 80%
Power Use: Very little
Description: This is the replacement of most organs with the exception of the brain. The organs replaced are artificial and use the body's natural electrical field for power. In the case of body mod 4, the organs use 0.01 EG per month. If a damaged unit has any remaining life points, it will continue to function as long as it makes its system shutdown.

The replacements can be made of cloned tissue and are healed in place at a cost of $1,000. Cloned brains have to be retaught, and the personality of the recipient will be altered. It requires 2 days for the cloned tissue or organs to be ready for replacement. Once grafted, they will function as normal. The use of a heal spell instantly reattaches the replacement, whereas the

conventional method requires a highly skilled physician and up to 6 months of normal healing.

Oxygen Generator

Biomass Replaced: 0.5% for addition; 2% for complete conversion
Cost: $20,000
Skill Points: 5
Time in Surgery: 4 hours
Life Points: 1,500
System Shutdown: 46%
Power Use: 1 EG per hour for full oxygen generation. For breathing, 0.01 per 10 hours; for gills, 0.1 EG per hour.
Description: This is a unit that mimics the lungs in all respects. It can generate air in a vacuum or underwater. The unit is placed within an existing lung or can completely replace them. If used as a replacement, it can be made to filter out harmful gases and to act like gills.

Radar

Biomass Replaced: 1%
Cost: $200,000,000
Skill Points: 70
Time in Surgery: 7 hours
Life Points: 750
System Shutdown: 45%
Power Use: 1 EG per turn
Description: This is the same as the master mutation.

Sonar

Biomass Replaced: 1%
Cost: $20,000
Skill Points: 15
Time in Surgery: 3 hours
Life Points: 700
System Shutdown: 50%
Power Use: 1 EG per set
Description: This is a sensor that employs sound. It can be used to target, adding 10% to the user's shot bonus. It also gives a 10% bonus to surprise rolls underwater. The range in water is 4 miles; in the open air, 1 mile. A user can also penetrate solid matter up to 3 feet thick and can scan 20 feet beyond.

Third Eye

Biomass Replaced: 0.5%
Cost: $5,000,000 per eye
Skill Points: 30 per eye
Time in Surgery: 6 hours
Life Points: 5,000 (not added to a character's life points)
System Shutdown: 20%
Power Use: If using the antigravity drive, it will function for only 1 hour. If not, it will transmit for 8 hours. The unit uses 0.01 EG per hour to function normally.
Description: This gives the user an organic electronic eye that can be removed. The eye will transmit data back to the user (range 500 feet). The eye has an antigravity motor and can be remotely controlled by a user's thoughts. Its maximum speed is 20 mph, and it has the abilities of eye mod 2.

Explosives

With the use of the powers there has been little need for explosives. The average comet summoning will do just as nice a job with less smoke. However, humankind is always striving for a simple solution to the complex problem of carving out a livable world. Hence, the advent of chemical explosives, which cannot be nullified as the powers can. These have been employed by the weapon manufacturers for their missiles with fantastic results. This has given rise to the experimentation with all types of methods, the most potent being the antimatter reaction. As is well known, the flirtation with nuclear weapons has been forbidden and the guilds have hidden the knowledge from even themselves. Explosives are made nonpolluting to preserve the Worldship from possible eradication.

The types of explosives in common use have been divided into five classes.

- Class I: low-area explosives
- Class II: mild-damage explosives
- Class III: midlevel explosives
- Class IV: high explosives
- Class V: ultraexplosives

The specifics are general. Varying the combinations could prove even more effective. The skills of a chemist must be employed for any new combinations to be safety formulated.

Detonation Cord: The detonation travels at 15 feet per second and can be set off in a variety of ways, usually with electricity. This functions normally underwater. It costs $10 per foot.

Conventional Fuse and Blasting Caps: These can be used to detonate any of the substances listed. A fuse will burn underwater at 3 feet per second and above water at 5 feet per second. The cost is $5 per foot.

Concussion Crystal

These class I types of explosives consist of gunpowderlike substances and concussion crystal; both do the same damages per weight. (Refer to "Concussion Crystals," chapter 17 for details.)

Concussite

Class: II
Cost/Ounce: $2,000
LPD/Ounce: 10,000 to 30,000
Blast Radius/Ounce: 10 to 30 feet
Weight/Cubic Inch: 0.33 ounces
Chance in Stock: 100%
Description: This is a powderlike substance derived from concussion crystals.

Liquid Explosive

Class: II
Cost/Ounce: $1,200
LPD/Ounce: 10,000 to 40,000
Blast Radius/Ounce: 10 to 40 feet
Weight/Cubic Inch: 2 ounces
Chance in Stock: 15%
Description: This is a very unstable explosive and can be set off just by shaking it. It should be handled only by those with demolition experience.

Clay Explosive

Class: III
Cost/Ounce: $4,500
LPD/Ounce: 10,000 to 50,000
Blast Radius/Ounce: 10 to 50 feet
Weight/Cubic Inch: 0.9 ounces
Chance in Stock: 75%
Description: This resembles a grayish modeling clay. This substance is very stable and can even be burned without danger of it exploding. It is used in detonation cord.

Terminite

Class: III
Cost/Ounce: $6,000
LPD/Ounce: 10,000 to 40,000. Burns with 1,000 LPD per segment for 3 minutes.
Blast Radius/Ounce: 10 to 40 feet
Weight/Cubic Inch: 1.24 pounds
Chance in Stock: 70%
Description: This is a block of a clear gellike substance. It comes in small 1-inch squares and is extremely safe, as it is inert until detonated.

Shevite

Class: IV
Cost/Ounce: $7,400
LPD/Ounce: 10,000 to 80,000
Blast Radius/Ounce: 10 to 80 feet
Weight/Cubic Inch: 1.22 pounds
Chance in Stock: 60%
Description: This substance is very sensitive to light. Normal sunlight will trigger a detonation. It resembles blocks of red claylike substance. However, it is not malleable.

Assassin's Putty

Class: IV
Cost/Ounce: 10,000
LPD/Ounce: 10,000 to 100,000
Blast Radius/Ounce: 10 to 100 feet
Weight/Cubic Inch: 0.23 pounds
Chance in Stock: 55%
Description: This appears to be a clear-blue honeylike substance. It leaves no smoke or odor.

Dimethyl Hydrazine

Class: V
Cost/Ounce: $16,200
LPD/Ounce: 100,000 to 300,000
Blast Radius/Ounce: 100 to 300 feet
Weight/Cubic Inch: 0.07 pound
Chance in Stock: 40%
Description: This is very heat sensitive, and any temperature above 170 degrees Fahrenheit will trigger a detonation. It is a grayish liquid, very thin but heavy. It is also used as fuel for the cybernetic leg mod thrusters.

Antimatter

Class: V
Cost/Ounce: $180,200
LPD/Ounce: 100,000 to 600,000
Blast Radius/Ounce: 100 to 1,000 feet
Weight/Cubic Inch: 0.42 pounds
Chance in Stock: 10%
Description: This is extremely sensitive and can be contained only in pelleum shielding, in a magnetic field, or by any of the powers. If it so much as touches air, it will explode. Antimatter can be purchased only in the Forbidden City and then only by licensed physicists with the skill of Chemistry.

Poison

Poison is used by Ninjas, Psielves, Amazons, and Alchemists. The use and preservation of poison is a delicate matter. If the substances are not kept properly, they become inert and useless. Also, the vapors from most poisons will accumulate in the body and cause death suddenly and unexpectedly. These and many other factors are the reasons why only those who are trained are allowed to use poisons.

Poisons cannot be normally healed. Special spells have to be used. If any restoration-type spell does not specifically state that it heals poison, then it does not.

Poisons can be bought only by Ninjas, Alchemists, Amazons, Psielves, chemists, or assassins, if so described in their class descriptions. The selling of poison is viewed by assassins as their trade advantage. So to preserve their position, no one sells poison to anyone other than assassins (as far as assassins go).

In the character class description for "Ninja" in chapter 1, there is a poison table. The amounts listed apply to creatures weighing 300 pounds and less. Increase the dose as required for larger creatures.

The cost is $10 per dose per level of poison. The amount of poison required varies from a thick coat on a dagger at first level to one drop for 40th level.

Drugs and Chemicals

The Alchemists have developed special potions that work anywhere and are not power based. These types of potions are called chemicals and drugs.

The use of chemicals is open to everyone, but the precautions must be adhered to or the Alchemists will not be held responsible. These substances are available in every Alchemist shop in Terra (see "Terra" in chapter 7).

If a being is exposed to the chemicals against its will, then it receives a fate roll versus chemicals. If it makes its fate roll, then it is immune to that specific exposure for 24 hours. Another dose will require another fate roll.

A cubic centimeter (cc) is a measurement of any drug or chemical. If a drug is administered in other than the prescribed manner, it will either have no effect, or it will have some adverse effect. Listed dosages will affect creatures up to 300 pounds. Intravenous administration is done by injection. Aspiration is breathing the chemical in. Taking a chemical or drug orally occurs through eating or drinking it.

Incompatible drugs turn into 15th-level poisons with one level added for every dose used (minimum of 17th level). Two doses of Hypnotic mixed with three doses of Metheltylamean would produce a 20th-level poison. There is a 50% chance of poisonous vapors being released from incompatible mixtures.

Amnesia Inducer

Cost per Dose: $500
Dosage: 1 cc
Duration: Permanent
Effect: Will erase the previous hour's memories per dosage.
Side Effect: 20% chance of insanity per dosage
Cautions: If given to a being along with Photo Memory, the two drugs will cancel each other.
Antidote: None once the amnesia has taken effect. If the Photo Memory is used before the amnesia takes effect, the two will cancel each other.
Description: If more than one dose is administered, the victim will lose the previous day's memories. Four doses in 1 week will cause total memory loss.

Table 89. CHEMICAL REFERENCE

Name	Cost per Dose	Dosage[a]	Time to Take Effect[b] Intravenous	Aspiration	Orally	Duration
Amnesia inducer	$500	1 cc	5 seconds		20 seconds	Permanent
Aura changer	$1,000	1/10 cc	30 seconds	1 minute	5 minutes	24 hours
Breathium	$50	5 cc	3 seconds			1 hour
DMSO	$100	1 cc				N/A
Emotion enhancer	$150	1/2 cc	30 seconds	1 minute	25 minutes	4 hours
Hearing enhancer	$125	1/10 cc	2 minutes	4 minutes	15 minutes	6 hours
Hibernation	$500	1 cc	5 minutes			1 week
Hypnotic	$1,000	1/2 cc	1 minute			2 hours
Ketoseen	$1,000	10 cc			1 hour	6 hours
Metheltylamean	$100	1 cc			20 minutes	24 hours
Metacal	$20	3 cc	1 minute			24 hours
Neuroaccelerator	$500	1/5 cc		1 minute		6 hours
Neutralizer	$100	1/10 cc[c]	10 seconds			1 minute
Optical enhancer	$150	1/10 cc	3 minutes			6 hours
Olfactory enhancer	$500	2 cc	1 minute		15 minutes	6 hours
Photo memory	$5,000	1/10 cc			15 minutes	8 hours
Synthetic ambrosia	$1,500	1/10 cc[c]	1 minute			Permanent
Talamean	$500	1 cc	2 minutes			6 hours
Talamean X	$500	1 cc	2 minutes			6 hours
Truth serum	$25	1 cc	15 seconds			1 hour

[a] One dose affects up to 300 pounds.
[b] No time listed under a category means that the chemical cannot be administered in that fashion.
[c] This is per 1/10 cc of chemical to be neutralized or cured.

Aura Changer

Cost per Dose: $1,000
Dosage: 1/10 cc
Duration: 24 hours
Effect: Will temporarily change a being's aura to a specified type.
Side Effect: 20% chance of a permanent change
Cautions: If used with Truth Serum, both negate each other.
Antidote: Truth Serum
Description: If DMSO is used, the chemical may be absorbed through the skin. This acts as an intravenous injection.

Breathium

Cost per Dose: $50
Dosage: 5 cc
Duration: 1 hour
Effect: Will allow the user to survive without air.
Side Effect: None
Cautions: Do not mix with Talamean, or violent cramps will kill the user 90% of the time.
Antidote: Neutralizer
Description: None

DMSO

Cost per Dose: $100
Dosage: 1 cc
Duration: N/A
Effect: Acts as a carrier of chemicals through cell membranes, directly from the skin to the bloodstream.
Side Effect: Temporary numbing of the area where it was applied. Numbness usually lasts 5 minutes.
Cautions: Be careful what you touch
Antidote: Neutralizer
Description: This is rubbed on exposed skin and then another chemical applied to the area. The DMSO allows the chemical to pass into the bloodstream, effectively creating an intravenous injection. This takes 3 seconds.

Emotion Enhancer

Cost per Dose: $150
Dosage: 1/2 cc
Duration: 4 hours
Effect: Enhances the emotions to the extreme.
Side Effect: If the drug is administered twice within 4 hours, a user will go insane 65% of the time. The insanity may be cured with the proper spell.
Cautions: If mixed with a hypnotic, the effects will become permanent.
Antidote: Neutralizer
Description: Specific emotions can be induced, such as love, hate, fear, aggression, and other intense emotions. A fear emotion will cause a heart attack. A love emotion lasts for life or until the drug wears off.

Hearing Enhancer

Cost per Dose: $125
Dosage: 1/10 cc
Duration: 6 hours
Effect: Will temporarily give the user the lesser mutation Enhanced Hearing.
Side Effect: If used constantly for 72 hours, it will cause complete hearing loss for 24 hours.
Cautions: May not be used in conjunction with more than three other enhancers, or all will be neutralized.
Antidote: Neutralizer
Description: Refer to the lesser mutation "Enhanced Hearing" in chapter 10 for complete details.

Hibernation

Cost per Dose: $500
Dosage: 1 cc
Duration: 1 week per dose
Effect: Lowers beings' metabolisms down to the absolute minimum. They breathe once every minute, and their hearts beat three times a minute.
Side Effect: Temporary loss of hearing and sight for 5 minutes after coming out of hibernation.
Cautions: None
Antidote: Metheltylamean, 1/10 cc per Hibernation dose.
Description: If 25 cc are used, then the chemical Metacal must be added at 1/10 the normal dosage.

Hypnotic

Cost per Dose: $1,000
Dosage: 1/2 cc
Duration: 2 hours
Effect: Does the same as the minor psionic ability.
Side Effect: If used more than once within 2 hours the user will go insane for 4 hours.
Cautions: Do not mix with Metheltylamean.
Antidote: Neutralizer
Description: Refer to the description of the minor psi spell "Hypnosis" in chapter 10 for compete details of the effect.

Ketoseen

Cost per Dose: $1,000
Dosage: 10 cc
Duration: 6 hours
Effect: Gives the user two 10ths.
Side Effect: Paralysis for 24 hours if used for more than 12 hours straight.
Cautions: None
Antidote: Neutralizer
Description: None

Metheltylamean

Cost per Dose: $100
Dosage: 1 cc
Duration: 24 hours
Effect: This is a sleep substitute.
Side Effect: 20% chance of insomnia lasting for 1 week.
Cautions: If used for more than 7 days straight, there is a 75% chance of the user going permanently insane. Do not mix with Hypnotic.
Antidote: Neutralizer
Description: If the drug Metacal is taken with Metheltylamean following a full meal, a user's powers will refresh themselves as though the user had slept for a night. The restoration requires 2 hours.

Metacal

Cost per Dose: $20
Dosage: 3 cc
Duration: 24 hours
Effect: This is a food substitute.
Side Effect: None
Cautions: Not to be used exclusively for more than 10 days straight, or the user's digestive system will shut down permanently. This shutdown may only be corrected with a healing spell, ability, or chemical.
Antidote: None
Description: None

Neuroaccelerator

Cost per Dose: $500
Dosage: 1/5 cc
Duration: 6 hours
Effect: Adds 2 attacks, a +10% dodge, and a +20% to shot
Side Effect: If used more than once per day there is a 25% chance of paralysis for its duration.
Cautions: Do not exceed the recommended dosage, as 75% of the time it may have the reverse effect.
Antidote: Any form of paralysis chemical or poison.
Description: Speeds up synaptic activity.

Neutralizer

Cost per Dose: $100
Dosage: 1/10 cc per 1/10 cc to be neutralized.
Duration: 1 minute
Effect: Renders some drugs and chemicals inert.
Side Effect: None
Cautions: None
Antidote: Synthetic Ambrosia
Description: None

Optical Enhancer

Cost per Dose: $150
Dosage: 1/10 cc
Duration: 6 hours
Effect: Gives the user the equivalent of the lesser mutation Enhanced Sight.
Side Effect: If used more than 12 hours in a row, the user will have a 75% chance of going blind for 6 hours.
Cautions: Do not mix with more than three other enhancers.
Antidote: Neutralizer
Description: Refer to the description of the lesser mutation "Enhanced Sight" in chapter 10 for more details.

Olfactory Enhancer

Cost per Dose: $500
Dosage: 2 cc
Duration: 6 hours
Effect: Same as the lesser mutation Enhanced Smell.
Side Effect: None
Cautions: Do not mix with more than three other enhancers.
Antidote: Neutralizer
Description: Refer to the description of the lesser mutation "Enhanced Smell" in chapter 10 for complete details.

Photo Memory

Cost per Dose: $5,000
Dosage: 1/10 cc
Duration: 8 hours
Effect: Gives the user the equivalent of the lesser mutation Photographic Memory.
Side Effect: If used constantly for more than 72 hours, users will suffer amnesia, and all that was learned while using Photo Memory will be gone.
Cautions: None
Antidote: Amnesia
Description: Refer to the description of the lesser mutation "Photographic Memory" in chapter 10 for more details.

Synthetic Ambrosia

Cost per Dose: $1,500
Dosage: 1/10 cc per 1/10 cc of poison
Duration: Permanent
Effect: Will cure poisons, as well as most forms of damage. The substance will restore 1,000 life points per dose.
Side Effect: Addictive; 10% chance if used more than once in a 24-hour period. The percentage increases by 10% for every dose within 24 hours. Eleven doses will cause addiction.
Cautions: None
Antidote: For addiction, none. Only a restoration type spell will work, for the ambrosia affects Neutralizer.
Description: Withdrawal symptoms include convulsions, brain tumors, and, finally, death within 10 hours.

Talamean

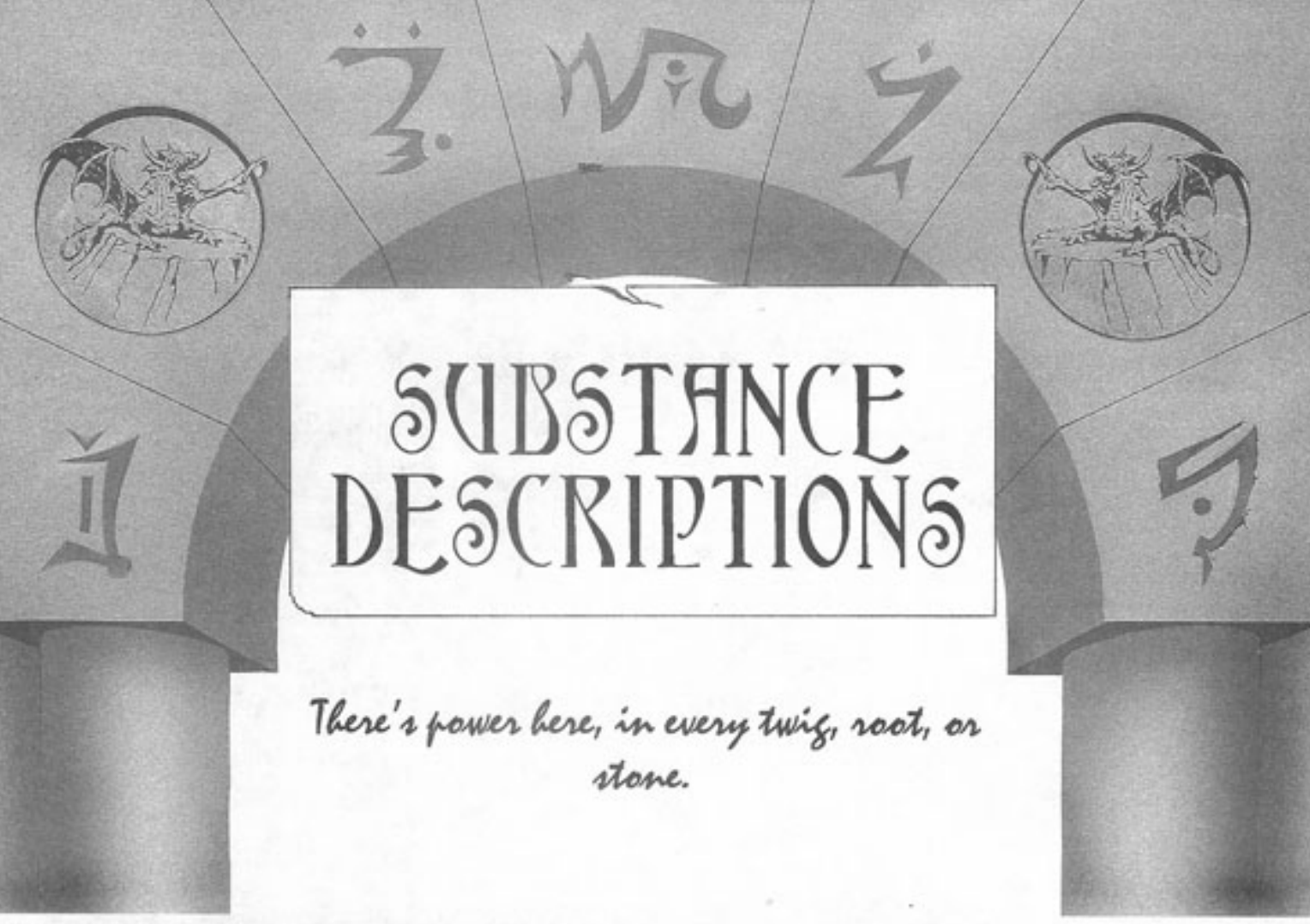
Cost per Dose: $500
Dosage: 1 cc
Duration: 6 hours
Effect: Enhances the user's strength score by 100 points.
Side Effect: If used for more than 12 hours straight, the effects will reverse themselves for 6 hours.
Cautions: Do not mix with Breathium, as this will cause severe muscle cramps and death within 15 minutes.
Antidote: Talamean X
Description: None

Talamean X

Cost per Dose: $500
Dosage: 1 cc
Duration: 6 hours
Effect: Decreases a user's strength score by 95%.
Side Effect: None
Cautions: If mixed with any type of paralysis-inducing chemical, the victim will die.
Antidote: Talamean
Description: None

Truth Serum

Cost per Dose: $25
Dosage: 1 cc
Duration: 1 hour
Effect: This is a mild hypnotic that causes the subject to speak only the truth.
Side Effect: None
Cautions: An overdose of 1 cc within the drug's duration can cause unconsciousness. An additional cc will cause a heart attack (MS).
Antidote: Neutralizer
Description: This drug slightly hypnotizes those affected by it, causing them to speak only the truth.



SUBSTANCE DESCRIPTIONS

There's power here, in every twig, root, or stone.

Some of the substances found on Synnibarr were created by Aridius when he transformed Mars. They have special properties, some that defy explanation (unless, of course, you take into consideration magic or God Power).

Black Titanium

Being the first of the special substances discovered after the Dark Age, black titanium has been used in manufacturing all forms of weaponry. Since it is as hard as diamonds and special power resistant, the principle usage has been in armor. Releasing 1/4 constitution point into the metal gives it a 50% resistance to psionics and earthpower for one turn. Add 5% to the resistance per extra constitution point used up to a maximum of 75%. Black titanium is not affected by magnetic forces.

Concussion Crystals

Refer to the description in chapter 17, "Monsters," for complete details.

Earth Eggs

The earth egg's creation is similar to that of a pearl's. Where oysters coat an internal irritation with a substance called pearl, in the Centiverse irritations are coated with a substance called earth egg. When and where earth eggs are found is a complete mystery.

Resembling an egg in shape, earth eggs have the appearance of a piece of sky trapped in an oval ball of glass. They glow with a soft blue light. The largest earth eggs, those weighing 1,500 pounds or more (1 cubic foot), are a form of life. Earth eggs of this size are extremely rare. Usually they weigh 1 to 4 pounds.

If an earth egg is held when casting an earthpower spell, the power of spell will be doubled. Two earth eggs will amplify the power of the spell by three times (see "Amplifications" in chapter 9). Earth eggs cannot be created with any spell or ability.

Fire Diamonds

Fire diamonds resemble normal diamonds with the exception of emitting a bright white light from their core. This light is harmless unless focused through a ruby and stimulated with high-frequency sound waves. Then the fire diamond's light becomes a laser sonic beam, a tube of laser energy that can conduct and amplify sound with devastating results.

Flawed fire diamonds also have their uses. They emit a power that will break down the molecular structure of water into oxygen and hydrogen. This capability is used by underwater dwellers to provide breathable air to their homes and by the Giants, who use the hydrogen to propel their sky craft (see "Giants" in chapter 1). About 60% of all fire diamonds are flawed.

Fire Pearls

Used by the Alchemists, fire pearls come in three colors. The pearls are created by giant mutant fire clams in the Kathtan Sea. Nearly 65% of the fire pearls are a magnificent red but contain no special power. The remaining are divided into 25% white and 10% coal black in color.

The white fire pearls glow from within. They can be used to create the Alchemists' Starfire. Subtract 1 constitution point to

create Star Bolts or the Starfire Shield (see "Alchemists" in chapter 1).

With the black pearls users can sense magic, psionics, earthpower, and alchemy. The holder will feel the individual powers at a range of 50 feet for one turn, subtracting one Star Bolt into the pearl. Each white or black pearl can be used six times a day.

Forgotten Steel

Forgotten steel is a very special metal derived from the ore shaniteum, or the forgotten ore. Its color is silver. This ore is found only on the Shandreall Plains of Mist.

Forgotten steel will focus any form of life energy and fire a beam up to 100 feet. To do this, a user must subtract 1 constitution point per use. The beam does 100 to 1,000 LPD per constitution point used. The energy emitted is magic.

The steel will also focus mutations and magic times 2. A spell or mutation needs to be used and channeled through the steel. A wand 1 foot long and 1/2 inch in diameter is required to make the beam or to amplify powers, or the equivalent amount.

Forgotten steel will accept enchantments as if it were made for them. Any item made of this substance will be formidable.

Gravanium

Gravanium is a blue metallic compound found in shaniteum. It is responsible for the Shandreall Plain's ability to float. A 1-inch cube will lift 2.95 pounds, and the metal is as strong as steel. If a small electrical field is channeled through gravanium, it will lift twice the normal amount for the duration of the field. If a magnetic field is applied, the metal will lose its lifting abilities (unless it is in ore form) until it is demagnetized.

Table 90. PHYSICAL PROPERTIES OF MATERIALS

Material	Density (lb/in^3)	Melting Temp. (°F)	Life Points Per In^3	Pounds to Deform/In^3	Density Factor vs. Steel	Hardness
Water	0.040	—	700	—	0.138	—
Lead	0.410	359	100	100	1.419	1.5
Concussion crystals	0.021	13,100*	25	1,600**	0.073	2
Aluminum	0.090	660	9,000	7,500	0.311	2
Sandstone	1.010	14,000	300	250	3.495	2
Gold	0.689	1,063	1,234	1,980	2.348	2.5
Ice	0.039	32	50	3,500**	0.135	2.5
Wood, oak	0.043	—	110	500	0.149	3
Glass	0.200	3,723	125	1,500**	0.692	3
Shadarkeem metal	0.157	None	20,000	12,000	0.543	4
Hell iron	0.211	9,100	16,666	11,300	0.730	4
Iron	0.284	1,530	10,500	9,000	0.984	4
Power iron	0.310	4,000	13,400	10,000	1.073	4
Granite	1.160	16,000	3,000	40,000**	4.014	6
Gravanium	-2.950	620	8,000	2,000	-10.208	7
Forgotten steel	0.283	2,795	12,000	10,000	0.979	7
Nova quartz	1.210	16,100	21,500	25,000**	4.187	7
Steel	0.289	2,799	12,000	10,000	1.000	8
Titanium	0.164	3,035	60,000	30,000	0.567	9
Moonstone	1.730	25,000	23,000	9,000**	5.986	9
Rubies	1.770	2,000	20,000	1,000**	6.125	9
Black titanium	0.150	3,987	80,000	35,450	0.519	10 (1 10th)
Shemite	1.340	35,500	25,600	1,000**	4.637	10
Diamond	1.380	35,500	25,000	1,000**	4.775	10
Earth egg	1.890	27,000	28,000	5,000**	6.540	10.7
Fire pearl	1.180	98,000,000	75,000,000	70,000**	4.083	15 (2 10ths)
Hadrathium	0.101	6,986	140,000	57,000	0.349	16
Pelleum steel	1.543	7,800	200,000	90,000	5.339	17 (3 10ths)
Pelleum	3.330	10,000	400,000	125,000	11.522	18
Sunstone	0.102	167,000,000	20,000,000	4,000,000**	0.353	19 (4 10ths)
Midnight sunstone	0.114	195,000,000	24,000,000	5,000,000**	0.394	20
Titanite	0.100	None	N/A	Infinite	0.346	20 (5 10ths)

* This temperature applies to untreated crystals. Treated crystals will explode before melting.

** These materials will shatter before bending, as will all crystals. Any crystal with a hardness rating of 11 or better will not shatter easily; these types of crystals will absorb most of the damage done to them.

Hadrathium

Hadrathium is a silver metal named after the God of War and Winning, Hadrathus. It is one-and-a-half times as hard as diamond and will cut through one 10th. Hadrathium is poisonous to drakes and hydras. A cut from the metal will cause 1,000 LPD per turn plus metabolic shock versus losing consciousness for 1 hour. The metal's poison requires two sets to cause unconsciousness and at least 1,000 LPD must be done for it to have this effect. Hadrathium is impervious to electricity.

Hell Iron

Found only on Bi'reel's home plane, hell iron can drain the life force of mortals upon contact (Immortals are immune). One pound of it will hold one soul (fate versus God Power). Legend has it that 1,000 swords were forged by Bi'reel to aid in his Dark Lords' first attempt at conquering Synnibarr.

For a weapon of this substance to be able to steal a soul, it must pierce the flesh. Hell iron ignores 10ths. When the metal contains a soul, red flames engulf the blade. Breaking the metal will free the souls trapped within.

Midnight Sunstone

Midnight sunstones are gems used to create weapons of Pure Psionics with organic electronic devices. The energy they emit is called Midnight Sunstone Energy. It is nearly unstoppable. Created by midnight sunstone drakes and hydras and by psisheen mushrooms, this is one of the hardest substances known.

Moonstones

Moonstones are pure-white gems with a slightly porous surface. These stones double the power of chi. To create this effect requires $1 million worth of moonstones mounted in $1 million worth of white gold. More of the gems will not increase the amplification beyond this point.

Nova Quartz

Nova quartz is found only one-third of the time wherever gold and quartz are found together in a natural state. This crystal exists on any world that orbits two suns or on any world that has both gold and quartz.

Nova quartz is essentially ordinary quartz. However, it has minute amounts of caprenium, which emits

the radiation that allows magic, psionics, earthpower, and other powers to flow from place to place; in some cases it allows the user to metabolize unseen radiation and perform mutations. This crystal will enhance the use of any power except Venderant Nalaberong and God Power, but it requires special preparation.

One must take 2 ounces of nova quartz crystal, coat it with a thin layer of gold, then attach it to a small energy pack (12-EG capacity). The cost for this setup is $2.5 million. The energy pack is normal electronics although an organic electronic pack could be engineered. The unit can be mounted in a belt or medallion. When the tip of the exposed quartz is touched with energy from the power pack (works like a small switch), it emits a small, white explosion of light. It subtracts some constitution from the wearer and 2 EGs from the power pack. The quartz then releases an energy that is absorbed instantly by the wearer. Only one charge can be contained at a time and lasts only one set. The crystals can only be used six times, and then they need 4 hours of cooling time. A user's metabolism can only withstand the nova quartz charge 12 times a day (metabolic shock at -15% if done more often).

Once charged with the nova quartz power, a user can use it to create one of the following effects. It will require one attack to use unless otherwise stated.

1. Drains 1 constitution point. Multiplies any power or spell times two. This amplification will last for one type of effect, attack, defense, or ability. The amplification will either double the damage done, double the duration, or double the range of the effect, but it will only affect one thing per use. Alternatively, it will allow a special ability or spell to be used at normal power in a place where it does not function.
2. Drains 2 constitution points. Multiplies a user's strength times 4 and gives one 10th damage protection for one set.
3. Drains 2 constitution points. Gives three 10ths damage protection for one set.
4. Drains 2 constitution points. Adds 20% to dodge and gives two extra attacks. These effects last for one set.
5. Shield dome stops 10,000 LPD per 1/2 constitution point used. The shield stops magic, psionics, physical, energy, mutations, and alchemy. It requires 1/4 attack to use. Duration is one set or until the shield is destroyed.
6. Drains 3 constitution points. Provides an energy bolt with a range of 300 feet. It does 10,000 to 100,000 LPD per shot.
7. Drains 2 constitution points. Allows levitation up to 60 mph for 1 hour. The maximum weight it can lift in addition to the user is 1,500 pounds.
8. Drains 1 constitution point. Provides telekinesis up to 100 pounds per constitution point used. Its range is 50 feet. This telekinesis is highly visible, casting a yellow and blue glow.
9. Drains 1 constitution point. Used to detect danger or sense magic, psionics, earthpower, or life forms within a 100-foot-diameter area. This lasts one turn.
10. Drains 4 constitution points. Used to heals and regenerate 100% of any damage done; one person per use. It will also cure poison. Lost limbs may be regenerated except for the head.

Table 91. VALUES OF MATERIALS

Material	Dollars per Ounce	In Stock	Where Found
Black titanium	500	80%	Dark Continent[a]
Concussion crystal	700	85%	Almost everywhere on Synnibarr
Diamond	1,000,000	90%	Forbidden, Enchanted, and Berava continents
Earth egg	2,000,000[b]	20%	Indeterminate: Largest known deposit is the Ring of Frost
Fire diamond	1,100,000	60%	Berava and Forbidden Continent[a]
Fire diamond, flawed	250	80%	Berava and Forbidden Continent[a]
Fire pearl, red	100	100%	Kathtan Sea[a]
Fire pearl, white	10,000	65%	Kathtan Sea[a]
Fire pearl, black	1,000,000	20%	Kathtan Sea[a]
Forgotten steel	300,000	50%	Shandreall Planes of Mist[a]
Gold	500	100%	Dark, Enchanted, Doreann, and Arimi continents, the Shards
Gravanium	900	25%	Shandreall Planes of Mist[a]
Hadrathium	500	65%	Mountain Isles[a]
Hell iron	150,000,000[c]	1%	Indeterminate: Bi'reel's home divine plane[a]
Midnight sunstone	15,000,000	30%	Indeterminate: Mushroom Spires, and Utha
Moonstone	1,500,000	40%	Dark and Doreann continents
Nova quartz	2,000,000	15%	Dark, Enchanted, Doreann, and Arimi continents, the Shards[a]
Pelleum	1,000	100%	Elementals[a]
Pelleum steel	750	100%	Elementals[a]
Power iron	200,000,000[c]	1%	Indeterminate: not found on Synnibarr
Rubies	200,000	100%	Enchanted Continent, Kath
Shadarkeem metal	800,000,000[c]	1%	Common iron from the dread dimension of Shadarkeem[a]
Shemite, clear, amber, blue	200,000,000[c]	2%	Indeterminate: largest known deposit is well hidden
Shemite, red	500,000,000[c]	1%	Largest known deposit is hidden even better
Silver	10	100%	Utha, Forbidden, and Enchanted continents
Sunstone	10,000,000	100%	Indeterminate: Mushroom Spires and Utha
Titanite	750,000,000[c]	2%	Arimi: The Titan Mountains[a]
Titanium	250	100%	Dark Continent

a Only place found in the Centiverse.

b Giant earth eggs are so rare there isn't enough money on Synnibarr to buy one.

c These are priceless materials. Usually they are obtained through adventuring and later through barter. They cannot be bought. Also, they cannot be duplicated, wished for, or copied in any manner, unless God Power is employed.

These abilities are selected mentally and only one can be used at a time. They can be used anywhere technology can function.

Pelleum

Pronounced "pelly-um," this is the hardest of the metals. It is the heaviest substance known and virtually indestructible. Pelleum is created by the Alchemists' greater earth elementals. Its color is pure black. Pelleum is not affected by magnetism. A common alloy made by the Alchemists is pelleum steel. It is less heavy, yet still very strong.

Power Iron

Power iron will store constitution points. One ounce holds 1 constitution point, which can be used by touching the metal and willing the constitution either in or out of the metal. The metal vibrates gently when constitution is stored. This vibration can be detected through touch.

Power iron appears like polished iron. It is rarer than shemite or Shadarkeem metal, and harder to find. It has a natural Cloak of Mist on it that inhibits location with spells, even Venderant Nalaberong. Other than its special properties, power iron is identical to normal iron.

Rubies

These gems are highly valued in laser technology. They have no special properties.

Shemite

This is a very rare and powerful substance. It can be sold for $200 million per ounce minimum; usually it cannot be bought for any price. It is a living form of crystalline growth that hatches from a 1,500-pound earth egg. The earth egg will remain dormant until some form of magic or earth-power is used within 10 feet of it; then it will hatch within 5 years. Shemite will grow 1 foot every 3 years after that, up to 5 feet tall. The growth resembles a bonsai tree with its twists and turns. It spreads its branches up to 3 feet wide. The trunk is approximately 3 inches in diameter, and the maximum total weight is usually 130 pounds per foot. Two have been discovered on Synnibarr and four more throughout the Centiverse.

A shemite tree, when intact and alive, has a number of unique abilities. Upon reaching 6 inches in height, the trees are capable of spell projection to any intelligent creature of their choice. This ability is limited to only one individual at a time. Usually, the bond is exclusive and for the life of the recipient creature. The tree has 50 SMUs per 6 inches of height and learns spells via a telepathic grazing-type ability. The grazing ability has a scanning range of 5,000 miles, whereas the range of the permanent mind-link between shemite tree and recipient is only a 10-mile radius. These telepathic abilities will pierce any form of mental shielding, with the exceptions of V.N. or God Power shielding.

Living shemite trees have personalities, as well as base auras. They bond only with compatible beings and have often manifested a preference for certain select bloodlines. Removal of the mind-link requires that either the tree or the selected individual must be destroyed. Shemite trees roll reaction as normal. They are capable of telepathic communication. All trees are considered at least 10th level; however, they have no gaming point value.

The selected mind-linked individual can tap into the tree's spell memory at will. The tree will channel the power in shemite points, as well as the spell itself. Casting times remain the same although the individual does not actually perform the spell.

Shemite trees are fragile. Breaking off any part of the tree will cause its death. Broken shemite still functions, but it has half the shemite points of living shemite.

The shemite crystal is clear to slightly amber in color. The heart of the shemite tree is similar to a great red vein, which travels to the branches where it becomes blue shemite.

The different types of shemite have special qualities. The clear, amber, and blue shemite all have the same abilities, but the heart of the tree, or red shemite, can also store God Power. One-quarter pound will hold 1 god point. One-quarter of the tree's weight is red shemite.

Shemite will generate the power to cast a magic spell, even within a Null Void or a blue sun. Each 1/2 pound contains 1 shemite point (2 points if alive). Once used, the points require 24 hours to regenerate. Each point is enough power to cast a first-level spell (1 point per level).

The points can also be used to amplify magic effects. One point will double the power of a spell. Two points will triple it, and so forth. The maximum amplification is times 10. Shemite is seldom found in more than 1 pound quantities. It cannot be duplicated.

Sunstone

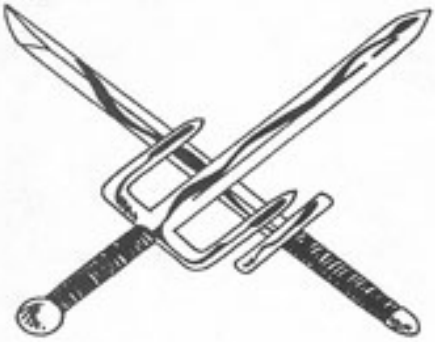
Sunstone is a very unusual substance. It is created by psisheen mushrooms and by sunstone drakes. When the mushroom decays, its remaining psionic energy traps neutrons and stabilizes them. This process creates the hardest crystals in the Centiverse. Sunstones will multiply psionics by 2 if worn in a headband made of $1 million worth of forgotten steel. The total cost of the stone and headband is $2 million. The headband must be worn for a psionic ability to be amplified. Sunstone is used in faster-than-light communications (sunstone teletransmitter). It is nearly indestructible.

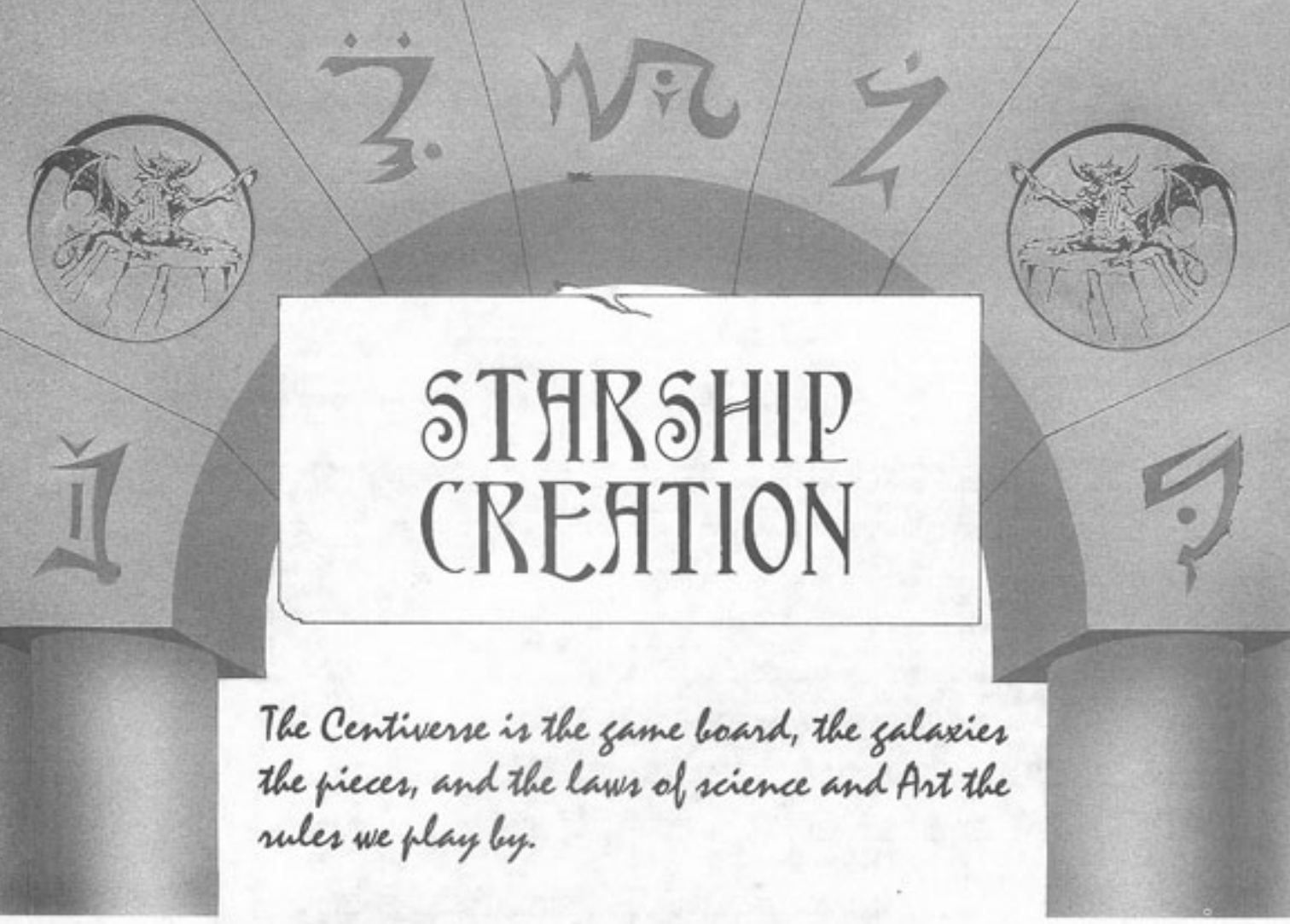
Shadarkeem Metal

Shadarkeem metal is from the dread dimension of Shadarkeem (see "Rising in Levels, Immortality and Godhood" in chapter 2). This substance absorbs every power except Venderant Nalaberong. If immortal beings come within 1 foot (per pound) of any of this metal, they will lapse into unconsciousness. If left in proximity of the metal for more than 5 minutes, they will die. Their life essence is absorbed into the metal. If they touch the metal, immortal beings will be physically drawn into it, including whatever they were wearing and carrying. If the metal is destroyed, those trapped within will be freed. Titanite can block the effects of Shadarkeem metal on Immortals and Gods. One pound of Shadarkeem metal will hold one immortal. A 10-pound sword made out of this substance can hold the essence of 10 Immortal beings. Shadarkeem metal is steel gray in color. It is not affected by magnetic force unless within the dread dimension of Shadarkeem, where it is just ordinary iron.

Titanite

Titanite is immune to all forms of power except God Power and Venderant Nalaberong. Titanite is found in only one place, the tallest mountains in Synnibarr, the Titans. Titanite ore is found only in the tallest of the Titan peaks, in the areas without atmosphere. Titanite can be melted only once. Once it has cooled, it will become invulnerable to even the heat of a supernova. The metal must be melted at night at over 18,000 degrees Fahrenheit. The impurities will boil off at this temperature, leaving just the molten titanite. Its color is glowing gold. A shield made of titanite can be used to block spells, except for V.N. or God Power. This material is not affected by magnetism.





STARSHIP CREATION

The Centiverse is the game board, the galaxies the pieces, and the laws of science and Art the rules we play by.

In the Forbidden City live the best Alchemist engineers. Their special area of expertise is in starship manufacturing. They employ 6,547 workers in the only starship construction company on Synnibarr. Their factory is kept under high security in order to discourage industrial espionage, and is the biggest building on Synnibarr, with over 5 square miles under one roof. Construction techniques are so complex that a controlled environment of specialized conditions is required. This environment that has been created in the factory cannot be duplicated anywhere else.

The Alchemists receive their prospective customers at the company-owned hotel, called the Gateway. There they provide accommodations and a complete description of how to select the perfect ship. Once a ship has been selected, a representative takes the order. If no special modifications are requested, a ship can be delivered within 5 weeks. To purchase a starship takes a great deal of money. The terms are full payment upon delivery. After a test flight into orbit, customers take full possession of the ship. Piloting lessons and basic navigational instructions are provided.

The process for building a starship is as follows:

1. Select hull size.
2. Add armor (optional). This will increase the overall life points of the hull but slightly decrease its overall speed.
3. Total life points if armor is selected.
4. Choose power source.
5. Choose thrusters.
6. Choose computers.
7. Total need-to-hit, shot, and advantage bonuses.
8. Choose communications and sensors.
9. Choose shields (optional).
10. Choose weapons.
11. Calculate the total volume and maximum payload.

For the last step, add up the volume of all things in the starship and subtract it from the hull volume. Decide how many people should be able to fit comfortably inside. Multiply this number by 200 and subtract from the volume left over. This is the amount of cargo space in the hull. Total up the weights of armor, thrusters, power sources, computers, shields, and weapons (not counting torpedoes or missiles), and subtract it from the hull maximum payload. This is how much weight the ship can carry in its cargo hold and weapon bay (not counting passenger occupancy equipment weights).

The process is fairly simple, except for the calculations because all components are taken from the tables. Most items are optional, such as armor and weapons. Choose whatever you want as long as you can afford it. Once this process is complete, you have a starship.

Starship Hulls

Basic hulls, no matter what size, come equipped with the following:

- Running lights.
- Multiple surface-landing gear.
- Up to three air locks ($30,000 each).
- External robotic arms (2-ton test).
- Full life support (1 EG per 24 hours).
- Sublight thrusters (maximum speed 0.99 of light-speed drain is 1,000 EGs per hour at maximum speed.)

Table 92. BASIC STARSHIP HULLS

Size	Cost[a]	Life Points[b]	Weight	Approximate Size	Volume (ft^3)	Max. Payload	Dodge Adj.[c]	Need to Hit
Fighter	$90	100	7 tons	35' long, 9' wide, 8' high	2,500	8 tons	75%	70%
Tacship (personal)	$120	150	10 tons	50' long, 15' wide, 12' high	9,000	15 tons	64%	60%
Yacht (ex. small)	$250	200	20 tons	92' long, 18' wide, 12' high	20,000	40 tons	55%	50%
Explorer (small)	$385	450	50 tons	120' long, 25' wide, 15' high	45,000	110 tons	40%	40%
Freighter (medium)	$500	500	70 tons	142' long, 27' wide, 17' high	65,000	150 tons	25%	30%
Destroyer (large)	$560	600	160 tons	200' long, 37' wide, 20' high	150,000	250 tons	0%	20%
Carrier (ex. large)	$900	1,000	470 tons	300' long, 42' wide, 33' high	425,000	1,030 tons	0%	10%

a These are in the millions of dollars.
b These numbers are in the millions of life points. Structural integrity is 90% for all hulls.
c The percentage is the amount that a pilot has left of his or her normal dodge. A pilot only has 25% of his dodge when flying a freighter. This adjustment is for when traveling at low speeds (see "Warfare at Warp Speeds" in chapter 13).

Table 93. ARMOR

Armor Class	Life Points[a]	Need to Hit[b]	Cost per Hull Size[c]						
			Fighter	Personal	Ex. Small	Small	Medium	Large	Ex. Large
Light	500	-10%	$37.5	$60	$150	$250	$320	$575	$1,200
Medium light	1,000	-15%	$75	$120	$300	$500	$640	$1,150	$2,400
Medium	1,500	-25%	$112.5	$180	$450	$750	$960	$1,725	$3,600
Medium heavy	2,000	-35%	$150	$240	$600	$1,000	$1,280	$2,300	$4,800
Heavy	2,500	-45%	$187.5	$300	$750	$1,250	$1,600	$2,875	$6,000
Extra heavy	3,000	-50%	$250	$400	$1,000	$1,500	$1,920	$3,450	$7,200

a These numbers are in the millions of life points.
b For armor weights, add the positive of this percentage to the weight of the hull.
c All prices are in the millions of dollars.

Table 94. THRUSTER SPECIFICATIONS

Size	Cost[a]	Weight	Volume (ft^3)	Maximum Speed[b]	Power Usage per Hour	Need to Hit[c]
Extra small	$50	3 tons	1,500	Warp 5	1,000 EGs	+10%
Small	$75	8 tons	3,500	Warp 10	3,000 EGs	+20%
Medium	$90	20 tons	8,500	Parwarp 5	11,000 EGs	+30%
Large	$140	45 tons	18,000	Tarwarp 5	14,000 EGs	+40%
Extra large	$250	130 tons	52,000	Tarwarp 10	36,000 EGs	+50%
Port drive	$10,000	210 tons	70,000	N/A	12,000 EGs per tarsec	N/A

a These are in the millions of dollars.
b All thrusters generate an inertia dampening field that reduces the G forces felt by the ship and its occupants (see "Travel in Space" in chapter 13). Cruise speed in 20% of the maximum speed and uses 20% of the power.
c This is a bonus to the previous Need to Hit variable. See "Warfare at Warp Speeds" for specifics, also this section.

- Quarters for three people plus lavatory facilities.
- A power supply of 500,000 EGs. (When larger power sources are purchased, this becomes a reserve power source.)

Hulls are made of a pelleum steel and hadrathium alloy. The armoring is pelleum and it does not reduce hull volume.

Port Drive

This drive has a volume of 70,000 cubic feet. It costs $10 billion. It can move the ship from as small a distance as 1 million miles to 1,000 tarsecs in 1 minute, without seeming to move. However, that 1 minute is the longest you will ever endure. While porting, passengers wear a special suit to deaden all nerve impulses or else they may go insane. Then, before the drive is engaged, they recline in tubes called Superconducting Warren Biostabilizers. These tubes partially disassemble the body's molecules in such a way that the passengers are able to survive the dimensional decompression, otherwise they lose consciousness for 6 to 8 hours. Without the suits they would have to roll psychic shock versus insanity for 48 hours.

It takes 1 minute to recover from porting and 3 minutes to prepare and stabilize. Up to three ports can be done per hour. Any

Table 95. POWER SOURCES

Size[a]	Cost[b]	Weight	Volume (ft^3)	EG Capacity
Extra small	$5	2 tons	800	2,000,000
Small	$7	3 tons	1,200	3,000,000
Medium	$10	5 tons	2,000	5,000,000
Large	$15	10 tons	4,000	10,000,000
Extra large	$20	15 tons	6,000	15,000,000
Solar generator	$1	Negligible	Negligible	50,000[c]

a Sizes can be mixed at a cost of $200 million.
b These are in the millions of dollars.
c Solar generators generate this amount per hour in close orbit around a star.

Table 96. STARSHIP COMPUTERS

Type	Cost[a]	Weight	Volume (ft^3)	System Shut Down[b]	Need to Hit	Bonuses Adv.	Bonuses Shot
General	None	100 lb	4	5%			+10%
Navacom	$1	10 lb	1	20%			
Autonavacom	$2	15 lb	1-1/2	20%			
Evasion com I	$5	15 lb	1-1/2	18%	+30%		
Evasion com II	$10	15 lb	1-1/2	28%	+50%		
Targeting com	$20	215 lb	6-3/4	15%			+50%[c]
Attack com I	$50	10 lb	1/2	15%		+1	
Attack com II	$90	10 lb	1/2	20%		+2	
Attack com III	$100	10 lb	1/2	25%		+3	
Battle master	$500	350 lb	9	25%	+60%	+3-1/2	+60%

a These are in the millions of dollars.

b When more than one computer is put into a starship, use the highest system shutdown percentage.

c This computer gives an additional bonus of +25% to the pilot's shot when traveling at low speeds (less than 100,000 mph).

Descriptions of Starship Computers

General: This computer controls all the basic functions, including life support, artificial gravity, antigravity flight systems, and autopilot. It also gives a +10% to shot and controls any other type of computer to which it is attached. The general computer is controlled by voice or keyboard input and is standard equipment with all hulls. It weighs 100 pounds and is 4 cubic feet in size.

Navacom: The navacom computer takes 3 minutes to complete navigational computations. Once completed, piloting to the coordinates is done manually. The navacom will tell pilots when they are off course and will direct them back to the proper coordinates. The computer weighs 10 pounds and is 1 cubic foot in size.

Autonavacom: The autonavacom computer takes almost no time to complete navigational computations. It will also pilot a ship to the proper coordinates. It weighs 15 pounds and is 1.5 cubic feet in size.

Evasion Coms I and II: Either of these computers will raise the base need to hit of the starship to which it is attached. Each unit weighs 15 pounds and is 1.5 cubic feet in size.

Targeting Computer: Pilots receive a +25% to their natural shot bonuses when traveling at low speeds (see "Warfare at Warp Speeds" in chapter 13) and an additional 50% from the computer. The unit weighs 215 pounds and is 6.75 cubic feet in size.

Attack Coms I, II, and III: These computers add to advantage rolls during combat. Only one attack com may be used to affect any single attack. Attack computers increase the advantage score only up to the limits. The computer's bonus is added to the user's advantage score if the ship is traveling at low speeds. Each com weighs 10 pounds and is 1/2 cubic feet in size.

Battle Master: This system combines the targeting, autonavacom, evasion II, and attack com III computers all in one unit. Some improvements have been made, such as a +60% to need to hit and shot and an extra 1/2 on advantage. The system weighs 350 pounds and is 9 cubic feet in size.

Starship Sensors

All sensors will detect the following energy types: heat, electricity, nuclear fission or fusion, stardrives, matter and antimatter, ionization, and radiation. Also, the sensors can conduct a gas spectral analysis and readings of atmospheric pressure and density and of gravity and any electromagnetic activity. The last type of sensor detects movement, being a form of radar. The volumes and weights for sensors are negligible because they are incorporated into the general computer.

Table 97. STARSHIP COMMUNICATIONS

Type	Cost*	Range	Power Drain
Sunstone tele-transmitter (STT)	$100	1 tarsec	1,000 EGs/min.
Maser	$10	100,000 mi.	1 EG/min.
Translator	$20	N/A	1 EG/hour

* These are in the millions of dollars.

Table 98. STARSHIP SENSORS

Type	Cost*	Range	Power Drain
Short range	$200	200,000 miles	10 EGs per set
Medium	$300	1 light-year	1,000 EGs per hour
Long	$500	1 parsec	1,000 EGs per set
Extra-long range	$750	1 tarsec	10,000 EGs per set

* These are in the millions of dollars.

Shields

Battle shields protect against physical and energy attacks only. The shields are invisible and they extend away from the ship for 5 feet. (Refer to the description of the "Passive Bendix-Field Belt" in chapter 3, "Provisions.") They can be activated as quickly as the user can push a button. Once started, they require 5% power to remain up if not struck. If struck, they drain per the damage done to them.

Example: An extra-large battle cruiser is hit with 50 million LPD from a small warp missile. The shields would require 66,666 EGs of power to remain up (50,000,000 ÷ 3,000,000 x 4,000). The volumes for shield units are 6 cubic feet, and each weighs 500 pounds plus 100 pounds per size larger than a fighter.

Table 99. BATTLE SHIELDS

Hull Size	Cost*	Drain	LPD Protection
Fighter	$150	1,000 EGs	3,000,000
Personal	$300	1,500 EGs	3,000,000
Ex. small	$500	2,000 EGs	3,000,000
Small	$700	2,500 EGs	3,000,000
Medium	$1,000	3,000 EGs	3,000,000
Large	$1,500	3,500 EGs	3,000,000
Ex. large	$2,000	4,000 EGs	3,000,000

* These are in the millions of dollars.

Table 100. NERIA BENDIX SHIELDS

Hull Size	Cost*	Drain	LPD Protection
Fighter	$700	500 EGs	6,000,000
Personal	$1,000	1,000 EGs	6,000,000
Ex. small	$1,500	2,500 EGs	6,000,000
Small	$2,500	5,000 EGs	6,000,000
Medium	$4,000	8,500 EGs	6,000,000
Large	$5,000	15,500 EGs	6,000,000
Ex. large	$6,500	25,000 EGs	6,000,000

* These are in the millions of dollars.

Table 101. STARSHIP WEAPONS

Name	Cost	Damage	Range	Weight	Size	Volume (ft^3)	Firing Time	Power Drain
Tachyon plasma beam	$1,000	1,000,000-100,000,000	12 light-years	1,800 lb	6' long	12	2 attacks	10,000 EGs
Plasma torpedoes	$500 + $500 per torpedo	2,000,000-40,000,000	9 light-years	500 lb + 200 per torpedo	4' long	9 + 4 per torpedo	2 attacks	5,000 EGs
Accelerated particle beam	$500	1,000,000-20,000,000	6 light-years	700 lb.	6' long	6	1 attack	2,500 EGs
Accelerated missile launcher	$100	As missile	As missile	500 lb + 200 per missile size	As missile	As missile	2 attacks	As missile.

* These are in the millions of dollars.

Table 102. STARSHIP MISSILES*

Name	Cost**	Life Points	Damage	Range	Speed	Weight	Size	Volume (ft^3)	Shot Bonus
Small warp	$20	10,000	50,000,000	6 light years	Warp 10	2,500 lb	10' long	10	+5%
Large warp	$35	35,000	120,000,000	12 light years	Warp 10	4 tons	15' long	30	+10%
Parwarp	$50	80,000	200,000,000	18 light years	Parwarp 10	11 tons	20' long	75	+25%
Tarwarp	$100	120,000	1,000,000,000	24 light years	Tarwarp 1	20 tons	30' long	100	+50%

* All missiles can be remotely piloted and have a 100 percent need to hit. They can have two sensor types with a range of 1 light-year (see "Missiles" in chapter 3).

** These are in the millions of dollars.

Starship Construction Example

The following is an example of how to create a starship. To make things easier to organize, follow the method shown in the example of listing components and tabulating costs and other statistics. For this starship, I chose a small hull with a large thruster and heavy armor. I chose an extra-large power source and an attack com II with a battle master. Then, for communications, I selected an STT with extra-long-range sensors and small shields. For weapons, I chose an accelerated missile launcher, an accelerated particle beam, and a tachyon plasma beam.

Component	Cost*	Volume (ft^3)	Weight	Need to Hit	Miscellaneous Notes	Maximum Payload
Small hull	$385	45,000.0	50 tons	40%	450,000,000 LP	110 tons
Heavy armor	$1,250	—	22.5 tons	-45%	2,500,000,000 LP	
Large thruster	$140	18,000.0	45 tons	+40%		
Extra-large power source	$20	6,000.0	15 tons	—	15,000,000 EGs	
General computer	None	0.5	100 lb	—	+10 shot	
Attack com II	$90	9.0	10 lb	—	+2 adv.	
Battle master	$500	—	350 lb	+60%	+3 1/2 adv., +60 shot	
STT	$100	—	—	—		
Extra-long-range sensors	$750	—	—	—		
Small battle shields	$700	6.0	700 lb	—		
Accelerated particle beam	$500	6.0	700 lb	—		
Accelerated missile launcher	$100	30.0	700 lb	—		
Tachyon plasma beam	$1,000	12.0	1,800 lb	—		
Totals:	$5,535	24,063.5	84.68 tons	95%	2,950,000,000 LP	

* These are in the millions of dollars.

Net volume
= Hull Volume – Volume of all else
= 45,000 ft^3 – 24,063.5 ft^3
= 20,036.5 ft^3

Net max. payload
= Hull Payload – Weight of all else
= 110 tons – 84.68 tons
= 25.32 tons

I decide to make room for 40 passengers on my ship, so I subtract 200 cubic feet per person (8,000 ft^3) from the total volume left over, for a remaining cargo hold space of 12,936.5 cubic feet.

For the maximum weight that my starship can carry, multiply 40 people times 200 pounds of equipment each and subtract this from the net maximum payload. This new result is the total payload that can be carried (in this case 21.32 tons). This does not count for being loaded with 40 people or carrying missiles and ammunition. It tells you how many of these things you can carry.

The total need to hit variable means that a person must roll a 95% or better when trying to hit my ship with an attack when it is traveling at greater than 100,000 mph (see "Warfare at Warp Speeds" in chapter 13).

Starship Sheet

Name: Star Coin
Cost: $5,940,000,000
Life Points: 2,950,000,000
Armor: Heavy
Shields: Medium battle
Advantage Bonus: +5-1/2
Shot Bonus: +70%
Need To Hit: 95%
Dodge Adj.: 60% of pilot's
System Shutdown: 25%
Structural Integrity: 90%
Weight: 134.68 tons
Size: 120 feet long, 25 feet wide, 15 feet high
Max. Occupancy: 40
Max. Payload: 21.32 tons
Cargo Hold: 12,936.5 cubic feet
Thruster Type: Large
Power Source: Extra large
Fuel Capacity: 15,000,000 EGs
Max. Speed: Tarwarp 10
Fuel Usage Per Hour: 36,000 EGs
Cruise Speed: Tarwarp 2
Fuel Usage Per Hour: 7,200 EGs
Take-off Specs.: Light speed in 5 seconds
Communications: STT
Sensors: Extra-long range
On-Board Computers:
General
Attack com II
Battle master
Weapons Class: PD-101
Weapons:
Accelerated particle beam
Accelerated missile launcher
Tachyon plasma beam
Description:

Starship Sheet

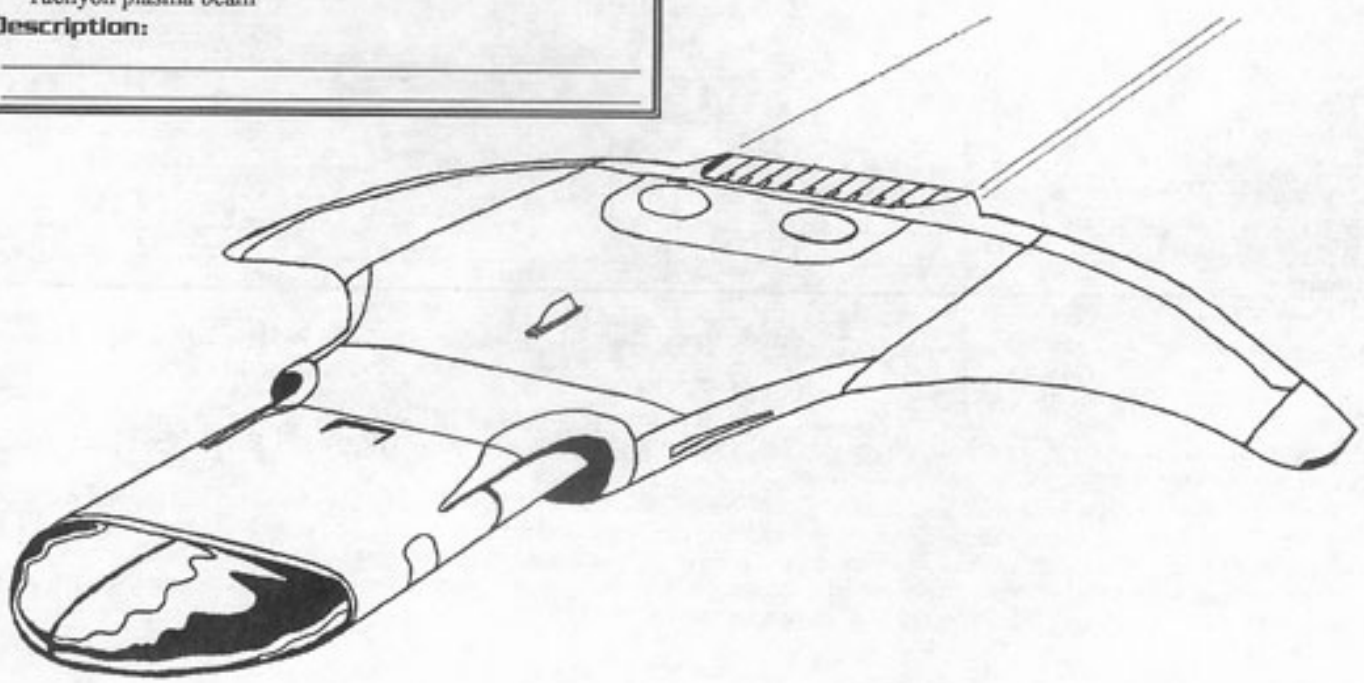
The following is a completed specification sheet for the starship described in the example on the previous page. Refer to the back of the book for a blank copy. You may wish to include more specific information about the power usage of different instruments, particularly the weapons.

Leaving Synnibarr

You will encounter many different cultures on your journey through the universe. When you do, never admit that you come from the Worldship. Give phony coordinates or any story you want, but never tell where you really come from. You probably would not be believed anyway.

The various alien races have different requirements for landing in controlled space, and you will probably end up with several identification numbers. Once given to you, these numbers will serve as your identification and passport to the world it was acquired from. In some cases, you may end up having to spend some time in quarantine, but sophisticated diagnostic procedures usually only require about an hour.

Remember, to all other species, Synnibarr is a mythological legend of the Centiverse. It doesn't really exist.



REACTIONS & HIRELINGS

Fealty is a treasure to true leaders.

Hiring guards, workers, and warriors is directly controlled by adventurers' personality influence. This is the ability to cause others to obey their will or to do them a favor. The amount of influence an adventurer has on another is determined by ego, physical appearance, level, and certain skills.

Reactions

All reaction rolls are done with a 1d20 added to the influencing character's reaction adjustment. A character's reaction adjustment is determined from ego and personality (see chapter 1, "Character Creation"). When attempting to hire someone, first roll the initial reaction. This will determine whether the potential hireling will listen or talk at all. Find the response on table 103. If the reaction roll is a 6 or better, the hireling is interested. Fights are not started on this initial reaction, except with animals and plants. Once a hireling is propositioned, roll another reaction. This determines whether interest will continue. As the character continues to talk to Fate (who is portraying the person or creature that the character is trying to influence), make a reaction roll to every point made in the discussion. Determine whether the rolls were mostly high or low.

Now roll the final reaction, this being the listening character's disposition. If the adventurer is trying to persuade someone whose aura is different from his, this can change things. The personality of the person or thing must be taken into consideration. (see "Aura Reaction Modifiers," this chapter). Also, add the adjustment for level to this roll (see "Level Reaction Modifiers," this chapter). The last disposition roll

Table 103. REACTION RESPONSES

1d20 Roll*	Reaction
-10–0	Hate: will attempt to harm only if the modified roll is below 1.
1–5	Dislike: will not help and may give misinformation.
6–8	Does not care: lack of interest. They can be influenced but only once
9–15	Mildly interested: can be partially influenced, but still is not totally convinced. Those reacting this way tend to overcharge for services.
16–20	Interested: is influenced, and will work hard for a fair wage and remain semiloyal. Those reacting this way will defend only until friends or comrades are hurt.
21–25	Very interested: will work for normal wages and will be loyal and defend their employer, but not to the death. They will never turn on their employer.
26–38	Highly interested: will work for fewer wages and will guard to the death. Very loyal.
39–41	Fanatical: near worship. Those reacting this way will gladly work until death without being paid. They will even give treasure and money to serve.

* Plus modifiers, including those for ego and aura, and if applicable, those for level and physical ap-

counts as two normal reaction rolls. Total up all the reaction rolls made and find the average. Consult table 103 for the outcome of the conversation. If this last reaction roll is bad and the majority of the rolls have been bad, then it is time to find another job or another employee.

Aura Reaction Modifiers

Locate the aura of the person being influenced on table 104, and read across for the adjustment versus the aura of the character trying to do the influencing. This modifier is added to the final reaction roll of a conversation.

Table 104. AURA REACTION ADJUSTMENTS*

Aura	S	R	G	A	V	G	B	S	G
G	-20	-18	-15	-10	-5	-2	+1	+2	+3
S	-10	-8	-5	-2	-2	0	+1	+3	+3
B	-5	-2	-1	0	0	0	+3	+2	+3
G	-10	-9	-8	-2	-1	+3	+1	+1	+1
V	-3	-2	-1	0	0	0	0	0	0
A	-2	-1	0	+3	0	0	-1	-1	-2
G	+1	+1	+3	+1	0	0	-5	-8	-10
R	+1	+3	+1	0	0	-1	-10	-15	-15
S	+3	+1	-1	-5	-10	-15	-18	-20	-20

* Aura colors: scarlet, red, gray, amber, violet, green, blue, silver, and gold.

Level Reaction Modifiers

Reaction adjustments for characters increase 1 point every 10 levels. Remember to roll your ego adjustment every 25 levels (see "Ego Flux" in chapter 1). Characters' personalities react and adjust to the trials and tribulations of life.

Level adjustments are not counted when reacting with characters or creatures that have a different physical makeup, such as a wolf reacting to a human, although adjustments for ego are counted.

Reactions of Monsters

Reaction determination as previously described is for dealings among individuals in fairly civilized, nonstress situations. Being out of the "comfort zone" brings into play situational or circumstantial modifiers.

If a creature, monster, or person is encountered while on an adventure, Fate may decide to call for a reaction roll. This roll is based on current circumstances. Most monsters on Synnibarr are intelligent. The current circumstances, along with its aura and basic temperament, plays a major role in determining what a monster will do.

Table 105. CIRCUMSTANCE REACTION ADJUSTMENTS

Monster's Circumstance	Modifier
Religious and obeying (always will fight to the death)	-1,000
Young or mate is held captive	+12
Monster is in lair	-6
Guarding mate, young, or treasure	-10
With a fresh kill	-5
In its own territory	-4
Bribed with food or treasure*	+5
Able to understand spoken language.	+2
Outnumbered	+8
Ambushing or hunting (hungry)	-7
Cornered, hurt, or trapped	-10
Have lost their leader or more than 50% of their group	+7

*Treasure and food works only when monsters is interested in those things.

Reaction rolls with monsters are especially useful if the adventurers do not want to fight but would rather bargain or trade. In any event, reaction plays a great part; it is determined in the usual manner with a few more adjustments. Consult table 105 to find what reaction modifiers influence the present circumstances and the disposition of a creature. Subtract a character's reaction modifier for physical appearance (see chapter 1, table 33) when dealing with creatures of completely different physical makeups. For example, a plant man would not find a human physically attractive.

Animal Aura Modifiers

Animals and monsters with egos of 10 or less are not intelligent and do not use the aura adjustments that intelligent creatures have (those listed on table 104). Instead, they have other modifiers to the reaction roll according to their auras. Consult the following table.

Table 106. ANIMAL REACTIONS

Aura	Modifier	Reaction
Scarlet	-3	Fight to death
Red	-2	Fight
Gray	-1	Will fight if provoked
Amber	0	Run away or back off
Violet	0	Friendly but will run
Green	0	Friendly
Blue	+3	Friendly, tame
Silver	+2	Friendly, tame
Gold	-5 versus evil; else +2	Friendly if not harmed

Reaction Examples

Example One: A Werewoman has just entered a cave to find a white wolverine with her young and a fresh kill. This equals a -6 for her being in her lair, a -10 for her young, and a -5 for the fresh kill. Finally, because the Werewoman looks human, she subtracts her physical appearance modifier from her total reaction adjustment, which we will say is a +2. This leaves her with a +0. Her total is a -21. Even with a natural 20 on the die roll she would still have a -1, and a mad mother moving in to fight (and that is without taking the aura adjustment into account).

Example Two: This time it is the same cave, but the Werewoman has a Psielf with her. The Psielf says, "We mean no harm to you or your children. We will leave immediately," and they back out of the cave. To help the situation, the Psielf leaves some food. The -6, -10, and -5 adjustments are still in effect (same physical appearance for the Werewoman), but we now add a +5 for the food and a +2 for speaking to the creature, plus the Psielf's reaction bonus excluding his looks. We will assume he has a +4 adjustment. This makes the grand total for the situation only a -10. If the reaction roll is an 11 or better, the adventurers will be able to get away without a fight.

Hirelings

Average men and women will seek work whenever possible. Adventurers often need help when adventuring, usually in guarding their home. Given the great variety of skills in the world (see "Skill Descriptions" in chapter 1), just about any service that an adventurer may need can be fulfilled by a hireling.

The best guards or warriors are trained and have a +5 on strength and a +2 on agility and dexterity. They have at least 5,000 life points and know the skill of guardsmen.

Assassins are affiliated with the Ninja. They are trained in martial arts and carry specialized weapons. Assassins have a +2

on agility and dexterity and approximately 1,000 life points. They are trained in all the combat forms, including Ambush, Concealment, Infiltration, and Sniping, and 35% of them have the skill of Chi Use.

Thieves or repossession specialists have a +3 on dexterity and agility. They are skilled in all forms of trap and lock detection and deactivation plus infiltration and sleight-of-hand. Thieves that reach the 20th level charge $1,000 per level above first. Thieves hate assassins and vice versa. They will, however, work together if they are very interested or as a result of someone attempting to influence them. Both of their training centers are located in the Forbidden City.

Wages

After an agreement has been reached between a character and a hireling by going through the reaction process, wages need to be determined, although this was probably a major factor in them coming to an agreement. Table 107 gives some guidelines for hireling wages.

Table 107. WAGES

Work Type	Wage
Active work (building)	$125 per day
Guarding (semicombative)	$200 per day
Guarding (active combat)	$1,000 per day
Guarding (during adventuring)	$2,000 per adventure plus 10% of treasure
Assassins	$10,000 per kill
Thieves	$10,000 per theft
Household servants, gardeners, and cooks.	$5 to $20 per day
Specialists: repairmen, electricians, plumbers and architects. All are humans trained by the Alchemists and are devotees of the faith. They will not divulge any secrets because their minds are warded.	$20 to $100 per day
Other specialists can only be found through the Alchemists' Guild, although others may be hired by placing an ad in the *Terra Times*. Anyone you employ must be well treated and paid promptly.	$5 per week

Hiring an Alchemist or Engineer

If an adventurer has an idea for some type of special weapon or item, an Alchemist or engineer may be hired to create it—providing Fate approves.

Because the players have a wider grasp of technology and fantasy adventure material than do the characters they play, a special rule is imposed. The player must roll his or her ego score or lower on percentile dice to determine whether a character would be capable of such an idea. If successful, an Alchemist may be located through the Alchemists' Guild or, if possible, through a friend. The shops are busy 65% of the time.

To hire through the guild, an adventurer must enter the engineering section of Terra (found in the southwest corner of the city in buildings 142 through 146). The structure to the left of the guild halls is a skyscraper named the Mirrored City because of its glass-and-steel construction. It is from there that an Alchemist or engineer may be sought.

Because nonengineers may not enter the Mirrored City, an adventurer must make his or her request at building 142. Upon entering the building through the wide oak doors, which open upon approach, the adventurer must proceed to the great polished granite bar. Behind the bar are student Alchemists, waiting to take the idea and determine just what type of engineers will be needed to make the idea a reality. Once this has been determined, a call will be made directly to the specific engineering division to determine whether an Alchemist can be pried away from his present experiments to earn a great deal of money.

Once hired, an Alchemist or engineer is devoted and bound by the guild to complete the task except if there is risk to his life.

After the selection has been made, the student will collect a fee of $25. Afterward, the selected engineer or engineers will meet with the client and negotiations for hire and fees may begin.

The base cost for engineering work is $1,500 per level of the engineer per hour plus the base cost of the spell or mutation. The time required to turn a specific idea into reality will be determined by Fate (see chapter 11, "Engineering"). The client must provide all equipment and materials needed, a place to set it up, and plush room and board for the duration. A 20% service charge will be added to the bill if the Mirrored City's resources are used.

Since an engineer is sacrificing a portion of his lifetime to construct the adventurer's toy, it may take some persuading to close the deal.

Once the bargain has been struck, there is one more requirement. The client must obtain a license to own and operate a guild-created device. This license is a contract between the owner and the guild. The guild promises maintenance and repair at reasonable rates. If repair work other than reconstruction with spells or alterations are performed without guild sanction, the device will be confiscated. All Alchemists must report any alteration to the guild before construction begins because in some cases the request will be denied.

LANDS & WORLDS

The world is so vast, what with its hollowness. One would think Aridius expected us to breed like rats.

—Steelbreeze

Synnibarr Geography

Seasons on Synnibarr are almost the same as those of old Earth, for Synnibarr's axis tilts at the same angle. Terra enjoys the summer months lasting from June through September, as Terra is in the northern hemisphere of Synnibarr. The days are slightly longer, 24.6 hours, and with the exception of the Werestorms and two eclipses a year, the climate is very pleasant.

The two eclipses come before and after Darkmonth. They are caused by two other planets, Caltoose and Tarn. The first eclipse is caused by Tarn and is a total eclipse. The second is caused by Caltoose but is only a partial eclipse.

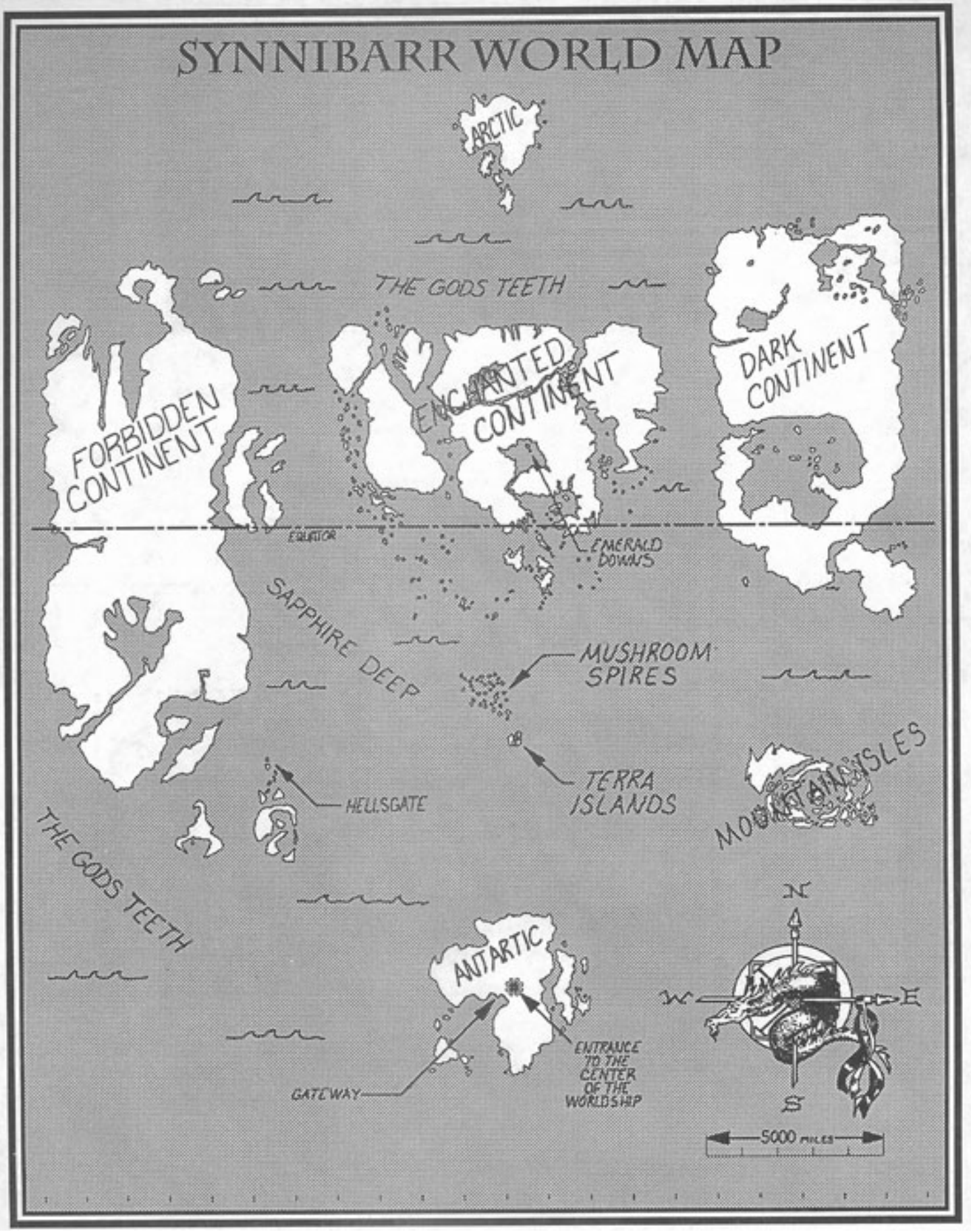
For 2 weeks out of the year during December (called Darkmonth) the great planet Shalom partially blocks the suns Bijor and Dior, and Synnibarr experiences a mild twilight condition. The light that is conducted through the atmosphere of Shalom and reflected off the other planets is just enough to cause all of Synnibarr to be gripped by a temporary winter.

In some locations, such as the Forbidden Continent, where it is usually tropical, freak storms occur and heavy rains fall for 2 weeks straight. This weather pattern aids the lush rain forests and rivers and also helps the desert areas as well.

The winter's chilling effects, however, affect Terra differently. They cause vast blizzards of blue snow and freezing temperatures that drop to 14 degrees Fahrenheit. However, special spells keep the winter within the confines of the Werestorm.

Throughout both God's Teeth and Sapphire Deep are islands, varying in size, every 100 to 500 miles.

Look at Synnibarr and you will know that Aridius loves a good garden.


SYNNIBARR WORLD MAP
ARCTIC
THE GODS TEETH
FORBIDDEN CONTINENT
ENCHANTED CONTINENT
DARK CONTINENT
EQUATOR
EMERALD DOWNS
SAPPHIRE DEEP
MUSHROOM SPIRES
TERRA ISLANDS
HELLSGATE
THE GODS TEETH
ANTARTIC
ENTRANCE TO THE CENTER OF THE WORLDSHIP
GATEWAY
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5000 MILES

Arctic

During the past 10,000 years, very few have ventured to the Arctic and returned. The temperatures are extremely cold and the weather is severe, with winds exceeding 70 mph. These winds have been known to blow for 1 week without stopping. With the added effects of mountainous and bleak terrain, the Arctic is seldom visited.

Despite the climatic extremes, several specialized forms of life have evolved here. Moon drakes, thermal hydras, snow scorpions, giant polar bears, and many types of predators feed on each other as prey.

The Arctic, although dangerous, is also a vast natural treasure house. The majority of all volcanic activity takes place here, and in the Antarctic. Hidden caves provide natural homes for gemstones.

Down through the centuries many creatures, from drakes to adventurers, have attempted to mine the different gemstones. The amounts found are very small and are usually guarded by monsters. Certain monsters seem to have an instinctive attraction for the stones.

The caves in the Arctic are deep and interconnected with rivers and pools of hot lava. There are tunnels of poison vapor, heated to 500 degrees Fahrenheit. This is a very dangerous place indeed.

For the most part, closer to the surface, there are clear passages. The monsters who inhabit the Arctic create one of the biggest problems there because they choose to stay near the warmth.

Antarctic

The Antarctic is considerably larger than the Arctic, with forests on its outside rim that surround an expanse of mountains and volcanoes that sit quietly and steam. The climates of the two polar caps are similar although the Antarctic has milder winds.

Between the mountains, in the sheltered valleys, there exist hot springs and freshwater streams that provide a perfect pocket for life. Caves extend deep within the ground, and some interconnect one warm valley with another. The mountains are sheer and tall. Most consist of black and red stone that is twice as hard as granite.

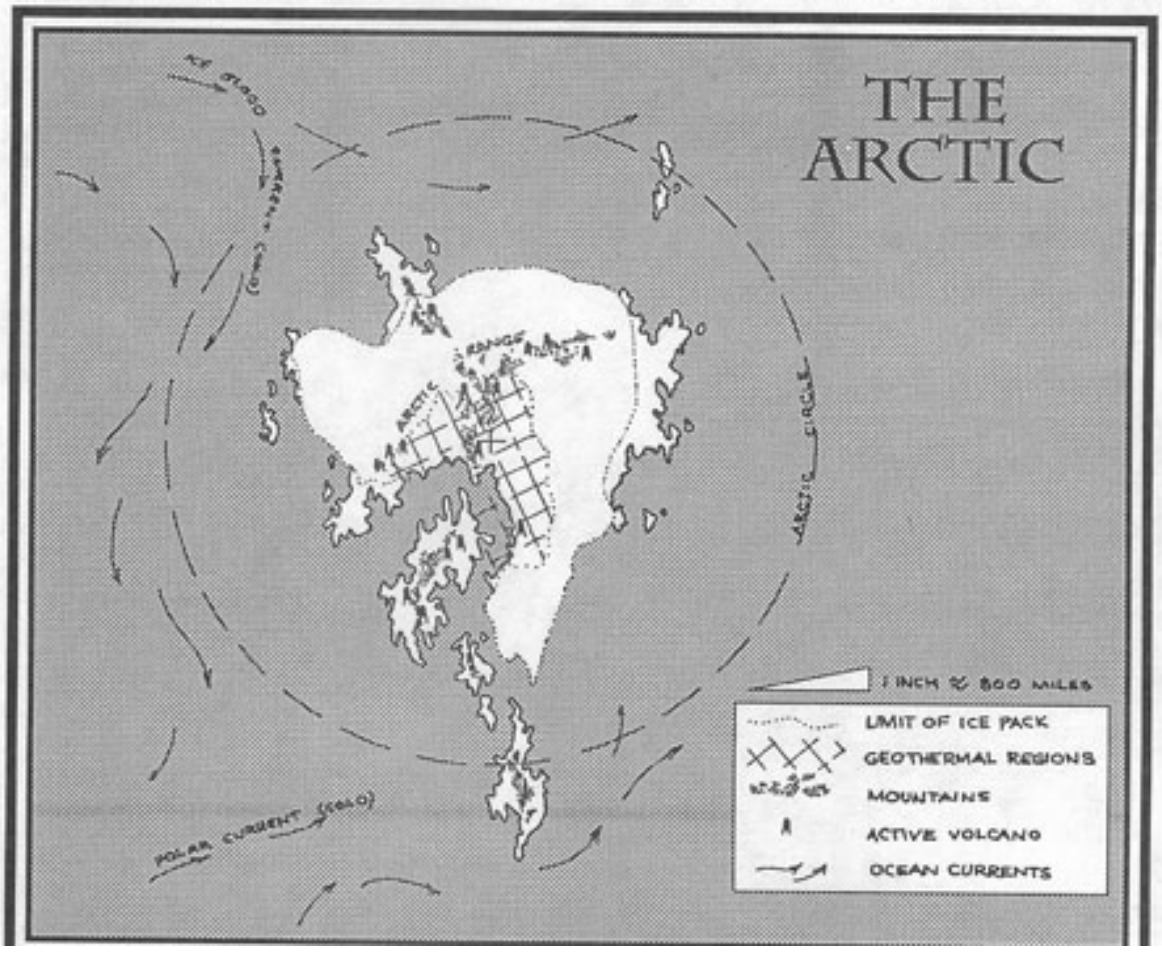
Between these mountains are deep waterways leading to rich rain forests. One such waterway leads to a place from which the Center of the World can be found. It is 450 miles to the tunnel from where the Giant ship drops you off.

Different creatures inhabit this region, and few who have fought them have returned with a detailed description of these Antarctic denizens.

Dark Continent

This area has a general climate similar to the American Northwest, with mountain ranges over 1,000 miles wide. It is the largest single land mass on Synnibarr and almost completely unexplored. One special effect the Dark Continent has is an unknown way of inhibiting the flow of all electrical energies so that high technology does not work here. If you were in a starship and attempted to cross over the Dark Continent, even in a normal orbit, all of your ship's functions would cease while crossing. The effects extend to the altitude of a geosynchronous orbit 23,000 miles away from the Worldship's surface. These effects also stretch outward 6 miles from the coast.

Here is a standard list of how powers are affected on the Dark Continent: No spell or ability above 10th level; no major mutations; and no magic items, scrolls, or potions that discharge a spell or power over 10th level. In the case of organic electronics, no Midnight Sunstone Energy may be generated nor may B.S.C. Warriors use their cocoon or their antigrav thrusters. On



the continent, no form of time or gravity control spells may be employed. Unless your characters like to live dangerously, they should not attempt teleporting or tesseracting. If they do, there is a 90% chance of their never reappearing. If the teleport is successful, then the maximum distance traveled will be 1 mile. Subtract 1% per level of the character from the chance of never reappearing. Lastly, flying without using wings is severely impeded. No flight ability (except for the Shaman's wind) can exceed 60 mph. The reason for these effects, Alchemists say, is the lack of the caprenium radiation that both powers and conducts special abilities. If your character is 40th level then all still usable abilities will be 40th level in power.

Of all the Dark Continent's natural wonders, none exceeds the awesome beauty of the Ice Teeth Mountains. The Ice Teeth reach completely through the atmosphere in some places, making them a perfect natural barrier. They are the greatest range of mountains on the Worldship, with peaks over 35,000 feet high. The Ice Teeth derive their name from an unusual effect. Where the mountain range parts, there is an area called the Desert of Blindness. Where the mountains open up to the desert, they do so in thousands of narrow gorges. The desert generates such heat that it draws the air through the mountains like a blast furnace. This creates a fantastic air stream that pulls ice off the cliffs and sends it hurtling through the valleys at speeds of 40 mph and more.

There are endless caverns through the Ice Teeth called the World Veins. These tunnels stretch under the desert, and in some places, come out on islands as distant as 300 miles off the coast. The World Veins are the only partly safe way to pass through the Ice Teeth. They are considered partly safe because evil cave demons and several other races inhabit the caverns. Passage can be found, however, with a little luck.

The Dark Continent is inhabited by almost every nasty monster that exists on Synnibarr. Also, these monsters seem unaffected by the Dark Continent's inhibiting or nullifying effects.

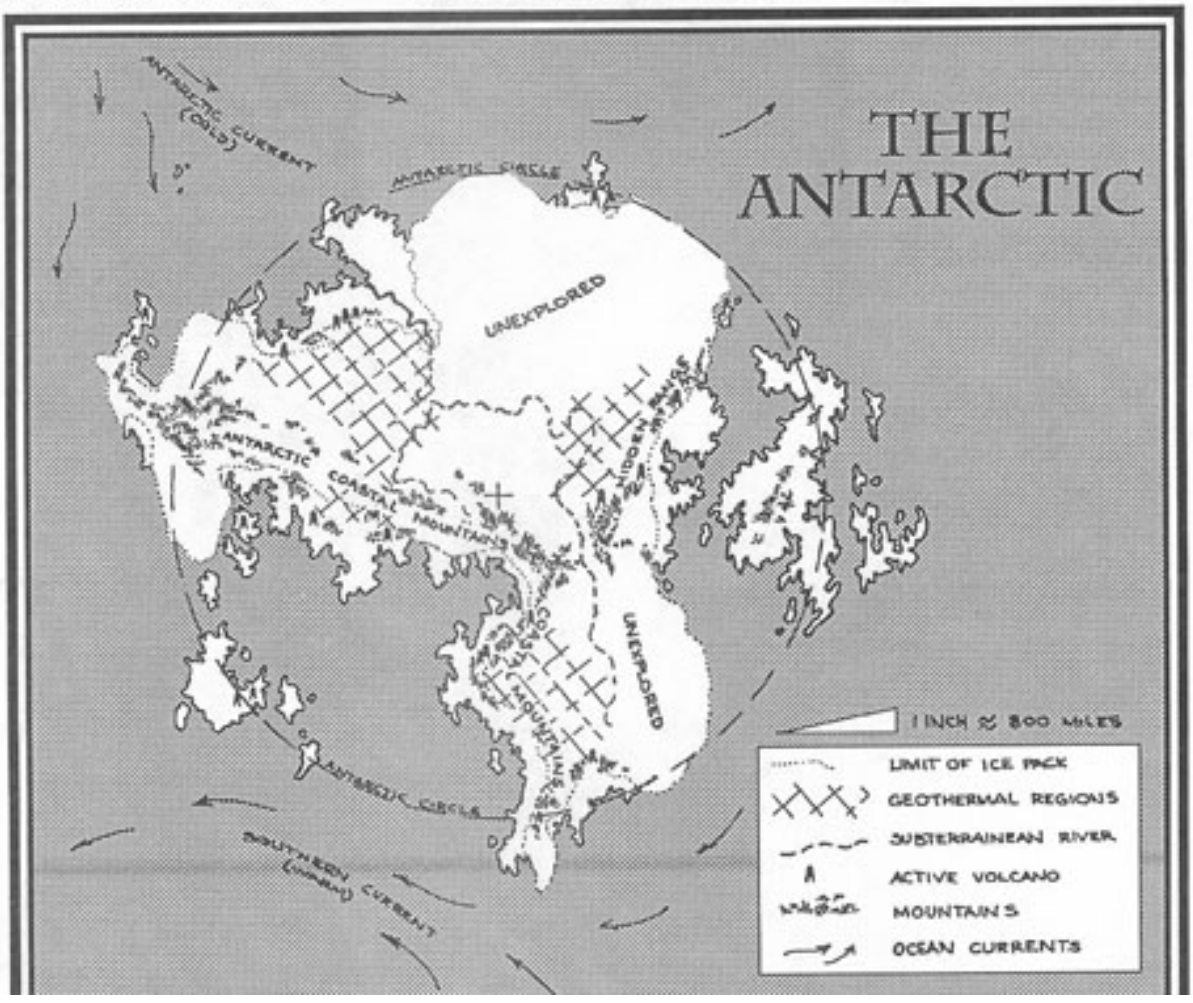
The Amazons, Dwarves, and Giants have done the majority of the colonizing. The main city is Sword Home. It was colonized by the Dwarves and is where they are raised and trained.

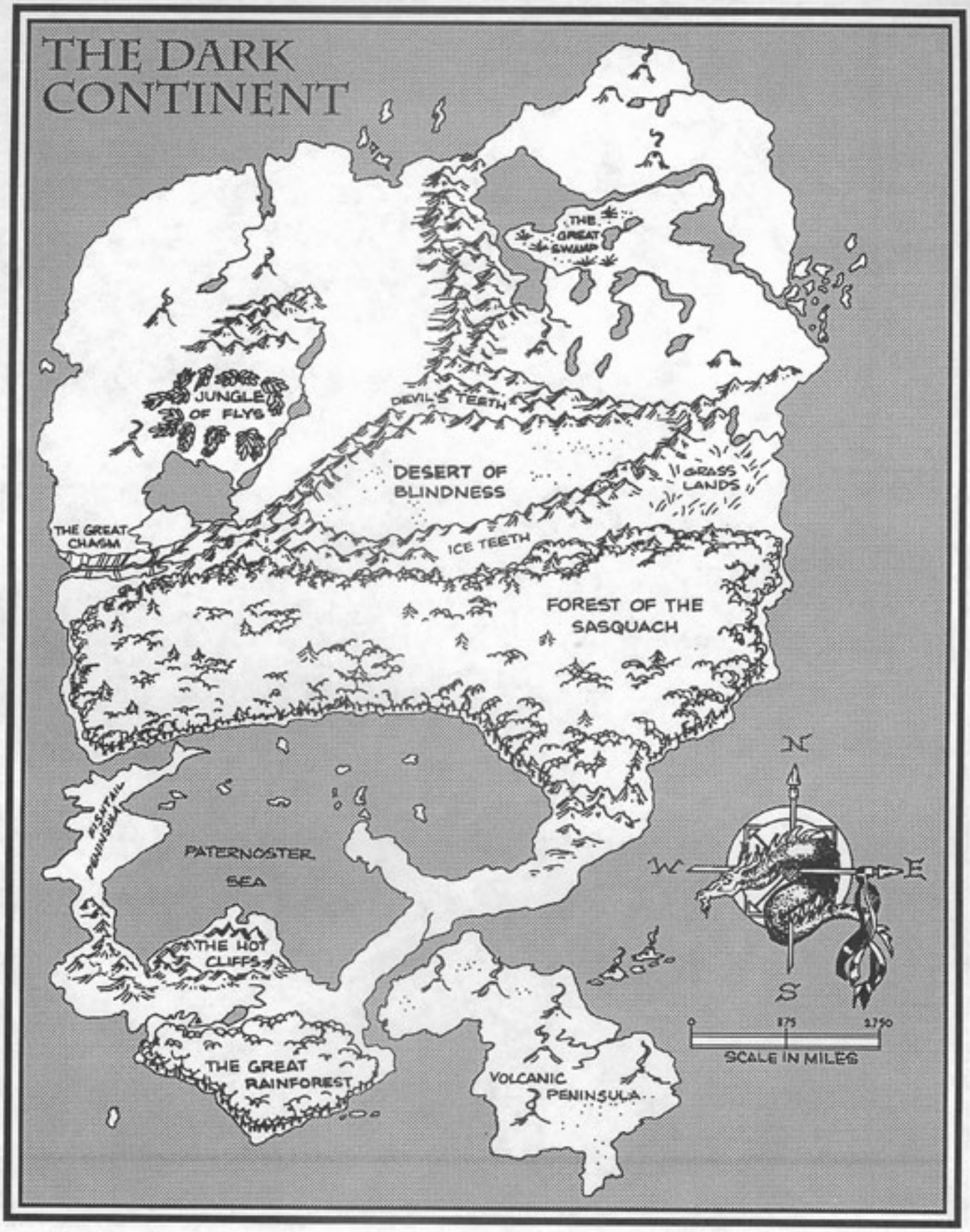
The Dark Continent has the largest swamp on Synnibarr, called the Great Swamp, or the Drownder. This murky swamp stretches over an area thousands of miles wide and is almost completely unexplored. Little is recorded about its wildlife.

On the lower portion of the Dark Continent there is an extremely unstable area called the Volcanic Peninsula. It hosts a dense jungle and a mountainous region. The thermal drakes make their nesting areas throughout these jungles year-round.

Besides the Ice Teeth, the Dark Continent is divided by yet another natural barrier. It is a great chasm over 315 miles across and 1 mile deep. At the bottom of the chasm is a great river where all the rivers from the Jungle of Flies and the Great Swamp flow. It rushes at over 65 mph and is as much as 20 miles wide in places. The great chasm is similar to the Grand Canyon, but the lower valleys are made of pure redstone. The upper stone formation is granite. The Ice Teeth and the great chasm separate the forest and the swamp.

The dense Forest of the Sasquatch is filled with towering straight oaks and great hairy beasts from which it got its name. Little is known about it or its wildlife.




THE DARK CONTINENT
THE GREAT SWAMP
JUNGLE OF FLYS
DEVIL'S TEETH
DESERT OF BLINDNESS
GRASS LANDS
THE GREAT CHASM
ICE TEETH
FOREST OF THE SASQUACH
FISHTAIL PENINSULA
PATERNOSTER SEA
THE HOT CLIFFS
THE GREAT RAINFOREST
VOLCANIC PENINSULA
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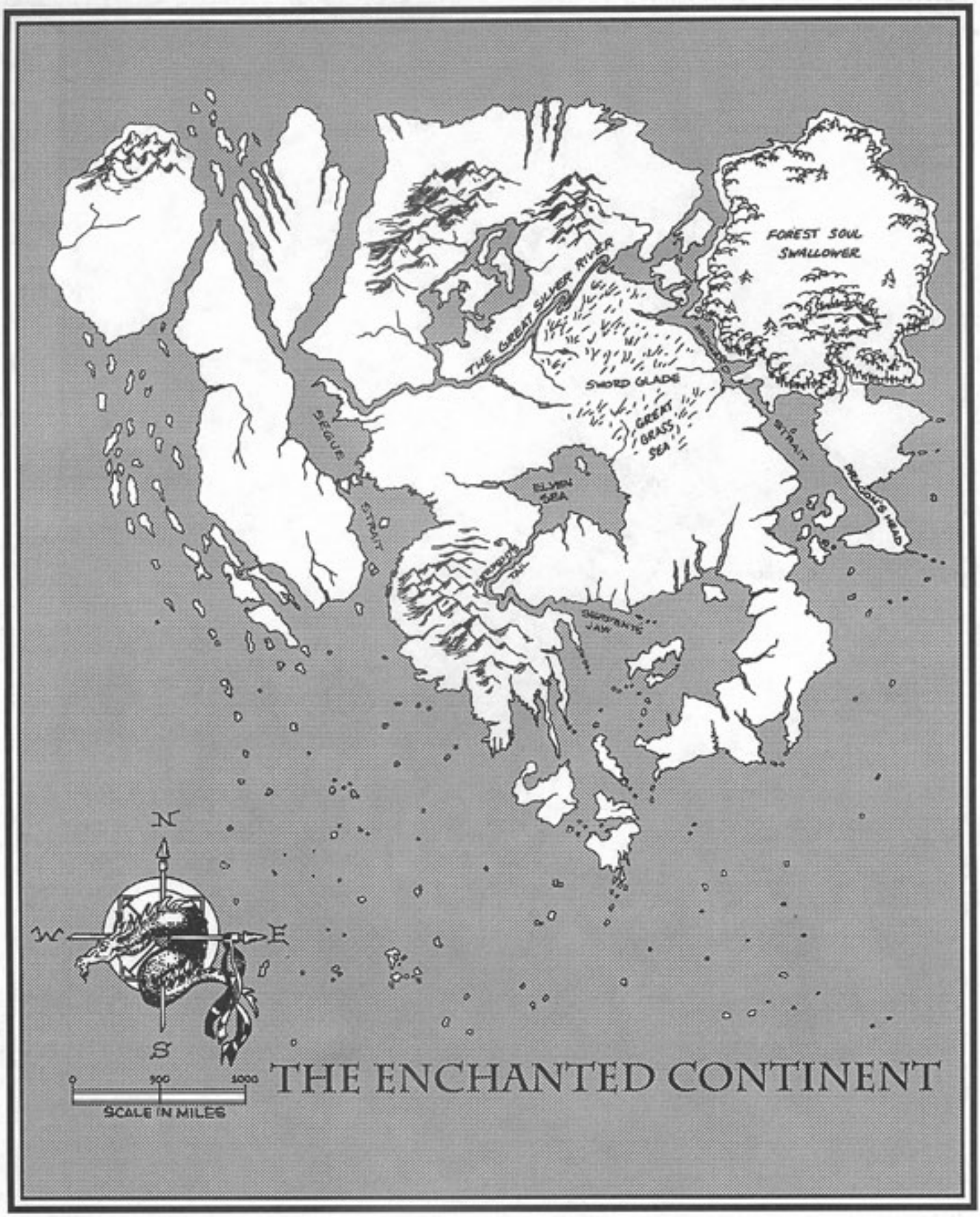
SCALE IN MILES


FOREST SOUL SWALLOWER
THE GREAT SILVER RIVER
SWORD GLADE
GREAT GRASS SEA
ELVISH SEA
STRAIT
DRAGON'S HEAD
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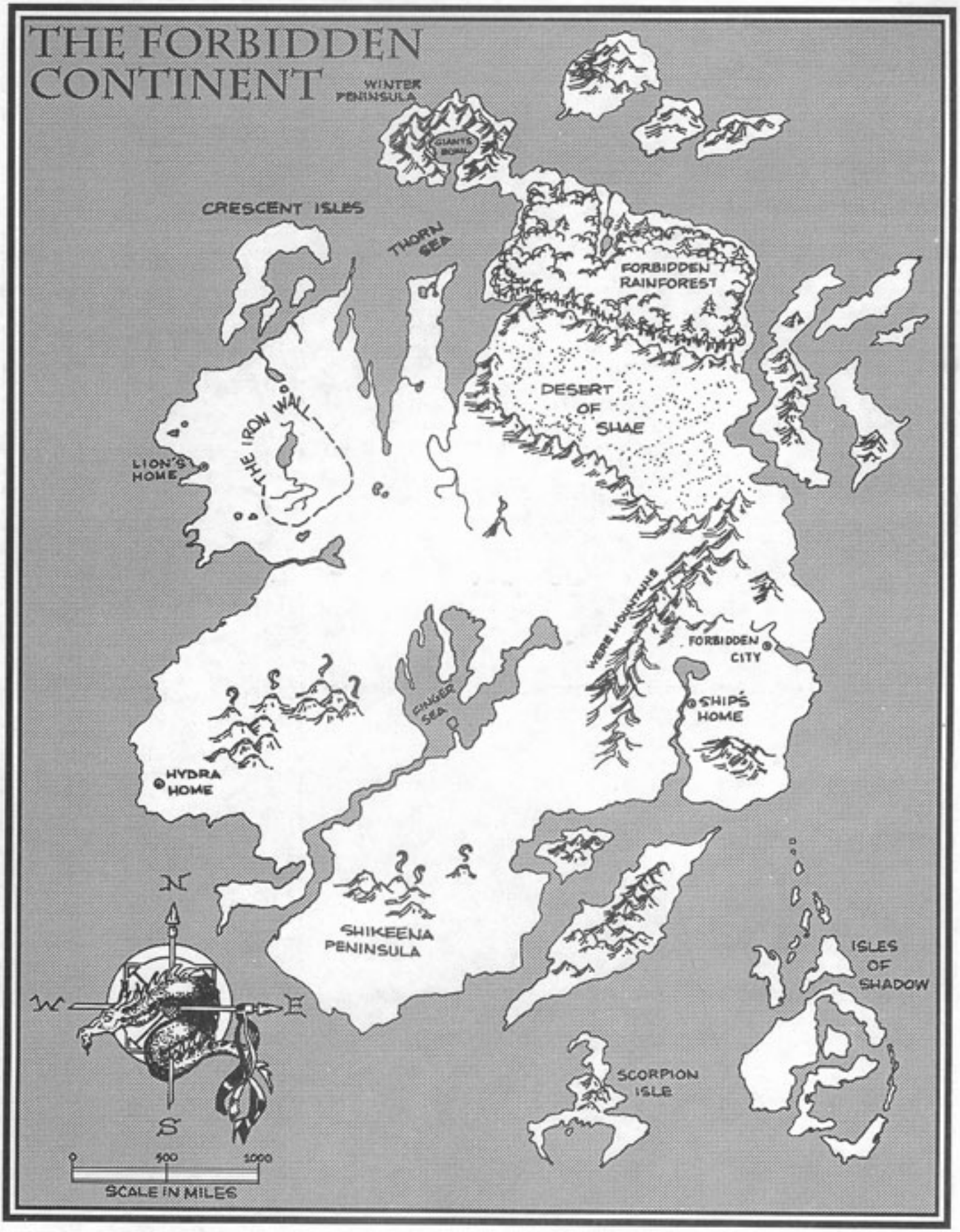
SCALE IN MILES
THE ENCHANTED CONTINENT


THE FORBIDDEN CONTINENT
WINTER PENINSULA
GIANTS BONES
CRESCENT ISLES
THORN SEA
FORBIDDEN RAINFOREST
DESERT OF SHAE
THE IRON WALL
LION'S HOME
WERE MOUNTAINS
FORBIDDEN CITY
SHIP'S HOME
GINGER SEA
HYDRA HOME
SHIKEENA PENINSULA
ISLES OF SHADOW
SCORPION ISLE
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Enchanted Continent

This place is named for its climate and for the fact that there are no power inhibiting effects. This is the most ideal of the continents on the Worldship, with a climate similar to California and large forests of redwoods and rolling meadows. The skies are filled with winged horses and the earth is the finest soil. However, the Enchanted Continent has vipers in the garden—the Biogladites (see chapter 17, "Monsters").

The only major mystery is a forest called the Sword Glade, about which almost nothing is known apart from rumor and legend telling that it was created by Tuch, the God of the Ninja.

Because of the wonderful climate, the continent has been the haven for many species, making the area difficult to explore.

There are two major cities, called Magmas and Emerald Downs. These are located at the mouth of the Serpent's Tail inlet and on the island in the Elfin Sea. The island city of Emerald Downs was founded by the Psielves and the Humans. It has a population of 1.5 million and growing. Another city is located in the Midguard Strait and is named Valhalla, after the winery that makes the finest crystalberry liqueurs.

The Enchanted Continent has a very special forest called Soul Swallower. It was created by the Trolocks (see chapter 17, "Monsters") and is their home ground. It is a source of great evil and is generally considered a place where mortals fear to go.

The northwest corner of the continent is actually a group of islands. Though unexplored, these islands are rumored to be covered with thick forests and steep hills, as well as freshwater springs and deep caves.

Forbidden Continent

The most unusual thing about the Forbidden Continent is an ancient legend about the tallest mountain called Were Mountain. From this majestic peak radiate great invisible, nullifying Werewinds. As many as 20 winds a day can rise and ripple away from the mountain, affecting the entire continent.

It is said an Alchemist hollowed out the inside of Were Mountain and made a great laboratory. However, evil earth lotts attacked the Alchemist in vast numbers, trying to break through the mountain's shields for the whole of Darkmonth. The siege continued until the Werewinds came.

It is said the Alchemist gave up his humanity to create the Werewinds in order to nullify the earth lotts' powers. Ever since that time, the Werewinds have blown. Their effects are temporary, lasting only 5 minutes, but are nonetheless devastating! They appear on an average of three times a day and 25% of the time during an encounter.

The Iron Wall creates the second most unusual occurrence. It is an immense wall, taller than the atmosphere, and circular in shape, fencing in a secret that is totally unknown. The wall itself is unscalable, nor can anyone fly over it, for special power shields inhibit the crossing of its border. A race of intelligent tree demons guard the only known entrance. They keep the great door's location a secret and hold this trust sacred.

Some speculate that the door is located underground in a secret temple in the deep jungle. Every year during Darkmonth the tree demons perform evil rituals to keep the enchantment strong so the great door will remain hidden.

No tree demon has ever been forced to speak of the door, for their legend says, "He who leads the uninformed to the door shall die forever in the lake of boiling mud."

The dense jungle has a special form of mutated spreading oak that grows as tall as 200 feet and has a spread twice that of its height. The upper branches intertwine, creating an almost perfect way to travel rather than having to fight through the dense jungle undergrowth below.

A vast forest stretches over the entire Forbidden Continent. The only break is the Were Mountains. They rise like a great spine with an average height of 7,000 feet, stretching for 265 miles to the Desert of Shae—the dead region. The desert has few oases, but the ones that do exist never dry up.

Beyond the desert region is an area called the Winter Peninsula. It has a climate and vegetation similar to Sweden and Norway. On the lower end of the continent there is a volcanic peninsula called Hydra Home. It is here that most of the hydra population roams, although they have also been seen near the Were Mountains. The hydras are the most migratory of the drake species, changing territories every 5 years. Though the majority of the continent has been mapped, it has yet to be reexplored. Beneath the canopy of trees, almost anything could exist.

Mountain Isles

This continent resembles the majestic Rocky, Smoky, and Andes mountains. The mountains are very large and quite close together. In one area there is a giant plug-like formation of rock that is a large plateau over 800 miles across and 1 mile high in places. The lowest cliff is 600 feet high.

During its formation, the plug split down to the sea in several places creating giant fjords. The upper surface is coated with giant oaks and firs. This area is the resting home for the drakes. They come here each year during Darkmonth to rest in the warm caves and burrows they have created in the fjord cliffs.

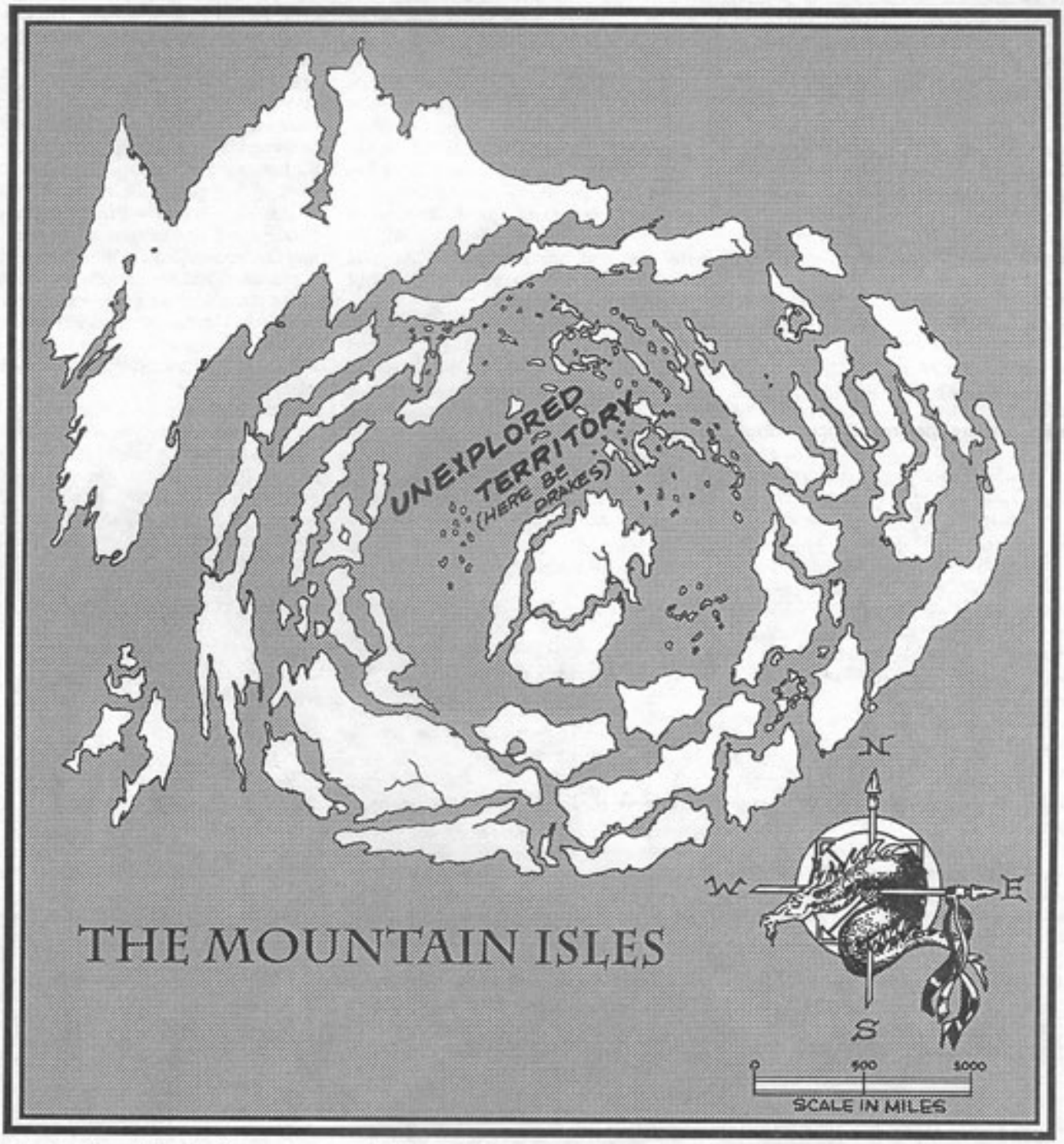
The deep tunnels, some of which are 1 mile deep, provide ample protection. The drakes spend 1 month here, and some types, like the thermal drakes and storm drakes, leave after Darkmonth to hunt around the world. Others, like the elemental and small elemental drakes, stay year-around. All drakes migrate every 5 years to various locations although some territories have been personally selected by the ruler of the drakes.

Mushroom Spires

Near Terra one of the most unusual natural phenomenon on Synnibarr has occurred known as the Mushroom Spires. They are mushroom-shaped islands. Their bases are the islands' only shores. The remainder of each island is about 1 mile above the ocean surface. The stems, or stalks, of the islands are straight and tall. Their tops spread like flat mushrooms, some having a diameter of 200 miles. There are 37 islands all together. The entire archipelago is 1,360 miles long and 1,223 miles wide although the distances between islands differ. Over the centuries, bridges have been built to join many of them. Some of the bridges have weathered and rotted, but many remain solid. There is a 66% chance of a bridge being crossable.

The two main types of predators found here are the mist drakes and the sunstone drakes. These two are always battling for supremacy. Also on the Mushroom Spires lives a special mixed breed of winged horses and unicorns called unisi. They are shy but very intelligent. Their powers are almost legendary and is the only reason they stay where they are and remain alive.

The unisi are creatures known mostly for their wisdom and knowledge of power. They usually have a golden aura (which also happens to be the color of some of their coats). As always, there are a few who are not good. A scarlet unisis is very dangerous because of its total disregard for life. The knowledge it possesses can lead it to unholy alliances with higher powers of darkness. But, as stated earlier, only about 3 to 5 percent of those born are evil. The rest range in color from sky blue to silver or gold. Their long white manes are the one thing they all have in common.



Although the unisi are hard to capture, even for a person with the same aura, they will usually allow the captor to use them as a permanent mount. To capture one, an adventurer needs to be up at sunrise and on an island. The unisi prefer to stay near the pools of fresh water that are found in abundance on the Mushroom Spires.

The first thing an adventurer must do is blow into a large, hollow horn shell three times in long bursts. This is the most dangerous part of the task because it can alert the drakes to the whereabouts of their favorite food. This leaves an adventurer a sitting duck because he must wait near the pool for 1/2 hour or until a unisis arrives.[0]

If a drake gets to the adventurer first, the unisis will not show up and will remain a safe distance away. However, if an adventurer is losing a battle and the unisis and the adventurer are compatible, there is a 65% chance it will attempt to rescue him from the clutches of the drake. The unisis will only rescue the adventurer and then leave. Consequently, the adventurer may take another chance by waiting for another sunrise and attempting the call again if desired.

If the unisis does show, there is a 60% chance of acceptance of the rider and a lifelong friendship.

The Mushroom Spires have forests of tall fir and rolling pastures of clover, dotted by small springs. Also found here, more so than any other place in the universe, is a

[0]Roll percentile dice to determine who shows up: 01–40 = unisis; 41–70 = Mist Drake; 76–95 = Sunstone Drake; 95–100 = all three at once

mushroom called psisheen. It grows only in the dung left by sunstone creatures such as drakes, grizzlies, and hydras. These creatures grow sunstone as we grow hair or fingernails.

The mushroom itself is tall, amber, glassy hard, and slightly glowing. It is soft like an orange on the inside. This mushroom can give a person who eats it psionic powers (see "Mushroom, Psisheen" in chapter 17). This is another reason these islands are called the Mushroom Spires.

Shandreall Plain of Mist

The Shandreall Plain is a vast floating continent. Little is known about this enchanted land. It is said the plain was created by Aridius as an afterthought to contain fearsome beasts. Some reports from miners working within the Shandreall Mountains say that great evil is afoot. Fewer than 1 out of 10 adventuring parties survive a trip to this region.

Within the Shandreall Mountains is a very special ore called graverite. It contains two very special metals: forgotten steel and gravanium in their ore state. Mining the mountains is easy because boulders that would normally weigh tons weigh merely pounds there.

Graverite is what keeps the plain floating 1 or 2 miles above Synnibarr's surface, leaving it safe and secluded. The plain is 1,131 miles long and 362 miles wide. They are also invisible until you are within 100 yards.

The plains nullify practically all forms of power and technology. Magic does not function; neither does any other type of power, except chi and pure muscle and any type of mutation that does not leave the body of the Mutant, like Bio Force, Super Strength, and Super Speed. These powers, although not nullified, require four times the constitution. Organic electronics will function normally.

Natural things, like the effects of gravanium, do function. To land on the plain, a hot-air balloon or Giant airship are the most effective means. These are still dangerous methods because drakes inhabit the area. As with the Dark Continent, any creature native to the area, or who has lived in the area for at least 5 years, is immune to its nullifying effects.

On the plain lives a race of creatures called the Shan, who have been there for centuries. They have lived on the plain for so long that they have become completely detached from the rest of the world, and, to a great extent, fanatical about the destruction of any beings who have even touched the surface of Synnibarr. The Shan consider the merest caress of the tallest tree cause for a life of slavery, torture, and eventual death.

The Shan have mastered magic, psionics, and earthpower. Their mages learned spells from early outsiders who attempted expeditions there. The first few expeditions were mistakenly thought to have met a bitter end. They survived, however, and lived to become a race that is known only by the few who have returned to tell the tale. It is also common knowledge that the Air Giants have traveled there, but their activity is largely unknown.

Oceans

There are many different bodies of water that cover the planet Synnibarr. Most have been charted by the Giants through their many ocean voyages. The two largest bodies of water are described below. Even though the majority of seas are known and mapped, there are many areas still undiscovered that hold islands and other oceanic curiosities for adventurers to explore.

Sapphire Deep

This body of water was named after its superb color. This ocean is the quieter of the two major seas on Synnibarr, with fewer storms and calmer swells. The Mushroom Spires and the Terra Isles enjoy her protection and gentle temper.

God's Teeth

This sea is also known as the Heart Swallower, for its temper is at times almost malign. Being the most treacherous of the oceans found on the Worldship, it has driven even the Giants to shore rather than face its fury. Legends say that the ocean was cursed by the god of the seas in retribution for the theft of his daughter by the king of the sea drakes. Plagued with high winds, the ocean's breakers are always white capped, giving the water the appearance of teeth ready to devour all sailors who attempt it.

Center of the World

As stated earlier, Synnibarr is in reality the planet Mars hollowed out and made into a starship.

Within this starship, there exists a realm of unparalleled beauty and unequaled mystery. This inner world, called The Garden, is lit by an artificial sun, which is in turn suspended on what seems to be a thread. This thread is the ruined city and stardrive known as "The Womb." The city was destroyed by an explosion that caused great radioactive fires. As a result, 99% of The Womb is molten slag. The remaining 1% is inhabited by a race known as the Scarlet Insectivoids (see chapter 17, "Monsters"). In some places, the fires still burn, giving the thread the appearance of a thin constellation of fiery red stars at night.

Although The Womb is ruined, the artificial gravity and internal ecosystems still function but only at the lowest levels. The internal sun and the seasons are regulated so the normal sequence of nature can take its course. The Womb stretches from east to west with the sun at its center. The sun is 500 miles in diameter; while the city is 50 miles wide.

The entrance to the Center of the World is in the Antarctic. The tunnel stretches downward for 30 miles and is 1 mile across. It is formed of pelleum steel. A great spiral staircase, also formed of pelleum steel, descends around the perimeter of the entrance. Its sharp decline is broken every mile by large platforms 50 feet square. There are no railings or handholds, but the stairs are quite wide and safe, being 15 feet wide and six inches deep.

After 14 miles there is a null field (see the master mutation "Null Void"). This field is 10 feet thick and cannot be canceled by any force wielded by mortals. The only positive factor about this field is that it will not absorb life force and thereby allows beings to pass without fearing death; however this passage must be done physically. This field also stops Venderant Nalaberong. The field will disrupt any type of teleport or astral form. No type of power can pierce the null field. After the void, the stairs continue until mile-marker 15, where gravity is canceled for 100 feet. After this, gravity is reversed and there is a 15-mile hike upward. At the next mile marker there is another null field 10 feet thick. After that, it is 14 miles to the Center of the World.

When the exit is reached, the last platform is level with the end of the tunnel. The tunnel ends at the top of a tower that stands 200 feet above the water. It has large stones piled around its base with a drop of 130 feet to the nearest one. Two miles across warm, clear water is the coast of Berava with its white sandy beaches and vast jungles.

Within the Center of the World there exists a very unusual effect. It is similar to the Werestorm surrounding the Terra Isles, but instead of completely canceling powers, it merely dampens them. This force does not hamper Venderant Nalaberong or God Power.

Within the Center of the World, the following rules apply:

- No spell or ability will function above third level.
- Strengths are reduced to the following maximums: Immortals 50, Demigods 100, Gods 150, Giants, Halitheians, and War Lotts 50, and everyone else 25.
- Only lesser mutations may be used.
- Any ability without a level listing works normally. This includes Dwarf abilities, Amazon special studies, Archer arrows (maximum combination is three), Chameleon Drakes' breath weapons, Tiger Fire, and so on. Exceptions are as follows: Phazed Invisibility is reduced to ordinary invisibility. Teleport Sphere, Aquarians' ability to absorb oxygen, and phazed attacks will not function.
- B.S.C.s will function only in basic modes. They can use their lesser mutations and first- through third-level spells at twice the normal power drain. They have all their basic abilities except radar and turbo-impact thrusters. All organic electronic items function with twice the power drain.
- Scrolls and lesser potions can only be used if they contain first- through third-level spells.
- No enchanted items will work because the nullification effect cancels the spells required to keep the item functioning. Not even god items will work.
- No complex electronics or microelectronics will function, with the exception of cybernetics.
- Any natural substance, such as mage tree, mist berries, and Psisha Adreemus, will function normally.
- The level adjustment on spells and abilities is not affected.

The nullification is created by an unusual event that is going on inside The Womb. As was explained, Synnibarr was almost destroyed before it had even begun its voyage by a Mutant with the control of gravity. However, she was trapped in a gravity-time warp. Now the gravity warp is generating vast power, which is feeding the reactor through her. As temporal barriers are disrupted by her powers, she does not age or feel the effects of the energy she channels; and her prison will remain in existence until time stands still.

The nullification is a side effect generated by the tearing of the dimensional barriers and the radiation leaking from the damaged stardrive. These combined occurrences destroy much of the conducting radiation emitted by technentium and caprium. This radiation is what allows powers to flow. The combination of these two elements inside the body allows someone to metabolize and use the powers they have.

The interior of the Worldship has six major land masses. All are joined by the Ring of Frost, the second largest continent inside. No drakes can survive within the Center of the World because certain radiation present is deadly to them. The one exception is Chameleon Drakes. They are unaffected.

Storms and all the normal atmospheric occurrences can occur just as on the surface. There is, however, one point of interest. The atmosphere is only 10 miles thick. The remaining area has very little in the way of breathable air. It remains that way until you reach The Womb, then there is a thin layer of breathable atmosphere 1 mile thick. The sun shines from 8 to 12 hours a day depending on the seasons, which correspond with the cycles of old Earth. When the sun reaches the end of its day, it dims to a glow as bright as the full moon of the lost homeland.

Arimi

This is the mountain continent. This land mass is a great plateau that covers the entire continent. Its shores are sheer cliffs up to 1 mile high. The only place where they are not present is the long peninsula called the Jenerat. The lowest elevation on Arimi's mainland is 3,000 feet above sea level and the highest is 72,000 feet (the Titan Mountains).

Where the continent joins the Ring of Frost is a great cliff that has been terraced in the form of giant steps. Legend has it that this was the walking place of Aridius, creator of the Worldship.

Arimi's coastal regions are lightly forested. The inland area is a mixture of deep, almost cracklike canyons and rolling forests. There are a number of great fjords carved into the continent's mainland, leading to sheltered grass-filled valleys and glacier-fed lakes

Arimi is the home of the dragons. These creatures are similar to drakes but are smaller and less intelligent. There are several species. The largest has a 30-foot wing span and weighs only 2 tons. One species, the glass dragon, is used by a race of mutant humans called Wind Runners. These people ride the dragons for hunting and defense. The dragons' abilities have been developed by the riders over the centuries through selective breeding.

The Wind Runners live in the cliffs up and down the western coast, in caverns they carved out of living rock. Different clans of Wind Runners have deep-rooted rivalries, which drive them to wage war every few years. Their principal location is the area shaped like an island-chewing maw. This they have titled the Dragon's Mouth.

Wind Runners patrol the coastal areas as well as the inland valleys. They are always looking for someone in need of help, rendering what assistance they can.

There is only one thing that will unite the Wind Runners—the chance to fight the Halitheians, their sworn enemies, for the Halitheians eat dragon flesh.

Berava

The coastal regions of this continent are heavily covered in jungle as is the entire continent. Berava is the largest land mass in the Garden, and it supports the greatest abundance of unusual wildlife, many types unknown by the outside world.

Of the mountains, only one range has been named, the group near the Ring of Frost, called the Corsair Peaks. This range is divided by an inland waterway known as Corsair's Strait, named for the endless pirate battles that have been waged there between the Tenjohussan and the Halitheians.

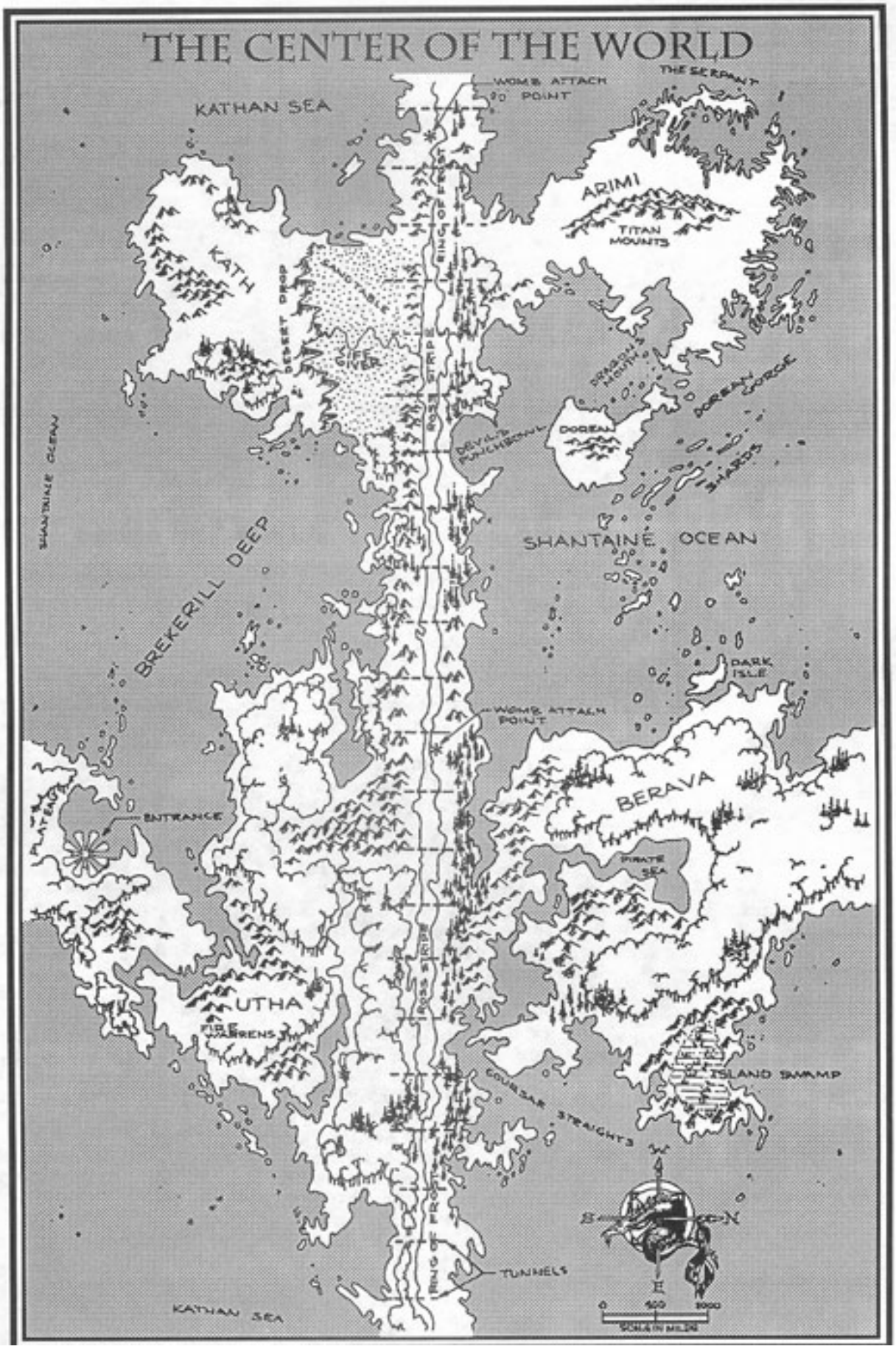
When Berava was formed, great tunnels were carved by underground lava flows. These tunnels appear almost anywhere, and sometimes they travel the entire length of the continent, similar to the World Veins on the Dark Continent.

Off the west coast where the Shards begin is a large island whose shores can be reached on foot at low tide. This tiny continent is always shrouded in night. Standing on its shores, one would think that it was dusk constantly, as though some spell had been cast on the whole island. This place is called Dark Isle, and few who venture there ever return! The evil race that inhabits the Isle has earned the *non de guerre* Blood Mages, or in their own tongue, Ravashem (see chapter 17, "Monsters").

On the east coast of Berava lies the entrance to the tunnel leading to the outer world. It cannot be missed; it appears like an island of metal 2 miles offshore.

Just inland (approximately 100 miles) is a plateau 5,000 feet high named after its residents, the Priests of Berava. Priest Plateau has seven waterfalls. Each is generated from natural freshwater geysers. These fountains shoot water 20 feet upward, pouring forth a total of 19 million gallons a minute.

The Priests treat the jungle of the plateau as their own garden in which they use both the fountains and the surrounding terrain to express their love of life.


THE CENTER OF THE WORLD
KATHAN SEA
WOMB ATTACH POINT
THE SERPANT
ARIMI
TITAN MOUNTS
KATH
DESERT DROP
LIFE GIVER
DRAGON MOUTH
DOREN FORCE
DOREN
DEVIL'S PUNCHBOWL
SHARON
SHANTAINE OCEAN
BREKERILL DEEP
SHANTAINE OCEAN
DARK ISLE
WOMB ATTACH POINT
BERAVA
ENTRANCE
PIRATE SEA
UTHA
FIRE WARRENS
ISLAND SWAMP
COURSAR STRAIGHTS
TUNNELS
KATHAN SEA
W
S
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E
0
400
800
SCALE IN MILES

Doreann

This is the island continent. It is an experiment in isolation. Here all the marsupials live, protected from predators against which they would be defenseless. Some predators do exist. However, this has not disrupted the natural balance, and some of the prey, such as the kangaroos, have developed a system of defense using rocks and their own large numbers.

This island is similar to Japan, although warmer. Its rocky coasts harbor abundant life. Seals live there by the millions, along with an unusual breed of reptile. This reptile is a descendent of the Kamodo dragon. It is up to 20 feet long and is jet black in color. Unlike its ancestor, this creature prefers fresh meat to carrion. This beast is named after its hunting method—laser vision. Hence their name, Lazers.

Doreann has one very unpleasant aspect: It is the home for a race that roams the Shantaine Ocean in search of food and treasure. This race of pirates is called the Halitheians (see chapter 17, "Monsters"). They make travel through the Shards hazardous.

There are five mountains on the entire continent. Each mountain is named and worshipped by the Halitheians, who speak the names only in whispers. On one mountain they have strange rituals involving womanhood and manhood and another peak is devoted to the dead. These people are strict and loyal in their beliefs. Physically, they appear to be related to crocodiles. They also eat people. But unlike crocodiles, they bear live young, which the male carries to term. They average 16 feet in height.

The Halitheians use great sailing vessels. These giant corsairs carry 10 to 50 crewmembers. Halitheians build these ships from the native wood forests that cover Doreann. The corsairs sail the seas constantly, especially the Doreann Gorge and the area of the Shards.

Kath

This is the desert continent. Its coastal regions are surrounded by dense jungles and forests, which are kept at bay by the mountains and great canyons. The mountains almost completely encompass the continent. They only fade near the grand plateau, where they become foothills as Kath joins the Ring of Frost.

Where Kath meets the Ring, a great plateau named the Sandtable stretches across half the continent. It averages 1 mile above sea level.

Slicing through the Sandtable is a canyon named after the river that flows at its base, Lifegiver. The canyon is over 100 miles wide and 1 mile deep.

A jungle fills the entire canyon. The river Lifegiver flows slowly through, winding from one side of the valley to the other. The river erupts from the forest on the Ring of Frost where the foothills are thickest. Then it flows out to knife through the plateau, spreading its beauty and life through the desert. This is how it got its name. When the river leaves the plateau riding into the desert, pitting its clear, clean strength against the extravagant thirst of the Kathtan plains, one would think that such power would flood the dry earth of Kath. However, within 500 miles Lifegiver is swallowed, having nourished what parched soil it could.

Throughout the Sandtable are deep caverns, carved by freshwater springs. In these one can always find adventure.

Ring of Frost

Within the Center of the World, where the horizon curves gently upward to fade away in the far distance, the poles are the tropics while the equator is as cold as the Arctic regions outside. This area is known as the Ring of Frost.

Here are all the creatures that inhabited the cold regions of old Earth. This ring stretches completely around the interior. Within it is a sea that almost completes the same circle of 24,000 miles.

The sea is called the Ross Stripe. It is over 20,000 miles long and varies from 134 miles across at its widest point to 150 feet at its narrowest. The average depth is 5,000 feet, but at one point it reaches a depth of 13 miles. It often freezes, and it always has icebergs. An unusual feature of the Ross Stripe is its fjords, which stretch deep into the Frost Spine to form lakes. Often these lakes are heated by hot springs, creating a suitable environment for survival.

If you travel north to south, you would cross the Ross Stripe and then encounter a range of mountains called the Frost Spine. These mountains parallel the Stripe for almost 22,000 miles.

The majority of the Ring's terrain consists of mountains with deep valleys containing hot springs. The coastal regions are heavily forested up to 259 miles from the sea. Further inland there are vast plains of permafrost in the summer and snow fields in the winter. These plains are punctuated by lakes and great boulders, some up to 200 feet tall. The Ring is 1,300 miles wide on the average and 1,050 miles at its narrowest.

A series of tunnels penetrates the Ring from north to south, one every 1,000 miles. There are 24 tunnels in all. These tunnels are manmade. Each tunnel is 100 feet tall and 250 feet wide at the base. They are constructed of pelleum steel. Piercing the Ring, they travel under the Ross Stripe and the Frost Spine, linking the northern coastal forests with the southern and providing a safe passage to either side of the Ring. The tunnels have water every 10 miles in the form of fountains and pools. The temperature in the tunnels remains a constant 50 degrees Fahrenheit. Along the way there are exits to the Ring's surface every 100 miles. These exits are kept free of ice and snow by the heat from the tunnel.

The two areas where The Womb meets the Ring are dangerous and uninhabitable. The radioactive fire keeps the snow at bay for up to 3 miles in all directions. Here the nullification is complete, and no powers will work. The radiation will cause instant death or worse to those without protection.

Utha

This is the forest continent. The coastal regions are rocky and heavily forested with oak, cedar, alder, and pine. The climate is temperate, and it rains up to 100 inches in the coastal forests. One particularly rainy area is the Rain Holmm Peninsula; another, near Berava, is Mistmoss, and in the forest Mistmoss are jungle-type flora.

The coast near Berava has the tallest mountains on Utha, some over 4 miles high. This range is called the Firewarrens as approximately 25% of the peaks are active volcanoes. The Firewarren Mountains keep the clouds contained on the coast, causing almost constant rain. Fortunately, the increased temperature keeps the main body of moisture airborne.

Within the center of the continent stands the Uthanian Alps. The Alps are solid granite and extremely rugged, with sharp peaks always in the grip of ice and snow. This range stretches from the central area of Utha and runs to the Ring of Frost to join the Arctic peaks, completely severing the Ring's coastal forest. The only pass is called Doom's Maw.

There are two gulf-type bodies of water entering Utha. The larger of these is Terass. The other is Swallow's Gulf, so-called because of the whirlpool at its center. Both are fed by the Breakerill Deep.

On Utha there is a great variety of terrain. Grassy meadows give forth sharp clusters of mountains, springing up as though they had been put there for decoration.

There are a great number of giant lakes that provide ample fresh water on this continent. The rivers seem to have a life of their own. They come suddenly from behind rocks, springing out as if in ambush, then flowing gently into willow-covered ponds. From there they lazily meander

through the hundreds of meadows in their path and eventually join the sea.

The forests of Utha are rich in life. They contain every type of plant and animal species that was common on Earth and some new ones as well.

The Shards

These islands are the tops of mountains or volcanoes. Their shores are sheer cliffs that drop below the surface of the water for thousands of feet. The tops are covered in tropical jungles. Several of the Shards are almost plateaus. The smaller islands have lower shores, as low as 10 feet at high tide. Others have shores up to 1,000 feet high. Usually, the shores can be climbed without much difficulty. Almost every island has fresh water and an abundance of fruit and edible plants.

In some cases the islands are dead volcanoes. These are filled with jungles and are often homes to isolated species of mutant humans and animals.

Breakerill Deep

This ocean is the home of the pirate race Tenjohussan. These people live in underwater caves. They train and use a special breed of whale. This whale has evolved a larger blow hole (large enough to hold 10 Tenjohussan) along with a reservoir for extra air. The pirates themselves have gills, so the whales often carry the Tenjohussan outside. However, when speed is required, they climb inside the blowhole. The whales can swim at speeds of 100 mph for 5 to 10 minutes at a time, and they can remain underwater for 3 hours. The sea itself is very pleasant, with mild storms and steady winds.

Kathtan Sea

This is the warmest part of the Breakerill Deep, being very shallow and clear and with hundreds of coral reefs and islands. The storms do get very severe and they often bring monsoon rains. Occasionally they become hurricanes.

Shantaine Ocean

This body of water is the opposite of Breakerill Deep. The storms are severe and long, with torrential rain. The winds are unsteady and only a Giant, an Aquarian, or the Halitheians can navigate it safely.

Doreann Gorge

This gorge is the deepest sea in the Garden. The Alchemists have reported its depths at 14 miles. The gorge has exceptionally strong currents that pull ships into the coast of Doreann. The currents move at 20 mph.

Devil's Punchbowl

This ocean is very cold. It connects with the Ross Stripe through an underground tunnel called Glowing Cave. The cave has a great amount of room between the water and the ceiling, from 100 to 150 feet. This area of the tunnel has moss growing on its walls. The moss emits a gentle yellow light that shines brightly enough to guide a ship.

The water does not freeze although its average temperature is 32 degrees Fahrenheit, enough to kill a human in 5 minutes. This ocean is named for the storms that suddenly appear and drop freezing rain, blowing ships into the rocks at the Punchbowl's entrance.

Economy and Society

During the last 500 years after the Dark Age, civilization on the Worldship has encountered primarily one type of resistance—monsters. If it were not the drakes who either enslaved or ate the inhabitants of any village they found, it was and is some other type of nasty that devours anything edible.

Villages have compensated by moving underground or staying near large cities. Some small outposts of civilization have developed or paid for extreme defensive measures, virtually existing in a constant state of war preparedness. Thus, humankind's' expansion has been severely impeded. There are, however, a few cases where a monster has behaved in a relatively nonhostile manner, demanding only what food it needs to survive comfortably. A village on the Midguard Straits actually has a family of spell-wielding thermal drakes as protectors. This arrangement has existed for hundreds of years, but it is the exception, not the rule.

For this reason the society and economy of Synnibarr varies drastically. Some areas are prosperous while others are barely out of the Dark Age. And with the Alchemists withholding technology, things are not likely to improve. Any young child showing great intelligence is snatched up by the guild and practically brainwashed into accepting its members' beliefs. Only lately have the children returned to their homes and started implementing what they have learned, but they are always careful not to let guild-sanctioned knowledge slip into unindoctrinated hands. This is a start; granted a poor one, but a start nonetheless.

The average technology level is very low due to the Plague. Wooden tools are the norm, and, in some cases, the local mage becomes so heavily relied on that almost no progress is evident. Farming is a very common method of support, but not so popular as hunting, gathering, and scavenging. This is not to say that high technology is completely unused. On the contrary, a few isolated civilizations have accomplished virtual miracles and survive quite comfortably, employing force shields and other sophisticated defenses to keep themselves safe.

Since most of the knowledge of geography has been lost, it is still difficult to know what is going on everywhere. But from what we can ascertain, civilization is just beginning to take root. It is hoped that with the help of adventurers, the monsters will be eliminated and the level of technology will rise.

Cities

There are several cities populated around Synnibarr. Each city has its own levels of crime, security, technology, and practice of Art. The following two tables detail the crime and defense ratings. Crime is that which happens within the city. Defense is protection of the city from outside forces.

The higher the tech level, the more advanced technology is within a city. Tech level 1 cities have no technology at all. Tech level 2 cities have low-tech mechanical machines. Tech level 3 cities have normal electronic items along with mechanical machines. Tech level 4 cities have high-tech machines, including knowledge of organic electronics.

Art level defines the level of use of the powers within a city. Art level 1 cities have no use of the powers. Art level 2 cities have slight use of the powers. Art level 3 cities have average use of the powers. Art level 4 cities have heavy use of the powers. Use of the powers includes individuals' knowledge of such, the availability of being instructed in the Arts, and the common use of it in every-day-life environments.

Table 108. CRIME FACTORS

Rating	Crime Frequency*
1	Almost no street crime
2	5%
3	10%
4	13%
5	15%
6	25%

* Chance of thefts, muggings, rapes, and other forms of crime.

Table 109. DEFENSE FACTORS

Rating	Description
Excellent	No chance of random encounter
Good	10% chance of encounter
Fair	15% chance of encounter
Poor	25% chance of encounter

Emerald Downs

Population: 1,500,000
Defense Factor: Excellent
Crime Factor: 1
Tech Level: 3
Art Level: 4
Description: This is one of the bright places on the Worldship. It is located on the largest island in the Elven Sea within the Enchanted continent. The island itself is protected by the strongest spells known. The city's main port is actually on a nearby island 1 mile offshore. The port is the only place of access to the main island. Anywhere else, the Venderant Nalaberong Security spell will not let anyone pass. The entrance is a great tunnel over 100 feet in diameter with five levels for traffic. The entrance is free, and usually unrestricted.

The city itself is nestled against the shore, stretching inland among the grassy hills. The metropolitan area was created by some unknown out of a green glasslike substance resembling actual emeralds. The palace and central city are enclosed by a wall more than 50 feet high. Eight drawbridges provide access to the city. The rest of the city spreads along the coastline and into the surrounding hills.

The government is a benevolent monarchy ruled by King Kell. He has ruled for more than 100 years. The city has flourished under his leadership.

The city's main exports are art, literature, and music; greater than 30% of the population are artisans.

Dorvendor—Capital city of the Ravashem

Population: 19,500
Defense factor: Excellent
Crime factor: 6
Tech Level: 2
Art Level: 4
Description: This city is located within the Center of the World on the Dark Isle. The city is surrounded by a deadly swamp. The entrance resembles a sore within the Garden. The city deals in death. Several villages surrounding the swamp are enslaved by the Blood Mages and must provide for all their needs. The Ravashem guilds teach the darkest magic to any who wish to learn, but those who fail the entry exams lose their lives.

The city is ruled by a hierarchy of mages. Justice is almost unheard of and granted only to those of the Ravashem race. Those who disturb the peace or insult a citizen find themselves powering a spell with their blood before being thrown into jail. (Refer to "Ravashem" in chapter 17 for more information.)

Dragon's Mouth

Population: 15,000
Defense Factor: Good
Crime Factor: 1
Tech Level: 2
Art Level: 2
Description: This city is located within the Center of the World on the coast of Arimi, overlooking the sea. This is the home of the largest clan of Wind Runners. The city is carved into the rock and has caverns more than 200 feet deep. It is a thriving community but constantly at war with its neighbors. The principal exports are spices, jewelry, and works of fine art. The city's government is democratic, with a new leader elected every 10 years. (Refer to "Dragon, Glass" in chapter 17 for more information.)

Forbidden City

Population: 10,000,000
Defense Factor: Excellent
Crime Factor: 3
Tech Level: 4
Art Level: 4
Description: Located on the Forbidden Continent, this city is run by a secretive, self-proclaimed emperor. His abilities are unknown, but it is rumored that he, she, or it, is a God or at least an Immortal. "It" created the city and empowered the mountains to block the Werewinds.

The Forbidden City is the main center of technology on Synnibarr. Here one can purchase a starship, made to order, if one has enough money.

Imperial guards carry special rifles and wear power armor that is of some secret origin, protected by the power of the emperor. Each guard can see and hear what is seen and said by the other guards. This is accomplished by some secret employed by the imperial Alchemists, who are among the most powerful in their art. Their knowledge is guarded as well as the city is.

The Forbidden City is shielded by sheer rock walls of pure redstone granite, which encircles the city as it faces the sea. The Redstone Mountains are 6,000 feet high and 16 miles wide. The only access by foot is a path around the beach. This path leads to a great wall that surrounds the city proper. It is 300 feet tall and 50 feet thick. There are two entrances, one on the path and the other in the harbor, where it magically appears and disappears to admit sea traffic when the toll has been paid. The only free access to the city is provided when traveling on a Giant ship, for the toll is covered in the $1,000 travel fee.

The Forbidden City has one simple policy: "Register and get an ID. Always pay the city toll, and no questions will be asked." However, if the toll is not paid then the impounding fee is $200. To enter the city in any fashion costs $50: boats cost $100 and starships $150. Once visitors are admitted and get an ID, they have to pay only once a year. The annual fee is $1,000. IDs cost $2,000 but to get one requires residents rent an apartment and stay there at least 5 months a year plus opening a bank account in any town bank. With an ID residents are allowed to bring guests for half price, with a limit of five per ID. IDs have a special magical stripe that cannot be duplicated. It contains the owner's DNA fingerprint code.

Once inside the city, every decadent pleasure conceivable can be indulged in. Almost anything can be bought. Everything has its price and it's not always in gold; sometimes it's in blood! It is said by the locals, "Where Terra is lightness, we are darkness."

The cost of living here is high because of the security even the average apartment needs. A safe apartment costs $2,000 a month. The provision lists are also accurate as to the approximate cost of basic necessities (see chapter 3, "Provisions").

The city spreads 60 miles from one side of the wall to the other. The buildings reach heights of 1,500 feet. The streets are dark and somewhat dangerous, while the upper reaches are cheery and comfortable. The top levels, above 100, are connected by sealed catwalks of a glasslike substance through which antigravity taxis and normal traffic can be seen.

The city's primary exports are technology, advanced machines, and vehicles. These labor-saving devices and their construction has led to a cold war with the Terra Alchemists that has lasted for over 100 years. The general economy is good, although highly stratified, with only so-called "royalty" and their favored having any real money. The common citizens are often not allowed to go past the 100th level "for reasons of sanitation of course." The companies of the city are run by the aristocrats, and they are primarily concerned with profit. The average worker is paid just enough to get by comfortably, provided they have a good education.

Laws of the Forbidden City

1. Follow all orders from the emperor and the imperial guard.
2. Property law: No streets or buildings shall be harmed or degraded in any way unless the building or street is on your own private property.
3. Treasure law: Any property left unattended for 10 days is open to salvage unless it is on private property (including rental spaces) that is

registered. Registration must be updated by the owner in person every year.

4. Private property law: He who owns the land makes the rules. These rules must not affect anything outside the property borders. No person, thing, or intruder may enter or take private property without the owner's permission.

Gateway

Population: 7,000
Defense Factor: Poor
Crime Factor: 6
Tech Level: 3
Art Level: 2
Description: This small town is located at the end of the waterway where the Giant ships let off explorers headed for the Center of the World. This town is one of the last outposts of civilization. Located on the shoreline, it resembles a shanty town at best, with the majority of the businesses being taverns and inns. The government is almost nonexistent as is the law. Travelers passing through are taking their lives into their own hands. The only good thing about Gateway is that drakes never attack it. Why not, is anyone's guess.

Hells Gate

Population: 100,000
Defense Factor: Excellent
Crime Factor: 6
Tech Level: 2
Art Level: 4
Description: This city is located on the northernmost island in the Shadow Isles off the Forbidden Continent. It was founded by the Biogladites and is governed by the Trolocks (see chapter 17, "Monsters"). Here almost every intelligent type of creature can be found living side by side with others. The city caters to any form of trade, and only here do all creatures mingle without open warfare.

Next to the Forbidden City, Hells Gate is a place where almost anything can be had—for a price. The center point of attraction is a place called the Arena, where gladiators of every type compete for large purses (500 gold terrums) at week's end.

The town guard consists of various races all armed with Ravashem or Shadarkeem swords to keep even the Gods from interfering. The largest slave markets in the world can be found here, and visitors who are not careful may find themselves as part of the merchandise.

The city is encircled by high cliffs, having been built within a dead volcano. Its buildings are of various architectural styles to make the city seem poorly designed. The guard patrols the skies on drakes for up to 5 miles off shore, reacting quickly to any signs of open conflict. The port is home for the majority of pirates, being about the only place they can find protection and safe harbor. Only here do they relent from practicing their trade. Within Hells Gate the majority of the dark religions are practiced without restraint. There are even rumors of an opening to Bi'reel's home plane of Hell.

Hydra Home

Population: 250,000
Defense Factor: Fair
Crime Factor: 5
Tech Level: 2
Art Level: 3
Description: Located on the Forbidden Continent, this inland city is connected to the sea by a single shallow river called the Channel. The city is constructed across the river and up into the jungle. The majority of the buildings are constructed on stilts 20 feet in the air. A sophisticated series of interconnecting walkways form the streets and bridges. The buildings and walkways are of solid-oak construction, regularly reconstructed by spells. The city is a haven for rare plants and animals. Most of the exotic animal pelts used throughout the Worldship have probably come from here. The city is also known for its incense and jewelry as well as for being a stopping place for adventurers. The government is almost nonexistent. The city's defenses are left up to the inhabitants.

Katheia

Population: 100,000
Defense Factor: Good
Crime Factor: 4
Tech Level: 2
Art Level: 4
Description: This city is located in the Center of the World on the shores of the Lifegiver River where it leaves the Sandtable on the continent of Kath. Ruled by a sultan, the government is a hostile monarchy. Its guard consists of humans armed with swords, bows, and some rifles. The city itself is constructed of stone and marble although many huts are made of straw and wood. Surrounding the entire area is a great stone wall built as a defense against Viceen raiding parties (see chapter 17, "Monsters"). Within the wall, every acre of land is used for farming or habitation. Katheia is a principal stopping place for travelers or caravans coming from the Kathtan Sea and heading for the rest of the world. The city's main exports are rubies and fire pearls. Almost everything is imported, especially slaves used by the sultan in his ruby mines.

Lions Home

Population: 600,000
Defense Factor: Fair
Crime Factor: 3
Tech Level: 3
Art Level: 3
Description: Located on the shore of the Forbidden Continent, this city is one of the most beautiful on Synnibarr. Its beaches of pure-white sand, stretching on for miles, are favorite vacation spots. The city's architectural motif is white villas with flat roofs and narrow shady streets of red brick. The city has an unusual feature, visible in the distance. It is the silhouette of the Iron Wall, forever reminding all who see it of the awesome powers that formed the Worldship Synnibarr. The city's government is democratic. Its defenses are tended by an association of adventurers who are quick to react to even the slightest hint of danger.

The city survives mainly off its fishing industry. Its wharf district is diverse and colorful. Almost every type of seafood in the world is featured there.

Magmas

Population: 25,000
Defense Factor: Good
Crime Factor: 1
Tech Level: 3
Art Level: 4
Description: Located on the Serpents Jaw on the Enchanted Continent, this city is subterranean but not nearly as large as Sword Home. The surrounding countryside has some of the finest farmland controlled by Gnomes. The principal exports are dairy products and vegetables. Founded by Gnomes, the city is also governed by them. They employ spells to keep the area safe.

Terra

Population: 125,000 (1,000,000 in the whole of Terra Isles)
Defense Factor: Excellent
Crime Factor: Crime-free
Tech Level: 3
Art Level: 4
Description: Imagine a city the size of urban Seattle, Washington (3 square miles). It is set under a blanket of three diamond bubbles beneath the crystal-clear waters of Lake Diamondblood. This is Terra.

Terra functions as the hub for most of the major training centers for adventurers and is a completely safe refuge. The entrance to the city is through a single pelleum tunnel 50 feet wide and 5 miles long. The entrance to the tunnel is within the Port of Terra on the main island, Donder. Because it is very high, most adventurers prefer to fly through it. If they

cannot, then they ride one of the "magic" trolleys that run every half-hour each way.

The Port of Terra will receive any type of transport, from Giant ship to starship, once it has penetrated the Werestorm. The Werestorm surrounds and protects Terra, stopping and nullifying all forms of powers except for internal chi (chi that leaves the body, including teleports or tesseracts, is nullified). Once out of the storm, everything returns to normal. The storm extends 15 miles around the port.

The port uses Telekinesis to guide and land large ships. On-duty officers will use various means to communicate in any language with an incoming vessel. If communication is denied, the on-duty officer will most likely command that the vessel be impounded. When this happens, all the onduty personnel can pool their powers to contain the vessel, along with its crew and passengers. They have enough power to hold even a God, if necessary, for up to 1 hour. Built within the port is a great power-amplification system created by the Alchemists.

The city is run by an elected mayor. All guards are at least 20th level and the city is defended by adventurers, by special spells on the city itself, and by a magical satellite created by the Alchemists.

The satellite, called the Eye, floats around Synnibarr in a geosynchronous orbit. It is always directly above Terra, watching for hostile activity. If hostile activity is spotted, it relays a message by a special process called masers. This process requires five Alchemists and much of their magical equipment to perform the spell, but it works. Nothing else does. Magical masers require massive amounts of power. Only voice and still pictures are received every 5 minutes. The satellite is manned by specially recruited Giants, Alchemists, and Mutants, who have abilities that will help them survive the rigors of space should the satellite be destroyed.

The basic method for traveling through the Werestorm is by natural transport. No one except a God could hope to teleport through it. Natural means are similar to a sailboat or a hang glider, but this mode is very dangerous because of low visibility, high gusty winds, and rain.

Giant ships, however, travel through the storm with great regularity, greatly aided by their size and the skill of their crews The Giants will not let any storm on Synnibarr defeat them, under any circumstance. It requires 6 hours to sail through the storm, and to date, only one Giant ship has been lost. However, her crew swam to safety towing the passengers behind them. Only three Giants and six adventurers died on that voyage.

The hazardous 15 miles of storm can be crossed if the mode of transport can attain sufficient speed to coast through it, but the transport should be able to glide. If it can't, then it needs to be able to fly at 700 mph. If adventurers can fly naturally, like a Winged Warrior, then it isn't necessary to fly at that speed. If adventurers are using a jet or space ship, they will need an initial momentum of 700 mph to fight the turbulence within the storm.

If an adventurer flies by using a power such as a mutation, he or she will need to attain up to 1,000 mph to fly through the storm. When their powers are canceled, the sheer force of the wind might crush them. Be aware of all the possible things that could happen when all forms of power are nullified.

The Werestorm does not affect life force nor does it shut down cyborgs, although none of their powers will work outside of their body. It acts both as Terra's protector and its curse, denying the city awareness of the universe and the hungry universe awareness of the city.

Terra itself is full of light and life. It is the repository of all knowledge of magic, psionics, and earthpower, and is blessed of the Gods, as well. The majority of the schools where this knowledge is passed on are located in Terra. Most of the best adventurers live there. Listings of shops, plus a description of their owners and supplies, is located later in this section. Provisions are available at the approximate costs listed (see also chapter 3, "Provisions"). Shop owners will gladly serve all adventurers—for a price.

There is ample lodging in Terra and food prices are low. It costs a mere $300 a month for basic living expenses.

The main mode of transport on the Worldship is by Giant ships. They can brave almost any danger, crossing any storm of natural origin. Fees are always the same: $500 to any major city except the Forbidden City, which costs $1,000. The Giant ships sell all the typical provisions. There may even be one or two Mage Warriors or Alchemist shops on board.

The average speed of the ships is 50 miles per hour, 30 if there is no wind and 100 in a good blow. Giants who are sailors do not study any form of earthpower usually, but they can slowly drive the great vessels without wind by playing a song taught to them by the Gnomes.

Terra Police

The Terra police are the single most effective security force in Synnibarr. They possess a very specialized precognitive device created by the God Visor. This device allows them to "see" any crime well in advance of when it will be committed if within the city limits. This protection extends from the city and ports to anything entering the Werestorm. The bulk of the island is patrolled by officers who respond when a tavernkeeper or shopkeeper signals them with their alarm enchantment.

The police force is composed of 20th-level and higher characters. There are 127 members in all. All applicants must be of good aura, preferably blue or silver. They must have clear records (which are checked by a mind scan) and be willing to perform three adventures for the Terra Council at no gain for themselves.

Terra police receive the following equipment (all are organic electronic and keyed to the owner's thoughts):

1. Three sets of handcuffs that will nullify a victim's powers for 6 hours.
2. A wristwatch communicator with a range of 500 miles and a 10-minute transmission time per charge.
3. Null gun. This will project a Null Void field (see "Major Mutations" in chapter 10) 20 feet wide (wide-beam attack) for 50 feet. The field will also stun the victim for 10 minutes. The gun is usable 10 times per day.
4. A black Lamborgini-type, antigravity squad car. This car can travel up to 100 miles per EG at its maximum speed of 705 mph. Its power source holds 1,000 EGs. The car dodges the same as its driver. The maximum occupancy or payload is 10,000 pounds or five human-sized beings. The car has two special abilities: It can generate illusions around its perimeter and has the mutation Sensor. Its cabin can be sealed. The car holds a 6-hour oxygen supply.

Laws of Terra

1. No killing or harming anyone or anything (this includes subduing, paralysis, hypnotizing and so forth). Exceptions to this rule are assassinations sanctioned by the guild and duels (see below).
2. No theft of any type. Any property or items left unattended for more than 30 days are considered open for salvage. Salvage, or "treasure law," does not apply to any real estate registered by the Terra Council if the owner or caretaker is alive. Property and items within the boundaries of such real estate are not open to salvage; trespassing is cause for a 1-year Power Strip (see "Punishments" below).

Since crimes may be viewed up to 1 month in advance, the criminals will be apprehended the instant they begin to perpetrate the offense. Once caught, the police use a Venderant Nalaberong Total Honesty spell and induce the criminal to confess.

Penal Code

- Justice is swift and merciful.
- To kill is to be killed.
- To hurt is to be hurt.
- To lie is to be disgraced.
- To steal is to lose everything.
- To ignore any of these is as much a crime as the crime itself.

Punishments

1. Death and Necromancer's Call and Leash. The criminal's soul is called up and given the power of Telekinesis to perform menial tasks.
2. Death and Death Lock.
3. Voluntary organ donation and community service.
4. Mindwipe and aura change (used on first offenders charged with murder and rape).
5. Power Strip (permanently removes all ability of the victim to ever wield power again).

Dueling

Dueling is allowed only in the open countryside and not within the port or the city limits, and not aboard Giant ships. All duels must be registered with the council. Both participants must agree and sign a waiver and register a will.

Assassinations

An assassination in the city of Terra can be arranged only if the client has been wronged and, through Total Honesty and Postcognition spells, the crime has been proved.

If the target is not in the city of Terra the guild need only be provided with the necessary fee, the name and the description of the individual. The job can be to kill or to kill permanently, with no chance for a raise from death. This can be accomplished in a number of ways including a Death Lock or a hell iron weapon. Permanent deaths cost twice the normal fee.

Assassination attempts cost $10,000 per level of the victim. The guild will send either a Ninja, an Amazon, a Psielf, a Dwarf, a nonadventurer assassin, or sometimes a combination. These people are licensed to break and enter and to commit assault or murder, but only upon their contracted victim anywhere, but in the target's place of residence. Others cannot be acted upon unless they prove themselves hostile. Victims and guards are allowed to resist these actions. If the assassins are dispatched, the guild is responsible for the repair of any damage, and the bodies of the assassins. All contacts with the guild are kept in strictest confidence and no one outside the organization has access to the records.

Ships Home

Population: 20,000
Defense Factor: Excellent
Crime Factor: 1
Tech Level: 2
Art Level: 3
Description: Located on the shore of the Sapphire Straits on the Dark Continent, this is the capital city of the Giants. It is rumored that Galedreas's parents live there. The city is nestled against the shoreline. The majority of the buildings are constructed as A-frames, giving the city the feel of an alpine village. The government is democratic, and the town guard consists of well-trained Giants.

This place is the principal source of lumber and ships. The Giants use modified airships to log the surrounding area. They use genetically engineered trees that regrow every 5 years, restoring logged areas and preserving the environment. The carpentry and shipbuilding facilities employ the best-skilled artisans, turning out 10 to 20 boats a day, from small skiffs to a single large sailing vessel.

Sword Home

Population: 50,000
Defense Factor: Excellent
Crime Factor: 2
Tech Level: 2
Art Level: 3
Description: This city is located on the Fishtail Peninsula where it almost touches the Forest of the Sasquatch. Founded by the Amazons and the Giants, it is now the home for the majority of the race of Dwarves. The guilds shape the young Dwarves at the beginning of their lives, then send them to Terra for the final part of their training. The city itself is underground in polished-smooth caverns.

Within the caverns, the city has been constructed of wood, stone, and specially imported materials. The source of the city's light is magic created by the Alchemists. The sunlight is channeled through tubes, similar to channeling of the city's water system. The sunlight is piped from above, illuminating the caverns with natural daylight. At night, lanterns are lit, giving the caves a warm, cheery atmosphere. The caverns extend some 2,000 miles, completely riddling the area.

The government is a monarchy ruled by the king and queen from their hidden city, Jewel. The guard consists of Dwarves and Gnomes dedicated to law and order. Sword Home's principal exports are minerals and gems. As a mining community, they flourish, producing some of the highest quality gold, nova quartz, and moonstones.

Valhalla

Population: 4,000
Defense Factor: Good
Crime Factor: 4
Tech Level: 2
Art Level: 3
Description: This town is located on the Enchanted Continent on the shores of the Midguard Straits. This is wine country, where the finest crystalberries and grapes grow, nourished by the gentle rains and fertile soil. The town itself is very small, composed mainly of a wharf district. Most of the population makes their living by fishing or working in the vineyards. The town is protected by a family of thermal drakes, the mother of which is over 900 years old. Her name is Snagith. Her brood consists of four young adults. Little else is known about them.

Cyberrock

Population: 16,000
Defense Factor: Fair
Crime Factor: 5
Tech Level: 4
Art Level: 2
Description: This city is located off the coast of the Forbidden Continent. No spell or ability over third level will work within the city.

Stonespray

Population: 5,000
Defense Factor: Good
Crime Factor: 2
Tech Level: 3
Art Level: 3
Description: This city is located off the coast of the Holdarian Isle.

Tusk

Population: 500
Defense Factor: Poor
Crime Factor: 6
Tech Level: 2
Art Level: 2
Description: This city is located off the coast of the Scorpion Isle.

Watersend

Population: 1,500
Defense Factor: Fair
Crime Factor: 5
Tech Level: 2
Art Level: 3
Description: This city is located on the Mushroom Spires.

Occupations and Organizations

Here is a small listing of some of the occupations and government organizations on Synnibarr and a few business concerns. The general occupations, such as architect and carpenter, are not listed. Their existence is taken for granted. The majority of the organizations are not listed with the Terra shops, as their offices are often located out of the city proper. The Terra telephone operators will give you addresses. Just dial zero. The exact locations are not listed and must be determined by Fate. Keep in mind that their addresses are available to adventurers, and they should be able to find them easily.

Artists' Association

This is essentially a promotional organization for all types of artists, ranging from painters to musicians. The association puts on the Dalhada concerts and the plays at the Granite Bowl. The group also puts on art exhibits and concerts throughout the Worldship. To join, applicants must submit resumes along with samples of their work. All samples will be returned, if the artist wishes, and all copyrights will be observed. Offices are located on the Terra Isles and in the Forbidden City.

Assassin's Guild

The guild works with local law enforcement organizations to punish wrongdoers. Their policy is to keep names confidential and fees reasonable. They are licensed to operate within Terra. Offices are located in the Forbidden City and Hells Gate, and at the Ninja Guild in Terra. Applicants must be skilled in Combat, Infiltration, Moving Silently, and Ambush. All resumes must be sent to the Ninja Guild in Terra. The applicant must enroll within the guild and undergo 1 year of additional skill training.

Adventures Unlimited

Specializing in river rafting, this company promises the experience of a lifetime. Skilled guides conduct trips to every corner of the known world. Safety is guaranteed with experienced guides, some of who are actual adventurers.

Bioware

This company is an independent, biological research laboratory, specializing in cybernetics and genetic alterations made to order. The guild-sanctioned medical facilities are among the finest anywhere. Applicants must be licensed engineers and skilled physicians. All applicants must apply in person between 10 a.m. and 4 p.m. Offices are located just outside the Terra Omniport.

Biotech

Their engineers can custom create any animal desired for 10% less than the Alchemists' prices. "Shop us and compare." They have the most sophisticated genetic engineering equipment outside the guilds themselves. Technicians can create specialized mutations tailored to meet a customer's specific requirements. Laboratories are located in the Forbidden City.

Caravans to the World

"We move it for less." This company transports more cargo more safely than anyone else in the business. Their guides have the experience necessary to get travelers to their destinations without difficulties. With the best success record in the business, they guarantee a comfortable trip. The company has discount rates on Giant ships, passing on the savings to their customers. They provide pack animals and trailers, along with the personnel to guide them. Inquiries can be made at their headquarters in Terra.

Construction Unlimited

They can build your fortress or home quicker and sturdier than anyone else. The company has more than 100 years in the business, building even underwater and orbital habitats. Applicants must be skilled in all forms of construction, including welding, and should apply in person between the hours of 7 a.m. and 5 p.m. Their offices are located outside the Terra Omniport.

Defenders Guild

Here guards are educated and trained. They are available for work at reasonable fees (see "Wages" in chapter 6). All are trained for hostage, bodyguard, and terrorist situations. Guards range from normal humans to Non-Classed Adventurers to traditional characters. Guild halls are located in every major city around the planet. Applicants must be skilled in basic combat—no mages.

Demolitions R Us

"We can drop any building." The company will send out a qualified demolition specialist to evaluate a structure at no cost. No job is too small, from blowing out a stubborn stump to getting rid of an underwater obstruction. The company can even blow out oil fires and defuse bombs. Offices are located in every major city. Applicants must be skilled in all forms of demolition.

Detective Agency: Owens Corporation

This is the most elite group of investigators in existence. They specialize in unsolved cases. Off-world specialists are available. No case is too old or too cold. Offices are in every major city on the exterior of the Worldship. Applicants must be skilled in Investigation, History, Intelligence Gathering, and Criminology. Send resumes to the main office in the Forbidden City.

Engineering, Ltd.

This is an independent guild sanctioned organization. The firm offers any form of custom-made engineering. The company has on staff engineers in all the disciplines. "If you can think of it, we can probably build it." Their home office is located in the Forbidden City.

Firefighters

This company has the most advanced equipment and spells designed to control any fire throughout the world. Stations are located in every major city. For emergencies, dial 999.

Guilds of the Art

Alchemist, Amazon, Gnome, Mage Warrior, Shadow Master, and Shaman. Guilds can be openly contacted for hirelings. They will send out any level practitioner for $1,000 per hour per level, plus $1,000 per spell level of those that are used. Other guilds may hire out members, although the prices are dramatically higher.

A note About Guilds

Guild halls exist in every major city that has a population over 100. Those that range across the globe are the Alchemist, Amazon, Gnome, Mage Warrior, Shadow Master, Assassins, and Defenders Guilds. Other guilds may exist within cities: Medical Guilds, Music and Art Guilds, and Computer Guilds, just to name a few. Shelter and rooms are offered to members only, which may interconnect cities if the guild system has grown to such. Often individual families will make up the entire membership of a guild in remote cities. There are at least five members present in all guilds at all times. Levels of the members range from fifth to 30th.

Intelligence Corporation

Primarily used by the Terra Council as an investigation service, this organization has access to some of the most powerful beings

on the planet. They specialize in surveillance and have contacts off world. For more information contact the Terra Council.

International Rescue

This organization has more than 50 adventurers and trained personnel. The company has access to a starship and is capable of reaching anywhere in the solar system within hours. The company will contact the appropriate adventurers to assist in the rescues, so success is ensured. For more information call 1-777-555-9999. Applicants should send resumes to the main office located in Terra.

Investments: The Money Tree

This company provides funds for almost any large project. Their marketing specialists are skilled in determining the viability of a project and how they can best assist a client. Send business plans to their offices in every major city and a representative will be in contact.

Mirrored City

In actuality, this is a great skyscraper constructed of glass and stainless steel, being the seat of most engineering that is done by mankind. Built by the Alchemists thousands of years ago to provide a safe place in which to conduct their work, it has long been thought of as a city unto itself. The buildings are located next to *Shadows*, which is number 146 one the map. Only engineers are allowed within its confines, for the Alchemists say that it is far to dangerous for the non-initiate. Those who wish to do business with the Mirrored City should apply at the Alchemist Guild between 9 a.m. and 7 p.m.

Real Dream, Incorporated

"We publish everything from books and comics to magazines and games, including virtual reality environments in the form of a multichannel cable network, as well as a specialized form of memory augmentation which involves the tapping into and enhancing of a subject's imaginary fantasies and reprojecting them into their mind in full and complete detail, thus making a dream real." The company is one of the oldest corporations, with origins dating back to Old Earth. They have over 500 titles in print. Writers should send manuscripts to their main office in Terra.

Repossessions Unlimited

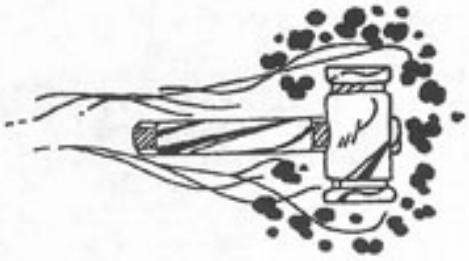
This is a company that specializes in the reclamation of property. Their specialists are skilled in infiltration and lock deactivation. "If it can be moved, we can repossess it." Fees are reasonable, and all work is kept confidential.

Terra Council

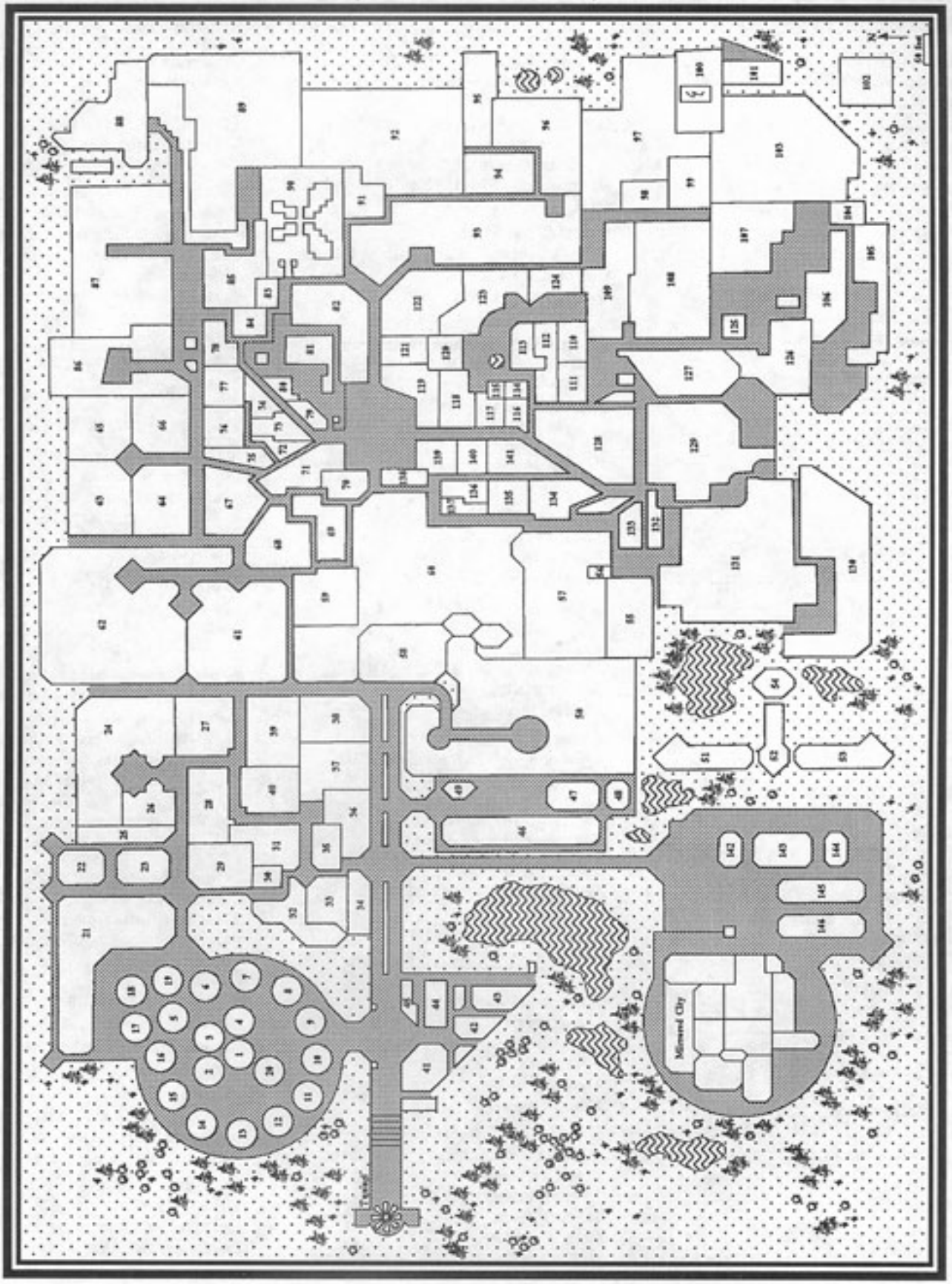
The Terra Council is a 30-member ruling organization. A 50th-level individual from each of the adventurer guilds is a member, as well as other distinguished individuals. Members serve a 10-year term and are voted into office by the population of the entire Terra Isles. The only restriction is that members must be of good or neutral auras. The Terra Council makes decisions as to what construction takes place within the city's limits. All planes must be approved. They control the police and set and modify any existing laws that affect the isles. They also see to the special dispensation of justice in unusual cases, such as would-be world destroyers and the like. The Council's chief duty is to the welfare of all peaceful peoples on Synnibarr and to the Worldship herself. They will defend any colony on Synnibarr or the planet herself, sending special representatives or adventurers to resolve the problem.

Terra Police

In case of emergencies dial 999. Applicants must be at least 20th level or skilled in all forms of Criminology and Combat. Send resumes to the Terra Council.



THE CITY TERRA



Terra Shop Descriptions

The following is a list of the shops in Terra. The type of adventuring class with which the shop mostly deals or the shop's name is listed first, followed by the owner's name, and the hours of business. The types of services are listed where appropriate.

1. **Mage Guild Master**
   Quarters of: The Rage, a 50th-level Mage Warrior
   Hours: 9 a.m. to 3 p.m.; by appointment only.
   Description: Rage is a Terra Council member. He engineers in magic, can enchant items, and has all spell types.
2. **Gnome Lord Guild Master**
   Quarters of: Indica, a 50th-level Gnome.
   Hours: 6 a.m. to 6 p.m.; no appointment necessary.
   Description: Indica is a Terra Council member. He engineers in earthpower, can enchant items, and has all the earthpower spells.
3. **Shadow Master Guild Master**
   Quarters of: Warlock Cragwarren, a 50th-level Shadow Master
   Hours: 10 a.m. to 4 p.m.; by appointment only.
   Description: Cragwarren can engineer in psionics and organic electronics. He has the maximum psionic points and all psi spells.
4. **Alchemist Guild Master**
   Quarters of: Meter, a 50th-level Alchemist
   Hours: By special appointment only. Contact the Alchemist Guild.
   Description: Meter has all studies and the specifics for all the engineering skills.
5. **Shaman Guild Master**
   Quarters of: Wind Scent, a 50th-level Shaman
   Hours: 9 a.m. to 5 p.m.; no appointment necessary.
   Description: Wind Scent is a Terra Council member. He engineers in Shaman songs, can enchant items, and has all Shaman songs.
6. **Archer Guild Master**
   Quarters of: Brightshaft, a 50th-level Archer
   Hours: 5 to 10 p.m. at the tower. At police headquarters: 9 to 4:30 p.m.; by appointment only.
   Description: Brightshaft is a Terra Council member and Terra Police Sergeant. He has all Archer arrows.
7. **Winged Warrior Guild Master**
   Quarters of: Winda, a 50th-level Winged Warrior
   Hours: 5 to 10 p.m. in tower. At police headquarters: 9 a.m. to 4 p.m.; by appointment only.
   Description: Winda is a Terra police chief.
8. **Dwarf Guild Master**
   Quarters of: Axchan, 50th-level Dwarf
   Hours: Noon to 6 p.m.
   Description: Axchan is a Terra Council member.
9. **Shadow Knight Guild Master**
   Quarters of: Dawn Blade, a 50th-level Shadow Warrior
   Hours: 1 p.m. to 1 a.m.
   Description: Dawn is a member of the Terra Police. She has all Shadow Warrior and Shadow Master abilities and maximum psionic points.
10. **Weremen Guild Master**
    Quarters of: Ta'kera, a 50th-level Werewoman
    Hours: 6 a.m. to 6 p.m.
11. **Golden Tiger Guild Master**
    Quarters of: Fire Paw, 50th-level Golden Tiger
    Hours: Available 24 hours a day
    Description: Fire Paw is a Terra Council member.
12. **Giant Guild Master**
    Quarters of: Thunderstrike, a 50th-level Giant
    Hours: 9 a.m. to 12 p.m.
    Description: Thunderstrike is a Terra Council member.
13. **Psielf Guild Master**
    Quarters of: Brushrunner, 50th-level Psielf
    Hours: 9 a.m. to midnight
    Description: Brushrunner is a Terra Council member.
14. **Amazon Guild Mistress**
    Quarters of: Calena, a 50th-level Amazon
    Hours: 9 a.m. to 5 p.m.
    Description: Calena is a Terra Council member.
15. **B.S.C. Guild Master**
    Quarters of: Trithenor, a 50th-level B.S.C. Generator
    Hours: Available 24 hours a day.
    Description: Trithenor is a Terra Council member.
16. **Aquarian Guild Master**
    Quarters of: Seadart, a 50th-level Aquarian
    Hours: 7 a.m. to 7 p.m.
    Description: Seadart is a Terra Council member. She works with the police occasionally.
17. **Chameleon Drake Guild Master**
    Quarters of: Fangteaser, a 50th-level Chameleon Drake
    Hours: 7 a.m. to 3 p.m.
    Description: Fangteaser can engineer in magic.
18. **Mage Tiger Guild Mistress**
    Quarters of: Sheba, a 50th-level Mage Tiger
    Hours: Open 24 hours.
    Description: Sheba is a Terra Council member.
19. **Ninja Guild Master**
    Quarters of: Blade, a sixth-level God of Heavy Metal, Cragons, and Martial Arts
    Hours: Very few.
20. **Mutant Guild Master**
    Quarters of: Domoar, a 50th-level Mutant
    Hours: 9 a.m. to 9 p.m.
21. **Selen Academy of the Art**
    Head Master: Theyta
    Hours: 8 a.m. to 8 p.m.
    Description: This is the training center for the Mage Warriors and the finishing school for the Mage Tigers. It has a staff of over 50 teachers. All teachers live in the school.
22. **Temple of Dirage**
23. **School of Dirage**
    Hours: 8 a.m. to 8 p.m.
    Description: This is the training center for some Mage Warriors.
24. **Temple of Zanthius**
25. **Storage**
26. **Zanthius' Electronics Shop**
    Hours: Open 24 hours.
27. **School of Redorias and Zanthius**
    Hours: 8 a.m. to 8 p.m.
    Description: Some Shadow Masters are taught here and there are some psi spells for sale.
28. **Weremen Guild Hall**
    Hours: 8 a.m. to 8 p.m.
    Description: Rooms are $5 per week (Weremen and Werewomen only).

29. **Alchemist Emotional and Genetic Manipulations Specialist**
Owner: Darkwit, a 48th-level Alchemist
Hours: 5 a.m. to 10 p.m.
Description: Darkwit knows engineering in psionics and genetics.

30. **Maps**
Owner: Rigea, a 48th-level Gnome
Hours: 9 a.m. to 6 p.m.
Description: Rigea has in-store maps of most of Synnibarr's main land areas, with very few specifics. The Gnome will pay for information. Also, Rigea and his wife, Dawndrop, keep a limited amount of information on the monsters who inhabit those areas (35% chance of knowing).

31. **Clothing Plus**
Owner: Thumbnail, a human female
Hours: 8 a.m. to 9 p.m.
Description: Thumbnail's husband is a shoemaker named Roger. They are creators of attractive spaceware and clothing, designed to accommodate the interdimensional traveler.

32. **Terra Council Tower**
Hours: Open 24 hours.
Description: This building has 15 floors. It houses the Terra Council members, their staff, and the mayor, plus everything else, including land and building permits.

33. **Antiroom Tavern**
Owner: Brothel, a 50th-level Mutant
Hours: Open 24 hours.
Description: Brothel is a Terra Council member. He owns the stable next door and raises and sells most flying animal types such as winged horses and paradrakes.

34. **Terra Stables**
Owner: Brothel
Hours: Open 24 hours.
Description: This stable is 10 stories tall and can accommodate any type of creature, up to full-sized drakes, at reasonable prices. The first-shift attendant is Zorom, a feisty 45th-level Dwarf. The second-shift attendant is Harry Hallbird, a very good-natured 50th- level Giant. Third-shift attendant is Timber, a 50th-level Giant with a nasty disposition. Adoreena, a female 48th-level Golden Tiger is on swing shift.

35. **Gnome Healer**
Owner: Shiva, a 50th-level Gnome
Hours: Open 24 hours.
Description: Shiva can heal and cure diseases if they are curable by earthpower or chemicals. Also, she has a Raise From Death spell. "We also mix heal potions to go with homemade drake-tail soup. NO CREDIT!"

36. **Personal Aviation**
Owner: "Wings" Flight Feather, a 50th-level Winged Warrior
Hours: 9 a.m. to 9 p.m.; 7 days a week
Description: "We offer any type of conventional aircraft, from antigravity turbo-impact thruster belts to VTOL jets, along with flight gear."

37. **Hardware**
Owner: Billo, a male human
Hours: Open 9 a.m. to 9 p.m., 7 days a week
Description: Here is the latest in anything, from camping accessories to sporting goods. Hardware features antigravity bikes and fuel, plus a weapon section. "Let our friendly sales people demonstrate one for you now."

38. **Power & Fuel Station**
Owner: Thorson, a 45th-level Alchemist
Hours: 10 a.m. to 5 p.m., 5 days a week
Description: This station has six stories. Thorson's partner and wife, Jana, also is a 46th-level Alchemist. Her engineering studies are organic electronics and mechanics. They both specialize in selling recharges for power packs and can repair organic electronic weapons or objects, even B.S.C.s.

39. **B.S.C. Guild Hall**
Hours: Open 24 hours a day.
Description: The hall is 10 stories tall. B.S.C.s help reorient new arrivals, helping with their assimilation into society. Also, they provide rooms at reasonable rates.

40. **Pets R Us**
Owner: Debicca, 30th-level Elvome
Hours: 10 a.m. to 6 p.m.
Description: "We carry a variety of trained, willforced animals such as golden uniwolves, mutant jaguars, flying tigers, and even sunstone falcons, but their cost is $5 million each. We specialize in a breed of talking pitbull terriers. They are very intelligent pets. They cost $500."

41- **The Temporal Apartments**
44. **Description:** These are 15 stories each.

45. **The Temporal Lounge and Casino, Main Registration Office**
Owner: Frisco Red Bath, a 25th- level Mutant
Head Manager: Tammy, a 50th-level Giantess (she keeps things well in hand).
Hours: Open 24 hours.

46- **Tesarak's Psionic School—Shadow**
49. **Master Guild Hall**
Head Mistress: Shadalina, a 40th-level Shadow Master
Hours: 8 a.m. to 8 p.m.
Description: Shadalina is the wife of Warlock, who is the head Shadow Master in Terra.

50. **Gnome Guild Hall**
Headmaster: Root Gnarl, a 50th-level Gnome
Hours: 8 a.m. to 8 p.m.
Description: There are over 50 teachers and 100 students here, including Giants. Root Gnarl is the husband of the Gnome Lord Indica.

51- **Giant Guild Hall**
54. **Taskmaster:** Blade Driver, a 50th-level Giant.
Hours: 8 a.m. to 8 p.m.
Description: Since the Giants are fond of Gnomes, they have their school near each other. There are over 20 teachers and 100 students.

55. **Electronics Shops**
Owner: Dostan, a 50th-level Alchemist
Hours: 11 a.m. to 3 p.m., 5 days a week.
Description: Dostan can engineer in electronics and microelectronics.

56. **Alchemist Potions Shop**
Owner: Steelwart, a 50th-level Alchemist/Psielf
Hours: 9 a.m. to 2 p.m.
Description: Steelwart can create almost any potion for a fee. He engineers in enchantments of magic items and sells scrolls.

57. **Cross Guitars Pool Area**

58. **Gnome Shop**
Owner: Dawnflower, a 50th-level Gnome
Hours: 8 a.m. to 3 p.m.
Description: Dawnflower sells earthpower spells, lesser earthpower enchanted items, and scrolls. She is the sister of Shiva the Gnome Healer.

59. **Terra Music Hall**
Hours: 8 a.m. to 8 p.m.
Description: This is home to several of Terra's greatest musicians.

60. **Crossed Guitars Hotel and Resort**
Owner: Cosmoreef Coralstar Quasarbreaker, a male 50th-level Xiapathian
Hours: Open 24 hours, 7 days a week.
Description: This building has 50 floors of pure comfort and over 1,250 suites. Rooms start at $20 a night. It is the most secure hotel in Terra.

61. **Terra Police Station and Courthouse**
Hours: Open 24 hours, 7 days a week.

62. **Terra Correctional Facility**
Hours: Open 24 hours, 7 days a week.

63. **Magical Trap Specialist**
Owner: Romar, a 45th-level Mage Warrior
Hours: 11 a.m. to 7 p.m., 5 days a week
Description: Romar can engineer in mechanical traps. He closes shop during Darkmonth.

64. **Poison Shop**
Owners: Tonto, a 50th-level Ninja, and Cara, a 50th-level Amazon
Hours: 7 p.m. to 6 a.m.
Description: Tonto and Cara make and sell all types of poisons and unique ways to dispense it. "We sell only to Ninjas, Amazons, Psielves, or assassins 21 years of age or older. You must have valid ID or a certificate from the school of assassins or from the academy."

65. **Lockpicks Etcetera**
Owner: Cat, a 16th-level God of Thieves and Assassins
Hours: Open 24 hours.
Description: Cat is the greatest thief of all time, and the only thief who voluntarily returns 100% of all things that he steals. He has all types of lockpicks in stock, including computer and electronic lock deactivation mechanisms.

66. **Pawn Shop**
Owner: Gus, a 50th-level Chameleon Drake
Hours: 7 a.m. to 9 p.m.
Description: "We buy and sell used enchanted and technology items, and we are licensed by the Alchemist Guild. We make loans on enchanted items."

67. **Temple of Tuch**

68. **Temple of Aridius**

69. **Archer Shop**
Owner: Sure Shot, a 50th-level Archer
Hours: 8 a.m. to 5 p.m.
Description: This shop carries premium Archer arrows between $500 and $10,000. Standard nonenchanted arrows are $1.00 apiece. "We buy and sell enchanted Archer items."

70. **Midnight Hydra Tavern**
Owner: Unknown, believed to possibly be Emperor Lord Midnight
Head Barkeep: Thumbstake
Hours: 3 p.m. to 4 a.m.
Description: Thumbstake is presumably a transformed hydra. He has been the head barkeep for 400 years.

71. **Temple of Redorias**

72. **Ninja Item Shop**
Owner: Fist, a 50th-level Ninja
Hours: 9 p.m. to 5 a.m.
Description: Fist sells, trades, and buys enchanted Ninja weapons.

73. **Alchemist Supply Shop**
Owner: Wachen, a 50th-level Alchemist
Hours: 9 a.m. to 5 p.m.
Description: Everything in the store is for the novice and expert Alchemist. "We stock engineering texts, sold only to Alchemists above 20th level. You must present a valid ID."

74. **Shadow Shop**
Owner: Karr, a 50th-level Shadow Master
Hours: 9 a.m. to 9 p.m., 5 days a week
Description: Karr specializes in the removing of genetic flaws, either physical or emotional. "Our fees start at $10 million and up."

75- **Weapon Maker**
76. **Owners:** Strongpick, a 50th-level Dwarf, and Alias, a 40th-level Alchemist
Hours: 9 a.m. to 9 p.m.
Description: Strongpick and Alias engineer magic and the enchanting of items. Together they can produce any type of weapon an adventurer could want. Just give them the specifics and, if possible, the materials.

77. **Food & Wine Shop**
Owner: Greenberry, a 40th-level Gnome
Hours: 9 a.m. to 9 p.m.
Description: Greenberry is the wife of the teacher Hammerstaff. She does not know any spells, but she can whip up a mean potion. She carries special elixirs like the distilled liquid from blood oranges, heal spring melons, and a sweet wine, known throughout the Worldship as crystalberry.

78. **Map Shop**
Owner: Tomarr, a 50th-level something. *No one knows.*
Hours: 10 a.m. to 5 p.m.
Description: Tomarr is the most-traveled person on Synnibarr (so he says anyway). He usually can locate some information about an area specified (43% chance). He even knows about Shalom, Tarn, and Caltoose.

79. **Tailor Shop**
Owner: Steelthumb, a male human
Hours: 9 a.m. to 9 p.m.
Description: Steelthumb has various special clothing types in stock, including furs and a special cloth that fits like a second skin.

80. **Boot Shop**
Owner: Boot, a 50th-level Psielf
Hours: 9 a.m. to 9 p.m.
Description: Boot makes boots that enable wearers to always land on their feet. They cost $1,000 per pair. He also makes a set of boots and gloves that will enable the user to adhere to any surface. These are enchanted items and cost at least $10 million.

81. **Mage Warrior Guild Hall**
Hours: 8 a.m. to 8 p.m.
Description: "Mages only." The guild mage, Ramspell, or the Mage Tiger, Spain-Tremor, will help you. Rooms are $15 a week.

82. **Scroll Shop**
Owner: Maggie, a 40th-level Mage Warrior
Hours: 9 p.m. to 9 a.m.
Description: Maggie specializes in potions and scrolls. Credit is accepted.

83. **Darkith's Mage Shop**
Owner: Darkith, a 50th-level Mage Warrior
Hours: 12 a.m. to 6 a.m.
Description: Darkith specializes in death spells and potions.

84. **Corbores Gem Shop**
Owners: Grimstone, a 50th-level Giant, Kalarr, a 50th-level Dwarf, and Bright Blade, a 50th-level Giantess
Hours: 10 a.m. to 4 p.m.
Description: Here cash and small gems can be exchanged for larger stones, even sunstones.

85. **Darkmonth Inn and Casino**
Owner: Unknown
Head Manager: Sword Flower, a 50th-level something (she is thought to be a B.S.C.)
Assistant Manager: Alanard, a 40th-level Scarlet Tiger
Head Barkeep: Seth, a 50th- level Wereman
Hours: Open 24 hours.
Description: Here are rooms and some of the finest of food available.

86. **Psielf Guild Hall**
Guild Master: Rumble, a 50th- level Psielf
Hours: 8 a.m. to 8 p.m.
Description: Rooms are available.

87. **Scarlet Tiger Guild Hall**
Guild Master: Dell, a 50th-level Scarlet Tiger
Hours: Open 24 hours.
Description: Rooms are available. Also located here is the Scarlet Drake Tavern. The owner is Sheba, a 50th-level Scarlet Tiger.

88. **Church of Ta'set**
High Priestess: Loralli

89. **Ninja Guild Hall**
Hours: 8 a.m. to 12 p.m.

90. **Church of Bi'reel**

91. **Werewind Tavern**
Owner: Heartshade, a 50th-level Shadow Warrior
Hours: Open 24 hours.

92. **Amazon Guild Hall**
Hours: 8 a.m. to 8 p.m.

93. **Mutant Guild Hall**
Headmaster: Carag, a 50th-level Mutant
Hours: 8 a.m. to 8 p.m.
Description: Over 25 teachers and 40 students live here.

94. **Armorer**
Owner: Oredon, a 45th-level Alchemist
Hours: 7 a.m. to 4 p.m.
Description: Oredon makes armor to the customer's specifications, using in-store materials or those supplied by the customer. "We even make electrohydraulic battle armor, but the cost is exceptionally high."

95. **Aeronautics and Aquanautics**
Owners: Theo, Elisa, and Thorr, all 50th-level Alchemists
Hours: 8 a.m. to 4 p.m.
Description: Together the owners engineer in electronics, microelectronics, mechanics, aeronautics, aquanautics, and chemistry. They can create aircraft and submarines to order.

96. **Navigation Unlimited**
Owner: Zorabail, a 50th-level Alchemist
Hours: 6 a.m. to 2 p.m.
Description: Zorabail engineers in aeronautics and astronavigation.

97. **Bow and Gun Shop**
Owner: Corbrinn, a 50th-level Alchemist
Hours: 7 a.m. to 3 p.m.
Description: Corbrinn engineers in chemistry and electronics. He specializes in concussion crystal guns and laser and beam-type weapons.

98. **Rope and Cable Shop**
Owner: Bathsheba, a 50th-level Amazon
Hours: 4 a.m. to 4 p.m.
Description: Bathsheba specializes in grappling lines and devices to launch them with. "We also carry a brand of rope that is alive and will attach itself to objects, stretch double length, and then contract on command. It can lift 1,000 pounds and its movement is similar to a snake's. It feeds on small microorganisms. It is in no way dangerous to its owner once it has been held for 5 continuous minutes. It is thin and red. The rope costs $20 per foot. Come in and see our wide selections."

99. **Electronic Alchemist**
Owner: Magenta, a 50th-level Alchemist
Hours: 9 a.m. to 9 p.m.
Description: Magenta engineers in electronics and microelectronics.

100. **Alchemist**
Owner: Husband and wife, Shamarr and Renda. Both are 50th- level Alchemists
Hours: 9 p.m. to 6 a.m.
Description: Shamarr and Renda engineer in genetics, psionics, Shaman songs, and chemistry. They create pets and creatures to order.

101. **Genetic Engineer**
Owner: Himeale, a 50th-level Alchemist
Hours: 9 a.m. to 3 p.m.
Description: Himeale engineers in genetics and biochemistry. "We specialize in selling mutations, but our prices are not for the faint hearted. The average lesser mutation costs from $50 to $100 million. The major mutation Any, today only for the low, low cost of $9 billion."

102. **Tyden's Shop**
Owner: Tyden, an Immortal Born Golden Tiger/Alchemist. Levels unknown. It depends on whether he survives when he adventures.
Hours: Very few. A 39% chance of being in town that day.
Description: Tyden specializes in Blue Rain bombs and null snake venom. Venom bombs cost $100 for one use, enough for a victim weighing up to 250 pounds ($1.00 per extra pound's worth of null venom). Tyden adventures. He may know the possible location of one.

103. **Winged Warrior Guild Hall**
Owner: Steellfeather, a 50th-level Winged Warrior
Head Teacher: Carlok, a 48th- level Winged Warrior
Hours: 8 a.m. to 8 p.m.
Description: More than 10 teachers and 25 students reside here.

104. **Seer**
Owner: Dorin, a 47th-level Psielf precognitive
Hours: 10 a.m. to 2 p.m.
Description: Dorin specializes in looking for unanswered questions and has a limited glance into the future. All answers cost $10,000.

105. **Korreel's Temple of Vengeance**

106. **Alloys and Composite Specialist**
Owner: Brimdock, a 50th-level Alchemist
Hours: 7 a.m. to 2 p.m.
Description: Brimdock can engineer in chemistry and mechanics. He specializes in the creation of armor out of gems, metals, and plastics.

107. **Shadow Master Shop**
Owner: Delforay, a 50th-level Shadow Master
Hours: 8 a.m. to 6 p.m.
Description: Delforay has psi spells for sale. He specializes in psionic-related items.

108. **Specialized Weapon Maker**
Owner: Mirakum, a 50th-level Alchemist
Hours: 11 a.m. to 7 p.m.
Description: Mirakum engineers in electronics, psionics, and chemistry. He makes any kind of weapon, even sunstone blasters or sabers. Each costs $100 million, not counting the sunstone.

109. **Alchemist Weapon Maker**
Owner: Orellian, a 50th-level Alchemist
Hours: 8 a.m. to 8 p.m.
Description: Orellian engineers in electronics, microelectronics, and physics. He specializes in making alchemy-related weapons.

110. **Tobacco and Pipes—"Oohlongsbongfunk"**
Owner: Oohlong, an Asian human
Hours: 11 a.m. to 2 p.m.
Description: Oohlong specializes in sweet herbs and tobaccos of all blends. All pipes are intended for legal use. No one under 18 is allowed in the store.

111. **Wine Shop**
Owner: Benthall, a male human
Hours: 9 a.m. to 6 p.m.
Description: Benthall makes all types of wine.

112- **Blind Owl Hotel and Tavern**
113. **Owner:** Halfhan, a 6-foot-tall blue elf (level unknown)
Hours: Open 24 hours.
Description: Halfhan is responsible for most adventures from Terra, having the ability to find and see adventures. He has been a bartender at the Blind Owl for over 6,000 years.

114. **Pots and Pans Shop**
Owner: Akhameral, a male human
Hours: 10 a.m. to 6 p.m.

115. **Photography Shop**
Owner: Janapolis, a female human
Hours: 10 a.m. to 5 p.m.
Description: Janapolis will take pictures by appointment only.

116. **Knife Shop**
Owner: Brandyberry, a female elf
Hours: 7 a.m. to 6 p.m.
Description: Brandyberry makes knives of any shape, style, or length.

117. **Tailor Shop**
Owner: Monrog, an Indian human
Hours: 9 a.m. to 8 p.m.

118. **Metalist Shop**
Owner: Dormelmor, a 50th-level Dwarf
Hours: 9 a.m. to 4 p.m.

119. **Bank of Terra**
Hours: 9 a.m. to 9 p.m.
Description: This building has the ultimate protection system. The bank is protected against all powers and abilities and from all dimensions. They do not give interest, just hold your money. However, they do offer credit. They also give away free toasters.

120. **Poison Shop**
Owner: Amaran, a 50th-level Alchemist
Hours: Noon to midnight.
Description: Amaran specializes in chemistry. He has both herbal and chemical poisons.

121. **Trappist**
Owner: Draaken, a 50th-level Shadow Warrior
Hours: 5 a.m. to 7 p.m.
Description: Draaken has gone after almost every type of game. He gives lessons in trapping and has a 49% chance to know how to trap any given creature.

122. **Armor Maker**
Owner: Lonrak, a 50th-level Alchemist
Hours: 10 a.m. to 7 p.m.
Description: Lonrak makes normal and enchanted armor. He can make armor of special metals if provided with the materials.

123. **Alchemist Enchantments**
Owner: Norel, a 50th-level Alchemist
Hours: 8 a.m. to 4 p.m.
Description: Norel can engineer in enchanted items, beginning at $150 million each. He specializes in making manual flying machines for exceptionally strong people.

124. **Psielf Shop**
Owner: Alawolf, a 50th-level Psielf
Hours: 8 a.m. to 3 p.m.
Description: Alawolf sells all psi spells on lesser items or on scrolls.

125. **Ice Cream Shop**
Owner: Corakan, a 50th-level B.S.C.
Hours: 10 a.m. to 12 a.m.

126. **Robots**
Owner: Ralis, a 50th-level Alchemist
Hours: 9 a.m. to 5 p.m.
Description: Ralis engineers in electronics and microelectronics. He builds and repairs robots and cybernetics.

127. **Blue Eye Tavern and Hotel**
Owner: Benek, a 50th-level Gnome
Hours: Open 24 hours.

128. **Mechanics and Chemicals**
Owner: Tanis, a 50th-level Alchemist
Hours: 9 a.m. to 5 p.m.
Description: Tanis makes, sells, and repairs anything mechanical. He also makes and sells most chemical compounds.

129. **Wereman Guild Hall**
Head Teacher: Rothgard, a 50th-level Wereman
Hours: 8 a.m. to 8 p.m.
Description: There are more than 15 teachers and 25 students here.

130. **Library and Museum**
Owner: Alitha, a 50th-level Mage Warrior
Hours: 9 a.m. to 6 p.m.
Description: Here are many historical or famous items and pieces of art on display. Books and scrolls from ages past to present are kept on the shelves. The originals cannot leave the building, but there are scribes who will copy whatever you need.

131. **Alchemist Guild Hall**
Head Teacher: Uthanian, a 50th-level Alchemist
Hours: 8 a.m. to 8 p.m.

132. **Scroll Shop**
Owner: Talrane, a 50th-level Alchemist
Hours: 10 a.m. to 8 p.m.
Description: Talrane buys and sells scrolls of any nature (psi spells, magic, earthpower and the like).

133. **Psionics and Electronics**
Owner: Zandel, a 50th-level Alchemist
Hours: 7 a.m. to 3 p.m.
Description: Zandel engineers in electronics and microelectronics. He makes and repairs electronic items and sells psi stuff.

134. **Preparations, Inc.**
Owners: Geno the Giant, and the Great Thea, Amazon Extraordinaire. Both are 50th-level.
Hours: 9 a.m. to 8 p.m.
Description: Geno and Thea have been to 42 different planets in 12 different dimensions, including Shalom, Tarn, and Caltoose. They specialize in the knowledge of different locations, as to what powers work there, and what terrain variables they have. Their chance to know a specific area is 32%.

135. **Pawn Shop**
Owner: Themdark, a 35th-level Mage Warrior
Hours: 7 a.m. to 3 p.m.
Description: Themdark engineers in the enchanting of items. He buys, sells, and makes enchanted weapons.

136. **Weapon Shop**
Owner: Herndell, a male Dwarf
Hours: 9 a.m. to 5 p.m.
Description: Herndell can sell you almost any type of mundane weapon. He sells traveling gear such as backpacks plus all the basic necessities.

137. **Restaurant**
Owner: Agatha, a 15th-level Mutant
Hours: 1 p.m. to 12 a.m.
Description: Agatha makes the best drake steak in Terra. There is a bar in the back.

138. **Organic Electronics Specialist**
Owner: Aladen, a 50th-level Alchemist
Hours: 9 a.m. to 9 p.m.
Description: Aladen can duplicate a B.S.C. at a cost of $181,667,112,566.23! He can adjust and operate on B.S.C.s to a limited extent, but he cannot add any adaptations (class types).

139. **Naturals, Inc.**
Owners: Humans Calis and Jennifer
Hours: 10 a.m. to 6 p.m.
Description: The shop supplies concussion crystals, flying roots, mist berries, psisheen mushrooms, blood oranges, and heal spring melons. "We have natural items and weapons that will work under most situations. We carry lighters and oil lanterns, forgotten steel swords, and mage tree and earth root staves and wands. None are enchanted. All are *natural*."

140. **Dehydrated Foods**
Owner: Engin, a 50th-level Alchemist
Hours: 9 a.m. to 9 p.m., 7 days a week
Description: Engin engineers in chemistry and physics. He and his wife, Dora, package all types of food, such as dried beef jerky from the meat of winged bulls that are genetically engineered by the Alchemist Guild for their special flavor. They also carry dried and salted slabs of armapine meat. "There is much, much more, so come on in and see us."

141. **Mage Warrior Shop**
Owner: Sahja (sawwah), a 50th-level Mage Warrior
Hours: On call 24 hours (her pager number is in the telephone book under Mage Warriors)
Description: Sahja specializes in selling mage spells on scrolls. She will cast any mage spell at a cost of $1,000 per spell level, plus an additional $2,000 per constitution point used if the constitution is not supplied by the buyer. The scrolls that she creates can be used only once and they cannot be copied. All spells that are intended to be copied and used, cost $3 million per level. She does make house calls. However, you must provide safe travel arrangements. Her travel costs are $10 a mile except for villages, where there is no traveling fee. Lesser enchanted items are made while you wait. No appointment is necessary (see "Creating Magic Items" in chapter 9).

142 **Earthpower, Inc.**
Owner: Thorn Howwer, a 46th- level Gnome
Hours: 10 a.m. to 12 p.m., Monday through Saturday
Description: Thorn specializes in selling and casting earthpower spells. Standard prices apply. However, Thorn, being a good-natured fellow, will cast most spells below fifth level for $950 per spell per spell level. He even offers very limited credit on a maximum of two scrolls or spells. He casts reveal enchantments for two titanium Tiers.

143. **Shadow Power**
Owner: Rail, a 49th-level Shadow Master
Hours: 9 a.m. to 5 p.m. (after hours at the Blind Owl)
Description: Rail specializes in the sale of all Shadow Master spells except for the Psionic Wish. Standard costs apply, except for the Precognition spell. He will perform it at a cost of only $250,000. He also specializes in making teleportation crystals. The cost for a crystal is $1.00 per mile of distance to be teleported.

144. **The Magic Shop**
Owner: Tabatha, a 50th-level Mage Warrior
Hours: 10 a.m. to 7 p.m., 7 days a week
Description: Tabatha specializes in casting 1st through 10th level mage spells and making scrolls. The scrolls cannot be duplicated. She also makes house calls to place made to order Security spells.

145. **The Gnome Shop**
Owner: Mushroom, a 20th-level Gnome
Hours: 8 a.m. to 9 p.m.
Description: Mushroom specializes in enchanting temporary lesser items. Only up to 20th level earthpower spells are known by the Gnome. Mushroom can supply bracelets that will translate any given animal language so that the wearer can communicate freely with that species. These cost $100 each. They last 7 days (equals one lesser item). Mushroom also stocks flying root, concussion crystal, mist berries, psisheen mushrooms, blood oranges, heal spring melons, mage tree staffs ($25,000 each), and forgotten steel wands ($1 million). "You'll find our prices within 10% of Naturals, Inc. Try us and compare."

146. **Shadows**
Owner: Cragwarren, a 50th-level Shadow Master
Hours: 7 a.m. to 10 p.m., 7 days a week
Description: Cragwarren is a Terra Council member. "Our staff specializes in the creation of temporary psionic items. We have five friendly and experienced sales people, all ready to help you. Ask Michelle if she'll show you our selection of post cognition and sensing items." The shop owner will engineer any organic electronic item that produces psionics. Costs start at $500 million. The waiting list is 2 years, unless you provide the parts, then construction can begin within the month. Time to complete is 1 year at most. The shop owner can be reached on message phone 0-7113.

Giant Ships

The Giant ships port in Terra. There is a total fleet of 150 ships. They have an average length of 1,600 feet and weigh 50,000 tons. Each ship is considered Terra City territory and all laws apply to any on board. The emperor of the Forbidden City, any visiting dignitary, or duly appointed representative is granted diplomatic immunity.

The ship can sleep 5,000 and it can transport any cargo under 500 tons. The Giants stock all provisions and weapons on board, but they sell them at a rate 100% above the suggested prices.

Travel Fees

- Normal travel routes: $500.
- Arctic, Antarctic, Gateway, or the Forbidden City: $1,000 per passenger one way.
- Cargo is $2.00 per pound one way.
- All other passages are inbetween the above prices.
- Any course deviation is $100 per mile.
- Just through the Werestorm: $50 one way.

Exploration Background

As history tells us, the Giants were the first explorers to leave Terra and explore the new world that was forged by the avatar of the God Aridius. Truth to tell, this was almost not the case. It was very difficult for the inhabitants to cope with their new situation.

When Aridius created the world of Synnibarr, he transformed a handful of humans into adventurers. Within their minds he placed the knowledge of their powers and their use. Once this was done, he placed them in the newly created city. Now, I don't know about you, but I would find this fairly unnerving. One moment you're flossing your cat's teeth in good ole' suburban Katmandu, and the next you're a Ninja master on an artificial world, made from Mars, in a city under millions of gallons of water. Granted you have had some hint as to what was going on, but gosh darn it, something like this is liable to put a crimp in your social calendar, even if you're a llama trainer.

Well, for the first few days, the people tried to get organized and to elect a form of government. It is believed that it was at this point the emperor decided to leave Terra and start his own kingdom.

After a democratic vote, the council was formed with one representative from each guild. Their first order was a mapping of the islands, undertaken by the Mutants, for a number of their kind could run and fly at incredible speeds.

Then the crisis came, and Steel Breeze had to begin his trip to repair the Worldship's stardrive (see "In The Beginning ...").

After the drive had been engaged, the two moons of old Mars hampered Synnibarr's progress, causing drag on her movement as she pulled them along toward her destination. Once things settled down again, the Council, prompted by public pestering, again issued its decree.

It was at this time that a Giant named Geno Bartholomew Chong, who was previously an accountant in Civitavecchia, Italy, spoke up and announced that he had made the biggest gondola ever seen and would attempt the Werestorm. The attempt failed, as Geno was a far better accountant than a boat builder, but he and his crew survived.

The next ship was constructed using the combined powers of all the adventurers who were eager to test their skills. This ship was named the *Christopher Columbus*. It reached the shores of the first island within 1 day.

After Synnibarr's Giant inhabitants had been sailing for a few years, the Demigod of the Giants came down and blessed the 150 ships and their crews, making them indestructible and unaging.

The Giants enjoy their long lives, being spared any task but the one they love the most, sailing. Giants are fond of food and song, also the sport of badminton. Psielves and Dwarves are usually the only ones crazy enough to accept the challenge of a game of badminton with Giants!

Solar System

The star system of Synnibarr is binary, with a medium-yellow sun called Bijor and a small violet sun, Dior. They are approximately 97 million miles from Shalom.

Synnibarr herself has an orbit perpendicular to that of Shalom's moons, keeping her at the same relative distance from the suns as she circles the great planet. Her distance to Shalom is much closer than is safe (approximately 102,055 miles). Her orbit and gravitational force are artificially kept in balance by the Worldship's internal drive systems, most of which have been repaired by the Alchemists from Terra and will continue to function for eons. Any atmospheric or temperature extreme can be handled by the environmental systems.

Tarn and Caltoose orbit the same as Synnibarr. Tarn is 255,000 miles from Shalom and Caltoose is 294,000 miles. This peculiar formation occurs because Aridius altered the orbits to allow Synnibarr a resting place.

Shalom

This world dominates the sky. In December it blocks the twin suns, Bijor and Dior, for approximately two 7-day weeks. Shalom has a mild climate and an oxygen-rich atmosphere. The average temperature is 75 degrees Fahrenheit, with extremes of from approximately minus 140 degrees at the polar caps to plus 115 degrees in the deserts. For the most part, this gigantic world is completely untouched. Only in a few areas have any of Synnibarr's children begun their tentative encroachment upon her soil. Shalom has a 1.25 gravity. However, its size can be deceiving for it has a very-low-density rating. The diameter is 75,000 miles.

The forests are filled with small birdlike creatures and hundreds of colorful blossoms, some that shine like polished blue steel and gold. Others grow like butterfly wings, in as many variations and color patterns as the eye can perceive. Some blossoms have scents that are particularly intoxicating and so strong they can travel miles away from their place of origin. The trees themselves vary from forest to forest and usually resemble giant pines, although are many defy description.

For the most part, Shalom's life forms are very gentle. There are a few exceptions, such as a creature similar in size to a large grizzly and looking much like an armadillo with a supertough outer hide and extremely sharp claws. Settlers say these creatures burrow underground for roots but will chase down and eat any large creature they can catch. They are fast and very strong, weighing up to 2,000 pounds. They appear to be somewhat intelligent. The majority of this planet's inhabitants have not been classified.

Tarn

Tarn is the smallest of Shalom's moons. It is 11,000 miles in diameter. This young planet is highly unstable, with great volcanoes that spit slightly radioactive lava and superheated steam. Because of these conditions, Tarn's surface temperature averages between 50 to 120 degrees Fahrenheit. The volcanic steam has led to a tremendous buildup of moisture in the atmosphere, causing a perpetual downpour of rain in some areas while in most others, dense fog is typical.

This world is also very much alive, although the oxygen content is exceptionally high (approximately 1.125% above Earth's). Plant life flourishes, along with an abundance of insect and reptilian life of formidable proportions. However, there are certain drawbacks. Although it may seem like a tropical paradise, this young world

harbors silent death. Its atmosphere incubates hundreds of infectious diseases, most of which seem to be dangerous to characters only if the skin is broken, allowing the microorganism access directly into the bloodstream. Even the slightest scratch can lead to severe infection, and eventually death. But for the most part, the various diseases affect only open wounds and cannot be acquired by breathing the atmosphere.

The topography of Tarn varies from tall junglelike plateaus to huge expanses of grasslike vegetation with great rivers and lakes that run to lightly-salted seas. As for life forms, Tarn has quite a wide variety. Draped across tree limbs lie long snakelike reptiles, swinging like moss in the steamy breeze. Giant beetlelike insects absorb the radiation emitted by the active volcanoes and then emit this radiation in the form of high-impact energy beams (range 100 feet) that strike their target, doing 1,000 to 10,000 LPD plus the physical impact of 1 ton force.

Besides these two accounts, little else is known about the creatures as individual species because there are as many species as there are pebbles on a beach. Owing to the ambient radiation that is present in the atmosphere, there is undoubtedly a great deal of mutation that goes on in the flora as well as the different races of insects and reptiles, so listing them is difficult. This difficulty in categorization is enhanced by the communication problems presented by the soupy atmosphere. Radio waves become hopelessly garbled by static, presumably caused by the low-level radiation and metallic vapors within the upper air currents in the ionosphere. The gravity is 1.2 times Earth's.

Only recently have colonies been able to scratch out an existence. This is due largely to new medical advances made by Synnibarr's Alchemists. Tarn itself presents a great challenge, one that most adventurers cannot resist.

Caltoose

Of Shalom's natural moons, Caltoose is the largest. Its diameter is 15,000 miles. This world is the least hospitable. It has a dry, arid climate and sparse vegetation although high in the mountains are forests that feed on the thin clouds and groundwater for survival. Caltoose is only one-third covered by water. This makes for giant desert areas averaging temperatures of 70 degrees Fahrenheit.

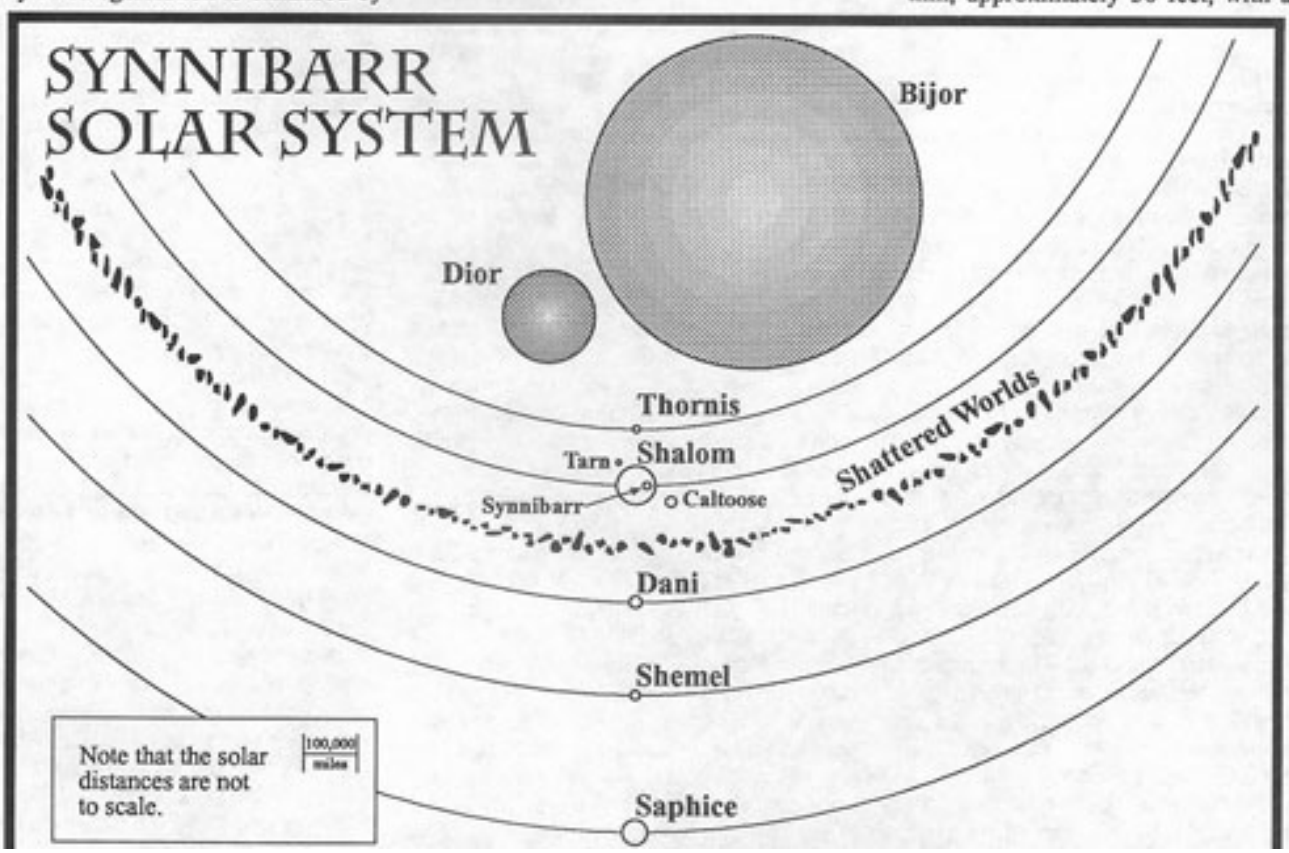
The oceans and lakes lie near the poles. The south pole has the largest amount of open water. The rest of the areas are very dry aboveground. The terrain is almost entirely mountainous and rocky. There are great chasms, ravines, caves, and rocky caverns that were carved by underground streams that surfaced to become rushing rivers.

Although few of these rivers still exist, they are found in the southern regions. However, they sometimes disappear quite quickly and then reappear just as suddenly farther away. They travel underground and carve out new tunnels, creating a trail of life as they flow.

As for plant and animal life, there is a great abundance despite the extremes of climate. Many of the species depend on the groundwater for survival, and a few have been catalogued, such as the reaper serpent. This great snakelike creature lives within water or in wet caves. Most are 20 to 200 feet long with fangs as long as 3 feet. These creatures have demonstrated three special abilities. One is a form of hypnosis, psionic in nature. The snake will attack its victim once it is in a trance. The second ability is that of camouflage. Reaper serpents can change their skin color to match their surroundings. The third ability is phaze fangs, which do 100 to 1,000 LPD times 10 strength damage, plus poison.

This giant snake has been named the reaper serpent because is has a hoodlike membrane around its head, and its bite is highly poisonous, equal to 30th-level poison.

The reapers have only one natural enemy on Caltoose besides the descendants of the once powerful inhabitants: that is a creature similar in form to a drake, but more like a cat. This creature is long and thin, approximately 30 feet, with a wing



span of up to 65 feet. It has four catlike legs and a long tail and neck. It has a beak, similar to a giant hawk's. Along with its physical abilities, the beast can spit a very powerful contact poison at a range of 100 to 200 feet. This poison is similar to 20th-level poison in damage and duration of effect, and in the time it takes to work on a victim. The beast can only spit its venom once a day, usually when hunting.

This creature has a 75% resistance to psionics and earthpower. It is very shy unless hungry, when it has been known to attack with a fearless fury large groups of all kinds. Also, it is known that both the reaper serpents and the drake beasts (called callii), are intelligent, and that they have a language.

The callii range throughout Caltoose. Different breeds live in different climates. Their wings give them great mobility, as does the swimming ability of the reaper serpents. This is one fact that is discomforting to most of Caltoose's explorers.

One mystery of Caltoose remains to be unraveled: the disappearance of its entire native race. The traces left behind by them have only recently become known because of one recent excavation.

The Alchemists who led the dig have reported that they believe the Caltoosians were destroyed by an outside force, one that lured them to a central point and eradicated the entire race in one swift blow.

This central location, named Genocide Isle, is the scene where the skeletal remains of practically the entire race can be found, along with the conveyances used to transport the population. Over 1.5 billion skeletons is the number estimated by the Alchemist's mathematicians.

On this isle stands one structure: a physical symbol upon a high, carved pillar. This symbol is filled with the remains of a complex system of electronics, one that is so far destroyed that it defies reconstruction. In fact, there is some speculation on whether all the remains are indeed there, for the parts will reform when the proper spells are used, but they do not seem to be functional.

There is, however, one ray of hope. Signs of survivors have been spotted. However, none have been contacted. Until that can be accomplished, their fate, and even their appearance, is still a mystery. From their skeletal remains, we know that they are humanoid but with tentacles and tails as well as arms, and they stand approximately 7 feet tall. Their tentacles extend from their backs and can reach up to 7 feet away from their body. No one has yet communicated with them, so they and their civilization remain a mystery.

Lastly, Caltoose has one very unusual feature, an inhibiting effect. This effect disrupts any type of transmissions (radio, psionic, magical, or earthpower of any type). It also stops the use of sensing abilities, including technological sensors, infrared, energy, radar, life form sensors, and location spells.

This world is very easy to hide on and just as easy to die on, as fresh water is a hard thing to find.

Some of the inhabitants were originally from Synnibarr. As miners they hunt for a form of earth named Call's Blood. This substance can be used for two things. First, when mixed with water, formed into balls, and hardened and dried, it can be used to create explosions of radiation. One fist-sized ball will explode, doing 100 to 1,000 LPD. The area of effect is a 10-foot sphere around the impact area. The balls only require 10 LPD to explode.

Second, the Calls Blood can be mixed with another substance called Sun Crystals (1/3 cup), which are a form of a yellow crystal dust. When water is added to the mixture, the combined substance will settle to the bottom of the container and form a round amber-red crystal. The crystal is very fragile and will crumble if handled. One-quarter cup mixed in water, once ingested, will restore all missing strength and constitution points back to its user. This requires one set to function and can be used one time every 24 hours. This is only one of the many strange substances that Caltoose has hidden from the eyes of casual observers.

Another is a great spreading oak-type tree with trunks up to 50 feet in diameter and branches 10 feet around, stretching upward 500 feet. The tree stands up to 70 feet tall and has several unusual features. One is a large cavern in its root system, with an access from the outside at the base of the trunk. This cavern is formed by the tree. Its roots grow so large that they rip the ground apart, growing downward until they reach a spring or large water source. They divert a small amount of water to form a freshwater pool at the base of the cavern. Either reapers or callii are usually nearby. Roll 1d6. A 1 or a 2 indicates a callii. A 3 indicates a common encounter. A 4 indicates that nobody is home, and a 5 or 6 means there is a reaper.

Another unusual feature of the tree is the fruit, which is similar to a peapod. Each pod holds 1 to 10 round, white peas approximately 1 inch in diameter. This fruit is sweet, and the pod holds about 1 to 4 ounces of an oil-like liquid that tastes like mint coffee. The pods, however, have a very special power. If eaten along with the peas and oil, it will add 100 points to a person's strength score. This can only be done once every 48 hours and the effect lasts 1 hour. The tree is named Spring Oak. This tree has saved and ended many lives, but it, like much of Caltoose, exists to fulfill the balance and to act as a crossroads for adventure.

Other Worlds

These are the other worlds in the solar system. The Alchemists venture there on rare occasions to gather information. Their studies range from the development of the biosphere to the chemical makeup and geology. The Alchemists avoid only one planet—Thornis.

Thornis

Thornis is a planet 11,000 miles in diameter and 63 million miles from Bijor and Dior. Thornis is the only other inhabited planet outside the Shalom cluster. Its gravity and atmosphere are presumed to be similar to Synnibarr's. However, its temperatures average about 30 degrees higher.

Little is known of Thornis. Its surface is hidden from view under a vast layer of clouds. The only tales concerning Thornis are found in the legends of the first god items. Legend says that the race on the planet learned the language of Venderant Nalaberong when the Centiverse was young. With this knowledge, they strove to make the universes safe from evil. During their studies, the Thorns learned how to make items of power, and they learned of the force God Power which equaled V.N.

While far away in his dark realm, Bi'reel, the Lord of Darkness, saw what fate had spawned and he smiled. He went to the Thorns and offered to teach them the ways of power in exchange for the knowledge of Venderant Nalaberong, which at the time was not well known. With this knowledge, he forged a great spell, which was to ensnare the entire population and use their might to create the first god items, the Eyes of Bi'reel. As the Lord of Darkness released the spell, he was overwhelmed by a flaw in the work. The enchantment destroyed him and spread his essence throughout the world, permeating every substance with the taint of evil. It shattered the power in the Centiverse, forever destroying the link between God Power and Venderant Nalaberong. Nevermore will those powers touch each other in any way. It also succeeded in creating the Eyes. There are six Eyes in all. Each allows the wearer to focus a single power type, such as magic, or earthpower. When united, the wearer can engineer in V.N. instantly, as well as in any of the powers.

After the holocaust, the race became the darkest of the dark. They used the power of the Eyes to corrupt the universes they once

strove to protect, creating many of the darkest horrors known. After a thousand years, a child was born whose heart was free from the taint of Bi'reel. She worked her way up through the ranks until she was in a place to remove the Eyes and perform the most dangerous spell conceived since their creation. She teleported into orbit outside the clouds, and from there she worked the first Curse. Her spell drew on all the power within the gems. It bound the entire Thorn race and their descendants to the world of their birth, forever ending their reign of evil. So great was the Curse that it drew all the power from its caster, and from he Eyes themselves, destroying her frail form in an explosion of power and scattering the gems to the ends of space. The gems are indestructible and undetectable. Only one has been found by Bi'reel, who took it from the true finders, a group of adventurers. Their battle was on Synnibarr and is the source of this information. The one Eye found is the Gem of Mutations.

The curse stops any Thorn or someone of Thornis blood from leaving the world in any manner. It does not stop someone from going to the world. However, no one who has come to Thornis has ever returned. Imagine the level of knowledge that they have acquired while trapped for the last 500 million years.

The Shattered World

This world is 140 million miles from Bijor and Dior. It is a ring of asteroids that once was a great planet. These asteroids come in all sizes and shapes. They are sometimes used as a nesting place for the great space drakes. Over 25 million large chunks of stone drift in space, collected into a ring that orbits Bijor and Dior like pebbles in a whirlpool circling round and round, but in their own stable orbits.

Dani

This planet's diameter is 19,400 miles. It orbits 198 million miles from Bijor and Dior. This is a barren, lifeless world approximately the size of Tarn. It is a great hunk of rock with vast mountain ranges and deep ravines.

Shemel

Shemel's diameter is 14,021 miles. It orbits 275 million miles from Bijor and Dior. This is a strange world of vast craters that penetrate deep into her surface, giving it the appearance of a piece of Swiss cheese. At the bottoms of these craters are pools of methane, thousands of feet deep.

Saphice

Saphice's diameter is 52,000 miles, and it orbits 377 million miles from Bijor and Dior. Saphice is an exceptionally large world completely covered by a liquid oxygen and methane sea, hundreds of miles deep. The planet is extremely cold (minus 200 degrees Fahrenheit).

Planes of Existence

And let the void have substance. From this substance let there be that which divides and that which binds. For through this binding shall the enlightened pass.

—From the *Book of Fate*

Astral Planes

There are two astral planes. The first is the minor astral plane and the second is the prime astral plane. The minor astral realm lies closest to physical reality. It is the first step. Characters there can be affected by sensing or security-type spells, including the Amazon's Banishment. There is no gravity on the astral planes. Gravity control spells will not function on the astral planes. Time on the minor astral plane is the same as that of the physical dimension it is bordering. Time on the prime astral plane is slowed down to where it is almost nonexistent. However, time control spells will still work.

On the minor astral plane, astral projecting characters may be sensed as a life form. Astrally transmorphed characters may be sensed as the power base of the spell that did the transmorphing. Someone on the minor astral plane may affect the physical world in certain ways, depending upon their level (see "Astral Projection" in chapter 9).

There are five types of powers that function on both astral planes: magic, psionics, earthpower, and chi. Mutations may also work for astrally transmorphed characters if they generate any of the above four power types.

If a traveler on the minor astral plane wishes, he or she may be seen by anyone (see "Astral Projection" in chapter 9). Travelers can speak, hear, and see anything that is transpiring on the physical plane, even if the physical world is in total darkness. Vision is normal, and astral forms cannot see through physical objects. However, they can fly at the speed of thought, able to pass through physical obstructions as if they were nothing.

Every dimension and subdimension of the Centiverse (except Limbo) has both a minor and a prime astral plane. Travelers need only to concentrate for 1 minute to shift from one to the other. The act of passing from the minor to the prime astral plane and back again is easy.

Prime astral planes are equal in size to each dimension or subdimension's universe. They are vast star-filled voids filled with ghostly asteroids and planets. Prime astral planes cannot be affected by the physical world in any way except through dimension-traveling spells. At the center of these realities exist 20-foot-diameter portholes. These portholes connect a dimension to the dimensional causeway. The causeway is the gateway to other dimensions.

Basically there are two types of causeways: a main dimensional causeway and a subdimensional causeway. There is only one main dimensional causeway. There is one subdimensional causeway for every main dimension. Since there are 100 main dimensions, there are 100 subdimensional causeways.

The shape of all dimensional causeways is the same—the inside of a sphere, the surface area of which is 100 square miles. The archways found within the dimensional causeways are evenly distributed around the perimeter of the sphere, one per square mile. Although they are not, dimensional causeways appear to be infinite, and it is easy to get disoriented. Moving past the spherical boundary causes a traveler to come out on the opposite side although it does not seem this way when actually doing it.

To travel astrally to another dimension, characters must first enter the minor astral plane and then the prime astral plane. Then they must locate the portal to the dimensional causeway (either main dimensional or subdimensional depending on where a traveler comes from). Once within the causeway, characters will be faced with 100 different archways, each with its own platform. Characters will be in front of the archway that leads back to where they came from.

The archways rest in the middle of the platforms, and the platforms are suspended in the causeway's astral nothingness. They do not move nor can they be affected by anything save high-level God Power or V.N. spells. Gravity does work on the platforms themselves, and characters will be drawn toward them if within 50 feet. Archways can be passed through from either side; both ways take you to the same place.

Depending on which dimension a traveler comes from, he or she will be in the main dimensional causeway or one of the subdimensional causeways. Coming from a main dimension will put characters in the main dimensional causeway. The archways

here are 50 feet high and 30 feet wide. Their platforms are 150 feet square. Passing through an archway in the main dimensional causeway allows characters to go to either the prime astral plane of that archway's dimension or to go to the subdimensional causeway of that dimension. Characters need only will themselves to whichever destination they choose.

Upon entering a subdimensional causeway, characters will see 101 archways and platforms. The 100 archways around the perimeter of the subdimensional causeway's boundary are 20 feet high and 12 feet wide. The platforms are 60 feet square. The 101st archway lead back to the main dimensional causeway (it is the same size as before). Characters will appear in front of the archway through which they came. Passing through the outer archways leads to the prime astral plane of that archway's subdimension.

The archways of the dimensional causeways cannot be sealed, although they can be guarded (as in the case of Limbo; see below).

Elemental Planes

These planes are very unusual areas that exist between different dimensional realities. A set of elemental planes separates each dimension from the next. The planes occupy some space, although not much. Each of the five planes is 100,000 miles thick and stretches forever (as the Centiverse does). Gravity is nonexistent on the all the elemental planes except for Earth and Fire. Time flows at a medium between the flow of times of the bordering dimensions.

The planes fall in this order: Earth, Air, Fire, Water, and Ether. Each is separated completely from the others and from the main dimensions by a layer of energy. Elementals on one plane cannot cross a barrier into another elemental plane.

When a dimension has been sealed from intrusion, the only way to gain entry is through the elemental plane. To enter the elemental plane requires the assistance of a greater ether elemental. These creatures can open a porthole 20 feet in diameter. This doorway opens first on the Plane of Ether.

There are only two drawbacks once there. First, only alchemy, physical, and God Power will work. Second, an Alchemist cannot control any of the elementals while on this plane, and those crossing will have to combat 10 greater elementals from each plane; that is 50 elementals all together, 10 of each type. Their attacks are motivated by the facts that they are tired of being made to serve and not allowed to act of their own free will.

After entering the Plane of Ether, a traveler crosses next into the Plane of Water, then Fire, Air, and finally Earth.

Once a character has passed through all the planes, they come to the final barrier. They must then make a decision on whether they wish to enter a main dimension or a subdimension. This method of travel will allow the character using it to pass through only one dimension at a time, such as from dimension one to dimension two, or from dimension one to dimension two, sub 99. The characters do not move in real space when they cross the barriers.

Although this method of travel seems rough, it sometimes is the only means by which dimensional travel can be accomplished.

Plane of Air

The Plane of Air is a cloud-filled sky, lit by the Plane of Fire. This plane has no ground, only air and clouds. However, the clouds will support up to 5,000 pounds apiece. The air elementals are very clever and mischievous. For instance, if you are riding on a cloud, they will tow it away from its intended course.

Plane of Earth

The Plane of Earth is a great expanse of caves. The area is in constant darkness, for the elementals live within the stone where they find little use for light.

Plane of Ether

The Plane of Ether is a black void with large chunks of rock floating everywhere. The ether elementals fly in the space, awaiting a summons and the chance of freedom. The plane emits a soft-blue glow, seemingly with no source. It is the ether that is emitting light.

Plane of Fire

The Plane of Fire is a vast volcanic wasteland with great lava lakes and rivers, high mountains, and deep valleys, all on great floating slabs of rock. The fire elementals live and swim in the lava and roam the landscape in search of things to burn. Of all the elementals, these have the worst dispositions.

Plane of Water

A vast surfaceless sea is all the Plane of Water consists of. It is lit by the glow from the Plane of Ether and the Plane of Fire, both of which border it. The water elementals swim and play here, also awaiting a summons.

Limbo—the Plane of Time

This is the most unusual plane of all. Its physical size is a mere 100 miles in diameter. It is a flat dimension with a dense mist floor that is as solid as steel; a dark blue-green ceiling of light forms a barrier approximately 1 mile up. Gravity here is fairly constant; approximately the same as that of Synnibarr.

The most unusual thing about this plane is that it touches everywhere at once. That is to say, if your character traveled to Limbo and moved, say, 1 foot and then left the dimension, the distance traveled will have been actually thousands of light-years to a totally unpredictable location.

For this reason, when you are sent to Limbo, don't move! Banishment spells will only recall a victim if they are in the exact place where they first appeared.

Often time travel happens here. This also is totally unpredictable. One theory for the temporal disruption is the existence of time zones around the perimeter of the plane and working themselves inward to the single mountain castle in the center of Limbo. As the rings progress inward, time slows down, but in what amount is still unknown.

The castle, called Castle Timekeep, is a great mountain honeycombed with passages. Within the heart of the mountain lives the God of Time, Yanak. He is insane, and his insanity is kept in check by the ruler of the dimension, Hyeel. With Dark Lords and others doing his bidding, Hyeel keeps Limbo in a constant grip of evil. Anyone with half the brains of a politician will stay away from this place. It is enough to strip the paint right off your walls.

There is, however, one advantage. Within the walls of Timekeep there are tunnels that can take a character to any time. If the tunnels are traveled in a forward direction nothing will happen, but if a character turns around and moves 100 feet backward, he will start to pass into a different time. Every 1 foot after the first 100 will move you back in time 1 year (1 month per inch). This can be used as a form of time travel.

The only drawback to time traveling is the 10,000 or so Dark Lords an adventurer may encounter on the way.

This subdimension is number 100-99. No technology will work, and even Gods can die here. Entering Limbo is easy. Leaving must be done within the same general area (within 1 foot, if you please) and by using a dimension-piercing spell of at least 500 levels in power, such as a Bridge of Valhalla, with as many enforcements as required. If you are banished to Limbo, you

may only leave by using a 1,000th-level dimension-piercing spell or by moving through the portal to the dimensional causeway.

There is no minor astral plane connected with Limbo. The portal to the dimensional causeway, which is guarded by a pair Scarlet Grimravers and their assistants, passes directly from the physical plane of Limbo to the subdimensional causeway (see "Astral Planes" above). From the Limbo side, the portal is a swirling gateway of colors and smoke. From the dimensional causeway side it looks the same as all the others.

Travel Between Dimensions

There are several methods of piercing the dimensional barriers when not on the astral plane. The constant problem is that characters travel almost blind from dimension to dimension, and the natural laws change from plane to plane. Each different dimension vibrates at a different universal frequency, similar to radio waves. Each form of life is in harmony the universal constant of its dimension. All dimensions occupy the same space, but each one's set of frequencies is its only reality, and the creatures of each dimension perceive only their universe. So in switching dimensions, a great amount of power is expended to shift your personal universal frequency and pierce the dimensional barriers.

Time also flows differently in different planes. Space can be compacted or expanded, and one can easily get lost.

To pierce the dimensional barriers permanently requires massive power and constant maintenance. There are very few portals that remain constantly open.

Within the different dimensions and planes, all the normal laws, even the most basic, such as the effects of gravity, can shift. But, because you have not spent your lifetime listing all the different dimensions' natural laws, you do not know their properties. In fact, very few people on Synnibarr have been to a different dimension and returned to tell the tale, so the knowledge is scarce. Only Fate knows the full details.

Creating Random Dimensions

The concept of creating random dimensions is fairly simple. However, it is one that works to Fate's advantage. Sometimes characters get a little too powerful. This can cause the referee to have a cerebral hemorrhage, and we don't want that. So these tables are provided in order for Fate (the referee) to have an easier time when it comes to planning an adventure that will both entertain and scare.

First, Fate must select which dimension or subdimension the adventure is going to take place in. Then use table 110.

Table 110. NUMBER OF POWERS THAT WORK IN A DIMENSION

1d100 Roll	Number of Power Types
01–05	1 (nothing higher than 3rd level)
06–10	1
11–15	2
16–20	3
21–25	4
26–30	5
31–35	6
36–40	2 powers will not work
41–50	1 power is canceled
50–00	Nothing is affected

Roll a 1d10 on the following table to determine which specific powers are affected.

Table 111. POWERS AFFECTED IN DIMENSIONS

1d10 Roll	Power Type
1	Magic
2	Psionics
3	Earthpower
4	Mutations
5	Alchemy
6	Chi
7	Technology and energy
8	Organic electronics
9	V.N. or Pure Psionics
10	God Power

Star Creation

To determine a star's size, roll a 1d10 on the following table.

Table 112. STAR SIZES

1d10 Roll	Size (Miles In Diameter)
1–2	Extra small, 1,000–10,000
3–4	Small, 10,000–100,000
5–6	Medium, 100,000–1,000,000
7–8	Large, 1,000,000–100,000,000
9–10	Extra large, 100,000,000–1,000,000,000

The next thing to determine is the star's colors. Below is a chart just for this.

Table 113. STAR COLORS

1d8 Roll	Color
1	Red
2	Orange
3	Yellow
4	White
5	Green
6	Blue
7	Violet
8	Black

A star's color and size will greatly determine how powers work within its system. Table 114 is a chart that will compare color and size to determine how powers are affected.

When using this chart, locate a star's size and color. At the intersection of these two variables there will be a symbol that represents the power effect category. After locating this symbol, see table 116 for explanations. If specific power types need to be determined, roll on table 115. Note that technology, organic electronics, Venderant Nalaberong, and God Power cannot be doubled by any star's effect.

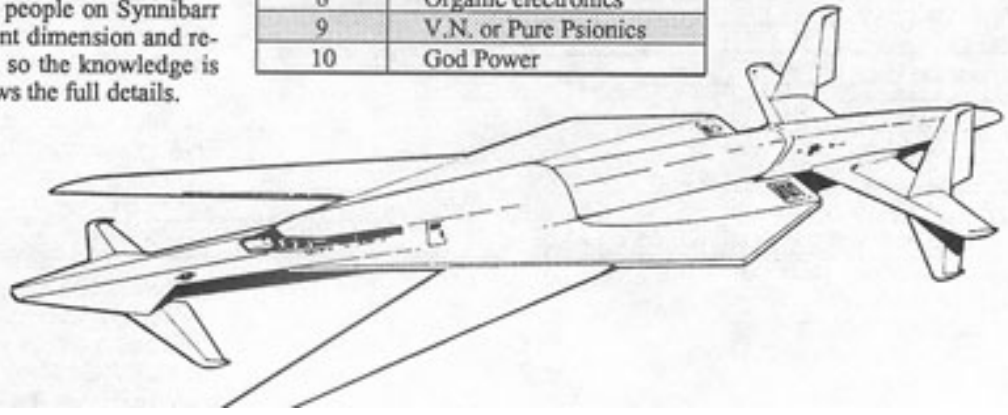


Table 114. STAR-POWER EFFECT CATEGORIES

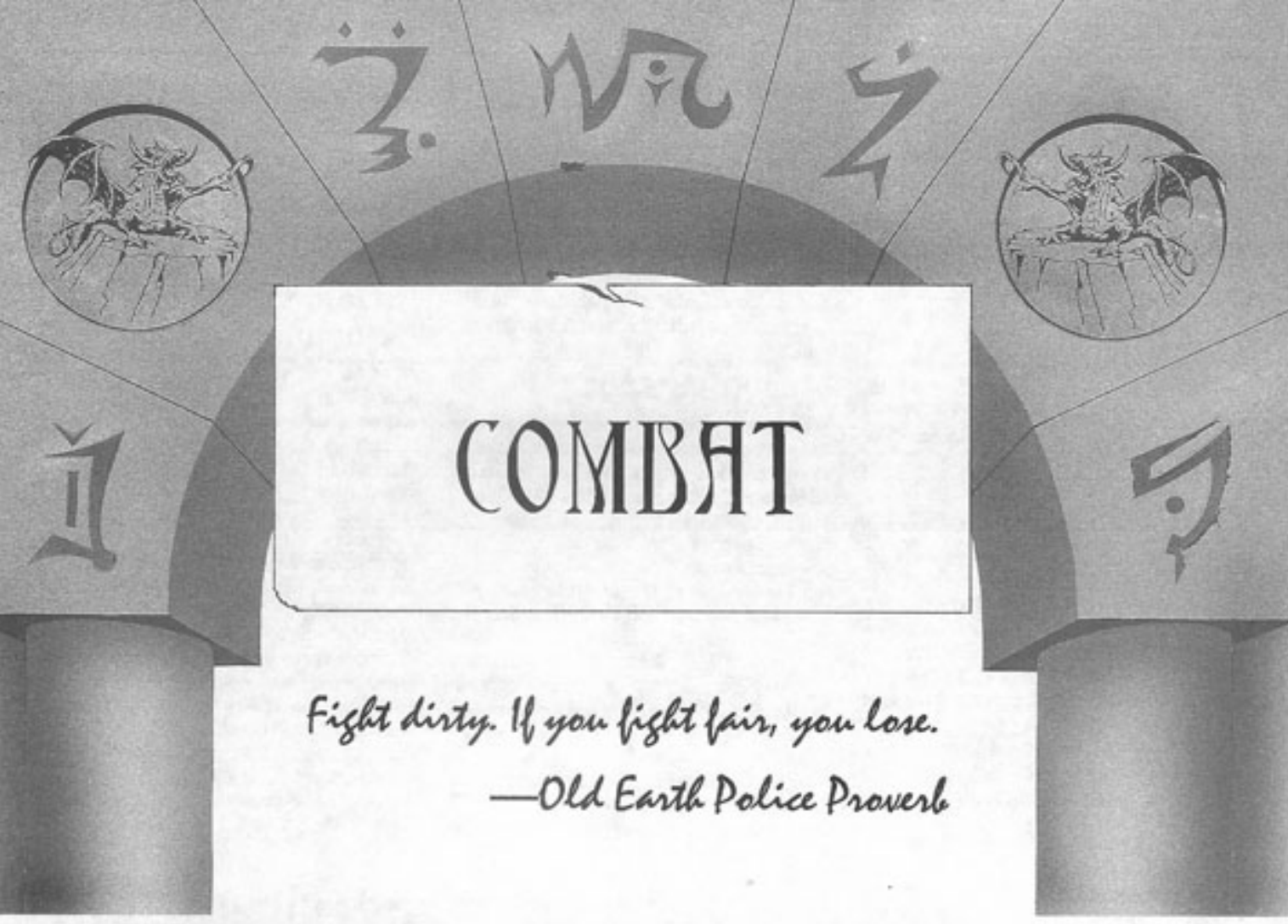
Color	Size				
	Ex. Small	Small	Medium	Large	Ex. Large
White	1	2	3	4	5
Yellow	6	7	8	9	10
Orange	11	12	13	14	15
Red	16	17	18	19	20
Violet	21	22	23	24	25
Blue	26	27	28	37	40
Green	29	30	31	32	33
Black	34	35	38	36	39

Table 115. POWERS AFFECTED BY STARS

1d8 Roll	Power Type
1	Magic
2	Psionics
3	Earthpower
4	Mutations
5	Alchemy
6	Chi
7	Technology
8	Organic electronics

Table 116. STAR POWER CATEGORY EXPLANATIONS

Category	Explanation
1	All powers are doubled
2	5 powers are doubled, all others normal
3	4 powers are doubled, all others normal
4	3 powers are doubled, all others normal
5	2 powers are doubled, all others normal
6	1 power is doubled, all others normal
7	All powers are normal
8	1 power drains double the power, all others normal
9	2 powers drain double the power, all others normal
10	3 powers drain double the power, all others normal
11	4 powers drain double the power, all others normal
12	5 powers drain double the power, all others normal
13	6 powers drain double the power, all others normal
14	7 powers drain double the power, all others normal
15	1 power drains double the power and takes twice the casting time, all others normal
16	2 powers drain double the power and takes twice the casting time, all others normal
17	3 powers drain double the power and takes twice the casting time, all others normal
18	4 powers drain double the power and takes twice the casting time, all others normal
19	5 powers drain double the power and takes twice the casting time, all others normal
20	6 powers drain double the power and takes twice the casting time, all others normal
21	Organic electronics function, but cannot produce any of the powers. All other powers are normal.
22	1 power is canceled, all others are normal
23	2 powers are canceled, all others are normal
24	3 powers are canceled, all others are normal
25	4 powers are canceled, all others are normal
26	5 powers are canceled, all others are normal
27	6 powers are canceled, all others are normal
28	7 powers are canceled, all others are normal
29	1 power is limited to fifth level (or minor or lesser abilities)
30	2 powers are limited to fifth level (or minor or lesser abilities)
31	3 powers are limited to fifth level (or minor or lesser abilities)
32	4 powers are limited to fifth level (or minor or lesser abilities)
33	5 powers are limited to fifth level (or minor or lesser abilities)
34	6 powers are limited to fifth level (or minor or lesser abilities)
35	Organic electronics only are canceled
36	Venderant Nalaberong only is canceled
37	God Power only is canceled
38	Organic electronics and the all powers are canceled
39	Venderant Nalaberong and the all powers are canceled
40	God Power and the all powers are canceled



COMBAT

Fight dirty. If you fight fair, you lose.

—Old Earth Police Proverb

This chapter explains the rules for combat in the World of Synnibarr. These apply to all hand-to-hand and normal weapon combat. Additional rules apply when spells and special abilities are used (see chapter 9, "Using Spells and Abilities"). Special situations such as combat underwater are explained in chapter 12, "Gaming Situations." Other chapters include notes on how to run combat in different areas, such as space, including the Psychic Plane.

The outcome of combat is determined by rolls of the dice. However, Combat Sequence order must be followed.

Combat is divided into 3-second intervals, called turns. Every adventurer and monster receives a certain number of attacks per turn based on their agility, their level, and their special abilities. Each turn is divided into 15 segments. The segments during which an adventurer or monster can normally attack are called attack segments.

At the beginning of each turn of combat, everyone rolls advantage. The turn then begins on segment one with the character or monster with the highest advantage going first.

The Combat Sequence

The same sequence is used during each segment of a turn. Advantage is the first roll of combat unless surprise plays a factor (see "Surprise," this chapter). The character or monster with the highest advantage attacks on segment one. Players who have an attack on a certain segment state their action when it is their turn. This action or attack is carried out, with any necessary rolls being made. If this action results in other actions (through a sacrifice or heroic attempt), they too are rolled and finished. Only when all subsequent actions are finished is an attack considered complete.

Once an attack is completed, the character or monster with the next highest advantage roll who can attack on the same segment gets a turn. However, if a character or monster dodged, blocked, sacrificed, or made a successful heroic attempt earlier during the same segment, that person loses the chance to attack. Also, if a character made a successful heroic attempt on a previous segment that was not an attack segment for that person, the next attack is considered finished (see "Heroic Attempts," this chapter). Dodging or blocking during one segment has no effect on the character's options for the next segment.

This sequence continues until all characters or monsters able to attack on the segment have done so. Then and only then does the combat move to the next segment. If no one is able to attack on a particular segment, move to the next one. At the end of the 15 segments, a turn is over and a new advantage is rolled.

As a memory aid Fate may find it helpful to write numbers from 1 to 15 on a strip of paper and move a marker along the strip to indicate which segment of combat is being played. See the end of the book for an example of such a chart.

Combat sequence is as follows:

1. Advantage and state attack or action.
2. Shot roll.
3. Victim's response (e.g., dodge).
4. Determine attack results (if dodge is unsuccessful)

5. Fate roll (if unsuccessful dodge).
6. Heroic attempts (optional).
7. God roll (when all else fails).

Attacks per Turn

The base number of attacks per turn is determined by a character's agility score. If an ability is used during a combat turn that changes the number of attacks that a character has, the change takes place immediately. For example, a character has two attacks per turn, but on segment six he turns on a special ability that gives him one extra attack. His next attack will happen on segment 10 instead of 11 because he has now three attacks per turn.

Advantage

The first roll of the combat sequence is the advantage roll. The reason for an advantage roll is to determine who will attack first. For example, a party of people are playing characters (known as adventurers), and "Fate" (the referee) is pitting an array of different monsters against them (Fate plays the creatures).

To determine the advantage order, Fate makes one advantage roll for each of his creatures and each adventurer rolls his advantage. The adventurers' rolls will have to be better than those of Fate's creatures for them to get to attack first.

To roll advantage in this game, use a 1d10 (one 10-sided die). Fate rolls advantage for each Fate-played creature and adds its advantage bonus, which will be listed in each monster's description in chapter 17, "Monsters." List the results on a piece of scratch paper. Each player rolls advantage for his or her adventurer and adds the character's advantage bonus. Players should list their character's advantage bonus on their character sheet.

Now Fate and the players must check for "balks." A balk is a tie score that occurs on an advantage roll. All players or monsters who balked retain their original advantage roll but must roll again to determine order of play among the balkers. If this balk reroll results in another balk, reroll only once more. Three balks indicate a simultaneous attack. Balk rolls include all advantage bonuses just like normal advantage rolls.

War Advantage

War advantage is used when Fate is playing so many creatures that it becomes difficult to roll and keep track of all the different advantages. Fate begins by rolling percentile dice and writing the percentage down. Then Fate rolls an advantage roll. The number rolled on the percentile dice is the percentage of the creatures that will have the advantage that Fate just rolled. For example, if Fate rolls 58% on the percentile dice and an 8 on the advantage roll, then 58% of Fate's creatures will have an 8 advantage (plus their bonuses). Repeat this process until 100% of the creatures' advantages have been determined.

Sometimes the percentage scores rolled will exceed the 100% limit within two or three rolls. In this case, going to 100% on the last roll will have covered all the monsters available in the group. After all, how can there be more than 100% of something?

Flat Advantage

This is rolled on a 1d10 with no advantage bonuses. Flat advantage is used instead of normal advantage when a mechanical trap or mechanical device or a robot attacks an adventurer or vice versa. Flat advantage can also be used to simplify things if everyone involved in combat has the same advantage bonus.

Flat advantage is also used in sacrifice and heroic attempts, and when Fate needs to determine what occurrence happens first; for example, which raindrop lands first out of a group of five. These instances will be explained later.

Advantage Adjustments

Adventurers' advantage bonus is determined first by their agility and dexterity scores. Later on, as adventurers rise in level, they receive additional bonuses on their advantage scores. These bonuses are awarded every few levels as the adventurer rises (see chapter 2, "Rising In Levels"). For example, if a Ninja had a +2-1/2 on his advantage roll at first level, then made it to fourth level, he would have a +3 advantage bonus. At eighth level, his advantage bonus would become a +3-1/2 and so forth.

Some spells or abilities increase adventurers' advantage bonuses temporarily. If such a spell or ability is used during a turn of combat, it affects all new advantage rolls that a character makes, but does not change the advantage order already determined for that turn. The maximum advantage bonus for mortals is a +8-1/2. Bonuses cannot exceed this limit.

Advantage Example: Four adventurers, Claysa, Nordac, Tannor, and Sajohn, are fighting against two flying grizzlies, Pinestalker and Rootclaw. Fate, looking at the monster description for flying grizzlies, finds that they have a +3-1/2 advantage bonus. Fate rolls two 10-sided dice, which come up 6 and 3. After adding the advantage bonus, Pinestalker and Rootclaw have advantages of 9-1/2 and 6-1/2, respectively. Each player also rolls a 10-sided die, adds his or her character's advantage bonus, and calls out the result, in this case: Claysa, 7-1/2; Nordac, 10; Tannor, 6-1/2; and Sajohn, 3.

Noting that Tannor has the same advantage as Rootclaw, Fate says, "Tannor balks with a grizzly. Roll again." Tannor's player again rolls a 10-sided die and adds the advantage bonus. This time the result is an 8-1/2. Fate rolls again for Rootclaw and gets a 7-1/2. These scores are compared only against each other. The first roll is still used to determine the order against the other adventurers and monsters. The final advantage order is:

Nordac:	10
Pinestalker:	9-1/2
Claysac:	7-1/2
Tannor:	6-1/2 (8-1/2)
Rootclaw:	6-1/2 (7-1/2)
Sajohn:	3

Segment one will begin with Nordac going first. Even if Nordac does not have an attack on segment one, he still gets to go. This is considered a free advantage attack. After he is done, the turn goes to segment two, then three, and so on. Within any attack segment for more than one person, each will take his or her attacks in advantage order. All actions during an attack segment should be performed in advantage order.

Attack or Action Statement

An "attack" can be an actual attack on an opponent, or, if a player wishes, the attack may be used to perform some other action. There is no limit to the number of possible actions. Common actions include reloading or changing weapons, moving (closing to attack range or running away), or casting spells. A player may also choose to take no action but instead to reserve the attack for a possible use as a heroic attempt later in the turn (see "Heroic Attempts," this chapter). If a player makes this choice, he or she may not later decide to make an attack after the next person in the advantage order plays.

An attacking player states aloud what he or she is attempting to do. For example, "I'm chopping him in half with my sword," or "I'm running toward the drake," or "Eat a Hex Bolt, baby!" Fate now determines what dice rolls are necessary. We will cover the most common sequence of dice rolls, the ones for a direct attack on one opponent, first. Special rules governing combat with spells and special abilities are discussed in chapter 10.

Shot Roll

The first roll made in most attacks is the shot. This is rolled when attempting to hit a victim, whether with a pillow, sword, lasso, bullet, laser beam, or whatever. The shot roll determines whether the attack will hit the target at which it is aimed. An adventurer's chance to hit is based on the type of training he or she has had and on the dexterity score. In some cases, the chance is increased by special abilities.

A shot is rolled on percentile dice (1% to 100%). Every adventurer has a shot bonus, which should be recorded on the character sheet. The maximum shot bonus an adventurer can have is a +100%. Shot bonuses for monsters are listed in the monster's description (see chapter 17, "Monsters"). These bonuses are added to the number rolled on the dice. However, any time a shot roll is 5 or less before adding the shot bonus, it is considered an automatic miss. Die rolls without bonuses are called "natural" rolls. If the die roll is a natural 95 or higher, victims cannot dodge the attack. They may only block. If the die roll is a natural 100%, victims cannot dodge or block, and if the attack succeeds in doing 1% of a victim's life points, then the victim must roll fate versus the attack (see "Fate Rolls," this chapter). If the roll fails, the victim dies.

Shot rolls are sometimes used in other situations as well. Almost all things that require quick dexterity should have a shot roll. Examples include attempting to grab a ledge while falling, landing from falling accidentally, or even from being thrown by an opponent.

Adjustments to Shot Rolls

- Moving Target: -1% minus 1% per 5 mph difference. For example, with a target moving 300 mph faster than the shooter, a -60% will be deducted from the shot rolls (300 ÷ 5 = 60).
- Long Range (unless using a computer or scope enhancement):

300 to 500 yards:	-25%
501 to 700 yards:	-35%
701 to 1,000 yards:	-45%
Over 1,000 yards:	-50% and -1% per 50 yards thereafter

These range adjustments apply to targets less than 20 feet across and are subtracted from the shot roll. If the target is 20 to 40 feet across, double the ranges listed before any shot adjustment is used. If larger than 40 feet across, adjust accordingly. Adjustments for speed and long range are added together.

The maximum bonus of 100% is added to the shot roll if a target is completely stationary and at point blank range (within 5 feet).

Scores Needed to Hit

These take into account normal movement variables.

- Normal Hand-to-Hand: 30% (including bonuses).
- Normal Range: 40% (including bonuses).
- Aimed or "Called" Shot: 100% or higher is needed to hit when the target size is less than 10% of the attacker's size. Such a target might be a creature's throat. If a creature is the same size as the antagonist, the score of 100 will have to be beaten. However if, for example, the target is the comparative size of a drake to a human, then a normal shot need only be made.
- Pinpoint Shot: 150% or higher is needed when the target size is less than 1% of the attacker's size. This is considered a called shot.

Called Shots

Aimed or "called" shots are used when the attacker is aiming for a specific part of a target, such as in an attempt to shoot an apple off someone's head, or put a sword through the eye slit of someone's helmet. If the score is not high enough to hit as a "called" shot (see above), the shot misses completely. Players must state that they are attempting a called shot.

Double- and Triple-Damage Shots

A modified shot roll in the range of 100 to 149 is a double-damage shot. If between 150 and 200, it is a triple-damage shot. Called shots do not count as double- or triple-damage shots (use normal damage). If hit locations are used (see "Hit Locations" in chapter 12), then double- and triple-damage shots do not apply, unless the target is motionless and at point blank range.

Missed Shots

In most cases, shots that miss their targets are simply ignored. However, if it seems appropriate, Fate may impose rolls to see where a missing shot actually hits. This could be used when firing into a melee or when throwing a grenade that will damage everyone near its impact point.

Random Shot

No bonuses are used. Roll percentile dice. A score over 75 indicates a hit. Use this roll if attempting to hit something invisible, to hit something in the bushes, or to react when surprised and randomly grab a friend or fellow adventurer. If adventurers can hear the object moving or an animal's heartbeat with enhanced senses or hearing, this is enough to rate a normal shot roll without bonuses. A random shot chance should never be better than the character's normal chance. If it is, use the normal chance.

The Drop

This is the situation where one combatant has an attack aimed and ready to fire, whereas the other has not targeted his weapon. In these cases the one with the "drop" on the other has a +2 on advantage, and he will attack on segment one. Rolling advantage will determine who goes first, but most likely it will be the one who has the drop on the other. In this isolated situation the advantage bonus can exceed the limitations.

Wrestling and Grappling

Seldom do adventurers wrestle or grapple because many creatures and monsters encountered are dangerous to touch. However, there might be instances when a character is being carried away by something. How can he wrestle free? For complete details see the skill description of "Combat, Grappling," in chapter 1 under "Skill Descriptions."

Attacking With Multiple Appendages or Weapons

Characters may use two weapons to attack at the same time during an attack segment or they may attack with several different parts of their body at once. Using a weapon with the wrong hand causes a 10% loss of percentage points on shot rolls. However, characters may overcome this by spending two skill points per percentage point increase. Once the user has spent 20 skill points his normal training will increase proficiency with both hands equally.

Only those with skill in Martial Art Weapons Combat can attack wrong-handed or with multiple weapons and retain normal shot bonuses. All others have a negative modifier: -10% on shots for wrong-handedness and for using more than one weapon, the base percentage to hit must be made for each weapon without the benefit of a

character's shot bonuses (see "Shot Roll," this chapter). Both modifiers add together if two weapons are used and the Martial Art Weapons Combat skill is not known. All shots must make the base percentage to hit with an extra 10% deducted from the shot roll that is for the wrong hand.

Extra appendages allow characters to manipulate additional weapons. For them, the use of two weapons in one attack will seem commonplace, although all sets of extra arms as a whole are still right or left handed. One set of arms will not be different in handedness than another set of arms. Characters using multiple appendages to attack do not lose their shot bonus if they do not have the Martial Art Weapons Combat skill. However, this only applies to two appendages used at once. Any more and a character's shot bonus is reduced. For the third appendage used at one time, the character does not receive a normal shot bonus. For the fourth they receive a penalty of -10%; for the fifth, -20%; sixth is -30%, and so on. Each simultaneous attacks must each have its own shot roll. The skill of Martial Art Weapons Combat will allow characters with three or more arms or appendages to attack with three appendages in a segment before losing their shot bonus (the modifier for wrong-handedness is ignored also). Characters can only attack with more than two appendages or weapons once per turn, choosing whichever segment that they have an action on to do it.

Conceivably, these rules could be applied to a Winged Warrior with four arms and two cybertentacles. If surrounded he or she could lash out with both wings, four fists, a kick, and both cybertentacles, for a grand total of nine attacks. In this case, all the targets must be at point blank range.

The Victim's Response

Okay, the attacker has determined that he or she will hit the target. If the target is a living being, it will probably not approve of this. The target has a number of options available to try to avoid being hit, the most common being to dodge or block.

If this is an attack segment for the target and the target has not yet attacked (because of advantage order) and has chosen any option other than "ignore the attack," then the chance to attack is lost for that segment. The attack may still be used on a sacrifice or heroic attempt.

If an attacker misses the target, the target still has the same options, but they are now "free." This means that even if the target fails the roll, there will be no adverse effects because the attack was going to miss anyway. The most common free action is a "free sacrifice," but all options are available. For example, a "free dodge" might be used to get out of range of further attacks. A "free block" may be to cast a magical shield, or simply to ignore the attack.

Normal Dodge

To dodge means to evade an oncoming attack, such as a fist or club. All dodges are rolled on percentile dice. An adventurer's dodge chance is based on the adventurer's agility and dexterity scores, on levels, and on any special abilities possessed. Always list these bonuses on the character sheet. Monsters' dodges are listed in their descriptions (see chapter 17). The maximum effective dodge for mortals is 75%. A dodge may rise higher than this; the total value of a dodge is used for computing beam-attack dodge and in addition, the effects of armor. However, when making the actual roll, a maximum of 75% dodge is counted.

The player attempting to dodge rolls percentile dice. If the total is less than or equal to the character's dodge percentage, it means the dodge was successful. If the total is greater, the character is hit; proceed to fate rolls.

If a character has the ability, he or she may choose to dodge with a Tesseract, Plane Phaze, Transform Self to Air, or other special ability or spell. These dodges are always rolled at a normal dodge percentage, even if the attack is a beam, wide beam, or area effect. Characters in energy form may dodge normally versus beam attacks, and they may dodge wide-beam attacks as beam attacks.

Dodgers always have the option of specifying to where they will be dodging. Dodging through a doorway or around a corner may prevent an attacker from using all of his attacks. He will have to use one or more attack just for pursuit (see chapter 13, "Time and Movement"). Dodging through a wall or under the ground while Plane Phazed is another common tactic.

When characters or monsters are retreating or withdrawing from combat, they get 10% added to their dodge score. This in turn affects their beam-attack dodge and wide-beam-attack dodges appropriately (see below). This bonus cannot exceed the limitations (see "Limitations" in chapter 2).

While falling or in midleap, dodge scores are reduced by 10 percentage points, unless a character has the ability to fly.

Beam-Attack Dodge

A beam-attack dodge is slightly different because a beam-attack is coming in so quickly that sometimes an adventurer's brain cannot react fast enough to move his or her body out of harm's way. The adventurer's beam-attack dodge is three-fourths of the normal dodge percentage. The maximum effective value is 65%. Beam-attack dodge is used for any attack that moves at or faster than the speed of a bullet (250 mph). This includes all bolts from spells and mutations. Characters and creatures in energy forms may dodge normally versus beam attacks.

Wide-Beam-Attack Dodge

This is used with any beam attack that is 15 to 30 feet wide, such as a wide sonic blast, wind, or a handful of pellets thrown by a character with Super Strength. Wide-beam-attack dodge is one-half of a character's beam-attack dodge. Characters and creatures in energy forms may dodge wide-beam attacks as beam attacks.

Area-Effect Dodge

This is used when the attack instantly appears in an area, and is, under normal circumstances, impossible to dodge. The attack may cover any area of size, up to and beyond a 100-foot diameter, down to the size of a thumbnail. Area-effect weapons include grenades and any type of explosive. Area effects may only be dodged by using a Tesseract-type ability.

Block or Parry

This is similar to dodge. It means to put something between the oncoming attack and the victim. To block with a shield or weapon, the shield or weapon must be at the ready. A block is rolled just like a dodge, but in most cases, a character's block will be better than his or her dodge. The maximum chance to block for mortals is 80% because it requires less time to raise an arm than to dive or duck. An adventurer can block a beam attack or area effect with the full block percentage.

The block roll is also used for special abilities and spells that function as a block. These include defense spells such as Brilliant Defender and mutations such as Bio Syntha Steel. When determining whether a special ability can be used as a dodge or a block, look at whether it will stop the incoming attack or allow it to continue on its way. If it stops the attack, it can be used as a block.

Disarming

Some specialized warriors are taught how to disarm (see the combat skill described in "Skill Descriptions" in chapter 1). To disarm means to take away an opponent's

weapon. It can only be used against an opponent who has no more than five times the disarmer's strength. If an opponent is any stronger, the attempt will automatically fail. For example, if the disarmer has a 20 strength, he or she could disarm someone with up to a 100 strength. This specialty can be used instead of a dodge or block when an attacker attempts to strike an adventurer with a hand-to-hand weapon. The maximum disarming chance for mortals is 80%.

Just as with dodging and blocking, disarming is rolled on percentile dice. If the number rolled is over the chance to disarm, the attempt failed and the adventurer is hit by the attack.

If a player succeeds in rolling under his or her percentage, the opponent must roll a class C surprise. If the opponent is not surprised, he may roll a dodge. If he succeeds, he is not disarmed, but he has spoiled his attack. If the opponent is surprised or if he fails to dodge, then the weapon is knocked loose from his grasp, and is now held by the disarmer.

The opponent may sacrifice (see below) against a disarming attempt. If the sacrifice fails, the disarm succeeds. If the sacrifice succeeds, the character who attempted to disarm must dodge or block. A player may not disarm, throw, or sacrifice again on the same attack action.

Throw

This follows the same rules as disarm, but instead of attempting to take away the opponent's weapon, an adventurer attempts to grab the opponent and throw him. The opponent must be within reach. A player may state where the opponent will be thrown. If this occurs, the player must also roll a shot to see if the target is hit.

If a successful throw is rolled and the opponent fails to dodge, block, or sacrifice, then the throw is complete and the opponent must attempt to land. This requires a shot roll. If the opponent does not land safely, throwing does (10 to 100 LPD, with 1 LPD occurring per pound of the opponent's weight) plus any strength adjustment bonuses the adventurer has.

Defensive Actions as Attacks

Disarming, throws, and blocks can be performed as attacks instead of defenses. Most defensive actions take one-fourth an attack segment to do, so up to four defensive moves can be made as attacks in one segment. Also, up to four reflections may take place in one segment. This occurs when two opponents are reflecting an attack between them. Only instantaneous actions, such as a Tesseract, can be done along with a normal offensive action.

Sacrifice

This can be a very risky choice. A sacrifice is used when an adventurer, instead of trying to dodge, is going to try to strike his or her opponent before the opponent strikes.

A successful sacrifice uses up one attack. This may be attempted only if the player has an attack on the segment that he or she is sacrificing. Sacrifice may be made only once successfully in an attack segment. Failed sacrifices do not use up an attack.

To do this, the player must first roll the percentage chance to sacrifice, which is the same as the dodge. If the incoming attack is a beam attack, beam-attack dodge is used instead. Wide-beam and area-effect attacks also use a beam-attack sacrifice. There is no special wide-beam-attack sacrifice. Note that everyone affected by a wide beam or area effect attack may try to sacrifice.

If this first roll succeeds, the sacrificer must now beat the opponent on a flat advantage roll (see "Flat Advantage," this chapter). If the sacrificing player fails to make the percentage chance to sacrifice or loses the flat advantage roll, then the sacrifice fails. The player has already used up ("sacrificed") the chance to dodge or block, so the attack automatically succeeds.

However, if the sacrifice succeeds, suddenly the rolls are reversed. The sacrificer states his or her attack and rolls a shot. The opponent who was the attacker is now on defense and must choose a response to the attack. This may be a dodge, block, or another sacrifice. However, if someone sacrifices on a player's sacrifice, the player is not allowed to sacrifice again. Another option must be chosen. Only one sacrifice on a sacrifice may be done.

Ignoring the Attack

If a player is confident that an attack will do no harm, it may simply be ignored. This is sometimes done when, for one reason or another, a player does not want to dodge or block and a sacrifice will not work; for example, a spellcaster in the middle of casting a spell risks breaking concentration if he or she attempts to dodge. Or perhaps a player wants to attack someone, but a different person is attacking the player, (a sacrifice would only allow the player to attack his or her attacker).

If an ignored attack removes 25% of a character's current life points, he or she will lose the attack on that segment. If this happens in the middle of casting a spell, players will have to roll psychic shock to maintain their character's concentration.

Successfully ignored attacks allow characters whatever attacks they would normally have gotten if they had not been attacked.

Determining Attack Results

The attacker hits a target, and the target was unable to dodge, block, or otherwise ruin the attacker's day. Now what?

Damage

Several factors go into determining the damage done by an attack.

1. The normal amount of damage done by an attack applies to all normal-sized weapons. Damages for various weapon types are listed in chapter 3. Most weapons do variable amounts of damage. Roll the appropriate type of dice. For a sword that does 100 to 1,000 points, roll a 1d10 and multiply by 100. Extra-heavy objects wielded by high-strength characters do much more damage (see "Combat With Heavy Objects" in chapter 12).
2. The attacker's strength adjustment. This applies only to attacks that use strength. For example, if someone is hit with a sword or a thrown rock, the attacker's strength will increase the damage. If they are hit with a laser beam, the attacker's strength has no effect. The strength adjustment adds to and/or multiplies the damage done. For example, a 40 strength gives a strength adjustment of +10 x 12. This means the +10 is added to the amount of damage the weapon does and then the total is multiplied by 12. If a 40-strength character hits someone with a sword and rolls 100 points damage, the character will do (100 + 10) x 12 to equal 1,320 points of damage.
3. The speed of the attacker, especially if the adventurer is running or flying at full speed when attacking. This also applies only to attacks that use strength. Each mile per hour of speed equates to 1 point of strength. The adjustment factors for strength and speed are then added together before the actual damage adjustment is made. For example, the 40-strength character mentioned before is running at 30 mph when he hits. A 30-strength equals an adjustment of +10 x 7. Add this to the normal strength adjustment for 40-strength (+10 x 12), giving a total of +20 x 19. So, the same attack would do 2,280 points of damage at this speed. A word of warning: If an attacker hits something while moving at

over 1,000 mph he will vaporize! (See "High Speed Damage Adjustments" in chapter 12).

4. Regarding where the shot lands or how good the shot actually is, if an attacker managed to roll a "double damage" or "triple damage" hit (100 to 149 and 150 to 200 respectively) on a shot, multiply the total damage by two or three. This applies to all damage-causing attacks, not just to attacks that use strength. However, if hit locations are used then double and triple damage shots do not apply unless the target is motionless and at point blank range.
5. Damage can sometimes be done continuously as in the case of burning or being crushed. In these cases, the damage is calculated on a second-by-second basis and for the first second, the damage is rolled as normal. For example, a candle flame will do approximately 30 LPD during the first second. For 3 seconds totaling 90 LPD then, the damage is rolled every segment. The same is done for crushing. However, the damage is rolled on a second-by-second basis. For these types of continuous damage, a fate roll is called for whenever the damage points are effective.

Nondamaging Effects

Some special abilities and spells do not do damage as such. Instead, they have specific effects. For example, a Nerve Pinch does no damage but makes the victim unconscious. A Chameleon Drake's Hypnotism does no damage, but the victim will obey the drake. Strength adjustments, speed adjustments, and double- and triple-damage hits have no effect on these types of attacks. Refer to "Nondamaging Effects Versus Shields" in chapter 9 for more information.

Nonlethal Combat

When using a normal attack, such as a sword or kick, a user may control the damage to only stun a victim. However the damage done must at least cause metabolic shock. When the attack has landed and damaged at least 1/2 of the opponent's life points, they must roll metabolic shock. However, in the case of a deliberate attempt to subdue, the opponent loses 20 percentage points from his or her metabolic shock roll.

Fate Rolls

Even when victims have failed to dodge an attack, they still have a chance to avoid being hurt. Any of a number of random factors may cause the attack to fail. These factors are summed up in the victim's fate roll (see "Fate Rolls" later in this chapter for full details). Once the damage or effect of an attack has been determined, victims roll their fate to see if they can avoid some or all the effects.

Heroic Attempts

A heroic attempt is an attempt to save someone else, even at the risk of one's own skin. Heroic attempts can take place only when someone is being hit by an attack. The other players may volunteer for heroic attempts as soon as the victim has failed to dodge, or they may wait to see if the victim will make a fate roll.

A heroic attempt is rolled just like a sacrifice. First, roll a dodge or beam-attack dodge, then, if successful, roll flat advantage against the attacker to determine whether a character can act quickly enough to attempt a save. If several characters are making heroic attempts, they must do so in advantage order.

Succeeding at these two rolls earns a chance to try a heroic attempt. Next state what is being done to save the victim. This can range from pushing the victim out of the way to leaping in front of the attack to casting a defensive spell. Whatever is done, it must be done to the person to be saved, not to whoever is doing the attacking.

After deciding what to do, then make the appropriate roll for the action. For example, to push the victim out of the way or to leap into the path of a beam, roll a shot, while to put up a shield, roll a block. If the roll is successful, congratulations! You have just made a successful heroic attempt, and your friend is safe. Now you may have your own problems. If your attempt put you in the way of the attack (for example, if you pushed your friend out of harm's way leaving you in his place), you need to make a dodge roll to save yourself. Obviously, this does not apply if your rescue consisted of blocking the attack with your own body.

Successful or unsuccessful heroic attempts use up one attack, although if the first heroic attempt dice roll is not made then it does not use up an attack (that is the roll to see if you are quick enough to accomplish a heroic attempt, not the flat advantage). You can make heroic attempts as many times as you can attack in a turn, but only one try per segment. Heroic attempts that are done after a character has used their attack for the current segment or that are done on a segment that a character does not have an action, use up the character's next attack. If you have already used all of your attacks for the turn, you cannot make a heroic attempt.

Saving a fellow adventurer is worth as many gaming points as his or her level. For example, saving a fifth-level character will reap 5 gaming points. However, points are *only* awarded if the character saved would have died from the attack. The maximum gaming points received for a heroic attempt are 20.

If you die while trying to make a heroic attempt, your next character receives a good-karma bonus. Add 2 to each of the ability scores you roll. However, do not count this addition when determining whether the character is an Immortal Born. You can choose any character class for which your scores qualify you.

God Roll

Well, you failed your dodge, you failed your fate, and all of your friends failed their heroic attempts (or decided they had urgent appointments elsewhere). You had only 400 life points, and the attack that just hit you did 2 million LPD. Is it time to tear up your character sheet yet?

Not quite. You still have one more chance to get through this: the god roll. This is the chance that your character's God happened to be watching and, having enough souls at his disposal and nothing more interesting to do, reached out and tweaked things so that your character did not get pulverized. This is sort of a super fate roll. A character's god roll is equal to 5% plus the number of levels they have faithfully worshipped their current god divided by 2. The god roll is rolled on percentile dice.

If your character does not worship any god, of course, there will be no god roll. Instead, there is a 5% chance of the character's becoming a poltergeist or technageist (see chapter 17, "Monsters").

Even if you fail your god roll and your character is dead, do not tear up the character sheet. Your friends might still manage to scrape up your remains, regrow them, and get you resurrected. Even if they do not, it never hurts to have some spare characters around. Some time in the future when you are Fate and you need a character for a role in an adventure you are designing, you can use your dead character (modifying it appropriately). This is much easier than building a whole new character.

Surprise

The surprise roll comes into play when someone or something is being surprised. In some cases, both parties in a battle situation will have to roll surprise. This happens when neither party is aware of the presence of the other. For example, some characters are walking down a trail and suddenly find themselves face to face with a giant sabertooth tiger that happened to be coming down the same trail from the other way.

If someone is surprised, he or she will not get to attack at all for the next five attack segments of the turn in which the surprise took place. The character will not get a normal chance to move out of the way of an attack. Surprised characters or creatures do roll advantage. They cannot sacrifice or make heroic attempts until they are no longer surprised. The only evasive maneuver surprised characters are allowed is a random dodge or random block. This is the chance that they accidentally step out of the way of the oncoming attack or accidentally interpose a shield or weapon.

Surprise is rolled on percentile dice. For mortals, if the roll is less than 20 for class B or C, less than 50 for class A, or less than 90 for class AA, characters are automatically surprised no matter how good their bonuses are. Otherwise, the characters add their surprise adjustment to the die roll and then compare it to their chance to be surprised for that surprise category. Sleeping characters subtract 100% from their surprise rolls (Shadow Warriors still get their Enhanced Awareness).

There are many different ways for adventurers to be surprised. In Synnibarr, surprises are divided into four classes. The surprise table in chapter 1, "Character Creation," gives the base chance for each class to be surprised. As adventurers rise in levels, they have a less and less chance of being surprised. Some abilities, like enhanced senses, also give adventurers a better chance of not being surprised.

It is important to remember for nighttime scenarios, to raise every surprise class by one place (a class C surprise would become a class B), unless the adventurers can see in the dark.

Class AA Surprise

This is an invisible ambush surprise. This class comes into effect if an attack takes place at night or when an adventurer cannot see or sense the attack, such as during a foggy day or under a Nightfall spell.

Examples of class AA surprises would be a monster, such as a Mole Mutant, attacks from beneath the ground, or a sniper fires while sitting in a tree 100 feet away. The only exception to a class AA surprise situation would be when the attack is massive and from far away, such as a laser strike from an orbiting spacecraft. Then the characters subtract 50% from their surprise score. With these adjustments, they have a small chance to sense that something is not quite right.

Class A Surprise

This is known as an invisible surprise. This surprise class is used when someone is attacked by an invisible foe, is about to walk into an invisible Spell Trap (almost all Spell Traps are invisible), or is attacked from behind when a person teleports in.

Class A surprise is also used when someone who is being attacked uses a Tesseract to dodge behind an attacker. In this case, the surprise lasts for only one attack, not the usual five segments. If a person attempts to do this type of attack more than once consecutively, the attacked one will expect the attack and there will be no chance of surprise.

Class B Surprise

This is known as an ambush surprise. For example, a group of characters are climbing a ravine and somewhere along the way, hidden among the rocks, are five evil mutants waiting to jump them as they walk by. This is known as an ambush.

Another example of this surprise class would be a bold, visible sniper. On a hill this brave person stands in plain sight with a large laser-type weapon. As your characters walk by in the valley below, they happen to notice him!

This surprise class is also used for very quiet or very quick, close-quarter traps, such as a covered pit, an arrow in the back, a pop-up laser turret, or similar traps.

Class C Surprise

This surprise class is used in instances where someone attempts to sucker punch a character from behind. It is also used when a character attempts to disarm or throw someone or when something reflects one of your character's own attacks back at him using the mutation Reflector or something similar. Surprises from throws or reflected attacks last only for that attack segment.

Fate Rolls

A fate roll is all the random-chance factors combined into one roll that may foil an attack. The random factors include stray wind gusts, accidental movement of either the attacker or the opponent, tripping, slipping, holding the weapon incorrectly, or any variable you wish to include. Fate rolls are always beneficial to the victim of the attack. Players never need make a fate roll unless they want to. They would not want to roll fate versus a healing spell, for instance.

If a victim is being shot at with a bow and he does not dodge, then the victim rolls his fate versus a thrown-weapon attack. If the victim rolls under the percentage listed, including his level bonuses and base percentages, then the effects are lessened. When an arrow is used, a successful fate roll indicates a total miss. If hit, victims do not receive another fate roll versus the physical attack.

The higher the level of an adventurer, the better the fate percentage is. A +1% bonus per level is the normal.

There is usually a fate roll for every situation. If there is not, then the person acting as Fate and running the game should try to find a similar situation and modify it as necessary. Use this procedure for finding the situation listed that is closest to the type that is in progress.

Base Fate Roll

A base fate roll indicates the lowest possible percentage that a character can receive. This percentage is not added to the overall fate. It is merely the limit that a fate roll can be reduced to under any circumstance. Base fate rolls versus magic, earthpower, psionics, alchemy, chi, mutations, poisons, chemicals, and disease are determined by constitution and ego scores, as listed in the character creation tables in chapter 1. It should be listed in the "Base" column on the character sheet. All other types have a base fate of 10%, unless otherwise stated. The maximum fate for mortals is 55%.

All nonenchanted items and objects have a fate equal to the appropriate base. Enchanted items have a fate equal to the fate of their creator.

Fate Roll Modifiers

As your character rises in levels, his or her special abilities and spells can become more powerful and more effective. Victims have less of a chance to successfully make their fate rolls. This fact makes it necessary to subtract a number of percentage points from a victim's fate roll. This is because, as characters refine and hone their skills, there is now less chance of any random factors fouling up their attacks.

The modifier is one-half of a character's level, up to 50%. For example, a 10th-level character would subtract 5% off those he is attacking, even if the victim is a higher level. The fate percentage remaining cannot go any lower than the base listed.

Fate Roll Categories

The following paragraphs describe the different types of fate roll categories that a character may run up against. When describing a fate roll, you would say for example, "Roll your fate versus cold."

Antimatter

The base fate percentage is 10%, and it never rises. A successful fate roll results in a miss if the antimatter is in a small projectile. Success against larger area effects results in receiving 10% of the total damage.

Bone Breaking and Crushing

A successful fate in this category indicates that 1% of the damage is sustained by the victim (no break). The base is 10% and increases 1% per level.

Cold

Fate is usually determined by the nature of an attack once it strikes a target, not the power that creates the effect. A spell or ability's power base will create an effect that carries supercool liquid to a target. The effect is in essence physical, but a fate versus cold is used because of the nature of supercool liquids. The fate is 10%. A successful fate roll indicates 1% of the damage is sustained (if applicable to the ability).

Concentration Break

This fate roll is based on psychic shock. If failed, characters lose the spell or ability they were conjuring up. If they succeed, they can continue to cast the spell.

Curse

All curses that are similar in power and effect as the 40th-level earthpower spell (the Ravashem Curse spell is not, for one example), have a base fate of 5%, which increases 1% per level. A successful fate indicates no effect.

Death Spells

First roll fate versus the type of power that is creating the effect. If the roll is unsuccessful, then roll metabolic shock versus death. If this roll is successful, then the victim is unconscious, in a comalike state, for 48 hours.

Disease, Poison, Chemicals, and Gases

The fate score for these categories is a character or creature's constitution score plus 10, converted to a percentage. The base is 10%. This fate roll never rises, not even in immortality, unless the constitution score increases. A successful fate means no effect.

Energy Weapons, Radiation, Electricity, and Lasers

With normal or narrow-beam attacks, fate indicates a miss. On wide-beam, wave, or area effects, Fate indicates 1% of the damage is taken. The base is 10%, and characters add 1% per level. In the case of electricity, the victim must also roll metabolic shock versus passing out.

In the instance of radiation, if characters make their fate, they roll another fate versus disease. If they succeed, they are unaffected by radiation sickness. However, if they fail, they will contract radiation sickness, curable only by the blood of a scarlet drake or hydra or by a restoration-type spell. This radiation sickness does 10% of their total life points damage at the onset and the same amount again every 24 hours. After five days, a victim's powers will be nullified. After 10 days the victim is dead.

Fear

A successful fate indicates no fear for the next 6 hours (for both natural and the recessive mutations). Refer to "Fear" in chapter 12 for full details.

God Power

For mortals, the base is 5% and it never rises. A successful fate indicates no effect.

Gravity and Time

There is no fate roll against gravity and time. They can only be blocked by the same, respectively.

Heat, Incineration, Fire, or Acid

The fate is 10%. A successful roll indicates that 1% of the damage is sustained by the victim, plus metabolic shock versus unconsciousness if the 1% equals one-fourth of the victim's life points. Incinerated victims may lose part of their body even if they make a successful fate roll (see "Hit Locations" in chapter 12).

Illusions

Fate is based on psychic shock or ego, plus or minus any adjustments that Fate deems appropriate, depending on the circumstances. A successful fate indicates that the victim knows that it is an illusion. This does not change anything about the illusion, for it is usually constructed out of photons and Telekinesis, and so is actually there.

Materializing in a Solid Object

No fate roll. The only way someone can survive this is if he or she only materializes part way inside an object or if he or she is immaterial already (phazed, molecularly dispersed, spirit form, and so forth).

Metabolic Shock

When this fate roll failed, it means that the body's metabolism could not take the strain. Characters will be unconscious for 1 to 6 minutes.

Miscellaneous Fate

This is another term for fates versus physical or energy attacks, or any other fate roll that has a base of 10% and increases 1% per level.

Nullification

Because of the special properties of a nullification, its fate roll is only 10% and it never rises, regardless of the power base. A successful fate indicates no effect.

Phazed Attacks

Fate versus phazed attacks is 10% plus 1% per level. Phazed energy is a special type which is usually created from a particular power base (such as magic or earthpower). A successful fate indicates no effect.

Physical

This is against nonprojectile physical attacks, including wind. A successful fate indicates that 1% of damage is taken by the victim. The base is 10%. Sonic attacks are a special case. However, they are physical (see "Sound" below).

Pure Psionics or Midnight Sunstone Energy

The base is 10%. It never rises for anyone! A successful fate indicates no effect.

Severing or Blindness and Deafening

A successful fate indicates that 1% of the damage is sustained and the victim is not blinded, deafened, or severed. Subtract 20% from deafened characters' surprise rolls, but only if the surprise has to be heard and cannot be seen.

Sound

If sound is used as an attack, then a victim usually must make two rolls. First, roll fate versus physical for the damage only. If successful, no metabolic shock roll is required unless the damage done is over 25% of the victim's life points. The second roll is metabolic shock versus unconsciousness. Sometimes this roll is included in the description of the spell or effect, probably because the sound attack does not do damage. In these cases, the metabolic shock roll is the fate roll. If the second roll is unsuccessful, then the victim passes out for 1 to 6 minutes at least unless specifically stated in the spell description.

Spells—the Powers

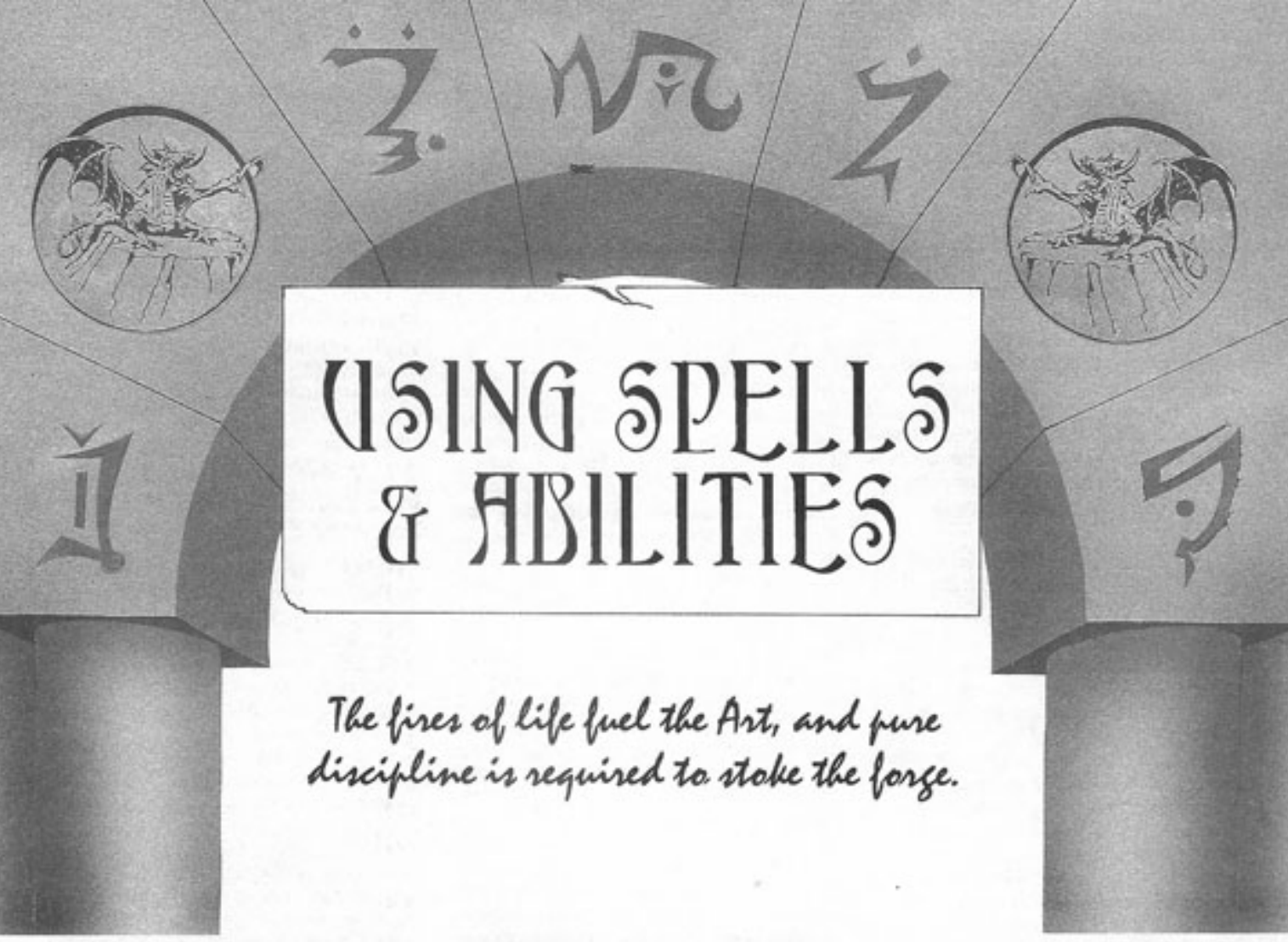
A successful fate indicates no effect, unless otherwise stated in the spell description.

Thrown or Missile Weapons

This category includes any physical projectile, ranging from a thrown knife to an arrow to a bullet. Fate indicates a miss. The victim takes no damage. The base percentage is 10.

Venderant Ralaberong

The base is 10%. It never rises for mortals, Gods, or anyone! A successful fate indicates no effect.



Using Spells & Abilities

The fires of life fuel the Art, and pure discipline is required to stoke the forge.

Use of Constitution Points

Most of the character classes in one way or another use or drain constitution points when they use special powers, mutations, abilities, and spells. All expenditure of these points must be carefully tracked. When adventurers use a constitution point, it means they are getting a little weaker. Using constitution points requires no time.

Draining constitution points down to 4 requires a metabolic shock roll of 18% versus losing consciousness. The percentages of metabolic shock rolls proportionately decrease as adventurers' constitution scores decrease. Refer to table 20 in chapter 1 for metabolic shock percentages.

If adventurers use all of their constitution points, they have a 0% metabolic shock and automatically pass out for 8 hours or until the constitution is restored by a special ability (such as Tiger Fire). Adventurers cannot use more constitution than they have or they will die (no fate roll).

If a spell or ability is cast then constitution is used. However, some abilities charge a weapon or item with power. In these cases the energy or constitution is not used until the weapon or item hits a target. This does not include items or weapons manifested with a power type (such as the "Argium Sword"). The con is used to create the effect.

All constitution points are regained every night while adventurers sleep (or meditate for Tigers), but adventurers must have eaten at least 1/10th of their body weight in food during the day. Eight hours of rest is needed to regenerate used constitution points and the use of special abilities (those that are usable a certain number of times per day).

Use of Psionic Points

Psionic points are generated by the mind, being the power behind all psionic abilities. After psionic points are used, they will not return until after 8 hours of sleep or meditation. When adventurers use a psionic ability, they should carefully read all the specifics of the ability and subtract the ability's drain from their psionic point total.

If a psi spell is cast then the psionic points are used. However, some spells may charge a weapon or item with power. In these cases the energy is not used until the weapon or item hits a target. This does not include weapons manifested with psionic energy (such as the "Sound Saber").

If psionic users drain more psionic points than they have left, then they roll psychic shock versus losing the ability to use psionics completely and metabolic shock versus passing out. If both of the rolls are successful then 10 to 60 life points are lost and a character will have a headache. It takes up to three nights of complete sleep without the use of any psionics, no matter how little, to recover from this completely. Attempting to use psionics any sooner will cause the same effect, even if all psionic points are restored through some means (for more information see "Spells," this chapter).

Mutations, Chi, and Special Abilities

Mutations (except physical mutations) can be purchased from Alchemists who are trained in genetic engineering (biochemistry). Mutations received this way do not make a character a pure mutant and do not give them the reduced constitution drain at higher levels.

The mutations are installed into the purchaser's body through an involved process that is very expensive. The ranges of costs are listed below for each mutation category. Refer to the mutation lists in chapter 10 for specific prices.

- Lesser: $25 million to $250 million
- Master: $70 million to $325 million
- Major: $350 million to $8.9 billion

Special abilities cannot be purchased although they can be engineered. These are powers like the Aquarian's Oxygen Manipulation or a Chameleon Drake's Hypnotic Stare.

Mutations and special abilities drain constitution points when used. This includes Chameleon Drake breath attacks, chi strikes such as Chi Shout, Tiger Fire, or any blasting abilities.

In most cases, a user will have to roll a shot when using a blasting effect from a mutation or special ability.

If mutation users double the constitution drain, they can increase the area of effect by 100% (wide-beam attack). Likewise, they can increase the damage of the attack or the duration of the effect by doubling the amount of constitution needed. However, this increase in power can only be directed at the range, damage, or duration, and not all three at the same time unless a user is willing to subtract a lot of power (6 times the con). This also includes mutations that enable flight, increased running speed, and those that produce a shield of some type.

Spells

Magical spells draw on the cosmic fluxes in the Centiverse. Earthpower spells draw on the essence of all living matter or energy in the Centiverse. Psionic abilities or "psi spells" draw on the psychic power of the user and the centiversal psionic pool. They focus the raw mental energy into different uses, as magic, only with psionic power. All the powers are conducted by caprenium radiation.

The number of starting spells a character receives can be determined by using table 117. Once you have the number of spells to start with, find the section in chapter 10 that deals with your particular Art or ability and roll off the first-level table. Most extra spells received after the start of the game come from finding them on an adventure or by buying, stealing, or absorbing them if at high level. Spells learned in school are equal to or lower than a character's level. If there are no spells for a certain level, such as eighth-level spells, the next lowest spell level is the highest that can be learned. A ninth-level Mage Warrior could learn any spell from first through fifth level. The number on the chart is the number of spells a character learns at school per level. For example, a Pure Practitioner learns two spells every level from 5th through 19th.

The spells a Mage Warrior learns should be written down. A list of these spells becomes the Mage Warrior's spell tome. A simple first-level spell takes up four pages in a spell tome. Consequently, a mage may have a large number of tomes. However, the Mage Warrior does not have to carry these tomes while adventuring because the spells are already memorized.

Buying extra spells (including alchemy studies) costs $3 million per spell level. For example, buying the 10th-level spell Magnificent Deadly Rain would cost $30 million. Spells of 35th level and up cannot be bought. Just having a spell cast for you costs $1,000 per spell level (this includes scrolls).

Copying Spells

If a spell is found and a character who uses that particular type wishes to copy it, it requires approximately 10 minutes per page. Spells take approximately four pages per level. If an adventurer attempts to copy a higher-level spell, the chance of making a mistake is 20% per level above the copier. This chance is rolled secretly by Fate and is not revealed until the copier attempts to use the spell. The mistake can be devastating and is decided by Fate.

Most spellcasters will not trade spells because their spells are a part of what makes them special. In some cases, like Gnomes and Mage Warriors, one type of class will use earthpower spells and the other magic. One type of spell is completely different in form, language, code, and symbology from the other, so a Gnome or Amazon could not trade with a Mage Warrior. The same applies for Shadow Masters.

Spell Memorization

There is a special memory system for all characters that use spells. Each spell has a level, and this is equal to the amount of memory required to memorize it (spell memory units, or SMUs). A fifth-level Shadow Master spell equals 5 SMUs. If a character can use two different types of spells, such as psi spells and Venderant Nalaberong, then the memory space must be shared.

It takes 5 minutes per level of the spell to memorize it. Spells in memory may be forgotten at will. Once a spell is memorized, it is not normally forgotten. It may be cast continually as long as the spellcaster can power it (see "Use of Constitution Points" and "Use of Psionic Points," this chapter).

Pure Practitioners of the Art

Pure Practitioners devote almost all of their time to spell use. These classes are Mage Warriors, Gnomes, Shadow Masters, Shamans, and B.S.C.s. They begin with 7 SMUs at first level and gain 7 SMUs per level up to 350.

Partial Practitioners of the Art

Partial Practitioners spend less time at working with spells than Pure Practitioners. Traditional classes under this category are Chameleon Drakes, Mage Tigers, and

Table 117. SPELL ACQUISITION PER LEVEL

Practitioner	Start	2nd	3rd	4th	5th–9th	10th–14th	15th–19th	20th and up
Pure	2–16 (2d8)	3	3	3	2	2	2	1
Partial	2–12 (2d6)	2	2	2	1	1	1	1*
Minor	2–08 (2d4)	2	1	1	1	1*	—	—
Shaman	2–16 (2d8)	2	1	3	2	2	2	1
Shadow Master	2–16 (2d8)	2	2	2	2	2	2	1

* All spells must be purchased from this point on. In other words, Partial Practitioners must buy all spells after the 20th level,

Psielves. As lesser adepts, they start out with only 5 SMUs and receive an additional 5 per level up to 250.

Minor Practitioners of the Art

Traditional classes in this category are Amazons, Aquarians, Giants, and engineers. These have usually learned spell use because a certain ability score was high enough to allow them to do so. As the least powerful of the Practitioners, they start out with 3 SMUs and gain 3 per level up to 150.

SMU Bonus

All Practitioners get a bonus of 1 SMU per intelligence or wisdom point greater than 19. Use the intelligence score if they practice magic and the wisdom score if they use earthpower. If characters find and learn Venderant Nalaberong, they become Practitioners in it one category higher than what they already are.

Example: If a character learns V.N. who is a Minor Practitioner in psionics and a Partial in magic, he or she will become a Pure Practitioner of the Art in V.N. (you cannot go higher than Pure).

Any increase in "status" will be reflected in the gaining of additional SMUs. However, only the highest SMUs gained from being a Practitioner in more than one form of the Art are counted. Separate SMUs are not tallied for every Art of which a character may be a Pure, Partial or Minor Practitioner.

Warfare With Spells

All spells that are bolts require a shot roll. However, some spells, like Magnificent Hypnotic Control, do not. They do not miss. This is known as an area effect, which cannot be dodged in the normal manner. However, a Tesseract that can outdistance the area effect will work for evasion. There are also shield spells.

Most spells, mutations, or blasting abilities of any type need a shot roll, and because the arms of the user must guide the direction of a spell, the target usually knows something is coming even if he does not see or sense anything.

When a group of creatures or characters are selected as the target of a spell or ability, unless one of them is singled out, the spell or ability will first affect the subject that has the lowest level or that weighs the least.

All spells have a range and a duration. Spellcasters can control the effects of the spells they have cast so that the range can be as short as desired. It does not have to be cast at the maximum range. This is the same for the spell's duration. The range may be extended by amplification (see "Amplifications," this chapter). The duration may be extended by a Pillar spell.

All spells take time to cast, some more, some less. All spells must be completed fully, without interruption, or the spell will not work at all. If a character dodges while in the process of casting a spell, you must roll psychic shock versus having concentration broken. If the roll fails, half the constitution or psionic points spent on the spell or ability are wasted and you must start over.

If your character teleports or is teleported while conjuring or concentrating on a spell, the spell will be canceled. Duration spells are not affected, except for the Cloak of Mist, which vanishes. The character can tesseract without breaking concentration.

When characters start a spell in the game, their hands (or heads if psionics) will emit a magical glow. This alerts others that there is a spellcaster working. In a battle, this may serve as a signal to the opposing creatures, most often causing them to direct their attacks at the spellcaster first. One, and only one, completed spell can be held indefinitely with minimal concentration. However, power kept in check this way immediately becomes very unstable. Any disruption of the caster such as dodging or being surprised can result in spell backlash. Characters must make a psychic shock roll to maintain control.

To cast a spell a spellcaster's hands must be empty of everything except a staff or wand. Spellcasters may not be wearing armor with more than a -10% dodge factor, and their hands must be free to move. This does not apply to psi spells.

When a spell is cast, the energies will ripple away from the spellcaster's body toward the target. The target must be in sight unless otherwise stated in the spell's description. Spellcasters can dispel any spell that they have cast. Duration spells will continue to exist if the spellcaster dies.

Using More Than One Spell at Once

In some cases, spellcasters can cast several low-level spells quickly per turn, as many as their attacks per turn allow. At first through fourth level, they can only control one spell at a time. At fifth level, two spells can be completed and controlled at once.

At 10th level, a character can maintain three spells, but the total levels of the different spells cannot exceed the level of the spellcaster. For example, if a Mage Warrior is 10th level, he could use a Telekinesis spell (second level), a Levitation spell (third level), and a Magnificent Invisible Defender (fifth level). These all add up to 10 levels. However, concentrating on a Magnificent Invisible Defender and Telekinesis while casting a Stun spell (fifth level) would not work, as these add up to 12 levels. This limitation applies only to spells that require concentration.

If the spell or ability description states complete or total concentration under the duration listing, then only that one spell can be maintained at a time, no matter how high the level of the spellcaster. Spellcasters cannot listen or respond to any external stimuli save for dodging and that requires a psychic shock roll. They can walk, but running or flying is too much extra activity for them to maintain total concentration.

Duration Spells and Abilities

If a spell, mutation, or special ability has a specific duration, then users can just release it and forget it. However, a person can only have a maximum of three duration spells on him or her at one time. Any more than this and the effects will cancel each other out. Duration spells will continue to exist even if the spellcaster dies. The user may drop concentration on a duration spell and leave the spell in effect. The user may reestablish his or her control at any time as long as they remain within the range of the spell and it is still functioning. The time limit of a duration spell can be felt by the spellcaster, who may invest additional con or psionic points to sustain the spell. The amount of con or psionic points must be the same as what was needed to cast the spell originally, unless otherwise stated in the spell's description. Shield spells do not count as duration spells if they are not armor-type effects. However, only three types of shields may occupy the same area without canceling each other out.

Shields

Shield spells and abilities (including technology shields) have a one-fourth attack casting time and are used as blocks. Unless specifically stated in the spell description, these shields can be moved once cast.

Sphere shields cannot be moved by the creator although they will move with the rotation of the planet or the deck of a ship. They will not move if cast on or from an enchanted item. If a shield protects someone from a particular type of attack, it will also stop him from throwing the same at-

tack out through the shield unless the ability to do so is otherwise stated in the spell description.

Shields have limits to the number of life points of damage they can take. Sometimes an attack will do more damage than the shield can withstand. If adventurers wish, they can strengthen the shield by using an additional amount of strength or constitution points equal to the amount necessary to use the ability in the first place. This will double the life points that the shield can withstand. The shield will automatically drain this extra constitution unless a user consciously stops the flow. This strengthening can be used the instant the shield is struck. Users do not need to decide in advance how strong to make a shield, although they may do so if they choose.
Using three times the power will triple the life points; four times will quadruple them; and so forth. There is no limit to the amount of constitution that can be pumped into a shield. If necessary, the group can pool their power to help strengthen the shield by merely touching the shield's creator and willing him the constitution points (see "Pooling Power," this chapter).

If damage surpasses the number of life points a shield can take, the shield will shatter and the remainder of the damage hits its target. Extra damage for double- and triple-damage shots is not counted if the shot is blocked by a shield (both physical and nonphysical). If the shield is to stop an area effect, such as Berrymoore's Vertigo (third-level earthpower spell), it must be a sphere or 360-degree field. Otherwise, the spell to be blocked will sneak around the edges.

If a shield or reflection is struck by a constant field, the shield or reflection will take damage every attack segment of contact. This can drain the shield user's energy quickly.

Table 118. ABILITY LEVELS NOT LISTED

Ability	Level
Alchemy Study, Greater	10
Alchemy Study, Lesser	5
Alchemy Study, Master	20
Aquarian's Oxygen Manipulation	20
Banish Spirits	10
Drake's Hypnosis	1
Elf Dagger	3
Eyes of Death	20
Ice Lightning	15
Mutation, Lesser	5
Mutation, Master	15
Mutation, Major	30
Nondamage Archer arrows	3
Red Hand	10
Red Wind of Disintegration	10
Tech Disintegration effects	20
Technology or Energy	50*
Ward of Control	10

* Energy and attacks from any type of technology are considered 50th level. The basic effects do from 1,000 to 10,000 LPD (as for disintegration). Fate must decide (hint—a tractor beam

Nondamaging Effects Versus Shields

Many spells and abilities do not do damage in life points, but they do have other various unpleasant effects. This includes everything from Hypnosis to Limbo's Exile. In these cases, a special formula is used to determine the damage done to the shield. The formula is:

Caster's level x spell level x 1,000 LPD

Some special abilities do not have "levels" as such and so are given level ratings. These apply only when determining damage done to a shield, blocking ability, or Sphere of Power Transformation. Amplifications will affect these ratings (see "Amplifications," this chapter).

Examples:

- A first-level Mage Warrior using a first-level Hypnosis spell would do 1 x 1 x 1,000 LPD, equaling 1,000 LPD to a shield.
- A 10th-level Mage Warrior using the same first-level Hypnosis spell would do 10 x 1 x 1,000 LPD, for 10,000 LPD
- A 10th-level Mage Warrior casting a Rune of Banishment (10th-level spell) would do 10 x 10 x 1,000 LPD, for 100,000 LPD.
- A first-level Mutant using the major mutation Transferor would do 1 x 30 x 1,000 LPD, which equals 30,000 LPD.
- The same mutation used by a 40th-level Mutant would do 40 x 30 x 1,000 LPD, for 1.2 million LPD.

Counterspells

For every spell there is a counterspell. This does not usually include special abilities or mutations. In all cases, if the counterspell is used, the energies of both spells will harmlessly dissipate, although the counterspell must be equal in power to what it is countering. Counterspells do not affect things that have been physically altered, such as matter created by a Create Matter or Heal spell. The countereffect does not have to be fully completed to stop an opposing spell, it just has to be there a little bit. Counterspells will work at the same range as the opposing spell's, and they can be effectively used as a block. They do drain their full amount of constitution or psionic points.

Using Higher-Level Spells

If a character is attempting to memorize or cast a spell that is above his or her level, you must remember the following:

1. For every level above a character's, it takes double the SMUs. If a fourth-level character attempted to memorize a fifth-level spell, it would require 10 SMUs to store the spell.
2. For every level above, it drains one extra constitution point when used or 15 psionic points or 25 EGs. A third-level character casting a fifth-level spell would have to use 2 additional constitution points.
3. For every level above, there is a 10% chance of spell backlash. Roll percentile dice when the spell is cast. If a character fails the roll, he or she falls into a coma for 72 hours. For example, when a second-level Mage Warrior attempts to cast a fourth-level spell, there is a 20% chance that it will fail.

These rules do not apply for scrolls. Any character can use any spell from a scroll.

Using Powers Through Walls

To determine this, we must separate the abilities into two categories: blasting, or damage causing, and "effect" spells. Examples of effect spells are Nightfall, Limbo's Irresistible Whirlpool, Stun Spell, and Irresistible Vapors of Weakness. These spells do no life points of damage, but rather they cause effects. Nightfall, for instance, causes an area to plunge into darkness where no light will penetrate. If a person casts a spell with an area effect and stands near a wall, does the radius effect penetrate through the wall and strike the usually surprised victims on the other side? The answer is yes, with qualifications.

Any spell can penetrate 5 inches of matter and 1 inch per the spellcaster's level (add multiple classes) if the spellcaster chooses it to. When the spell passes through the wall, it will lose some of its range, for it can only pass through so many inches of solid matter. This does not count against durations and damages. Security spells, Wards of Warning, sensing spells, and the abilities Clairvoyance and Enhanced Awareness are not affected by this.

The maximum penetration distance equals 100% of the spell or ability's range. If casting through less than the maximum, adjust the range accordingly. For example, a 15th-level Mage Warrior can shoot through 20 inches of matter. She casts a Stun Spell (which has a 100-foot area of

effect) through a wall 10 inches thick. This is 50% of its total capability, so it uses up 50% of its range, or 50 feet. It will affect people up to 50 feet beyond the wall. If the wall were 20 inches thick, the spell would only affect someone right against the wall on the other side.

This rule also applies to all chi abilities, mutation effects, and any type of range ability that reaches away from the creator. Because of this effect, normal armor offers no protection against spells, chi, and mutations unless it is 3 feet thick.

Blasting spells will affect matter, but they can be stopped to an extent. As stated before, any spell can pass through 5 inches of matter and then, depending on the level of the spellcaster, it will continue on. This also applies to blasting spells. However, if the spellcaster desires, the spell may be used to cause damage to the object struck instead.

Amplifications

When you attempt to amplify a spell or ability, there are some very definite limits, which are specifically stated in the 15th-level Mage Warrior spell Winds of Enforcement (see chapter 10, "Abilities and Spells"). These limits also apply to the Focus spell in earthpower, the Winds of Enforcement in Alchemy, and any other conjured amplification spell or ability. Each amplification doubles the power and levels of the spell.

When using a spell or special ability (such as the Winds of Enforcement spell) to amplify another spell or ability, the casting time for the amplifying spell is added to that of the spell that is being amplified. In other words, the spell Blackfire takes two attacks to cast and the Winds of Enforcement takes 1/4 attack to cast, so the entire effect will take 2-1/4 attacks to cast which will be released at the beginning of a character's third attack. Using natural substances or the pooling of power to amplify abilities does not take any extra time.

Extra constitution can be invested into a spell to amplify its effect. Doubling the normal constitution drain will double the spell's power. Tripling the constitution triples the spell's power. For example, if a Mage Warrior casts Ta'set's Dark Thunderbolt using 6 constitution points (tripling the normal drain), the spell will do three times the damage and be three times the level of power.

An amplification can also be used to extend the width of an attack. The attack will widen 20 feet per enforcement. If used in this way, the range does not double and the damage and level of the spell do not double.

Forgotten steel, nova quartz, and other natural substances can be used to amplify spells or abilities, as specified in the substance's descriptions (see "Substance Descriptions" in chapter 4). Each type of substance, except for shemite and earth eggs, can only amplify an effect once, no matter how much of the substance is used. The percentage chance of spell backlash happening as stated in the Mage Warrior spell Winds of Enforcement does not apply to amplifications with substances. If two or more substances are used in combination, add the amplifications rather than multiplying. For example, casting an earthpower spell through an earth egg doubles the power. Casting it through two earth eggs will only multiply the power three times, not double it twice. Casting it through the two earth eggs while using a nova quartz biocharge will multiply the power times four. When using shemite, a mage spell can be amplified up to 10 times. This and earth egg are the only substances that will amplify the same effect more than once.

If using an amplification spell in combination with natural substances, the same rule applies. Each amplification adds one to the multiplier rather than redoubling the power. The maximum amplification that can be achieved with any combination of natural substances and spells is times 10. Further amplification has no effect.

There is, however, a way to amplify spells and mutations to an almost unlimited extent. This is done by pooling power (see below). If you summon up the constitution fresh out of live bodies and use it without storing it first, you will have the purest life force energy with which you can amplify a spell, ability, or shield to an almost an unlimited extent. This requires both time and people. When pooling power, along with the usual roll that must be made, a metabolic shock must be successfully rolled for every five times a spell is amplified or if another amplification is used to double the pooled power. Outside amplification of pooled power can only be done by one source, such as forgotten steel or a Winds of Enforcement spell. Using more than one source causes the pooled power to backlash.

In some cases, you will want to pool power and amplify a spell and then place it in spell storage. If this is done, the spell can only be amplified 10 times, just as when using natural substances or enforcement spells.

Pooling Power

Most abilities drain some form of points. Some circumstances may cause abilities to use more power than a user can provide without draining all energy. In most cases, however, the points needed can be drawn from other party members as long as they have the same points that are needed; that is, constitution points cannot be substituted for psionic points, nor psionic points for constitution. The only exception to this are B.S.C.s. They can convert their power into either constitution or psionic points. All point types can be pooled, from constitution and psionic points to core god points.

All adventurers have strength and constitution points no matter how small the scores may be. Whether they are going to let them be used is a different matter altogether. If an adventurer is still awake and in full control of his conscious mind, then he can control the energy and refuse to let it be used for any reason. Also, he can control the amount of points donated and which type (strength, constitution, psionic.).

Adventurers must be able to touch hands for power to pool. This can be very inconvenient during a battle because of the time it takes for each adventurer to reach the others. Those closest together can make a successful block to touch each other.

Once the contact has been made, the spellcaster can begin the spell. The spell takes its normal casting time; the power poolers must remain in contact for the entire time. The spellcaster must make a special die roll to determine whether he can contain and control the focused power. This roll is determined by the focuser's level and ego. Consult tables 119 and 120.

Table 119. POOLING POWER LEVEL PERCENTAGE

Level	Percentage
1–5	55%
6–10	60%
11–15	65%
16–20	70%
21–25	75%
26–30	80%
31–35	85%
36–39	90%
40–50	95%

Table 120. POOLING POWER EGO ADJUSTMENT

Ego	Adjustment
5–19	None
20–25	+5%
26–30	+10%
31–35	+15%
36–40	+20%
41–45	+25%
46–55	+30%

Locate your character's level to find the percentage chance of success in using pooled power. Adjust this number according to his ego score. If you roll successful

percentile dice against this final score, then the attack or shield works. If you fail the roll, the spell fails and you must roll metabolic shock versus being stunned for one set. The maximum chance to succeed is 99%, so a roll of 100 always indicates failure.

Example: A seventh-level Mage Warrior with an ego of 36 has a 60% chance because of level and 20% for ego, which equals an 80% chance to succeed.

Cancellations and Nullification

Within the universe there is a special radioactive element called caprium. When combined with a related element, technentium, a special substance called caprenium is formed. Caprenium creates the force that acts as a catalyst that allows magic, earthpower, and all the higher powers to flow freely. This catalyst is called caprenium radiation. Without it, magic and psionics, along with any form of the powers, cannot function.

Caprenium's properties are almost unknown, but the Alchemists have discovered massive amounts of it within inorganic life forms, such as living metal creatures and silicon-based life. They believe it to be the reason these beings exist and that it gives them their ability to metabolize elements like cyanide and radiation in raw form. Caprenium is also present in every creature on Synnibarr that has any type of power, such as spells and mutations.

Those who depend on the technentium-caprium exchange for their powers are vulnerable to nullification. Some life forms, whose existence depends on this exchange, could be destroyed by the effects of a nullification. Organic life forms that have caprenium in them, but perform natural metabolic processes, cannot be destroyed by the effects of a nullification.

In some instances, adventurers can have their abilities nullified. This can be done by other characters' abilities, such as Werewinds or Null Bolts. Also, certain areas, such as the Dark Continent, have nullifying effects. In these cases, it is good to know what a natural ability is versus a special one.

All mutations other than the lesser physical ones, are special abilities. The adaptations of Aquarians, the special abilities of the Winged Warrior (except Warrior's Wings), and the breath weapons of the Chameleon Drakes are all mutation based as well. If an ability's power base is canceled, then the ability will not work. An example of this is the mutation Magic Generator. If magic or mutations are canceled, this mutation will not function. Natural 10ths are not affected by nullifications, but those generated by a power are. B.S.C.s are completely incapacitated for the duration of the nullification. Nullification completely drains power packs and EGs.

High strength scores are obtained through the use of caprenium radiation. Characters with high strengths will have their scores reduced to the following maximums when nullified: 50 for Immortals, 100 for Demigods, 150 for Gods, 50 for Giants, Halitheians, War Lotts, and other similarly sized creatures, and 25 for everyone else. Other ability scores are unaffected, including adjustments per level to such scores as dodge and shot. However, any bonus that works by way of a power will be canceled.

If a Gnome, Mage Warrior, Alchemist, Shaman, or any other spell or ability user is struck by a nullification effect, they will lose all spells being cast, held, or in Spell Storage. They can still cast the spells they have memorized with a normal constitution drain unless they are still under the nullification's effect. Magic items are nullified for the duration of the effect, and then they revert to normal.

Besides natural area or regional canceling and nullifying effects, there are those created by specific spells and mutations. These include Null Void, Tricancellation, Psionic Nullification, Nullifying Werewinds, Cancellation, Winds of Neverana, and others. These effects are special. They cannot be reflected and they can only be canceled by an equal or higher-level nullification.

Each spell being canceled or nullified must be overcome in turn; first touched, first affected. Each spell cast is equal to the user's level, and if four spells are created by a 10th-level being, the total would be 40. The nullification would have to be powered at 40th level to remove all the effects. When using a cancellation or nullification, extra power may be added to the effect to raise it to the needed level. If the cancellation or nullification is of equal level and less than twice the level of the shield or spell, only the shield will be affected. If the cancellation or nullification is double the level of the spell it is striking, the power will be annihilated and the full effects of the cancellation or nullification will strike whatever was behind it.

Spell Effect Descriptions

The following sections describe details for certain spell or ability effects. These rules and such are for all powers that fit that category. Magic-based Telekinesis and psionic-based Telekinesis work the same as far as Telekinesis is concerned.

Astral Projection

The skill of astral projection is easily obtained in Synnibarr. Several characters have the ability naturally. With proper training, anyone may learn it.

The term "astral projection" refers to the act of leaving the body through the mind as opposed to being astrally transmorphed by a spell (see below). Astral forms are composed of mental energy held together by pure thought.

Characters require from 1 to 6 minutes of mediation to project (subtract 1 minute for every 10 levels that a character has had the ability). Once projected, the astral body will float free from its physical shell. The physical body remains asleep until the astral form returns. Projectors can always find their bodies in an instant if they are on the astral plane that connects to the dimension in which their bodies reside.

The astral body resembles the projector's physical form, although its transparent. It has the same basic combat and life point scores as the projector does when corporeal. While in astral form, characters are usually invisible to the physical world although certain special abilities may be used to detect them.

Astral forms are mental energy and may only employ spells, not special abilities that are inherently associated with the physical body (such as cybernetics or mutations). Physical objects that are not genetically part of a character's body cannot be projected to the astral plane.

Characters in astral form can affect the physical plane in a limited manner although their spells will function normally within the astral plane. When on the minor astral plane, characters, with only slight concentration, can make themselves heard and seen by those on the physical plane. At the higher levels, astral projectors gain the ability to actually affect the physical world while remaining in astral form. At 10th level, sensing spells may be used across the dimensional barrier. At 25th level,, communication spells function without interference. At 35th level, spells with telekinetic effects will work although only a maximum of 10 pounds may be moved at one time. At 50th level, any spell can be made to affect the physical plane.

If a projector's physical body dies while he is astral projecting, then he has 24 hours left before the astral body dies. If an astral form is destroyed, then the body also dies.

Astrally transmorphed creatures and spirit forms are different from astrally projected ones. There are special abilities that allow users to transform their bodies onto the astral plane (including clothing and equipment). This is known as astral transmorphing. Those being transformed may use most of their powers without impedance (see "Astral Planes" in chapter 7). Transmorphed beings can affect the physical plane in the same way as astral forms.

Someone in astral form, either projected or transmorphed, can draw out another person's astral body if that person is willing. There are no ill effects from doing this. Astrally transmorphed creatures and objects appear on the astral plane as they do normally.

An Amazon's Banishment is the most effective way to get rid of astral forms from the physical plane, as they are affected by little but Security-type spells. Banishment of this type will expel forms to Limbo. From there it must find its own way back (see "Astral Planes" in chapter 7).

Those in an astral state can learn how to enter the psychic plane. The user focuses on the subject's third "eye" (located between and slightly above the eyes). After one set of concentration, the projector's astral form will shrink and enter the subject's mind and their dreamscape (see chapter 14, "The Psychic Plane").

Control Air and Wind

Abilities that allow the control of air or wind actually involve telekinetic movement of the air molecules themselves. Normal Telekinesis will not affect gases, which is why special-control air spells are needed. The wind generated can be controlled in either a gust (10 feet wide by 5 feet high) or a whirlwind (1 foot in diameter per 10 mph of wind speed). The gust or whirlwind can be originated at any spot within the range of the spell. The effective range of a gust of wind is 50 feet from its creation point. The gust can be used to push; the whirlwind can be used to lift.

Invisibility

Invisibility bends light around whatever is under its effects. Infrared, thermal imaging, radar, sonar, scent, and Tactile Telekinesis can find invisible creatures or objects. All Invisibility spells of whatever type are temporarily canceled if the invisible person attacks or casts any spell. This person will become visible as soon as the attack or spell is launched and then will fade back into invisibility within one attack segment as long as the invisibility is under a duration or concentration is maintained (see "Using More Than One Spell at Once," this chapter). Objects that are picked up by someone who is invisible will remain visible until the spell or ability that is causing the invisibility is recast or the effect is under concentration, in which case the user may concentrate to have the object turn invisible. Invisible creatures cannot see invisible creatures (see "Warfare With Invisible Creatures" in chapter 12).

Reflections

Any reflection spell or ability will only reflect attacks if it has enough power. If its limits are exceeded and no additional power is added to compensate, it will shatter. Between Binding spells and reflections, whichever is higher in level will win out. In other words, if the reflection is higher level than a Binding spell that hits it, the Binding will be reflected. If the Binding is higher level, it will bind the reflection ability.

Resistances and Immunities

The maximum number of immunities any adventurer can have enchanted (upon their soul, aura, or physical body) is two. The maximum resistances one can have is five. This rule has been imposed by Fate. They may not have complete immunity to all forms of attack, even if a wish is employed. This is not to say an adventurer cannot have special armor and a shield in addition to a mutation. That is perfectly fine because armor can be pierced, shields can be broken, and mutations can be nullified. An immunity renders an adventurer impervious to the things that normally pierce armor or nullify mutations. Resistances and immunities are always in force unless a character chooses to neutralize them through the use of thought.

If a focus or enforcement is used when casting a spell, the spell power is increased in such a manner that it can decrease a victim's resistance. Each amplification reduces the victim's resistance or immunity by 5%. For example, using four amplifications subtracts 20% from a victim's resistance. The maximum adjustment is -50%. Immunities are treated as 100% resistance. Thus, someone immune to magic would only have a 50% resistance to a magic spell if it were amplified 10 times.

Security Spells

These are temporary enchantments with unusual properties, consisting of several overlapping and combined spells. Security spells cannot be moved once cast nor can they be placed on items. It prevents any sensing ability from seeing within unless the sensing spell is twice as powerful as the Security spell itself. The spell also stops astral forms (projection or transmorph) from entering it. If someone in astral form projects or transmorphs when already within a Security spell, he will be unable to move from his location. Finally, if anything attempts to teleport or tesseract into or while inside a Security spell, it will be snared in midport and taken to a predetermined landing point with no fate roll. Attackers will often appear in a Binding spell or pool of lava, usually something distasteful.

Security spells have several different parts or modes to them, in addition to the Security Spell itself. Generally these are the following: Teleport Grabbing Field, Astral Form Blockade Field, Clairvoyance Blockade Field, Communication Blockade Field, Dimensional Blockade Field, Flight Blockade Field, Phaze Blockade Field, Metamorph Blockade Field, Sensing Blockade Field, Alarm, Confined Enhanced Brilliant Defender, Peripheral Enhanced Brilliant Defender, Confined Magnificent Invisible Defender, Peripheral Magnificent Invisible Defender, Illusion, Transanimation, and Spell Trap.

Each mode within a Security spell has its own constitution drain. The ones to be used are chosen and charged when the Security Spell is cast. Security Spells can hold extra constitution so that it may remain active for an extended time. Also, the modes used may draw from this store if necessary. There is an unlimited amount of constitution that may be stored in a Security Spell. Stored power cannot be taken back and used for something else, unless the Security Spell is engineered to do so. Security Spells will affect everyone except those present when the spell is cast. They are immune to the Security spell's effects. A Security spell can only be canceled if each of the modes are canceled in turn, and finally, the Security spell body itself.

Finally, Security spells have a limited form of sentience. They can recognize select situations and act as ordered. For example, you could have a Security spell identify a situation such as, "Do not allow anyone to enter the fortress unless they say, 'Klaatu Barada Nikto.' If they do enter, sound the alarm." The alarm will alert the spellcaster when the spell has been passed or affected. Security Spells can also be told which modes to divert constitution to and which one not to.

The cost to have a basic Security spell cast by a licensed mage is $200,000. Spells charged in Spell Traps cost $1,000 per level of spell per charge.

Telekinesis

The invisible force of Telekinesis is hand-shaped energy. It can be used to manipulate objects, including liquids, exactly as a hand or scoop could be used.

The hand's size is 1 foot in diameter per 100 pounds liftable. The force can be split into two or more hands at higher levels, with one extra hand per five levels. If this is done, the lifting force or hitting damage done by each hand is divided by the total number of hands. Only two hands may be manipulated per attack segment. The rest can only hold what they are already holding.

Characters can strike or grab with a telekinetic hand just as they would with their own hands. They must perform the gestures that they wish the invisible hand to perform.

Telepathy

Telepathy functions in two ways. It can be used to scan surface thought as in conversation, or it can be used for deep probing. Conversations take the same amount of time as talking normally (see "Communication" in chapter 12). Surface thought scanning or communication will not cause the user's head to glow, whereas telepathic deep probing will; however, telepathic probing requires total concentration. When deep probing, a user must be able to see the target, but for scanning, the target must merely be known.

Any unshielded telepathic communication may be heard by anyone who has, and is using, Telepathy. The only exceptions are the Ninja and the Golden and Scarlet Tigers. Their forms of telepathy are based in chi and are specially designed for private communication between others of the same class. Members of the same class may also eavesdrop on other members, but Ninjas and Tigers cannot communicate telepathically with each other.

When using Telepathy, neither the Tiger's nor the Ninja's heads glow, nor can they read someone's mind. All communication requires a mutual effort.

Tesseracts and Teleports

The effects of tesseracting or teleporting into matter can have drastic and often fatal consequences. Appearing within liquid or gaseous matter is no threat. The power that accomplishes the tesseract or teleport will push nonsolid matter aside to allow entry. The act of merging solid matter causes an explosion of 1,000 life points per intersecting pound. The blast's effects reach 10 feet per 1,000 life points in a 360-degree sphere (wide-beam-attack dodge). If users attempt to use a Tesseract to place a weapon within something, they must hold it and roll a misport roll at a 50% chance of success plus 1% per level to determine whether they were successful in their efforts to transport. If they fail this roll, they then roll 1d6. A 1 indicates that they merge and both objects take the damage of their weight values. This penetrates any form of 10th, including immortal 10ths, and there is no dodge or fate roll. Note also that momentum is not lost through a Tesseract or a teleport. In other words, you will be going the same speed after you tesseract or teleport as when you started the effect.

Using Sensing Abilities

The use of sensing abilities is common in the Synnibarr gaming world. When characters use a sensing ability, they may see a 90-degree area per attack. Sensing abilities cannot be used to aim an attack. However, wide-beam and area-effect attacks in the general direction of whatever is sensed are still effective. Sense life forms will not pick up anything smaller than a honeybee.

Venderant Ralaberong

This is the most powerful form of magic in existence. V.N. is "the language of the universe." V.N. spells manifest themselves as magic-based spells and abilities. These abilities still act as normal spells, except their power base is V.N. rather than magic. V.N. shields will stop V.N. magic as well as everything else that is listed in their spell descriptions. Only V.N. amplifications will work with V.N. spells. Even Gods can be affected by V.N. because God Power and V.N. cannot touch each other. However, both V.N. and God Power can be used by the same individual.

Creation of Enchanted Items

There are limitations on which basic materials can be used in the construction of an enchanted item. Only the purest gems and the rarest metals, particularly forgotten steel, can be used. Objects, including living matter, can only withstand a certain amount of power. If the limits are surpassed, then the enchantment stops working. In some cases, if an object is too close to another extremely powerful enchanted item, they will cancel each other. The same thing can happen to a person who holds more than four major enchanted items or more than two elite items (see "Limitations" in chapter 2). Items are only as powerful as their creator unless extra constitution is added when using them and only if the item accepts constitution use.

Most enchanted items have a limited number of uses—either so many and they're gone or so many per day. These are known as charges and are denoted on enchanted items as some kind of marking. The number of markings show how many uses of the item's powers are left. These will be in the form of scratches on the object, engraved rings or bands around the handle of an object, or colored spots or bands for different abilities on the same object. The creator of an enchanted item chooses what type of marking will be used for his or her object. Once a charge is used, the marking will disappear. Items that recharge themselves will have their markings again when they are recharged. The markings must be touched in order to invoke an item's powers, although only one function of an item may be done at one time.

A lesser enchanted item can only do its ability six times before its power is gone. No extra constitution may be added. The item's power is set. Lesser items can only hold fifth-level or lower spells or abilities. They cannot have a Spell Storage placed on them that may hold higher-level spells.

A major enchanted item can use one ability or spell up to six times a day. It recharges every 24 hours. Major items need constitution from the user if the power it performs requires it. Major items can only hold up to 20th-level powers and master mutations.

Elite items of power require at least 5 years to create. They, and god items, can hold any level of spell or ability. Most have been created by Gods, yet a few have been created by the Alchemists and Mage Warriors who have learned the technique. There are two classes of elite items: lesser elite and major elite.

Lesser elite items retain one enchantment permanently and will always perform it. Only one specific spell or mutation can be placed on an object of this type. Lesser elite items may drain constitution from the user. For example, a ring enchanted with a Heal spell will always heal whomever the user wishes without needing time to recharge as do other objects; it will drain 2 constitution points (see the description of the third-level Mage Warrior spell Heal in chapter 10).

Major elite items retain up to three separate spells or mutations. Each spell or mutation can be used up to six times per day before the enchantment's power is exhausted. The object still requires a 24-hour recharging period, and constitution may or may not be needed for power. For example, a greater elite staff is enchanted with a Heal

spell, Teleport, and Invisibility. Each day it can be used to heal six people. It can also teleport up to six times and will cast invisibility six times in 1 day before needing a 24-hour recharging period. The abilities will drain if the creator of the item does not use a special technique when creating it.

God items, created by Gods, are equal to at least 110 levels. They will retain three enchantments or mutations permanently and three others up to 10 times a day before needing a 24-hour recharging period. God items seldom drain constitution for use.

A person can also be enchanted, but only to a certain point. A person's body can only receive up to three enchantments. The enchantments are actually placed on the souls of the receivers and not on their bodies. Characters brought back from death will still have their enchantments. This kind of enchantment does not drain constitution.

Mage Warriors and Gnomes can create temporary objects that retain their power for 24 hours. These "lesser" objects can be created by the following process: A Spell Trap is cast onto the item. Then, a Spell Storage spell is cast into the Spell Trap. The desired spells or mutations are then cast into the Spell Storage. Finally, a Binding spell is cast to seal the concoction. The object will release the spells one at a time, when the user wills it. Because of the nature of the Spell Storage spell, the object can hold up to a maximum of six spells (or six uses of one spell). A Pillar spell can be used to make such an object hold its power for 48 hours.

Lesser items can be made to retain spells permanently until they are used. This can be accomplished by alternating Binding and Pillar spells when creating the object. Each Binding spell must be used with 15 real constitution points (no strength points). They also must be cast at exactly the same time each night for the object to absorb the power. This ritual requires 300 constitution points and 20 nights, not counting the constitution for the other spells involved in the process.

Twenty nights is a short time compared with 365 nights and the 5,475 constitution points needed to create a major item or compared with the 5 years and 27,375 constitution points needed to create an elite weapon of power.

To create a major item or elite weapon of power, a special secret is used by the Alchemists. Unfortunately, when someone attempts to charge a major item without knowing this secret, it explodes, even when the finest materials in existence are used.

Once any ritual is started, it must be completed without interruption. In all cases, the creation of any enchanted item is not a task to be undertaken lightly. It requires a tremendous amount of time.

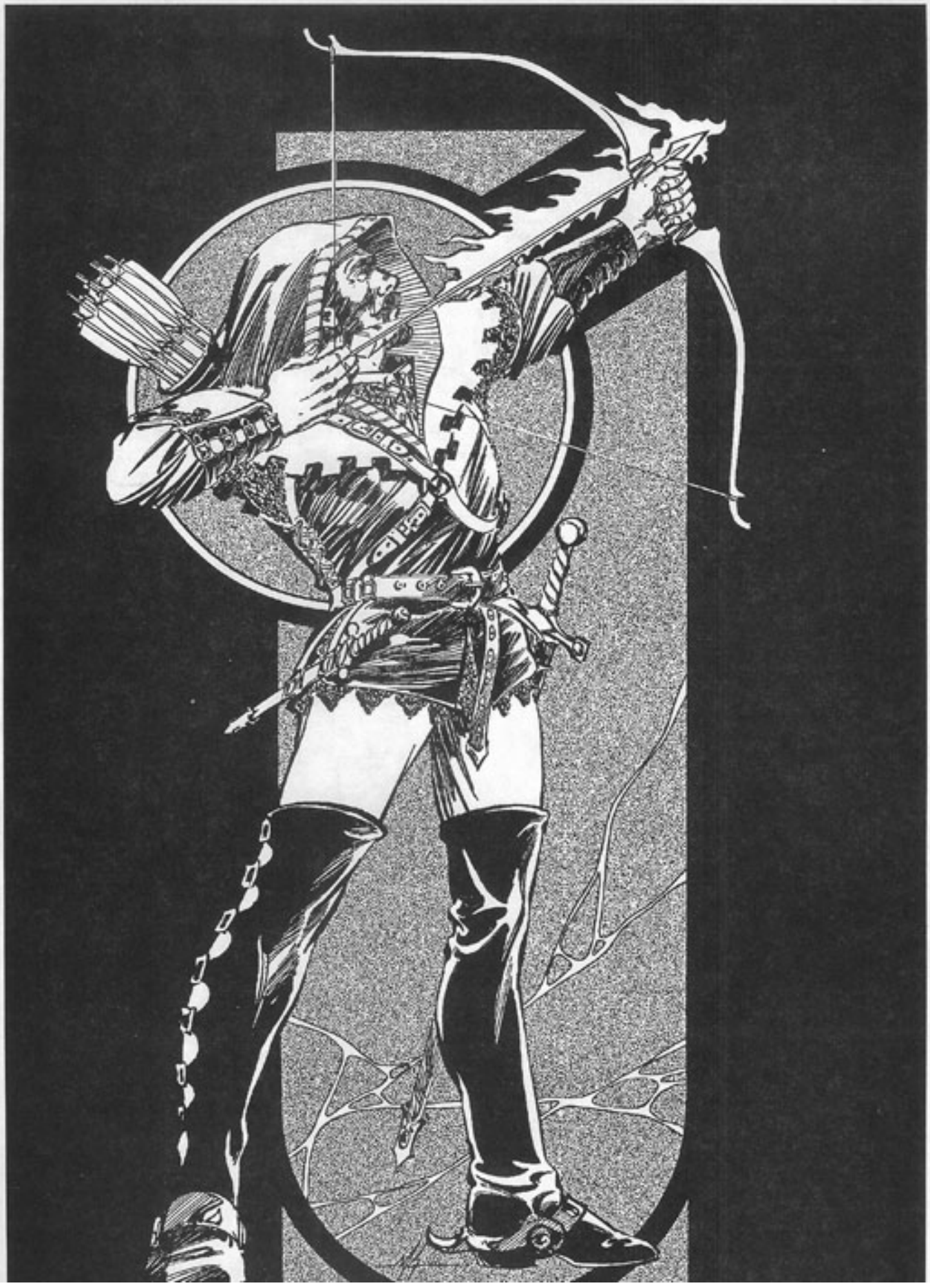
Costs of Enchanted Items

The costs to have magic items created for you vary considerably. For instance, a major elite item enchanted to play Melancholy Baby would be valued less than a lesser item that holds the spell Blackfire, even though the one took years to create (poor demented souls) and the other 5 minutes. For this reason, Fate must use the following prices as only a basis for cost decision. Also, selling items back to a store is usually done for 10% of their sale price. All prices do not include the material value of the item itself, such as the gold value of an enchanted gold ring.

- Lesser items (24-hour charge): $1,000 per spell per spell level. An item with six 5th-level spells would cost $30,000.
- Lesser items (48-hour charge): $17,000 + $1,000 per spell per spell level. The same item above with the six 5th-level spells would cost $47,000.
- Lesser items (permanent): $170,000 + $10,000 per spell per spell level. Again, the cost of the same item would be $470,000.
- Major items: $1 million + $1 million per spell per spell level.
- Lesser elite: $50 million + $10 million per spell per spell level.
- Major elite: $250 million + $10 million per spell per spell level.
- Ravashem enchantment: Summon the Spirit of Wood, Metal and Stone: $10 million per pound of the object.

The Alchemist Guild in conjunction with the Selen (Mage) Academy of the Art, offers a temporal service. The service will send a team back in time to create an enchanted item. The cost of the item is tripled, but it is available immediately.

For lesser and major items you can contact a number of small villages that create them. These villages are known by the Alchemist Guild and the Selen Academy. The villages are located throughout Synnibarr. New ones pop up for a time and then quit business, so the list is constantly changing.



ABILITIES & SPELLS

Spells, spells, spells. Such infinite power, so little memory.

This chapter contains the descriptions for most of the spells and special abilities in Synnibarr. Those not described here are covered in chapter 1, "Character Creation." Monsters and other creatures also have a variety of special abilities (see chapter 17, "Monsters").

The special abilities and spells described in this chapter are divided into groups, which are divided into "level" ratings, which are in turn divided into ability descriptions. Furthermore, some abilities have different modes that can be applied within that ability. These are found mostly in the mutations, although several spells have separate modes also.

The ability descriptions are divided into the following groups:

- Alchemy studies
- Chi abilities
- Earthpower spells
- Mage Warrior spells (magic)
- Mutations
- Psionics or psi spells
- Shadow Warrior abilities (psionics)
- Shaman songs (magic)

Each of these groups have between 1st and 50th-level spells or abilities, usually divided into 1st-, 2nd-, 3rd-, 4th-, 5th-, 10th-, 15th-, 20th-, 30th-, 40th-, and 50th-level spells. Some groups do not have level ratings per se; they are divided into studies or types. These groups are the Alchemy studies and the Mutations.

Read the character descriptions in chapter 1, "Character Creation," for the details on when and how many special abilities each character type gets. Spell acquisition is described in chapter 9, "Using Spells and Abilities." Spells or abilities that are rolled a second time are ignored and rerolled.

Alchemy Studies

Table 121. ALCHEMY STUDIES—LESSER

1d100 Roll	Ability Name
01–07	Alchemist Armor
08–14	Ball Lightning
15–21	Bolts of Earth, Air, Fire, Water
22–28	Control Size
29–35	Create Potions
36–51	Ether Bolt
52–58	Eye of Alchemy
59–65	Lesser Elemental Summoning
66–72	Mist of Force
73–79	Shield
80–86	Transmute Matter Into Mist
87–93	Transmute Self Into Air
94–100	Winds of Enforcement

Table 122. ALCHEMY STUDIES—GREATER

1d100 Roll	Ability Name
01–10	Alchemist Ambrosia
11–40	Binding
41–60	Cloud Carry
61–70	Create Creature
71–80	Reflect and Amplify
81–00	Werewinds

Table 123. ALCHEMY STUDIES—MASTER

1d100 Roll	Ability Name
01–15	Summon Air Elemental
16–30	Summon Earth Elemental
31–45	Summon Ether Elemental
46–60	Summon Fire Elemental
61–75	Summon Water Elemental
76–00	Transmutation Crystal

Lesser Alchemy Studies

Alchemist Armor

Level: Lesser
Cost: $61
Casting Time: One attack
Range: Touch
Duration: Concentration or 5 minutes
Drain: Star Bolt or 1 con point
Damage: Stops earthpower, chi, and physical attacks of up to 10,000 LPD per level of the spellcaster. Once established, the armor will drain constitution, just like a normal shield spell.
Power Base: Alchemy
Countereffect: Ether Bolt
Description: This ability creates a set of invisible armor around spellcasters or whomever they choose. The required materials are a pinch of diamond, sunstone, and fire pearl crushed into a powder and mixed in a small 1-inch-diameter wax ball. Use either a Star Bolt or a constitution point to vaporize the wax ball.

Besides protection, the armor will increase the users' advantage bonuses by 2, add one attack, and triple their strength (maximum 600). They also receive Shadow Vision (see the first-level Mage Warrior spell). All these abilities last as long as the armor. Once it is destroyed or canceled, the abilities will fade (see chapter 9, "Shields").

Ball Lightning

Level: Lesser
Cost: $50
Casting Time: Two attacks
Range: 100 feet
Duration: Concentration, 5 minutes, or until it strikes a target
Drain: Star Bolt + 1 con point
Damage: 10,000 to 100,000 LPD + 10,000 LPD per level after the ninth level
Fate: Energy + metabolic shock
Power Base: Alchemy
Countereffect: Water Bolt
Description: Wide-beam attack. This effect will create a giant ball of electricity. This white-hot energy will do damage to anything it touches, and if the target is alive, it causes metabolic shock.

This effect is created by using a 1-inch-diameter copper sphere filled with powdered shock vine, electric eagle gland, and neck-gland extract from a storm drake. These ingredients are then vaporized by Starfire. The mixture will generate a large ball of lightning that can be directed by the creator's will. It also generates light and heat, totaling 100 EGs per ball.

Bolts of Earth, Air, Fire, and Water

This effect will create large amounts of one of these elements, which can be shaped by a creator's will. The Alchemist creates a porthole through space to an elemental plane and draws out some of its substance, projecting it in a bolt. Each effect is performed by saying the name of the element in Venderant Nalaberong and using Starfire to open the porthole.

Earth Bolt

Level: Lesser
Casting Time: One attack
Range: 500 feet
Duration: Permanent
Drain: Star Bolt
Damage: Special
Fate: Physical
Power Base: Alchemy
Countereffect: Air Bolt
Description: This ability can draw on two forms of earth: one is dirt; the other is stone. The dirt may clog hallways, entrap weaker creatures, and grow healthy plants. The stone can be summoned to strike with the force of a meteorite, doing 10,000 to 60,000 LPD, or it can be shaped any way a spellcaster wishes.

The effect creates 5 tons of earth. In stone it creates a wall 20 feet tall, 50 feet long, and 2 feet thick (requires 100,000 LPD to pierce), or an object 100 feet long and 3 feet in diameter.

Air Bolt

Level: Lesser
Casting Time: Two attacks
Range: 1,000 feet
Duration: Concentration or 5 minutes
Drain: Star Bolt
Damage: Tornado does 1,000 to 10,000 LPD per turn
Fate: Physical
Power Base: Alchemy
Countereffect: Earth Bolt
Description: Wide-beam attack. This effect creates a burst of air that can lift up to 7 tons. The speed of the wind is 300 mph and its direction is controlled by the user's thoughts.

Fire Bolt

Level: Lesser
Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: Star Bolt
Damage: 1,000 to 10,000 LPD + 1,000 LPD per level after the fifth level
Fate: Alchemy
Countereffect: Water Bolt
Description: Beam attack. This ability will unleash a large burst of flame directly from the Plane of Fire. The bolt is 1 foot in diameter, and it is projected from the user's hand.

Water Bolt

Level: Lesser
Casting Time: One attack; two for pure water
Range: 500 feet; pure water, 100 feet
Duration: Permanent
Drain: Star Bolt
Damage: Pure water disintegrates almost anything up to 1 ton per bolt per five levels of the Alchemist. It does 10,000 LPD per attack segment.
Fate: Physical, or in the case of the pure water, chemicals. Against shields it is considered a physical attack.
Power Base: Alchemy
Countereffect: Fire Bolt
Description: Beam attack. This effect will create up to 2,500 gallons of water (approximately 300 cubic feet). The water's motion can be telekinetically controlled (both types) with a force of 1 ton. Alternatively, this effect will create a form of acid called "pure water." This acid will burn through any container except pelleum. One gallon of acid is created plus an additional 1 gallon for every five levels.

Control Size

Level: Lesser
Cost: $10
Casting Time: One attack
Range: 100 feet
Duration: 2 hours
Drain: One Star Bolt for every 300 pounds that the target weighs
Power Base: Alchemy
Countereffect: Control Size
Description: Beam attack. This effect will shrink or enlarge any living or inorganic matter. Things may be enlarged five times their normal size or reduced to 1/10th their size. Weight is affected in the same manner. The effect will last 2 hours unless Winds of Enforcement are applied. Using the Winds of Enforcement four times makes the effect permanent.

To create this effect, an Alchemist mixes Starfire with an alchemy Water Bolt and chants a special phrase in Venderant Nalaberong. This mixture becomes a smoke that will shrink or enlarge any object or person it touches. The smoke is moved by the creator's will. If three Control Sizes are used on one object at the same time to shrink it, the object will implode into nothingness.

Create Potions

This is the process for creating special liquids that can absorb any type of spell, mutation, special ability, or psionic effect and allow the drinker to use the power contained within. Potions require 15 attack segments to be metabolized by the body. Once internalized, the power can be used according to normal specifications. The total cost is $20,000 ($100,000 for replacement bowls).

This mixture is created by processing alchemy Water Bolts with the blood of a sunstone drake (1 quart each) and some powdered scales (7 grams). A pinch of powdered mage tree bark is also necessary (1.72 grams). All substances must be placed in a forgotten steel bowl (the bowl is given to the Alchemist in school). Once the mixture is in the bowl, it will glow and smoke. The Alchemist must then conjure up an air elemental to contain the smoke and lift the bowl up into the air. Then a Star Bolt is used to heat the bowl. While the bowl is in the air, its special metal will not melt, but will conduct the Star Bolt and store the fire while the Alchemist prepares the final stages.

The Alchemist must then mix 1 gram of fur drake fur, some white pearl dust, and a Water Bolt within a sunstone-coated kettle (the kettle is available to be used only at school). This mixture must be transmuted into mist and moved from the kettle to the floating bowl, mixing it with the contents. Then the Alchemist must cook the substance at night with a Ball Lightning effect. This process is done at night because the solar winds can cause the mixture to jell instead of liquefy, thereby rendering it inert or powerless.

Once this process is complete, the remaining substance in the forgotten steel bowl is called a blank potion. One potion equals 10 ounces. Blank potions are minorly enchanted by firing a spell or mutation into them 10 times. Then, while the spellcaster's blood is still "hot" from casting the ability, it must be drawn and 1 ounce added to the blank potion. When the blood is added, it will change the blank potion's color from black to one of the following:

- Green for earthpower
- Purple for magic
- Red for psionics
- Deep blue for mutations
- Violet for alchemy
- Clear for chi
- Opaque white for various other abilities
- Glowing golden for God Power and Venderant Nalaberong

Once characters drink the potion, they can cast a spell or use the mutation when they wish. The potion will remain active for 12 hours within a person's body. The abilities granted can be used as would normal powers (this includes the constitution drain). If a psi spell is placed on a potion, the potion will transmute the character's constitution points into psionic points (1 constitution point equals 15 psionic points).

The effects of a potion can be made permanent if an Alchemist knows how to create enchantments. A blank potion cannot be made or charged by drinking a potion. Consuming more than one potion within 24 hours will cause a spontaneous internal explosion and death (no fate roll).

The countereffect for potions is a Nullifying Werewind. Note that the limitations with potions cannot be exceeded in any way. If a user has a major mutation, then a potion containing another major mutation will not work.

Lesser Potions

One ounce of blank potion may be charged to form a lesser potion. These potions require 15 attack segments to be absorbed and they last for 6 hours in the body. Once absorbed, the potion becomes dormant and cannot be detected. A dormant potion is activated by thought. Once made active, its power will be at the user's disposal for 1 minute plus 1 minute per level of the potion's creator, then it will fade. Using the power requires normal constitution drain. Up to two lesser potions can be used at one time, four per day maximum. If used while drinking a normal potion, only two can be taken.

A lesser potion cannot be enchanted with a major mutation or any spell or ability of 10th level or above.

The potion will absorb up to three charges of any one spell type or mutation ability within the above stated restrictions. These charges are fired into the potion with the amount of constitution that the ability will have on its first use. Each charge is usable, separate from the others. Remember to watch the limitations.

Ether Bolt

Level: Lesser
Cost: $100
Casting Time: One attack
Range: 5 miles
Duration: One attack
Drain: 1/2 con point
Damage: Special or 100 to 1,000 LPD per level
Fate: Alchemy (phaze at 10th level)
Countereffect: Alchemist Armor
Description: Beam attack (silent). This bolt can be used to do damage or to cause unconsciousness in a victim weighing under 1,000 pounds plus an additional 100 pounds per level. Unconsciousness lasts for one set plus one set per level.

This effect is created by focusing a Star Bolt through a glass sphere that contains the essence of a lesser ether elemental. The

sphere will work five times before being exhausted. At 10th level this becomes a phazed attack and is quite effective.

Eye of Alchemy

Level: Lesser
Cost: $5,000 ($4,900 for the bowl)
Casting Time: 1 minute
Range: Unlimited
Duration: Total concentration
Drain: Star Bolt
Power Base: Alchemy
Countereffect: Mist of Force
Description: This ability creates an eye that can float and pass through walls. The eye will transmit what it sees and hears back to its creator. It also enables its creator to talk through it to whomever it is focusing on. The eye can travel at the speed of thought although to see anything specific, it must be moving slowly. The eye is 5 inches in diameter and glows green. When the creator is 40th-level, the eye is invisible.

This ability may also be used to see auras, magic, psionics, earthpower, and alchemy within a range of 50 feet, but only if the eye is within 5 feet of its creator. The Eye of Alchemy will work within the confines of a Security spell. However, it cannot see inside a secured area from the outside.

This effect is created by mixing powdered glass and copper flakes with the eye of a rat and some powdered flying root. This mixture is vaporized in a solid-silver bowl by a Star Bolt (the bowl will not melt), creating a mist that forms the eye.

Lesser Elemental Summoning

This is the lesser ability to summon and control lesser elementals. When first taught this ability, Alchemists can only summon one type of elemental (roll randomly). Every three levels after learning this ability, roll another type until all five types of elementals can be summoned. Summoning an elemental takes two attacks and then one turn for them to appear, popping up in front of the Alchemist. They have the same number of attacks, dodging chance, advantage bonus, shot bonus, and surprise adjustments as the Alchemist who summoned them. Some elementals will have special powers that change their fighting abilities. These are listed with each elemental's description. Being touched or attacked by an elemental requires a fate versus alchemy unless the effect is physical, heat, or phazed.

An Alchemist can summon and control one elemental per 10 levels, up to a maximum of five at once. These creatures have intelligence, but their minds cannot be read and they cannot be willforced. They will follow the Alchemist's instructions to the letter. They will remain until released or destroyed. They can be dispelled with a thought by the Alchemist that summoned them.

To summon an elemental, an Alchemist must have a small rock (earth), small bottle of water (water), small fire (fire), an air sphere that costs $1.00 (air), or a vacuum sphere that costs $2.00 (ether). Elementals are summoned by holding the appropriate component and saying the elemental's name in Venderant Nalaberong while using a Star Bolt to heat the object.

Lesser elementals can only be harmed by the powers and forgotten steel. Only the Earth Elemental may be harmed by physical damage other than forgotten steel. Nullifications must exceed the elemental creator's level. Elementals are not affected by their own element type, except for the Earth Elemental. For example, a Fire Elemental will not be affected by fire or heat attacks. Also, elementals cancel themselves when the following combinations touch each other: fire and water, earth and ether, air and water.

When summoned, the elementals can join to form a larger elemental. Up to four may join at one time. As they join, their powers increase, adding their strength, life points, and size together. For instance, a combination of four Earth Elementals may stand 8 feet tall and have a 200 strength and 40,000 life points. Their Lava Bolt is usable 24 times. Their dagger does 400 to 1,600 (4d4) LPD and is 4 feet long. They act as one until they separate. Elementals make excellent guards.

Lesser Air Elemental

Lesser air elementals have 10,000 life points, are 2 feet tall, and appear as a wisp of blue energy. They can fly 100 mph while carrying 300 pounds plus another 100 pounds per level of the Alchemist. If carrying any payload, they add one to their flight class per 50 pounds (see "Flight Classes" in chapter 12). If needed, they can provide air for 3 hours, at which point they will fade. The air will move along with the Alchemist, even in a vacuum. If more than one person is breathing this effect, the amount of air is decreased proportionally. air elementals can suffocate a victim in one attack, affecting 300 pounds per five levels of their creator (fate versus alchemy). This can be done one time per summoning; it is considered a wide-beam attack. The elementals must touch their targets.

Lesser Earth Elemental

This elemental has 10,000 life points plus another 1,000 life points per level of its creator. It stands 2 feet tall and has a 50 strength. This small fellow is composed of rock. However, it can phaze through solid stone or earth at 50 mph. Two lesser Earth Elementals can carry an Alchemist and 500 pounds extra weight in this manner. Also, they can fire a lava burst from their eyes six times per summoning. Bursts require one attack to use, have a range of 50 feet, and do 100 to 1,000 LPD and another 1,000 per level after the fifth (fate versus alchemy, beam attack). They can also create a lava dagger. This is a 12-inch blade of red-hot stone that does 100 to 400 LPD per strike or per segment of contact (fate versus alchemy). Once removed from the grasp of the elemental, it will cool into a normal stone weapon.

Lesser Ether Elemental

Ether elementals have 1,000 life points. They are 2 feet tall and always phazed. They can carry up to 20 pounds. They can plane phaze a person once per summoning. Ether elementals can also tesseract 50 feet six times per summoning. These creatures are very useful in entering hard-to-reach places.

Lesser Fire Elemental

This elemental has 5,000 life points, stands 2 feet tall, and can fly 200 mph (see "Flight Classes" in chapter 12). The elemental itself burns bright yellow-red and is humanoid in appearance as are all elementals. The fire will only burn what the elemental wants it to, under orders of the Alchemist. Its touch causes 100 to 1,000 LPD per segment of contact. A Flame Bolt is usable six times per summoning, requires one attack to use, and has a range of 50 feet. The bolt does 100 to 1,000 LPD and another 1,000 LPD per level after the fifth (fate versus alchemy, beam attack).

A fresh elemental (one that has not used any fire attacks other than touching) may also attack by elemental vaporization. This can be done only once per elemental, as it uses them up. The elemental must touch the object or victim and vaporize itself, doing 10,000 to 100,000 LPD (fate versus alchemy, wide-beam attack). Fire Elementals can exist even in a hard vacuum (space), and normal water will not extinguish them.

Lesser Water Elemental

These creatures have 5,000 life points. They are made of solid water, stand 3 feet tall, and can swim 100 mph. They can create up to 10 cubic feet of water and telekinetically manipulate it. If used to batter a victim, this water can do 100 to 1,000 LPD (fate versus physical, range 100 feet, beam attack). Water Elementals can engulf a victim's head and shoulders and drown him. This is a normal attack. Also, they can carry up to a maximum of 500 pounds through water at a speed of 50 mph.

Mist of Force

Level: Lesser
Cost: $100
Casting Time: Two attacks
Range: 500 feet
Duration: Concentration or 5 minutes
Drain: One Star Bolt
Damage: 2,000 LPD per level of the user after the fifth. Can also block energy and physical attacks up to 10,000 LPD + 10,000 per level.
Fate: Alchemy
Countereffect: Air elemental
Description: This is a mist that can be made to appear around a target and crush, lift, or manipulate it. It is an area effect, requiring a Tesseract or similar means to evade. The mist is a type of visible telekinesis that can be shaped into almost any form. It has a maximum area of a 10-foot cube. The cloud is controlled by the thoughts of the spellcaster and will move the same as he does (same dodge, number of attacks, and so forth). Refer to "Telekinesis" in chapter 9 for more details.

This effect is created as an Alchemist vaporizes a small drop of alchemy Water Bolt and a pinch of earth and diamond dust with a Star Bolt. Diamond dust is available in any Alchemist shop in Terra at a cost of $100.

Shield

Level: Lesser
Cost: $100
Casting Time: If the pellet is in hand, 1/4 attack; if not, it requires one attack and cannot be done as a block.
Range: 100 feet
Duration: Concentration or 5 minutes
Drain: One Star Bolt
Damage: Stops 10,000 LPD per level of any three of the following: magic, psionics, mutations, physical, energy, alchemy.
Power Base: Alchemy
Countereffect: Fire elemental
Description: This creates an invisible shield around or near a spellcaster. The spellcaster can move it to wherever he chooses within the range listed. The spellcaster can shape the shield into a sphere, dome, hemisphere, or wall. The power types that it blocks are chosen when this spell is cast (see "Shields" in chapter 9).

Transmute Matter Into Mist

Level: Lesser
Cost: $5 per sphere
Casting Time: Special
Range: Special
Duration: Permanent (see below)
Drain: Special
Damage: None
Fate: Alchemy
Countereffect: Star Bolt
Description: An Alchemist with this ability can turn physical objects into mist and contain them within a crystal sphere. This spell does not affect living beings, creatures, or entities of any kind, including organic electronics (see the greater alchemy study, "Create Creature," for the one exception). Neither will it affect any type of dangerous organic matter such as a virus or bacteria. You cannot place one crystal inside another.

The Alchemist prepares a small burst of Starfire and a Water Bolt, which are contained within a shield and heated by the Alchemist's Ball Lightning. Once this mixture has cooled, it will crystallize into a hollow sphere measuring 4 inches in diameter and weighing 4 ounces. If this sphere is broken against an object, it will transform the object struck into a small amount of mist. This mist will then slowly refill within the broken sphere and seal. Once this is done, the sphere will not break easily; 25 LPD will be need to shatter it. Whoever breaks the crystal can specifically decide what is to be contained within it. When broken after containing something, the object within will reform in one set (15 seconds). It will be in exactly the condition it was when it was transmuted to mist. In this way food can be kept fresh indefinitely.

The crystal sphere transmutes 20 pounds per level of the creator of the crystal. To transmute heavier objects, Winds of Enforcement may be used when the crystal is first being created. Each empty mist sphere will remain potent for 2 weeks and, once used, will hold the object forever until broken. Empty crystals can be bought from the Alchemist Guild for $15.

Transmute Self Into Air

Level: Lesser
Cost: $25
Casting Time: 1/4 attack
Range: Touch
Duration: 10 minutes
Drain: Star Bolt
Power Base: Alchemy
Countereffect: Ether Bolt
Description: This effect instantly transforms an Alchemist's body into air. Once transmuted, the Alchemist can fly up to 70 mph and lift up to 300 pounds of extra weight (see "Flight Classes" in chapter 12). Users can still be detected as a life force but cannot be affected by any spell other than Cancellation or those that affect air. Thus, this spell may be used as a dodge even for attacks that can only be dodged by a Tesseract. While in air form, the user can see and hear normally. An Alchemist can reappear instantly at any time. However, once he appears, the effect is broken.

This ability is created by using a small amount of mistberry powder, combined with an alchemy Water Bolt, and mixed in a pellet of giant armored beeswax. When this pellet is vaporized by Starfire, the effect occurs.

Winds of Enforcement

Level: Lesser
Cost: $500
Casting Time: One attack
Range: 50 feet
Duration: The length of the spell it is enforcing
Drain: 3 con points + a Star Bolt
Power Base: Alchemy
Countereffect: Ether elemental
Description: This ability doubles the power of any effect, spell, or mutation, when used once. If used more than once, the enforcement raises the multiplier by +1. For example, 4 constitution points put into a Winds of Enforcement will amplify a spell's power three times (up to a maximum of 10). The user need only do the actual effect once and just add more power to it (see "Amplifications" in chapter 9). If using the wind on a spell-type or mutation effect, the enforcement will last as long as the effect lasts.

This effect is caused by a special powder made from earth egg, mage tree bark, sunstone, moonstone, fire pearl, and nova quartz. A pinch is held in the hand while firing a Star Bolt. The combination will transmute to the Winds of Enforcement. The winds must touch the person creating the effect to be enforced or the effect itself.

Greater Alchemy Studies

Alchemist Ambrosia

Total cost for this study is $1.01 million. It requires five attack segments to function once orally administered. This elixir will cure any disease or poison, heal all wounds, restore strength and constitution, and restore psionic points. It will also give Eternal Sustenance for 24 hours. However, during this time, the elixir's powers will only be available for the sustenance, not any restorative properties.

The elixir can be used to restore life if given within one minute of death (see "Restoring Life" in chapter 12). Characters treated in this manner receive only one-fourth of their strength and constitution scores and only one-fourth of their life points. If they use another Alchemist's Ambrosia within the next month, they will die.

An Alchemist creates the base for the elixir by mixing a Pure Water Bolt with 25 gallons of heal spring melon juice and 25 gallons of distilled blood orange juice ($1 million) in a 50-gallon glass bowl. Then it sits in the light of the suns for 5 days. The next thing is to move the greenish liquid over the heat of a fire and boil it until only 1 gallon remains. Then equal parts of gold, silver, and earth are added. Fuse all the above ingredients with a Star Bolt, then grind it to a powder.

Take the powder and prepare a Ball Lightning. As the powder is tossed into the Ball Lightning, a special phrase is said in Venderant Nalaberong. A tiny golden cloud will appear and drop golden rain. This rain must be collected in a glass bowl. At this point, the Ambrosia is unstable and not fit to drink. The Alchemist must sprinkle sunstone dust ($10,000) into it to stabilize it. Once the liquid is stabilized, the Ambrosia will remain potent forever. This formula will create enough elixir for five uses. All Alchemists who receive this study will get 10 doses of ambrosia from school. One does equals 1/10 cc.

Binding

Level: Greater
Cost: $1,000
Casting Time: Two attacks for Simple Binding, three for the lesser, four for the greater
Range: 500 feet
Duration: 1 hour + special
Drain: Special
Fate: Alchemy
Countereffect: Nullifying Werewind
Description: Area effect. The Binding appears as blue energy around a target. Only a Tesseract-type dodge or a spherical shield may be employed for defense. The spellcaster does not need to make a shot roll for this ability. There are three different types of Bindings.

Simple Binding

This requires a Star Bolt plus 1 constitution point. It binds with 100 pounds of force per the spellcaster's level. The target can be confined to a 100-foot area per level. Creatures and objects bound can be held absolutely still or allowed to move freely within the confines of the Binding. One object or creature may be bound in this manner per Star Bolt, and it lasts 1 hour per the spellcaster's level after the 10th level. If the subject has more strength than the Binding, then it can break free of the spell, providing that it has a surface on which it can gain traction. This mode of Binding cannot affect the powers.

Lesser Binding

This drains one Star Bolt and 2 constitution points. It acts as the Simple Binding, only it will hold with 10 tons of force plus 1 ton per level of the creator after the 10th level. This form of Binding can also be used to bind powers on or within a target. This will render most things with powers harmless. However, an additional 1/4 con point per level of the victim above the user's must be used. The Binding field can be shaped into a 10-foot glowing sphere that will hold any physical object or power that comes into contact with it. Once trapped, it will not move until the Binding is released. One side benefit of this is that a person within a Binding is temporarily protected from outside assaults. Any attack thrown into the effect will be held in place until the Binding is released. Then it will proceed normally. Lesser Bindings last 1 hour per level of the spellcaster after the 10th level.

Greater Binding

This Binding effect drains one Star Bolt plus 20 constitution points and is used to create lesser enchanted items. It can lock an elemental (along with an enforcement) permanently on an item or in an area. If the effect is drawn out over a period of 5 days and each day an extra 10 constitution points are added, the Binding becomes permanent. Permanent items are equal to a major magic item. The ability will bind powers in place but allow them to function normally.

Example: An Alchemist takes a small stone and places a Greater Binding on it. Next she creates a Ball Lightning effect and fires it at the stone, willing the Binding to hold the lightning within the rock. Now, because of the nature of the Binding, she can set up a trigger. The trigger will establish how the Binding acts on the Ball Lightning. The Alchemist has several options: standard release upon mental command from the holder of the stone; release by a special word uttered by the holder of the stone; or release by movement, life force, aura, or anyone other than the spellcaster within 30 feet of the object.

All the above mentioned triggers may be used at one time. The binding will release what it is holding in the direction of what triggered it, with the exception of when it is being set off by mental command or a special word. In these cases, users can aim the effect just as they would any magic item. When the Binding spell is on an item and triggered, it will only release one attack during that segment. Up to six different spells or ability effects may be contained by one Greater Binding. Once all the spells that are held in the Binding are used, the entire Binding effect will dissipate.

Cloud Carry

Level: Greater
Cost: $6,000
Casting Time: Three attacks
Range: 1,000 miles per level of the spellcaster
Duration: One set
Drain: Star Bolt
Power Base: Alchemy
Countereffect: Interrupt the casting
Description: This creates a brilliant-red cloud that can teleport up to five characters or 1,000 pounds per level after the 15th level. The cloud can be made to appear anywhere within 100 feet of the spellcaster and is an area effect. The spellcaster has to have seen the destination to which the cloud will be teleporting (see the 4th-level Mage Warrior spell "Teleport" for misport specifics).

This effect is created by vaporizing powdered Tesseract twig and mage tree bark inside a hollow giant clam pearl ($5,000). Once the pearl is vaporized, the cloud appears around the creator and the party.

At 20th level the cloud can pierce dimensions by using two extra Star Bolts and mixing one phaze drake scale (cost $100) into the pearl. The cloud will pass through five dimensions per use (see "Travel Between Dimensions" in chapter 7).

Create Creature

The total cost for this greater alchemy study is $26,500. This allows an Alchemist to take 3% of a creature's body and recreate and control it. Also, an Alchemist can create mixed breeds. However, the entire process requires 2 months to complete.

An Alchemist needs a quartz crystal vat with an airtight lid ($10,000). Also necessary is a nutrient solution of pure protein, amino acids, and Ambrosia ($10,000). You will also need a magnetic stir bar (plastic coated) and a motor ($1,000), fuel, electric generator, sterile pump ($5,000), heater, filter, additive unit, and adapter ($500). Also necessary is a Water Bolt.

Once the vat is positioned, fit the filter and additive adapter through their proper holes, leaving the long hose loose and coiled at the bottom of the tank. Then hook up the sterile pump and connect the electrical generator. Plug in the magnetic stir bar, motor, pump, heater, and additive unit. Then add the nutrient solution and the Water Bolt. Let this mixture heat up to 100 degrees Fahrenheit, stirring slowly with the stir bar and circulating through the sterile pump.

Once the liquid is heated, take the body parts and place them in a plastic cage at the end of the tube. Stop all circulation within the vat and gently lower the body parts into it. Then add the Ambrosia through the additive unit tube to the body parts along with 2 ounces of your own blood. The plastic cage will dissolve within a few days.

This mixture must not be exposed to sunlight during the entire process or it will be ruined. The mixture must be slowly circulated in the vat for 2 months. Every day the Alchemist must add 2 ounces of his or her own blood, plus 3 drops of Alchemist's Ambrosia.

At the end of the first month, the Alchemist can communicate with the creature through Telepathy. The telepathy with the creature is a natural result of the process and is alchemy based, having a range of 50 miles (see "Telepathy" in chapter 9). At the end of the second month, the creature emerges and is under the control of the alchemist.

Up to two breeds can be mixed. A maximum of one creature can be controlled at a time, and another one per 10 levels.

Once a breed has been made, it requires over 270 generations to be a true species and suitable genetic stock for another creation. This means that you cannot create a mixed creature and then turn around the next day and use it to start another one.

The limits on creatures that may be grown are determined by the level of the Alchemist: 10th through 19th level can create common ones only; 20th through 29th, lesser creatures; 30th through 39th, greater; 40th level and up, major. A creature created by this process may be put into a Transmute Matter to Mist crystal by the Alchemist who created it.

Reflect and Amplify

Level: Greater
Cost: $1,200
Casting Time: 1/4 attack
Range: 10-foot half hemisphere
Duration: One set
Drain: 1 Star Bolt + 1/4 con per level above the caster's when attempting to stop an attack from something of higher level. Each additional reflection after the first subtracts an extra cumulative 1/2 con. In other words, a second reflection drains 1/2 con, a third 1 con, a fourth 1-1/2 con, and so forth.
Damage: Reflects beam and wide-beam attacks back to their source
Power Base: Alchemy
Countereffect: Nullifying Werewind
Description: This effect creates a half-sphere of shimmering energy around the creator (see "Shields" in chapter 9). Once made, it will not move. Any type of magic, psionics, earthpower, mutation, energy, chi, alchemy, (even Venderant Nalaberong 50% of the time, if the spellcaster is above 35th level) that hits the shield will reflect back to its source. However, a Shielder Bolt will penetrate the sphere, as well as phazed and physical attacks. Area effects are not reflected. The amount of damage that the reflected attack does will be doubled (see "Amplifications" in chapter 9).

An attack of twice the level of the shield or higher will shatter it. To prevent this, the spellcaster must put constitution into it as required.

This ability is created by placing a gram of earth root ($100) and 2 ounces of gold dust ($1,000) in a polished, 2-inch diameter, silver ball. The Alchemist then says a word in Venderant Nalaberong and vaporizes the ball with a Star Bolt (see "Reflections" in chapter 9).

Werewinds

Level: Greater
Cost: $1,000,000 for gold tub and slab; $310,000 more for scales, horn, and blood
Casting Time: One attack if the sand is in hand; if not, it requires two attacks
Range: 500 feet
Duration: Special
Drain: Star Bolt and special
Damage: Special
Fate: Alchemy; nullification for Nullifying Werewind
Countereffect: Nullifying Werewind
Description: Wide-beam attack. This ability creates a wind that does one of three things, each having a different color. The three types are as follows.

Banishing Werewind

This wind is blue in color. Any object struck will be banished to Limbo. The wind will banish only what the Alchemist wishes it to. The duration of the banishment is 24 hours. If a Wind of Enforcement is used, the banishment will last for 48 hours. If enforced 10 times, the banishment will become permanent. This wind will affect 4,000 pounds and another 1,000 pounds per level above the 20th. The wind is 100 feet wide by 25 feet high.

Disintegrating Werewind

This wind is red. It will disintegrate anything in its path. Up to 3 tons plus three per level above 15th of matter can be affected. The wind is 50 feet wide by 10 feet high.

Nullifying Werewind

This wind is invisible. It will cancel every form of power and ability from mutations to psionics with the exception of chi, Venderant Nalaberong, and God Power. B.S.C.s shut down (no fate roll) when struck by this wind. The wind is 100 feet wide and 50 feet high. The nullification lasts 5 minutes, draining 1 constitution point plus 1/4 per level above the creator's (see "Cancellations and Nullification" in chapter 9).

Werewind Sand

The creation of the Werewind Sand requires 1 pound of silver dust (approximately $10,000) and a cup of Water Bolt, suspended within a whirlwind. Let the dust mix, then contain it with any air manipulation ability. Now take 40 ounces of cave demon blood ($150,000) and some powdered scarlet drake bone ($110,000). Then add a Pure Water Bolt. This mixture forms in the acid, then dissolves and turns gaseous. Now the water and the gas are mixed within the whirlwind, over a solid-gold basin 5 feet wide, 5 feet long, and 1 foot thick. Then the user must add two Star Bolts and a Ball Lightning. The power, water, and gas will create a tiny storm, which releases a Blue Rain. This rain will fall on the gold basin and form a pool of 30 ounces. When cool, the rain will be the basis for the Werewind. The Blue Rain does not hurt the slab. The gold acts as a catalyst, stabilizing the mixture so it remains inert. Once the Blue Rain cools, the Alchemist must separate the amount that they will use and cover the basin with a

gold lid ($40,000). In this state, the Blue Rain will remain potent until used.

Blue Rain will do a special thing in its raw state. One ounce (2 cubic centimeters) will cause the ground to split into a trench 7 feet wide, 20 feet long, and 50 feet deep. The explosion causes 10,000 LPD. If the liquid is not kept in a gold container, it will explode the instant it touches any solid matter (see "Explosions and Loud Sound" in chapter 12).

To create a Werewind, mix 2 ounces of Blue Rain and a small amount of Starfire in a small gold container. The Star Bolt will further stabilize the rain so that it can be mixed with other matters without exploding. However, the bolt also makes it lose its power to explode and the rain must be used within 1 hour.

Now the Alchemist must choose which type of Werewind to create. Each of the three types requires one special component, different from the rest of the preparations. To create the Nullifying Werewind, use powdered scales from a null snake ($2,000 for 5 grams). For the banishment effect, use some powdered golden uniwolf horn ($3,000 for 2 grams). For the Disintegrating Werewind, use the blood of a mist drake ($5,000 for 2 ounces).

Mix the stabilized Blue Rain with powdered earth root and mage tree bark (5 grams). Then add one of the above wind components. This will create a muck. When the muck is dry, it will form a golden crystal sand that glows slightly. This sand forms the Werewind.

Once cast into the air and ignited by a Star Bolt as it leaves the hand, the sand transmutes the air and Starfire, creating one of the three colors of a Werewind. The wind travels at approximately 950 mph. Because it is extremely wide and high, it is virtually impossible to evade.

Master Alchemy Studies

Summoning Elementals

Level: Master
Cost: Special
Casting Time: One attack and 15 minutes for an elemental to appear
Range: Special
Duration: 1 hour
Drain: None
Power Base: Alchemy
Countereffect: Another elemental (see lesser elementals)
Description: This allows users to create intelligent servants of alchemy energy. Users can possess themselves with the elemental or they can be used outside their body. Being touched or attacked by an elemental requires a fate versus alchemy unless the effect is physical, heat, chemical, or phazed. Certain types of greater elementals cancel each other, and they can only be hurt by the powers, although the greater Earth Elemental can be affected by physical attacks. These elementals do not have a weakness in regard to forgotten steel. However, the true power is not in the servants, but in the wrapping of the elemental's alchemical fury around the user's heart.

To summon up an elemental, you need some specific materials. Each has a material that they favor. However, that material has to be specially prepared. The materials are listed as follows:

- Earth: earth egg costing $100,000.
- Air: five breaths of a newborn baby caught in a glass jar.
- Fire: one flawless fire diamond costing $10,000.
- Water: an alchemy Water Bolt in a forgotten-steel jar (2-1/2 inches in diameter by 10 inches in height); costs $7 million.
- Ether: ether sphere that costs $10,000.

The preparation of each material requires five special lenses and either a dome or some form of shelter. These cost $100,000. The lenses fit into a rack, side by side, at the top of the dome, in a circle, under five openings in the ceiling. They are slightly angled and focused so that when light passes through them, it converges on one spot. In that spot, users erect a large iron cauldron 3 feet high and 2-1/2 feet in diameter. Fill the cauldron 3/4 full with a Water Bolt and add equal amounts of earth, pure alchemy water, air (in a balloon of thunder lizard stomach), a small torch (lit and burning), and one ether sphere. When each is added, the Alchemist utters each of the element's names in Venderant Nalaberong. Then the cauldron's contents are brought to a boil. The cost of these other materials is $10,025.

Once this is done, add a handful of crushed leaves from the earth root tree and a handful of crushed mage tree bark (cost is $10). Then stir the entire mixture with a forgotten-steel rod (cost is $10 million) and pump 4 constitution points through the rod. This will cause the mixture to smoke and glow a bright white in color. At this point, a small iron bridge is placed over the kettle. The bridge has a small screen platform. The earth egg, fire diamond, or one of the jars are placed on the platform.

When these are in place, the ceiling is opened and the full light of the suns, Bijor and Dior, is focused down upon the cauldron. At this point, the name of the element is called in Venderant Nalaberong. The smoke and light will seem to congeal into a ghostlike form that will enter into the appropriate object (only an Earth Elemental will enter an earth egg, etc.). Once prepared, the elemental is linked to that object until it or the object is destroyed. The holder can summon the elemental by calling its name, saying for instance *fire*.

Elementals Outside of the Alchemist's Body

Only one type at a time can be summoned outside the Alchemist's body per 20 levels, unless bound to an object. A summoned elemental can take orders and relay messages. They are very loyal.

If summoned and a Binding is used with a Wind of Enforcement and 6 constitution points, elementals can be made to guard a specific spot (up to 100-mile radius) for up to 1 year. They can never leave or move from that area. This relieves the spellcaster of the burden of having to watch the elemental and they can summon another. They may be bound on other planes, except the Psychic Plane. If an elemental is bound to an object, the wielders can possess themselves and use their abilities. In these cases, the elemental's powers regenerate every day.

If summoned and not bound, the elemental will leave after 1 hour. However, during that hour, they will do what is asked of them.

They appear outside the body in semihumanoid form and size, with the exception of the earth elemental, which stands 20 feet tall and is made of granite. They have minds but no life force. They cannot be hypnotized or affected by any mind-control ability, including Telepathy. Also, they cannot be made to roll metabolic shock or psychic shock, for they are not alive in the usual sense of the word. Table 124 lists life points and dodges for each elemental.

Table 124. ELEMENTAL STATS

Elemental	Life Points	Dodge/ BAD
Earth	1,000,000	68%/45%
Air	10,000	75%/60%
Fire	50,000	75%/60%
Water	50,000	70%/50%
Ether	50,000	75%/60%

BAD indicates beam-attack dodge. Attacks per turn equal those of the summoning Alchemist. Their advantage bonus is a base +4-1/2, plus 1/2 per 10 levels of the Alchemist.

Binding the Elementals

Elementals can be bound using a Greater Binding. This will allow the user to control them and command the elemental's powers. Items made in this way require a Binding and enforcement and 2,000 constitution points for the lessers or 10,000 for the greaters. The binder can add as little as 10 constitution points per day, but life force must be added every day until completion, or the Binding will dissipate. This power is needed to sufficiently trap the elemental and subdue its will. However, all the rest of their abilities will function normally and refresh themselves every 24 hours. Elementals bound in this manner will obey all their owner's commands. An owner is any creature who has possession of the item for 10 consecutive days. Items created in this manner are considered to be lesser items for the lesser elementals, and major items of power for the greaters. Only one elemental can be bound to a single object.

Elemental Possession

When called by name and told to merge, an elemental will enter an Alchemist's body, giving him the ability to wield its fury. If the Alchemist is killed or knocked unconscious, then the elemental will fight with the body until its hour is up, or until it is destroyed.

If an Alchemist has five elementals within himself, five elementals or five Nullifying Werewinds must be used to eradicate them. Only one elemental of each type can possess an individual at one time. If attempts are made to let two of one type possess the Alchemist, then he or she will be permanently possessed. The elementals will then remain as long as they want on this plane, doing all the harm they wish. When they leave and return to the interdimensional void, they will carry the Alchemist's body with them. They can also do this if the Alchemist summons them twice in 1 day. Elementals freely travel in Limbo and the Astral Plane, and they guard the passages through the void separating dimensions. This void contains substance that forms elementals and invests them with primitive, malevolent minds and wills. This void or Elemental Plane is usually bypassed by dimension-twisting spells.

Elementals' Powers

Air Elemental

Flight: 300 mph lifting 2 tons for 6 hours (see "Flight Classes" in chapter 12).

Provide Air: Enough for 10 people or five Giants for 24 hours.

Whirlwind: A wide-beam attack can be done once per summoning. It takes one attack to perform, and has a range of 10 miles. It lasts as long as the elemental concentrates. The wind can be focused in to a small tornado, 100 feet high, 60 feet in diameter at the apex, and 20 feet at the mouth. The force of the wind generated by the vortex can do 10,000 to 100,000 LPD per segment. It is fate versus physical (alchemy based). The tornado can be made to travel at 150 miles an hour with an average velocity of the vortex of 300 mph.

Absorb Air: The elemental may create a 20-foot vacuum anywhere within 100 feet. This can be done six times per summoning, lasting as long as the elemental concentrates. Creatures that need air in their bloodstream to survive must roll metabolic shock in one segment (fate versus alchemy) or fall unconscious. This power will also cancel any form of poison gas for one time only.

Earth Elemental

Four 10ths Damage Protection: Earth Elementals have four 10ths. The elemental cuts through three 10ths when it strikes with its fists.

Strength: 500

Tremor: 50-foot radius, six times per summoning (see the fifth-level earthpower spell).

Tunnel: Six times per summoning; takes one attack to perform; creates a permanent 10-foot-diameter hole through stone up to 1,000 feet.

Mold Stone: Six times per summoning; takes two attacks; and has a range of 100 feet. This power lasts as long as the elemental concentrates, telekinetically manipulating up to 1 ton of stone as though it were putty.

Lava Bolt: Six times per summoning; takes two attacks; and has a range of 500 feet. This bolt is a wide-beam attack that does 100,000 to 400,000 LPD. It stays hot for up to 10 hours (fate versus heat).

Create Pure Earth: Earth Elementals can make pure earth, or pelleum as it is called. This is a very strong metal that weighs 3 pounds per cubic inch. It cuts through two 10ths.

An elemental can make 10 pounds per level per summoning. When creating the pelleum, the metal appears in front of the elemental. As it floats, it can be molded by thought. The new pelleum may be shaped in one attack and thrown in another. Its damage equals its weight times 10 life points. For example, a 20th-level Alchemist can have the elemental create 200 pounds. This will do 2,000 LPD. The range of this attack is 100 feet.

Another ability of new pelleum is that it can be combined while in liquid form with steel to form pelleum steel. The Alchemist who created the pelleum steel can mold it with the briefest touch of the hand, any time he or she is possessed by an Earth Elemental.

Ether Elemental

Plane Phaze: This is the same effect as the master mutation. Treat the elemental as if it has 15 constitution points. The elemental itself is always phazed.

Cloud Carry: Two times per summoning (see the greater alchemy study).

Tesseract: Can be done six times per summoning. Its range is 100 yards, and it requires one-fourth attack to perform. The elemental may carry 3,000 pounds as long as it touches the substance (see "Tesseracts and Teleports" in chapter 9).

Invisibility: Six times per summoning, lasting as long as the elemental concentrates (see the first-level Mage Warrior spell).

Tesseract Inhibitor: This stops tesseracting and teleporting within a 100 foot area as long as the elemental concentrates. It requires one attack to establish, and the elemental may choose who is affected. This drains 2 constitution points per minute and has no fate roll (alchemy based). The countereffect is a Nullifying Werewind.

Ether Portal: This ability allows an ether elemental to open a 6-foot-diameter portal to the Elemental Plane of Ether. It takes five attacks to perform and lasts for 3 minutes.

Fire Elemental

Immunity to Heat: This is given to those who are possessed by this elemental.

Continual Fire: Burns only what the Alchemist wishes it to, doing 1,000 LPD per second (fate versus heat).

Flight: 500 mph, lifting 2 tons for 6 hours maximum (see "Flight Classes" in chapter 12).

Fire Bolt: Six large bolts or 12 small bolts per summoning; range is 5 miles. The small bolt takes one attack and does 10,000 to

100,000 LPD. The large bolt takes three attacks and does 100,000 to 1 million LPD (fate versus heat).

Melt: Two times per summoning; range is 100-foot-diameter area around the elemental. This power takes three attacks to perform, rippling away from the elemental's body in a wave. This wave forms a sphere or hemisphere as the Alchemist wishes. It will affect steel, stone, and flesh, but only those specified by the Alchemist. Up to 150 tons can be melted (fate versus heat).

Water Elemental

Underwater Breathing: Those who are possessed by this elemental have this ability.

Swimming Speed: 100 mph

Create Water: Six times per summoning; range is 1,000 feet. This effect will create up to 500 cubic feet of water (16 tons) that may be telekinetically controlled as it flows across the ground. Its maximum speed is 300 mph.

Pure Water Bolt: Six times per summoning (see lesser alchemy study "Bolts of Earth, Air, Fire, Water").

Transmutation Crystal

Level: Master
Cost: $11,000,000 for the large gemstone
Casting Time: One attack
Range: 500 feet
Duration: Permanent
Drain: Star Bolt + special
Fate: Alchemy; at 40th level it is Venderant Nalaberong.
Countereffect: Reflect and Amplify
Description: Beam attack. With a Transmutation Crystal, the Alchemist can alter an object's basic atomic structure and turn it into something else. Anything can be transformed into anything the Alchemist has a sample of. The sample must be in hand, and, in the case of creatures, the thing must have been studied. An Alchemist with this ability can transmute 1,000 pounds of organic substance and another 1,000 pounds per level or 1 pound of inorganic substance plus 1 pound per level. No sellable gems or metals can be made until the Alchemist reaches 40th level.

A pure diamond or ruby is needed to begin. The gem is placed in a whirlwind and a Ball Lightning. Then bolts of all five elements are fired in unison at the stone, along with three words in Venderant Nalaberong. The gem is now prepared so that when the Alchemist fires a Star Bolt through it, a Transmutation beam is created. A Transmutation Crystal is attuned to the Alchemist who created it and will not perform for anyone else. The crystal can be used as many times as desired. The mass and weight of transmuted things remain the same or less, never more. The Alchemist must touch the substance; however, nuclear elements and compounds cannot be duplicated, as the radioactivity destroys caprenium and renders the user powerless.

Chi Abilities

Chi attacks penetrate through all armor and 10ths (except Chi Invulnerability). They can, however be stopped by any shield, special material (such as titanite), or ability that stops chi.

Amazon Studies

Table 125. AMAZON STUDIES

1d8 Roll	Study
1	Chi Dim Mock
2	Chi Shout
3	Create Chi Objects
4	Fate Call
5	Mind's Hand and Eye
6	Teleport Sphere
7	Ward of Cloaking
8	Ward of Control

Infiltrator Abilities

Table 126. INFILTRATOR STUDIES—FIRST LEVEL

1d6 Roll	Ability
1	Chem Dart
2	Chi Dim Mock
3	Holofield
4	Manruki Gesauri
5	Nullgrappler
6	Tracer

Table 127. INFILTRATOR STUDIES—TENTH LEVEL

1d6 Roll	Ability
1	Bo Staff
2	Defense Field
3	Stealth Mode
4	Sai
5	Trojan Horse
6	Willforce

Ninja Abilities

Table 128. NINJA DISCIPLINES—FIRST LEVEL

1d8 Roll	Discipline
1	Chi Dim Mock
2	Chi Invulnerability
3	Chi Force
4	Darkblade
5	Dark Shaft
6	Flying Foot
7	Invisibility
8	Uncommon Proficiency

Table 129. NINJA DISCIPLINES—THIRD LEVEL

1d8 Roll	Discipline
—	Oil of Protection
1	Blowgun
2	Divination
3	Dragon Breath
4	Nanchaku
5	Sai
6	Staff
7	Stars of Night
8	The Hand

Table 130. NINJA DISCIPLINES—FIFTH LEVEL

1d4 Roll	Discipline
1	Astral Form
2	Cloak of Mist
3	Create Chi Objects
4	Ninja Tesseract

Table 131. NINJA DISCIPLINES—TENTH LEVEL

1d4 Roll	Discipline
1	Drain Life Force
2	Shadow
3	Tuch
4	Willforce

Tiger Abilities

Table 132. TIGER ABILITIES—FIRST LEVEL

1d4 Roll	Study
1	Claw
2	Cloak of Flames
3	Fire Shield
4	Tiger Sense

Table 133. TIGER ABILITIES—FIFTH LEVEL

1d4 Roll	Study
1	Fire Strength
2	Flames of Confinement
3	Tiger Tesseract
4	Ward of the Tiger

Table 134. TIGER ABILITIES—TENTH LEVEL

1d4 Roll	Study
1	Eyes of the Tiger
2	Slow-Motion Wave
3	Tiger-Fire Wave
4	Tiger's Luck

First-Level Chi Abilities

Chem Dart

Level: First (Infiltrator)
Casting Time: One attack
Range: 100 feet
Duration: One attack + special
Drain: 20 EGs + 5 EGs per dose
Damage: None
Fate: Chi and then chemicals
Power Base: Energy
Countereffect: Any shield that blocks chi
Description: Beam attack. This ability creates a dart out of chi energy. Once it strikes a victim, it enters the target and transforms into a chemical. Chemical doses are for targets weighing 1,000 pounds and under, an another 500 pounds per level of the user. The dose can be varied for weight.

The chemical in the darts can be a hypnotic created by the B.S.C. This induces a trance that has all the effects of the psi spell Hypnosis. This requires five segments to take effect. Any other type of chemical can be used in the darts. The B.S.C. can store up to 10 cc of three different types of chemicals within special reservoirs mounted in its forearms.

Chi Dim Mock

Level: First (Amazon, Ninja)
Casting Time: One attack
Range: Touch
Duration: One segment
Drain: 1x/day/2 levels or 1 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth (no strength damage adjustment).
Fate: Chi + special
Countereffect: Create Chi Objects—Shield
Description: This ability allows users to channel chi energy to their fingertips or feet, doing damage that is multiplied according to table 135. If the shot score is high enough, the opponent will be stunned or killed regardless of the actual damage. Users must touch their opponents.

To find the damage multiplier, take the number rolled to hit the opponent, including the shot bonus, and consult the following table.

Table 135. CHI DIM MOCK DAMAGE

Shot Roll	Damage
Under 40	Normal
40–59	x 2
60–79	x 3
80–100	x 4, MS versus Stun
101–200	x 5, MS versus Death

Chi Invulnerability

Level: First (Ninja)
Usage Time: One attack
Range: Personal
Duration: Concentration
Drain: 1x/day/level up to 20 times a day
Power Base: Chi
Description: With this ability, users receive two 10ths versus physical, energy, and chi attacks. It also adds 10 points per the users' levels to their strength scores while in use.

Chi Shout

Level: First (Amazon)
Casting Time: One attack
Range: 100 feet
Duration: One attack
Drain: 1x/day/3 levels or 2 con points
Damage: 1,000 to 10,000 LPD + 1,000 LPD per level after the fifth. Increases to 10,000 LPD per level at 30th. The user may elect to cause unconsciousness to an opponent weighing less than 2 tons per level.
Fate: Chi
Countereffect: Create Chi Objects—Shield
Description: Wide-beam attack. Users with this ability can focus their chi when shouting, doing incredible damage or causing unconsciousness for 15 minutes. The shout manifests as a white cone firing outward from a user's mouth.

Claw

Level: First (Tiger)
Usage Time: One attack
Range: 500 feet
Duration: One attack or concentration
Drain: 1 con point per ton of a subject's mass
Damage: 1,000 to 4,000 LPD + 1,000 LPD per level after the fifth. At 20th level and above, the bonus increases to a + 2,000 LPD per level.
Fate: Chi + metabolic shock (phaze + metabolic shock at 20th level)
Description: Beam attack. This ability is projected similar to a blast from the Tiger's hand. If it misses, it fades. Besides the damage, it causes metabolic shock similar to electricity.

The Claw has another function. It may be used to lift objects and pull them to the Tiger without doing them any harm. The Claw manifests itself as an extension of the hand and has the appearance of a Tiger's paw. The Tiger's connection with the Claw is invisible. It can be used as a means to climb walls, ceilings, cliffs and other obstacles. It can pull with 1,000 pounds of force, plus an additional 500 pounds per every five levels. Speed of climbing varies with payload. However, when lifting only the Tiger's weight (200 pounds), it pulls at 30 mph. At 20th level the Claw becomes a phazed attack. A Tiger can feel what the paw is touching.

Cloak of Flames

Level: First (Tiger)
Usage Time: Five attacks
Range: Personal + special
Duration: Total concentration
Drain: 1 con point per minute
Power Base: Chi
Countereffect: Nullification
Description: This discipline creates the Cloak of Mist, Invisibility, and Quiet effects all together (see the Mage Warrior Spells of the same name) around a Tiger and one extra person per every five levels.

Chi Force

Level: First (Ninja)
Usage Time: One attack
Range: 100 feet
Duration: One attack
Drain: 1 con point; 2 for optional wide-beam
Damage: Special
Fate: Chi
Description: Beam attack. This ability allows Ninjas to project their chi energy from their bodies. This ability appears as a white beam that will affect 1 ton per a user's level. If the target struck does not make its fate, it will be knocked unconscious for 10 to 60 minutes (roll 1d6).

Darkblade

Level: First (Ninja)
Usage Time: One attack
Range: Personal
Duration: One set
Drain: 1x/day/level up to 20 times a day
Damage: Special. Affects 1 ton per the user's level.
Fate: Chi and metabolic shock
Power Base: Chi
Description: Beam attack. This ability allows Ninjas to mentally "will" their chi into the form of a samurai sword that will drain 1/4 of their opponent's constitution and strength points per strike. It will do 100 to 1,000 LPD until the fifth level, then it will add an extra 15 LPD per level and the Ninja's strength adjustment. This damage is done only if a Ninja wishes. If the Ninja

does not wish to kill, he or she may attack with the constitution and strength drains only. The blade can be used for one turn at a time to conserve energy. It is unbreakable, and it can be used to block physical and energy attacks.

Dark Shaft

Level: First (Ninja)
Usage Time: One attack
Range: Sight
Duration: One set
Drain: 1x/day/level up to 20 times per day. Each use has five arrows.
Damage: 100 to 1,000 LPD. At fifth level, this increases to 1,000 LPD per level, and at 20th level to 10,000 LPD per level.
Fate: Chi
Description: Beam attack. This ability allows Ninjas to form chi energy into a bow and arrows. The bow appears solid and ebony black. The arrows appear when the bowstring is pulled. The bow will fade when it leaves the Ninja's hand. Strength damage adjustments are not added with this ability.

Fate Call

Level: First (Amazon)
Casting Time: Two attacks
Range: 5 miles
Duration: One set
Drain: 1 con point per person
Fate: Chi
Countereffect: Fate Call
Description: Area effect. No shot roll is required with this ability. Fate Call gives a bonus of 10% plus 1% per level of the user to fate rolls versus everything except Venderant Nalaberong, Pure Psionics, and God Power. It also adds a +2 to the advantage rolls of all those affected as well as shields them against physical and chi attacks of up to 10,000 LPD per level of the spellcaster (see "Shields" in chapter 9).

The Fate Call covers those affected with a blue nimbus 1 inch thick. It can also be used to reduce rolls as well for the same amount.

Fire Shield

Level: First (Tiger)
Usage Time: 1/4 attack; two attacks if used for confinement
Range: 500 feet
Duration: Concentration
Drain: 1 con point
Damage: Stops attacks in the same manner as Tiger Fire (see "Golden and Scarlet Tiger" in chapter 1). However, those within can attack out of the area.
Power Base: Chi
Countereffect: Nullification
Description: Area-effect shield spell. No shot roll is required with this ability. This creates a 15-foot spherical shield. It may be used to hold others, causing all within its confines to be unable to move (fate versus chi) although abilities that do not require movement can still be done (see "Shields" in chapter 9). Victims of the shield's creator will have no dodge while within the sphere.

Flying Foot

Level: First (Ninja)
Usage Time: One attack
Range: Personal
Duration: One attack
Drain: 2 con if chi damage is desired
Damage: 100 to 1,000 LPD + strength adjustment. User may choose to do physical or chi damage.
Fate: Physical
Description: Beam attack. This ability allows a Ninja to kick with tremendous efficiency and damage.

Holofield

Level: First (Infiltrator)
Casting Time: One turn
Range: 100 feet
Duration: Concentration or 1 minute
Drain: 1 EG
Power Base: Energy
Countereffect: Any energy disrupting power
Description: This ability can create an illusion. The field can disguise up to five persons at once and can be split up to cover each individually, as long as each is in range and direct line of sight of a B.S.C. The B.S.C. may reproduce anything that it has seen. The field is not solid and makes no noise. A cyborg can manipulate the Holofield as though it were real. However, this requires total concentration. Refer to "Warfare With Invisible Creatures" in chapter 12 for more information.

Invisibility

Level: First (Ninja)
Usage Time: One attack
Range: Personal
Duration: Total concentration
Drain: 1x/day/level up to 20 times a day
Power Base: Chi
Description: This makes a Ninja invisible to eyes—human or otherwise. This ability is very special, for if Ninjas do not attempt to use any powers or magic items, they may attack and remain invisible. They may use any mundane weapons and their feet. If a Ninja uses powers, the invisibility will fade until reestablished (see "Invisibility" in chapter 9).

Manruki Gesauri

Level: First (Infiltrator)
Casting Time: One attack
Range: 100-foot diameter
Duration: Concentration
Drain: 15 EGs. Subtract an extra 5 EGs to stretch the weapon + 15 EGs per strike after the first.
Damage: 100 to 400 LPD + the user's strength damage adjustment
Fate: Chi
Power Base: Energy
Countereffect: Any chi-disrupting power
Description: This ability creates a manruki gesauri, or chain weapon, out of chi energy. The chain can stretch up to 100 feet and contract with the force of 1 ton. The weighted ends can attach themselves to any surface and stick with 1 ton of force. This adherence can be controlled by thought.

Mind's Hand and Eye

Level: First (Amazon)
Casting Time: Two attacks
Range: 5 miles
Duration: Total concentration
Drain: 1x/day/2 levels
Damage: 100 to 1,000 LPD, + 1,000 LPD per level after the fifth
Fate: Chi
Countereffect: Mind's Hand and Eye
Description: Wide-beam attack. This ability creates a visible, green, glowing telekinetic field that can lift 7 tons. Amazons can see what they are grabbing through a special form of clairvoyance that functions even in the dark. Users can hear what sounds are around the eye as well. The eye can see and move as the Amazon wishes. It travels at the speed of thought.

Nullgrappler

Level: First (Infiltrator)
Casting Time: One attack
Range: 100 feet
Duration: Concentration. While imprisoned, one set once released from the force field.
Drain: 25 EGs + 10 EGs per 5 minutes of containment. The field will affect only powers of the same or lower level. If the power is higher level than the user, drain 15 EGs per four levels above.
Damage: None
Fate: Nullification + metabolic shock
Power Base: Energy
Countereffect: Any energy disrupting power
Description: Beam attack. The Nullgrappler is a grappling hook-type device that ensnares its target in a force field that will nullify magic, psionics, earth-power, chi, alchemy, and mutations. The

grappler's field will hold 10 tons plus 1 ton per extra 10 EGs. The null field surrounds the grappler when it is being fired, to make its penetration of shields easier. The grappler's cable itself consists of a special plastic that has 50,000 life points and it requires at least a 500 strength to break.

Teleport Sphere

Level: First (Amazon)
Casting Time: Three attacks
Range: 200 miles per level
Duration: Instantaneous
Drain: 5 con points
Power Base: Chi
Countereffect: Chi Dim Mock (touch the sphere)
Description: This ability will transport people anywhere known to the Amazon. There is a 20% chance to miss the desired location, unless it is known or in plain sight. The sphere appears either around the creator or within 100 feet, and will transport the user and up to 1,500 pounds. The Teleport Sphere is a bright white in color, being 10 feet in diameter. Once summoned, the Amazon can hold it for as long as they concentrate. When they cease concentration, they teleport instantly to the desired location.

Tiger Sense

Level: First (Tiger)
Usage Time: One attack
Range: 100 feet
Duration: One set
Drain: 2 con points
Damage: None
Power Base: Chi
Countereffect: Cloak of Mist
Description: This ability allows a Tiger to feel the presence of magic, psionics, earth-power, mutations, chi, and alchemy all at the same time (see "Using Sensing Abilities" in chapter 9).

Tracer

Level: First (Infiltrator)
Casting Time: One attack
Range: As far as can be thrown. Signal range is 10,000 miles.
Duration: 30 days
Drain: 50 EGs. Only two tracer disks can be made per day.
Power Base: Chi
Description: The tracer is a small clear disk 1/2 inch in diameter that can be sensed even through a Cloak of Mist spell and pelleum walls by its creator. The disk is undetectable to anyone else. It's invisible to normal sight, having a Cloak of Mist effect upon observers. It will adhere to any surface when attached. The Tracer must be attached to a target for it to be effective.

Uncommon Proficiency

This first-level discipline gives a Ninja the ability to recognize and use all weapon types, even if they are totally alien and have never been seen before. It gives users a +50% on their shot rolls with weapons only. This discipline will always work anywhere.

Ward of Cloaking

Level: First (Amazon)
Casting Time: One attack
Range: 10-foot diameter + 1/2 foot per level
Duration: Total concentration or 10 con points per 24 hours
Drain: 2 con points
Power Base: Chi
Countereffect: Chi Shout
Description: This ability hides Amazons from the Orb of All-Seeing, Clairvoyance, Sense Life Forms, or any type of distance locator. The sphere is invisible and quite fragile. Once in place, spellcasters can only move it if they concentrate completely. The slightest disturbance will require them to roll psychic shock versus breaking their concentration. If a user attacks, the sphere will fade instantly.

Ward of Control

Level: First (Amazon)
Casting Time: Two attacks
Range: 100 feet
Duration: 1 minute
Drain: 1 con point + 1/4 con per higher level of the victim(s) than the user's
Fate: Chi
Countereffect: Ward of Control
Description: Wide-beam attack. This works only on a creature with an ego above 10. This ability will allow Amazons to control a being with their voice (one being can be controlled per every 10 levels of the Amazon). The being controlled will obey any one-sentence command of up to 12 words in length. They will even kill themselves if commanded to do so.

Third-Level Chi Abilities

Blowgun

Level: Third (Ninja)
Usage Time: One attack
Range: At least 100 feet
Duration: Special
Drain: 1/4 con point per 300 pounds
Damage: Special (depends on poison level)
Fate: Chi plus chemicals
Power Base: None
Description: Beam attack. Users have a +50% to their shot when using a blowgun only. The blowgun is a normal weapon; the darts are chi energy that may carry poison. The poison level is equal to the user's and is created with this ability. Each dart has enough poison to affect up to a 300 pound creature. Poisons may be made to cause sleep or paralysis if the user is at the appropriate level (see table 45 in chapter 1 under "Ninja").

Divination

Level: Third (Ninja)
Usage Time: One day
Range: Unlimited
Duration: Permanent
Drain: None
Power Base: Chi
Description: This is one of the more mysterious abilities. Ninjas can locate any being of whom they have an accurate picture. A photograph will do or a good sketch. Once they lock on they know which direction to seek. This ability will pierce even dimensional barriers and Security spells; it is not a phazed effect.

Dragon Breath

Level: Third (Ninja)
Usage Time: One attack
Range: 50 feet
Duration: One set
Drain: 1/4 con point
Damage: Temporally blinds and deafens
Fate: Chi
Power Base: None
Description: Beam attack. This affects a single victim, enshrouding their heads with a diffuse energy field that blocks all light, sound, sonar, radar, and Shadow Vision.

Nanchaku

Level: Third (Ninja)
Usage Time: One attack
Range: Touch
Duration: Always on
Drain: 1/4 con point per attack
Damage: 100 to 1,000 LPD + strength damage adjustment
Fate: Physical
Power Base: None or chi

Description: Beam attack. This technique allows users to strike twice in one attack segment if they are within 5 feet, but only with this weapon. Chi is channeled into the weapon to help it do more physical damage (see table 70 under "Hand-Held Weapons" in chapter 3).

Oil of Protection

Level: Third (Ninja)
Usage Time: Requires 2 minutes to apply
Range: Personal
Duration: 12 hours
Drain: None
Power Base: Chemicals
Description: This oil is the best-kept secret of the Ninja Guild. It is will give users a 28% resistance to magic, psionics, earth-power, mutations, and alchemy plus 1% per level of the user when applied to the skin (see "Resistances and Immunities" in chapter 9). The oil must be used when fresh, and takes 15 minutes to make. The formula is a ritual that is practiced to the point that it may be done blindfolded. Ninjas do not actually know the alchemy behind the oil but they know how to make it. The cost per dose is $15. Because life force activates it, the oil will work only on living creatures. All Ninjas gain this special ability upon reaching third level.

Sai

Level: Third (Ninja)
Usage Time: One attack
Range: Touch
Duration: Always on
Drain: 1/4 con point per physical attack; 2 for chi attack
Damage: 100 to 800 LPD + strength damage adjustment
Fate: Physical or chi
Power Base: None or chi
Description: Beam attack. This technique involves channeling chi energy into or around the weapon. Users also learn alternative throwing, blocking, and striking techniques. Add 10% to all these chances when using sai (no drain for this). Real sai are used and may have a weighted chain attached to them up to 30 feet long.

Staff

Level: Third (Ninja)
Usage Time: One attack
Range: Touch
Duration: Always on
Drain: 1/4 con point per physical attack; 2 for chi attack
Damage: 100 to 1,000 LPD + strength damage adjustment
Fate: Physical or chi
Power Base: None or chi
Description: Beam attack. This technique makes for superpowerful use of the staff. The user may choose between doing physical or chi damage. A real staff is used through which the chi energy is channeled. This ability automatically gives a +10% on the chance to disarm when using a staff.

Stars of Night

Level: Third (Ninja)
Usage Time: One attack
Range: 100 yards
Duration: One turn
Drain: 1/2 con point per star for targets that weigh up to 1 ton + 1 ton per level after third
Damage: 100 to 400 LPD per star + strength damage adjustment
Fate: Chi
Description: Beam attack. This technique involves striking with shuriken composed of chi energy. Once hit, the opponent will be stunned for 3 seconds. Three stars can be thrown per attack.

The Hand

Level: Third (Ninja)
Usage Time: One attack
Range: 20 feet
Duration: One attack or special
Drain: 1/4 con point per attack or 1 per minute
Damage: 100 to 800 LPD + strength damage adjustment
Fate: Chi
Power Base: None
Description: Beam attack. This technique makes for superpowerful strikes that may do damage at a distance with a telekinetic hand. The Hand can lift as much as the user can and may accomplish any task that a real hand could. The user can feel what The Hand feels with the exception of pain. It can be used to climb as well as hold molten metals.

Fifth-Level Chi Abilities

Astral Form

Level: Fifth (Ninja)
Usage Time: Three attacks
Range: Personal
Duration: One set + one turn per level after the fifth
Drain: 1x/day/5 levels up to 10 times per day
Power Base: Chi
Description: This discipline allows Ninjas to become ghostlike, being able to pass through any obstacles except for spell-type fields or shields. Ninjas can travel great distances at the "speed of thought" (tarwarp 10). However, when scouting, they must travel slowly. This means that scouting while in this form is limited (see "Astral Projection" in chapter 9). Ninjas may carry only an additional 50 pounds of payload when using this ability. Astral forms can be stopped by Security spells and can be affected and detected by the powers.

Cloak of Mist

Level: Fifth (Ninja)
Usage Time: Two attacks
Range: Personal
Duration: 1 hour
Drain: 1x/day/5 levels up to 10 times per day
Power Base: Chi
Description: Refer to the corresponding third-level Mage Warrior spell. However, unlike with that spell, a Ninja can move and strike without having the Cloak of Mist dissipate.

Create Chi Objects

Level: Fifth (Amazon, Ninja)
Usage Time: 1/4 attack
Range: 100 feet
Duration: 1 hour per level after the fifth
Drain: 1x/day/5 levels up to 10 times per day
Damage: Special
Power Base: Chi
Description: Beam attack. No strength damage adjustment with this ability. This ability allows users to shape their chi into simple objects, the largest possible being a chi shield or 10 throwing stars. Chi objects last 1 hour before dissipating. One object per day per level may be created.

The shield is 5 feet square and 1 inch thick. It has 10,000 life points plus another 10,000 life points per level. It stops physical, energy, and chi attacks. The shield can be strengthened by subtracting 1 constitution point to reestablish the shield's life points.

A chi rope will hold 50 tons and is a base length of 100 feet with another 10 feet added per level. A chi key can be used as a lockpick device.

Chi shuriken are throwing stars that do 1,000 LPD times the level of the creator. They vanish when they hit, and so cannot be reused.

Any simple weapon can also be created. The weapon will do 10 times the normal damage until the fifth level, then it increases to 1,000 LPD per level. At 20th level, it changes to 10,000 per level (fate versus chi and no strength damage adjustment). These damages per level are accorded to the characters who receive this ability at first level. Beginning at fifth level, Ninjas can receive this weapon creation ability

Fire Strength

Level: Fifth (Tiger)
Usage Time: Two attacks
Range: Touch
Duration: 1 hour
Drain: 4 con points
Power Base: Chi
Countereffect: Nullification
Description: This ability allows Tigers to flood themselves or someone else with power. They receive two 10ths damage protection and a +20 points per users' levels on their strength score per use (maximum is 530). This ability will affect Tigers and one person per every five levels. It requires one turn to infuse a character with Fire Strength.

Flames of Confinement

Level: Fifth (Tiger)
Usage Time: Two attacks
Range: 500 feet
Duration: One set per level
Drain: 1 con point + 1/2 con point per extra hour + special
Damage: The sphere's walls have 10,000 life points per the user's level
Power Base: Chi
Countereffect: Nullification
Description: Area effect. This ability creates a sphere of Tiger Fire that will ensnare victims and nullify their powers if they are of the same or lower level than the Tiger. Subtract 1/4 constitution point per level above the Tiger if users are trying to cancel higher-level powers. The sphere will materialize and encircle victims wherever the creator wishes. It cannot be moved.

Ninja Tesseract

Level: Fifth (Ninja)
Usage Time: 1/4 attack
Range: Touch + special
Duration: Instantaneous
Drain: 1x/day/5 levels up to 10 times per day
Power Base: Chi
Description: This power is an instant short-range teleport. Ninjas can tesseract 100 feet plus another 10 feet per level of the Ninja. A puff of white smoke appears when Ninjas disappear. When they reappear, they are invisible for one turn or until they attack, whichever comes first. Subtract 25% on opponents' surprise rolls, one time only, if they are attacked after tesseracting. Users can carry 500 pounds of extra payload per every five levels (see "Tesseracts and Teleports" in chapter 9).

Tiger Tesseract

Level: Fifth (Tiger)
Usage Time: 1/4 attack
Range: 100 feet + special
Duration: Instantaneous
Drain: 1 con point + 1 point per extra 100 feet
Power Base: Chi
Description: Refer to the first-level psi spell for details. Users can take 1,000 pounds of extra payload per every five levels (see "Tesseracts and Teleports" in chapter 9).

Ward of the Tiger

Level: Fifth (Tiger)
Usage Time: 5 minutes
Range: 500 feet
Duration: 10 hours
Drain: 1 con point per 5 feet of diameter
Damage: Stops attacks in the same manner as Tiger Fire (see "Golden and Scarlet Tiger" in chapter 1). However, those within can attack out of the area.
Power Base: Chi
Countereffect: Nullification
Description: No shot roll required with this ability. This allows Tigers to create an immovable circle that creates an illusion of the terrain where the ward is placed. All those within the circle will be undetectable by sight, hearing, scent, and sensing spells. This ability cannot be moved or placed in scrolls, items, or spell storage. Refer to "Warfare With Invisible Creatures" in chapter 12 for more information.

Tenth-Level Chi Abilities

Bo Staff

Level: 10th (Infiltrator)
Creation Time: 1/4 attack
Range: Touch
Duration: Concentration. Stunning lasts for 5 minutes.
Drain: 25 EGs, + 20 EGs to stun after the first + an additional 1 ton for every 10 EGs used
Damage: Stun
Fate: Chi
Countereffect: Nullification
Description: This ability will create a staff that will affect an opponent of 2,000 pounds plus 1 ton per level. The Bo is created from chi and is immune to physical and chi attacks after the 30th level. It cannot block wide-beam attacks or area effects. The Bo Staff is 6 feet long and 2 inches in diameter. It will fade within one set after leaving a user's hand. The Bo Staff has 10,000 life points per level of a user.

Defense Field

Level: 10th (Infiltrator)
Using Time: 1/4
Range: 100 feet
Duration: Concentration
Drain: 25 EGs + the user can reinforce or recast the field per 10 additional EGs once it's up
Damage: Blocks magic, psionics, earth-power, chi, alchemy, mutations, energy, and physical attacks but will stop only two types at once. The shield has 10,000 life points + 10,000 life points per level after the fifth
Power Base: Energy
Countereffect: Nullification
Description: This field is white and appears as a 10-foot disk in front of a user or within 100 feet. It may also be projected as a 10-foot sphere. However, this requires total concentration, and users may not move. All within can attack normally through the shield (see "Shields" in chapter 9).

Drain Life Force

Level: 10th (Ninja)
Usage Time: Three attacks
Range: 100-foot diameter
Duration: Permanent
Drain: 1x/day/5 levels up to 10 times per day
Damage: Special. Can affect creatures weighing 50 tons and less + 10 tons per every five levels.
Fate: Chi (+ special)
Description: Area effect. No shot roll is required for this ability. Ninjas can absorb the chi or life energy of another. They can hold up to double their normal constitution points before they will explode. The stored chi, upon an explosion due to overload, will kill a Ninja (no fate roll) and do 10,000 LPD per constitution point to everyone within a 50-foot radius (see "Explosions and Loud Sound" in chapter 12).

Once they have absorbed the power, Ninjas can release it while pooling power

with someone else. Or, they can restore someone's lost constitution points. By no means can Ninjas keep and use the extra constitution points themselves. They must be given away. This ability can drain 2 to 40 constitution points per attack segment. The amount of life force taken and from whom can be controlled by the Ninja. For every 1/4 of the opponent's constitution that is drained, victims must roll metabolic shock.

Eyes of the Tiger

Level: 10th (Tiger)
Usage Time: Three attacks
Range: Special
Duration: Special
Drain: 1 con point (equals 15 psionic points)
Power Base: Chi
Description: No shot roll is required with this ability. The eyes of the character glow red or gold when using this ability. This ability will do the equivalent of the psionic abilities Postcognition, Clairvoyance, Scan Mind and Willforce, Sense Truth and Falsehood, or Sense Danger, one at a time.

Sai

Level: 10th (Infiltrator)
Creation Time: One attack
Range: Touch
Duration: Concentration
Drain: 50 EGs
Damage: 10,000 LPD + 10,000 LPD per level
Fate: Chi + special
Countereffect: Nullification
Description: This ability creates two large daggers with uniquely shaped guards, commonly known as sai. Being one of the more efficient weapons ever created (next to the blaster), it may be used as offense, defense, and subduel. As offense, sai will do great damage. They may be thrown, and if they miss their target, they will fade and reappear in a user's hand. As a defense, sai can be used to block physical, energy, and chi attacks. They have 10,000 life points per level of the user. As subduel, the blades can be made to pass through a target and cause psychic shock versus unconsciousness for 1d10 minutes. Drakes and hydras may not be affected until 15th level.

Shadow

Level: 10th (Ninja)
Usage Time: Two attacks
Range: Personal
Duration: Total concentration
Drain: 1x/day/10 levels up to 10 times per day
Power Base: Chi
Description: This is a very powerful ability. It allows Ninjas to become a shadow. When in this form, they are immune to physical and energy attacks. They cannot use any of their abilities or attack in any way while in shadow form. They may carry a maximum of 20 pounds excess payload. Shadows cannot fly, but they can pass through walls, Spell Traps, Werewares, and even Security spells.

Slow-Motion Wave

Level: 10th (Tiger)
Usage Time: Two attacks
Range: 200 foot area around the user
Duration: One set
Drain: 1 con point per subject
Damage: Reduces the subjects' attacks, dodge, and advantage to one-half normal
Power Base: Chi
Description: Area effect. No shot roll is required with this ability. It creates a 360-degree field of chi that will create the same effect as the first-level Mage Warrior spell Slow Motion. This will affect everyone a spellcaster wishes within the area.

Stealth Mode

Level: 10th (Infiltrator)
Casting Time: One turn
Range: 10-foot diameter
Duration: 1 minute of total concentration
Drain: 400 EGs
Power Base: Energy
Countereffect: Any energy-disrupting power
Description: This power is similar to the Ninja's Shadow ability. Stealth Mode allows a user and up to three others to pass through a Security-type spell or Spell Traps by hiding their life forces and making them intangible enough to bypass any motion sensors. With this ability, users and whomever they are carrying, are invisible as long as they do not attack. Attacking or being attacked will break the Stealth Mode field and the ability will be canceled (see "Invisibility" in chapter 9). This power will not allow users to pass through physical objects.

Tiger Fire Wave

Level: 10th (Tiger)
Usage Time: Three attacks
Range: 500-foot area around a user
Duration: One attack
Drain: 4 con points
Damage: Same as the Tiger Fire Blast
Power Base: Chi
Description: Area effect. No shot roll is required with this ability. This is a wave that rolls outward from a Tiger. Users may choose whom is affected.

Tiger's Luck

Level: 10th (Tiger)
Usage Time: One attack
Range: Personal
Duration: One turn
Drain: 1x/day/10 levels
Power Base: Chi
Countereffect: Nullification
Description: This ability requires a set of bracers that are made of moonstone and white gold (worth $1 million). These are given to Tigers at school. Tiger's Luck will grant users the ability to avoid being struck by any shot roll that is under 95% (and then they take only normal damage). At 40th level it requires a shot roll of 150% to hit (still only normal damage is sustained). However, two Tigers with the luck cancel each other when they meet in combat; they can strike each other normally. To other characters, the luck will still be in effect. A 35% resistance to chemicals, poisons, and phazed attacks is conferred by this ability, plus 1% per level after the 10th (see "Resistances and Immunities" in chapter 9). To other characters, these resistances are not canceled by the second user's Tiger Luck.

Trojan Horse

Level: 10th (Infiltrator)
Casting Time: Three attacks
Range: Touch
Duration: Up to 24 hours
Drain: 50 EGs
Power Base: Chi
Countereffect: Transanimation
Description: This ability can affect up to five other creatures who do not exceed a combined weight of 3 tons. The power's name is shrouded in mystery. Some say that it is older than Synnibarr. This ability allows B.S.C.s to transform themselves and others into any type of common object they wish. The transmuted beings will have the same weight and mass as the object they have been changed to. They may not be changed into complex items like radios or phazed plasma blasters or anything remotely organic. Once transformed, they will not emit a life force, aura, or electronic emissions. They cannot move or use any abilities, although they can see and hear. As objects, they can be sensed with a Song of Sensing (see the fifth-level Shaman song), but the song shows only a small life force. Those transformed can communicate with each other while in this state. The smallest object one (or up to five) may be transformed into is a silver dollar; the largest is a tank.

Tuch

Level: 10th (Ninja)
Usage Time: One attack
Range: Touch
Duration: Special
Drain: 1x/day/10 levels up to 10 times per day + 1/4 con per level of the victim above the user's
Damage: Instant death
Fate: Chi
Description: This ability is named after the God of the Ninja. It causes total disruption of life force. Victims must be less than 10 tons to begin, with an increase of 2 tons per level after the 10th. If victims make their fate, the result is unconsciousness for 48 hours instead of death.

Willforce

Level: Tenth (Ninja)
Usage Time: Two attacks
Range: 500 feet
Duration: Special
Drain: 1x/day/5 levels up to 10 times per day + 1/4 con per level of the victim above the user's
Damage: Special
Fate: Chi
Description: Wide-beam attack. With this ability, Ninjas can use chi to break down their victims' will. Coupled with Telepathy, Ninjas can make victims obey one complete paragraph of instructions. However, they can give no extreme commands such as "Kill yourself," or "Kill all your friends and then yourself." These types of commands will not work until users are 35th level. Commands such as "Gather information and return to me here" would work well. Willforce is permanent. Victims may roll their fate when initially attacked and then once per day per every five levels afterward. If a victim succeeds in making his or her fate roll, he or she may break out of the Willforce.

Earthpower Spells

Table 136. EARTHPOWER SPELLS—FIRST LEVEL

1d100 Roll	Spell
01–05	Catch
06–10	Circle of Protection
11–15	Cold Resistance 75%
16–19	Concentration Break
20–28	Earth Shock
29–38	Earth Shout
39–41	Earth Sphere
42–51	Entangle Animation
52–54	Heal
55–58	Heat Resistance 75%
59–65	Invisibility
66–67	Resistance to Earthpower 75%
68–70	Resistance to Magic 75%
71–75	Reveal Mundane Traps
76–79	Sense Life Forms
80–84	Sense Magic and Earthpower
85–87	Sense Psionics
88–90	Sneak spell
91–93	Tunnel
94–96	Unlock Doors
97–00	Ward of Hiding

Table 137. EARTHPOWER SPELLS—SECOND LEVEL

1d100 Roll	Spell
01–05	Amnesia
06–09	Call of Animals
10–14	Cancellation of Earthpower
15–19	Circle of Plant Defense
20–22	Cloud of Lotus
23–27	Create Matter
28–32	Ego Refreshment
33–36	Guardian Angel
37–40	Heal Disease
41–45	Heal Insanity
46–50	Hypnosis
51–53	Levitation
54–57	Neptune's Breath
58–62	Night Blindness
63–67	Orb of Location
68–72	Pit of Falling
73–76	Resistance to Poison 75%
77–81	Resistance to Chi 75%
82–86	Solidify Water
87–90	Telekinesis
91–95	Vision Through Objects
96–00	Ward of Warning

Table 138. EARTHPOWER SPELLS—THIRD LEVEL

1d100 Roll	Spell
01–06	Argium Armor
07–12	Argium Net
13–18	Argium Sword
19–27	Berrymoore's Vertigo
28–32	Blue Bolt
33–38	Control Emotions of all Creatures
39–43	Control Plants
44–48	Earth Bolt
49–53	Flames of Earth
54–59	Ice Bolt
60–64	Metamorph Self and Other
65–69	Minor Comet Summoning
70–74	Quiet
75–81	Refreshment
82–87	Roots of Ruin
88–92	Solidify Air
93–96	Sphere of Destruction
97–00	Surall's Location

Table 139. EARTHPOWER SPELLS—FOURTH LEVEL

1d20 Roll	Spell
1	Argium Circle
2	Binding
3	Circle of Rainbow Light
4	Cloak of Mist
5	Control Size
6	Divining Symbol
7	Extra Spell Spell
8	Historic Link
9	Leash
10	Luck
11	Necromancer's Dance
12	Mold Stone, Metal, Flesh, and Bone
13	Scroll spell
14	Spell Storage
15	Switch
16	Teleport Tap
17	Transform Self to Mist
18	Transcommunication
19	Ward of Charm
20	Ward of Weapons

Table 140. EARTHPOWER SPELLS—FIFTH LEVEL

1d20 Roll	Spell
1	Argium Pit
2	Chi Enforcement
3	Circle of Confinement
4	Circle of Smoke
5	Cloak of Peace
6	Control Gravity
7	Focus
8	Golden Sphere
9	Mass Apportation
10	Mass Cancellation of Earthpower
11	Mass Levitation
12	Mass Reconstruction
13	Mutation Enforcement
14	Phantoms
15	Remove Enchantment
16	Spell Haste
17	Spell Trap
18	Telepathy
19	Tremor
20	Ward of Protection

Table 141. EARTHPOWER SPELLS—TENTH LEVEL

1d100 Roll	Spell
01–05	Argium Porthole
06–16	Astral Transformation
17–20	Dread Lock Sphere
21–30	Mass Paralysis
31–35	Mist of Death
36–50	Pillar
51–55	The Rope
56–60	Security spell
61–70	Siphon Sphere
71–80	Soul Tap
81–90	Sphere of the Mists
91–00	Ward of Restoration

Table 142. EARTHPOWER SPELLS—FIFTEENTH LEVEL

1d10 Roll	Spell
1	Argium Defender
2	Circle of Destruction
3	Comet Summoning
4	Great Argium Sphere
5	Greater Enhancement of Abilities
6	Mass Banishment Sphere
7	Mass Heal
8	Mass Transmutation
9	Pool of All Seeing
10	Sphere of Sheba

Table 143. EARTHPOWER SPELLS—TWENTIETH LEVEL

1d6 Roll	Spell
1	Bridge of Valhalla
2	Death Lock
3	Greater Earth Sphere
4	Major Temporal Suspension
5	Werestorm
6	Wereware

Table 144. EARTHPOWER SPELLS—THIRTIETH LEVEL

1d6 Roll	Spell
1	Conjure Ministar
2	Give Life of Earth, Sea, and Air
3	Silver Pentacle
4	Star Weird

Table 145. EARTHPOWER SPELLS—FORTIETH LEVEL

1d100 Roll	Spell
01–20	Curse
21–40	Greater Creation of Life
41–70	Greater Temporal of Displacement
71–95	Raise From Death
96–00	Speak With Gods

Table 146. EARTHPOWER SPELLS—FIFTIETH LEVEL

—	Spell
1	Xandrew's Transferable Soul

First-Level Earthpower Spells

Catch

Level: First
Casting Time: 1/4 attack
Range: 100 feet
Duration: One turn
Drain: 1/4 con point
Damage: Can withstand up to 10 tons of force + 1 ton per level
Power Base: Earthpower
Countereffect: Concentration break
Description: This spell will catch falling or moving matter with a cushion of telekinetic force. This effect appears as a bright-green disk that stretches upon impact. It may be used to catch one's self.

Circle of Protection

Level: First
Casting Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point
Damage: Stops physical and energy attacks. At first through fourth levels: 10,000 LPD + 10,000 LPD per level. At fifth through ninth levels: 100,000 LPD + 100,000 LPD per level. At 10th level and above: 1,000,000 LPD + 100,000 LPD per level.
Power Base: Earthpower
Countereffect: Cancel Earthpower
Description: Shield spell. This is a circle of invisible force that can be controlled by the spellcaster and will move as he or she does. The circle actually protects a hemispherical area 15 feet in diameter and can be increased an additional foot per level of the spellcaster. The circle can be made to appear anywhere within the range listed (see "Shields" in chapter 9). This is useful when trying to save someone's behind.

Cold Resistance 75%

Level: First
Casting Time: 10 attacks
Range: Touch
Duration: 6 hours
Drain: 1 con point
Power Base: Earthpower
Countereffect: Heat Resistance 75%
Description: This spell will protect up to five beings from cold, down to zero-degrees Kelvin, where all molecular motion ceases.. The resistance is always 75% when being attacked with any cold-type effect. If the percentage roll is made, then the cold attack is nullified. The percentage cannot be increased with any amplification (see "Resistances and Immunities" in chapter 9).

Concentration Break

Level: First
Casting Time: One attack
Range: 100 feet
Duration: One turn + one turn per level
Drain: 1/4 con point + 1/4 con point per level of the victim above the caster's
Fate: Earthpower
Countereffect: Earth Sphere
Description: Beam attack. This effect causes a victim's eyes to trick his or her mind and therefore break concentration. After the spell's effect wears off, the victim will not remember anything that happened during the break.

Earth Shock

Level: First
Casting Time: One attack
Range: 500 feet
Duration: 1 hour + 1 hour per level of the spellcaster
Drain: 1/2 con point + 1/4 con per level of the victim above the spellcaster's
Damage: Causes paralysis
Fate: Earthpower
Countereffect: Earth Sphere
Description: Beam attack. This is a bolt that will paralyze anything it hits.

Earth Shout

Level: First
Casting Time: Two attacks
Range: 100 feet
Duration: One set
Drain: 1/4 con point
Damage: Causes unconsciousness
Fate: Metabolic shock
Power Base: Earthpower
Countereffect: Circle of Protection
Description: Wide-beam attack. The spell makes an extremely loud sound caused by special words and a clapping of the hands. The spell affects only whom the spellcaster wishes up to 1,000 pounds and another 200 pounds per every five levels. The spellcaster does not need to make a shot roll for this spell (see "Explosions and Loud Sound" in chapter 12).

Earth Sphere

Level: First
Casting Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point
Damage: Stops magic, psionics, and earthpower up to 10,000 LPD + 10,000 LPD per level.
Power Base: Earthpower

Countereffect: Earth Shock
Description: Shield spell. Appears as a blue-green sphere with a diameter of up to 10 feet plus another 1 foot per level. The sphere can be made to appear anywhere within the range listed (see "Shields" in chapter 9).

Entangle Animation

Level: First
Casting Time: One attack
Range: 500 feet
Duration: 1 hour
Drain: 1 con point
Damage: None
Fate: Physical
Power Base: Earthpower
Countereffect: Circle of Protection
Description: Beam attack. Once the spell is cast, the surface near victims will mold like hands around their legs, entrapping them. This spell animates a 10-foot area with a maximum of two hands per level of the spellcaster. Each hand has 10 strength points per level of the spellcaster. The hands can be dodged as a wide-beam attack. Each has a reach of 15 feet. The grabbing substance will have 10 times its normal life points.

Heal

Level: First
Casting Time: One attack
Range: Touch
Duration: Permanent
Drain: 1 con point
Power Base: Earthpower
Countereffect: None
Description: This spell will heal only physical wounds and regenerate lost or severed body parts. It can regenerate a missing head, but the mind will be gone. To replace the mind, a Mystic Restoration or similar spell is required.

If a victim is dead, this spell must be used within four sets of death. The body's remains must be gathered. If unconscious or dead, victims must roll metabolic shock to regain awareness once healed. If unsuccessful, they are only stunned for one turn while the spell takes effect.

Heat Resistance 75%

Level: First
Casting Time: 10 attacks
Range: Touch
Duration: 6 hours
Drain: 1 con point
Power Base: Earthpower
Countereffect: Cold Resistance 75%
Description: This spell protects beings from all forms of heat attacks. The resistance is always 75% when being attacked with any form of heat. If the percentage roll is made, then the heat attack is nullified. An amplification will not increase the percentage of protection (see "Resistances and Immunities" in chapter 9).

Invisibility

Level: First
Casting Time: One attack
Range: Touch
Duration: Concentration. If on a place or thing, it lasts for 1 hour without concentration.
Drain: 1/4 con point
Power Base: Earthpower
Countereffect: Sense Earthpower
Description: This spell allows users to render themselves invisible to the naked eye. It can also be placed upon other creatures and objects weighing under 5 tons plus 1 ton per level of the spellcaster. When placed on another person, that person must concentrate to keep it going. As soon as a user breaks concentration by attacking or releasing another spell or ability, he or she becomes visible (see "Invisibility" in chapter 9).

Resistance to Earthpower 75%

Level: First
Casting Time: 10 attacks
Range: Touch
Duration: 1 hour
Drain: 1 con point
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell will protect a subject against any earthpower attack with a 75% chance of success. If the percentage roll is made, the attack is nullified. An amplification will not increase the percentage of protection (see "Resistances and Immunities" in chapter 9).

Resistance to Magic 75%

Level: First
Casting Time: 10 attacks
Range: Touch
Duration: 1 hour
Drain: 1 con point
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell protects the subject against the effects of any magical attack. If the percentage roll is made, then the attack is nullified. An amplification will not increase the percentage of protection (see "Resistances and Immunities" in chapter 9).

Reveal Mundane Traps

Level: First
Casting Time: 10 attacks
Range: 100 feet in diameter
Duration: One turn
Drain: 3 con points
Power Base: Earthpower
Countereffect: Cloak of Mist
Description: This detection spell will highlight with a red glow any trip wire, release mechanism, motion sensor, or pressure plate. It will show danger points on any nonenchanted or normal mundane trap or pitfall.

Sense-Life Forms

Level: First
Casting Time: One attack
Range: 100-foot diameter + 10 feet per level after the fifth
Duration: One turn
Drain: 1/2 con point
Power Base: Earthpower
Countereffect: Sneak spell
Description: Beam attack. The spell will allow the spellcaster to detect life forms, including their general size and position (see "Using Sensing Abilities" in chapter 9). This effect is accurate enough to aim with.

Sense Magic and Earthpower

Level: First
Casting Time: One attack
Range: 100-foot diameter
Duration: One turn
Drain: 1/4 con point
Power Base: Earthpower
Countereffect: Sphere of the Mists
Description: Beam attack. This will reveal any magic or earthpower by causing the enchanted item or area to glow. A red glow shows magic; blue shows earthpower (see chapter 9, "Using Sensing Abilities").

Sense Psionics

Level: First
Casting Time: One attack
Range: 100-foot diameter + 10 feet per level after the fifth
Duration: One turn
Drain: 1/4 con point
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: Beam attack. This spell will detect any psionic spell, causing it to glow a yellow color (see "Using Sensing Abilities" in chapter 9).

Sneak Spell

Level: First
Casting Time: Five attacks
Range: 10-foot diameter
Duration: One set
Drain: 1 con point + special
Power Base: Earthpower
Countereffect: Sense Life Forms
Description: This spell will allow the spellcaster or another to sneak through a Spell Trap, a Ward of Warning, a Wereware, or a Security spell. It creates a red field around the user. If the spell being passed through is more than double the user's level, then it requires 1/4 constitution point per level above the spellcaster's.

Tunnel

Refer to the first-level Mage Warrior spell. The power base is earthpower.

Unlock Doors

Level: First
Casting Time: Two attacks
Range: 1 foot
Duration: One turn
Drain: 1/2 con point
Power Base: Earthpower
Countereffect: Earth Sphere
Description: This spell creates a ball of earthpower energy that penetrates and releases mundane, technological, or enchanted lock mechanisms of any kind.

Ward of Hiding

Level: First
Casting Time: 20 attacks
Range: 20-foot diameter
Duration: 12 hours
Drain: 5 con points
Power Base: Earthpower
Countereffect: Tunnel
Description: This spell will create an invisible sphere that protects a party from any form of detection except the naked eye. The ward will not move once cast.

Second-Level Earthpower Spells

Amnesia

Refer to the second-level Mage Warrior spell. The fate is earthpower. The counter effect is Cancellation of Earthpower.

Call of Animals

Level: Second
Casting Time: 10 attacks
Range: 10 miles per level of the spellcaster
Duration: 24 hours
Drain: 1/4 con point
Fate: Earthpower
Countereffect: Quiet
Description: Wide-beam attack. This spell allows a spellcaster to summon one type of animal plus one additional type per level (maximum of 10 animal types). Once a creature has been called it can be mentally commanded and will obey the spellcaster's will unto death. This spell will affect only creatures with an ego of 10 or less plus 1 ego point per five levels. So at 50th level, the spell will affect creatures with up to a 20 ego. It will never affect robots or organic electronics. The spellcaster does not need to roll a shot with this ability.

Cancellation of Earthpower

Level: Second
Casting Time: 1/4 attack
Range: 10-foot diameter
Duration: Concentration
Drain: 1 con point + special
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: Beam attack. This spell will cancel the effects of earthpower. If the power being canceled is higher in level, subtract 1/4 constitution point per level above (see "Cancellations and Nullification" in chapter 9).

Circle of Plant Defense

Level: Second
Casting Time: 1/4 attack
Range: 10-foot diameter
Duration: 1 hour
Drain: 2 con points
Damage: Can withstand up to 10 tons of force + 1 ton per level
Power Base: Earthpower
Countereffect: Earth Sphere
Description: Shield spell. This will stop any form of normal plant attack. While this spell is in effect, plants cannot sense the spellcaster (see "Shields" in chapter 9).

Cloud of Lotus

Level: Second
Casting Time: Four attacks
Range: 500 feet
Duration: Concentration
Drain: 1 con point + 1/4 con per level of the victim(s) above the spellcaster's
Damage: Causes targets touched to go to sleep for 1 hour per level of the spellcaster.
Fate: Earthpower
Countereffect: Resistance to Earthpower
Description: Area effect. The cloud can be made to appear around a target area within the range in a 50-foot-diameter area. Once formed, the cloud can be controlled to move at 100 mph in any direction. Anyone who is touched by the cloud will be affected. No shot roll is required for this spell.

Create Matter

Level: Second
Casting Time: Two attacks
Range: Touch
Duration: Permanent
Drain: 1 con point per pound per level
Power Base: Earthpower
Countereffect: Cancellation of earthpower as the spell is cast
Description: This spell allows the spellcaster to create simple matter such as food, clothes, or a small mundane weapon. Users must have studied and held the type of matter in order for this effect to function. Only normal matter can be made this way; no special substances, and no precious metals can be created until 40th level.

Ego Refreshment

Level: Second
Casting Time: Five attacks
Range: Touch
Duration: Permanent
Drain: 1 con point per every 5 intelligence or either wisdom points restored
Power Base: Earthpower
Countereffect: None
Description: This spell restores all normal wisdom and intelligence points, no matter how low they are.

Guardian Angel

Level: Second
Casting Time: 10 attacks
Range: Touch
Duration: 6 hours
Drain: 1/4 con point
Power Base: Earthpower
Countereffect: Guardian Angel
Description: This spell gives a +10% to a receiver's chance to accomplish roll with skills and +15% to dodge and block. It also adds 20% to the dice roll for surprise. Guardian Angel can only be cast upon the same person once every 24 hours.

Heal Disease

Level: Second
Casting Time: Four attacks
Range: Touch
Duration: Permanent
Drain: 1 con point
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell will heal any form of disease curable by earthpower.

Heal Insanity

Level: Second
Casting Time: Eight attacks
Range: Touch
Duration: Permanent
Drain: 1 con point
Power Base: Earthpower
Countereffect: Heal Insanity used before the effect is completed
Description: It will heal any form of insanity, even giving back lost intelligence or wisdom points if the loss was the cause of the insanity (see chapter 12, "Insanity").

Hypnosis

Level: Second
Casting Time: Two attacks
Range: 100 feet
Duration: 1 hour
Drain: 2 con points + 1/4 con per level of the victim(s) above the caster's
Damage: Hypnotizes targets
Fate: Earthpower
Countereffect: Resistance to earthpower
Description: Wide-beam attack. This spell will give the spellcaster the ability to hypnotize and control up to three victims at one time plus an additional victim at the fifth and 10th levels only. It allows the spellcaster to give any command, except for an order of suicide or to hurt or betray a friend. This spell does not require a shot roll.

Levitation

Level: Second
Casting Time: 1/4 attack
Range: Touch
Duration: 2 hours + 1 hour per every five levels
Drain: 1/4 con point per 500 pounds + special
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell allows the spellcaster or subject to levitate or fly up to 75 mph plus 25 mph per extra 1/4 constitution point used (see "Flight Classes" in chapter 12).

Neptune's Breath

Level: Second
Casting Time: 10 attacks
Range: Touch
Duration: 2 hours
Drain: 1 con point
Power Base: Earthpower
Countereffect: Neptune's Breath
Description: This spell allows one person per level of the spellcaster to breathe, see, and move underwater with no impedance. The maximum depth that the spell will function is 1,500 feet. Below this, the character will feel the full effects of the pressure and the temperature. However, they will still be able to breathe.

Night Blindness

Level: Second
Casting Time: Two attacks
Range: 100 feet
Duration: One set per level of the spellcaster
Drain: 1 con point
Damage: Causes temporary blindness
Fate: Earthpower
Countereffect: Cancellation of earthpower
Description: Wide-beam attack. This spell removes all of a victim's vision, all types (such as Shadow, Radar, sensing spells, and the like). This spell does not require a shot roll (see "Warfare With Invisible Creatures" in chapter 12 for more information).

Orb of Location

Level: Second
Casting Time: 5 minutes
Range: Unlimited
Duration: Until target is found
Drain: 10 con points
Power Base: Earthpower
Countereffect: Ward of Hiding
Description: This spell creates a yellow ball of energy that will go wherever and to whomever the spellcaster seeks out. If the object or location is unknown to the spellcaster, there is a 40% chance of the spell working. However, the spellcaster must have a name of the person, place, or thing being located. The ball will fly as the raven flies, though it will always remain within easy sight of the spellcaster. It will not go through anything the spellcaster cannot pass through. An amplification will not increase the percentage chance to locate unknown things.

Pit of Falling

Level: Second
Casting Time: 1/4 attack
Range: 100 feet
Duration: 1 hour + 1 hour per extra con point
Drain: 1 con point + special
Fate: Physical and gravity (ha ha!)
Power Base: Earthpower
Countereffect: Earth Sphere
Description: Wide-beam attack. This spell forms a hole underneath a target. The hole is 15 feet in diameter, 30 feet deep, and grows an additional foot for each level of the spellcaster. The walls of the pit become unscalable, and the dirt becomes as hard as steel, with 10,000 life points per the spellcaster's level. A Tunnel spell will not pass through the walls. At fifth level the pit will pull victims down with a gravity field, increasing their weight by 1,000 times This is controllable by the spellcaster (subtract an extra 3 constitution points for this effect at second level). The circle of protection will cap the top of the pit to prevent escape if used as such.

Resistance to Poison 75%

Level: Second
Casting Time: Five attacks
Range: Touch
Duration: 24 hours
Drain: 3 con points
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell may protect the user from any affects of poison, chemicals, or venom attack (see "Resistances and Immunities" in chapter 9). It will not heal damage. If the percentage roll is made, then the chemical or poison will be nullified. An amplification will not increase the percentage.

Resistance to Chi 75%

Level: Second
Casting Time: 10 attacks
Range: Touch
Duration: 1 hour
Drain: 3 con points
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell gives whomever it is cast upon protection from chi. If the percentage roll is made, then the attack will be nullified. An amplification will not increase the percentage (see "Resistances and Immunities" in chapter 9).

Solidify Water

Level: Second
Casting Time: Three attacks
Range: 500 feet
Duration: Special
Drain: 1/4 con point + special
Damage: Can withstand up to 10 tons of force + 1 ton per level
Power Base: Earthpower
Countereffect: Solidify Water
Description: This effect will solidify the molecules of water up to 2,000 gallons plus another 100 gallons per level. The particles will remain solid for 1 hour, with the minimum constitution drain. However, for each additional constitution point used, the duration will be increased 1 hour. Solid water is not ice. In this case, it is clear, and it has 10,000 life points per 10 gallons.

Telekinesis

Level: Second
Casting Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1 con point
Damage: 1,000 LPD + 100 LPD per level
Fate: Earthpower
Countereffect: Earth Sphere
Description: Invisible-beam attack. This spell gives the spellcaster the ability to lift 1,000 pounds of matter with only a thought. They can lift an additional 100 pounds per level above the first (see "Telekinesis" in chapter 9).

Vision Through Objects

Level: Second
Casting Time: Two attacks
Range: 100 feet. Transparent area is 10 feet in diameter.
Duration: Concentration
Drain: 1 con point per 25 feet of substance being viewed through
Power Base: Earthpower
Countereffect: Ward of Hiding
Description: This spell makes all common metals, stone, and earth temporarily transparent. It affects the object it is cast upon and cannot be stopped by a Security spell. At 10th level the spellcaster can see through both a Cloak of Mist and Invisibility. This spell can be combined with a Pool of All-Seeing or any distance vision spell.

Ward of Warning

Level: Second
Casting Time: Two attacks
Range: 100-foot diameter
Duration: One turn
Drain: 1/4 con point
Power Base: Earthpower
Countereffect: Ward of Hiding
Description: This spell is placed in an area. Once there, it will not move. It gives all within the ward a +25% to their dice rolls for class AA and A surprise categories. The limitations concerning these surprise classes may be surpassed with this spell. It will also give them the ability to sense life forms within a 100-foot radius. It will silently alert the party of any oncoming attack directed from a 1-mile radius.

Third-Level Earthpower Spells

Argium Armor

Level: Third
Casting Time: 1/4 attack
Range: Touch
Duration: Concentration, One set
Drain: 1 con point
Damage: Stops psionics, energy, mutations, and physical attacks of up to 100,000 LPD + 10,000 LPD per level after the third
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell creates armor of golden energy that completely covers the wearer. It will give the user an additional attack per turn aside from the protection from damage, plus one attack per 10 levels of the spellcaster. While it is on, the user does not require air.

Argium Net

Level: Third
Casting Time: Two attacks
Range: 500 feet
Duration: 24 hours + 1 day per level of the spellcaster above 30th
Drain: 3 con points per 2 tons affected + 1 ton per level above third
Damage: Stops time on affected object or creature
Fate: Earthpower
Countereffect: Argium Sword
Description: Wide-beam attack. This spell will create a net of golden energy 25 feet square plus 1 foot per level of the spellcaster. All victims touched by the net must roll fate. If they fail they are encased in the net, and for them time stands still until released. The net continues to glow after it has captured something. Objects in the net can be manipulated and moved from the outside. The net can be set to release its contents in the same manner as a Spell Trap.

Argium Sword

Level: Third
Casting Time: One attack
Range: 100 feet
Duration: 1 hour
Drain: 2 con points
Damage: 1,000 to 10,000 LPD + 2,000 LPD per level after the fifth
Fate: Earthpower
Countereffect: Cancellation of earthpower
Description: The Argium Sword spell creates a claymore-type sword of golden energy, 6 feet long. The sword can be summoned and used in the same attack. The blade will float in front of the spellcaster and can be moved to block magic, earthpower, psionics, energy, and physical attacks, up to 100,000 LPD plus 10,000 LPD per level after the fifth. It also has a 75% chance to block phazed attacks. The spellcaster can strike with the sword double their normal attacks per turn. When the number of attacks per turn reaches 10, the sword is considered a beam attack and will go no faster regardless of the amplifications used. The Argium Sword can be commanded to guard an area prescribed by the spellcaster. It can only take simple commands and it will readily attack anything to which it is directed. Spellcasters can program the sword not to attack specific people or aura types if they wish.

Berrymoore's Vertigo

Level: Third
Casting Time: Three attacks
Range: 100-foot diameter
Duration: 1 hour
Drain: 2 con points
Damage: Causes nausea
Fate: Earthpower
Countereffect: Guardian Angel
Description: Area effect. Of all the different kinds of attacks, this is probably the most uncomfortable, notwithstanding death. It affects the inner ear, causing extreme nausea and the inability to keep one's balance or concentration long enough to use powers. The spell will affect only those that the spellcaster wishes, up to three victims plus another one per every five levels of the spellcaster. The maximum creatures affected is 10. Drakes and hydras are not affected by this spell until the spellcaster is 15th level. The spell is an area effect around the spellcaster and can be dodged only by a Tesseract. There is no shot roll required for this spell.

Blue Bolt

Level: Third
Casting Time: One attack
Range: Sight
Duration: Instantaneous
Drain: 1/2 con point
Damage: 1,000 to 10,000 LPD + 1,000 LPD per level after the fifth
Fate: Earthpower
Countereffect: Earth Sphere
Description: Beam attack. This is a bolt of blue energy that does severe damage. It is one of the most useful lower-level spells when it comes to a fight.

Control Emotions of All Creatures

Level: Third
Casting Time: Three attacks + special
Range: 5 miles
Duration: Special
Drain: 1/2 con point per creature being controlled + 1/2 con point per fear class above 1.
Fate: Earthpower
Countereffect: Control Emotions of All Creatures
Description: Area effect. The spell will allow a spellcaster to command two animal types plus another one per level. Only creatures with an ego of 20 or less can be controlled. The spellcaster can instill only the base emotions of fear, hate, or love (see "Fear" in chapter 12). If the spellcaster spends 5 minutes with each creature, they can be controlled permanently. Otherwise, the effect lasts 1 to 6 minutes.

Control Plants

Level: Third
Casting Time: Two attacks + special
Range: Special
Duration: 2 hours
Drain: Special
Damage: None
Fate: Earthpower
Countereffect: Control plants
Description: Beam attack. As is well known, the Gnomes are the friends of all plants and animals. So it is fitting that they should have a spell that would affect plants. But this one goes even further than one would think. It has two modes.

Plant Growth

This mode causes plants to grow, with the exception of psisheen mushrooms, mage, earth root and shemite trees, blood oranges, and heal spring melons until Godhood is reached, then users may create what they wish. The spell requires that there be soil and seed. It takes one full set for the plant to grow to full size once the spell has been cast. However, spellcasters need not concentrate on the spell after the first three segments. Once grown, spellcasters will be able to control plants mentally. They can see what it sees for a telepathic range of 15 miles. This mode drains 1/2 constitution point per minute.

Plant Willforce

This will affect any type of plant and act as a Willforce spell if the plant is of lower level than the spellcaster. If not, to boost the power, subtract 1/4 constitution point plus 1/4 for every level above the spellcaster. This will give control over the actions of the plant for 2 hours (see the fifth-level psi spell "Scan Mind and Willforce" for the specifics of breaking free from a willforce-type spell). The range of this mode is 100 feet.

Earth Bolt

Level: Third
Casting Time: One attack
Range: 500 feet
Duration: Permanent
Drain: 1/2 con point
Damage: 1 LPD per pound of earth created
Fate: Physical
Power Base: Earthpower
Countereffect: Circle of Protection
Description: Wide-beam attack. The spell causes up to 1,500 pounds of earth (dirt, mud, sand, rock, or whatever the spellcaster wants) plus 500 pounds per level to form a barrier. It can catch and contain up to eight people and form a type of stone that is as strong as steel. The mud forms rock within one segment of contact and the rock will last for 24 hours before returning to a mud-like state. It requires a strength factor of 800 to break free, as it completely immobilizes those within it.

Flames of Earth

Level: Third
Casting Time: Two attacks
Range: 100-foot diameter
Duration: Concentration
Drain: 4 con points
Damage: Drains 50% of a target's constitution points per attack segment of contact, down to 1.
Fate: Earthpower and metabolic shock per segment of contact
Countereffect: Earth Sphere
Description: Area effect. This spell cannot be dodged except by a block or Tesseract. The spell causes targets struck to be engulfed in a cocoon of golden flames. It can affect three targets plus one additional per every five levels.

Ice Bolt

Level: Third
Casting Time: One attack
Range: 500 feet
Duration: Special
Drain: 1/2 con point + special
Damage: Freezes a target solid + special
Fate: Cold
Power Base: Earthpower
Countereffect: Circle of Protection
Description: Beam attack. This spell will affect 500 pounds per level plus 2,000 pounds additional per extra 1/2 constitution point used. This is an earthpower-created bolt of actual liquid helium, which will freeze a target solid if it is under the maximum weight that the spellcaster can so affect. If it does not freeze victim's solid it will do from 1,000 to 10,000 LPD. If victims are frozen, they roll metabolic shock versus death. If they succeed, they are in suspended animation until they thaw (6 to 8 hours unless kept in a cooler environment). The spell can be reversed if a Cold Resistance 75% spell is cast upon the target.

Metamorph Self and Other

Level: Third
Casting Time: 1/4 attack
Range: Touch
Duration: 1 hour
Drain: 1 con point
Fate: Earthpower
Countereffect: None
Description: Gives a spellcaster or another person the ability to change the form of his or her body into that of an animal or monster with which the spellcaster is familiar. When in a metamorphed form, subjects can only use the natural abilities of the creature they turn into, not their own powers. The subjects of the spell can switch into something else or return to normal whenever they wish. This transformation takes one-fourth attack to perform. Equipment and clothing, including cybernetic alterations, are transformed along with the person who is being changed. This spell will not create a creature with cybernetics or mechanical parts of any kind.

Metamorphed persons can use all the abilities of the creature they turn into at a drain of 3 constitution points per use. Metamorphing into drakes, hydras, and Lordsguard, as well as any wraith type of creature cannot be done. Refer to the fourth-level Mage Warrior spell Metamorph for the type of creatures that can be changed into depending on the level of the spellcaster, and for the healing bene-

fits. There is no ill effects from staying metamorphed for the duration of the spell.

Minor Comet Summoning

Level: Third
Casting Time: One attack
Range: Sight
Duration: One set
Drain: 3 con points
Damage: 10,000 to 40,000 LPD + 2,000 LPD per level after the fifth
Fate: Earthpower
Countereffect: Catch
Description: Beam attack or wide-beam attack. This offensive spell allows a spellcaster to summon a 1-foot diameter comet. The comet can be controlled, and it will attack as the spellcaster directs. The comet can be separated into four parts, each doing 1/4 of the total damage possible. These balls may be aimed at separate targets. If all are aimed at a single target, this counts as a wide-beam attack.

Quiet

Level: Third
Casting Time: 1/4 attack
Range: 20-foot diameter
Duration: Concentration. If placed on a person, place, or thing, 1 hour.
Drain: 1/2 con point
Power Base: Earthpower
Countereffect: Earth Shout
Description: Wide-beam attack. The effect will eliminate all sound emitted from within a 10-foot radius plus 1 foot per level of the spellcaster. Sound is destroyed by the spell. The effect moves with the spellcaster. If placed on a person, it will render that person unable to speak. It can even be fine-tuned to stop a person from talking about a specific subject. Sonic attacks against someone with a Quiet spell up will be blocked. The spell will stop 10,000 LPD plus 10,000 LPD per level after the fifth. Subtracting 1/2 constitution point will refresh the Quiet spell just as a shield spell would work (see "Shields" in chapter 9).

Refreshment

Level: Third
Casting Time: Eight attacks
Range: Touch
Duration: Permanent
Drain: 2 con points
Power Base: Earthpower
Countereffect: Argium Net
Description: The spell will replenish all strength and constitution points a subject has used up to their normal level. The spellcaster must put both hands on the head of the subject. You may cast this on yourself only if you have more than 2 constitution points left; otherwise, you will knock yourself out in the attempt. This spell can only be cast twice in 1 day on any one person. It takes one set for all strength and constitution points to return.

Roots of Ruin

Level: Third
Casting Time: Four attacks
Range: 500 feet
Duration: Permanent
Drain: 3 con points
Damage: Drains 50% of a target's strength and constitution points per segment
Fate: Physical and earthpower
Power Base: Earthpower
Countereffect: Resistance to earthpower will stop the draining of life force. The roots themselves are physical.
Description: Wide-beam attack. This spell affects up to one victim per two levels of the spellcaster. The spell creates one root for each leg of a victim. The roots rise up from a golden disk that appears underneath the victim, wrapping around the ankles or wrists. The roots drain a victim's strength and constitution. After two segments, the victim will be down to 1 con, producing automatic unconsciousness. The roots will continue to drain strength and constitution as fast as a victim recovers it, so the victim will never regain consciousness and will eventually starve to death unless freed.

The Roots of Ruin have 10,000 life points for each level of the spellcaster, and they hold with a 100 strength. Victims must roll metabolic shock each turn to remain conscious. The best thing about this spell is that the spellcaster can draw off the life force that is being drained away. The roots will transmit the constitution up to 1 mile and recipients will never gain more than their maximum amount.

Solidify Air

Level: Third
Casting Time: Two attacks
Range: 500 feet
Duration: 3 hours
Drain: 1 con point
Damage: Can withstand 100,000 LPD per level of the spellcaster. If something that breathes is caught by the spell they will suffocate within three minutes unless freed.
Fate: Physical
Power Base: Earthpower
Countereffect: Earth Sphere
Description: Area effect. This spell will cause a 1- to 20-foot cube of air to solidify at the caster's will. The shape of the solidified air is up to the spellcaster. It can be formed into a bubble, a solid block, or any other shape. Add 2 feet to the maximum size of the cube for each level of the spellcaster. The solidified air will not move once placed unless Telekinesis is used.

Sphere of Destruction

Level: Third
Casting Time: Four attacks
Range: 500 feet
Duration: One turn
Drain: 2 con points
Damage: Destroys matter
Fate: Earthpower
Countereffect: Earth Sphere
Description: Area effect. When cast, the spell will cause a white bolt to strike near a victim and form a sphere 10 feet in diameter around them (no dodge). A victim has one attack segment to attempt to counter the spell or tesseract away. If the victim touches the forming sphere wall or attempts to pass through, he or she must roll fate or be destroyed. The sphere is 10 feet in diameter plus 1 additional foot per level. Once it is fully formed, anything inside the sphere that the spellcaster wants destroyed must roll fate versus earthpower. The maximum size of the sphere is 30 feet in diameter. No shot roll is required for this spell.

Surall's Location

Level: Third
Casting Time: 1 hour
Range: 25 feet
Duration: Concentration
Drain: 2 con points
Fate: Earthpower
Countereffect: Guardian Angel
Description: This spell locates beings by their tracks. When cast, users must be near the tracks or area where a being was. They will learn their target's name and which direction the target went. Refer to "Tracking" in chapter 12 for more information. The spell will not work if more than 5 days have past since the creature to be tracked has been in the area where the spell is cast.

Fourth-Level Earthpower Spells

Argium Circle

Level: Fourth
Casting Time: Six attacks
Range: 100 miles + 50 miles per level
Duration: Instantaneous
Drain: 1/2 con point per ton per 100 miles
Power Base: Earthpower
Countereffect: Binding
Description: Area effect. The spell creates a circle of golden energy that will teleport 1 ton plus 1 additional ton per level after the fourth. The circle can be made to appear anywhere within 100 feet of the spellcaster. This is a slow but sure way of getting rid of unwanted guests. No shot roll is required for this spell.

Binding

This fourth-level spell is the same as the greater alchemy study of the same name. The fate is earthpower and the countereffect is Cancellation of Earthpower. Substitute 1/2 constitution point for a Star Bolt.

Circle of Rainbow Light

Level: Fourth
Casting Time: 1/2 attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point
Damage: Stops any two of the following: magic, psionics, earthpower, chi, mutations, energy, and alchemy, up to 100,000 LPD + 10,000 LPD per level
Power Base: Earthpower
Countereffect: Blue Bolt
Description: Shield spell. This spell creates a circle of rainbow light 15 feet in diameter anywhere the spellcaster wishes within range. The circle floats and will move as the spellcaster wishes. Those within can attack through the circle (see "Shields" in chapter 9).

Cloak of Mist

Refer to the third-level Mage Warrior spell. The power base is earthpower. The countereffect is Cancellation of Earthpower.

Control Size

Level: Fourth
Casting Time: Four attacks
Range: 500 feet
Duration: 24 hours
Drain: 2 con points per ton of matter
Fate: Earthpower
Countereffect: Earth Sphere
Description: Beam attack. This spell shrinks its target down to 1% of its normal size and weight. If used on creatures, they may not manifest any spells or special abilities while shrunk. Strength is reduced to 1%. Likewise, the spell can be reversed. The subject or object can be enlarged one to five times its normal height and weight. It looses 10% of its dodge every time it is enlarged and one attack per turn, but it gains one to five times its normal strength. This cannot exceed the limitations.

Divining Symbol

Level: Fourth
Casting Time: 10 days
Range: Unlimited
Duration: Total concentration
Drain: 10 con points per minute of viewing
Power Base: Earthpower
Countereffect: Cloak of Mist
Description: This spell creates a ringlike symbol of golden flames. Through the ring a spellcaster can see some unknown location. The name of the place, person, or thing must be known by the spellcaster for the spell to gain a lock on its target. It functions similar to a Clairvoyance-type spell, only the view can be moved around like a floating camera.

Extra Spell Spell

Refer to the second-level Mage Warrior spell. The power base is earthpower.

Historic Link

Level: Fourth
Casting Time: Four attacks
Range: Special
Duration: 2 hours
Drain: 2 con points
Power Base: Earthpower
Countereffect: Concentration Break
Description: This spell allows the spellcaster and party to communicate with a dead person by using a person who knew or was acquainted with the deceased or by having a personal object of the deceased. The voice of the dead person is projected through the person who knew him or her or through the object. The deceased will usually tell the truth (65% of the time).

Leash

Level: Fourth
Casting Time: One attack
Range: Touch
Duration: Special
Drain: 1 con point + 1/4 con per higher level of the subject than the spellcaster's
Fate: Earthpower
Countereffect: Concentration Break cast before the leash is complete. There is no counterspell afterward.
Description: This spell appears as a bright-purple glow surrounding the spellcaster's hand. After the spell is cast, a spellcaster gives a subject a command. The subject must then complete the command or lose all advantage and fate bonuses until the deed is done. The spell will abate when the command is completed. The subject has all normal bonuses while attempting to fulfill the command. If the task is or becomes completely impossible, the leash is broken. This is Fate's decision. Near impossible tasks are fine. Indeed, they are the stuff adventures are made of!

Luck

Level: Fourth
Casting Time: One attack
Range: Sight
Duration: 1 hour
Drain: 3 con points
Power Base: Earthpower
Countereffect: Luck
Description: Area effect. Only one luck spell may be on a person at a time. If the spell is used more than three times in one day, the user, not the spellcaster, will suffer a string of bad luck, as the spell will work in reverse for 1 hour.

This spell may not be used in conjunction with the psi spell Alter Probabilities (see the 40th-level psi spell) or any other spells that alter the probabilities such as Guardian Angel. If used together, then all the spells will be nullified.

This is a very special spell, one that Fate definitely hates. The minor enchantment will affect the luck of the character through adjustments to the die rolls that the player makes. The spell will adjust, in a favorable way, any dice roll that is made for the duration. The adjustments are a +/-10% on percentage rolls required, and a +/-1% on advantage.

The Luck spell can be used by the spellcaster or another person. It is manifested by a golden field of very low intensity, that appears around the target. There is no dodge except for a Tesseract. The spell will affect one person per 10 levels.

The spell may also be reversed when cast. However, if this is used on the same victim more than three times in 1 day, then they will have a run of good luck for 1 hour.

Necromancer's Dance

Level: Fourth
Casting Time: 20 attacks
Range: Sight
Duration: 24 hours + 24 per level after fourth and special
Drain: 1 year off the spellcaster's life
Power Base: Earthpower
Countereffect: Sphere of Destruction, Raise From Death, or any Dread Lock–type of attack
Description: This spell will temporarily revive the dead. The effect will summon the soul (if possible) and place it back into its original body, which must be 70% intact. The soul can see, so the head is not needed unless psionics or spells are used. Arms are likewise needed if a swords are used.

If a soul cannot be found, the spell will not function. If the body cannot be found, the soul can enter any freshly dead body (within 24 hours).

Once the spell is complete, the living dead will rise and obey only the caster's mental commands. When out of range, they will act on their last instructions, and as they can think, they will do their utmost to perform their task. The dead cannot be willforced, possessed, or hypnotized. Their minds are sealed completely against any type of telepathy except the caster's.

To all normal extents, the body is dead. However, it does emit a weak pattern that can be sensed but does not set off Spell Traps. The spell will supply it with 15 constitution points and 300 psionic points that can be used with any of the body's powers or magic weapons. Psionic points cannot be used unless the body had psionic abilities when alive. The 15 constitution points are received every 24 hours. Their body's powers function at the level of the spirit inside them, and the body will not rot for the duration of the spell. Once the spell is over, the body will fall to dust.

If the dead are fed mage tree bark or powdered earth root mixed with heal spring melon and blood orange juice (1 cup of each, costing $5,000 per meal) once every day, they will survive indefinitely.

Mold Stone, Metal, Flesh, and Bone

Level: Fourth
Casting Time: Two attacks
Range: 500 feet
Duration: One turn + special
Drain: 1 con point per ton
Damage: Special
Power Base: Earthpower
Countereffect: Earth Sphere
Description: Beam attack. One ton of material requires one turn to mold. This spell gives spellcasters the ability to mold stone, metal, flesh, and bone into any shape they wish. They can manipulate the substance with an artist's skill. The substances may be moved from one place to another by molding in the same way that an amoeba moves, flowing along the ground. The maximum speed something can be made to flow is 30 mph. The spell will allow the user to change the shape of a living creature's body. The creature will remain alive as long as the spellcaster does not alter any of the flesh that composes vital organs. The spellcaster can alter the target's body so that it can fly with flesh membrane wings (see "Flight Classes" in chapter 12).

This spell can be used to combine creatures, but it cannot alter their specific mass unless they take part away. Death can be caused when performing the spell if not careful. Metals that cannot be affected are titanite, Shadarkeem metal, and pelleum. Stones that cannot be affected are earth eggs, shemite, and sunstone. The spell will not affect anything enchanted with the Ravashem's Summoning the Spirit of Wood, Metal, and Stone (see chapter 17, "Monsters").

Scroll Spell

Refer to the fourth-level Mage Warrior spell. The power base is earthpower.

Spell Storage

Refer to the fifth-level Mage Warrior spell. The power base is earthpower, and the countereffect is Cancellation of Earthpower.

Switch

Level: Fourth
Casting Time: One attack
Range: 100 feet
Duration: Instantaneous
Drain: 3 con points + 1/4 con point per level above the caster's if attempting to break through a higher-level shield effect.
Power Base: Earthpower
Countereffect: Cloak of Mist
Description: Invisible beam attack; cannot be used as a dodge. The spellcaster must point at the target. This spell will act like a Tesseract with a slight twist. The effect will move the user, or whatever the user chooses, to the place a target occupied and will move the target to the former location of the object or the user. In essence, they switch places. This spell will work within Security spells if the target can teleport without the Security spell interfering. The effect can penetrate shields of the same or lower level than the spellcaster without additional constitution drain. This spell can affect up to 4 tons.

Teleport Tap

Level: Fourth
Casting Time: One attack
Range: As far as the teleport travels
Duration: Permanent
Drain: 1 con for the trace or special
Power Base: Earthpower
Countereffect: Cloak of Mist
Description: This spell will be able to locate whether a teleport has been performed within the previous hour. The range is 50 feet from the spellcaster. It can locate the point of origin or destination well enough for users to teleport or travel there themselves. The spellcaster will even be able to determine the mileage and the exact direction. If the spell is cast while a teleport is being created within 50 feet, a user can hitch a ride to the destination. However, any extra constitution drain will have to be supplied by the spellcaster. Users can refrain from going if the drain on their life force exceeds what they are willing to expend. The spell can also be used to block a teleport from entering an area of up to 500 feet in diameter for 1 hour.

Transform Self to Mist

Level: Fourth
Casting Time: 1/4 attack
Range: Personal
Duration: Concentration
Drain: 1/2 con point
Power Base: Earthpower
Countereffect: Cancellation of Earthpower
Description: This spell changes the physical body, clothing, and equipment, into a mist of the same relative size. The mist can fly up to 50 mph (see "Flight Classes" in chapter 12). The mist cannot be sensed as a life form, and it cannot be affected by spells unless the power can control air. Spell Traps have full effect. Users cannot attack in any manner while transformed. A Cancel Earthpower–type of effect will cause users to reform instantly. Spellcasters can reform within one segment if they wish.

Transcommunication

Level: Fourth
Casting Time: Four attacks
Range: 100-foot diameter
Duration: 6 hours
Drain: 2 con points
Power Base: Earthpower
Countereffect: Cloak of Mist
Description: This spell will allow spellcasters to communicate telepathically with

objects, plants, or other beings (see "Communication" in chapter 12). They can relay exact visual images to whomever they are communicating. This can be used to locate someone or for transmitting the visual image of a destination for a teleport.

Ward of Charm

Level: Fourth
Casting Time: 10 attacks
Range: 100-foot diameter
Duration: 1 hour
Drain: 2 con points per creature affected
Power Base: Earthpower
Countereffect: Luck
Description: This spell affects up to five people plus one additional for every five levels of spellcaster. The charm gives +25% on shot rolls, a +15% bonus to fate rolls, and a +1 on advantage. If any under the ward leave the boundaries, they will cease to be protected.

Ward of Weapons

Level: Fourth
Casting Time: 10 minutes
Range: Touch
Duration: 6 hours
Drain: 2 con points
Damage: Equals the weapon it is cast upon plus the wielder's strength damage adjustment in earthpower (not physical).
Fate: Earthpower
Countereffect: Cancellation of earthpower
Description: This is a minor enchantment and counts as a lesser item for its duration (see "Limitations" in chapter 2). The spell will give the weapon three basic properties. One is a +25% to users' shot rolls when they use the weapon, plus a bonus of 1% per level after fourth. The second function is a bonus to the block chance: +10% plus 1% additional per every two levels. With this ward, the weapon can withstand 10 times its normal damage. Third, the weapon may be made to do earthpower damage plus the user's strength adjustment. The enchantment causes the sword to glow blue-green.

Fifth-Level Earthpower Spells

Argium Pit

Level: Fifth
Casting Time: Four attacks
Range: 100 feet
Duration: One turn + special
Drain: 3 con points
Damage: The pit drains 2 con points plus 10% of the strength and 10 EGs per turn from a victim. The spell leaves occupants with 1% of their strength, 1 con point, and 1 EG. Victims must roll metabolic shock when they first enter the pit, and again every turn from then on while within its confines.
Fate: Earthpower
Countereffect: Resistance to Earthpower 75%
Description: Wide-beam attack. No shot roll is required for this ability. One ton of material plus 1 ton additional per level after the fourth may be affected. The spell allows the spellcaster to create a hole, 20 feet deep and 15 feet in diameter plus 1 foot additional per level, which opens up beneath whatever or whomever the spellcaster wishes it to. Anything above this hole is pulled into a pocket dimension with 1 ton of force per the caster's level. It requires a flight speed of 110 mph per ton of force to resist the pull. Once within the pit, it closes, and those caught within will remain there for 30 seconds during which the victim's strength and constitution scores are drained. After 30 seconds, the occupants will reappear. To escape from within the pit, a victim must use a dimensional teleport, such as a Planeport or Bridge of Valhalla.

Chi Enforcement

Level: Fifth
Casting Time: Four attacks
Range: Touch
Duration: 20 hours
Drain: 3 con points
Damage: Special
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell will allow chi to function where ordinarily it would not for as long as earthpower works.

Circle of Confinement

Level: Fifth
Casting Time: Four attacks
Range: 100 feet
Duration: 24 hours + special
Drain: 4 con points + 1 per extra week
Damage: Special
Fate: Earthpower
Countereffect: Argium Sword
Description: Area effect. This spell allows the spellcaster to create a circle 25 feet in diameter plus an additional 1 foot per level, which curves up and around an opponent into a sphere to hold a victim inside. The circle is visible only as a golden shimmering. From inside, the sphere is unbreakable and impassable by any means, and the victim will be under the effects of the spell's Total Honesty, Eternal Sustenance, and Refreshment influences. From the outside, the sphere can be broken by physically inflicting 100,000 LPD. Spellcasters can levitate the circle as fast as they are moving with no additional drain, even if traveling by some form of automated transport, such as a starship!

Circle of Smoke

Level: Fifth
Casting Time: Two attacks
Range: 500 feet
Duration: Concentration or 1 hour
Drain: 1 con point per hour
Fate: Earthpower
Countereffect: Cancellation of earthpower
Description: The circle is 15 feet in diameter plus 10 feet per level above 5th. This spell blocks or severs outside connections such as telepathic links, power links (such as Roots of Ruin or Psi Transformation), Dread Lock Spheres, mind links, and Worm effects, plus radio communications and remote control.

Cloak of Peace

Refer to the fifth-level Shaman song. The power base is earthpower and the countereffect is Cancellation of Earthpower.

Control Gravity

Level: Fifth
Casting Time: Eight attacks
Range: 500 feet
Duration: Total concentration
Drain: 3 con points per turn
Damage: Special
Fate: None
Power Base: Earthpower
Countereffect: Another gravity control spell of equal or higher level
Description: Area effect. No shot roll is required with this ability. The spell allows a user to control gravity in a 100-foot area. Spellcasters can increase gravity (G) up to 500 times the normal weight or decrease down to a negative 500 Gs. This use of gravity creates gravitational tides within the victim where different parts of a body are

subjected to G forces of +/- 500 times. This allows the spellcaster to propel anything within the spell 40 to 50 miles in the air, and the victim's body is literally torn apart. The spell can also be used to crush victims into a ball 500 times their own weight. Some defenses are Tesseract, Teleport, disrupt the spellcaster, or another gravity control spell or ability.

Focus

Level: Fifth
Casting Time: 1/4 attacks
Range: Special
Duration: Special
Drain: 2 con points
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: The spell will focus any form of magic, psionics, earthpower, chi, or mutation energy, doubling its power. With another 2 constitution points, the spell will be amplified twice and will have tripled in power. When a Gnome casts this spell, it creates a disk of energy that floats just above the spellcaster's outstretched arms. The spell or effect being doubled must be fired through the disk of energy to be focused. If not of the type of effect that "fires," the disk must be slid over the person using it. Refer to the 15th-level Mage Warrior spell Winds of Enforcement for specifics on controlling more than one focus (see "Amplifications" in chapter 9).

Golden Sphere

Level: Fifth
Casting Time: 1/4 attacks
Range: 500 feet
Duration: Concentration or one set per level
Drain: 1 con point
Damage: Stops any three of the following attack types: chi, phazed, alchemy, psionics, and mutations, up to 100,000 LPD + 10,000 per level above fifth.
Power Base: Earthpower
Countereffect: Flames of Earth
Description: Shield spell. Those within the sphere can attack through it without any problems (see "Shields" in chapter 9). The sphere is 15 feet in diameter, bright golden, and makes a ringing sound.

Mass Apportation

Level: Fifth
Casting Time: Eight attacks
Range: Sight or 100 miles per the level of the spellcaster after the fifth
Duration: Instantaneous
Drain: 1/2 con point per ton
Fate: Earthpower
Countereffect: Concentration break
Description: Area effect. No shot roll is required for this ability. This spell allows the spellcaster to be able to teleport anything from one place to another without going along for the ride. This spell only works if the spellcaster knows exactly where everything is that he is apporting. He must know the exact location to where the payload is being transported or it could get messy.

Mass Cancellation of Earthpower

Level: Fifth
Casting Time: Six attacks
Range: 100-foot radius
Duration: 1 hour
Drain: 1 con point + 1/4 con per higher level of the effect than the caster's
Fate: Earthpower
Countereffect: Mass Cancellation of earthpower
Description: Area effect. No shot roll is required with this ability. It will cancel any earthpower in a semicircle in front of the spellcaster (see "Cancellations and Nullification" in chapter 9).

Mass Levitation

Level: Fifth
Casting Time: Two attacks
Range: 100 feet
Duration: Concentration or 1 hour
Drain: 1 con point per hour
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: Wide-beam attack. This spell allows a spellcaster and up to four other people (or 1,000 pounds) to fly 60 mph plus an additional 5 mph per level. It also allows one extra person (or 200 pounds) at fifth, 10th, and 15th levels. While in flight, travelers are protected from the effects of the wind. Users control their own movements, and their dodge is not affected (see "Flight Classes" in chapter 12).

Mass Reconstruction

Level: Fifth
Casting Time: Two attacks
Range: 500 feet
Duration: Permanent
Drain: 1/4 con point per ton
Power Base: Earthpower
Countereffect: None
Description: Area effect. No shot roll is required for this ability. This spell is the perfect mechanic, being the heal spell for B.S.C.s. It will fix anything, from a computer to a small spacecraft. There must be at least 10% of an object available to reconstruct it. The only things that this spell will not fix are organic matter or something that has been enchanted. You cannot duplicate an object by dividing it and using this spell.

Mutation Enforcement

Level: Fifth
Casting Time: Four attacks
Range: Touch
Duration: 20 hours
Drain: 3 con points
Damage: Special
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell will allow mutations to function where they ordinarily would not, as long as earthpower works for the spell to be cast.

Phantoms

Level: Fifth
Casting Time: Two attacks
Range: 500 feet
Duration: 15 minutes
Drain: 1 con point + 1/4 con per higher level of the victim than the caster's
Damage: Can cause insanity
Fate: Earthpower, then psychic shock
Power Base: Earthpower
Countereffect: Earth Sphere
Description: Beam attack. The spellcaster gestures and causes victims to see the monster they fear the most (see "Fear" in chapter 12). Victims must roll psychic shock. If they make their roll, they believe the illusion and must try to fight it. If they fail, they pass out, with a 20% chance of being insane when they awake (see "Insanity" in chapter 12).

Remove Enchantment

Level: Fifth
Casting Time: 24 hours
Range: 10 feet
Duration: Permanent
Drain: Special
Power Base: Earthpower
Countereffect: Winds of Enforcement or a higher-level enchantment or curse
Description: Area effect. This spell cannot be placed in a spell storage. The effect will lift any curse or enchantment (except a Leash or Mind Link) off a person or artifact. If a person has been permanently cursed or directly enchanted, the spell will still work. This spell can also cancel the enchantment on an artifact or magic item. This drains 2 constitution points per level of the curse or enchantment above the level of the spellcaster. The minimum drain is 2 points. For example, if a character is 10th level and attempts to remove a 15th-level spell, 10 constitution points will be required to remove the spell.

Spell Haste

Refer to the 15th-level Mage Warrior spell. The power base is earthpower.

Spell Trap

Refer to the fourth-level Mage Warrior spell. The power base is earthpower and the countereffect is Cancellation of Earthpower.

Telepathy

Level: Fifth
Casting Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1/4 con point per set after the first + 1/4 con per higher level of the victim than the caster's
Power Base: Earthpower
Countereffect: Concentration break
Description: Refer to the fifth-level psi spell. This spell has no glowing effect (see "Telepathy" in chapter 9).

Tremor

Level: Fifth
Casting Time: One attack
Range: 500 feet + 100 feet per level after the fifth
Duration: One turn plus special
Drain: 4 con points
Damage: Special
Fate: Earthpower
Countereffect: Golden Sphere
Description: Area effect with no shot roll required. Spellcasters can cause an earthquake within the range. It will cause trenches to open up in the ground, buildings to crumble, and bridges to fall. It will also allow spellcasters to cause an avalanche to shake up the area. Victims must roll 1/2 of their beam-attack dodge to remain on their feet every turn of the tremor. The tremor does 1 million LPD to the ground, buildings, walls, or doors per set.

Ward of Protection

Level: Fifth
Casting Time: 1 hour
Range: 1,500-foot diameter + 50 feet per level after the fifth
Duration: 1 day
Drain: 1 con point
Fate: Phaze
Power Base: Earthpower
Countereffect: Mass Cancellation of earthpower through a Focus when cast or a double-level nullification
Description: Invisible attack This spell creates an impassable, nonmoveable field of earthpower that effects only certain base aura types. The auras are divided into the categories *good, neutral, and evil.* One category per spell may be used. The spell's field is a phazed effect and cannot be sensed by normal means. The spell will stop any creature with a phazed telekinetic field that has the base aura for which the ward is set. It will stop the target regardless of size or strength. If intended victims appear within the confines of the spell, they must roll fate versus phaze or else pass out for 5 minutes. There is no dodge in this circumstance. The spell cannot be moved once placed.

Tenth-Level Earthpower Spells

Argium Porthole

Level: 10th
Casting Time: 5 minutes
Range: 10 feet
Duration: 48 hours
Drain: 15 con points
Power Base: Earthpower
Countereffect: Siphon Sphere cast in the final 30 seconds of the casting time. This will absorb the power of the spell and prevent the porthole from opening.
Description: This spell is a time door that only allows a spellcaster to go back in time and then return to the present. Spellcasters cannot begin by going forward in time. They can travel as far back as 10,000 years into the past, but no less than 500 years. A user and company can remain back in time for only 48 hours, at the end of which they must return and pass through the porthole or be lost in time forever.

The porthole can move a party through space as well as time, 100 miles per the level of the spellcaster.

The porthole is 15 feet in diameter and golden in color. It will remain open for one set.

Astral Transformation

Level: 10th
Casting Time: Five attacks
Range: Touch
Duration: Concentration or 24 hours
Drain: 3 con points
Power Base: Earthpower
Countereffect: Argium Net
Description: If the time limit is exceeded, users will lose their souls to the elemental plane, where it is destroyed. When users become physical, the spell will end. This spell allows spellcasters to change completely from a physical body into an astral or ghostlike form (see "Astral Projection" in chapter 9). This means they can fly as fast as the speed of thought. When in astral form, spellcasters are invisible and their life force cannot be sensed. However, spellcasters can be seen by Sense Magic; Clairvoyance; Eye of Alchemy; Orb of All Seeing; Amazon's Mind, Hand, and Eye; and the Shaman's Song of Sensing. Some other creatures and characters may also see astral forms (see "Astral Projection" in chapter 9).

Dread-Lock Sphere

Level: 10th
Casting Time: One attack
Range: 500 feet
Duration: Special
Drain: 1 con point + 1/4 con per higher level of the victim than the caster's
Damage: Special
Fate: Earthpower
Countereffect: Argium Sword
Description: Beam attack. Once victims are struck, the beam will drain out their souls and place them into a sphere of white energy that floats next to the spellcaster. Users can siphon off the constitution points of the victim within the sphere, at a range of 1 mile. Spheres last until the soul's constitution is used up, and a maximum of five spheres may be held at the same time. The only way a soul can be freed is by striking the sphere with an Argium Sword. When affected by a Dread Lock Sphere, a victim's body will fall into an unconscious state and remain that way for 72 hours, after which time the body will die.

Mass Paralysis

Level: 10th
Casting Time: Six attacks
Range: 100 feet
Duration: 1 hour
Drain: 3 con points + 1/4 con per level of the victim(s) above the caster's
Damage: Causes paralysis
Fate: Earthpower
Countereffect: Earth Sphere
Description: Area effect. No shot roll is required for this spell. It will cause paralysis, affecting only those whom the spellcaster wishes; up to five targets plus one per five levels after the 10th. Drakes and hydras cannot be affected until 15th level.

Mist of Death

Level: 10th
Casting Time: Four attacks
Range: 300 feet
Duration: Concentration
Drain: 1/2 con point + 1/4 con per level of the victim(s) above the spellcaster's
Damage: Causes death
Fate: Earthpower
Countereffect: Mass Cancellation of earthpower
Description: Area effect. No shot roll is required for this ability. This spell creates a fog that appears around the target. It is roughly shaped as a 5-foot sphere. The fog can be controlled to float up to 50 mph within a 100-yard radius from the spellcaster. All who are touched by this cloud must roll their fate or die. The spellcaster can decide who is affected and who is not.

Pillar

Level: 10th
Casting Time: 1/4 attack
Range: None
Duration: Special
Drain: 1 con point
Power Base: Earthpower
Countereffect: Cancellation of earthpower
Description: This spell will double the duration of any other earthpower spell, but it will not increase the power. It must be cast at the same time as the spell it is to affect is cast. For spells with a duration of concentration, it makes the spell last 1 minute per level of the Pillar's spellcaster.

The Rope

Level: 10th
Casting Time: One attack
Range: 500 feet
Duration: 24 hours or concentration
Drain: 2 con points + 1/4 con per higher level of the victim than the caster's
Damage: Special
Fate: Earthpower
Countereffect: Earth Sphere
Description: Beam attack. This spell creates a rope of green earthpower that will form a loop when thrown, encircling a target weighing up to 1 ton plus an additional 1 ton per extra constitution point. Once encircled, the victim will be placed in a pocket dimension. While in this dimension, they are unconscious (no fate roll). The victim within the pocket dimension will remain there for up to 24 hours or the spellcaster may release them whenever they wish, whereupon they will be stunned for 5 minutes. If the spellcaster wishes, he can use the rope again on another target. However, the two target weights must not exceed the total weight limit.

Security Spell

This is basically the same as the 10th-level Mage Warrior spell. It is different in the fact that is has a Ward of Warning that may cover up to a 1 mile radius. Also, exchange the Earth Sphere for the Enhanced Brilliant Defender, and the Circle of Protection for the Magnificent Invisible Defender. Otherwise, the specifics are the same as the mage spell except that the power base is earthpower (see "Security Spells" in chapter 9).

Siphon Sphere

Level: 10th
Casting Time: Two attacks
Range: 100 feet
Duration: Special
Drain: 5 con points per turn
Damage: Special
Fate: Earthpower
Countereffect: Siphon Sphere
Description: Beam attack. This spell's devastating effect radiates a beam from the spellcaster to the victim forming a sphere of blue energy. Once complete, this spell has no cancellation. Every turn, this spell permanently takes away the following:

- 300 psionic points
- 20 SMUs
- One mutation (highest-level first)
- Two chi abilities (highest-level first)
- Two alchemy abilities (highest-level first)
- The power of a magic weapon or elite item

A Mystic Restoration will return characters affected by this spell to normal.

Soul Tap

Level: 10th
Casting Time: One attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point + 1/4 con per higher level of the victim than the caster's
Fate: Earthpower
Power Base: Earthpower
Countereffect: Resistance to earthpower of equal or higher level
Description: This spell forms a white beam. The beam drains 5 constitution points per attack segment from the target, giving the power to the spellcaster for use toward another spell. With this spell, a spellcaster can store up to 20 extra constitution points before he or she will explode.

Sphere of the Mists

Level: 10th
Casting Time: 10 attacks
Range: 50-foot diameter
Duration: 1 hour per five levels after 10th
Drain: 3 con points
Power Base: Earthpower
Countereffect: Pool of All-Seeing cast through a Focus
Description: This spell makes a subject undetectable by any location or sensing spells although the subject can be seen by the naked eye. This spell only stays in one area and cannot be moved.

Ward of Restoration

Level: 10th
Casting Time: 10 attacks
Range: 50 feet
Duration: Permanent
Drain: 4 con points
Power Base: Earthpower
Countereffect: Resistance to earthpower
Description: The spell is similar to the Regrowth spell, except that it is used when a body is reduced to nothing but ashes or dust. As long as 0.01% of the remains from the body can be found, it can be completely restored. However, this spell will not give life to the restored body. It can also be used to restore damaged technology items, including B.S.C.s.

Fifteenth-Level Earthpower Spells

Argium Defender

Level: 15th
Casting Time: Two attacks
Range: Touch
Duration: 1 hour
Drain: 1 con point
Damage: Special
Power Base: Earthpower
Countereffect: Entangle Animation
Description: This spell creates both the Argium Sword and the Argium Armor (third-level spells). The sword will block phazed attacks. Instead of being summoned around a person, the armor can be made to form a warrior that will take orders and fight as good as the spellcaster. The defender will last until the spell fades or is destroyed. The spell is intelligent, and it can be given commands. It sees with the spells Shadow Vision (an earthpower version of the first-level mage spell), Sense Life Forms (first-level earthpower spell), and Sense Aura (an earthpower version of the first-level psi spell). The spellcaster can see and hear what the defender does as well as speak through it. The range of this is 1 mile per level after the 15th.

Circle of Destruction

Level: 15th
Casting Time: Six attacks
Range: 500 feet
Duration: Instant
Drain: 1 con point per ton
Damage: Disintegration
Fate: Earthpower
Countereffect: Greater Earth Sphere
Description: Area effect. No shot roll is required with this ability. It is known as "the wrong circle to associate with." The circle is 50 feet in diameter. It will grow 1 foot for each level above the 15th. However, it can never become larger than 100 feet. The circle cannot be moved once it is cast. The spellcaster can control what is destroyed within the spell.

Comet Summoning

Level: 15th
Casting Time: Two attacks
Range: Sight
Duration: Special
Drain: 2 con points
Damage: 100,000 to 800,000 LPD + 10,000 LPD per level after the 15th
Fate: Earthpower
Countereffect: Mass Cancellation of earthpower
Description: Beam attack. The spellcaster summons a comet by raising one hand and speaking a special word. If the comet misses the first time, it can be called back repeatedly for up to one turn. The spell can be broken into 10 individual comets that do 10% of the spell's entire damage.

Great Argium Sphere

Level: 15th
Casting Time: 20 attacks
Range: 100 miles + special
Duration: One turn
Drain: 1 con point per ton + special
Fate: Earthpower
Countereffect: Werestorm
Description: This transportation spell will move the spellcaster virtually anywhere. A maximum of 10 tons plus 1 additional ton per level after the 15th may be moved. A sphere of golden fire rises up around everything the spellcaster wants to teleport. Subtract 1 additional constitution point for 100 miles greater distance. Subtract 20 constitution points per tarsec (see "Travel in Space" in chapter 13).

Greater Enhancement of Abilities

Level: 15th
Casting Time: 10 attacks
Range: Touch
Duration: 24 hours
Drain: 4 con points
Power Base: Earthpower
Countereffect: Focus
Description: This spell is similar to taking the ultimate energy pill. It will add 100 to 400 to a subject's strength score (roll 1d4). If the subject has a mutation, then any effect from the mutation will drain only half the normal constitution points. However, this will not affect pure Mutants. Any natural abilities will also be doubled in power. After the effects of this spell wear off, the subject must sleep for at least 16 hours of the next 24. If the subject does not sleep within this time, he or she will fall unconscious for 1 to 10 days.

Mass Banishment Sphere

Level: 15th
Casting Time: Eight attacks
Range: 500 feet
Duration: 24 hours
Drain: 1/2 con point per ton
Damage: Special
Fate: Earthpower
Countereffect: Mass Cancellation of earthpower
Description: Area effect. No shot roll is required for this ability. The spell creates five spheres of white transparent energy, 25 feet in diameter each. It increases 1 foot per level, up to a maximum of 50 feet. The sphere surrounds anything the spellcaster wants to banish. Anything caught inside the sphere will be teleported to Limbo. Each sphere affects a different target.

Mass Heal

Level: 15th
Casting Time: 10 attacks
Range: 500-foot diameter
Duration: Permanent
Drain: 1 con point per target
Power Base: Earthpower
Countereffect: Mass Cancellation of earthpower
Description: Area effect. No shot roll is required for this ability. This spell does exactly what its name indicates. It will completely heal any life form within range. It will repair a severed body part (see "Restoring Life" in chapter 12). The spellcaster controls who is going to be healed. This spell restores 100% of lost life points.

Mass Transmutation

Level: 15th
Casting Time: Four attacks
Range: 500 feet
Duration: Permanent
Drain: 1 con point per ton
Damage: Special
Fate: Earthpower
Countereffect: Mass Cancellation of earthpower
Description: Area effect. No shot roll is required for this ability. This spell enables a spellcaster to transform completely, anything living and nonliving alike, into something else. Anything can be changed into something else as long as the spellcaster has seen or studied whatever it is he or she is trying to produce. Living matter can be changed into inorganic matter. The change is permanent. No precious gems or metals can be made until the 40th level.

Pool of All Seeing

Level: 15th
Casting Time: 2 hours
Range: 1 parsec + 1 parsec per 2 con points
Duration: Concentration
Drain: 5 con points + 1/4 con per level higher than the spellcaster's + special
Power Base: Earthpower
Countereffect: Sphere of the Mists

Description: This enchantment is placed upon a pool of normal water. Its effects can pierce dimensions and Security spells. More constitution is needed if the Security spell is higher level in power than the spellcaster. The spell allows characters to see far away places. The spellcaster need only remember the appearance or name of a person, place, or thing and the spell will show the desired subject.

The spell's view can be panned around at a speed of 10 mph. The scene appears on the pool's surface for all to see. Spellcasters can see and hear all that transpires within the view just as if they were standing there themselves. If desired, the spellcaster's voice can be transmitted to the area being viewed.

Sphere of Sheba

This 15th-level spell is the same as the major mutation Environmental Kinetic. It drains 1/4 the constitution to use the abilities and requires five attacks to cast.

Twentieth-Level Earthpower Spells

Bridge of Valhalla

Refer to the 20th-level Mage Warrior spell. The power base is earthpower.

Death Lock

Level: 20th
Casting Time: 10 attacks
Range: Touch
Duration: Permanent
Drain: 2 con points
Fate: Earthpower
Countereffect: Cancellation of earthpower through a Focus cast upon the body
Description: This spell is cast upon the dead body of an enemy to ensure that he or she will remain dead and will not react to any attempts to raise them from death. It is cast upon the dead body after the soul is gone. It creates a lock on the body that prevents the soul from reentering it. This spell is useless if the body is destroyed.

Greater Earth Sphere

Level: 20th
Casting Time: One attack
Range: 500 feet
Duration: Concentration or one turn per level
Drain: 4 con points
Damage: Stops magic, psionics, earthpower, mutations, alchemy, and energy attacks up to 1,000,000 LPD + 10,000 LPD per level after the 20th.
Power Base: Earthpower
Countereffect: Comet Summoning
Description: Shield spell. The sphere has a diameter of 20 feet plus 1 foot per level above the 30th, to a maximum of 50 feet. The shield is completely invisible. Unlike most other shields, it lets the spellcaster attack from within it. If the sphere is touched by anyone outside it, they will sustain 10,000 to 100,000 life points of earthpower damage per touch and per attack segment that they remain in contact. This spell will not move with the spellcaster (see "Shields" in chapter 9).

Major Temporal Suspension

Level: 20th
Casting Time: 10 attacks
Range: 500-foot diameter
Duration: Total concentration
Drain: 7 con points
Damage: Special
Fate: None
Power Base: Earthpower
Countereffect: Only a time-control spell or ability of equal or greater level
Description: Area effect. No shot roll is required with this ability. If this spell is being used to counter another time-control power, the countereffect is instant, and both spells are consumed. The spell is unique in that it gives the spellcaster the ability to completely stop the flow of time. Everything within the radius except the spellcaster, will be stopped by the spell.

Werestorm

Level: 20th
Casting Time: 12 attacks
Range: Sight
Duration: Total concentration
Drain: 5 con points + 1 per extra wind after the first 10 winds
Damage: Special
Fate: Earthpower
Countereffect: Werestorm
Description: Area effect, and yes, you guessed it, no shot roll is required with this ability. These winds are the epitome of bad weather. The spell causes up to 10 Werewinds to form in a cloud that is made and controlled by the spellcaster. The winds have the same effects as those that protect the city Terra. Once the spell is cast, the spellcaster can use any one wind at any time. Winds take one attack to use once the spell has been cast.

Wereware

Level: 20th
Casting Time: 20 attacks
Range: Special
Duration: Special
Drain: 50 con points + special
Damage: Special
Fate: Earthpower
Countereffect: Mass Cancellation of earthpower of the same level
Description: Area effect. No shot roll is required. This spell cannot be cast from a scroll or potion, nor can it be placed in any type of spell storage or item. The Wereware can only be sensed in a general way and is not dangerous until triggered.

It acts as a self-perpetuating Spell Trap, with a limited intelligence and the ability to select the spells it will release. The Wereware renews itself every day by taking power from the forces of life around it, such as trees, birds, etc. It may restore 20 of its constitution points per day.

The Wereware has a 100-yard radius, plus another 50 yards per level after the 20th. The Wereware may be set with a very specific trigger of almost any type, up to six of the following selections: life force or lack of; aura or lack of; size, motion, or a specific series of movements; failure to perform a series of specific motions; words or lack of; musical notes and rhythms or lack of; scents or lack of; and thoughts or lack of. Once triggered, the Wereware may release up to any of its stored abilities or spells. The spell can hold up to six separate effects in any of the powers except V.N. or God Power, unless the Wereware is cast using God Power (V.N. will still not work).

The spell, once triggered, may release one effect within two attack segments anywhere within the radius of the Wereware's influence. The Wereware requires 50 constitution points and the power required to place the spells within. The effects are memorized by the spell, allowing it to reuse them for as long as it has the constitution. A maximum of 500 constitution points may be placed within this enchantment.

Thirtieth-Level Earthpower Spells

Conjure Ministar

Level: 30th
Casting Time: 10 attacks
Range: Special
Duration: One turn + special
Drain: 10 con points
Damage: Special
Fate: Heat
Countereffect: Mass Cancellation of earthpower
Description: Wide-beam attack. This spell is a ministar that can be used as a weapon or to sustain life. As a weapon, you may adjust the size of it from 1 foot to 10 feet in diameter. One- to five-foot diameter stars do 10,000 to 100,000 LPD per attack. Six- to ten-foot diameters do 100,000 to 1 million LPD plus 1 million per every 10 levels of the spellcaster.

This spell will not work less than 2 feet from the ground. However, it can be controlled for 1 mile, unless it is being placed to provide light. To strike with the star, you use a minisolar flare. This flare will reach 1,000 feet away from the star. You can use a flare 10 times per star, at which time the star will fade. The star can be moved at 300 mph. An object can be struck with the star itself, incinerating up to 100 tons, but this destroys the spell as well.

To sustain life, the ministar will generate enough light and heat for a 100-mile radius. However, it must be placed 70 miles above the ground to do so. It will generate all normal sunlight and will burn anything within a 100-yard radius that is affected by heat for 100 to 1,000 LPD per turn except the spellcaster. If looked at from within the 100-yard radius, the onlooker will be blinded, permanently. Refer to "Warfare With Invisible Creatures" in chapter 12 for more information. Normally, the spell will last for 1 week, but if cast through a Wereware, while using it to provide life, it becomes permanent. If permanent, the star will not move, and it can only be used to sustain life.

Give Life of Earth, Sea, and Air

Level: 30th
Casting Time: 40 attacks
Range: 1 mile area + 1/4 mile area per level after the 30th level
Duration: 1 year
Drain: 20 con points
Power Base: Earthpower
Countereffect: Star Weird blue disk
Description: This spell will make an uninhabitable area, such as an asteroid, life sustaining. With this spell, one can even exist in a vacuum. Its creator must have a 5-ounce sample of earth, water, and air to create this spell's effect. To have organic life, the creator must have seeds or samples of the life he or she wants to grow. After all are combined, the area affected will develop fully in 10 minutes. It even provides a small sun, similar to the Conjure Ministar spell, and a field that contains an atmosphere. This effect is an enchantment upon the area. Casting it through a Focus and amplifying it 10 times will make this spell permanent.

Silver Pentacle

Level: 30th
Casting Time: Four attacks
Range: 500 feet
Duration: Concentration
Drain: 10 con points
Damage: Stops everything except God Power. It will stop Venderant Nalaberong 50% of the time.
Power Base: Earthpower
Countereffect: Siphon Sphere
Description: Shield spell. This is the ultimate defense. It will block nearly all forms of attacks (except a Shielder Bolt). However, it takes time to cast and cannot be used as a normal block. The shield is a circle of silver fire. Alternately, when cast it may be formed into a 20-foot-diameter sphere. No matter which shape the shield is cast as it cannot be moved. There is no limit to the amount of damage this spell can sustain (see "Shields" in chapter 9).

Star Weird

Level: 30th
Casting Time: 10 attacks
Range: Sight
Duration: Total concentration or one set per level
Drain: 10 con points
Damage: Special
Fate: Earthpower or nullification for the blue disk
Countereffect: Star Weird
Description: Area effect. No shot roll is required. This spell has three modes. The effects use the power of the sun. Spellcasters may not use the spell Conjure Ministar to act as the power for this spell. If the sun is not visible then a Star Weird will not function. The color of the sun is changed by a disk of energy 1 mile above the target. There are three different modes or disks that may be changed throughout the duration of the spell. Each of the disks are composed of very fragile earthpower that may be shattered if struck for 100,000 life points of physical damage.

The first mode is a blue disk that neutralizes all powers, including Venderant Nalaberong, 50% of the time. The spell does not affect God Power. It affects an area of 500 feet. Organic electronics or high technology will not function in the affected area. B.S.C.s have only basic abilities until removed from the area. The duration of the nullification is 1 hour. The spellcaster can move the disk.

The second mode is a red disk that stuns everything within a 500-foot radius. One stun blast per attack.

The third mode is a white disk that blasts a white flare of energy to where the spellcaster wants, within a 500-foot radius. The flair is 20 feet in diameter and is a wide-beam attack. It does 100,000 to 1 million LPD plus 100,000 LPD per level above 30th level. One blast is fired per attack.

Fortieth-Level Earthpower Spells

Curse

Level: 40th
Casting Time: 20 attacks + special
Range: Unlimited through any dimension
Duration: Permanent
Drain: 15 con points
Fate: Curse
Power Base: Earthpower
Countereffect: Resistance to earthpower cast through a Focus of equal or greater level in power
Description: Area effect. No shot roll is required with this ability. This enchantment has many various effects. It can, to a limited extent, think about what it is doing and act accordingly.

A curse can be prepared in such a way as to be triggered in almost any fashion, with a much greater variety than a Spell Trap or Wereware. A two-fold triggering system may be employed: one that causes the curse to affect the victim and another to release the effects once the victim is cursed. These triggers are stated when the curse spell is cast and up to 10 may be included in a curse.

Possible triggers are limited only by the spellcaster's imagination. Some examples may be a curse that can be triggered by a simple action, such as taking an object from its appointed place, or entering an area. It can be set to affect only specific races, auras, bloodlines, and so forth or to affect anyone not of the specific race, aura, bloodline, etc. It can even be set to affect a person and all of his or her descendants. It can affect the victim all the time, only at specific times, in specific circumstances, or when the victim performs selected actions or thinks selected thoughts.

A curse can be placed on an area, person, or object. The maximum size (diameter) of a cursed area is 1 mile per level over the 40th level.

There are two different ways of casting a curse. The first type can be cast on an area, object, or person. The spellcaster must be within sight of the target. The curse must first be prepared (casting time 20 attacks plus the time to cast the spells nested or contained within the curse), then released into the item or person as a wide-beam attack. If cast upon a person, he or she rolls fate versus only the curse itself, not the spells included in it. If the roll fails, the person is affected. There is no fate roll versus the individual effects of the curse. If cast upon an area, the curse may affect any victims that are within the area, as specified by the triggers.

The second way of casting a curse affects only a person. The spellcaster must have a physical item (hair, blood, whatever) from the victim. The spellcaster must perform a series of rituals, which last for 1 full day. This curse is propagated through the Elemental Plane and so affects its victims wherever they may be, in any dimension and past any shields (not through), etc. As soon as the ritual starts, victims can feel its effects. Through this feeling they can locate the spellcaster. This locating ability also reaches past (not through) any protections the spellcaster may have. If the spellcaster is allowed to finish the ritual, the curse will strike a victim. There is no dodge or block. The victim rolls fate versus the curse, as above.

Once placed on an object, person, or place, the curse is permanent until triggered. Once triggered, the curse will last as long as it has enough constitution points left to power the spells within it. A curse can be made to function permanently by using a Binding spell and pumping 10,000 or so constitution points into it.

The desired effects for the curse must be woven into it when casting the spell. The triggering mechanism is the curse itself. Any spell placed within a curse will work as many times as the curse has the constitution points to provide power. The minimum drain is 1 constitution point per spell used, even with spells that drain less than 1 point. A maximum of four spells may be included in a curse.

A spell placed within a curse can be modified to a limited extent. An example of this is the old werewolf curse. This could be built by using the curse spell with the following specifications:

- Affects characters and their descendants.
- Only when the full moon is in the sky.
- Only after the victim is 16 years old.
- Effect: the fourth-level Mage Warrior spell Metamorph—automatic transformation to a wolf.

Such a curse would require much power, as it must work on a bloodline 12 times a year at a cost of 1 constitution point per use. So even to affect a single victim for 60 years would require spending 720 extra constitution points when casting the curse. This drain is dramatically increased when bloodlines are to be included.

Greater Creation of Life

Level: 40th
Casting Time: Seven nights
Range: Special
Duration: Permanent
Drain: 15 con points
Power Base: Earthpower
Countereffect: Interrupt the casting
Description: This spell is much different from most of the other spells in the world of Synnibarr. The entire process takes 1 week to complete and consists of nightly rituals from sundown to sunrise. If the ritual is disturbed, the spell will be ruined.

This spell makes it possible to create a being and give it life and even powers. To do so, the spellcaster must collect cells from a creature that genetically carry an ability and incorporate them into the spell. To determine the size and shape of the creation, the spellcaster must take at least 10% of the body or bodies of whatever they wish to mix.

> **Example:** To create a creature with Phaze Fire as a breath weapon, the spellcaster must obtain some cells from a small phaze drake. If the spellcaster wants to make a thunder monkey with sunstone fur, then the spellcaster must have at least 10% of the body of a thunder monkey and an equal amount from some life form with sunstone fur.

The power of this magnificent spell is built up and stored in the motions of the nightly ritual and grows in strength every minute. Near the end of the first night's vigil, the creature begins to take shape. Whether the spell works or not is determined by three rolls of the percentile dice.

The first thing you, the player, must do is write down a description of how the creature is to be shaped and the powers it is to have. If all the proper cells and body parts are incorporated into the spell, then the creation might actually work. The rolls will now tell whether the spell will work.

The first roll is for a 95% chance that the spell will charge the creature with life energy (if the roll is above 95, the creature can never live).

The second roll indicates whether the creature will come out with the desired form and shape (also a 95% chance).

The third and final roll determines whether the creature gains the powers that the spellcaster wishes it to have. The chance is 90%. If this roll fails, Fate determines the problems and how the creature misforms. The creature is controlled by the caster's thoughts at a range of 1 mile.

Greater Temporal of Displacement

Level: 40th
Casting Time: 10 minutes
Range: 1-mile diameter
Duration: Permanent
Drain: 30 con points
Fate: None
Power Base: Earthpower
Countereffect: Only a time control spell of equal or greater level in power.
Description: Area effect. This spell allows the spellcaster to completely change a 1 square-mile area from its current time to 24 hours in the future or 10,000 years in the past.

Raise From Death

Level: 40th
Casting Time: 1 hour
Range: 10 feet
Duration: Permanent
Drain: 2% of the spellcaster's life span and 5 con points
Power Base: Earthpower
Countereffect: Death Lock on the body before this spell is cast
Description: This spell does exactly what its title indicates. It will work on one lifeless body as long as that body is at least 90% intact and capable of sustaining life. The spell will pump life force into the corpse and guide the soul back to the body. It will work no matter how the body died. Players must roll metabolic shock (at full constitution value) or they cannot be raised (see "Restoring Life" in chapter 12).

Speak With Gods

Level: 40th
Casting Time: Special
Duration: Special
Drain: 10 con points per day
Power Base: Earthpower
Countereffect: Concentration break
Description: This spell allows the spellcaster the privilege of speaking with a particular God of his or her choosing. This spell takes 6 full weeks of solid concentration (at least 16 hours a day) to cast. Each sequence of concentration drains the constitution points. After the sixth week, the ordeal is finished, and the desired God will be aware of the caster's wish to speak with him or her. However, the God is not compelled to answer. Fortunately, the God will usually respect the time and effort put forth in trying to speak with him or her. The conversation lasts as long as the spellcaster concentrates or until the God wishes to cease communication.

Fiftieth-Level Earthpower Spells

Xandrew's Transferable Soul

Level: 50th
Casting Time: 10 hours of preparation; transfer is almost instantaneous
Range: 10,000 miles (cannot be amplified)
Duration: Actual transfer takes one turn. Inanimate bodies stay alive as long as they have constitution.
Drain: 20 con points + 30 per month for the reservoir
Power Base: Earthpower
Countereffect: Death Lock to inhibit the transfer
Description: This spell counts as one death for whoever uses it. Spellcasters can transfer their souls to different bodies at the moment they die. They must pinpoint a suitable form to inhabit. This can be almost any object. Only the user's skills, intellect, memory, and levels come with the transfer. All other powers and abilities are gone.

To prepare for this spell, the spellcaster must remove the soul of the living form that they wish to inhabit with a Dread Lock Sphere or similar ability. The new body will be prepared by the first part of this spell, which is set up to attract the soul of the spellcaster, or whomever he or she designates. Once prepared, the new body will not decay if left undisturbed. The soul must be able to easily get to the new body without the interference of a nullification. The spell will not penetrate the Werestorm around Terra, nor will it travel into or out of the Center of the World.

If this spell is used to put the soul into an inanimate object, the object must be equipped to move (have legs, arms, etc.) or it will remain stationary. When within an inanimate object, users will be able to see, hear, and speak as normal and animate the object if it has appendages. They will have the same combat specifics as they had in their old body. A soul's ability to animate an object cannot be canceled once it has possessed it.

Any spells used by a soul in an inanimate body draw power from a special storage reservoir. This is equal to 30% of whatever constitution is placed within it. This constitution is the life force of the person and once used up, the user will die. The user can draw constitution from a living being, if given freely, to replenish the reservoir, or any type of constitution manipulation spell or ability may be employed. New bodies can be operated without difficulty and all abilities can be used by the new soul with normal proficiency, according to the bodies level.

Mage Warrior Spells

Table 147. MAGE WARRIOR SPELLS—FIRST LEVEL

1d100 Roll	Spell
01–06	Ball Lightning
07–11	Brilliant Defender
12–15	Cancel Psi spell
16–18	Cancellation
19–23	Control Air
24–28	Detect Danger
29–33	Hex Bolt
34–38	Invisibility
39–43	Invisible Defender
44–48	Location
49–55	Mists of Lotus
56–60	Quiet
61–63	Sense Magic
64–68	Shadow Bands
69–73	Shadow Vision
74–77	Shelter
78–82	Slow Motion
83–88	Translation
89–94	Total Honesty
95–00	Tunnel

Table 148. MAGE WARRIOR SPELLS—SECOND LEVEL

1d20 Roll	Spell
1	Amnesia
2	Anchor
3	Armor of Mist
4	Bridge of Power
5	Enchanted Sack
6	Extra Spell Spell
7	Hyperkinesis
8	Hypnosis
9	Mage Rope
10	Manacles of McCracken
11	Mind Link
12	Minor Levitation
13	Mystic Galleon or Magic Kite
14	Reconstruction
15	Send and Receive Thoughts and Images
16	Sphere of Blindness
17	Stun Bolts
18	Telekinesis
19	Transanimation
20	Werewalk

Table 149. MAGE WARRIOR SPELLS—THIRD LEVEL

1d100 Roll	Spell
01–05	Acid Rain
06–11	Bolts of Frost or Fire
12–17	Cloak of Mist
18–23	Control Size
24–29	Heal
30–35	Heal Toxin
36–41	Illusion spell
42–47	Inflict Wounds
48–53	Irresistible Vapors of Weakness
54–59	Levitation
60–64	Necromancer's Call and Leash
65–70	Nightfall
71–76	Sapphire Sphere
77–82	Sense Aura
83–88	Sorcerer's Sphere of Absorption
89–94	Super Strength spell
95–00	Tesseract

Table 150. MAGE WARRIOR SPELLS—FOURTH LEVEL

1d100 Roll	Spell
01–06	Apportation
07–13	Binding
14–20	Blackfire
21–27	Create Matter
28–33	Eternal Sustenance
34–40	Hell Pit
41–47	Mass Telekinesis
48–53	Metamorph
54–60	Phaze Shelter
61–67	Pillar
68–73	Scroll spell
74–80	Spell Trap
81–87	Spirit of Wind
88–94	Vision Through Objects
95–00	Werespeak

Table 151. MAGE WARRIOR SPELLS—FIFTH LEVEL

1d10 Roll	Spell
1	Astral Transmorph
2	Magnificent Invisible Defender
3	Matter Transmorph
4	Mind Lock
5	Orb of All Seeing
6	Pool of Nesare'
7	Regrowth
8	Speaking Poll of Nesare'
9	Spell Storage
10	Stun spell

Table 152. MAGE WARRIOR SPELLS—TENTH LEVEL

1d10 Roll	Spell
1	Enhanced Brilliant Defender
2	Mage Wind
3	Magnificent Deadly Rain
4	Magnificent Hypnotic Control
5	Phaze Fire
6	Reveal Hidden Enchantment
7	Runes of Ramokk
8	Security spell
9	Ta'set's Dark Thunderbolt
10	Teleportation

Table 153. MAGE WARRIOR SPELLS—FIFTEENTH LEVEL

1d8 Roll	Spell
1	Bi'reel's Control of Gravity
2	Deneb's Wind and Door
3	Dread Lock Bolt
4	Limbo's Exile
5	Spell Haste
6	Suspension
7	Winds of Enforcement
8	Zanthius' Mirror

Table 154. MAGE WARRIOR SPELLS—TWENTIETH LEVEL

1d8 Roll	Spell
1	Bolt of Annihilation
2	Bridge of Valhalla
3	Create Creature
4	Limbo's Irresistible Whirlpool
5	Mage Crystal
6	Mystic Restoration
7	Temporal Suspension
8	Transmorph

Table 155. MAGE WARRIOR SPELLS—THIRTIETH LEVEL

1d4 Roll	Spell
1	Crystal Eye
2	Mage Storm
3	Mass Apportation
4	Stargate

Table 156. MAGE WARRIOR SPELLS—FORTIETH LEVEL

1d100 Roll	Spell
01–30	Flames of Visor
31–35	Power Transfer
36–75	Raise From Death
76–00	Temporal Pool of Nesare'

First-Level Mage Warrior Spells

Ball Lightning

Level: First
Casting Time: One attack
Range: 100 feet
Duration: 1 hour or concentration
Drain: 1/2 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth level
Fate: Energy and metabolic shock
Power Base: Magic
Countereffect: Nightfall
Description: Beam attack. This spell creates a ball of bluish light that is as bright as daylight. The sphere is 5 inches in diameter. It can be moved at the speed of thought. If the ball touches anything, it will release an electric shock, destroying the ball in the process. It can be used to induce blindness by striking at a target's eyes (see "Warfare With Invisible Creatures" in chapter 12). The Ball Lightning may be blocked by a shield that stops energy attacks. If the ball is pushed through a magical shield, the magical control will be cut off, and the ball will continue on its course until it strikes something.

Brilliant Defender

Level: First
Casting Time: 1/4 attack
Range: 100 feet
Duration: 1 set per level or concentration
Drain: 1/2 con point
Damage: Stops magic, psionics, and earth-power attacks of up to 10,000 LPD + 10,000 LPD per level
Power Base: Magic
Countereffect: Shadow Bands
Description: Shield spell. This spell will create a round convex shield 6 feet in diameter that, unless otherwise specified, will float in front of the spellcaster's outstretched hand. The shield can be made to appear anywhere within the range and can be moved to block as needed. It glows yellow and is slightly opaque (see "Shields" in chapter 9). This shield's power can be increased by adding constitution points. Subtract 1 constitution to increase the shield's life points as though it had been recast. By spending an extra 3 constitution points, the Brilliant Defender can be made into a sphere or dome, giving protection from 360-degree and area effects. Spheres will not move.

Cancel Psi Spell

The effects of this first-level spell are the same as Cancellation. However, they only affect psionics (see "Cancellations and Nullification" in chapter 9). The counter effect is Psi Shield.

Cancellation

Level: First
Casting Time: 1/4 attack
Range: 100 feet
Duration: Special
Drain: 1/2 con point + special
Fate: Magic
Countereffect: Brilliant Defender
Description: Wide-beam attack. This spell cancels the effects of magic in an area or cancel the immediate effects of a spell. It does not prevent the spell from being recast. It can be used to remove an enemy's Shield spell, wake a friend affected by a Sleep spell, and so forth. However, enchantments that are permanent will only be canceled for one set.

Cancellation will negate any spell of the same or lower level as the spellcaster. If the spell has been cast by a higher-level creature, it will require 1/4 extra constitution points per level above (see "Cancellations and Nullification" in chapter 9). The spell forms a cone 50 feet wide at its end and 100 feet long.

Control Air

Level: First
Casting Time: Two attacks
Range: 100 feet
Duration: Four sets
Drain: 1/2 con point
Damage: None
Fate: Physical
Power Base: Magic
Countereffect: Solidify Air
Description: Wide-beam attack. This spell causes a gust of wind that can move 300 pounds plus move an additional 100 pounds per level. The wind will blow at 90 mph in any direction a mage wishes for a continuous 1-minute blast (see "Control Air and Wind" in chapter 9).

Detect Danger

Level: First
Casting Time: Four sets
Range: 20 feet + 2 feet per level
Duration: One turn
Drain: 3 con points + 1/2 con point per 2 extra feet
Fate: Magic
Countereffect: Cloak of Mist
Description: Area effect. No shot roll is required with this ability. The spell will cause an area, specified by the spell user, to glow red if there is any form of danger from a curse, trap, or Spell Trap within it. The area of effect is determined by both the level of the spellcaster and by the constitution used (see chapter 9, "Using Sensing Abilities").

Hex Bolt

Level: First
Casting Time: One attack
Range: Sight
Duration: One attack
Drain: 1/2 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth
Fate: Magic

Countereffect: Brilliant Defender
Description: Beam attack. This spell creates a bolt of red magical energy that will blast the object or victim targeted.

Invisibility

Level: First
Casting Time: One attack
Range: Touch
Duration: 1 hour per level or concentration
Drain: 1/2 con point per hour or casting
Fate: Magic
Countereffect: Cancellation
Description: This spell will render one person or object unseen to any form of normal vision. The subject can still be heard, sensed, and felt. If users attack, they become visible. If it is on an object, it will cover something weighing 1 ton per level (see "Invisibility" in chapter 9).

Invisible Defender

Level: First
Casting Time: 1/4 attack
Range: 100 feet
Duration: 1 set per level or concentration
Drain: 1/2 con point + 1/2 con point to recast
Damage: Stops physical, mutations, and energy attacks up to 10,000 LPD + 10,000 LPD per level after the fifth
Fate: Magic
Countereffect: Cancellation
Description: Shield spell. This spell creates an invisible wall of energy that will stop energy, mutations, and physical attacks. It normally appears as a flat shield that is 6 feet square, but can be molded into other basic shapes. It can be made to appear anywhere within the range and used as a block (see "Shields" in chapter 9). By spending an extra 3 constitution points, the Invisible Defender can be made into a sphere or dome, giving protection from 360-degree and area effects. Spheres cannot move.

Location

Level: First
Casting Time: Two attacks
Range: Unlimited
Duration: Concentration
Drain: 2 con points
Fate: Magic
Countereffect: Cloak of Mist
Description: When the spell is cast, a small red and orange X appears and will lead the spell user to the object or person desired. The *X* will travel no faster than the spellcaster can and will not go anywhere the spellcaster cannot. If the object or person is protected from magical detection or is in another dimension, the *X* will simply hover in one spot. The object or person must have been seen by the spellcaster within 48 hours of the casting of this spell.

Mists of Lotus

Level: First
Casting Time: Two attacks
Range: 100 feet
Duration: Special
Drain: 2 con points + 1/4 con per level of the victim(s) above the spellcaster's
Fate: Magic
Countereffect: Tunnel
Description: Area effect. No shot roll is required with this ability. This spell creates a Cloud of Mist vapor in a 15-foot radius around the victim (wide-beam-attack dodge to escape before the cloud forms). The mist will cause a victim to fall asleep for 24 hours unless a Cancellation spell is cast upon them. The mist has only to touch the victim's body to be effective. The mist can be moved by the spellcaster's will, 10 feet per segment (regular dodge to avoid).

Quiet

Refer to the third-level earthpower spell. The power base is magic and the countereffect is Cancellation.

Sense Magic

Level: First
Casting Time: 1/4 attack
Range: 20 feet + 2 feet per level
Duration: One turn
Drain: 1/2 con point
Fate: Magic
Power Base: Magic
Countereffect: Cloak of Mist
Description: Area effect. No shot roll is required with this ability. The spell enables the spellcaster to make any form of magic light up for a brief time, creating a white flash. The spell affects a 20-foot radius around the spellcaster plus an additional 10 feet per level (see "Using Sensing Abilities" in chapter 9).

Shadow Bands

Level: First
Casting Time: Two attacks
Range: 500 feet
Duration: Concentration
Drain: 2 con points
Fate: Magic
Countereffect: Cancellation
Description: Wide-beam attack. When the mage casts this spell, six black bands of magical energy appear around the target to hold it. The spell will hold up to 2 tons per level. The bands can be moved by the spellcaster at will as fast as the spellcaster can move. They may also be split up to attack one target per two rings, but a separate shot roll is required for each attack.

Shadow Vision

Level: First
Casting Time: One attack
Range: Touch
Duration: 1 hour per level
Drain: 1/2 con point
Power Base: Magic
Countereffect: Sphere of Blindness
Description: This spell enables users to see in absolute darkness. It is a sensing ability that allows normal sight in the dark. It also allows the user to see through invisibility and illusions if the spellcaster is at least 20th level.

Shelter

Level: First
Casting Time: One attack
Range: 20 feet
Duration: 24 hours
Drain: 1/2 con point
Power Base: Magic
Countereffect: Tunnel
Description: This spell creates a floored dome of magic energy. The interior of the dome will remain a constant and comfortable temperature, free from even the most extreme weather, including deep space. The dome also creates its own ever-replenishing atmosphere of oxygen and nitrogen. It stands 25 feet tall at its center and has a 30-foot diameter. The dome and its contents are invisible. Once the spellcaster is inside, the dome can be sealed against intrusion. It will resist magic, psionics, and earthpower 70% of the time, having 10,000 life points per level of the spellcaster.

Slow Motion

Level: First
Casting Time: Two attacks
Range: 100 feet
Duration: One set
Drain: 1/2 con point
Fate: Magic
Countereffect: Hyperkinesis
Description: Wide-beam attack. This spell affects up to three creatures. It causes the creatures affected to lose one-half their chance to dodge, one-half their advantage bonus, and one-half of their attacks.

Total Honesty

Level: First
Casting Time: Two attacks
Range: 10 feet
Duration: 1 hour
Drain: 1/2 con point + 1/4 con per higher level of the victim than the spellcaster's
Fate: Magic

Countereffect: Mind Lock
Description: Beam attack. This spell will render the victim unable to speak any known untruths under any circumstance. Victims will not be able to hide any secrets and will always speak the truth in spite of themselves.

Translation

Level: First
Casting Time: One attack
Range: Touch
Duration: 24 hours
Drain: 1/2 con point
Power Base: Magic
Countereffect: Cancellation
Description: This spell enables users to speak, read, and understand any form of intelligent language with the exception of V.N. or spell languages. It will not work on inanimate objects or creatures with an ego less than 15.

Tunnel

Level: First
Casting Time: Two attacks
Range: Special
Duration: special
Drain: 1/2 con point
Fate: Magic
Countereffect: Invisible Defender
Description: The tunnel itself can be made permanent if in physical matter, such as earth or stone; otherwise, it will fill back in behind the spellcaster. This spell will instantly and silently create a 10-foot-diameter tunnel through water, stone, gas, metal, or energy. If the substance being tunneled through is not solid, the tunnel forms a magical wall that the substance cannot pass through. For instance, if tunneling through water, the wall will keep out water. The magical walls of the tunnel will last 1 hour per level of spellcaster. The tunnel can be angled and its distance can be shortened. The length of the tunnel according to the type of substance it is going through is determined on the following table.

Table 157. TUNNEL SPELL DISTANCES

Substance	Distance	Plus per Level
Water	120 feet	5 feet
Stone	1 foot	1 foot
Gas	500 feet	10 feet
Metal	1 foot	1/2 foot
Energy	1/2 foot	1/4 foot
Soil	100 feet	50 feet

Second-Level Mage Warrior Spells

Amnesia

Level: Second
Casting Time: One attack
Range: 100 feet
Duration: 24 hours
Drain: 1/2 con point
Fate: Magic
Countereffect: Cancellation
Description: Beam attack. This spell causes victims to forget whatever the spellcaster directs them to forget (one sentence only please). Example: "Forget you saw us!" After the suggestion, it takes two sets for victims to recover. This spell can be used to cause spellcasters to forget the spells they have memorized.

Anchor

Level: Second
Casting Time: One attack
Range: 500 feet
Duration: 1 hour per level of the spellcaster
Drain: 1 con point
Fate: Magic
Countereffect: Telekinesis
Description: Beam attack. This spell is very useful in preventing unwanted pursuit. It creates a magical force that will lock its target to a specific area with a force of 1 ton plus 1 ton per level. The Anchor may be placed anywhere, even in the air, and it will endeavor to remain in place. The anchor is manifested in the form of an orange ball of light with a blue rope of energy that can attach itself to a victim, forming a cocoon of blue power.

Armor of Mist

Level: Second
Casting Time: One attack
Range: Touch
Duration: 6 hours
Drain: 1 con point
Damage: Stops physical, energy, and mutation attacks of up to 10,000 LPD + 10,000 LPD per level after the fifth
Power Base: Magic
Countereffect: Hex Bolt
Description: This spell creates a misty covering that envelops the spellcaster and acts as armor. When the armor's life points have been exceeded, the spellcaster must take the remainder of the damage. The armor also gives the wearer a +1 to his or her advantage.

Bridge of Power

Level: Second
Casting Time: One attack
Range: 500 feet + 10 feet per level
Duration: Concentration
Drain: 1/4 con point
Power Base: Magic
Countereffect: Cancellation
Description: This spell will create a bridge of magical energy that will hold up to 10,000 pounds plus another 1 ton per level of the spellcaster. The bridge arcs as a rainbow and glows a bright white. Alternatively, it can be black as midnight. It is hollow and the walls have 10,000 life points per level of the spellcaster against physical and energy attacks. The walls of the bridge are like one way mirrors. You can see out, but people outside cannot see in. Holes may be created in the walls where the spellcaster wishes.

Enchanted Sack

Level: Second
Casting Time: One attack
Range: Touch
Duration: 24 hours
Drain: 1/2 con point
Power Base: Magic
Countereffect: Cancellation
Description: This spell will create an interdimensional sack that will hold 100 pounds plus another 50 pounds per level of spellcaster. The mouth of the sack floats anywhere the mage wishes it to, within 1 inch of the mage's skin. The sack is invisible. Anything placed within it goes into another dimension and can be retrieved at any time. When the spell is finished, all items within the sack "pop" back into this world.

If anything living, including organic electronics, is placed in the bag, it will die (organic electronics may be repaired). Enchanted items, potions, and scrolls will not enter the pocket dimension.

If a stranger attempts to empty the bag, all objects withdrawn are retrieved in the order of their initial placement within the bag.

Extra Spell Spell

Level: Second
Casting Time: 10 attacks
Range: Personal
Duration: 24 hours
Drain: 1/2 con point
Power Base: Magic
Countereffect: Amnesia
Description: This spell allows users to increase their memory capacity 10 SMUs. If used more than twice in 1 day, users must roll metabolic shock versus passing out and

psychic shock versus insanity (see "Insanity" in chapter 12).

Hyperkinesis

Level: Second
Casting Time: One attack
Range: Touch
Duration: 6 hours
Drain: 1/2 con point + special
Fate: Magic
Countereffect: Slow Motion
Description: This spell causes the person on whom it is cast to move, think, and react faster than normal. The spellcaster may speed up a character one attack per every 10 levels or per 2 extra constitution points. It will increase a user's dodge and block by 1% per the spellcaster's level or 5% per extra constitution point. However, none of these bonuses may be used to surpass the limitations. This spell cannot be amplified.

If any have this spell cast upon them two times in 1 week, they will lose 10% off their life span.

Hypnosis

Level: Second
Casting Time: One attack
Range: 500 feet
Duration: One set per level or concentration. Posthypnotic suggestions last 72 hours.
Drain: 1 con point + 1/4 con per higher level of the victim than the spellcaster's
Fate: Magic
Countereffect: Ego Shield
Description: Beam attack. This spell gives spellcasters the ability to hypnotize and control a victim. It allows spellcasters to give any command, except for a command of suicide or to hurt or betray a friend. This spell will also allow the mage to implant a posthypnotic suggestion. This suggestion must be said within the spell's duration. The spell is manifested through the eyes in the form of blue twin beams.

Magic Rope

Level: Second
Casting Time: 1/4 attack
Range: 1,000 feet
Duration: 1 hour
Drain: 1/4 con point
Fate: Magic
Countereffect: Cancellation
Description: Beam attack. This spell creates a rope of black magical energy that can grow up to 1,000 feet long. It will hold 2-1/2 tons plus another 1,000 pounds per level of spellcaster. It takes at least one turn to grow or shrink.

Manacles of McCracken

Level: Second
Casting Time: One attack
Range: 500 feet
Duration: 1 hour
Drain: 4 con points
Fate: Magic
Countereffect: Cancellation
Description: Area effect. There is no shot roll required with this ability. This spell causes energy manacles to materialize around the wrists and ankles of one creature. These magic manacles can either bind to a wall or hold a victim in the air. Also, if the spellcaster wishes, energy bands can clamp around the mouth preventing speech and spellcasting. They may also be placed around the eyes as a blindfold. The manacles have a strength of 500 plus another 20 points per level after the second level.

Mind Link

Level: Second
Casting Time: One attack
Range: Touch + special
Duration: Permanent
Drain: 5 con points + 1/4 con per higher level of the victim than the spellcaster's
Fate: Magic
Countereffect: Cancellation of a higher level
Description: This spell creates a special audiovisual link between spellcasters and their victims. Spellcasters can see and hear what the victims do. The victims will be completely unaware of the link. The distance of the link is unlimited, through any dimension. At 25th level and above, a mage can also scan the mind of a victim. The maximum number of mind links that a character can cope with is equal to half the ego score.

Minor Levitation

Level: Second
Casting Time: 1/4 attack
Range: Touch
Duration: 1 minute
Drain: 1/4 con point
Power Base: Magic
Countereffect: Anchor
Description: This spell allows the user quick, short-distance flight. The top speed is 60 mph, with a maximum distance of 1 mile. Subjects of this spell can fly very well but can lift only themselves. They can dodge and maneuver as usual (see "Flight Classes" in chapter 12).

Mystic Galleon or Magic Kite

The following two modes of this spell are as follows.

Mystic Galleon

Level: Second
Casting Time: One attack
Range: 10 feet
Duration: 24 hours
Drain: 2 con points
Power Base: Magic
Countereffect: Anchor
Description: This spell creates an old-style, triple-mast Spanish galleon out of golden energy. It has a captain's room, five state rooms, a galley, showers, and a cargo-hold. This ship will carry up to 40 tons of weight. It moves at 40 mph without wind. With air currents it can move double the speed of the wind. The ship will not tip over or sink. The hull has 10,000 life points per the spellcaster's level against physical and energy attacks. It is steered by the spellcaster's thoughts or by a tiller. If a mage wants, he or she can use constitution to drive the ship faster. Subtract 1 constitution point for an additional 10 mph or 3 constitution points for an additional 65 mph. All speed increases through constitution usage last 12 hours.

Magic Kite

Level: Second
Casting Time: 1/4 attack
Range: Sight
Duration: Concentration
Drain: 1/2 con point
Power Base: Magic
Countereffect: Anchor
Description: This spell creates a large, see-through hang glider that can lift up to 4 tons. The kite can fly itself at a maximum speed of 40 mph and it gets the same benefits from wind speed and extra constitution as the Mystic Galleon (see "Flight Classes" in chapter 12). Extra constitution can only be added by touching the kite. It cannot be done at a distance. Its movement is controlled by the spellcaster's thoughts.

Reconstruction

Level: Second
Casting Time: One attack
Range: 100 feet
Duration: Permanent
Drain: 1/2 con point
Fate: Magic
Countereffect: None
Description: This spell rebuilds a broken object if 10% of its structure is still intact. It can rebuild sophisticated electronics or machines, including organic electronics. It

will rebuild a sword, rope, bridge, etc. It can repair an object of up to 2 tons. If used on high tech, it will affect only 100 pounds per 1/2 constitution point and 25% must still be intact. This spell will heal B.S.C.s that are as low as negative 1,000 life points.

Send and Receive Thoughts and Images

Level: Second
Casting Time: One attack
Range: Unlimited
Duration: Concentration
Drain: 1/4 con point + special
Power Base: Magic
Countereffect: Cancellation
Description: This spell will allow the mage to speak and see another known person from a distance of up to 5 miles, plus an additional 5 miles per level. If a mage wishes, he or she can use extra constitution points to increase the distance of the spell. Subtract 1 constitution for an extra 100 miles, 2 constitution points for an extra 200 miles or 20 constitution points for 1 tarsec. The spell allows users to communicate silently, directly to a single target's mind. Through this link, visual images can be relayed as though the recipient was seeing through the other's eyes. Memories and their visual scenes may be shared as well. Users can not use this to pry into someone else's mind against their will.

Sphere of Blindness

Level: Second
Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 1/2 con point
Damage: Special
Fate: Physical
Power Base: Magic
Countereffect: Nightfall
Description: Wide-beam attack. This spell creates a 10-foot sphere of energy around the mage that has the brightness of a white star. It will cause temporary blindness to all who do not make their class B surprise and a wide-beam attack to cover their eyes (see "Warfare With Invisible Creatures" in chapter 12). The blindness lasts for three turns. It is so intense that everyone affected is stunned for one complete turn. The sphere will also burn anything that touches it with 10,000 LPD per turn of contact. It can be penetrated easily if the 10,000 LPD does not destroy the person or object attempting to pass through.

Stun Bolts

Level: Second
Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 1/2 con point per bolt
Damage: Stun
Fate: Magic
Countereffect: Brilliant Defender
Description: Beam attack. This spell creates two Stun Bolts per attack per five levels of the spellcaster up to a maximum of six per attack. The Stun Bolts cause any creature weighing under 2 tons per level of the spellcaster to fall unconscious for 1 hour.

Telekinesis

Level: Second
Casting Time: One attack
Range: 500 feet
Duration: Four sets or concentration
Drain: 1/2 con point
Damage: 1 LPD per pound of force
Fate: Magic
Countereffect: Anchor
Description: Beam attack. This spell is invisible and will allow a Mage Warrior to move objects at a distance without touching the item. The spellcaster can lift 1,000 pounds per level. It affects up to a 10-foot square area plus 1 foot per level (see "Telekinesis" in chapter 9).

Transanimation

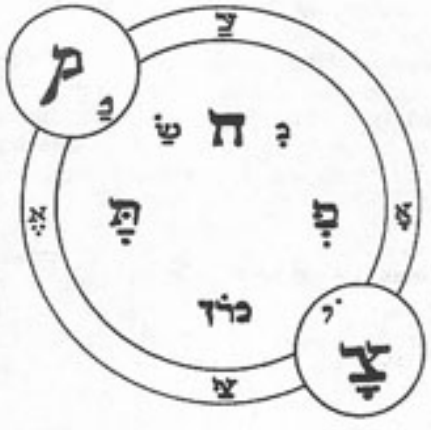
Level: Second
Casting Time: One attack
Range: 100 feet
Duration: 5 minutes + 5 minutes per level of the spellcaster
Drain: 1/2 con point + special
Fate: Magic
Countereffect: Cancellation
Description: Beam attack. This minor enchantment works only on inanimate objects under 1 ton in weight. The most amazing thing about the Transanimation spell is that it brings objects to life temporarily. These objects will perform the spellcaster's silent "will" once animated and do not need direct control with simple tasks, such as grabbing people who are attacking the spellcaster. More complex tasks require the knowledge of the spellcaster regarding how to perform the task and complete concentration. The enchantment allows an object to move or to shift its shape slightly to engulf or strike a victim. As the mage rises in levels, the objects that are animated will move faster and faster.

A transanimated object has a strength of 37. When striking, it does 1 point of damage per pound times its strength adjustment. It can move with great agility, having a 50% dodge and a 37% beam-attack dodge plus an additional 1% for every level of the spellcaster. Also, the object will have a +4 advantage bonus plus an additional 1/2 for every fifth level after the 10th. It will have three attacks per turn plus one per every 10 levels of the mage. Super Strength spells can be cast on the object to increase its strength and the damage it does.

The spell's effects are invisible. The spellcaster merely whispers the words and nods his or her head at the object. The object will then wait until the intended victim is within range. These enchanted objects make excellent guards.

Werewalk

Level: Second
Casting Time: One attack
Range: Touch
Duration: 1 hour per level after the third
Drain: 1/4 con point per hour
Power Base: Magic
Countereffect: Slow Motion
Description: Beam attack. This spell allows its subjects to adhere to any surface, walk on water, or jump 300 feet per step. This spell is a great aid to travelers. Users can jump 75 mph plus 5 mph per level of spellcaster over any type of terrain, even dense jungles, up to a maximum of 208 mph. It requires 1 full minute of jumping to reach top speed. The spell will only negate the weight of a user and a payload not to exceed 100 pounds.



Third-Level Mage Warrior Spells

Acid Rain

Level: Third
Casting Time: Four attacks
Range: 500 feet
Duration: 5 minutes
Drain: 1 con point
Damage: Disintegration
Fate: Chemicals
Power Base: Magic
Countereffect: Invisible Defender. The acid can be stopped by any spell or force field that blocks physical attacks.
Description: Wide-beam attack. No shot roll is required for this ability. This spell creates either an acid pool or acid rain. The pool can affect up to 1,000 pounds plus another 1,000 pounds per every five levels. The rain will disintegrate 500 pounds per attack segment. Once the acid has destroyed its maximum amount of matter, it will vanish, leaving no remains. The pool is approximately 10 feet across and 6 feet deep. It can be shaped as the spellcaster wishes. However, it will not burn through the earth below it. The acid is powerful and will burn regardless of invulnerability.

Bolts of Frost or Fire

Level: Third
Casting Time: One attack
Range: Sight
Duration: One attack
Drain: 1 con point per bolt + special
Damage: The Frost Bolt freezes victims solid or does the Fire Bolt's damage. The Fire Bolt does 1,000 to 10,000 LPD + 1,000 LPD per level after the fifth.
Fate: Cold or heat
Power Base: Magic
Countereffect: Brilliant Defender
Description: Beam attack. This spell allows mages to cast either a bolt of fire or frost from their hands. The Frost Bolts appear as blue-white beams 1 foot in diameter. The Fire Bolts appear as 5-inch diameter beams, glowing brilliant orange and blue. The type of bolt must be stated before the spell is cast.

A Frost Bolt freezes a victim weighing 3 tons or less in ice (add 3 tons per extra constitution point used). If victims are frozen, they must successfully roll metabolic shock or else pass out. The unconscious victim will remain in suspended animation for as long as the ice remains frozen (24 hours under normal conditions). However, if they successfully make their metabolic shock, they will suffocate within 2 minutes. The beam is magic energy that carries the ice effect to a target.

Cloak of Mist

Level: Third
Casting Time: One attack
Range: Touch
Duration: 1 hour + 1 hour per five levels
Drain: 2 con points
Fate: Magic
Countereffect: Cancellation
Description: No shot roll is required for this ability. This spell creates a blue mist that will render wearers invisible to clairvoyance, crystal balls, sense-life forms, enhanced awareness, detect danger, and even locate person or object spells. The mist will envelop spellcasters, lasting as long as wearers do not make any sudden moves. If they do, the mist will immediately dissipate. The mist will only stop detection if users are the same or lower level than the opposing spellcasters doing the detection. If this is not the case then a detector can see a user without difficulty.

Control Size

Level: Third
Casting Time: 1/4 attack
Range: 100 feet
Duration: 1 hour + plus 1 hour per every five levels
Drain: 1 con point
Fate: Magic
Countereffect: Cancellation
Description: Beam attack. This spell either shrinks or enlarges any normal, nonenchanted creatures. This spell will shrink victims down to 1/10 their normal size or enlarge them to 3 times their normal size. If a spell is used more than once at the same time, victims must roll metabolic shock versus death.

Heal

Level: Third
Casting Time: One attack
Range: Touch
Duration: Permanent
Drain: 2 con points
Power Base: Magic
Countereffect: Nullification
Description: This spell restores all the life points lost by an Adventurer down to -1,000. It will not cure a recessive mutation, poisons, chemicals, insanity, or any kind of disease. Characters must roll metabolic shock to regain consciousness if they are below zero life points.

Heal Toxin

Level: Third
Casting Time: Four attacks
Range: 100 feet
Duration: Permanent
Drain: 2 con points
Fate: Magic
Countereffect: Inflict serious wounds
Description: Beam attack. However, no shot roll is required. This spell will negate the effects of any type of poison or chemical, with the exception of acids. If the victim is already dead, the chance is 20% that the spell will bring the victim back if it is cast within one set of death.

Illusion Spell

Level: Third
Casting Time: One attack
Range: Sight
Duration: Concentration
Drain: 1 con point
Damage: 1 LPD per pound of telekinetic force
Fate: Magic + special
Power Base: Magic
Countereffect: Cancel Psi spell
Description: No shot roll is required for this ability. This spell creates an image of any type. The illusion includes a telekinetic effect, giving texture and substance. The size increases per level of the spellcaster.

The creature being created must be known by the spellcaster for him or her to form it properly and to use its abilities to the fullest extent. The size and the amount of telekinetic force increases with the level of the spellcaster: 10,000 cubic feet of size and 500 pounds of force can be used per level. The area of a 300-foot-long drake is approximately 200,000 cubic feet.

The illusion appears in full living color. However, it utters no sound except the sounds caused by the physical effects that Telekinesis creates. In some cases, a roar can be generated. Although the spellcaster can move, they must be able to see the image created and must completely concentrate upon it. If a mage creates an illusion of a lightning bolt or a specific spell effect, the victims must roll fate versus illusion. If they succeed in making their fate, they will recognize it as an illusion and only be hit with Telekinesis. If they fail their fate, they believe the illusion to be real and are hit by the illusory bolt. Then they must roll metabolic shock versus unconsciousness. (Refer to "Warfare With Invisible Creatures" in chapter 12 for more information).

Inflict Wounds

Level: Third
Casting Time: One attack
Range: 200 feet
Duration: Permanent
Drain: 3 con points
Damage: Removes 1/2 the target's life points and causes metabolic shock.
Fate: Magic and metabolic shock
Power Base: Magic
Countereffect: Brilliant Defender
Description: Wide-beam attack. This spell causes severe damage to living creatures. If struck a second time with this spell within 1 minute of the first hit, victims loses 1/2 of their remaining points. The target must roll metabolic shock again. If they fail this second roll they will die.

The beam of the spell spreads out and can affect up to three targets at a time. It will only work on targets with a combined weight of under 5 tons plus 1 ton per five levels.

Irresistible Vapors of Weakness

Level: Third
Casting Time: Two attacks
Range: 500 feet
Duration: 5 minutes
Drain: 2 con points + 1/4 con per level of the victim(s) above the spellcaster's
Damage: None
Fate: Magic
Countereffect: Super Strength spell
Description: Area effect. No shot roll is required with this ability. Once cast, the vapors instantly appear around the target. There is no dodge except for a Tesseract type of evasion. This spell will create a cloud of vapors with a 20-foot radius around a target plus an additional 10 feet per level. The mage can control who is affected by the vapor.

This spell will reduce up to five targets (whose combined levels do not exceed the spellcaster's) down to a strength score of 1. If victims do not make their fate roll, they will fall to their knees and pass out. The duration of weakness is 1 hour.

Levitation

Level: Third
Casting Time: Four attacks
Range: Touch
Duration: 1/2 hour per level or concentration
Drain: 1 con point
Fate: Magic
Countereffect: Anchor
Description: This spell allows subjects to fly or hover in place. The maximum speed the subject can fly is 100 mph. The maximum payload is 300 pounds over the user's own weight (see "Flight Classes" in chapter 12).

Necromancer's Call and Leash

Level: Third
Casting Time: 10 minutes; 50 minutes for the preparations
Range: Special
Duration: 5 minutes
Drain: 4 con points
Power Base: Magic
Countereffect: Cancellation
Description: Area effect. No shot roll is required with this ability. This spell cannot be Pillared. It will conjure up the spirit of a dead person, allowing a spellcaster to converse with it. The spirit's name must be known to the spellcaster to complete the summoning. Once summoned, the spirit can be affected by hypnotic and willforcing spells.

The spell elements are a 20-foot-diameter circle of either dirt (for summoning evil creatures), ground violets (for summoning neutral creatures), or string (for summoning good creatures). The spellcaster draws this circle around himself. Then a triangle of fine drake bone powder is drawn 10 feet away from the circle's edge. Within the triangle the spellcaster must print the name of the dead spirit on a gold slab 1/4 inch thick and 6 inches square. The mage must also place a barrier of incense in the triangle (at least five burning pieces). Then comes the tricky part. The spellcaster must inscribe a series of complicated symbols around the circle and the triangle. These are painted with gold, violet, or scarlet paint. Now the spell is ready to be cast.

The spellcaster must stand inside the circle when casting the spell. The spirit will appear over the triangle. The spirit can see the area within the circle and can converse with all who are there. Spirits cannot give information about the afterlife.

If the spell is prepared incorrectly, it may be possible for a spirit to possess the spellcaster or anyone else standing within the circle. This chance begins at 45% and decreases by 1% per level of the spellcaster after the third. Whether the spirit chooses to exercise this ability depends on its aura and that of the spellcaster. There is no fate roll versus this possession (see the major mutation Possession for more details).

Nightfall

Level: Third
Casting Time: Two attacks
Range: Up to a 300-foot-diameter area around the spellcaster
Duration: 5 minutes
Drain: 1/2 con point
Damage: None
Fate: Magic
Countereffect: Ball Lightning
Description: Area effect. There is no shot roll required with this ability. The spellcaster is not affected by this spell, which causes complete darkness in any area or room up to the maximum range. The darkness will stop all forms of vision, including penetra vision, radar, and sonar, with the exception of the magic spell Shadow Vision (see "Warfare With Invisible Creatures" in chapter 12).

Sapphire Sphere

Level: Third
Casting Time: 1/4 attack
Range: 100 feet
Duration: One set per level or concentration
Drain: 1 con point
Damage: Stops physical, energy, chi, and alchemy attacks of up to 10,000 LPD + 10,000 LPD per level after the third
Fate: Magic
Countereffect: Sorcerer's Sphere of Absorption
Description: Shield spell. This spell creates a blue sphere 10 feet in diameter. A Sapphire Sphere can be made to appear anywhere within the listed range. It can be used to protect others (see "Shields" in chapter 9).

Sense Aura

Level: Third
Casting Time: One attack
Range: Personal
Duration: One turn
Drain: 1/4 con point
Power Base: Magic
Countereffect: Cloak of Mist
Description: Invisible-area effect. There is no shot roll required with this ability. This spell will allow users to perceive another person's aura if the users are able to visually see the being. This spell's effects are known only by the spellcaster (see "Using Sensing Abilities" in chapter 9).

Sorcerer's Sphere of Absorption

Level: Third
Casting Time: One attack
Range: 500 feet
Duration: 1 hour
Drain: 1 con point + 1/4 con per higher level of the victim than the caster's
Damage: Special
Fate: Magic
Countereffect: Sapphire Sphere
Description: Beam attack. This spell creates a beam of gray light that instantly forms itself into a gray sphere 20 feet in diameter after striking a victim. If the victim attempts to escape (by a plane phaze, alter density, teleport, etc.), the sphere's power will drain the energy that the victim is using, effectively canceling it. All attacks, incoming or outgoing, will be absorbed by the sphere. The more power that the sphere absorbs, the stronger it becomes. It absorbs magic, psionics, earthpower, chi, mutations, alchemy, and energy (1 EG per segment). After two turns of being within the sphere, the victim's powers will be completely gone. However, this only happens while the sphere is up or if the victim touches the sphere's walls. Powers drained by the sphere will return in 15 minutes once the victim is released.

Super Strength Spell

Level: Third
Casting Time: Two attacks
Range: Touch
Duration: 1 hour per five levels
Drain: 1 con point
Fate: Magic
Countereffect: Irresistible Vapors of Weakness
Description: This spell will raise a character's strength score 20 points per level of the spellcaster plus 20 points per extra constitution point used.

Tesseract

Level: Third
Casting Time: 1/4 attack
Range: Touch or 100 feet + 10 feet per level of the user
Duration: Instantaneous
Drain: 1 con point + special
Power Base: Magic
Countereffect: Anchor
Description: This spell allows spellcasters to teleport short distances with one extra person. The destination must be in sight. If users wish to tesseract in a Security spell, they will have to equal or surpass the level of the Security spell. It requires 1/4 constitution point from the spellcaster per spell level above that of Tesseract in order to breach the Security spell (see "Tesseracts and Teleports" in chapter 9).

Fourth-Level Mage Warrior Spells

Apportation

Level: Fourth
Casting Time: Four attacks
Range: 100 miles + 100 miles per level
Duration: 5 minutes
Drain: 3 con points
Fate: Magic
Countereffect: Cloak of Mist
Description: Area effect. No shot roll is required with this ability. This spell allows spellcasters to teleport an object or creature weighing up to 500 pounds from a known place to another location. Spellcasters must know the exact location of the object being apported. If the spellcasters try to move the object from an area where they only *thought* it was, the spell will fail.

When this spell is cast, it causes a golden aura to envelop both a spellcaster and the thing being apported one segment before it vanishes. The victim rolls a class A surprise. If he or she are not surprised, then any ability that stops magic can be used as a shield.

Binding

This fourth-level spell is the same as the greater alchemy study of the same name. The fate is magic and the countereffect is Cancellation. Substitute 1/2 constitution point for a Star Bolt.

Blackfire

Level: Fourth
Casting Time: Two attacks
Range: 500 feet
Duration: One attack
Drain: 1 con point
Damage: Disintegrates 1 ton per level of the spellcaster
Fate: Magic
Countereffect: Sapphire Sphere
Description: Beam attack. This spell creates a large bolt of blue-black fire. Any target struck by this bolt will disintegrate. The spell does not leave ashes. If the victim or thing struck weighs over the amount that a spellcaster can destroy, it will do only 1,000 to 10,000 LPD plus 10,000 LPD per level of the spellcaster.

Create Matter

Level: Fourth
Casting Time: One attack
Range: 100 feet
Duration: Permanent
Drain: 1 con point
Power Base: Magic
Countereffect: Nullification as the spell is cast
Description: This spell creates any type of matter the spellcaster wishes except pure gems, special metals, or potions. The spellcaster must have studied the material closely and have a sample (1 gram). It can create prepared food, water, air, steel, or clothing and simple objects like a cart, motorless ultralight, or a boat. The spell creates 100 pounds of matter plus an additional 100 pounds per level above fourth.

Eternal Sustenance

Level: Fourth
Casting Time: Four attacks
Range: Touch
Duration: 1 hour
Drain: 1 con point
Fate: Magic
Countereffect: Cancellation
Description: No shot roll is required with this ability. This spell will allow the spellcasters to survive without oxygen, food, or water or in severe conditions ranging from the cold and vacuum of outer space to the temperature of 500 degrees Fahrenheit. This spell will affect up to a 10-foot radius around a spellcaster. The spell cannot be employed for more than 72 hours at one time.

Hell Pit

Level: Fourth
Casting Time: Three attacks
Range: 200 feet
Duration: 24 hours + special
Drain: 3 con points
Damage: None
Fate: Magic
Countereffect: Cancellation
Description: Area effect. No shot roll is required for this ability. This spell will open a hole into a pocket dimension beneath the feet of a victim and use Telekinesis to pull them down into it with a force of 1,200 pounds plus 1,000 pounds per level of the spellcaster above the fourth level (see "Telekinesis" in chapter 9). The hole opens instantly and then closes, trapping the victim inside.

The higher the level of the spellcaster, the larger the Hell Pit. It can form itself into a ravine or long trench. This spell is large enough to trap one human-sized victim at fourth level, having a diameter of 5 feet. Its size increases 5 feet for each additional two levels up of the spellcaster, increasing in size to a hole with a diameter of 50 feet or a trench 200 by 5 feet. If a Greater Binding is cast upon the area of the pit, the spell will remain closed until disturbed.

Mass Telekinesis

Level: Fourth
Casting Time: Three attacks
Range: Sight
Duration: One set per level after the fourth or concentration
Drain: 2 con points
Damage: 1 life point per pound of squeezing force per attack segment
Fate: Magic
Countereffect: Telekinesis
Description: Wide-beam attack. This spell allows spellcasters to lift and move up to 20,000 pounds of matter plus an additional 5,000 per level after the fourth level. This Telekinesis will affect only solids and liquids. It can also be used to strike and crush, as well as lift. Spellcasters cannot lift themselves (see "Telekinesis" in chapter 9).

Metamorph

Level: Fourth
Casting Time: One attack
Range: Personal
Duration: Special or until the spellcaster wishes to return to his original form.
Drain: 2 con points + special
Power Base: Magic
Countereffect: None
Description: This spell allows spellcasters to transform themselves into almost any animal or monster. The spell users transformation will be complete, and the user may not wish to return to normal if he or she stays in the other creature's form for too long. By draining an extra 3 constitution points the user can use all the abilities of a creature that is metamorphed into, with the exception of the large drakes, hydras, Lordsguards, and the nonliving. The user can use all a creature's abilities as it normally would. Users must be of the same level or higher to employ any higher-level abilities of the monster or creature. You cannot be fifth-level, turn into a 10th-level creature and use 10th-level spells, regardless of whether or not the monster can do it. At first through ninth levels, spellcasters can metamorph into common and normal creatures. At 10th level they can turn into lesser creatures. At 20th level they can turn into greater creatures. At 40th level they can turn into major creatures. At 50th level they can turn into any creature or monster with the exception of unique beings. Equipment and clothing, including cybernetic alterations, are transformed along with the person who is being changed. This spell will not create a creature with cybernetics or mechanical parts of any kind.

All the damage metamorphed creatures take will vanish when they resume their normal forms. Spellcasters can only transform themselves once per spell. A spellcaster must have studied the creature to assume its form. If seen once, there is a 20% chance to assume its form successfully. The percentage chance increases as follows: Seen three times, it allows a 35% chance; viewed carefully, 45%; studied carefully, 65%; have become one of the same type once, 75%; become twice, 95%. If a Mage does not succeed, Fate will determine what he actually changed into, depending on by how much he missed the roll. This could range from missing minor details to a weird mixture of forms, but the mage will not be hurt (except for possibly his dignity).

A spellcaster can stay metamorphed for up to 15 minutes with no loss of ego. At the end of this time, if spellcasters do not return to their own forms, roll psychic shock versus ego loss. Roll again every hour. Add 1 hour to the *safe* time per 10 levels. Failing this roll means that affected subjects will remain as the creatures into which they are metamorphed.

Phaze Shelter

Level: Fourth
Casting Time: 5 minutes
Range: 10 feet
Duration: 15 minutes per level
Drain: 4 con points
Power Base: Magic
Countereffect: Cancellation
Description: This spell cannot be placed in Spell Storage or on a magic item. It will open an interdimensional doorway that leads to a room in a pocket dimension that can hold up to 10 people. The door to the shelter is visible only to the characters to whom a spellcaster wishes it to be visible (it can also be seen by a Sense Magic). Once a door is found, it can be entered easily. The shelter is in a slightly different dimension and impossible to detect. Those in the shelter cannot see or sense outside the room except through the door. When the spell is canceled or wears off, all creatures inside the room will appear in the area of the entrance.

Pillar

Level: Fourth
Casting Time: One attack
Range: 100 feet
Duration: Special
Drain: 1 con point
Fate: Magic
Countereffect: Cancellation
Description: No shot roll is required with this ability. This effect doubles the duration of any spell, but does not increase its power. For spells with a duration of *concentration*, it gives a duration of 1 minute per level of the spellcaster. Once a spell has been Pillared to a duration of 10 years or more, it becomes permanent (but still can be canceled normally).

Scroll Spell

Level: Fourth
Casting Time: 25 attacks + the casting time of the spell placed on the scroll
Range: 10 feet
Duration: Permanent
Drain: 2 con points + the drain of the spell put on the scroll (one spell per scroll).
Power Base: Magic
Countereffect: None
Description: This spell is used to place a spell into a scroll that can be read and used by anyone able to hold and open it, whether he or she can read or is a spellcaster or not. It requires a special parchment made from mage or earth root tree wood pulp. The ink is a mixture of mutant octopus ink, powdered fur drake fur, and one dried flower from a blood orange tree (costs $100 per vial and one vial is needed per level of the spell being written).

A scroll can be read within the same number of attacks as is normally required to cast the spell because the scroll does not contain instructions for casting the spell. Instead the words of the scroll release a previously cast spell. This is why scrolls cannot be memorized. It is similar to a Spell Trap in this respect.

Scrolls are not magic items. They cannot be reduced or enlarged and still function. They will not enter an Enchanted Sack or Alchemist's bag.

Spell Trap

Level: Fourth
Casting Time: Four attacks
Range: 100 feet
Duration: Until set off
Drain: 1 con point
Power Base: Magic
Countereffect: Cancellation
Description: No shot roll is required with this ability. This spell creates an invisible force field up to 100 feet in diameter that will hold one spell in place for a victim to

walk into. Spellcasters will not be affected by their own Spell Traps.

Spell Traps glow if a Sense Magic spell is used. The spellcaster of the Sense Magic sees only the magic of the trap and not what the trap actually holds. The trap can hold magic, psionic, and mutation effects. A Mage Warrior must cast the power or effect into the trap once it is in place. If the power or spell is placed in the trap by a character above the 20th level, the trap will glow a brilliant blue. A Spell Trap can be set to be activated by life force, movement, specific auras, command words (or the lack of), or the thoughts of a specific person. It can be adjusted at the time of casting to not affect certain people.

Spirit of Wind

Refer to the fifth-level Shaman song.

Vision Through Objects

Level: Fourth
Casting Time: Four attacks
Range: Sight
Duration: Concentration or one set per level
Drain: 2 con points
Fate: Magic
Countereffect: Invisibility
Description: This spell allows spellcasters to see through any nonprotected surface without anyone on the other side knowing. Surfaces may be protected from view by spells that stop magic, including Security spells. The spell provides only normal vision.

Werespeak

Level: Fourth
Casting Time: One attack
Range: 50 feet
Duration: 5 minutes
Drain: 1/2 con point
Power Base: Magic
Countereffect: Cancellation
Description: This spell allows spellcasters to communicate with inanimate objects, animals, and plants (see "Communication" in chapter 12).

Fifth-Level Mage Warrior Spells

Astral Transmorph

Level: Fifth
Casting Time: Four attacks
Range: Touch
Duration: 5 minutes
Drain: 3 con points
Fate: Magic
Countereffect: Cancellation
Description: This spell turns spellcasters or other adventurers into astral bodies or ghosts (see "Astral Projection" in chapter 9). The astral body remains on the astral plane for the duration of the spell. It is not impeded by the physical world.

Some spells can prevent intrusion by an astral body, such as any magic defense spell, Security spell, shield, or force field. The astral body is invisible to most people and animals but can be seen by characters with higher intelligence or wisdom scores (the minimum ego required is 45). If people in astral form want to be seen, they may will themselves to be visible. Mage Warriors and Amazons can sense astral forms. A Sense Magic spell will reveal them also (see "Using Sensing Abilities" in chapter 9).

Astral bodies are in a slightly altered dimension and can only be attacked or struck by magic, earthpower, psionics, or an ether elemental.

The personal effects of a spell's subject will follow him to the astral plane, but they can not affect the physical world. Only certain spells or psionics will affect this plane (see "Astral Planes" in chapter 7).

Astral forms can fly at approximately the speed of thought (tarwarp 10), but their dodges and other abilities remain the same. If scouting, an astral form travels slowly.

If the astral form is struck by its countereffect, it will instantly reappear wherever it is, even in solid objects.

Magnificent Invisible Defender

Level: Fifth
Casting Time: 1/4 attack
Range: 100 feet
Duration: One turn or concentration
Drain: 2 con points
Damage: Stops physical, energy, and mutations. At 15th level, Midnight Sunstone Energy may also be blocked. The spell will absorb damage up to 1,000,000 life points plus 100,000 life points per level after the fifth. At 30th level, the spell imparts immunity to physical attacks.
Power Base: Magic
Countereffect: Blackfire
Description: Shield spell. This spell creates an invisible shield that can be placed and shaped anyway spellcasters desire within range. The shield is normally shaped like a dome 10 feet tall at the apex and 20 feet in diameter. Another 1 foot in height and 2 feet in diameter is added per the level of the spellcaster after the fifth level. (see "Shields" in chapter 9). It can be reshaped to suit the caster's immediate situation; for example as a slide, a bubble, or a wall.

Matter Transmorph

Level: Fifth
Casting Time: Five attacks
Range: 500 feet
Duration: Permanent for inorganic substances; 24 hours for organic
Drain: 1 con point per 100 pounds
Fate: Magic
Countereffect: Cancellation
Description: Area effect. No shot roll is required with this ability. This spell turns one form of inorganic matter into another. For example, it can turn a glass fishbowl into a piece of rope about 4 feet long or a rock into a piece of steel. It can also transform living matter into inorganic matter and back again. However, the object that is to be transformed back must still be within range and it must be the original bespelled object.

Any creature so retransformed must roll metabolic shock versus death by heart attack and partial retransformation. Under no circumstances can inorganic matter be transformed into organic matter nor can any precious gems or metals of value be created until 40th level.

Mind Lock

Level: Fifth
Casting Time: 1/4 attack
Range: Touch
Duration: Permanent
Drain: 1 con point
Fate: Magic
Countereffect: Total Honesty
Description: Shield spell. This spell stops any attempt to scan the mind of the person under its protection. If the scanner is higher level than the spellcaster, it requires 1/4 constitution point to increase the user's protection one level (see "Shields" in chapter 9). No form of telepathy or mind link can pierce the lock. The lock can even mask a true aura color, leaving a false aura image of any color.

Orb of All-Seeing

Level: Fifth
Casting Time: One attack
Range: 1,000 miles + 1,000 miles per level after the fifth level
Duration: Concentration
Drain: 1 con point
Power Base: Magic
Countereffect: Cloak of Mist or Ward of Hiding

Description: This spell creates an orb of magical energy that allows spellcasters to look at an area or a person if the person or area is known. If the person or area has been seen only once, there is a 40% chance of success. If seen more often but a user is not sure, 55%; if acquainted, 65%; known well, 75%. The area or person to be viewed must be on the same dimensional plane as the spellcaster. Once the Orb is tuned in, a Mage Warrior or other spellcaster can move the viewpoint around. The orb will allow sight and hearing through but not communication.

Pool of Nesare'

Level: Fifth
Casting Time: 10 attacks
Range: Unlimited in spatial distance, 10 dimensions either way
Duration: Total concentration
Drain: 3 con points + 1/4 con point per extra dimensional plane
Power Base: Magic
Countereffect: Cloak of Mist
Description: This spell allows mages to turn a normal pool of water into a magical window to other planes. If they know where to look, there is a 95% chance of success. If seen frequently, 60%; if seen only once, 30%; if unknown, 20% chance.

Regrowth

Level: Fifth
Casting Time: 10 attacks
Range: Touch
Duration: Permanent
Drain: 2 con points
Fate: Magic
Countereffect: Inflict Wounds
Description: This spell will regenerate lost body parts and works for plant life. At least 10% of the remains must be left. Ashes will not work. This spell will not restore life, just flesh, bone, and blood or other organic material.

Speaking Pool of Nesare'

This fifth-level Mage Warrior spell is the same as Pool of Nesare', only the spellcaster can speak and hear through it instead of seeing.

Spell Storage

Level: Fifth
Casting Time: Four attacks
Range: Touch
Duration: 24 hours
Drain: 1 con point
Power Base: Magic
Countereffect: Cancellation
Description: This spell allows mages to store spells on items or within their own bodies. These spells may be released one at a time (takes one attack). Only fifth-level spells or lower can be stored in an item. If the storage item or the wielder is hit by a cancellation, the stored spells will disappear.

The Spell Storage will hold one spell at fifth level plus one additional spell for each level of the spellcaster above the fifth up to a maximum of six spells. This spell can be memorized and used only twice every 24 hours. If more than two Spell Storages are used at any one time, the user must roll fate versus death. This spell's effects cannot be amplified, and it will not hold any form of time or gravity control spell or ability.

Stun Spell

Level: Fifth
Casting Time: Six attacks
Range: 100 feet in diameter
Duration: One attack
Drain: 3 con points
Damage: Stuns
Fate: Magic
Countereffect: Brilliant Defender
Description: Area effect. No shot roll is required with this ability. This spell causes affected creatures within its purview to fall unconscious for 1 hour. The effect manifests itself in the form of a yellow wave rippling away from the spellcaster. The spell affects only the creatures that the mage wishes it to. The spell can be reflected. When reflected it comes back as a beam (see "Reflections" in chapter 9).

Tenth-Level Mage Warrior Spells

Enhanced Brilliant Defender

Level: 10th
Casting Time: 1/4 attack
Range: 100 feet
Duration: One set per level or concentration
Drain: 2 con points
Damage: Stops magic, psionics, earthpower, and phazed attacks up to 100,000 LPD + 10,000 LPD per level after the 10th
Fate: Magic
Countereffect: Cancellation
Description: Shield spell. It can be shaped into a dome 10 feet in diameter and 6 feet tall, into a sphere 5 feet in diameter, or into any other shape the spellcaster needs. The shield will float in place and can be projected away to protect others. (see "Shields" in chapter 9). This spell can be broken by physical attacks of 1,000 LPD or more.

Mage Wind

Level: 10th
Casting Time: 10 attacks
Range: 100 miles per level of the spellcaster above 10th; wind can be cast at someone within 100 feet
Duration: Instantaneous for the teleport; wind takes one attack to reach a target
Drain: 4 con points
Fate: Magic
Countereffect: Sapphire Sphere
Description: Area effect. This spell envelops spellcasters and objects (or just an object) in a flurry of magical wind. If a spellcaster uses this spell to attack, the range of the wind is 100 feet before dissipating. The spell will affect 10 tons of matter plus 2-1/2 tons per level of the spellcaster after the 10th.

If a spellcaster attempts to cast this spell on more matter than the amount it has power for, the spell will backlash and may even misport the spellcaster to unknown locations (75% of the time).

While the spell is being cast, it creates a slight breeze around the spellcaster that grows in size and glows in brilliant red and blue hues. After the first three attacks' worth of spellcasting time, the wind and the spellcaster become invisible. The wind will teleport whomever or whatever touches it at this point. If spellcasters use the wind to teleport something other than themselves, the spellcaster will become visible once the wind has been released at the target. (Refer to the 10th-level Mage Warrior spell "Teleportation" for misport specifics).

Magnificent Deadly Rain

Level: 10th
Casting Time: Eight attacks
Range: Sight
Duration: Concentration
Drain: 5 con points + 4 con points per extra blast of the rain after the first level
Damage: Disintegration
Fate: Magic
Countereffect: Sorcerer's Sphere of Absorption cast upon the cloud

Description: Beam attacks. This spell creates a boiling black cloud 20 feet in diameter that can rain down 10 beams of black fire at once. Or, a small black cloud can be created in front of the spellcaster's hand that will shoot the bolts forward in a range of 180 degrees. The rain can strike as many as 10 victims in one attack. The appearance and movement of the cloud are directed by the spellcaster.

Magnificent Hypnotic Control

Level: 10th
Casting Time: Six attacks
Range: 100-foot diameter
Duration: 1 hour per level after the fifth
Drain: 3 con points + 1/4 con point per level of the victim(s) above the spellcaster's
Fate: Magic
Countereffect: Mind Lock
Description: Area effect. No shot roll is required with this ability. This spell will affect all creatures in the area providing that their combined levels do not exceed the spellcaster's. The spell's effect starts with the lowest level being and works its way upwards. The victims must roll their fate. Those who fail will obey all the spellcaster's commands, even suicide. The effect manifests itself in the form of a red field that expands away from the spellcaster, affecting all those it is directed against.

Phaze Fire

Level: 10th
Casting Time: Four attacks
Range: 500 feet
Duration: One attack
Drain: 1 con point
Damage: 1,000 to 100,000 LPD + 10,000 LPD per level after the 10th level
Fate: Phaze
Power Base: Magic
Countereffect: Enhanced Brilliant Defender
Description: Beam attack. This spell creates a bolt of fire that is in a slightly altered dimensional state. While in this state, the fire will pass through all but the most powerful shields and defense types.

Reveal Hidden Enchantment

Level: 10th
Casting Time: 24 hours
Range: 100 feet
Duration: None once casting is complete
Drain: 3 con points
Fate: Magic
Countereffect: Cloak of Mist
Description: The spell tells spellcasters exactly what spells are in place on any given area, object, or subject. It identifies only magic, earthpower, and psionics.

Runes of Ramokk

Level: 10th
Casting Time: Protection, 1/4 attack; binding, one attack; banishment, two attacks
Range: When cast at a target 100 feet, beam attack
Duration: Special
Drain: 1 con point + special
Damage: None
Fate: Magic
Countereffect: Runes of Ramokk
Description: A combination of the skill of Runecraft and higher magic, the runes of Ramokk are one of the most versatile and effective forms of the Art. The runes themselves can be utilized by actually inscribing them on any surface as you would any ordinary rune or by casting them at a target exactly like a normal spell. Size varies according to the users' requirements and the time they want to expend drawing them. Each rune requires 1 minute per foot in diameter, and will affect only whatever crosses its boundaries. The runes will have a vertical range equal to its diameter, and anything above that range will not be affected. (A 5-foot-diameter rune circle will not affect a person or object passing more than 5 feet above it). When inscribed in this fashion, all who come within 5 feet will feel a tingling sensation. Every rune when created drains 1 con point minimum from the user. If the rune is camouflaged, a sense magic will cause the symbols to glow a soft color, similar to moonlight. There are three types of runes.

Banishment Rune

When cast at a target, the rune will affect only one being at a time weighing 1 ton and under plus 1 ton per extra constitution point utilized. This rune appears as a 1-foot-diameter spinning symbol of flame.

When inscribed, the rune can be made to affect many opponents. The user can empower it by touching a small symbol away from the rune and adding up to 100 constitution points. Each additional constitution point will affect 1 ton of matter. Once all the energy is utilized, the rune will become harmless.

Banishment runes have the unique feature of having various triggers if the user so desires. The rune can be set to affect only: Movement, specific auras, select individuals, creatures or all of the above. Targets affected by Banishment are sent to limbo for 24 hours.

Binding Rune

This spell has a range of up to 1,000 feet, and when cast at a target, it appears as a glowing blue disk. All affected by it will be bound for 1 hour (see the fourth-level Mage Warrior spell Binding—Lesser Binding).

When inscribed in conjunction with a banishment rune, the Binding will seal the banishment until removed.

The rune can be placed so as to bind any being that crosses its boundary. It will bind 1 ton of matter plus 1 ton per additional constitution point. Once triggered the rune will function for 1 hour, then it will fade. If not triggered, it will remain active indefinitely.

Protection Rune

When cast, this rune appears as a 10-foot-diameter flat, disklike shield, and it may be placed anywhere within 100 feet. The rune will stop any three of the following: magic, psionics, earthpower, chi, alchemy, mutation, energy, and physical attacks (see "Shields" in chapter 9). The rune can be moved as the spellcaster wants.

Its duration is concentration or 5 minutes. The rune will block 100,000 LPD plus 10,000 LPD per level after the 10th, or 100,000 LPD per extra 3 constitution points. The rune of protection will cancel any rune it touches of equal or lesser level.

When inscribed, the user plus three others can stand within its confines and be made invisible (see "Invisibility" in chapter 9). Additional power can be added by touching a selected symbol. The protection field of the drawn rune stops attacks from the outside only. Those within can attack through it with no ill effects. Inscribed runes can be set to stop three types of the powers mentioned above, and they will last until destroyed or out of energy.

Security Spell

Level: 10th
Casting Time: 50 attacks
Range: 500-foot diameter + 100 feet per level after 10th
Duration: 24 hours
Drain: 5 con points + special
Fate: Magic
Countereffect: Enough Cancellations at the center of the spell to remove all the different modes that may be present plus one
Description: This enchantment has its own intelligence. It may not be placed on an item or in spell storage. The area on which the spell is cast can only be entered under conditions specified by the spellcaster (see "Security Spells" in chapter 9). The spell has several different modes. Each has a specific constitution drain, and the spell-

caster may pick and choose which effects are to secure the area. A Security spell's area of effect does not include the area covered by any of the blockade fields.

The blockade fields listed can cover an area no greater than 2 miles. There are no fate rolls versus these effects. Phazed energy is not stopped by the blockade fields unless the Phaze Blockade Field is used also.

The spell affects all creatures within it except those chosen by the spellcaster at the time of casting. The spellcaster may add new people or creatures to the list of those who are not affected by investing 1/4 con point per individual. The new people must be present when this is done in order for the spell to know who they are (including those specified at the time of casting).

The spellcaster may add power to the spell and its modes as they require. This must be done at the center point of the security spell, from where it was initially cast. New modes may be added at any time by the original spellcaster.

Teleport Grabbing Field

Drain: 1 con point
Description: The entire area that this field covers will be guarded by a special enchantment that snags Teleports and Tesseracts in midport. Anyone teleporting or tesseracting into or out of or within the area will be affected. Those affected will materialize in a location that is predetermined by the spellcaster.

Astral Form Blockade Field

Drain: 1 con point
Description: This field will stop the movements of all creatures or objects that are on the astral or psychic planes. This includes astral projecting creatures or characters, astral transmorphed creatures, spirit forms acquired through the use of a spell or ability, and any spirit or phantom listed as a monster in chapter 17. If an astral projection or astral transmorph ability is used while within the area of this field, the spell or ability will work but the character will be unable to move after appearing on the astral plane.

Clairvoyance Blockade Field

Drain: 1 con point
Description: This field will stop the use of these types of spells into, out of, or while within the secured area.

Communication Blockade Field

Drain: 1 con point
Description: This field will stop any use of visual or audible communication effects into or out of the secured area. This includes telepathy, clairvoyance, and orbs and pools of seeing or hearing.

Dimensional Blockade Field

Drain: 1 con point
Description: This field will stop any use of dimension-piercing abilities into, out of, or while within the secured area.

Flight Blockade Field

Drain: 1 con point
Description: This field will stop the use of all flying abilities while within the secured area. It does not stop the use of physical wings.

Phaze Blockade Field

Drain: 2 con point
Description: This field will stop the use of any phazing ability into, out of, or while within the secured area.

Metamorph Blockade Field

Drain: 1 con point
Description: This field will stop the use of metamorphing, transmorphing, or transanimating abilities while within the secured area. The transanimation mode of a Security spell is not affected by this field. Those who are already metamorphed or transanimated that enter the field will revert to their normal forms; the metamorphing or transmorphing power is canceled. Inorganic items that have been changed from one type of matter to another before entering this field are unaffected.

Sensing Blockade Field

Drain: 1 con point
Description: This field will stop the use of all sensing abilities into or out of the secured area.

Alarm

Drain: 2 con points
Description: This mode will alert the spellcaster of any unwanted intrusion that is sensed by the Security spell, as well as any use of the powers, including energy outputs of 1 EG or more, while within the secured area. The spellcaster can preselect three doors or windows and the perimeter of the Security spell per alarm. The alarm warns spellcasters through Telepathy and shows them the invaded area with clairvoyance. Up to three alarms can be used per Security spell.

Confined Enhanced Brilliant Defender

Drain: 2 con points
Description: This is the same as the 10th-level Mage Warrior spell of the same name. It may cover one doorway, a hall, or a window no larger than the spell's normal area of effect.

Peripheral Enhanced Brilliant Defender

Drain: 5 con points
Description: This is the same as the 10th-level Mage Warrior spell of the same name, and it covers the entire perimeter of the Security spell.

Confined Magnificent Invisible Defender

Drain: 2 con points
Description: This is the same as the fifth-level Mage Warrior spell of the same name. It may cover one doorway, a hall, or a window no larger than the spell's normal area of effect.

Peripheral Magnificent Invisible Defender

Drain: 5 con points
Description: This is the same as the fifth-level Mage Warrior spell of the same name, and it covers the entire perimeter of the Security spell.

Illusion

Drain: 3 con points
Description: This mode is the same as the third-level Mage Warrior spell Illusion spell. It may come into effect anywhere around the perimeter of the Security spell.

Transanimation

Drain: 1 con point per object
Description: This mode is the same as the second-level Mage Warrior spell of the same name. It may come into effect anywhere within the area covered by the Security spell. Objects to be transanimated must be designated by the spellcaster when adding this mode to the Security spell.

Spell Trap

Drain: 5 con points
Description: This mode is the same as the 10th-level Mage Warrior spell of the same name. It may be placed anywhere within the area of effect of the Security spell or it may cover the entire perimeter.

Ta'set's Dark Thunderbolt

Level: 10th
Casting Time: Two attacks
Range: Sight
Duration: One attack
Drain: 2 con points
Damage: 10,000 to 100,000 LPD + 10,000 LPD per level after the 10th level
Fate: Magic

Countereffect: Enhanced Brilliant Defender
Description: Beam attack. This spell is the most efficient magical blast known. The bolt is pure black and appears to swallow light. When this spell is cast, it creates a large thunderclap as it tears through the atmosphere.

Teleportation

Level: 10th
Casting Time: Two attacks
Range: 100 miles + 100 miles per level
Duration: Instantaneous
Drain: 2 con points
Power Base: Magic
Countereffect: Cloak of Mist (beware of the Security spell)
Description: This spell instantly moves 5 tons plus 1 ton per every five levels from one place to another. There is a 30% chance of a misporting if the area has never been seen. If seen twice, the misporting chance is lowered to 25%; if seen more frequently, it is 20%; if studied, 5%; if lived in by the spellcaster or very frequently occupied, there is no chance of misporting.

If the spellcaster misports, roll a 1d6 to determine displacement on table 158:

Table 158. MISPORT

1d6 Roll	Displacement
1	Higher than target
2	Forward from target*
3	Behind target*
4	To the right of target*
5	To the left of target*
6	Lower than target

* Roll percentile dice: 1 to 100 feet from the target.

Caution: If the spellcaster or others are misported into a solid object, then they are dead. Teleporting into a solid object causes an explosion due to the unnatural intersection of matter (see "Tesseracts and Teleports" in chapter 9). All that will be left is a red paste of flesh, bone, and substance in which the spellcaster appeared. If a user materializes partially within an object but all the vital organs are still intact, roll metabolic shock versus heart attack. Roll or approximate the damage done to the body (not counting the explosion). For example, if just the feet and ankles appear within an object, then the character has no feet!

Fifteenth-Level Mage Warrior Spells

Bi'reel's Control of Gravity

Level: 15th
Casting Time: Eight attacks
Range: 100 feet
Duration: Total concentration
Drain: 4 con points
Damage: Special
Fate: None
Power Base: Magic
Countereffect: Only a gravity control spell or ability of equal or greater level in power
Description: Area effect. No shot roll is required with this ability. Absolutely no amplification of this spell is possible. Within the limits of its range, this spell can completely control gravity, including increasing or decreasing an object's gravitational field. Through variation of gravitational field strength *within* a single object, the spell can create gravitational tide effects that allow the spellcaster to propel objects through the air.

Gravitational control can increase an object's weight up to 100 times or reverse its weight and throw the object up to 70 miles in the air. Not every object within the barriers of the spell must have the same gravity. The spellcaster can choose specific objects to exert more or less gravity than others.

Gravity can also be formed by gravity wave manipulation into a sphere that will stop anything that can be affected by gravity, such as light in any form, all types of energy, and anything physical. The shield has 50,000 LPD per level of the spellcaster. It will not stop any of the powers. Phazed and astral creatures are not affected by gravity.

Deneb's Wind and Door

Level: 15th
Casting Time: 10 attacks
Range: 50 feet
Duration: 72 hours
Drain: 7 con points
Fate: None
Power Base: Magic
Countereffect: Cancellation
Description: Area effect. No shot roll is required with this ability. Absolutely no amplification can be used with this spell. The spell will transport up to 1 ton back in time as many as 10,000 years, with a minimum distance of 500 years. It creates a porthole in the air, allowing a wind to lift and carry the spellcaster and company through the porthole to their destination.

This spell cannot transport mages through space. To move to a specific location, they must be near that location to begin. Mages can view the past through the Temporal Pool of Nesare' or they can go in blind, with only the knowledge of how far back in time they are going.

Once they have reached their destinations and wish to return, mages casting the spell can reopen the porthole, allowing the wind to return them to their anchor. It requires three attacks to open and pass through. Once they pass the lip of the porthole, nothing can follow them unless the spellcaster chooses.

This spell requires a focus, or anchor, on the present time plane in the form of a person placed in a special trance. The anchor must remain in the trance for the duration of the spell. If the anchor awakens, the spellcaster and everything under the effects of Deneb's Wind and Door will be marooned in whatever time they are in. Even if an anchor is in a deep sleep, he or she can be awakened by shaking. If not disturbed the sleeper will sleep for the duration of the spell. No ill effects will occur.

For Fate's sake, don't leave anything in the past, but be careful what you bring back with you. Remember, any act can have dangerous repercussions. A major paradox can cause a temporal vortex that will erase all of those affected; that is to say, all of those who were instrumental in the creation of the paradox. This erasure will include their entire existence; for if they never existed, then they never could have done this naughty thing. Such behavior as stepping on a butterfly or destroying a small civilization on a distant planet (with the exception of Earth), will not cause a paradox. What will cause a paradox is altering significant historical events that may be relevant to the acting characters lives, such as leaving behind superadvanced technology, unless the denizens already possess such technology.

When a paradox is created, the creators will feel a wind when they leave the porthole. At this point they have 24 hours to go back and right whatever changes they made to original events.

If at the end of the spell's duration, travelers have not returned to their present, they will vanish from the timestream they are occupying and be thrown into Limbo. There is no fate roll (see "Limbo—the Plane of Time" in chapter 7). Have a nice day.

Dread Lock Bolt

Level: 15th
Casting Time: Two attacks
Range: 500 feet
Duration: Special
Drain: 2 con points + 1/4 con point per higher level of the victim than the spellcaster's
Damage: None
Fate: Magic
Countereffect: Armor of Mist
Description: Beam attack. This spell drains the souls of victims struck and transports them to another location where spellcasters must have a pure-silver urn waiting. The souls remain within the urn until the spellcasters wish them set free or until the urn is destroyed. The urn must be within 1 mile of the spellcaster when the spell is cast, and a location spell or a Winged Warrior's tracking ability may find it.

Once freed, a soul will instantly return to its body. If the body is dead, the soul goes to its afterlife reward. When the soul is removed the victim's body will remain in a sleeplike state for 48 hours, or until the soul is returned. At the end of the 48 hours the body will die if the soul has not returned.

Limbo's Exile

Level: 15th
Casting Time: Six attacks
Range: 100-foot diameter
Duration: 24 hours
Drain: 3 con points
Fate: Magic
Countereffect: Enhanced Brilliant Defender
Description: Area effect. No shot roll is required with this ability. This spell is invisible and causes the targets selected by the spellcaster to vanish. It will transport payloads struck to Limbo (see "Limbo—the Plane of Time" in chapter 7). The spell affects 1 ton plus another 1 ton per level of the user after the 15th .

Spell Haste

Level: 15th
Casting Time: 10 attacks
Range: Personal
Duration: 6 hours
Drain: None
Power Base: Magic
Countereffect: Slow Motion
Description: This enchantment will allow users to cast a spell in 1/2 the normal time. The minimum casting time obtainable is one attack. (Round up fractions). This enchantment will not affect the use of an enchanted item. Also, it will not affect spells within a spell storage or the reading of scrolls. The enchantment works only on magic spells, and its effects cannot be amplified.

Suspension

Level: 15th
Casting Time: Four attacks
Range: 500-foot diameter
Duration: Concentration
Drain: 10 con points
Fate: Magic
Countereffect: Sapphire Sphere
Description: Area effect. No shot roll is required with this ability. The spell's effects spread like ripples in a pond (wave attack). This spell will suspend movement down to the molecular level. It cannot be amplified, and affects everyone but the spellcaster.

Winds of Enforcement

Level: 15th
Casting Time: 1/4 attack
Range: 100 feet
Duration: Length of spell enforcing
Drain: Whatever the initial drain was for the ability being enforced per every enforcement
Power Base: Magic
Countereffect: Cancellation equal in power to the enforced ability
Description: This spell doubles the power of any type of spell or ability. With this spell spellcasters can double their levels, damage, and effects, as well as the range of the spell. Only one wind needs to be cast on the spell. It opens a door for the pouring of power into the ability being amplified. When the spell has been enforced for the sixth time, there is a 20% chance that it can backlash. Subtract 10% from the spellcaster's chance to succeed in controlling the spell for each extra enforcement over six. The spellcaster must make the roll separately for each time he intends to amplify it past five, and because the constitution drain can be virtually instantaneous, the spellcaster will have to make several rolls at once. The amplifications work like this: The first one doubles the power, the second triples it, and the third amplifies it by four times, and so on until a user either fails a roll or stops pumping in life force. Spells can be amplified a maximum of 10 times (see "Amplifications" and "Pooling Power" in chapter 9).

Zanthius' Mirror

Level: 15th
Casting Time: 1/4 attack
Range: 100 feet
Duration: Total concentration
Drain: 1 con point + 1/4 con per higher level of the effect than the spellcaster's
Power Base: Magic
Countereffect: Telekinesis
Description: Shield spell (see "Shields" in chapter 9). This spell is a reflection spell created by Zanthius, the God of Engineering. It creates a mirrorlike shield in front of a spellcaster's out-stretched hand. The mirror will reflect chi, alchemy, magic, psionics, earthpower, mutations, and energy back to its source. If struck by a physical attack of over 1,000 life points or an attack above the mirror's reflective capacity, it will shatter. A spellcaster can add constitution to increase its effective levels and thus its reflective capacity. Shielder Bolts (from the mutation) will penetrate the mirror, and phazed attacks go right past it (see "Reflections" in chapter 9).

Twentieth-Level Mage Warrior Spells

Bolt of Annihilation

Level: 20th
Casting Time: One attack
Range: Sight
Duration: One attack
Drain: 1 con point per ton + special
Damage: Annihilation
Fate: Magic
Countereffect: Enhanced Brilliant Defender
Description: Beam attack. This spell appears as a thin beam of white energy. It completely annihilates an object it strikes weighing under the limit according to the constitution drained. This spell may also destroy a victim's soul with an additional drain of 2 constitution points.

Bridge of Valhalla

Level: 20th
Casting Time: 10 attacks
Range: Special
Duration: Concentration
Drain: 10 con points
Power Base: Magic
Countereffect: Anchor
Description: This spell is an interdimensional teleport. It can span 10 dimensional walls and up to 100,000 miles of distance. If a dimension is protected, the bridge cannot open into it. It takes three steps to cross the bridge. The bridge appears as a faint rainbow, hundreds of feet high with a glowing porthole 100 feet wide at its apex. The spellcaster's hands light up with rainbow balls of light when the spell is cast.

Create Creature

Level: 20th
Casting Time: 30 days
Range: Special
Duration: Permanent
Drain: 10 con points per day
Power Base: Magic
Countereffect: None once the creature is grown
Description: The spellcaster must have a small sample of a creature to grow it. The flesh must be fresh, being no more than 6 hours dead. The spell will envelop the flesh and contain it within a sphere of magical energy that helps it to grow.

The creature created will obey the commands of the creator unto death. The creature will live a normal life span and can mate with its own species. Up to three species can be combined to create a new creature category. These creatures cannot use spells unless it is a trait of their race or they are smart enough to learn the skill.

Limits on creatures that may be grown are for a 20th- through 29th-level spellcaster, common and lesser creatures; 30th through 39th level, greater creatures; and 40th and higher, majors. A creature will be the lowest of the categories noted in its description.

Limbo's Irresistible Whirlpool

Level: 20th
Casting Time: 10 attacks
Range: Sight
Duration: Total concentration
Drain: 10 con points
Damage: You figure it out
Fate: None
Power Base: Magic
Countereffect: Cancellation with enforcement
Description: Area effect. No shot roll is required with this ability. There are few ways to dodge this spell unless the victims can fly more than 100,000 mph or can Teleport or Tesseract. The whirlpool will affect only what the spellcaster wants it to. The whirlpool appears in the air above, to the side, or beneath an intended victim. Once placed, it cannot be moved. It can be expanded up to 100 yards in diameter and contracted to 5 feet. Victims are affected by a Bi'reel's Control of Gravity spell as they are pulled through to Limbo (forever). Spellcasters, when they are creating this spell, glow with a bright-blue light and their hands shimmer with deep-red flames.

Victims can be recalled only by going to Limbo and getting them. The effects of this spell cannot be amplified by mortals, and the spell itself cannot be placed on an inanimate object or in Spell Storage.

Mage Crystal

Level: 20th
Casting Time: 10 attacks
Range: 500 feet
Duration: Special
Drain: 3 con points + 1/4 con per level of the victim above the caster's
Damage: Special
Fate: Magic
Countereffect: Cancellation of equal or greater level as the spell is cast
Description: Area effect. No shot roll is required with this ability. The crystal solidifies around a target (25-foot sphere) in one segment and will permanently drain a target's ability to use special abilities. Those within cannot use any abilities or spells once the crystal has formed, and all outside effects from any of the powers (save V.N. or God Power) also have no effect.

The crystal is bright amber in color with red bands of energy surrounding it. While the spellcaster is creating the spell, he is covered with red bands of energy. When the spell is released, the bands instantly vanish to appear around the victim, forming the crystal. The crystal has 100,000 life points per the level of the spellcaster.

Every turn, this spell permanently takes away the following:

- 300 psionics points
- 100 SMUs
- One mutation (highest-level first)
- Two chi abilities (highest-level first)
- Alchemist Starfire ability (both Star Bolts and Starfire Shield)
- The enchantment of an elite item or the next lowest in power

Only a Mystic Restoration cast at equal or higher level in power can restore a victim to normal.

Mystic Restoration

Level: 20th
Casting Time: 10 attacks
Range: 100 feet
Duration: Permanent
Drain: 10 con points
Fate: Magic
Countereffect: None once restored
Description: Area effect. No shot roll is required with this ability. This enchantment will restore any object, magic item, or person back to its normal state. It will even restore someone who has been affected by a Power Transfer, Mage Crystal, or Siphon Sphere. It will rebuild sophisticated electronics or machines, including organic electronics. It cannot, however return life to the dead. Up to 5 tons of matter can be restored at one time.

Temporal Suspension

Refer to the 15th-level Shaman song "Solidify Time."

Transmorph

Level: 20th
Casting Time: Four attacks
Range: 500 feet
Duration: Permanent
Drain: 1 con point + special
Fate: Magic
Countereffect: Transmorph
Description: Area effect. No shot roll is required with this ability. This spell rearranges the molecules of a victim to any other object, creature, or thing that a

spellcaster has studied closely. The object stays at the same mass, although its size can be reduced by 50%.

The amount of material affected by a Transmorph varies depending on whether the material is organic or inorganic. Up to 1 ton plus another 1 ton of inorganic matter per level after the 20th may be affected. One extra ton can be used for each extra constitution point put into the spell. Organic matter up to 100 pounds per level (2,000 pounds at the 20th level) plus 100 pounds per extra constitution point may be affected.

A person can be transmorphed into an object, but an object cannot be transmorphed into a living being unless the object was previously transmorphed from living to inanimate.

Transmorphing can turn one creature into another creature or only slightly alter a creature's appearance. One person can be made to appear a different person.

While in any form, the transmorphed person has full control of his mind, senses, and body. When in the transmorphed form, the person can move at will if the form he is in is capable of mobility. Special abilities of transmorphed creatures can be used but with an additional drain of 3 constitution points when the spell is cast.

This spell cannot be used to create precious metals until a mage has reached the 40th level. The effects of the spell are invisible. However, the spellcaster's hands glow a blinding white when casting it.

Thirtieth-Level Mage Warrior Spells

Crystal Eye

Level: 30th
Casting Time: 12 attacks
Range: Unlimited
Duration: 1 hour per level
Drain: 15 con points
Damage: Varies
Fate: Varies
Power Base: Magic
Countereffect: Sphere of Blindness
Description: This spell creates an eye of magical energy that appears to be crystal. The eye can use any of its offenses or defenses as required. It holds five of each type of spell, and it has the same advantage, dodge, and shot percentages, as its caster.

The Crystal Eye can levitate up to speeds of 750 mph. It transmits what it sees and hears to its creator at a range of 100 miles. It also lets its creator speak to the eye's victims. The creator completely controls the eye's actions, but it can be programmed to have an artificial intelligence the equivalent of 20 points and to follow commands.

The following are the Mage Warrior spells that the Crystal Eye can make use of. All effects are determined by the level of the spellcaster.

1. Binding (fourth level)
2. Bolt of Annihilation (20th level)
3. Cloak of Mist (third level)
4. Enhanced Brilliant Defender (10th level)
5. Illusion Spell (third level)
6. Invisibility (first level)
7. Limbo's Exile (15th level)
8. Manacles of McCracken (second level)
9. Phaze Fire (10th level)
10. Sapphire Sphere (third level)
11. Sphere of Blindness (second level)
12. Ta'set's Dark Thunderbolt (10th level)
13. Telekinesis (second level)
14. Tesseract (third level)
15. Winds of Enforcement (15th level)
16. Zanthius' Mirror (15th level)

The only way to destroy the eye is by shattering it (10,000 life points). Once the crystal has used all its spells, it requires 24 hours to recharge. The mage can control one eye per 10 levels without difficulty. Crystal Eyes are worth 1/2 the level of the spellcaster in gaming points. The Crystal Eye appears in front of the spellcaster when he casts the spell, only to vanish and reappear where ever they direct it at the end of the casting.

Mage Storm

Level: 30th
Casting Time: 10 attacks
Range: 350 miles
Duration: Total concentration or 1 hour
Drain: 5 con points + 1 con per extra bolt after the first three bolts
Damage: Special
Fate: Magic
Countereffect: Transmorph
Description: Area effect. No shot roll is required with this ability. This spell creates a large group of blood-red clouds up to 5 miles in diameter. These clouds can release one Ta'set's Dark Thunderbolt per attack at selected targets. The damage is determined as described under the spell description. The movement of the storm can be controlled by the spellcaster. Its maximum speed is 350 mph. The origin of the storm can be traced because it leaves an unnatural stripe of red clouds. The clouds form around a spellcaster when the spell is begun.

Mass Apportation

Refer to the fifth-level earthpower spell. The power base is magic and the countereffect is Cloak of Mist.

Star Gate

Level: 30th
Casting Time: 30 attacks
Range: 10 tarsecs
Duration: Total concentration
Drain: 10 con points
Power Base: Magic
Countereffect: Cancellation
Description: This spell opens a gate that binds space and time. The spellcaster can cross great distances through this spell instantly. The gate remains open as long as the spellcaster concentrates. The width of the gate is 25 feet plus 10 feet per level of the user above the 30th. The spellcaster's hands appear as holes reaching into deep space when the spell is being forged.

Fortieth-Level Mage Warrior Spells

Flames of Visor

Level: 40th
Casting Time: 5 days
Range: 10 feet
Duration: Usually very short
Drain: 10 con points per day
Power Base: Magic
Countereffect: Quiet
Description: This spell allows spellcasters one question from Fate concerning anything. If Fate can answer he or she will, possibly in the form of a riddle. This spell is not affected by Spell Haste.

Power Transfer

Level: 40th
Casting Time: Six attacks
Range: 100 feet
Duration: Permanent
Drain: 10 con points
Fate: Magic
Countereffect: Zanthius' Mirror
Description: Beam attack. There are very few copies of this spell. Scrolls and potions of this spell are never sold. Once the spell is complete, all a victim's powers are absorbed by the spellcaster through the spell's beam. If the total levels absorbed exceed double the spellcaster's previous level, then he or she must roll psychic shock versus insanity (see "Insanity" in chapter 12) and metabolic shock versus burning up. If a spellcaster survives, the additional power may be retained.

This spell transfers skills, mutations, psionic points, psionic abilities and spells, magic and earthpower spells, and the ability to use them, as well as any special abilities its victim may have (other than the Shaman's Control of Wind). The victim is left a normal person without any skills, abilities, or special powers.

All abilities gained by spellcasters are parallel to their existing ones, not additive. Spellcasters gain any ability score bonuses or memorizable spells that exceed what they already have, but they cannot add them together. Mutations that would cause spellcasters to exceed their limitations are lost. If transferring victims of the same class, spellcasters do not rise in level unless their victims were a higher level. Then they may rise to the same level as their victim.

Dual-classed (power transferred) characters must add the levels of their classes together when determining the total levels of their adventuring party.

Spellcasters cannot rise in levels in their new classes unless special permission is received from the appropriate training schools. This almost never happens unless a character can persuade the Terra Council that they owe him a favor.

Example: A 40th-level Mage Warrior with one master mutation and three lesser mutations casts a Power Transfer on a 20th-level Shaman with two master mutations. The Mage Warrior gets the Shaman's +2 strength, +2 agility, and +3 wisdom bonuses because mages do not have such bonuses. The Shaman also has a +3 constitution bonus, but the mage already had a +2 bonus, so the mage's constitution only increases by 1 point. The mage's intelligence and dexterity do not rise because their own bonus was already greater than the Shaman's.

The Mage Warrior gets the ability to cast Shaman songs. However, if the mage already had his maximum number of spells memorized, he does not learn any that the Shaman had memorized because there is no room for them. If the mage had fewer spells memorized, he could transfer some of the ones that Shaman had in memory, up to his limit. In either case, the Mage Warrior can learn and memorize any Shaman spell (up to the 20th level), for which he finds a copy.

The mage gets one of the Shaman's master mutations. The other one is lost because the mage cannot exceed the limit of two master mutations.

The mage gets the Shaman's ability to sense magic, psionics, earthpower, and alchemy, but the range is computed for 20th, not 40th level. The mage does not get the Shaman's Control Wind ability because it is based in God Power and cannot be Power Transferred (unless the Power Transfer spell was God Power).

The mage is now a 40th-level Mage Warrior and a 20th-level Shaman. This adds to 60 levels when totaling the combined strength of a party.

A mortal character may use a successful power transfer only twice. Immortals, Demigods, and Gods may use it once more per level of immortality. This means a God can power transfer five times during his or her entire existence, twice for mortality, once when an Immortal, once when a Demigod, and once when a God.

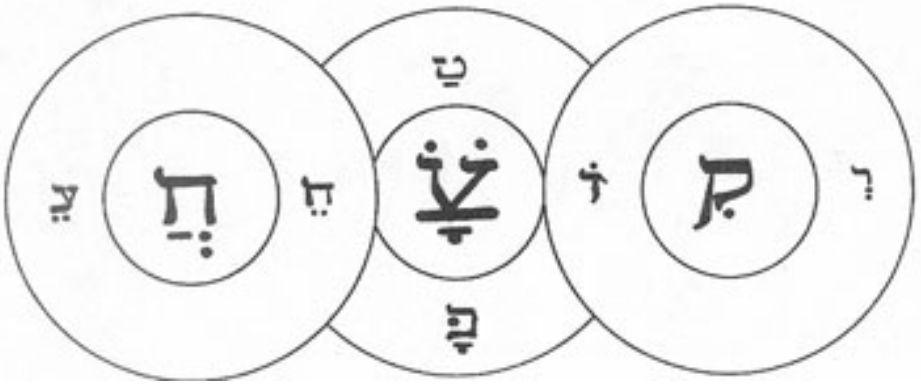
Raise From Death

Level: 40th
Casting Time: 40 attacks
Range: 10 feet
Duration: Permanent
Drain: 10 con points
Fate: Magic
Countereffect: Cancellation
Description: This spell returns the souls of dead victims (if the Gods allow) back to their bodies. The bodily remains must be first mystically restored, then the Raise From Death will work. The player of the deceased character must successfully roll metabolic shock (at their character's full constitution value), or they cannot be raised (see "Restoring Life" in chapter 12).

This spell requires the same preparations as the Necromancer's Call and Leash, but the body of the person to be raised is placed in the triangle. The chance of failing has the consequences of making a poltergeist that will attack the spellcaster and all within the area.

Temporal Pool of Nesare'

Level: 40th
Casting Time: 10 attacks
Range: Special
Duration: Total concentration
Drain: 10 con points
Power Base: Magic
Countereffect: None
Description: This spell combines both the Pools of Nesare' (fifth-level spells) and enables the pools to see and communicate with different times and dimensional zones, up to 10,000 years in the past. This spell requires a gold bowl filled with water.



Mutations

Table 159. MUTATIONS—LESSER

1d100 Roll	Mutation Name	Skill Points	Cost in Mil.
1–2	Lesser Any	100	250
3–4	+10 to +100 Strength	35	25
5–6	+5 Agility	20	30
7–8	+5 Dexterity	20	30
9–10	+5 Intelligence	20	30
11–12	+5 Wisdom	20	30
13–14	+5 Constitution	20	35
15–16	+20% on Surprise Roll	15	25
17–18	+25% on Shot Bonus	15	25
19–20	10th Damage Protection	20	25
21	Acrophobia[a]	0+5	—
22–23	Altered Appearance[c]	0	—
24–25	Analyzer	25	42
26	Blind[a]	0+10	—
27	Claustrophobia[a]	0+5	—
28	Deaf[a]	0+5	—
29	Dwarfed[b]	20	—
30	Electricity Generator[b]	15	—
31	Enhanced Hearing[b]	10	—
32	Enhanced Smell[b]	10	—
33	Enhanced Vision[b]	10	—
34	Epilepsy[a]	0+10	—
35–36	Eternal Sustenance	25	25
37	Extra Arms[b]	15	—
38–39	Force Field	35	40
40	Frigaphobia[a]	0+5	—
41	Gills[b]	10	—
42	Hemophiliac[a]	0+15	—
43	Hydrophobia[a]	0+3	—
44–45	Hypnosis	20	30
46–47	Invisibility	30	40
48	Jumper[b]	10	—
49–50	Laser Vision	15	25
51–52	Lesser Earthpower Generator	60	100
53–54	Lesser Magic Generator	60	100
55–56	Lesser Psionics Generator	70	150
57–58	Levitation	20	25
59–60	Minormorph	50	50
61	Photographic Memory[b]	20	—
62	Poison Claws[b]	10	—
63	Poison Fangs[b]	10	—
64	Pyrophobia[a]	0+3	—
65–66	Resistance to Alchemy 50%	20	25
67–68	Resistance to Chi 50%	20	25
69–70	Resistance to Earthpower 50%	20	25
71–72	Resistance to Energy 50%	20	25
73–74	Resistance to Magic 50%	20	25
75–76	Resistance to Mutations 50%	20	25
77–78	Resistance to Poison 50%	20	35
79–80	Resistance to Psionics 50%	20	25
81	Schizophrenic[a]	0+5	—
82–83	Sense	25	25
84–85	Shattershot	20	25
86–87	Speak With Plants	20	25
88	Surface Adherence[b]	15	—
89	Tail With Poison Stinger[b]	15	—
90	Taller[b]	15	—
91–92	Telekinesis	25	25
93	Tentacles (No Arms)[b]	15	—
94–95	Tesseract	25	50
96–97	Translator	15	25
98	Wings[b]	25	—
99–00	X-Ray Vision	20	25

a Recessive mutation. When choosing these, add the extra skill points.
b Physical mutation. Cannot be purchased.
c Physical and recessive mutation. Cannot be purchased.

Table 160. MUTATIONS—MASTER

1d100 Roll	Mutation Name	Skill Points	Cost in Mil.
01–02	Absorber	80	240
03–04	Alter Density	70	115
05–06	Amphibian	120	100
07–08	Become Energy	65	110
09–10	Bio Force	90	220
11–14	Bio Syntha Steel	90	180
15–16	Control Body Molecules	50	70
17–20	Control Size	50	75
21–22	Disintegration Beam	50	100
23–24	Earthpower Generator	90	325
25–26	Energy Cocoon	55	145
27–28	Enhanced Agility and Strength	150	135
29–32	Heal and Cause Pain	50	100
33–34	Hyperflight	85	170
35–38	Impact Beam	50	85
39–40	Incendiary Blast	45	90
41–44	Invulnerability	170	500
45–46	Magic Generator	90	310
47–48	Matter Transformer	60	300
49–50	Metamorph	150	350
51–52	Molecular Disrupter	50	95
53–54	Night Lightning	80	140
55–58	Nova Bolt	50	95
59–62	Paralysis Bolts	50	90
63–64	Plane Phaze	95	275
65–66	Psionics Generator	95	350
67–68	Radar	70	230
69–70	Regenerator	150	450
71–72	Sensor	50	100
73–74	Sonic Wail	50	90
75–76	Stone Eyes	50	100
77–78	Super Speed	95	250
79–80	Suspension	65	150
81–82	Telekinesis	75	200
83–84	Teleporter	60	175
85–86	Transformer	70	200
87–88	Telepathy	85	200
89–92	Tricancellation	80	300
93–96	Ultrastrength	125	200
97–99	Roll One Extra Master	—	—
00	Roll One Major Mutation	—	—

Table 161. MUTATIONS—MAJOR

1d100 Roll	Mutation Name	Skill Points	$ in Millions
01	Any	218	8,900
02–07	Control Earth, Stone, and Ores	150	350
08–13	Energy Kinetic	150	450
14–18	Environmental Kinetic	160	600
19–20	Gravity Kinetic	185	1,000
21–25	Hyperkinetic	145	550
26–30	Major Bioforce	175	500
31–40	Major Photon Kinetic	140	500
41–42	Major Temporal Kinetic	195	2,000
43–47	Mass Molecule Telekinetic	150	750
48–52	Nightmare	140	450
53–57	Nova	160	500
58–62	Null Void	175	650
63–67	Possession	145	700
68–72	Reflector	160	650
73–77	Shielder	180	800
78–82	Sonic Kinetic	135	500
83–87	Thermal Kinetic	135	450
88–92	Transferer	190	950
93–00	Transporter	135	600

Lesser Mutations

Lesser Any

Level: Lesser
Usage Time: 1/4 attack to switch mutations + the normal time to use the desired mutation.
Range: Personal
Duration: Permanent
Drain: 2 con points per switch + the normal drain of the ability being used.
Power Base: Mutations
Description: This ability lets Mutants switch between any of the lesser mutations except for the physical ones. Roll only once to determine which magic, psionic, and earthpower spells will be generated in generator modes and record them on the character sheet. No character can have this mutation more than once at any one time.

+10 to +100 Strength

This lesser mutation adds from 10 to 100 points to a Mutant's strength score (roll 1d10). Refer to table 17 in chapter 1, "Character Creation," for further adjustments. This mutation is always on, is mutation based, and can be canceled.

+5 Agility

This lesser mutation adds 5 points to an agility score. Refer to table 14 in chapter 1, "Character Creation," for other bonuses. This mutation is always on, is mutation based, and can be canceled.

+5 Dexterity

This lesser mutation adds 5 points to a dexterity score. Refer to table 16 in chapter 1, "Character Creation," for other bonuses. This mutation is always on, is mutation based, and can be canceled.

+5 Intelligence

This lesser mutation adds 5 points to an intelligence score. Refer to table 13 in chapter 1, "Character Creation," for other possible bonuses. This mutation is always on, is mutation based, and can be canceled.

+5 Wisdom

This lesser mutation adds 5 points to a wisdom score. Refer to table 18 in chapter 1, "Character Creation," for other bonuses. This mutation is always on, is mutation based, and can be canceled.

+5 Constitution

This lesser mutation adds 5 points to a constitution score. Refer to table 20 in chapter 1, "Character Creation," for other bonuses. This mutation is always on, is mutation based, and can be canceled.

+20% on Surprise Roll

This lesser mutation gives Mutants a -20 on surprise percentages for all classes (or a +20 on surprise rolls). This mutation is always on, is mutation based, and can be canceled.

+25% on Shot Bonus

This lesser mutation gives Mutants a +25% to their shot bonuses. This mutation is always on, is mutation based, and can be canceled.

10th Damage Protection

This lesser mutation gives Mutants one 10th damage protection versus physical and energy attacks. It is always on, is mutation based, and can be canceled.

Acrophobia

This recessive mutation causes blackouts at heights of 20 feet or more. Mutants must roll metabolic shock to overcome this when it happens.

Altered Appearance

This recessive mutation is physical. It causes a Mutant's body to change its appearance, such as having different-sized body parts or gaining extra organs. Table 162 is consulted to determine what happens. If a specific place or part of a characteristic is unspecified, the player may choose whatever he or she wants.

Analyzer

Level: Lesser
Usage Time: Five attacks
Range: Touch
Duration: Permanent
Drain: 1 con point per use
Damage: None
Fate: Mutations
Power Base: Mutations
Description: With this ability, mutants can touch any technological or electronic device and, with a roll of less than 50%, be able to comprehend, understand, and operate it. If they have the right materials, they can duplicate the items they touched. Organic electronics cannot be analyzed with this ability.

Blind

This recessive mutation subtracts 20% from all surprise rolls. Shot rolls must be over 75% or Mutants will miss. This also gives them Enhanced Hearing ability, which adds 20% to surprise rolls (canceling out the surprise adjustment versus anything that can be heard and enabling Mutants to hear a heartbeat from 10 feet away (see "Warfare With Invisible Creatures" in chapter 12).

Claustrophobia

If Mutants are in a confined place for over 1 hour, they will go berserk (fear class 6). If they cannot get out, they will fall into a coma. The time in a coma is 3 to 30 hours.

Deaf

Subtract 20% from Mutants' surprise rolls, but only if the surprise has to be heard and cannot be seen. This recessive mutation also gives Enhanced Sight as an alternative, up to twice the distance of a normal person's vision.

Dwarfed

With this lesser mutation, subtract 1d4 feet from a Mutant's height. This also adds 1 to a character's advantage bonus.

Electricity Generator

Level: Lesser
Usage Time: One attack
Range: 500 feet
Duration: One attack
Drain: 1 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth. This increases to 10,000 LPD per level at the 20th.
Fate: Energy and metabolic shock
Power Base: Mutations
Description: Beam attack. Mutants can generate electricity within their bodies, similar to an electric eel and can release it at will. The charge can be released in the form of lightning bolts or touch. Incidentally, the beam creates 1 EG per 1,000 LPD it does.

Enhanced Hearing

This lesser mutation adds 20% to surprise rolls. This enables Mutants to hear a heartbeat 10 feet away.

Enhanced Smell

This lesser mutation enables Mutants to track anyone on the ground, similar to a bloodhound's ability. They have an 80% chance of locating their victims' trails (see "Tracking" in chapter 12).

Enhanced Vision

This lesser mutation allows Mutants to see in the dark. They have twice the distance of a normally sighted person.

Epilepsy

When under extreme stress and fatigue Mutants could experience a seizure, rendering them completely unable to control either their bodies or their powers. The chance is 62%, minus 1% per level.

Eternal Sustenance

This lesser mutation is the same as the fourth-level Mage Warrior spell, but the effect and power base are mutations.

Table 162. ALTERED APPEARANCE CHARACTERISTICS

1d100 Roll	Characteristic
01–04	Body carapace (+500 life points, -10% dodge)
05–07	Body steams
08–11	Chameleon power (can match surroundings or change color in one turn)
12–15	Clawed hands (10 to 60 LPD)
16–19	Cyclopean eye (only one eye)
20–23	Excess drooling and huge teeth (10 to 40 LPD)
24–26	Extra eyes in palms
27–29	Eyes on prehensile stocks (1 to 3 feet long)
30–33	Fiery aura (visible to normal sight)
34–37	Fin and scales on head
38–41	Fin down back
42–44	Fire blood (burns like oil for 300 LPD per turn for 1 minute)
45–48	Fur
49–52	Glowing eyes (can be turned on or off)
53–56	Hairless
57–60	Horns (100 to 200 LPD)
61–64	Hoofed feet
65–68	Larger body part (10% to 60% greater in size)
69–71	No mouth or nose (photosynthetic skin; can last 8 hours in darkness)
72–75	Odd number of fingers and toes (+/- one to three digits per extremity)
76–79	Rhino hide (+300 LP, -5% dodge)
80–82	Roving eye (moves throughout body)
83–86	Scales
87–90	Spines (one to six doing 1 to 10 LPD each)
91–93	Translucent skin
94–97	Unusual skin color (any color)
98–00	Webbed feet, hands, and underarms (+10% to swimming speed; -5% to running speed)

Extra Arms

This lesser mutation gives Mutants extra arms. They receive twice the number of physical attacks with weapons on a segment although this does not apply to special abilities or spells.

Force Field

Level: Lesser
Usage Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point
Damage: Stops any two of the following powers at one time: chi, alchemy, mutation, magic, psionics, earthpower, energy, and physical attacks up to 10,000 LPD + 10,000 LPD per level of the Mutant after the fifth.
Power Base: Mutations
Description: Shield ability. This effect allows Mutants to generate a powerful force field. The shield may be shaped into a sphere 10 feet in diameter or a flat shield 20 feet in diameter anywhere within the range. Its creator can move the shield to block attacks from any angle. The field itself is a translucent, milky amber in color (see "Shields" in chapter 9).

Frigaphobia

When faced with cold, a Mutant's reaction will be to run away (fear class 4). He has a 62% chance of being affected by the fear. Subtract 1% per level of the Mutant (see "Fear" in chapter 12).

Gills

This lesser physical mutation will let Mutants breathe in both freshwater and saltwater. Gills will not affect breathing out of water.

Hemophiliac

When hit by physical attacks, Mutants will take triple the amount of LPD done to them. After they are hit, they must roll fate versus bleeding to death (see "Fate Rolls" in chapter 8).

Hydrophobia

Mutants with this recessive mutation will not touch water or go near water (fear class 3). They have a 62% chance of being affected by the fear. Subtract 1% per level of the Mutant (see "Fear" in chapter 12).

Hypnosis

Level: Lesser
Usage Time: One attack
Range: 10 feet
Duration: One minute per level
Drain: 1 con point per 100 pounds

Fate: Chemicals
Power Base: Mutations
Description: Invisible attack. The user's body emits a pheromone that affects any being with equal or lower ego score and who is subject to chemical attacks. The scent must be breathed, and it requires one turn to affect 300 pounds. When victims are hypnotized, they cannot be told to do anything extreme, such as killing their friends or themselves. The user can produce a antidote scent that will prevent the hypnotic effects. The antidote will remain effective for 1 hour after exposure.

Invisibility

Level: Lesser
Usage Time: One attack
Range: Personal
Duration: Concentration
Drain: 1 con point per hour
Power Base: Mutations
Description: It requires one attack to vanish. Any attacks, sudden movements, or a drop in concentration will cause reappearance (see "Invisibility" in chapter 9).

Jumper

This lesser mutation will enable Mutants to jump 50 feet vertically. Jumping does not drain any power. Mutants can kick with a force of 100 to 600 LPD times a 50 strength damage.

Laser Vision

Level: Lesser
Usage Time: One attack
Range: Sight
Duration: One attack
Drain: 1 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth. At 20th level it increases to 10,000 LPD per level.
Fate: Energy
Power Base: Mutations
Description: Beam attack. This ability allows Mutants to shoot laser beams from their eyes. The ability can also be used to see in complete darkness. For this, the beams are used at a very low power level. Users can also use their own eyes to see the area illuminated by the laser light. This vision does not drain constitution.

Lesser Earthpower Generator

Level: Lesser
Usage Time: Normal casting time for the spell being used
Power Base: Mutations
Description: Roll one spell for each spell level from first to fifth. Subtract 1 constitution point per level per spell used. Spells are mutation based until they leave the body, then they are earthpower. All other statistics, such as range and damage, are according to the spell being used. These spells are not memorized. A Mutant's body metabolizes the power and the mutation focuses it.

Lesser Magic Generator

This lesser mutation is the same as the Earthpower Generator, only with mutation-based Mage Warrior spells.

Lesser Psionics Generator

This lesser mutation is similar to the other lesser generators. Roll three minor psionic abilities and two majors. At first level, 1 constitution point equals 15 psionic points. This cost decreases for higher level Mutants just as the costs of other mutations do. The psi spells are not memorized. A Mutant's body metabolizes the power and the mutation focuses it (mutation based).

Levitation

Level: Lesser
Usage Time: One attack
Range: Personal
Duration: Concentration or 1 hour
Drain: 1 con point
Power Base: Mutations
Description: This ability allows Mutants to fly up to 60 mph. They may carry an additional payload of 300 pounds. Users lose 10% of their dodge when in flight (see "Flight Classes" in chapter 12).

Minormorph

Level: Lesser
Usage Time: One attack
Range: Personal
Duration: Permanent until changed
Drain: 2 con points
Power Base: Mutations
Description: This mutation gives the Mutants the ability to change their physical forms to any of the lesser physical mutations. If mutations are canceled, Mutants revert to normal form. Roll only once to determine poison strengths, dwarf size, and height. Characters cannot have this mutation more than twice at any one time.

Photographic Memory

This lesser mutation allows visual recall of anything a Mutant has seen. Mutants will not always understand what they see, as in the case of spells, but they can remember it. Learning new skills and training to rise in levels takes 20% of the normal time with this mutation (see chapter 2, "Rising In Levels").

Poison Claws

Mutants with this physical mutation have claws on all their fingers and toes. Roll from 11th- through 30th-level poison (1d20 plus 10). Refer to table 45 in chapter 1 under "Ninja." Each claw stores one dose of poison. Each dose is sufficient to affect a 200-pound creature. It takes 1 hour to replace each dose used. The claws are located within Mutants' fingers and toes, similar to a cat's, and may be extended up to 1/2 inch. They are made of organic sunstone, and they cut through three 10ths. The claws themselves do 100 to 300 LPD plus strength damage adjustments.

Poison Fangs

These fangs fold back inside the mouth when not in use. Roll from 11th- through 30th-level poison (1d20 plus 10). Refer to table 45 in chapter 1 under "Ninja." Mutants' venom sacks can store five doses of poison, and each dose is sufficient to affect a 200-pound creature. It takes 1 hour to replace each dose used. The fangs themselves do 10 to 100 LPD plus strength damage adjustments.

Pyrophobia

When Mutants with this recessive mutation see fire, they will turn around and run (fear class 4). They have a 62% chance of being affected by the fear subtract 1% per level of the Mutant (see "Fear" in chapter 12).

Resistance to Alchemy 50%

When hit by alchemy, Mutants with this lesser mutation must roll less than 50% to resist the attack. If they fail, they roll their fate versus alchemy as usual (see "Resistances and Immunities" in chapter 9). This mutation is canceled in areas where mutations do not function.

Resistance to Chi 50%

This is the same as Resistance to Alchemy 50%, only versus chi attacks.

Resistance to Earthpower 50%

This is the same as Resistance to Alchemy 50%, only versus earthpower attacks.

Resistance to Energy 50%

This is the same as Resistance to Alchemy 50%, only versus energy.

Resistance to Magic 50%

This is the same as Resistance to Alchemy 50%, only versus magic.

Resistance to Mutations 50%

This is the same as Resistance to Alchemy 50%, only versus mutations.

Resistance to Poison 50%

This is the same as Resistance to Alchemy 50%, only versus poison.

Resistance to Psionics 50%

This is the same as Resistance to Alchemy 50%, only versus psionics.

Schizophrenic

Roll 1d10 for the number of personalities (reroll a roll of 10) that this recessive mutation creates. Roll on table 163 for the base aura color of each personality. Even if two personalities have the same aura, they should still be played separately. Changes will occur randomly and whenever the Mutant is under stress (60% chance minus 1% per level).

Table 163. AURA CHANGING

1d10 Roll	Aura
1	Gold
2	Silver
3	Blue
4	Green
5	Violet
6	Amber
7	Gray
8	Red
9	Scarlet
10	Roll again

Sense

Level: Lesser
Usage Time: One attack
Range: 100 feet
Duration: One attack
Drain: 1/2 con point
Power Base: Mutations
Description: This ability allows Mutants to sense magic, psionics, earthpower, mutations, chi, alchemy, life force, and auras (see chapter 9, "Using Sensing Abilities").

Shattershot

Level: Lesser
Usage Time: One attack
Range: 50 feet
Duration: Instantaneous
Drain: 1 con point per use
Damage: 100 to 600 LPD + 100 to 600 LPD per level after the 5th to 20th levels; 10,000 LPD + 1,000 LPD per level after the 20th level.
Fate: Mutations
Description: Wide-beam attack. This ability allows a mutant to shoot a cluster of 50 mutation energy pellets. At 30th level the pellets can be either directed in a cone up to 20 feet wide or concentrated in a beam for narrow targeting.

Speak With Plants

Level: Lesser
Usage Time: None
Range: 10 feet per level
Duration: Permanent
Drain: None
Power Base: Mutations
Description: This mutation allows Mutants to talk with and understand plants (see "Communication" in chapter 12).

Surface Adherence

This lesser mutation allows Mutants to adhere to any surface, including ice, through a gluelike substance that is excreted from the hands and feet. The force that it sticks with is equal to the Mutants' strength, and they can carry as much as their strength allows. This mutation is always on.

Tail With Poison Stinger

This mutation creates a 5-foot tail that is as strong as an arm. It has a poison-tipped stinger at the end that extends like a cat's claw. The tail can store five doses of poison, each sufficient to affect a 200-pound creature. It takes 1 hour to replace each dose used. The damage done by the stinger is 10 to 60 life points through two 10ths plus strength damage adjustments. Roll from 11th- to 30th-level poison (1d20 plus 10). Refer to table 45 in chapter 1 under "Ninja."

Taller

This lesser mutation adds 1d6 feet to a mutant's height. It also gives a plus 10 to strength per foot gained.

Telekinesis

Level: Lesser
Usage Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1 con point
Damage: Stops or does 1 LPD per pound of force
Fate: Mutations
Description: Wide-beam attack. This allows Mutants to lift 1,000 pounds plus 100 pounds per level at a distance. The effect is invisible and can be shaped into a hand. The force can also be shaped into a shield that will stop other types of telekinetic attacks as well as those of a physical nature (see "Telekinesis" in chapter 9).

Tentacles (No Arms)

This physical mutation replaces Mutants' arms with prehensile tentacles. The tentacles reach approximately 6 feet and do 10 to 60 LPD plus the Mutant's strength damage adjustment.

Tesseract

Level: Lesser
Usage Time: 1/4 attack
Range: 100 feet
Duration: One attack
Drain: 1 con point
Power Base: Mutations
Description: This is an instantaneous teleport. To tesseract, Mutants must be able to see their point of destination. If they cannot, they have a 50% chance of misporting. Subtract 1 constitution point per extra 500 pounds of payload. Users must be in physical contact with the extra baggage (see "Tesseracts and Teleports" in chapter 9).

Translator

Mutants with this lesser mutation can translate any language once they hear it. They can then speak the language with no trace of accent. This mutation is always on.

Wings

This lesser mutation gives Mutants a +5% on their dodge while in flight. For specifics on flight and speed with wings see "Flight Classes" in chapter 12 and "Flying Speed" in chapter 13).

X-Ray Vision

Level: Lesser
Usage Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1 con point per 10 feet of matter
Damage: Special
Fate: Radiation
Power Base: Mutations
Description: Beam attack. This allows Mutants to see through almost any substance. Continuous X-ray bombardment for two turns will result in radiation sickness for the adversary. This sickness does 100 to 1,000 LPD per hour until cured with the blood of a scarlet drake or hydra. The only other cure is a Heal spell of at least 25 level in power.

Master Mutations

Absorber

Level: Master
Usage Time: One attack
Range: 1,000 feet
Duration: One attack
Drain: 2 con points
Damage: Special
Fate: Mutations
Description: Beam attack. This mutation allows Mutants to instantly drain by touch a victim's constitution and strength points down to 1 point each. A Mutant's hands will glow a bright white when doing this.

Once a victim is drained, Mutants can store the points or release them in the form of energy beams. The beams will do 1,000 LPD per constitution point to a target struck. When the points are stored they can be used for the *pooling of power*. However, if not used within 6 hours, they will fade. Only up to double a Mutant's own constitution score can be stored, or the Mutant will explode with 10,000 LPD per constitution point that is contained. This mutation will not work on B.S.C.s.

Alter Density

Level: Master
Usage Time: 1/4 attack for personal effect, one attack for the beam
Range: Personal or touch and a 100 feet for the beam
Duration: Concentration or contact or one set per level
Drain: 2 con points. Subtract 1 extra con point per 500 pounds of excess payload. The beam uses 2 con points to affect 1,000 pounds of payload.
Damage: Special
Fate: Mutations
Description: Beam attack plus special. This mutation can be used as a dodge. This ability allows Mutants to control their atomic structure, allowing them to lower it to the point of intangibility. Everyone within 10 feet of the character using this ability will feel an itching sensation.

When intangible, Mutants can pass through any type of physical matter and penetrate through most force fields except ones that stop mutations. Intangible Mutants can fly 20 mph (see "Flight Classes" in chapter 12). Any extra altered matter must remain in contact with a Mutant's hand or beam for it to remain affected.

The beam created can lock on and move a payload anywhere within the range at 25 feet per attack or as fast as a Mutant is traveling. Users must be able to see their targets clearly.

Two objects cannot occupy the same space at the same time. If an intangible object is placed in a solid object and then released, it will explode, doing 1,000 LPD per pound of intermixed matter to both things involved. The damage received in this manner passes through shields and 10ths. If only part of a character's body is destroyed, and the vital organs are intact, then roll metabolic shock versus passing out. Machines roll system shutdown.

This ability can also increase density, giving users three 10ths damage protection. Along with the density comes mass, increasing a person's weight by 10 times and strength by five times, up to the limitations. The strength does not have to be given to any excess payload or other character if a user does not choose.

Amphibian

Level: Master
Usage Time: None
Range: 500 feet for sonic blast
Duration: Special
Drain: 1 con point per blast
Damage: Sonic blast does 100 to 1,000 LPD + 1,000 per level after the fifth. At 20th level, this increases to 10,000 LPD per level.
Fate: Physical and metabolic shock
Power Base: Mutations
Description: The sonic blast is a wide-beam attack. This mutation allows Mutants to breathe underwater and fire a sonic blast. It also gives them 10 strength points per level, two 10ths damage protection, and enhanced hearing and vision (see the lesser mutations). These abilities are always on.

Become Energy

Level: Master
Usage Time: One attack to transform and use beam attacks, with the exception of the wide beams, which require two attacks to use.
Range: Personal and sight. Beams fire 500 feet; wide beams, 100 feet.
Duration: Concentration
Drain: 2 con points to switch; 1 con point per blast; 2 con points for the wide beams or touch attacks
Damage: Bolts do 100 to 1,000 LPD + 1,000 LPD per level after the fifth; at 20th level, increases to 10,000 LPD per level. Wide beams and touch attacks do 10,000 LPD + 10,000 LPD per level after the fifth.
Fate: Energy
Power Base: Mutations
Description: Mutants may transform themselves into thermal radiation, electricity, radio waves, X-rays, electromagnetic energy, microwaves, photons, or any other form of energy. They can be sensed as life forms and be affected by the powers, but they are immune to physical and energy attacks. The transformed Mutants can be either visible or invisible. They can fly at the speed of light, but must travel slowly when scouting. They are immune to physical and energy attacks, but can be affected by any of the powers (such as magic and psionics). They do not register as a life forms. The worst enemy of Mutants in this form is the major mutation Energy Kinetic. Draining energy will kill them instantly.

While in energy form, Mutants have the same number of attacks as normal. However, characters in energy form may dodge beam attacks as normal and wide-beam attacks as beams. They also have the unique ability of entering into complex electronic devices and controlling them. Mutants must roll percentile dice less than or equal to their ego score plus 1% per level to succeed. Complex computers can be harder to infiltrate and control, (subtract from this percentage Fate should determine this). The time required also varies according to the complexity of the device. Mutants must have access to an open wire or circuit board. This ability does not work on organic electronics. If Mutants are successful at this infiltration, they can control computer memory, analyze systems, and function completely independently of outside control.

Bio Force

Level: Master
Usage Time: 1/4 attack to switch; one attack to use beam
Range: Personal and 500 feet for the beam; sphere is 10 feet in diameter
Duration: Permanent. Cocoon is concentration or up to 1 hour per a user's level.
Drain: 1 con point per blast or per switch
Damage: Force beam does 100 to 1,000 LPD + 1,000 per level after the fifth; at 20th level, increases to 10,000 LPD per level. The containment sphere has 10,000 life points per level of the user.
Fate: Mutations
Description: The different modes for this mutation are described below. Only two modes can be used at once.

Bio Flight

This mode enables Mutants to fly up to 100 mph for 1 hour. This drains 1 constitution point and requires one attack to initiate (see "Flight Classes" in chapter 12).

Force Beam

Beam attack. Mutants can create beams of force that can do damage to a target or shape them into a cocoon to be used as a containment field. The cocoon can be made into an airtight ball or a single ring. It will hold 1 ton per level of the user. Anything trapped within will not be able to break free unless it has a strength of more than 700 or does sufficient damage. Mutants can lift the cocoon and manipulate it within the range with a form of Telekinesis, 25 feet per attack or as fast as a Mutant is traveling. The cocoon has 10,000 life points per the Mutant's level and is immune to energy and physical attacks.

Invulnerability

This mode gives the Mutant three 10ths damage protection.

Penetra Vision

This requires one attack to generate and 1 constitution point per set of use. This allows Mutants to see through 50 feet of most materials. The Mutant user cannot see through pelleum steel, pelleum, titanite, hadrathium, or sunstone.

Super Speed

This mode adds 10% to Mutants' dodge and two more attacks per turn. Mutants can run or fly 10 times their normal speed, up to 1,000 mph (see "Warfare With Super Speed" in chapter 12). However, the wind friction will do 1,000 LPD per minute of running at top speed unless Invulnerability is also used.

Super Strength

This adds 10 strength points per the Mutant's level.

Bio Syntha Steel

Level: Master
Usage Time: 1/4 attack + special
Range: Personal and 500 feet
Duration: Armor 1 hour; weapons 48 hours
Drain: 4 con points per armor + special
Damage: The armor has 10,000,000 life points and four 10ths damage protection. Weapons created do the same amount of damage as their normal counterparts. However, they cut through one 10th per 10 levels of their creator, up to four 10ths.
Fate: Physical
Power Base: Mutations
Description: This mutation gives Mutants (Neosapiens) the ability to create and control organic titanium. The metal can be formed into armor or weapons. The armor appears around users or something they are touching. Drain 4 constitution points per extra 1,000 pounds. Giants require 8 constitution points to cover in armor. This armor gives four 10ths damage protection to the wearer. The ability also gives the users Super Strength while in use. They start with +10 to +100 to their strength and rise 10 points per level. Mutants will get this extra strength whenever in Syntha Steel form. Mutants can move without problems because of their Super Strength.

Organic titanium can be formed into weapons that may be separate or fixed to a Mutant's body. To create daggers, subtract 1/4 constitution point apiece. Swords take 1/2 constitution point; large shields, 1 constitution point; and long halberds, 3 constitution points. One hundred feet of 5-ton test cable drains 5 constitution points. The objects summoned can be manipulated at a distance with a special form of Telekinesis that affects only them. Users can control up to one weapon per every 10 of their levels and they will strike with the users' strength damage adjustments (beam attacks). Organic titanium will rot at the end of the 48 hours if separated from its creator. The physical size of the swords and normal objects is stated in the description of provisions in chapter 3 under "Hand-Held Weapons." Objects weigh the same as normal titanium.

Control Body Molecules

Level: Master
Usage Time: 1/4 attack
Range: Personal and touch
Duration: Concentration
Drain: 1 con point + 1 con point per extra 500 pounds
Damage: Special
Power Base: Mutations
Description: This mutation allows Mutants to rearrange their molecules. For example, they could take the molecules of their hands and rearrange them in the shape of a key. Body molecules can be rearranged and shaped into any type of object or creature of comparative size and weight. Users may give themselves three 10ths damage protection. They also receive an extra 50 strength points per extra constitution point they use for the duration of the ability. Users can also rearrange up to 500 pounds of nonliving matter plus 10 pounds per level when they change or disperse their body molecules (such as objects' clothes, armor, weapons, etc.).

Control Size

Level: Master
Usage Time: 1/4
Range: Personal
Duration: 1 hour
Drain: 1 con point
Damage: Special
Power Base: Mutations
Description: This mutation allows Mutants to increase their normal height by four times or shrink their normal size by 90%. Shrinking can be done as a dodge.

When at their maximum size, Mutants have four times their normal strength (maximum of 1,000), and two 10ths damage protection (unless they already have more than that).

When in their minimum size, Mutants have their normal strength: a +1 on advantage and a +10% to dodge.

If they wish, they can shrink to 2 inches tall but cannot use any powers, and their strength decreases by 10%. Their weight decreases to 4 ounces. In this form, Mutants can levitate, flying up to 30 mph (see "Flight Classes" in chapter 12). As a special attack, they can grow to their normal size again and, while growing, strike with their fists. This does 100 to 400 LPD plus their strength adjustment.

Disintegration Beam

Level: Master
Usage Time: One attack
Range: 500 feet
Duration: Permanent
Drain: 1 con point per 1,000 pounds + 1,000 pounds per level after the fifth
Damage: Disintegration
Fate: Mutations
Description: Beam attack. This mutation disintegrates matter. If a victim is heavier than the weight that can be disintegrated, they take 1,000 to 10,000 LPD plus 1,000 LPD per level. The beams are blue lasers.

Earthpower Generator

This master mutation allows Mutants to generate 15 mutation-based spells. These spells are first through fifth level. Roll three spells of each level and no more. The spells are mutation based until they leave the body, then they are earthpower. These spells are not memorized. A user's body metabolizes the power and the mutation focuses it. The specifics required to use each is according to the spell rolled.

Energy Cocoon

Level: Master
Usage Time: 1/4 attack, one attack for beams and flight (see "Flight Classes" in chapter 12).
Range: Personal. Beams 500 feet.
Duration: 1 hour; flight is concentration.
Drain: 4 con points per cocoon; 1 con to fly; 1 con per blast

Damage: Energy blast does 100 to 1,000 LPD + 1,000 LPD per level after the fifth, and at 20th level, 10,000 LPD per level.
Fate: Mutations
Description: This ability creates an energy field in the form of a cocoon around a Mutant's body. This cocoon will allow Mutants to fly up to 714 mph. Those in the cocoon during flight are supplied with Eternal Sustenance (see the fourth-level Mage Warrior spell).

The cocoon's field can extend 10 feet from a user's body, protecting those inside the field from energy and physical attacks up to 100,000 LPD plus 10,000 LPD per level (see "Shields" in chapter 9). It is 75% resistant to psionics. The maximum payload is 1 ton.

With the Energy Cocoon on, Mutants can shoot mutation energy bolts. The cocoon can be lowered and raised at will during the hour. If someone tries to touch the Energy Cocoon from the outside, he or she will receive 100 to 1,000 LPD per attack segment of contact, unless immune to mutations.

Enhanced Agility and Strength

This master mutation gives Mutants a +10 to their dexterity and agility. It also increases strength 20 to 200 points (roll 2d10) plus 5 strength points per the user's level. Refer to the appropriate tables in chapter 1, "Character Creation," for further adjustments.

Heal and Cause Pain

Level: Master
Usage Time: One attack
Range: 500 feet
Duration: Special
Drain: 2 con points per blast
Damage: Induces pain
Fate: Mutations and metabolic shock
Description: Beam attack. This ability produces a bolt (from the hands) that can cause pain or heal injuries. If used for pain, victims must roll metabolic shock versus passing out. If used for healing, the sufferer just lies there smiling with no ill effects whatsoever. The bolt heals damage amounting to a -1,000 life points. Metabolic shock must be rolled if below zero life points in order to regain consciousness. A body must be 50% intact for someone to be saved from death.

Hyperflight

Level: Master
Usage Time: One attack
Range: Personal
Duration: 1 hour + 1/2 hour per level above the fifth
Drain: Special
Power Base: Mutations
Description: Hyperflight allows Mutants to fly at incredible speeds. This ability also gives Mutants three 10ths damage protection while in use. The amount of constitution points drained determines the speed of flight (see "Flight Classes" in chapter 12).

This ability protects Mutants from the rigors of travel in deep space. However, Mutants must be outside a solar system to travel at speeds faster than that of light speed (see "Travel In Space" in chapter 13). To reach speeds faster than light requires 5 minutes of complete acceleration (see "Warfare With Super Speed" in chapter 12).

The mutation gives the user a universal navigational sense that keeps them from losing their way in the vastness of deep space.

Table 164. HYPERFLIGHT SPEEDS

Con Drain	Flight Speed
1/2	Floating to 60 mph
1	60 to 750 mph
3	751 to 11,500 mph
5	11,501 to 23,000 mph
8	23,001 to 46,000 mph
10	46,001 to 98,000 mph
13	98,001 to 186,000 mph
15	186,001 to 225,000 mph
18	225,001 to 314,000 mph
20	Light speed
25	Parwarp 1
30	Parwarp 1 to parwarp 10
40	Parwarp 11 to tarwarp 1*

* Tarwarp 1 is the maximum speed for this mutation.

Impact Beam

Level: Master
Usage Time: One attack
Range: Sight
Duration: One attack
Drain: 1 con point per blast
Damage: Impacts with 100,000 pounds of force + 1 ton per level after the fifth. The damage is 1 life point per pound of force striking a target.
Fate: Physical + metabolic shock
Power Base: Mutations
Description: Beam attack. This is a beam of pure force. The beam is produced from a Mutant's outstretched arms. The effect causes a force of up to 50 tons to strike within a 1 foot-radius area. This effect will stop most falling or thrown objects. It is a pure physical force generated by this mutation.

Incendiary Blast

Level: Master
Usage Time: One attack for lesser burst; two attacks to destroy
Range: 500 feet
Duration: One attack
Drain: 1 con point; 2 con points for larger blast
Damage: Special
Fate: Mutations
Description: Wide-beam attack. This ability affects 10 tons plus 1 ton per level of the Mutant. If a victim is struck and does not successfully roll fate, then he or she will explode. If a victim weighs over the weight limit, the blast does 10,000 to 100,000 LPD plus 10,000 LPD per level after the 10th.

Mutants can also generate a lesser burst that does 100 to 1,000 LPD plus 1,000 LPD per level after the fifth. At 20th level, this increases to 10,000 LPD per level. This mutation also gives Mutants two 10ths damage protection.

Invulnerability

Level: Master
Usage Time: None
Range: Personal
Duration: Permanent
Drain: None
Power Base: Mutations
Description: Invulnerability makes Mutants harder than steel, giving them four 10ths damage protection. This means it takes 10,000 LPD to do 1 life point of damage to a Mutant. These 10ths will only stop physical and energy attacks. However, the mutation also gives a user two 10ths versus the powers of magic, psionics, earthpower, chi, mutations, and alchemy. The damage done to the user is calculated the same way damage is calculated for shields (see "Nondamaging Effects Versus Shields" in chapter 9). The effect must succeed in doing 10% of an opponent's life points to affect it entirely, as in the case of a disintegration-type effect.

Example: A 20th-level Mage Warrior attempts to cast a Binding spell on the user of this mutation. The Binding spell is a fourth-level spell that equals 4,000 times the 20 levels of the mage, which equals 80,000 LPD. Subtracting the two 10ths leaves 800 LPD. If a Mutant has more than 8,000 life points, he will survive this attack without being bound. However, he still takes the reduced damage in all instances (in this case 800 LPD).

Magic Generator

This master mutation is exactly the same as Earthpower Generator, except with Mage Warrior spells. The spells are mutation based.

Matter Transformer

Level: Master
Usage Time: One attack
Range: 100 feet
Duration: Permanent
Drain: 2 con points per 500 pounds + 100 pounds per level
Fate: Mutations
Description: Wide-beam attack. This mutation allows Mutants to change any inorganic matter into any other inorganic matter. To change one type of matter to another, they must study and know all about it. They must have touched the matter before. Only normal matter can be transformed; no special substances or precious metals can be transformed until a Mutant is at least 40th level.

Metamorph

Level: Master
Usage Time: 1/4
Range: Personal and touch
Duration: 1 hour
Drain: 2 con points + special
Power Base: Mutations
Description: If Mutants are trying to metamorph someone other than themselves, the metamorph process subtracts 3 constitution points. Another person or creature being metamorphed must be touched by the Mutant.

This effect can happen only when Mutants know all about the creature they are about to change into. They especially must know the creature's powers and abilities. There is no chance of ego loss with this ability.

Whenever Mutants change form, all damage goes away. Mutants can Metamorph to heal themselves completely. Equipment and clothing, including cybernetic alterations, are transformed along with the person who is being changed. This spell will not create a creature with cybernetics or mechanical parts of any kind.

At first through fifth levels Mutants can only Metamorph into common monsters. At 6th through 15th levels, lesser creatures can be assumed; at 16th through 25th levels, greater creatures; and at 26th level and above, majors. Mutants cannot Metamorph into Immortal-level creatures (such as Lordsguard, midnight sunstone hydras, etc.) unless immortal themselves.

Molecular Disrupter

Level: Master
Usage Time: One attack
Range: 500 feet
Duration: One attack
Drain: 2 con points per blast
Damage: 1,000 to 10,000 LPD + 10,000 LPD per level after the fifth
Fate: Mutations and metabolic shock
Description: Wide-beam attack that causes the molecular cohesiveness to break down in the object or person hit. It will also cancel energy force fields. Mutants can molecularly disrupt 1,000 pounds plus another 1,000 pounds per level of the Mutant. If a victim weighs over the amount that can be disrupted, the Molecular Disrupter will only do the damage listed. In this case, victims must roll metabolic shock. If they fail, then they are dead. If they fail their fate but make metabolic shock roll, they are merely stunned for 5 minutes.

Night Lightning

Level: Master
Usage Time: 1/4 attack to transform, one attack for beams
Range: Personal and 500 feet
Duration: Concentration
Drain: 2 con points to transform; 1 con point per blast + special
Damage: Special
Fate: Energy + metabolic shock
Power Base: Mutations
Description: Beam attack. Night Lightning enables Mutants to transform themselves into black lightning. In this form they are immune to physical and energy attacks and are able to travel at the speed of light. This transformation can be used as a dodge. When they hit something while in lightning form, they do 10,000 to 100,000 LPD plus another 10,000 LPD per level after the 10th. Subtract 1 additional constitution point for each object hit after the first. Mutants in Night Lightning forms attack with their normal number of attacks per turn. They can be hit by any of the powers, and they can be sensed as a life form. The worst enemy of Mutants in this form is the major mutation Energy Kinetic. Draining energy will kill them instantly.

Mutants can also release bolts of electricity with this mutation, and they do not need to be in energy form. The damage of the bolt is 100 to 1,000 LPD plus another 1,000 LPD per level after the fifth. Night Lightning also allows Mutants to create larger bolts. Subtract 2 constitution points per use. Damage caused by this bolt is 1,000 to 10,000 LPD plus another 1,000 per level. At 20th level, this increases to 10,000 LPD per level.

Nova Bolt

Level: Master
Usage Time: One attack; two attacks for the wide blast
Range: 500 feet
Duration: One attack
Drain: 1 con point per blast; 4 con points for the wide blast
Damage: 1,000 to 10,000 LPD + 1,000 LPD per level after the fifth; and at 20th level, 10,000 LPD per level. The wide blast does 10,000 to 100,000 LPD + 10,000 LPD per level after the 10th.
Fate: Mutations
Description: Beam attack or wide-beam attack. This mutation allows Mutants to create Fire Bolts of nova force. The beams appear to be made of stellar energy. They glow white hot and sear the air with their passing.

Paralysis Bolts

Level: Master
Usage Time: One attack
Range: 500 feet
Duration: 1 hour
Drain: 1 con point + 1/4 con per higher level of the victim than the spellcaster's
Damage: Paralysis
Fate: Mutations
Description: Beam attack. This mutation allows a bolt to be generated from a Mutant's outstretched arm. Paralysis bolts are black and leave Mutants' hands at the speed of light. When hit by a bolt, a victim is enveloped in a black nimbus. Anyone touching the nimbus must also roll fate versus being paralyzed. This nimbus will affect up to 1,000 extra pounds.

Plane Phaze

Level: Master
Usage Time: 1/4 attack
Range: Personal and touch
Duration: Concentration
Drain: 2 con points
Damage: Special
Fate: Phaze
Power Base: Mutations
Description: This mutation allows users to turn into ghosts, pass through walls, fly at 20 mph (see "Flight Classes" in chapter 12). They look normal and solid. However, when this ability is in use, all within 15 feet of the user will feel a tingling on their skins.

The Plane Phaze makes Mutants totally immune to physical and energy attacks, but they can still be hit or stopped by any of the powers. While phazed, Mutants can touch victims and phaze their bodies, then pull them into something solid and let go. Alternatively, they can phaze objects into

them, doing 1,000 LPD per pound of interconnecting matter. Either way, it is bad for the victim's health. If victims survive, they must roll metabolic shock versus passing out. This form of attack passes through all armor, 10ths, and shields unless they stop phazed attacks. Subtract 1/4 constitution point per 200 pounds of matter to be phazed.

When an attack leaves a phazed person's body, the attack returns to normal, and two phazed characters can touch each other physically. Phazed attacks on a phazed person count as normal attacks.

Psionics Generator

This master mutation functions similarly to the Earthpower Generator but with psi spells. At first level, 1 constitution point equals 15 psionic points. Roll 10 minor psionic abilities and five major abilities. The spells are mutation based until they leave the body, then they are psionic. The specifics required are determined by the psi spell used.

Radar

The master mutation Radar has a range of 5 miles. This mutation gives users a -20% to all surprise classes, a +75% chance to shot, and a +15% to dodge. With this mutation, it is almost impossible to be surprised. One can only be surprised by attacks that are undetectable to radar. The radar can only detect energy attacks and physical movement within its 360-degree area. It would be similar to touching all the physical objects you see around you at once. Record normal surprise, shot bonus, and dodge scores on the character sheet because sometimes mutations do not work or radar cannot pick up the attack.

Regenerator

This master mutation is always on and it will regenerate anything organic, from a small bone fracture to a severed limb. The ability will allow Mutants to regenerate their bodies from a -100,000 life points. It can regenerate the entire body if 1% of it remains. It heals physical and chemical damage at a rate of 1,000 life points per segment, and mental damage is restored at a rate of 10 intelligence points per segment. This ability restores characters' memories by saving them in a bioelectrical memory field around the remains of the body. This ability also gives Mutants a +5 on their agility scores. Mutants can regenerate others at a cost of 5 constitution points, but they cannot restore life or memory (see "Restoring Life" in chapter 12).

Sensor

Level: Master
Usage Time: 1/4 attack
Range: Special
Duration: Concentration + special
Drain: 1 con point; 4 con points for detect danger
Power Base: Mutations
Description: This mutation allows users to sense magic, psionics, earthpower, mutations, alchemy, life force, energy, and aura color up to 100 feet away plus another 25 feet per level. They can also tell whether they are being scanned or sensed by any of these things by another entity (see "Using Sensing Abilities" in chapter 9). It enables them to know whether a person is telling the truth or a lie, and they can sense danger within 100 feet. They cannot locate it specifically, but they know of its existence, and if it is visible, they can pick it out. They can detect also whether something is healthy or ill.

This ability also gives Mutants the capability of turning invisible and projecting an image of themselves within a range of 100 feet (see "Invisibility" in chapter 9). While invisible, they have a mutation-based Cloak of Mist (see the third-level Mage Warrior spell). This requires complete concentration and 2 extra constitution points. If users move any faster than at a slow walk, they become visible (see "Using Sensing Abilities" in chapter 9).

Sonic Wail

Level: Master
Usage Time: 1/4 attack for the shield; one attack for beam; and two attacks for the wide beam
Range: 500 feet
Duration: One attack
Drain: 2 con points
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth, increasing to 10,000 LPD per level after the 20th
Fate: Sonic + metabolic shock
Power Base: Mutations
Description: Beam attack. This effect is pure sound. When struck by this attack, victims must roll metabolic shock or pass out. The sound is generated by Mutants' vocal chords and may be used as a wide-beam attack (see "Explosions and Loud Sound" in chapter 12). The only thing that can protect victims from this ability is a shield that protects from physical attacks.

This mutation also grants users a sonic shield that protects them from physical, energy, and sonic attacks up to 10,000 LPD plus another 10,000 LPD per level after fifth. The shield manifests itself 5 feet in front of a user and is 10 feet in diameter (see "Shields" in chapter 9).

Stone Eyes

Level: Master
Usage Time: One attack
Range: 500 feet
Duration: Permanent
Drain: 2 con points + special
Damage: Petrification
Fate: Mutations
Description: Beam attack. This mutation enables Mutants to shoot a beam from their eyes. The beam will hit wherever a Mutant is staring, affecting 1 ton per level of the Mutant or 1 ton per constitution point used. Those hit by the beam must roll fate versus mutations or be turned to stone. The process can be reversed by the same beams if the Mutant wishes.

Super Speed

This master mutation allows Mutants the ability to run and react faster than normal while not draining any constitution points. It is always on.

Mutants receive a +20% to their dodge. They can run 1,250 mph on clear terrain and can jump from a standing position 200 feet vertically and 500 feet while running at full speed. Users' bodies have some invulnerability, receiving two 10ths damage protection. Consequently, they can stand the rigors of high-speed travel (see "Warfare With Super Speed" in chapter 12).

This mutation also gives three more attacks per turn by draining 3 constitution points per turn. This effect, unlike the rest of the mutation, is not always on and counts as the use of a mutation.

Suspension

Level: Master
Usage Time: One attack for a bolt; two attacks for an area effect
Range: 500 feet for bolt; 250-foot radius for field
Duration: 1 hour
Drain: 3 con points for a bolt; 4 con points for area field
Fate: Mutations
Description: Area effect or beam attack. Suspension allows Mutants to produce a suspended animation field or a bolt. This suspended animation will stop all thought processes as well as movement down to the molecular level. The bolt will only affect one target weighing less than 1 ton per the user's level. The field will only affect whom the power wielder wants it to, up to 10 tons plus 1 ton per level after the fifth.

Telekinesis

This master mutation is the same as the minor psionic ability of the same name. It is mutation based, but the fate is against

psionics. One constitution equals 15 psionic points (see "Telekinesis" in chapter 9).

Telepathy

This master mutation is the same as the major psionic ability of the same name. This power is mutation-based psionics. One constitution point equals 15 psionic points (see "Telepathy" in chapter 9).

Teleporter

Level: Master
Usage Time: 1/4 attack
Range: 100 feet + 100 feet per level or per extra con point used
Duration: Instantaneous
Drain: 1 con point + special
Power Base: Mutations
Description: Teleporter allows Mutants to instantly tesseract or teleport. When teleporting, users can carry a maximum of two extra people (see "Tesseracts and Teleports" in chapter 9). It also gives Clairvoyance with the same range as the teleport, so Mutants can see where they are going and need never misport. Subtract 1 constitution point per set of Clairvoyance. This is separate from the drain of the Teleporter itself.

Transformer

Level: Master
Usage Time: One attack
Range: 500 feet
Duration: 24 hours
Drain: 1 con point per 500 pounds of the victim
Fate: Mutations
Description: Beam attack. This ability allows Mutants to transform any living thing into another living thing (example: from a warrior *zap* into a fish). The new form cannot be larger or heavier than the original form. It can be smaller. The extra mass returns when the victim is retransformed or the duration expires. The transformation beam appears to be shifting colors constantly before it connects.

Tricancellation

Level: Master
Usage Time: 1/4 attack for shield or one for the beam
Range: 500 feet
Duration: Shield is one set per the user's level
Drain: 2 con points
Fate: Nullification
Power Base: Mutations
Description: Beam attack. This mutation allows users to fire a beam or to create a flat 10-foot-diameter shield. This ability can be used to cancel any three of the powers stated in the next paragraph when the beam strikes a person or monster. The powers the beam cancels will be unusable for one set. If the beam is directed at an area, it will nullify a 20-foot sphere plus another 10 feet per level. Anything entering the area will be affected but only until it leaves the area. The shield can be controlled to protect anywhere within 500 feet. When the shield is hit, it has only as many levels of stopping power as the spellcaster has. So when the shield is hit, subtract the levels it loses. If necessary, additional constitution points can be used to reinforce the shield (see "Shields" in chapter 9). Drain an additional 1/4 constitution point per level above the Mutant's if he or she is attempting to cancel powers of a higher level.

Tricancellation will cancel magic, psionics, earthpower, chi, mutations, alchemy, or energy, but only three at one time. The types of powers to be canceled must be specified when creating the beam or shield (see "Cancellations and Nullification" in chapter 9).

Ultrastrength

Level: Master
Usage Time: None
Range: Personal
Duration: Of energy field 1 set
Drain: Permanent
Damage: Special
Power Base: Mutations
Description: This mutation is nice if a Mutant enjoys doing physical damage. It adds 500 points to the strength plus 10 points per level of the Mutant and gives him two 10ths damage protection. The ability will also create a mutation-based energy field around a user's fists. Subtract 1 constitution per use. The field will do 100 LPD per level of the Mutant. Add the Mutant's strength damage adjustment when attacking with this field. It appears as a smoldering red glow that leaks steam.

Major Mutations

Any

Level: Major
Usage Time: One attack to switch
Range: Personal
Duration: Permanent
Drain: 4 con points per switch
Power Base: Mutations
Description: This mutation does exactly what its name implies. It allows Mutants to use any of the mutations listed, one at a time. The mutations drain as stated in their descriptions.

Control Earth, Stone, and Ores

This major mutation gives wielders mass telekinetic control over soil, stone, and solid rock. Gems and metals, unless in ore form, or any other type of matter are not affected. The different modes of this ability are as follows.

Armor

Creation Time: One attack
Range: Touch
Duration: 1 hour
Drain: 2 con points
Damage: Special
Fate: Mutations
Description: This ability allows Mutants to cover themselves in any type of stone, including gems (sunstones, diamonds, etc.). Users will not be hindered in movement with the armoring. The armor itself has telekinetic assistance as to what it can stop in the way of damage times 10 the stone's normal life points. For example, 6 inches of granite armor would have 180,000 life points. Granite or similar materials give two 10ths damage protection. Only 6 inches of stone can be controlled. Shields can likewise be made within 10 feet of the user. If desired, the shield or armor can be made airtight.

Refer to table 90 in chapter 4, "Substance Descriptions," for the life points of stone and the different metals. The material has to be susceptible to mutations in order for users to manipulate it. Materials that cannot be affected are earth eggs, titanite, Shadarkeem metal, and pelleum.

Lift and Throw

Usage Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1 con point per 1,000 pounds per level
Damage: 1 LPD per pound of the object being thrown
Fate: Physical
Power Base: Mutations
Description: Beam attack. Rock, soil, or metal can be moved at 500 mph and shaped into a wide-beam attack at a 1/2 reduction in speed. As with any telekinetic ability,

users must have solid footing to be able to lift anything. Users can lift other things with the ability but not themselves.

Mold Shape

Usage Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1/2 con point per 1,000 pounds + 500 pounds per level
Damage: 1 LPD per pound of force
Fate: Physical
Power Base: Mutations
Description: Wide-beam attack. This ability can be used to manipulate the atoms of the solids mentioned above and move them easily, creating pillars, tunnels, or even sculpture of the finest detail. Tunnels can be created at a rate of 50 feet per attack.

See Through Objects

Usage Time: One attack
Range: 5 feet per 1/2 con point used
Duration: Concentration
Drain: 1/2 con point
Power Base: Mutations
Description: This mutation allows users to see through metal, stone, and earth.

Energy Kinetic

This major mutation allows Mutants to have almost total control over energy. Energy Kinetic allows Mutants to fly as fast as light speed and gives them the ability to protect themselves with an energy shield. It will also allow the production of energy bolts from the hands. The different modes of this ability are as follows. One mode per 10 levels can be used at one time.

Drain Energy

Usage Time: Two attacks
Range: 500 feet with a 100-foot area of effect
Duration: 1 minute
Drain: 4 con points
Fate: Mutations
Description: Area effect. No shot roll is required with this ability. It can drain any form of energy within 50 feet. Users can siphon 100 EGs per attack, up to 1,000 EGs, or 100,000 LPD from other person's energy attacks. This ability can also be used to destroy a Mutant in Night Lightning or Energy form.

Energy Blast

Usage Time: One attack
Range: Sight
Duration: One attack
Drain: 1 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth, increasing at 20th level to 10,000 LPD per level.
Fate: Energy
Power Base: Mutations
Description: Beam attack. The blast does energy damage to any target struck.

Large Energy Blast

Usage Time: Two attacks
Range: 500 feet
Duration: One attack
Drain: 2 con points
Damage: 100,000 to 1,000,000 LPD plus 100,000 LPD per level after the 10th
Fate: Energy
Power Base: Mutations
Description: Wide-beam attack. The blast does energy damage to any target struck.

Energy Flight

Usage Time: One attack
Range: Personal
Duration: Special
Drain: Varies (see below)
Power Base: Mutations
Description: This allows Mutants to fly (see "Flight Classes" in chapter 12). It requires one full set of flight time to reach maximum speed. The speeds and constitution drain are as follows:

Table 165. ENERGY KINETIC FLIGHT

Con Drain	Speed	Duration
1/2	100 mph	1 hour
1	200 mph	1 hour
1-1/2	300 mph	1 hour

Energy Shield

Usage Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point
Damage: Stops energy and physical attacks up to 10,000 LPD per level
Power Base: Mutations
Description: Shield ability. A shield appears 360 degrees around a Mutant.

Manipulate Energy

Usage Time: One attack
Range: 500 feet
Duration: Total concentration
Drain: 1 con point per turn of manipulation
Fate: Mutations
Description: Wide-beam attack. Users can telekinetically manipulate electricity, radiation, microwave, electromagnetic, and X-ray energy types (see the mode of this mutation "Transform Self Into Energy") at the range listed, up to 100 EGs worth per a user's level. The energy can be shaped into figures or reflected back to the source (see "Reflections" in chapter 9). The shapes move or dodge the same as their creator. However, they require total concentration. One shape can be managed per 10 levels. This can be used to control the movement of a Mutant in Night Lightning or Energy form.

Transform Self Into Energy

Usage Time: 1/4 attack
Range: Personal
Duration: Total concentration
Drain: 4 con points
Damage: 100 to 1,000 LPD plus 1,000 LPD per level after the fifth, increasing at 20th level to 10,000 LPD per level
Fate: Energy
Power Base: Mutations
Description: Users may become electricity, radio waves, electromagnetic energy, or microwaves only. Users can be sensed as a life form and hit with the powers but are immune to physical and energy attacks. Users may also dodge beam attacks as normal and wide-beam attacks as beams. Beware of Drain Energy while in energy form!

Transform Others Into Energy

This is the same as Transform Self Into Energy, only this ability is used on other creatures. Mutants must touch whomever they are going to transform. Objects can be turned into energy by the Mutant's physical touch. A maximum of 150 pounds of matter per five levels may be transformed at one time.

Environmental Kinetic

This major mutation allows Mutants to control their environment. With this ability, Mutants can control the wind and cause storms that will make rain. It also allows Mutants to throw lightning bolts at their victims. The different modes are described below. Those with this mutation can use one mode at a time per 10 levels (see "Control Air and Wind" in chapter 9 for more details). All storms can be created only once every 24 hours in a 5-mile area, or else they will grow into uncontrollable hurricanes.

Control Wind

Usage Time: One attack
Range: 1/4 mile
Duration: Concentration
Drain: 3 con points
Fate: Physical
Power Base: Mutations
Description: Wide-beam attack. This ability allows Mutants to control the wind from 0 to 300 mph. This ability allows movement of up to 20 tons.

Create Fog

Usage Time: Two attacks
Range: Special
Duration: 5 minutes or concentration
Drain: 1 con point
Fate: Physical
Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. This effect causes a 1 mile area to be covered by fog. It takes one set per mile affected. The fog can be made to be barely existent or so thick that persons cannot see their hands in front of their faces.

Create An Atmosphere

Usage Time: 10 attacks
Range: 1 mile per level
Duration: 24 hours per level 24 hours per 2 con points
Drain: 10 con points
Power Base: Mutations
Description: This ability allows Mutants to create an atmosphere around them when there is no atmosphere. The atmosphere will move with the creator.

Create A Vacuum

Usage Time: One attack
Range: 500-foot area
Duration: 1 hour
Drain: 5 con points
Damage: Metabolic shock within five attack segments of exposure
Fate: Physical
Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. This allows users to thin the atmosphere down to nothing. Mutants can selectively create a vacuum in parts of the area or affect the entire area.

Create Rainstorm

Usage Time: One attack
Range: 5-mile area
Duration: Special
Drain: 4 con points
Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. This allows Mutants to create a giant rain cloud that will drop 10,000 gallons of rain per minute over the 5-mile area. It can only be used within a 5-mile area once in a 24-hour period. The minimum duration of the storm is 5 minutes; maximum duration is 3 hours, or else it will grow into an uncontrollable hurricane.

Create Snowstorm

Usage Time: One attack
Range: 5-mile area
Duration: Special
Drain: 4 con points
Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. This allows Mutants to create snowstorms or blizzards. This will drop 1 inch of snow per set.

Create Hailstorm

Usage Time: Two attacks
Range: 5-mile area
Duration: 20 minutes
Drain: 4 con points
Damage: 1,000 to 10,000 LPD per turn
Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. This allows Mutants to create hail the size of golf balls.

Create Thunderstorm

Usage Time: One attack to summon and one turn to form. One attack for the lightning bolts.
Range: 5-mile area
Duration: 1 hour
Drain: 4 con points
Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. Once the storm has started, Mutants can control the natural electrical forces generated by it. They can draw a storm's electricity into their bodies and project it in the form of lightning bolts. Each bolt does 1,000 to 10,000 LPD per strike. These bolts can be fired once per attack after the beginning of the thunderstorm.

After one set, the storm will have completely formed, and then the Mutant can summon larger lightning bolts that can do 10,000 to 100,000 LPD per strike. One strike per attack can be done with no additional constitution drain. Subtract 2 extra constitution points when creating the storm for bolts that do 100,000 to 1 million LPD for the duration of the storm.

Wind Flight

Usage Time: 1/4 attack
Range: 10-foot radius around the Mutant
Duration: 1 hour with concentration
Drain: 1 con point
Power Base: Mutations
Description: This ability works by controlling the wind in a fashion that allows Mutants to fly on a cushion of air. A Mutant can fly 714 mph and lift 1,000 pounds of extra payload per constitution point (see "Flight Classes" in chapter 12).

Gravity Kinetic

This major mutation allows Mutants to make a victim's weight increase or decrease. Gravity Kinetic will allow the creation of a gravity shield, the ability to fly, and more. Look below for the modes and their descriptions. When a Mutant uses this ability, an orange nimbus is exuded from a Mutant's body. All abilities may only affect a maximum of 200 tons of matter. One mode at a time can be used per 10 levels.

Control Gravity

Usage Time: Three attacks
Range: 500 feet
Duration: Concentration
Drain: 3 con points
Fate: None
Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. This allows absolute control of gravity within the range. Mutants can increase or decrease weight within small sections of the range, up to one separate 10-foot area per 10 levels of the Mutant. All within the area except the Mutant are affected. The control is so precise that Mutants can cause gravity to increase on one-half of an object and decrease on the other, although this drains an extra constitution point. If an opponent does not evade or stop the attack, the gravitational tidal effects will cause him to be torn apart.

Decrease Weight

Usage Time: Two attacks
Range: 500 feet
Duration: Concentration
Drain: 2 con points
Fate: None
Power Base: Mutations
Description: Wide-beam attack. This creates a beam that eliminates all of a victim's weight. Once the victim's weight is nullified, he can be moved by the attacker at will. It takes one attack to move a victim 50 feet.

Increase Weight

Usage Time: Two attacks
Range: 500 feet
Duration: Concentration
Drain: 2 con points
Fate: None
Power Base: Mutations
Description: Wide-beam attack. This creates a beam that will increase the weight of a victim to 1,000 times normal, in effect crushing him.

Gravity Flight

Usage Time: 1/4 attack
Range: Personal
Duration: Concentration
Drain: 1 con point per hour + special
Fate: None
Power Base: Mutations
Description: When concentrating, Mutants can fly up to 316 mph or merely float in the

air. While flying, they can carry up to 10 tons. If floating at less than 100 mph, subtract only 1/2 constitution point per hour (see "Flight Classes" in chapter 12).

Gravity Shield

Usage Time: 1/4 attack
Range: Personal
Duration: Concentration
Drain: 2 con points
Damage: Stops physical, gravity, light, and energy attacks of up to 100,000 LPD per level of the spellcaster
Power Base: Mutations
Description: Shield ability. This shield appears 360 degrees around a Mutant's body in a 12-1/2 foot radius. The field is a shimmering blue in color (see "Shields" in chapter 9). It does not stop any of the powers.

Gravity Warp

Usage Time: Five attacks
Range: Special
Duration: Instantaneous
Drain: Varies (see below)
Fate: None
Power Base: Mutations
Description: A gravity warp is somewhat similar to teleportation, except space is folded. Warps work within Security spells unless the Security spell is specially engineered to prevent them. The warp can be made to appear around a target (area-effect dodge). Consult table 166 for the constitution drains and ranges of this ability. The maximum payload, besides the user, is 1 ton per level. The warp can be made to appear anywhere with 100 feet of the user (area effect).

Table 166. GRAVITY KINETIC WARP RANGES

Con Drain	Range
4	100 miles
5	1,000 miles
8	10,000 miles
10	1 light-year
15	1 parsec
40	1 tarsec (maximum)

Hyperkinetic

This major mutation allows Mutants to obtain up to 10 attacks per turn. Users will also be able to fly and run at unimaginable speeds. See below for the modes and descriptions. One mode at a time can be used per 10 levels. (Refer to "Warfare With Super Speed" in chapter 12).

Hyper Action

Usage Time: None
Range: Personal
Duration: Concentration
Drain: None
Power Base: Mutations
Description: This mode is always on and allows characters to run up to 1,000 mph, for 1 hour. A friction barrier, which accompanies the running ability, gives Mutants two 10ths damage protection. This ability also gives them a 75% dodge and a 65% beam-attack dodge (or whatever the maximum is). It also gives a +30% on surprise rolls. Mutants never sleep. They need only rest for 1 hour to regain their full constitution. However, this can only be done one time per 24 hours.

Hyperkinetic Flight

Refer to the master mutation "Hyperflight."

Increase Attacks

Usage Time: None
Range: Personal
Duration: One set
Drain: 2 con points per added attack
Power Base: Mutations
Description: This ability allows Mutants to increase their attacks per turn. When a person is attacking with 10 attacks per turn, he or she is considered a beam weapon.

Major Bioforce

This major mutation gives Mutants every Bioforce ability simultaneously. Refer to the master mutation for specifics.

Major Photon Kinetic

This major mutation is one big light show. Photon Kinetic allows Mutants to blind their victims, fly, and hide by bending photons around themselves. They can also create a blast from their hands and more. The different modes are stated below. Mutants can use one mode at a time per every 10 levels. The color of the abilities can be made any hue. This means that they can be made as black as midnight or invisible, with the exception of laser light.

Absorb Sunlight For Power

It takes 1 hour of bright sunlight to give Mutants 1 constitution point worth of power. If outside the atmosphere and within a solar orbit, this takes only 10 minutes. If only starlight is available, it takes 5 hours. The energy can be used to restore a Mutant's constitution.

Control Photons

Usage Time: Three attacks
Range: 500 feet
Duration: Concentration
Drain: 4 con points per set of use
Fate: Physical
Power Base: Mutations
Description: No shot roll is required for this ability. This mode allows absolute control over photons within range. Mutants can create light, darkness, or invisibility or reflect laser beams. Mutants can even inhibit the functioning of any type of radar. Creatures or objects under the effects of an Invisibility spell or ability are unaffected by this power (see "Invisibility" in chapter 9).

Create Images

Usage Time: Two attacks
Range: 500 feet
Duration: Concentration
Drain: 3 con points
Fate: Physical
Power Base: Mutations
Description: Mutants can create a solid photon image that is physical. Images have 500 life points. Users must concentrate and be able to see the image or it will dissipate.

Laser Beams

Usage Time: One attack for beam; two for wide beam
Range: Sight
Duration: One attack
Drain: 2 con points for beam; 4 for wide beam
Damage: Beam does 1,000 to 10,000 LPD plus 10,000 LPD per level after the fifth level. Wide beam does 10,000 to 100,000 LPD plus 100,000 LPD per level after the fifth level.
Fate: Energy
Power Base: Mutations
Description: Beam attack or wide-beam attack. Wielders of this ability can emit laser energy from their fists.

Photon Blast

Usage Time: One attack
Range: 500-foot area
Duration: One attack + special
Drain: 2 con points
Damage: Blindness
Fate: Physical
Power Base: Mutations
Description: Wide-beam attack. Victims must roll a class B surprise and a wide-beam attack dodge to evade this blast or be blinded for two turns.

Photon Levitation

Usage Time: One attack
Range: 10-foot area around the Mutant if so desired
Duration: Concentration
Drain: 3 con points per hour + 1 point per extra 500 pounds after the first level
Power Base: Mutations
Description: This controls the photons to lift a Mutant and up to 500 pounds of extra payload. The speed of movement is from

just a gentle float to 100 mph. All within the range will be affected (see "Flight Classes" in chapter 12).

Photon Shield

Usage Time: 1/4 attack
Range: 100 feet
Duration: Concentration + one set per level
Drain: 1 con point
Damage: Stops physical and energy attacks of up to 10,000 LPD per level
Fate: Physical
Power Base: Mutations
Description: Shield ability. This can be shaped into a sphere, dome, or flat field 10 feet in diameter. The shield may be made to move anywhere within the range at the speed of thought (see "Shields" in chapter 9). The shield can be made to reflect laser attacks of any sort (see "Reflections" in chapter 9).

Major Temporal Kinetic

Temporal Kinetic is one of the most powerful mutations in the game. It allows Mutants almost total control over time itself. For modes and descriptions see below. One mode at a time per 10 levels can be used.

This ability manifests itself as shining stars from space that extend outward from a Mutant when in use. The area covered by the nimbus is affected by the mutation. This field can be placed in an area and left unattended. All creatures who enter the range will be affected. A Time Control spell or ability of equal or greater level will counter this mutation.

Slow Time

Usage Time: Two attacks
Range: 100-foot diameter
Duration: Concentration or up to 1 turn
Drain: 4 con point per turn
Fate: None
Power Base: Mutations
Description: Area effect. No shot is required with this ability. This will slow time so that all but whomever the user wishes are reduced to half their attacks, dodges, advantages, and surprise rolls.

Speed Up Time

Usage Time: One attack
Range: Personal or touch
Duration: Concentration
Drain: 2 con points per turn
Power Base: Mutations
Description: This causes Mutants to have double the attacks per turn and movement, as well as a 75% dodge and a 65% beam-attack dodge. And it allows for incredible typing speed!

Stop Time

Usage Time: Three attacks
Range: 50-foot diameter
Duration: Concentration or up to 1 hour
Drain: 10 con points
Fate: None
Power Base: Mutations
Description: Area effect. No shot is required for this ability. This completely stops time within an area and only what the user chooses is affected.

Time Bolt

Usage Time: One attack
Range: 100 feet
Duration: Permanent
Drain: 4 con points per 10% of a target's life span
Damage: Ages 1% to 100% of a victim's life span (roll percentile dice)
Fate: None
Power Base: Mutations
Description: Beam attack. This ability may change the age of a victim. Users cannot use this ability on themselves, but the aging can be reversed if desired when caused artificially.

Time Warp

Usage Time: Five attacks
Range: Varies
Duration: Varies
Drain: Varies
Fate: None
Description: This ability allows travel at great distances. Consult table 167 for the constitution drain, distances, and time needed to travel the distances.

Table 167. TIME WARP RANGES

Con Drain	Distance	Time
5	1,000 miles	1 set
10	10,000 miles	2 sets
12	1 light-year	3 sets
15	1 parsec	4 sets
20	1,000 parsecs	5 sets
25	1 tarsec (max.)	5 minutes

Mass Molecule Telekinetic

Level: Major
Usage Time: Varies
Range: Varies
Duration: Concentration
Drain: Varies
Fate: Mutations
Description: This power gives Mutants the ability to manipulate and control molecules of a physical substance through Telekinesis (see "Telekinesis" in chapter 9). They cannot control energy molecules, yet the extent of this power is great. Molecules can be controlled, rearranged, mixed, and disassembled. Liquids can also be controlled. Glass can be bent without breaking, and the density and composition of a substance can be altered; for instance turning lead into gold. However, precious metals or flawless gems can not be created with this ability until the user is 40th level.

The limits of this power concerning constitution drain, weight, range, and time are listed below. All effects are wide-beam attacks.

Table 168. MASS MOLECULE TELEKINETIC STATS

Mass Affected	Usage Time	Range (feet)	Con Drain
0 to 50 lb	1 attack	50	1/2
100 lb	1 attack	50	2
500 lb	1 attack	50	3
1,000 lb	1 attack	50	4
1 ton	2 attacks	50	5
10 tons	2 attacks	25	7
25 tons	3 attacks	25	9
50 tons	4 attacks	25	15
75 tons	5 attacks	10	18
100 tons	10 attacks	10	20

All targets must be in sight. Mutants must be able to affect the entire mass of an object to influence it at all. The chance to transform successfully or rearrange living organic matter without killing it is 40% plus 1% per level. This also applies to organic electronics. This power will not work on the user.

Nightmare

This major mutation is very unusual. It can either cause a victim to have a severe mental trauma or it can create an artificial psychic plane from a Mutant's mind and physically transmute the Mutant and the victim into their psychic forms, placing them on that plane (see chapter 14, "Psychic Plane").

This mutation adds 5 points each to the wisdom and intelligence scores of a Mutant, and makes him or her automatically a first-level dream warrior. Basically characters with this mutation receive an extra dream warrior level. This extra level will be lost if this mutation is removed.

Once the Dream Wave has been released, users are on the psychic plane. A Mutant's power will create a fixed doorway that is visible as a small soap bubble in the real world. This bubble cannot be touched by any power, and it cannot be canceled once up. The artificial psychic plane can be entered from this door through astral projection (see "Astral Projection" in chapter 9). The astral form needs only to touch the bubble and it will be transported. However,

once it is there, it may only leave by the means detailed later. The following describes the modes of this mutation.

Dream Bolt

Usage Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1 con point + 1/4 con per higher level of the victim than the spellcaster's
Damage: Special
Fate: Mutations
Description: Beam attack. This is a pitch-black bolt 1 foot in diameter that fires from a Mutant's head. It will cause unconsciousness for 5 minutes in any victim struck of equal or lower level.

Dream Wave

Usage Time: Two attacks
Range: 500 feet
Duration: Special
Drain: 4 con points
Damage: Special
Fate: Mutations
Description: Area effect. This power is released from a Mutant's body in a 360-degree sphere. The wave is ebony in color. It affects all victims a Mutant chooses it to, sending them and the Mutant to the realm of dreams, the psychic plane.

Once transported, the Mutant and victims appear in an imaginary terrain, which must be predetermined by the Mutant. If not, it will be a featureless plain. The player must provide maps. No traps may be included unless they are extremely crude and made from the materials of the plane, which are mundane. All features must be approved by Fate.

The Mutants always appear within 50 feet of their victims. The victims always appear on safe ground (no tightropes, spider webs, or such). Victims can be released by the Mutant back to the real world at will. Victims disappear instantly. The Mutant cannot fully leave the plane until all victims are released or destroyed.

The Mutant can partially leave the plane and appear as a type of wraith called a Dreamstalker. This form lasts one set, drains 5 extra constitution points, and takes three attacks to transform. While in wraith form, the sound of thunder and the smell of ozone surrounds the Mutant. In this form Mutants can float very slowly (25 mph) and pass through physical matter. They cannot be hit by physical or energy attacks. By touching a victim, a Dreamstalker can send them to the dream realm to await the Mutant's appearance (fate versus mutations). This drains 2 constitution points per touch. They may be released from the plane in the same manner stated before.

If a Dreamstalker is struck by a nullification effect, the Mutant immediately returns to normal form. All victims are released from the dream realm and immediately appear within 10 feet of the Mutant. If the Mutant is killed while on the artificial psychic plane, all are released and appear around the Mutant's remains. If the Mutant expends all his ego points, the realm will dissipate and all will appear within a 10-foot area.

Nova

This major mutation allows a Mutant's body to absorb and control mass amounts of power. The modes are described as follows. For navigation specifics see the master mutation Hyperflight.

Nova Bolt

Usage Time: One attack for minor bolt; two attacks for major
Range: Sight
Duration: 1 attack
Drain: 1 con point for minor bolt; 4 con points for major
Damage: Minor bolt does 100 to 1,000 LPD + 1,000 LPD per level after the fifth. Major bolt does 10,000 to 100,000 LPD + 100,000 LPD per level after the 10th level
Fate: Mutations
Description: The minor bolt is a beam attack. The major bolt is a wide-beam attack.

Greater Nova Bolt

Usage Time: Three attacks
Range: Sight
Duration: One attack
Drain: 8 con points
Damage: 100,000 to 1,000,000 LPD + 100,000 LPD per level after the fifth
Fate: Mutations
Description: Wide-beam attack.

Nova Flight

While in flight, a shield completely envelops a Mutant's body and anything he happens to be touching (under 100-cubic-foot payload plus 10 tons per extra constitution point). The flight shield does not drain constitution points. While in this protection, Mutants do not require oxygen and are protected from the rigors of high-speed travel. If the flight shield is hit by an attack, it drains and defends as the normal shield. Refer to the master mutation "Hyperflight" for the speeds of flight, constitution drains, and navigational sense.

Nova Shield

Usage Time: 1/4 attack
Range: 100 feet
Duration: Concentration + one set per level
Drain: 1 con point
Damage: Stops physical, mutations, and energy attacks of up to 100,000 LPD + 100,000 LPD per level after the fifth. It is 50% resistant to the powers with the exceptions of God Power, Venderant Nalaberong, Midnight Sunstone Energy, and phazed attacks.
Power Base: Mutations
Description: Shield ability. The shield can be shaped into any form, up to a 30-foot sphere. It can be made to move or appear anywhere within the range. It glows with the color of a star, yet it is transparent (see "Shields" in chapter 9).

Null Void

Null Void gives Mutants the ability to cancel all powers, except God Power, Venderant Nalaberong, Pure Psionics, and time. It destroys the technentium and caprenium radiation (see "Cancellations and Nullification" in chapter 9). The modes of this major mutation are as follows.

Null Field

Usage Time: 1/4 attack
Range: Personal
Duration: One set
Drain: 2 con points to initiate + 1 con points per segment of use. Subtract 1/4 con per higher-level power being nullified.
Fate: Nullification + metabolic shock
Power Base: Mutations
Description: This mutation produces a shadow around a Mutant's body. This is the Null Void. The Null Void nullifies magic, psionics, mutations, earthpower, energy, chi, and alchemy. Gravity may be nullified by draining an extra constitution point.

When striking someone with this field, or if the Mutant is touched by someone else, it will nullify their powers plus drain 2 constitution points (or the equivalent of 50 EGs). This drain will continue for each segment of contact. Constitution and EGs drained by the Null Void field are not gained by the Mutant, they merely dissipate.

Null Dome

Usage Time: One attack
Range: 100-foot diameter
Duration: Concentration or one set per level
Drain: 3 con points
Fate: Nullification

Power Base: Mutations
Description: Area effect. No shot roll is required with this ability. The dome can be 15 feet tall and up to 100 feet wide. The dome appears, capping the area as a shield The area within the dome is free from the nullification although touching the dome will have the full effects (see "Shields" in chapter 9).

Instead of creating a dome, an 100-foot area may be affected. All who pass into this area will be affected by the nullification. The area will stay nullified for the duration stated above; higher-level creatures may be affected only if the Mutant is still concentrating and uses the extra constitution (1/4 constitution point per higher level).

Null Bolt

Usage Time: One attack
Range: 500 feet
Duration: One set per level
Drain: 2 con points
Fate: Nullification
Power Base: Mutations
Description: Beam attack. This bolt nullifies the same powers as the Null Field.

Possession

Level: Major
Usage Time: One attack
Range: 100 feet
Duration: 24 hours
Drain: 3 con points + 1/4 con per higher level of the victim than the spellcaster's
Damage: Special
Fate: Mutations
Description: Beam attack. This mutation allows users to possess living creatures that have at least a 10 ego. When Mutants possess something, they become a glowing spirit, flying inside their victims' bodies.

Once a victim is possessed, a Mutant gains total control over it and its powers. If the victim is knocked unconscious or killed while containing the Mutant, the Mutant will appear outside the body unharmed. Mutants do not gain any of their victims' knowledge. They must know about the opponents' powers and their use, or they will not be able to use them.

If possessing a body for more than 24 hours, possessors must roll psychic shock. If failed, they will appear outside their victims' bodies. If attempting to possess someone with a higher ego score, using the mutation Nightmare, the user will appear on the intended victim's psychic plane.

Reflector

Level: Major
Usage Time: None (1/4 attack to turn off)
Range: Personal
Duration: Always on
Drain: Special
Power Base: Mutations
Description: Shield ability. This mutation creates a field that can reflect magic, psionics, earthpower, energy, mutations, heat, cold, and Midnight Sunstone Energy. Subtract 1 constitution point per attack reflected. This field reflects any attack of the same or lower level as a Mutant. To reflect a higher-level power, Mutants must use 1/4 constitution point per level above them. This drain does not decrease as does the normal constitution usage of pure Mutants.

This ability reflects an attack back at the attacker with a successful shot roll made by the reflecting Mutant. It is always active on a Mutant's body unless his or her mutations are nullified. Therefore, Mutants do not have to sacrifice or dodge to get the Reflector up. Because the Reflector is inside Mutant bodies, it cannot be seen except as a very faint mirrorlike shimmering. Mutants must roll their shot when struck, so they can aim their reflection.

Mutants using this ability can be exhausted in mere moments if the attacks keep coming unless they dodge or shut off their power. Wide beams and area effects are reflected back to their sources as beams, protecting only the individual Mutant (see "Reflections" in chapter 9).

Shielder

This is a transparent, cobalt-blue force field that can be used in different modes as explained below. This mutation protects Mutants from everything except phaze weapons, titanite, time, gravity, Venderant Nalaberong, and God Power. This shield mutation is very useful.

Shielder Shield

Usage Time: 1/4 attack
Range: 500 feet
Duration: Concentration or one set per level
Drain: 2 con points per set
Damage: Stops attacks stated above up to 100,000 LPD per level after the fifth
Power Base: Mutations
Description: Shield ability. This can be shaped into any form up to as large as a 40-foot-square block. The shield can be made to appear and block anywhere within the range listed (see "Shields" in chapter 9).

Shielder Bolt

Usage Time: One attack
Range: Sight
Duration: One attack
Drain: 1 con point
Damage: 100 to 1,000 LPD + 2,000 LPD per level after the fifth
Fate: Mutations and metabolic shock
Power Base: Mutations
Description: Beam attack. This bolt penetrates through any type of defense that the Shield can stop, except for the mutation Reflector and a Shielder Shield, plus it can penetrate a passive Bendix field. It causes metabolic shock versus unconsciousness, plus the damage, since the bolt strikes with the force of a baseball bat. It passes through Zanthius' Mirror and Reflect and Amplify. However, it is nullified by anything that cancels mutations, including Null Void.

Shielder Shapes

Usage Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point + special
Damage: As per the Shielder Bolt
Fate: Mutations
Description: This mode can be used to create basic shapes such as pillars, walls, tubes, spheres, and even airfoils. The maximum size of shapes is 750 square feet. Objects created may support 10 tons plus 1 ton per 2 extra constitution points.

Sonic Kinetic

This major mutation allows Mutants to control sound within a limited area. This mutation allows Mutants to fly and to create a physical shield to protect themselves while in flight. Mutants can use one mode at a time per 10 levels

Acoustic Levitation

Usage Time: 1/4 attack
Range: Personal and 100 feet
Duration: Concentration or 1 hour
Drain: 1 con point
Power Base: Mutations
Description: Beam attack. Users can fly and lift up to 1 ton per level. The maximum speed is the speed of sound (714 mph). Mutants can fly and manipulate the payload without dodge adjustments (see "Flight Classes" in chapter 12).

Control Sound

Usage Time: Three attacks
Range: 500 feet
Duration: Concentration or one set per level
Drain: 1 con point per set. If being used for sonar, 1/10 con point per minute; to scan through matter, 1/2 con point per minute.
Damage: Same as the Sonic Blast if the user chooses, only in a 360-degree area of effect.
Fate: Sound and metabolic shock
Power Base: Mutations
Description: Area effect. No shot roll is required for this ability. This can com-

pletely control any sound within the range, allowing for ventriloquism and directional control of sound. It can silence any spell-caster attempting to cast a spell. Anything Fate allows, including acting as a public address system for a rock group, is acceptable. The control of sound is so absolute that at 10th level, the user can manifest a form of sonar that can penetrate up to 100 feet of matter plus 10 feet per level afterwards, giving the user vision in complete darkness that works as well as in daylight. It even penetrates through walls.

If using this ability to stop an opponent's control of sound, you must subtract from your character the same number of constitution points the opponent uses, plus 1/4 constitution point per higher level.

Sonic Blast

Usage Time: One attack
Range: 500 feet
Duration: One attack
Drain: 1 con point; 3 con points for wide-beam attack
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth, increasing to 10,000 LPD per level at 20th level.
Fate: Sound and metabolic shock
Power Base: Mutations
Description: Beam attack or wide-beam attack. This liquefies matter. It causes electronics to shut down, including organic electronics. To living creatures, the sound not only does damage, but it may cause them to pass out. The blast can be made to merely cause unconsciousness with a drain of 1/2 the number of constitution points.

The beam, or sonic scalpel, can also be used with the precision of a surgeon's knife, allowing users to reach through matter at a range of 1 foot per five levels. The scalpel can do up to 50% of the same damage as the beam, and it can be stopped only by a shield ability that stops sound.

Sonic Shield

Usage Time: 1/4 attack
Range: 100 feet
Duration: Concentration or one set per level
Drain: 1 con point
Damage: Stops physical (sonic) and energy attacks of up to 100,000 LPD + 100,000 LPD per level after the fifth
Fate: Sound and metabolic shock
Power Base: Mutations
Description: Shield ability. This creates a 180-degree sphere having a 10-foot radius. It may be placed anywhere the user wishes within the range (see chapter 9, "Shields").

Thermal Kinetic

This major mutation allows Mutants to control heat and cold. You can give a great killer hotfoot with this one, plus it is very handy at family picnics. Thermal Kinetic enables Mutants to control the temperature from a -270 degrees to 33,000,000 degrees Fahrenheit. One mode at a time can be used per 10 levels.

Control Temperature in an Area

Usage Time: Four attacks
Range: 100 feet with up to a 10 feet per level area of effect (sphere)
Duration: Total concentration or one set per level
Drain: Special
Damage: Same as the Thermal Wave
Fate: Heat or cold
Description: Area effect. This mutation allows absolute control of temperature within the range. The temperature may be raised to 33 million degrees Fahrenheit or lowered to a -270 degrees Fahrenheit. This can be done instantly and in specific areas. These areas can be as small as 10 inches in diameter, and different temperature extremes can be next to each other but not overlapping. The specific temperature areas added together cannot exceed the maximum area of effect stated above. A maximum of 15 different locations can be controlled at one time, even if total area is smaller than a Mutant's maximum capability.

The constitution drain depends on the temperature desired. Consult the following table.

Table 169. THERMAL KINETIC TEMPERATURE CONTROL

Con Drain	Temperature Change
1	+/- 50°F
2	+/- 100°F
4	+/- 1,000°F
6	Same affect as Thermal Wave or Ice Bolt

Note that these numbers are for single areas at maximum range. So five 10-square-foot areas heated to 100 degrees will drain the same as one 50-square-foot area.

Ice Bolt

Usage Time: One attack
Range: 500 feet
Duration: One attack
Drain: 1 con point; 4 for optional wide beam that affects four times the weight
Damage: Freezes the target solid. Victims must make a metabolic shock roll or they will die. If they succeed, then they will be in suspended animation until the effect is reversed or a restoration is performed. The victim's life points will be reduced to 1% of normal when frozen. Normal thawing causes death (no fate roll) if the victim is alive. If not, then depending upon the specific nature of what is frozen, any number of things could happen. Look for the answers appearing soon in a 16,000 page essay that I'll write titled: "When Bi'reel Takes a Bath."
Fate: Cold and metabolic shock
Description: Beam attack or wide-beam attack. This bolt freezes solid 500 pounds plus 500 pounds per level of the user. It creates liquid helium upon impact (50 gallons plus 50 gallons per level) that will encase the target and instantly freeze it. The beam is mutation energy until it strikes something.

Ice Shield

Usage Time: 1/4 attack
Range: 100 feet
Duration: Permanent until it melts
Drain: 1/2 con point, or 1 con point for optional wide-beam attack shield
Damage: Stops physical and energy attacks up to 3,000,000 LPD
Power Base: Mutations
Description: Shield ability. This mode creates a solid block of supercooled ice up to 15 feet wide, 15 feet high, and 1/2 foot thick. It may be shaped into a 10-foot sphere. This much ice weighs 7,581 pounds. Users can make the ice appear anywhere within the range, and it can be shaped into anything they wish within the size constraints. It can be moved and shaped as it is formed.

Thermal Beam

Usage Time: One attack; two for wide beam
Range: 500 feet
Duration: One attack
Drain: 1 con point; 4 for wide beam
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth, increasing to 10,000 LPD per level at 20th level. Wide beam does 10,000 to 100,000 LPD + 10,000 LPD per level after the 10th.
Fate: Heat
Description: This can be a beam attack or a wide-beam attack.

Thermal Levitation

Usage Time: 1/4 attack
Range: Personal
Duration: Concentration or one set per level
Drain: 1 con point
Power Base: Mutations

Description: Users can generate thrust and direct it, similar to an afterburner. The force pushes them along but works only in an atmosphere (see "Flight Classes" in chapter 12).

Thermal Wave

Usage Time: Three attacks
Range: 500-foot diameter + 50 feet per level after the 10th
Duration: One attack
Drain: 6 con points; 10 for vaporization
Damage: Does the same damage as the Ice Bolt only affecting 10 tons + 1 ton per level after the 10th, or it can cause the same amount to vaporize in a flash of heat.
Fate: Heat
Description: Area effect. No shot roll is required for this ability. The wave will only affect what the user chooses.

Transferer

Level: Major
Usage Time: One attack
Range: 500 feet
Duration: Special
Drain: 2 con points
Fate: Mutations + special
Power Base: Mutations
Description: Beam attack. Once victims are struck by this mutation's beam, they must roll metabolic shock versus being stunned. If a victim is stunned, the beam will allow a Mutant to absorb all the victim's levels, abilities, psionic points, bonuses to ability scores, magic spells, earthpower spells, mutations, and any other power or ability the victim has, except for Venderant Nalaberong and Shaman's Control of Wind. However, users cannot transfer any physical mutations, such as extra arms, wings, or a drake's breath weapon.

Being drained leaves victims as normal humans without any special abilities or skills. The beam requires one turn to completely absorb a victim's powers. The Mutant may use all these abilities at normal drain. The transferred abilities and powers may be kept for up to 1 minute. Once the minute is up, the powers will return to a victim, and he or she or it will recover.

If the absorbed powers allow the Mutant to surpass his or her normal limitations, these additional powers may be used for one turn only. If Mutants try to keep the powers for more than one turn, they will die (no fate roll). If a Mutant attempts to absorb a victim of higher levels, the Mutants must subtract 1/4 constitution point per each level above their own or the effect will not function. This specific constitution drain will not decrease at high levels as the other mutations do for pure Mutants.

If a non-immortal Mutant attempts to absorb the powers of an Immortal, the Mutant must roll metabolic shock versus death. If the roll succeeds, the Mutant is stunned for 5 minutes. The same holds for an Immortal attempting to transfer a Demigod's powers and so forth.

Transporter

Level: Major
Usage Time: Special
Range: Special
Duration: Instantaneous
Drain: Special
Power Base: Mutations
Description: Beam attack. This mutation gives Mutants the ability to instantly tesseract or teleport vast distances or the ability to project a beam that can teleport an object or person (apportation). Subtract 1 constitution point for every 1,500 pounds over a Mutant's own weight.

When teleporting or tesseracting, there is no chance of accidentally appearing inside an object (see "Tesseracts and Teleports" in chapter 9). If teleporting long distances (over 100 miles), a spherically shaped force field will appear as soon as teleporting begins. It will protect the party (as long as it does not exceed five people) and keep members in a suitable environment for approximately 20 minutes. The force field will stop 10,000 LPD per level of the user of energy, physical, and psionic attacks (see "Shields" in chapter 9).

Tesseracts are instantaneous and may be used as a dodge. Consult the following table for ranges, drains, and travel times. The apportation beam cannot teleport one object inside another.

Table 170. TRANSPORTER SPECIFICS

Type	Range	Con Drain	Time (seg.)
Tesseract	100 feet	1/2	1/4
Tesseract	1,000 feet	1	1/4
Tesseract	1 mile	2	1/4
Tesseract	5 mile	3	1/4
Teleport	100 miles	4	3
Teleport	1,000 miles	6	4
Teleport	10,000 miles	8	5
Starport	1 parsec	10	6
Astral Port	5 tarsecs	25	7
Beam	100 feet	2	1

Psionics (Psi Spells)

Table 171. PSI SPELLS—FIRST LEVEL (MINOR)

1d100 Roll	Psi Spell
01–04	Cancel Magic and Earthpower
05–07	Clairvoyance
08–10	Detect Danger
11–13	Ego Shield
14–16	Element Control
17–19	Eternal Sustenance
20–22	Heal and Regrowth
23–26	Hypnosis
27–29	Illusion
30–35	Intellect Annihilation
36–38	Intellect Enforcement
39–41	Invisibility
42–44	Minor Levitation
45–47	Paralysis Bolt
48–50	Postcognition
51–53	Psi Bolt
54–57	Psi Cage
58–61	Psi Shield
62–71	Psionic Spray
72–74	Sense Aura
75–78	Sense Life Force
79–81	Sense Magic
82–84	Sense Psionics
85–87	Sense Truth and Falsehood
88–90	Speak With Inanimate Objects
91–94	Telekinesis
95–97	Telespeak
98–00	Tesseract

Table 172. PSI SPELLS—FIFTH LEVEL (MAJOR)

1d20 Roll	Psi Spell
1	Alter Density
2	Apportation
3	Binding
4	Create Solid Illusion
5	Death Stare
6	Disintegration Beam
7	Empathic Control
8	Levitation
9	Location From Objects
10	Magnetic Control
11	Metamorph
12	Psionic Amplification
13	Psionic Disruption
14	Pyrokinetic
15	Scan Mind and Willforce
16	Scroll Spell
17	Telepathic Control
18	Telepathic Ventriloquism
19	Telepathy
20	Teleport

Table 173. PSI SPELLS—TENTH LEVEL

1d10 Roll	Psi Spell
01–10	Ego Beast
11–20	Inter Dimensional Space
21–25	Kinetics
26–40	Mass Solid Illusion
41–50	Mass Teleport
51–60	Planeport
61–70	Psi Transformation
71–80	Psi Slayer
81–90	Security spell
91–00	Worm

Table 174. PSI SPELLS—FIFTEENTH LEVEL

1d100 Roll	Psi Spell
01–18	Enhanced Psi Spray
19–32	Mass Heal
33–43	Mass Telekinesis
44–54	Porthole
55–64	Psionic Invulnerability
65–79	Psionic Restoration
80–00	Psionic Web

Table 175. PSI SPELLS—TWENTIETH LEVEL

1d6 Roll	Psi Spell
1	Mass Mind Control
2	Possession
3	Psi Trap
4	Psionic Acceleration
5	Psionic Nullification
6	Starport

Table 176. PSI SPELLS—THIRTIETH LEVEL

1d100 Roll	Psi Spell
01–20	Caprenium Silence
21–40	Impart Psionics
41–45	Power Transfer
46–90	Psi Bank
91–00	Timeport

Table 177. PSI SPELLS—FORTIETH LEVEL

1d4 Roll	Psi Spell
1	Alter Probabilities
2	Precognition
3	Resurrection
4	Sphere of Power Transformation

Table 178. PSI SPELLS—FIFTIETH LEVEL

—	Psi Spell
1	Wish

First-Level Psi Spells

Cancel Magic and Earthpower

Level: First
Casting Time: 1/4 attack
Range: 10-foot diameter + 1 extra foot per level
Duration: Concentration or one set per level
Drain: 20 psionic points + special
Power Base: Psionics
Countereffect: Psionic Nullification
Description: Area effect. This spell stops the effects of magic and earthpower within the range around the user. Subtract 15 psionic points per level above the spellcaster if using it to cancel a spell that is higher than the spellcaster's level. This spell has only a few levels' worth of canceling power, and if its power is used up, it must be reinforced to stop additional spells (see "Cancellations and Nullification" in chapter 9).

This spell's effect does not have color and cannot be detected except through the absence of magic and earthpower. If the cancel ability is not strong enough to stop the effect, it will be as though the cancel ability had never been used. For further specifications, see the Mage Warrior spell "Cancellation."

Clairvoyance

Level: First
Casting Time: Four attacks
Range: 100-mile diameter + 1 extra mile per every two levels
Duration: Total concentration
Drain: 30 psionic points per 100 miles
Power Base: Psionics
Countereffect: Cloak of Mist
Description: Clairvoyance is the ability to view distances that are impossible to see with the naked eye. Clairvoyance allows persons to see things within their minds. This spell works very much like the legendary crystal ball or a floating video camera although in this case the brain is the receptacle. Once psi spells are cast and the area is in sight, spellcasters may see as though they were actually standing in the place. The point of reference may be shifted or moved at 10 mph.

Detect Danger

Level: First
Casting Time: 1 minute
Range: 20-foot diameter + 1 foot per level
Duration: One turn
Drain: 40 psionic points
Power Base: Psionics
Countereffect: Cloak of Mist
Description: This ability will make all forms of danger glow a bright red. The danger must be stationary, such as ambushes or traps. This spell will only reveal danger on the object or area upon which it is directly cast. Danger is relative to the spellcaster. For example, if a trap only affects Giants, a human will not detect danger from it. Danger includes any undesirable effect, not just fatal ones.

Ego Shield

Level: First
Casting Time: 1/4 attack
Range: Personal and touch
Duration: Concentration
Drain: 10 psionic points
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Shield spell. This shield is within the mind and defends its user or a person being touched by the user. The Ego Shield will defend against Telepathy, Sense Truth and Falsehood, Hypnosis, Intellect Annihilation, or any other type of attack to the mind except for illusions (see "Shields" in chapter 9).

Element Control

Level: First
Casting Time: Two attacks
Range: 10 feet + 1 extra foot per level
Duration: Permanent
Drain: 25 psionic points per pound
Fate: Psionics
Countereffect: Cancel Psi Spell
Description: Beam attack. This ability permanently transmutes one element into another. It is even possible to turn lead into gold. However, precious metals and gems of salable quality cannot be created until a spellcaster is 40th level.

Eternal Sustenance

Level: First
Casting Time: Four attacks
Range: Personal + touch
Duration: 1 hour
Drain: 25 psionic points
Fate: Psionics
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: Area effect. This spell allows users to survive in any environment, including underwater or in space. However, extremes in temperature will still affect a user. In space the temperature will be cold, to say the least. This psi spell will affect only the person using it.

Heal and Regrowth

Level: First
Casting Time: Three attacks
Range: Touch
Duration: Permanent
Drain: 1 psionic point per life point restored + 1 life point per level
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: In some cases this spell can raise the dead. In all cases this psi spell will heal severed limbs or destroyed organs. It cannot heal the intellect, just the body, down to a -1,000 life points.

If below zero life points, the victim or recipient must make successful rolls of metabolic shock versus heart failure and of psychic shock versus brain damage for this psi spell to be effective.

Hypnosis

Level: First
Casting Time: Two attacks
Range: 500 feet
Duration: 5 minutes
Drain: 10 psionic points + 5 psionic points per level of the victim(s) above the spellcaster's
Fate: Psionics
Countereffect: Ego Shield
Description: Wide-beam attack. No shot roll is required with this ability. This psi spell causes victims struck to become entranced and to obey all commands except for suicide or any command that would mortally wound a victim or the victim's family or friends. Victims cannot be asked to go against their auras. A posthypnotic suggestion can be implanted. This is permanent and only detectable by another Hypnosis spell or Scan Mind. Once detected, it can be removed when the subject is again under hypnosis.

Illusion

Level: First
Casting Time: Three attacks
Range: Sight
Duration: Concentration or 1 hour per level
Drain: 20 psionic points per hour + special
Fate: Illusion
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: This ability controls and causes visible photons to form any image a user has practiced. This causes illusions to appear real, even to radar and sonar. Only simple objects are possible to form at first. Up to 200 cubic feet of illusion can be

made per every 15 psionic points used. Viewers that make their fate rolls can discern that it is an illusion. If they fail their rolls, then they believe the illusion is completely real.

The chances of creating a realistic illusion of an object or creature are shown on the following table.

Table 179. ILLUSION SUCCESS

Knowledge of Illusion Subject	Chance of Success
None	30%
Seen once	40%
Seen frequently	65%
Studied	75%
Done once	85%

The illusion can be placed in an area and left unattended. If it is placed upon the spellcaster or other creatures, it will move with them. (Refer to "Warfare With Invisible Creatures" in chapter 12 for more information).

Intellect Annihilation

Level: First
Casting Time: One attack
Range: 500 feet
Duration: Permanent
Drain: 15 psionic points + 5 points per level of the victim above the spellcaster's
Damage: Destroys 3 to 18 (3d6) intelligence points
Fate: Psionics + special
Countereffect: Ego Shield or Mind Lock
Description: Beam attack. The annihilation beam must be aimed at the target. If half or more are destroyed, victim rolls psychic shock versus insanity (see "Insanity" in chapter 12). If all intelligence points are destroyed, the victim is a mental vegetable.

Intellect Enforcement

Level: First
Casting Time: Five attacks
Range: Personal or touch
Duration: 24 hours
Drain: 50 psionic points
Power Base: Psionics
Countereffect: Intellect Annihilation
Description: This psi spell gives a temporary bonus of 200 psionic points. It also gives users photographic memory recall. The enhancement can only be used once every 24 hours. So if someone cancels or nullifies this spell, it should not be cast again on the user or friends within the same 24-hour period, or insanity may occur (70% chance).

Invisibility

Level: First
Casting Time: One attack
Range: 10-foot diameter + 1 foot per level
Duration: Concentration or contact, or 1 hour if left in an area
Drain: 25 psionic points
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: This psi spell wraps photons around the body or bodies of whomever users choose, thus creating invisibility. It also works as a defense against photon attacks, including lasers, but not against blinding white light. Any attack or sudden movement by a user will cause the invisibility to dissipate. When placed on an object or area, the ability will cover anything within the range. If a user is not the spellcaster but has psionic points, he or she may use them on this psi spell to increase its duration (see "Invisibility" in chapter 9).

Minor Levitation

Level: First
Casting Time: 1/4 attack
Range: Personal and touch
Duration: Concentration or up to 1 hour
Drain: 25 psionic points
Power Base: Psionics
Countereffect: Psi Bolt
Description: This ability allows spellcasters to fly at up to 50 mph. They can carry an extra 100 pounds per level above first. Users lose 5% from their dodge when in flight. If cast upon someone else, that person must control his or her own movement. If a user is not the spellcaster but has psionic points, they may be used on this psi spell to increase its duration (see "Flight Classes" in chapter 12).

Paralysis Bolt

Level: First
Casting Time: One attack
Range: 500 feet
Duration: 1 hour
Drain: 30 psionic points + 10 points per extra hour + 5 points per higher level of the victim than the spellcaster's
Damage: Special
Fate: Psionics
Countereffect: Psi Shield
Description: Beam Attack. This psi spell creates a bolt of psionic energy that affects 1 ton plus 1 additional ton per level of the user. If the beam strikes a subject, the energy will cause that person's central nervous system to shut down all conscious control for the duration of the spell. This will affect B.S.C.s.

Postcognition

Level: First
Casting Time: Five attacks
Range: 50-foot diameter + 1 foot per level
Duration: Concentration or contact or one set per level
Drain: Special
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: Area effect. No shot roll is required with this ability. If the desired view is within the past 24 hours, subtract 20 psionic points. Otherwise subtract an additional 100 psionic points per 10 years back in time. With this ability, users can view incidents that have happened in the past. If users wish to view past instances that did not happen within the range of effect, they must subtract an additional 100 psionic points for each mile that the desired viewpoint is away from their present position. This view appears only within the user's mind.

Psi Bolt

Level: First
Casting Time: One attack
Range: Sight
Duration: One attack
Drain: 10 psionic points
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth, increasing to 10,000 LPD per level at 20th level
Fate: Psionics
Countereffect: Psi Shield
Description: Beam attack. This ability will create a blast of white psionic energy from the spellcaster's head that will do damage to anything it hits.

Psi Cage

Level: First
Casting Time: Three attacks
Range: 500 feet
Duration: Concentration or contact or 1 hour per level
Drain: 30 psionic points
Damage: Special
Fate: Psionics
Countereffect: Cancel Psi Spell
Description: Area effect. This psi spell shapes psionic energy into a cage 20 feet high and 40 feet wide. The bars have 1 square inch between them and will burn, doing 1,000 to 10,000 LPD per attack segment if touched. The floor does not cause damage. The cage materializes around victims, in any shape desired. A strength of 700 is required to break free.

Psi Shield

Level: First
Casting Time: 1/4 attacks
Range: 100 feet
Duration: Concentration or one set per level
Drain: 20 psionic points
Damage: Stops physical, energy, mutations, alchemy, chi, and psionic attacks of up to 10,000 LPD + 10,000 LPD per level after the fifth
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: Shield spell. This psi spell shapes a form of telekinesis into a 180-degree shield in front of the user or anywhere within the range. The shield can be made to stop only three of the listed powers at one time (see "Shields" in chapter 9).

Psionic Spray

Level: First
Casting Time: Two attacks
Range: 500 feet
Duration: One attack
Drain: 60 psionic points
Damage: Special
Fate: Psionics
Countereffect: Psi Shield
Description: Wide-beam attack. This psi spell causes three types of psionic attacks to strike a target, blanketing an area. The bolts may be aimed at one target or at multiple targets, but all three targets must be stated before any dice are rolled. Victims must roll fate versus psionics separately for each attack that hits. The attacks that rain down are Psi Bolt, Paralysis Bolt, and Intellect Annihilation.

Sense Aura

Level: First
Casting Time: One attack
Range: Sight
Duration: One attack
Drain: 5 psionic points for surface and 15 psionic points for base
Power Base: Psionics
Countereffect: Cloak of Mist or Psi Shield
Description: This psi spell allows users to see another's surface and base auras. The effects of the spell are invisible when being used to scan only the surface. However, when being used to probe the base aura, the spellcaster's head will glow a soft white. Neither scans affect the individual being sensed. The aura found may be false (see the fifth-level Mage Warrior spell Mind Lock, and also "Using Sensing Abilities" in chapter 9).

Sense Life Force

Level: First
Casting Time: One attack
Range: 100-foot diameter
Duration: One turn
Drain: 10 psionic points
Power Base: Psionics
Countereffect: Cloak of Mist
Description: This spell allows users to feel the presence of any living creatures within the range (see "Using Sensing Abilities" in chapter 9).

Sense Magic

Level: First
Casting Time: One attack
Range: 100-foot diameter
Duration: One turn
Drain: 10 psionic points
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: This spell allows users to feel the presence of any magic within range, perceiving a spell as interwoven strands of energy. The knotted energy of the spell is sensed as more intricate in form, the higher the actual level of the spell (see "Using Sensing Abilities" in chapter 9).

Sense Psionics

Level: First
Casting Time: One attack
Range: 100-foot diameter
Duration: One turn
Drain: 10 psionic points
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: This ability allows users to see psionic power within the given range (see chapter 9, "Using Sensing Abilities").

Sense Truth and Falsehood

Level: First
Casting Time: One attack
Range: Personal
Duration: Concentration
Drain: 1 psionic point per turn + 4 points per higher level of the subject than the spellcaster's
Power Base: Psionics
Countereffect: Ego Shield
Description: This psionic ability allows users to discern whether persons speaking to them are telling the truth. Since this ability affects a spellcaster rather than a subject, it has no visible effects.

Speak With Inanimate Objects

Level: First
Casting Time: One attack
Range: 100-foot diameter
Duration: One turn
Drain: 10 psionic points
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This ability allows users to converse with walls, floors, chairs, and other inanimate objects An object is only aware of its immediate surroundings and has very little intelligence (see "Communication" in chapter 12).

Telekinesis

This allows users the ability to lift objects at a distance without touching them. The ability is invisible until more than 200 psionic points are used, then the Telekinesis field appears as blue fire. Telekinesis affects solids and liquids, but not gases (see "Telekinesis" in chapter 9). The different modes of Telekinesis are as follows.

Lift and Move Objects

Casting Time: One attack
Range: 500 feet
Duration: Concentration or to 1 minute
Drain: 100 pounds per level per psionic point. If being used to strike, the psionic points are used up each attack.
Damage: 1 LPD per pound of force
Fate: Psionics
Countereffect: Telekinesis
Description: Objects move at a maximum speed of 300 mph and can be manipulated any way a user wishes. This ability will move one's self.

Telekinetic Shield

Casting Time: 1/4 attack
Range: 10 feet
Duration: Concentration or up to 1 minute
Drain: Special
Damage: Stops physical, energy, and telekinetic attacks of up to 100 LPD per level per psionic point used
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Shield spell. This creates a spherical or flat shield 10 feet in diameter around or in front of the spellcaster. The shield is usually invisible and can be moved when in spherical form. However, if enough power in used, the shield will glow (see "Shields" in chapter 9).

Tactile Telekinesis

Casting Time: 1/4 attack
Range: 1,000-foot radius
Duration: Concentration
Drain: 1 psionic point per minute
Fate: Psionics
Countereffect: Telekinesis
Description: This allows users to actually feel what is being touched. This vision covers 360 degrees around the spellcaster. It adds 10% on surprise rolls.

Telespeak

Level: First
Casting Time: One attack
Range: Personal and touch
Duration: 24 hours + special
Drain: 10 psionic points
Power Base: Psionics
Countereffect: Cancel Psi Spell
Description: This psi spell allows users or someone else to speak telepathically any language of creatures with at least a 10 ego. After 1 hour of use, the language will be permanently retained. Up to 100 languages can be learned in this manner. The effect is invisible and works only on the user.

Tesseract

Level: First
Casting Time: 1/4 attack
Range: Touch or 100 feet + 10 feet per level of the user
Duration: Instantaneous
Drain: 30 psionic points
Power Base: Psionics
Countereffect: Security spell
Description: This ability instantly transports a user plus an additional payload of up to 300 pounds. The target area to which a user tesseracts must be in plain sight or there is a 20% chance of misporting (see "Tesseracts and Teleports" in chapter 9).

Fifth-Level Psi Spells

Alter Density

This fifth-level psi spell is the same as the master mutation. The power base is psionics and the countereffect is Psionic Disruption. Fifteen psionic points equal 1 constitution point.

Apportation

Level: Fifth
Casting Time: Two attacks
Range: Sight or special
Duration: Instantaneous
Drain: 15 psionic points per any additional required constitution by way of conversion.
Fate: Psionics
Countereffect: Security spell
Description: Refer to the fourth-level Mage Warrior spell for missing specifics.

Binding

This fifth-level psi spell is the same as the greater alchemy study of the same name. The fate is psionics and the countereffect is Psionic Disruption. Fifteen psionic points equal 1 constitution point. Substitute 7 psionic points for a Star Bolt.

Create Solid Illusion

Level: Fifth
Casting Time: 15 minutes
Range: Sight
Duration: 1 hour per level + 1 hour per 10 extra psionic points
Drain: 50 psionic points
Damage: Special
Fate: Psionics
Countereffect: Psionic Disruption
Description: This spell creates an illusion of any known object, creature, or person. Users must be within view of the illusion and fully concentrating on the spell if the illusion is to move and fight. The illusion is physical, but it cannot be harmed. If a spellcaster wishes, he may use the illusion as an attack. The strike will do 100 to 1,000 LPD plus another 1,000 LPD per level of the spellcaster. This damage is telekineticly based. The illusion can speak if the spellcaster thinks the words. If stationary, the illusion can be made into a 10-room castle or any other scene. Refer to "Warfare With Invisible Creatures" in chapter 12 for more information.

Death Stare

Level: Fifth
Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 35 psionic points per use + 5 points per higher level of the victim than the spellcaster's
Damage: Death
Fate: Psionics
Countereffect: Ego Shield
Description: Invisible beam attack. Users must lock eyes with their victims. Victims must evade a class A surprise and then roll a beam-attack dodge to look away successfully. If a victim is a higher level than a spellcaster and the spellcaster does not spend the additional points needed, then the attack only causes metabolic shock versus stunning for one turn rather than death.

Disintegration Beam

Level: Fifth
Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 35 psionic points per ton
Damage: Disintegration
Fate: Psionics
Countereffect: Psi Shield
Description: Beam attack. This creates a thin gray beam that disintegrates matter. If a target weighs over the weight limit, then the beam will have no effect.

Empathic Control

Level: Fifth
Casting Time: Two attacks
Range: 500 feet
Duration: 1 hour + 1 hour per 10 extra psionic points
Drain: 10 psionic points + 5 points per fear class up to class 6 + 5 points per level of the victim(s) above the spellcaster's
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: Wide-beam attack. This spell may be used on one creature for every five levels of the spellcaster. The spell may cause victims to feel any of the following: fear, confusion, love, hate, rage, or hopelessness (see "Fear" in chapter 12). This spell can also be used to sense the emotions of creatures within 100 feet. Sensing costs 5 psionic points per use. A user can feel the exact emotional state of nearby creatures, unbeknownst to those sensed. (see "Using Sensing Abilities" in chapter 9).

Levitation

Level: Fifth
Casting Time: One attack
Range: Touch
Duration: 1 hour
Drain: 5 psionic points
Power Base: Psionics
Counter Spell: Psionic Disruption
Description: . This spell allows spellcasters and up to 500 pounds plus 100 pounds per level of the spellcaster after the fifth to float or fly 50 mph plus 1 mph per level of the spellcaster after the fifth. The levitated payload will not be harmed by air friction, and persons can breathe normally (see "Flight Classes" in chapter 12).

Location From Objects

Level: Fifth
Casting Time: 10 attacks
Range: Unlimited
Duration: Total concentration
Drain: 50 psionic points
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This psi spell enables spellcasters to find creatures or things that last touched an object within 1 day of touching per level of the spellcaster plus 1 day per 10 extra psionic points. The object must have been in contact with a person or thing for at least 20 minutes. At 25th level, users can see and hear what the located person or thing is seeing or hearing. The range in this case is 1,000 miles per 50 psionic points. This spell will not work if a subject is in a Cloak of Mist or Security spell.

Magnetic Control

This fifth-level psionic ability gives users telekinetic control of magnetic energy. With this they can form shields, fly, lift matter with ferrous particles, and even affect iron in the bloodstream of another's body. The different modes are detailed below. Each mode counts as a different spell for purposes of how many can be done at one time (see "Using More Than One Spell at Once" in chapter 9).

Lift and Manipulate

Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 1 psionic point per 50 pounds per level
Damage: Varies
Fate: Energy
Power Base: Psionics
Countereffect: Magnetic Force Bolt
Description: Beam attack. This only affects ferrous substances or creatures with a high amount of ferrous particles in their bodies. Humans and carbon-based creatures have enough iron in their bodies that they can be lifted. This lifting ability also enables spellcasters to mold substances lifted. Refer to table 90 in chapter 4, "Substance Descriptions," for the pounds required to deform a substance. This amount of force must be applied to mold something. Flesh and bone require 500 pounds of force.

Magnetic Disruption

Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 50 psionic points per ton
Damage: Metabolic Shock
Fate: Energy
Power Base: Psionics
Countereffect: Magnetic shield
Description: Wide-beam attack. The effects cause victims to pass out for up to 1 hour. If the target is any form of electronics or organic electronics, the disruption will most likely destroy it.

Magnetic Flight

Casting Time: One attack
Range: Personal and a 20-foot diameter
Duration: 1 hour
Drain: 10 psionic points per ton + special
Power Base: Psionics
Countereffect: Magnetic Force Bolt
Description: Users can fly up to 500 mph plus 100 mph per extra 10 psionic points (see "Flight Classes" in chapter 12). Micromagnetic shielding at the cellular level, through magnetic induction effects, protects user's bodies from superacceleration G forces.

Magnetic Force Bolt

Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 35 psionic points
Damage: 10,000 to 100,000 LPD + 10,000 LPD per level after the fifth
Fate: Energy
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Beam attack. This attack can do damage or push with 5 tons of force plus 1 ton per level after the fifth.

Magnetic Shield

Casting Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 20 psionic points
Damage: Stops physical, energy, mutations, alchemy, and magnetic control attacks of up to 100,000 LPD + 10,000 LPD per level. Can withstand 1 pound of pressure per life point it stops
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Shield ability. This field can be shaped as the spellcaster chooses. It may form a 10-foot sphere or a dome. Spellcasters may, while hiding behind the shield, control magnetism outside the shield, since the shield does not stop psionics (see "Shields" in chapter 9).

Metamorph

Refer to the fourth-level Mage Warrior spell. The power base is psionics. Fifteen psionic points equal 1 constitution point.

Psionic Amplification

Level: Fifth
Casting Time: 1/4 attack
Range: Touch
Duration: Special
Drain: The same amount that is required for the effect that you are amplifying
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This is to be used in conjunction with another spell when cast. This spell will amplify any psionic ability or psi spell times 2 the first time and times 3 the second, up to times 10. This spell is similar to the Mage Warrior spell Winds of Enforcement, and the same rolls must be made (see "Amplifications" in chapter 9).

Psionic Disruption

Level: Fifth
Casting Time: 1/4 attack
Range: 500 feet
Duration: Concentration or one set per level
Drain: 35 psionic points + special
Damage: Metabolic shock
Fate: Psionics
Countereffect: Psionic Disruption
Description: Shield spell. This spell can be shaped as a spellcaster wishes. Within the disruption field mutations, energy, and psionics will not function. If an area is enchanted psionically, this spell disrupts the enchantment permanently if the disruption is higher in level than the enchantment; otherwise, the enchantment returns once the disruption is gone. If the power being disrupted is higher in level, subtract 10 psionic points per level above (see "Shields" in chapter 9).

At an additional drain of 10 psionic points, spellcasters may create a small sphere, about 15 feet in diameter. The sphere will disrupt as stated above. The spellcaster may move the sphere at the speed of thought.

Pyrokinetic

This is the ability to create heat by accelerating molecular movement. A spellcaster's head will visibly emit the attacks except in the case of Melt and Set Aflame, which is invisible. While using this psionic ability, spellcasters are immune to energy attacks. The different modes are as follows.

Heat Field

Casting Time: 1/4 attack
Range: 20-foot diameter
Duration: Concentration
Drain: 40 psionic points per ton
Damage: Vaporization
Fate: Psionics

Power Base: Psionics
Countereffect: Psi Shield
Description: Shield spell. This mode allows spellcasters to manifest a field around their bodies. This field does not radiate heat. Instead it will burn anything that touches it. The heat field can vaporize 500 pounds of any substance that can be affected by psionics plus 100 pounds per level of the user above the fifth. If the target has 10ths, subtract 20 extra psionic points per each 10th.

Melt and Set Aflame

Casting Time: One attack
Range: 500 feet
Duration: One attack
Drain: 40 psionic points per ton
Damage: 1,000 to 10,000 LPD + 1,000 LPD per segment for 1 set (for burning)
Fate: Heat
Countereffect: Psionic Disruption
Description: Wide-beam attack. This will affect matter in the manner suggested by the title.

Spontaneous Combustion

Casting Time: Two attacks
Range: 100 feet
Duration: One attack
Drain: 40 psionic points per ton
Damage: Special
Fate: Psionics
Countereffect: Psionic Disruption
Description: Wide-beam attack. This blast destroys its target. It appears as a wave of blue energy.

Scan Mind and Willforce

Level: Fifth
Casting Time: Five attacks
Range: 500 feet
Duration: Special
Drain: 50 psionic points + 5 points per level of the victim(s) above the spellcaster's
Damage: None
Fate: Psionics
Countereffect: Ego Shield
Description: Wide-beam attack. No shot roll is required with this ability. This is the power to read a person's mind and command that person to do as the spellcaster wishes. Users can even change the aura of someone for the duration of the effect.

The Willforce part of this spell is permanent. However, victims can break free by successfully rolling a fate once a day per every five levels of the user. It requires 1 minute per a subject's ego points to completely scan his or her mind.

Scroll Spell

Refer to the fourth-level Mage Warrior spell Scroll Spell. The power base is psionics. Fifteen psionic points equal 1 constitution point.

Telepathic Control

Level: Fifth
Casting Time: One attack
Range: 100 feet
Duration: Three attack segments
Drain: 10 psionic points + 5 points per level of the victim(s) above the spellcaster's
Fate: Psionics
Countereffect: Ego Shield
Description: Invisible wide-beam attack. No shot roll is required with this ability. Spellcasters can make subjects perform two physical actions against their wills, such as drawing a weapon and shooting something, even themselves.

Telepathic Ventriloquism

Level: Fifth
Casting Time: One attack
Range: 500 feet
Duration: One turn
Drain: 10 psionic points + 5 psionic points per level of the victim(s) above the spellcaster's
Damage: None
Fate: Psionics
Countereffect: Ego Shield
Description: Invisible beam attack. No shot roll is required with this ability. This psi spell does not cause a spellcaster's head to glow. It will cause subjects to say aloud any sentence that a spellcaster tells them to, one word per attack up to a 10-word sentence. Subtract 20% on the victim's class A surprise roll.

Telepathy

This fifth-level ability gives users several different telepathic powers. Telepathy can be stopped by Ego Shield, Mind Lock, and anyone with telepathy. The highest level wins (see "Telepathy" in chapter 9).

Alter Memories

Casting Time: One attack per hour of memory alteration
Range: 500 feet
Duration: Special
Drain: 15 psionic points + 10 points per extra hour of memory alteration + 5 points per level of the victim(s) above the spellcaster's
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: Area effect. This affects up to 10 people at one time. Users can tamper with recent memories of their victims, up to 1 month previously, and they can be made to remember things in exact detail. This requires more time though.

Communication

Casting Time: One attack
Range: Unlimited (anything over 100 miles requires total concentration)
Duration: 5 minutes
Drain: 50 psionic points
Power Base: Psionics
Countereffect: Ego Shield or Mind Lock
Description: This ability allows Mutants to speak telepathically to any being for whom they know the location. The communication can be verbal, with the words heard only by the recipient. It can convey visual images exact enough for location and teleportation spells. This ability does not cause a user's head to glow.

Create Illusions

Casting Time: One attack
Range: 100-foot diameter
Duration: Concentration
Drain: 25 psionic points + 5 psionic points per level of the victim(s) above the spellcaster's
Damage: None
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: Area effect. No shot roll is required with this ability. This psi spell allows users to make subjects' minds hallucinate and see anything the spellcaster wishes them to. The victims must make their psychic shock roll. If they succeed, then they can see through the images. If they fail, then they believe what they see. This can have drastic consequences; for example, believing that one is tied down with unbreakable restraints can render someone unable to move. This ability does not cause a user's head to glow.

Psi Link

Casting Time: One attack
Range: 500 feet
Duration: 1 hour
Drain: 30 psionic points + 4 points per level of the victim above the spellcaster's
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: This ability creates a mental communication network between separate minds, up to 10 at one time. A linked creature must have at least a 10 ego. The link will be able to translate languages if a user adds an extra 10 psionic points. The link is shielded and a higher-level power is re-

quired to pierce its shielding. The beings linked have only verbal communication. However, they can locate each other if separated. This ability does not cause a user's head to glow.

Psi Scream

Casting Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 45 psionic points + 5 points per level of the victim(s) above the spellcaster's
Damage: Special
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: Wide-beam attack. This affects one subject plus one per 10 levels or per 30 extra psionic points. The ability creates a telepathic scream that causes all struck to roll psychic shock or go unconscious for 10 minutes.

Psionic Teaching

Casting Time: 10 attacks
Range: 10 feet
Duration: Concentration
Drain: 30 psionic points
Power Base: Psionics
Countereffect: Ego Shield or Mind Lock
Description: This allows users to speed-teach simple concepts within seconds. Users cannot teach engineering in this way nor can they teach other beings how to use spells. The information is not forgotten and includes exact visual images.

Psychic Lockpick

Casting Time: One attack + one per level above the spellcaster if the shielding is of higher level.
Range: 500 feet
Duration: Concentration
Drain: 10 psionic points + 5 points per level for piercing higher-level shields
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: This ability allows users to bypass most mental defenses without triggering them. Users must be higher level to breach someone's defenses or a subject will know of the intended intrusion. This ability does not cause a user's head to glow.

Psychic Shield

Casting Time: 1/4 attack
Range: 10 feet sphere
Duration: Concentration or up to 1 hour
Drain: 10 psionic points + special
Damage: Stops telepathic assaults or intrusions
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Shield ability. This shield loses levels if hit by any type of mental attack or telepathic attack. If hit by a 10th-level character, 10 levels are subtracted from the power of the shield (see "Shields" in chapter 9). The shield may be placed on any being. It will have only as much power as a user places in it to defend whomever it is placed upon. Users will feel any touch upon their shield. They may increase the field's protection factor one level above their own per 4 extra psionic points. This ability does not cause a user's head to glow.

Scan Mind

Casting Time: Five attacks
Range: 10 feet
Duration: Total concentration
Drain: 10 psionic points + 5 psionic points per level of the victim(s) above the spellcaster's
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: Wide-beam attack. This ability lets users penetrate the most private thoughts of another person. It requires complete concentration, and the subject must be within 10 feet of the user. To read surface thoughts takes one attack. To read memories within 1 month preceding takes 1 minute. To read memories within the past year takes 1/2 hour. Complete life history takes 2 hours.

Telepathic Hypnosis

Casting Time: Three attacks
Range: 500 feet
Duration: 5 minutes
Drain: 30 psionic points + 5 psionic points per level of the victim(s) above the spellcaster's
Damage: Special
Fate: Psionics
Countereffect: Ego Shield or Mind Lock
Description: Wide-beam attack. This form of telepathy affects up to four beings with egos above a 2. The ability hypnotizes subjects. They cannot be made to do anything; however, that they know is dangerous to themselves or to their friends. Posthypnotic suggestions can be located, removed, or placed. The duration of a suggestion is permanent.

Translation

Casting Time: One attack
Range: 500 feet
Duration: 1 hour
Drain: 30 psionic points
Power Base: Psionics
Countereffect: Ego Shield or Mind Lock
Description: This ability teaches users or whomever they choose how to speak with any being having an ego score of 10 or above. The communication can be verbal (if possible) or telepathic. Spellcasters can learn a maximum of 10 different languages. This spell can translate only temporarily and cannot teach (see "Communication" in chapter 12).

Teleport

Level: Fifth
Casting Time: One attack
Range: 100 miles per level or per additional 40 psionic points
Duration: Instantaneous
Drain: 40 psionic points + 1 psionic point per 10 pounds
Damage: None
Power Base: Psionics
Countereffect: Security spell
Description: This spell behaves the same as the 10th-level Mage Warrior spell Teleportation.

Tenth-Level Psi Spells

Ego Beast

Level: 10th
Casting Time: One attack
Range: Unlimited + special
Duration: 1 hour per level + 1 hour per extra 10 psionic points
Drain: 100 psionic points
Damage: Eats 1d20 ego points permanently from a subject per attack
Fate: Psionics
Power Base: Psionics
Countereffect: Ego Beast (they feed off each other)
Description: This beam attack spell cannot be placed in Psi Bank. Users create small blue dragonlike creatures that live off the minds of their intended victims. A spellcaster need only see the subject and the beast can be formed. The creature can fly at 300 mph. It must touch its victim to feed. The beasts can locate their intended victims from objects (via the psionic ability) or by sight. They can survive an extra hour for every ego point they eat, using others to keep themselves alive until they find their main course. An Ego Beast cannot be made to attack its spellcaster and only one can be summoned per 10 levels of the spellcaster at any one time. The beast has the same combat specifics as the spellcaster and 1,000 life points according to their level as well. They cannot be harmed by physical or energy attacks.

Interdimensional Space

Level: 10th
Casting Time: 1 minute
Range: 10 feet
Duration: Special
Drain: 60 psionic points + 5 psionic points per hour after the first
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This ability creates a room between dimensions. This space will be 10 by 10 feet and 20 feet high. It will hold up to five people. It cannot be placed on an item or in a Psi Bank.

The opening to Interdimensional Space will always appear at least 10 feet above the ground. To get inside the space, characters must reach the door by flying or tesseracting in some way. The door is the only part of Interdimensional Space visible and only to the spellcaster and whomever else he or she wishes. The door may be found by a Sense Psionics spell or similar ability.

Once inside Interdimensional Space, characters cannot be harmed from the outside in any way. They will not be able to see out of Interdimensional Space unless using a Pool of Nesare' or a similar spell that allows sight from one dimension to another. The room will exist for up to 8 hours, then it will disappear, dumping everything inside it in a heap on the floor in the dimension from where the space disappeared.

Kinetics

Level: 10th
Drain: 25 psionic points (equals 1 con point)
Power Base: Psionics
Description: This is one of the most versatile abilities a psionic user can have. All the specifics are the same as for the mutations, but the power base is psionics. The psionic point equality is increased for this spell only. Refer to the major mutations Energy Kinetic, Mass Molecule Telekinetic, Sonic Kinetic, Major Photon Kinetic, and Thermal Kinetic.

Mass Solid Illusion

Level: 10th
Casting Time: 15 minutes
Range: Sight
Duration: 1 hour + 1 hour per extra 10 psionic points
Drain: 200 psionic points
Damage: Special
Fate: Psionics
Countereffect: Psionic Disruption
Description: This spell creates illusions that will look, act, sound, and feel absolutely real. The illusion can appear to weigh up to 100 tons and is controlled by the spellcaster. The maximum possible size is 100,000 cubic feet per level of the user. The range of control is 100 miles and is performed through a mental link. The illusion is immune to physical and energy attacks and can strike with 10,000 LPD + 10,000 LPD per level after the 10th. This damage is telekinetic. Also, the illusion can generate the psi spell Empathic Control six times. When generated by the illusion, the Empathic Control is invisible and affects a 100-foot diameter area.

For someone to create an illusion, he must have seen the type of creature that is to be simulated. The spellcaster can telepathically send his voice or any sound he can think of (up to 120 decibels) and project it from the illusion; he can also hear what the spell "hears."

Mass Teleport

Level: 10th
Casting Time: Five attacks
Range: 1,000 miles + 100 per level after the 10th
Duration: Instantaneous
Drain: 50 psionic points + special
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This spell teleports spellcasters and up to 7 tons. Refer to the 10th-level Mage Warrior spell Teleportation for misport specifics.

Planeport

Level: 10th
Casting Time: 10 attacks
Range: Sight
Duration: 1 hour per level + 1 hour per 10 extra psionic points
Drain: 50 psionic points
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This spell can teleport its spellcaster and 5 tons of excess payload to another dimension (five dimensions per use). Refer to the 10th-level Mage Warrior spell Teleportation for misport details.

Psi Transformation

Level: 10th
Casting Time: Six attacks
Range: Personal and 100 feet
Duration: Concentration + special
Drain: 25 psionic points per subject
Fate: Psionics + psychic shock
Countereffect: Psionic Disruption
Description: Area effect. No shot is required for this ability. The spell, when fired as a beam, causes psychic shock to a subject. If the subject fails the roll, then he or she will be stunned for 5 minutes. This psi spell can transform constitution and ego points into psionic points. One constitution point equals 15 psionic points. One ego point equals 5 psionic points. Ego points drained return within 24 hours. Constitution returns as normal. The psi spell can affect one subject per 10 levels, but once affected, the connection can be made permanent if a user can maintain control for 1 complete day. This requires concentration. Once a link has been established, spellcasters can drain subjects whenever they wish with an unlimited range. The spell can also be used by spellcasters to transform the energy given to them in the pooling of power. In this case, it will have no ill effects on whomever it is used in conjunction with.

Psi Slayer

Level: 10th
Casting Time: One attack
Range: Unlimited
Duration: Partial concentration (up to 10 creatures can be controlled at one time)
Drain: 120 psionic points + special
Damage: Special

Fate: Psionics
Power Base: Psionics
Countereffect: Cancel Psi Spell or Psionic Disruption
Description: This spell cannot be placed in a Psi Bank. This psionic ability creates a creature of psionic energy. It appears in front of the spellcaster. When traveling, the Psi Slayer is visible only as a blue mist. It can travel 2,000 mph while in mist form. When the Psi Slayer encounters an opponent, it takes the form of a warrior with armor and a flaming sword. The warrior has the same dodge and advantage scores as its opponent and the same number of attacks. Add one attack per 20 additional psionic points used, +1% to dodge or block per 2 additional psionic points, and +1/2 advantage bonus per 20 additional psionic points. The sword's fire burns with 1,000 to 10,000 LPD of psionic energy per strike plus 10,000 LPD per level of the user after the 10th.

When in mist form Psi Slayers can be harmed by any force that affects psionics. The Slayer must become physical to do combat. Consequently, it can be blocked by shields that stop physical attacks. A normal blade or shield will block a Psi Slayer's sword. However, this must be done with caution, as the psionic energy flame radiates 6 inches from the swordblade's surface. Thus, the blade might be stopped by armor, but the flame would still penetrate 6 inches into the flesh underneath.

Psi Slayers have twice the number of life points as their creators and can be destroyed by a Cancel Psi Spell or by physical, energy, or spell effects.

A Psi Slayer uses a psionic-based location spell to find its quarry and also attacks companions of its intended prey. If the location spell is blocked, a Psi Slayer will wait until the blocking spell is canceled. Then the creature will continue tracking its quarry (see "Tracking" in chapter 12).

A spellcaster can see or hear whatever a Psi Slayer does. A Psi Slayer has a memory and can relay messages, but it cannot have its mind read.

Security Spell

Level: 10th
Casting Time: 1 hour
Range: 500-foot diameter + 100 feet per level after the 10th
Duration: 3 days
Drain: 75 psionic points + special
Fate: Psionics
Countereffect: Enough nullifications at the center of the spell to remove all the modes that may be present plus one
Description: This psi spell lets users custom-build a Security spell. The basic Security spell foundation includes a limited intelligence that controls the other modes and effects. Refer to the 10th-level Mage Warrior spell for the different modes and descriptions. One constitution point equals 15 psionic points. See also "Security Spells" in chapter 9 for additional information.

Worm

Level: 10th
Casting Time: One attack
Range: 100 feet
Duration: 48 hours + 1 hour per level over the 10th
Drain: 50 psionic points
Damage: Special
Fate: Psionics
Countereffect: Psionic Disruption
Description: Beam attack. This spell creates a small wormlike field within the brain of a subject. Through Worm, a user can completely control a subject's thoughts and actions. Spellcasters can transmit power and the ability to use it, and can force subjects to cast psi spells while not allowing them to retain the knowledge. Worm's position is such that it can put physical pressure on the pain center and pleasure centers of the brain to reward or punish. With this psi spell, spellcasters can see through a subject if they concentrate. Only one Worm per 10 levels can be used to focus through. Orders can be carried out by a subject while the spellcaster concentrates on other things. There is no limit to the number of subjects a spellcaster can place the Worm in. Once in place, it can only be detected by a sense psionics.

Fifteenth-Level Psi Spells

Enhanced Psi Spray

Level: 15th
Casting Time: Four attacks
Range: 500 feet
Duration: One attack
Drain: 150 psionic points
Damage: 10 Psi Bolts damage per the spellcaster's level
Fate: Psionics
Countereffect: Psi Shield with amplification
Description: Area Effect. No shot roll is required with this ability. This spell causes 10 separate Psi Bolts (see the first-level psi spell) to go off at the same time. Each attack may be aimed at a separate target, or all may be aimed together. The targets must be stated before any dice are rolled. The attack strike radiates from the spellcaster's head, blanketing an area.

Mass Heal

Level: 15th
Casting Time: Four attacks
Range: 100-foot diameter
Duration: Total concentration for one turn
Drain: Special
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Area effect. No shot roll is required. The subjects must be in sight of the spellcaster. This spell drains 1 psionic point per 1% of the life points per creature healed, up to 100%. It will heal any wound, infection, disease, sickness, or shock. It will also cause regrowth of body parts. It will not heal insanity or recessive mutations.

Mass Heal will work on as many creatures as a spellcaster wishes, providing they have the power necessary. If a body is being healed from negative life points (maximum is -1,000), a character must make a metabolic shock roll to survive.

Mass Telekinesis

Level: 15th
Casting Time: One attack
Range: Sight
Duration: Concentration or up to one set per level after the 15th
Drain: 1 psionic point per 1,000 pounds per set or per strike
Damage: 1 LPD per pound of force
Fate: Psionics
Countereffect: Psionic Disruption
Description: Wide-beam attack. This effect creates a bright-yellow glow in the shape of a hand. Once cast, users may manipulate with telekinetic force one target or object. Damage done by striking with an object is physical and is stopped by 10ths. If striking directly with Mass Telekinesis, the damage is psionics (see "Telekinesis" in chapter 9).

Porthole

Level: 15th
Casting Time: 5 minutes. Usage time is 1/4 attack.
Range: 100 miles per level
Duration: Permanent
Drain: 500 psionic points to create, 10 points to use. The spell requires 1 psionic point per day to keep active.
Power Base: Psionics
Countereffect: Binding
Description: This ability creates a selective teleportation porthole good for up to

three specific locations. The hole is 10 feet in diameter and will remain open for as long as a spellcaster chooses. Spellcasters must prepare the porthole and link it to the specific areas. This is very time consuming as well as very visible. Once in place, spellcasters cannot move it. Porthole manifests itself when the spellcaster is within 5 feet of it; otherwise, it remains invisible. The hole can only be detected by Sense Psionics equal in power or greater than the Porthole's creator. The hole can be activated and used by others with psionics by their touching it and using 10 points. However, the destination may only be controlled by the original spellcaster and will remain as last used or as the spellcaster set it when he last passed through.

Psionic Invulnerability

Level: 15th
Casting Time: Four attacks
Range: Touch
Duration: Concentration or one set per level
Drain: 100 psionic points
Power Base: Psionics
Countereffect: Nullification
Description: This spell gives the spellcaster or anyone they choose, three 10ths damage protection. Those affected can breathe without air, and their strength will increase 20 points per level of the spellcaster for the spell's duration.

Psionic Restoration

Refer to the 20th-level Mage Warrior spell Mystic Restoration. The power base is psionics, and the drain is 150 psionic points.

Psionic Web

Level: 15th
Casting Time: 10 attacks
Range: Up to 1/2-mile diameter + 1/2 mile per level of the spellcaster above the 15th level
Duration: 72 hours + 24 hours per 50 extra psionic points.
Drain: 300 psionic points + special
Damage: Special
Fate: Psionics
Countereffect: Psionic Nullification cast on the creator of the Psionic Web
Description: Area effect. No shot roll is required with this ability. Psionic Web may be cast in a smaller area; namely, in caves or tunnels. It completely fills such areas.

This psi spell creates a giant invisible web that will affect any and only things that fly. The spellcaster will be alerted to when the web is touched and to the location of the disturbance. Psionic Web will conduct a single spell or ability to the disturbed area. If a spellcaster chooses, he or she may use the spell's normal ability to ensnare victims in a field of immobilizing energy. The ensnarement is so complete that all movement ceases and victims cannot cast spells or use abilities (similar to a Binding). The field will hold subjects with 15 tons of force plus 1 ton of force per extra 25 psionic points and plus 1 ton extra per each level of the spellcaster above 15th.

When cast in an open area, the Psionic Web will remain above 100 feet. It is invisible and cannot be felt. However, it can be seen with radar or any ability that can sense psionics. It will not show up for a Detect Danger.

Twentieth-Level Psi Spells

Mass Mind Control

Level: 20th
Casting Time: 10 attacks
Range: 500-foot diameter
Duration: Concentration or 1/2 hour per level after the 20th
Drain: 40 psionic points per target + 5 points per level of the victim(s) above the spellcaster's
Damage: None
Fate: Psionics
Countereffect: Ego Shield
Description: Area effect. No shot roll is required with this ability. This causes all victims within range to fall into a hypnotic trance. While in this trance, the spellcaster can control all subjects and make them do anything, including harming themselves or loved ones. The trance can be broken by another type of mind-control spell, such as hypnotism, if it is the same or higher level.

Possession

Refer to the major mutation "Possession" for specifics. The power base is psionics and the countereffect Psychic Shield. Fifteen psionic points equal 1 con point.

Psi Trap

Level: 20th
Casting Time: 10 attacks
Range: 500 feet
Duration: Until triggered
Drain: 300 psionic points + the drain for the spell that is placed within the trap.
Damage: As per the effect placed within
Fate: As per the effect placed within
Power Base: Psionics
Countereffect: Psionic Disruption with amplification
Description: Once triggered, the trap releases its spells instantly. This spell holds one to four psi spells, to be released at will by the spellcaster or when triggered. The trap will last until canceled by a Cancel Psionics spell or until it goes off. It can be seen by a Sense Psionics spell. Spellcasters must specify the conditions for when the Psi Trap is to be released for each spell within the trap.

This may be used to create lesser enchanted items, just as the magic spell Spell Storage. When used as an enchantment, it will release at will or by selected words determined by the spellcaster.

Psionic Acceleration

Level: 20th
Drain: 100 psionic points
Power Base: Psionics
Countereffect: Psionic Nullification
Description: Refer to the 15th-level Mage Warrior spell Spell Haste. Psionic Acceleration affects only psi spells.

Psionic Nullification

Refer to the major mutation Null Void. The power base is psionics and the countereffect is Psionic Nullification at the same level (see "Cancellations and Nullification" in chapter 9). Fifteen psionic points equal 1 constitution point.

Starport

Level: 20th
Casting Time: 20 attacks
Range: 1 tarsec
Duration: Instantaneous
Drain: 200 psionic points + 1 tarsec per 300 extra points
Power Base: Psionics
Countereffect: Psionic Nullification
Description: This power teleports the spellcaster and four others (or 1 ton plus 1 ton per 200 psionic points) great distances. This ability takes total concentration to work, and the spellcaster must know where he is going. There is also the normal chance of a misport (see the 10th-level Mage Warrior spell Teleportation for misport specifics).

Thirtieth-Level Psi Spells

Caprenium Silence

Level: 30th
Casting Time: 1 hour
Range: 100-foot radius area
Duration: One year per level of the spellcaster
Drain: 450 psionic points + 100 psionic points per additional year or 100-foot radius
Power Base: Psionics
Counter Effect: Psionic Nullification
Description: Area effect. This is one of the most powerful spells in existence, for once cast, it alters the flow of caprenium radiation into its area of effect. The spell can be set to nullify any three of the following powers: magic, psionics, earthpower, chi, mutations, alchemy, and energy. Only one Caprenium Silence spell can be cast in the same area. If placed within a Spell Storage it requires 10 minutes to be released. However, an item enchanted with this spell still functions normally and the "silence" will move with it, affecting only the immediate area the item occupies.

Impart Psionics

Level: 30th
Casting Time: 10 attacks
Range: Touch
Duration: 24 hours
Drain: 350 psionic points
Power Base: Psionics
Countereffect: Psionic Nullification
Description: This spell gives a person the ability to use psionics. Roll 2d100 psionic points (rolled the same as a first-level Shadow Master) plus 1d100 extra points per five levels of a recipient.

If recipients are fourth level or less, they will receive five minor abilities; if fifth level, they receive five minors and three major abilities. At every spell level of a recipient, one psi spell will be gained (one 10th-level spell at 10th level, and so on). The highest-level spell that may be granted is 25th level. The spellcaster must implant the spells into the recipient. They are not given by the spell itself.

Power Transfer

Level: 30th
Casting Time: Eight attacks
Range: 500 feet
Duration: Permanent
Drain: 250 psionic points
Fate: Psionics + metabolic shock
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Beam attack. This spell may not be placed in a Spell Storage, nor can it be bought. It must be obtained randomly when a character reaches 30th level or higher.

This spell creates a beam that will strike a person and cause them to roll metabolic shock versus being stunned. Subtract 25% from a victim's metabolic shock roll on account of the nature of this spell. If the roll is made, the beam will have no effect. The beam will transfer all a victim's powers to the spellcaster, including all victim's levels, mutations, ability score bonuses, spell abilities, psionics, psionic points, magic spells, earthpower spells, and any other special abilities except for Shaman's Wind. The victim is left a normal person, lacking any skills or abilities. The person gaining these abilities cannot exceed the limitations.

If a victim's level exceeds the spellcaster's by more than double, spellcasters must roll psychic shock versus insanity (see "Insanity" in chapter 12) and metabolic shock versus burning up. If these rolls are made, they keep the powers. Refer to the 40th-level Mage Warrior spell Power Transfer for more details, including limitations on mortals and immortals.

Psi Bank

Level: 30th
Casting Time: Four attacks
Range: Personal + special
Duration: 48 hours
Drain: 100 psionic points + special
Damage: Absorbs 100 psionic points per attack segment
Power Base: Psionics
Countereffect: Intellect Annihilation
Description: This spell allows characters to store an extra 500 psionic points within their minds. Spellcasters may place their own psionic points in this mental bank or absorb another person's psionic points, using a beam produced with this ability. Subtract 10 psionic points per beam. The beam will absorb all of a person's psionic points until the bank is full (range 50 feet). The counterspell for the beam is Ego Shield.

Also, Psi Bank will store up to six psi spells for 8 hours. Only one bank can be used at a time. One psi spell can be released in one attack once triggered, but spells must be cast into the bank and stored before they can be released.

Timeport

Level: 30th
Casting Time: 10 minutes
Range: 100 miles
Duration: 48 hours
Drain: 100 psionic points + 20 points per extra 100 years
Power Base: Psionics
Countereffect: Any time-control spell of equal or higher level
Description: This spell teleports up to five people back in time (spatiotemporally) and after 48 hours, back to their present time. It will not teleport to a future date or time, nor will it bring any creature from the past into the present, unless the creature is originally from a spellcaster's present time.

The minimum distance one can move back in time with this spell is 500 years. The spell affects the spellcaster and those accompanying him. It does not directly affect the area around them.

If a 20th-level Shadow Master and four of his friends are going to visit Earth as it was 20,000 years ago, the party will have to be either standing on the planet or be prepared to travel once they have time ported. This spell leaves travelers standing in the past but in the same geographical locale.

Fortieth-Level Psi Spells

Alter Probabilities

Level: 40th
Casting Time: Six attacks
Range: 500-foot diameter
Duration: One turn
Drain: 450 psionic points
Fate: Psionics
Countereffect: Alter Probabilities
Description: Area effect. No shot roll is required with this ability. This spell cannot be amplified. It will affect the outcomes determined by the dice roll and the physical effects of the powers, except for V.N., Midnight Sunstone Energy, and God Power, in the given area unless a victim is immune to time. It is otherwise impossible to avoid the spell.

This spell will affect all die rolls that affect characters and their opponents within the area (except flat advantage or god rolls) by +/- 20% in either direction. The rolls affected are dodges of all types, shot rolls, sacrifices, heroic attempts, metabolic and psychic shocks, fates, resistances, reactions, blocks, disarms, throws, surprises, skills, and so forth. In the case of advantage, it can increase or decrease the rolled scores by 2 points.

This spell inhibits any time control that is attempted within the area.

If this spell is enchanted into a major elite item, one that always functions and is always on, the field generated will affect only the wearer or holder and three specific types of die rolls plus one roll per every 40 levels of the spellcaster. The spellcaster must state what rolls the spell will affect when enchanting the item.

Precognition

Level: 40th
Casting Time: 5 minutes
Range: Special
Duration: 5 minutes
Drain: 500 psionic points
Power Base: Psionics
Countereffect: Psionic Nullification
Description: Area effect. This ability allows spellcasters to look ahead in time and experience what will happen. To do this, Fate runs the adventure from the point in time requested.

Example: A Shadow Master named Shannon wants to know what will happen when she is in the Dark Tower and she confronts the mage Roulth (she is assuming that she will be able to get into the tower and that Roulth will be there once she does). Fate will then run the adventure from that point on for 5 minutes of game time. That way, Shannon and Fate will know one potential outcome of the future. However, the future is never immutable. What really happens may be different, depending on the actions taken by Shannon and the rolls of the dice. Indeed, if Precognition is used on the same time again, the outcome may change. However, the information gained could be invaluable. Range of time is limited to up to 1 year in the future.

Fate determines whether a particular scene can be viewed or not. For example, if Roulth will not be in the Dark Tower anytime within the next year, the precognition might fail.

Resurrection

Level: 40th
Casting Time: 40 attacks
Range: Touch
Duration: Permanent
Drain: 375 psionic points
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This spell brings the soul essence of victims back to their bodies. The bodily remains must be first mystically restored, then Resurrection will work. The person being resurrected must successfully roll metabolic shock (at full constitution value) to see whether the Gods will allow them to be raised (see "Restoring Life" in chapter 12). This spell requires the same preparations as the Necromancer's Call and Leash (see the third-level Mage Warrior spell), but the body of the person to be resurrected must be placed in the triangle.

If the preparation of the spell is incorrect, there is a chance that the spirit will have the power to possess the spellcaster. This chance starts at 45% and decreases by 1% per level above the fifth. At 50th level the chance is zero. Whether the spirit chooses to exercise this ability depends on its aura and the spellcaster. There is no fate roll versus possession (see the major mutation "Possession" for details).

Resurrection also has an additional, very special use. Characters can cast it on themselves before going on an adventure by lying in the finished triangle. If they are killed during the adventure, their bodies will transform into balls of light controlled by their souls. A ball can travel at 200 mph. Spellcasters can see, smell, hear, feel, and communicate with a distorted voice.

Spellcasters can move about at will but cannot pass through solid objects. Only soul-affecting abilities will harm someone in this state. Telekinesis can be used to hold them in place. Spellcasters can reform into their bodies at will although physical items will not reappear with them. Enchanted items will not transform. They will stay where the spellcaster died. Reforming into their own bodies requires one set.

If this spell is used more than three times when a user dies, his soul becomes a disembodied spirit (see "Manatu" in chapter 17). He can appear and disappear at will and is not affected by Security spells unless specifically engineered for spiritual intruders. The only way to destroy a spirit is with the Amazon's Banishment of Spirits. This causes immediate death. A spirit holds 2 constitution points, and these can be used to perform Telekinesis. They can lift 1 pound per level per 1/10th constitution point (see "Telekinesis" in chapter 9).

Sphere of Power Transformation

Level: 40th
Casting Time: 1/4 attack
Range: 10-foot sphere
Duration: Concentration
Drain: 100 psionic points
Damage: Special
Fate: Special
Power Base: Psionics
Countereffect: Psionic Nullification
Description: Shield spell. This is a very special spell indeed! When cast, a dark-blue sphere forms around the spellcaster. The sphere absorbs magic, psionics, earthpower, alchemy, mutations, or chi attacks. Once an attack hits the sphere, it is broken down into its basic-level energy (spell or ability level times the spellcaster's level times 1,000 LPD). The sphere will hold up to 1 million LPD plus 1 million LPD per level above 40th of the spellcaster or per extra 50 psionic points. If more than this amount is absorbed at one time, a sphere will explode, requiring spellcasters to roll metabolic shock versus passing out for 1 minute (see "Shields" in chapter 9).

When it is a spellcaster's turn to attack, he can transform the energy into any of the power types absorbable and release it. For example, a Shadow Master is attacked with Ta'set's Dark Thunderbolt, which is a 10th-level Mage Warrior spell. The Mage Warrior happens to be 47th level. The Shadow Master puts up the Sphere of Power Transformation and the attack is absorbed, having been broken down into raw power; that is 10 x 47 x 1,000 = 470,000 LPD of power. The Shadow Master can release this as any of the six power types stated previously.

Fiftieth-Level Psi Spells

Wish

Level: 50th
Casting Time: 45 days at the minimum constitution drain
Range: Touch
Duration: Permanent
Drain: 22,500 psionic points
Power Base: Psionics
Countereffect: A psionic immunity will help. A Remove Enchantment spell will work, but it must be double the level of the wish.
Description: No shot roll is required with this ability. Here's the spell everyone would like to have. Spellcasters must use at least 500 psionic points each day on this spell or it will not work, and all the power used will have been wasted. A suggestion is to use 750 psionic points and 12 hours of full concentration a day for 30 days straight.

In some cases spellcasters can pool enough psionic points together to do the spell more quickly. However, the same number of psionic points must be used each day, and the same daily ritual must be performed with the use of those psionic points.

Because of the extreme power of this spell, there are many limitations and requirements. These limitations must not be exceeded under any circumstances, and the requirements must always be met.

Requirements

1. The wish must be written on a piece of paper using five or less sentences.
2. The wish takes 22,500 psionic points to perform.
3. The same number of psionic points must be used each day, and the same ritual must be performed each day for at least 2 hours.
4. The spell requires a minimum of 500 psionic points per day.
5. Fate must approve the wish.
6. It must not exceed the limitations listed below.

Limitations

The wish must be for one coherent thing, or ability, whatever. This does not mean that one cannot wish for a magic item that does three things or for all one's ability scores to be raised. Each of those is considered one thing. But you could not wish for, say, a magic item and a ton of diamonds, as those are two separate things. Fate will rule on whether a wish is one or several. Creative phrasing may help this, depending on whether Fate is inclined to be liberal or not. For example, while "I wish for a spaceship and a ton of diamonds" is clearly out, "I wish for a spaceship with a ton of diamonds in its hold" might be okay. Generally, if the things being combined are minor, a wisher has a better chance of Fate allowing it. The basic wish should always be stated in one short sentence. The rest of the paragraph may explain the specifics (like what type of drives and weapons the spaceship should have, the quality of the diamonds, where the spaceship will appear, and so forth). Other limitations affecting wishes are as follows:

1. A character can never have more than three wishes that directly affect themselves, period. This limitation raises by one when a character reaches Immortality, Demigodhood, or Godhood.
2. A character may not wish to become an Immortal or a God.
3. A character may not wish to rise more than 10 levels.
4. A character may not wish for anything that exceeds the limitations (see "Limitations" in chapter 2).
5. Characters may not wish for unlimited anything. For example, "I wish for unlimited psionic points." Forget it! It cannot be done.
6. As far as skills go, a character may wish for more than the maximum amount of skills. It is up to Fate to decide how many different skills may be wished for or to total the skill points that will be required for the skills desired and limit them.
7. Characters cannot wish for an extra wish.
8. Characters cannot wish for more than 1 ton of pure matter. They cannot wish for more than 1 ounce of any "priceless" substance.
9. Venderant Nalaberong, Pure Psionics, God Power, god items, and the ability to create spells without using engineering are all things that may not be wished for. God Power and god items can be wished for if God Power is added to the wish (with all other limitations imposed, of course).
10. Characters cannot wish to know something Fate does not know.
11. Anything immune or resistant to psionics will have its percentage reduced by 40% when affected by this spell. If the roll is successful, the object will not be affected. Titanite and Shadarkeem metal can never be affected.

If your character ever gets so lucky as to find a Psionic Wish (approximate odds are 100 billion to one), he or she must use it very carefully because it often causes serious repercussions.

Fate will be more concerned with a high-level adventurer's actions. Be careful not to leave anything indefinite in the ritual paragraph. Cover all the angles possible. Give a tremendous amount of thought to what might happen if the wish does come true. Often Fate will look for mistakes or indefinite wording in the wish. Reread and rewrite it, if necessary, until the wish is exactly worded. A wish may also be used as a curse.

Shadow Warrior Abilities

Table 180. SHADOW WARRIOR ABILITIES—FIRST LEVEL

1d8 Roll	Ability
1	Heal and Regrowth
2	Invisibility
3	Psionic Steed
4	Psychic Shield
5	Quickness
6	Shadow Axe
7	Telekinesis
8	Two 10ths Damage Protection

Table 181. SHADOW WARRIOR ABILITIES—FIFTH LEVEL

1d6 Roll	Ability
1	Clairvoyance
2	Cloaking Sphere
3	Lance
4	Shadow Hawk
5	Shadow Staff
6	Teleport

Table 182. SHADOW WARRIOR ABILITIES—TENTH LEVEL

1d4 Roll	Ability
1	Cross Bow
2	Hand of Annihilation
3	Psionic Armor
4	Psychic Form

First-Level Shadow Warrior Abilities

Heal and Regrowth

Refer to the first-level psi spell.

Invisibility

Refer to the first-level psi spell.

Psionic Steed

Level: First
Casting Time: One attack
Range: Personal and special
Duration: 30 minutes after the user dismounts
Drain: 30 psionic points per hour
Damage: The steed has 10,000 life points per level of the spellcaster + special
Power Base: Psionics
Countereffect: Psionic Disruption
Description: Shadow Warriors can control photons and form a normal-sized horse that can carry 1,000 pounds plus 1,000 pounds per level of the spellcaster. The steed can run 300 mph plus 10 mph per extra psionic point. The steed never touches the ground, but instead floats 2 inches above the surface over which it is traveling. This allows it to run across water, ice, lava, and other unstable surfaces. Steeds can leap up to 150 feet horizontally. They are immune to physical and energy attacks and are controlled by the Shadow Warrior's thoughts (range, 1 mile). If not mounted, they can fight with the same combat specifics as their creator's. The Psionic Steed has no mind and requires concentration by the Shadow Warrior to control it in this manner. The steed can kick with hooves that do 100 to 1,000 LPD (fate versus psionics).

The Psionic Steed can carry anything that can fit inside its belly up to its weight limit. The steed appears to be ghostlike, and its body is transparent although anything placed within cannot be seen from the outside.

At 20th level, the Psionic Steed can fly; all riders are protected from the effects of the wind (see chapter 12, "Flight Classes").

Psychic Shield

Level: First
Casting Time: 1/4 attack
Range: 10 feet
Duration: Concentration
Drain: 30 psionic points per turn
Damage: Stops any three of the following powers at one time: magic, psionics, earthpower, chi, mutations, and alchemy, up to 10,000 LPD + 10,000 LPD per level after the fifth
Fate: Psionics
Power Base: Psionics
Countereffect: Psychic Shield
Description: Shield ability. The shield is barely visible and can only be seen as a light shimmering around the spellcaster. The field can be shaped into a flat disk 10 feet in diameter. This can be moved by the spellcaster. The shield can also be shaped into a sphere that will not move once cast (see "Shields" in chapter 9).

Quickness

Level: First
Casting Time: One attack
Range: Personal
Duration: One set per level of the user
Drain: 10 psionic points
Power Base: Psionics
Countereffect: Slow Motion
Description: This ability gives a +1 on advantage, a +10% to dodge, and one extra attack per turn.

Shadow Axe

Level: First
Casting Time: One attack
Range: Personal. Can be thrown 500 feet
Duration: Concentration. Duration of the pleasure effect is 15 minutes.
Drain: 30 psionic points per attack
Damage: Special + 100 to 1,000 LPD + 1,000 LPD per level after the fifth. Affects 1 ton per level of the user.
Fate: Psionics
Countereffect: Psi Shield
Description: If thrown, this is a beam attack. This ability creates an axe of psionic energy that has two functions. First, it can do damage through 10ths, and at 30th level, while held by the user, it is immune to energy and physical attacks. Second, the axe can be made into a psionic energy ghost. When it strikes, it will pass through a target and over stimulate a subject's pleasure center or in the case of B.S.C.s, their power flow. This causes them to be incapacitated with ecstasy. In both cases, the axe will return to the spellcaster's hand when thrown, at the speed of thought.

Telekinesis

Refer to the first-level psi spell.

Two 10ths Damage Protection

Level: First
Casting Time: 1/4 attack
Range: Personal
Duration: One turn
Drain: 10 psionic points per turn
Power Base: Psionics
Countereffect: Psionic Disruption
Description: This ability gives the user two 10ths damage protection.

Fifth-Level Shadow Warrior Abilities

Clairvoyance

Refer to the first-level psi spell.

Cloaking Sphere

Level: Fifth
Casting Time: Four attacks
Range: 10-foot diameter
Duration: 10 minutes
Drain: 30 psionic points per turn
Power Base: Psionics
Countereffect: Lance
Description: This shielding ability moves with the spellcaster protecting them from any type of sensing spell, device, or ability. It also acts as a Quiet spell, allowing users to move with a 90% chance of not being heard. The shield itself can be detected by a Sense Psionics spell. Shadow Warriors can be seen by the naked eye.

Lance

Level: Fifth
Casting Time: One attack
Range: 20 feet
Duration: Concentration
Drain: 30 psionic points per turn + 25 psionic points for every use after the first + special
Damage: 1,000 to 10,000 LPD + 10,000 LPD per level after the fifth or special
Fate: Psionics
Countereffect: Psychic Shield
Description: This ability creates a 20-foot-long battle lance of mental energy that can do damage or banish a subject to a pocket dimension for 24 hours. When this effect is used, the lance glows blood red instead of the normal blue. The lance will banish 3 tons plus 1 ton per level of the user after the fifth upon contact. Subtract 50 psionic points per use or add 50 extra psionic points per extra ton.

If the lance leaves a spellcaster's hands, it will dissipate within one set or when it is touched by someone other than the spellcaster. If someone other than the spellcaster touches it, the lance will release its energy, damaging the toucher.

Shadow Hawk

Level: Fifth
Casting Time: 1 hour
Range: Unlimited
Duration: 24 hours
Drain: 50 psionic points per day
Damage: Special
Power Base: Psionics
Countereffect: Shadow Staff
Description: This ability creates a replica of a large hawk. The hawk is controlled by the spellcaster's mental commands. However, it can act independently if required. It has the same number of attacks, dodges, advantage bonuses, and life points as its spellcaster. The spellcaster can see and hear what the bird sees and hears, and may also speak through it.

It cannot enter a Security spell, including a Psionic Web. It can travel at the speed of thought (tarwarp 10). However, in combat, it moves considerably slower, although it does act as a beam attack.

The hawk has a few special abilities that require the "feeding" of additional psionic points to perform. It can do the ability Scan Mind and Willforce (see the fifth-level psi spell). This ability is projected from the hawk's eyes, and everything it learns is relayed to the spellcaster.

Its other ability gives this psi spell its name. The hawk can attack its victims by enveloping their heads, becoming a shadowy hood that renders them harmless, unable to move, see, or attack. They remain conscious. Anything done to them during this time, however, will not be remembered, and when the hawk leaves, they will recover within two sets. The hood requires 30 psionic points and is a beam attack. It lasts 24 hours (fate versus psionics).

The last function of a Shadow Hawk is one of a winged messenger. The hawk can carry and teleport up to 200 pounds per 20 psionic points per 1,000 miles. This requires one attack to accomplish, and the bird must be within 5 feet of the target. If the target area is visible, the hawk can be made to materialize there and grab whatever it is after.

Shadow Staff

Level: Fifth
Casting Time: Four attacks
Range: Personal and touch
Duration: One set + one set per level after the fifth
Drain: 40 psionic points per turn
Damage: Special
Fate: Psionics and metabolic shock
Power Base: Psionics
Countereffect: Shadow Staff
Description: The Shadow Warrior can form a 6-foot staff out of psionic energy. The staff glows a bluish black. When it touches someone, the victim loses half his strength and constitution points. The staff can hold up to 20 constitution points. This life force can be given to someone else who needs it. If it is not transferred, the Shadow Warrior may absorb some of it himself. It can also be fired as bolts, doing 10,000 LPD per constitution point (beam attack and psionic damage).

Teleport

Refer to the fifth-level psi spell.

Tenth-Level Shadow Knight Abilities

Crossbow

Level: 10th
Casting Time: One attack
Range: Sight
Duration: One set + one set per level after the 10th
Drain: 30 psionic points + 10 psionic points per arrow after the first + special
Damage: Special
Fate: Psionics or nullification if second arrow type is used
Countereffect: Psionic Armor. The armor cancels and dissipates the arrows without itself being affected.
Description: Beam attack. This ability creates a crossbow of psionic energy. Users can select from three different arrows (only one per attack, and they cannot be mixed). All arrows can be used only once. The first arrow is completely physical in nature with a sunstone arrowhead, which decays 24 hours after its made. The arrowhead pierces through three 10ths and does 10,000 LPD per the level of the creator.

The second arrow type is a nullification shaft. This arrow cancels magic, psionics, earthpower, chi, alchemy, and mutations, but only two of each at a time. If the power is a higher level than the spellcaster's, subtract 10 psionic points per level above if it is desirable to strengthen the cancellation. Once canceled, a target's powers will not function for 5 minutes.

Lastly is the wide stun blast. This arrow will stun any creature below the user's level up to 10 victims or 1 ton. They must roll fate versus psionics or pass out for 1 hour. The arrow can be set off on impact or on mental command, affecting a territory of up to 50 feet in diameter.

Hand of Annihilation

Level: 10th
Casting Time: Two attacks
Range: Touch
Duration: One set + one set per level after the 10th
Drain: 50 psionic points
Damage: Special. Affects 1 ton per level after the 10th
Fate: Psionics
Countereffect: Psychic Shield
Description: With this ability, Shadow Warriors can focus psionic energy into their hands and then strike a victim. A Shadow Warrior's hand glows blue when the energy is focused. Shadow Warriors can then annihilate 1 ton of matter by striking it. The energy will remain within their hands until they strike a victim or until the duration runs out. If a victim makes his fate roll, he must roll metabolic shock. If he fails, he passes out for 2 hours.

Psionic Armor

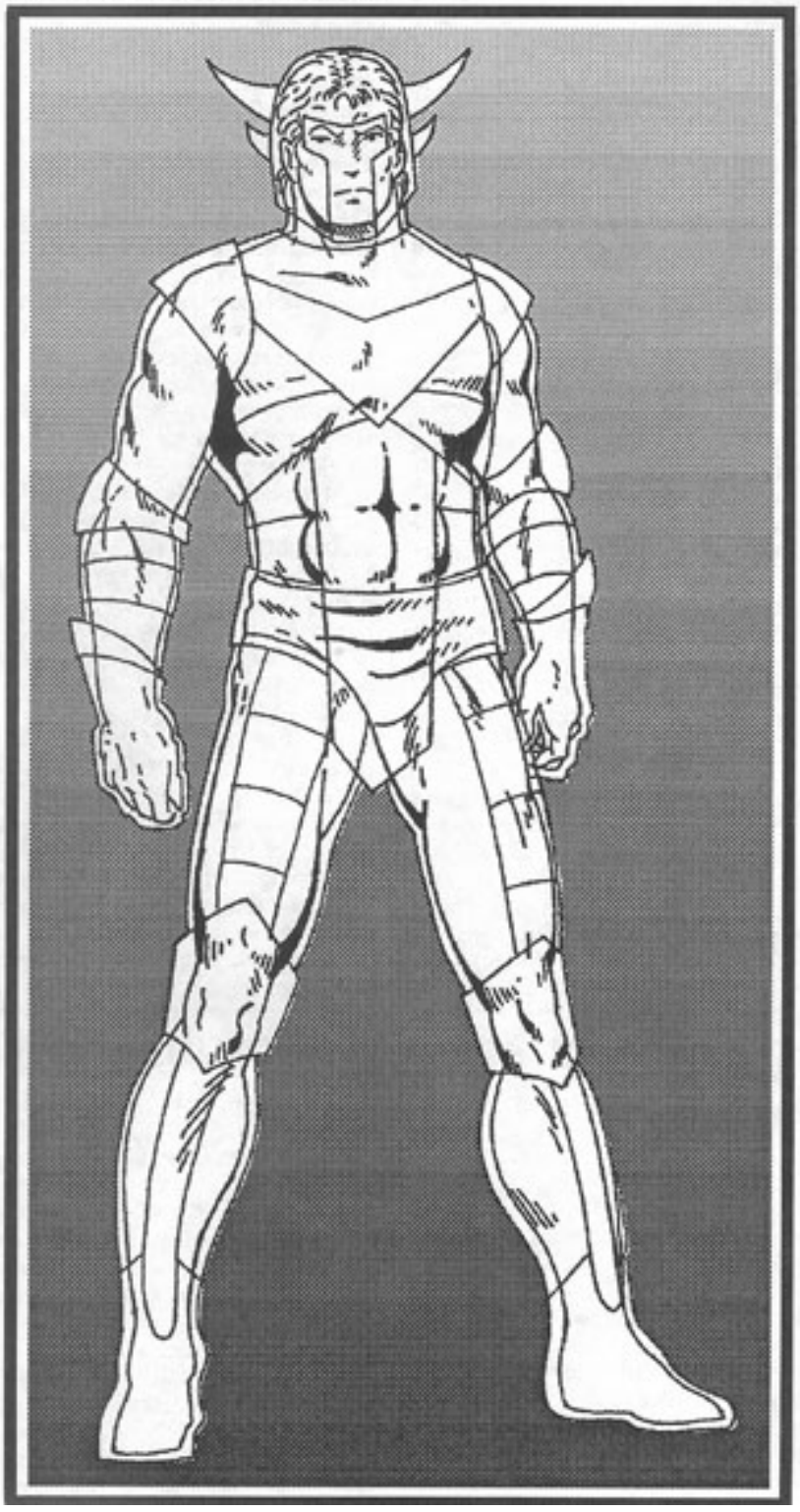
Level: 10th
Casting Time: One attack
Range: Personal + touch
Duration: 1 hour
Drain: 75 psionic points per hour
Damage: Special
Fate: Psionics
Power Base: Psionics
Countereffect: Hand of Annihilation
Description: This ability creates special Psionic Armor around a Shadow Warrior. The armor has 1 million life points plus 10,000 points per level above the 10th. The armor stops energy and physical attacks, giving a user three 10ths damage protection. It increases a warrior's strength score by 200 points. If a warrior is touched by someone while wearing the armor, the toucher will take 10,000 life points of psionic damage (subtract 10 psionic points per use). The armor glows a dim blue-black in color.

Psychic Form

Level: 10th
Casting Time: Two attacks
Range: Personal
Duration: One set + one set per level after the 10th
Drain: 100 psionics points per use with an additional drain of 15 psionic points per extra set of use.
Damage: None
Power Base: Psionics
Countereffect: Shadow Axe
Description: This ability allows Shadow Warriors to assume a psychic form, able to strike but unable to be struck by most attacks. The ability creates a halo of bright white light around the form, which is deep blue and emits a loud roar. All within 10 feet will feel nausea. Everything considered, it is a very scary effect.

While in Psychic Form, Shadow Warriors can be affected only by magic, psionics, and earthpower. They can fly at 100 mph and pass through almost any substance. If a Shadow Warrior is mapping or looking for something, he must fly slowly, even hovering occasionally. An area cannot be scanned in the blink of an eye (see "Flight Classes" in chapter 12).

Shadow Warriors, in psychic form, function as beam attacks and can use only the psionic abilities that they normally possess. Other items, weapons, and spells will not work. Their dodge, advantage, number of attacks, and strength remain the same.



Shaman Songs

Table 183. SHAMAN SONGS—FIRST LEVEL

1d20 Roll	Song
1	Cloak of Shaman
2	Dancing Song
3	Distraction
4	Guardian Spirit
5	Illusions of Rakk
6	Little Fire Spirit
7	Location
8	Lotus Bolt
9	Mystic Cage
10	Rain Dance
11	See the Past
12	Solidify Air
13	Spirit Force
14	Spirit Spear
15	Spirit Stomp
16	Tomahawk
17	Transform Into a Spirit
18	Vision Through Objects
19	War Club
20	War Cry

Table 184. SHAMAN SONGS—THIRD LEVEL (THE POUCH)

1d8 Roll	Song
1	Fire Totem
2	Fog
3	Hush Powder
4	Knife
5	Powder of Darkness
6	Sling
7	Speaking Sap
8	Spirit Breath
9	Spirit Pipe
10	Teepee

Table 185. SHAMAN SONGS—FIFTH LEVEL

1d20 Roll	Song
1	Call and Control Beast and Plant Spirits
2	Cloak of Peace
3	Fire Arrow
4	Fire Circle
5	Ravens Claws
6	Song of Health
7	Song of Sensing
8	Song of Speaking
9	Song of Winter
10	Song Stick
11	Spirit Circle
12	Spirit Dance
13	Spirit Lodge
14	Spirit of Flame
15	Spirit of Movement
16	Spirit of Rock and Earth
17	Spirit of Water
18	Spirit of Wind
19	Spirit Shape
20	Wind of Neverana

Table 186. SHAMAN SONGS—TENTH LEVEL

1d8 Roll	Song
1	Fire Staff
2	Great Spirit Movement
3	Mass Tesseract
4	Shaman Sphere
5	Shaman Storm
6	Song of Great Sleep
7	Song of War
8	Spirit Possession

Table 187. SHAMAN SONGS—FIFTEENTH LEVEL

1d6 Roll	Song
1	Bear Claw
2	Nightmare
3	Shaman Shout
4	Solidify Time
5	Sun Song
6	Turning Song

Table 188. SHAMAN SONGS—TWENTIETH LEVEL

1d6 Roll	Song
1	Symbol of the Beasts
2	Bridge of Valhalla
3	Curse
4	Limbo's Irresistible Whirlpool
5	Mystic Restoration
6	The Drum

Thirtieth-Level Shaman Songs

Refer to the 30th-level Mage Warrior spells.

Fortieth-Level Shaman Songs

Refer to the 40th-level Mage Warrior spells.

First-Level Shaman Songs

Cloak of the Shaman

Level: First
Singing Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 1 con point per 5 minutes
Damage: Stops magic, psionics, earth-power, and alchemy attacks, but only two at a time, up to 10,000 life points per level of the spellcaster.
Power Base: Magic
Countereffect: Cancellation
Description: Shield spell. This song creates a 5-foot radius circle of magical energy around the spellcaster (see "Shields" in chapter 9). The circle protects as if it were a sphere, although only the circle is visible. When the above listed attack types hit the circle's spherical area the field will block them, flashing with a faint shimmer of red and violet.

Dancing Song

Level: First
Singing Time: 1/4 attack
Range: Personal and touch
Duration: 1 hour
Drain: 1 con point
Power Base: Magic
Countereffect: Distraction
Description: This song gives whomever it is cast upon a +15% on his or her dodge and two extra attacks. A person can only have two Dancing Songs cast upon them within 24 hours or else the person must roll fate versus death.

Distraction

Level: First
Singing Time: 1/4 attack
Range: 100 feet
Duration: Five attack segments + one segment per level
Drain: 1/2 con point + 1/4 con per higher level of the victim than the spellcaster's
Fate: Magic
Countereffect: Cloak of the Shaman
Description: Beam attack. This song causes the chosen subject to be distracted, preoccupied, or look away (not notice the spellcaster), for the spell's duration, even if their sight was fixed on the spellcaster. The spell will affect those who are equal or lower in level to the spellcaster without additional constitution drain.

Guardian Spirit

Level: First
Singing Time: 1/4 attack
Range: Personal or touch
Duration: 1 hour
Drain: 2 con points
Power Base: Magic
Countereffect: Distraction
Description: This song gives Shamans two 10ths damage protection, a +200 on strength, and a +2 on advantage. This can only be cast twice in 1 day on a person.

Illusions of Rakk

Refer to the third-level Mage Warrior spell Illusion spell.

Little Fire Spirit

Level: First
Singing Time: 1 attack
Range: 500 feet
Duration: Concentration
Drain: 1 con point per hour + special
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth. Fire burns for one set doing full damage every turn.
Fate: Magic
Countereffect: Rain Dance
Description: Beam attack. This song creates a small sphere of flame that can be used for illumination or as an effective weapon. The ball's movement is controlled telekinetically by the spellcaster at a maximum speed of 250 mph. Once the Little Fire Spirit touches something it will continue to burn for its duration and may not be recalled into sphere form.

Location

Refer to the first-level Mage Warrior spell.

Lotus Bolt

Level: First
Singing Time: One attack
Range: 500 feet
Duration: 24 hours
Drain: 1 con point + 1/4 con per higher level of the victim than the spellcaster's
Damage: Causes sleep
Fate: Magic
Countereffect: Cloak of Shaman
Description: Beam attack. This spell causes a subject struck to fall asleep. The bolt appears as a 1-foot-diameter stream of fast-moving blue mist.

Mystic Cage

Level: First
Singing Time: Two attacks
Range: 500 feet
Duration: 24 hours
Drain: 3 con points
Damage: Makes subjects blind and deaf
Fate: Magic
Countereffect: Lotus Bolt
Description: Area effect. No shot roll is required with this ability. A sphere 10 feet in diameter will appear around victims and raise them 5 feet into the air. The sphere appears woodlike but is invulnerable to all effects except Cancellation. Anyone inside the sphere is completely blind and deaf (see "Warfare With Invisible Creatures" in chapter 12). The spell provides an air supply so that victims will not suffocate The cage can be canceled or moved about at will by casters, as long as they remain within range. The sphere is weightless and cannot be used as a battering ram.

Rain Dance

Level: First
Singing Time: Five attacks
Range: Sight. 500 feet for the lightning bolts
Duration: Concentration
Drain: 1 con point per 15 minutes + 1 con point per bolt after the first
Damage: Paralysis
Fate: Magic
Countereffect: Rain Dance
Description: Area effect. No shot roll is required with this ability. This song causes black clouds to collect and rain down 1,000 to 6,000 gallons of fresh water (approximately the same as a 10- by 20- by 10-foot swimming pool). Normal vision is obscured totally if it is raining at its fullest extent. Cloud movement can be fully controlled by a Shaman for the duration of the rain. The cloud can also fire rainbow lightning bolts. These bolts will paralyze a victim for 1 minute. The maximum weight that can be affected is 500 pounds plus 500 per level of the Shaman. This song can be used only once every 24 hours within a 5-mile radius unless the Spirit of Water is sung also. The spell can be used to stop rain from falling within a 5-mile area for as long as the spellcaster concentrates completely.

See the Past

Level: First
Singing Time: Two attacks
Range: Sight
Duration: Concentration
Drain: 1/2 con point per 15 minutes
Power Base: Magic
Countereffect: None
Description: Area effect. This song allows singers to see up to a maximum of 100 years into the past. Singers can only see the area they are standing in within the limits of their range of vision. They will see the past as phantomlike forms.

Solidify Air

Refer to the third-level earthpower spell. The power base is magic.

Spirit Force

Refer to the second-level Mage Warrior spell Telekinesis.

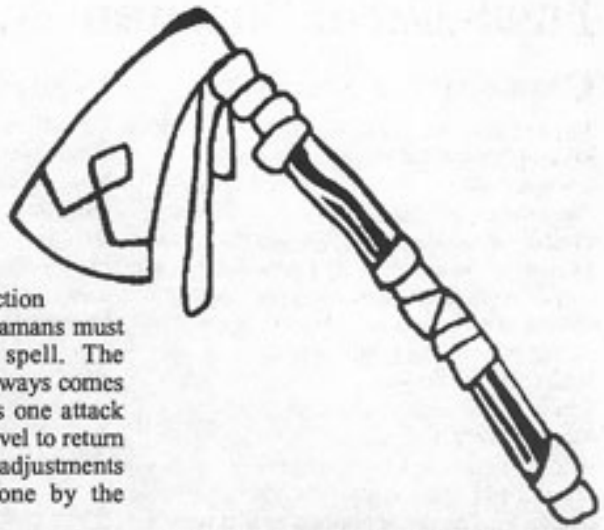
Spirit Spear

Level: First
Singing Time: One attack
Range: Sight
Duration: One turn
Drain: 2 con points
Damage: 1,000 to 10,000 LPD + 10,000 LPD per level after the fifth
Fate: Magic
Countereffect: Circle of Protection
Description: Beam attack. This song creates a magical spear that launches itself at a target. The spear does not need to be held by the spellcaster, but it must be launched within one set after the song is complete. The spellcaster's strength does not affect the damage even if physically thrown.

Spirit Stomp

Level: First
Singing Time: One attack
Range: 100 feet
Duration: One attack
Drain: 1/2 con point
Fate: Physical
Power Base: Magic
Countereffect: Distraction
Description: Wide-beam attack. No shot roll is required with this ability. This song causes a shock wave, similar to an earthquake, that will cause victims to be bounced into the air or knocked off their feet. The Shaman must stomp the ground. The shock waves flow forward away from his foot, in a 180-degree wavefront.

Tomahawk



Level: First
Singing Time: One attack
Range: 500 feet
Duration: One turn
Drain: 1/2 con point
Damage: 100 to 1,000 LPD + 1,000 LPD per level after the fifth
Fate: Magic
Countereffect: Circle of Protection
Description: Beam attack. Shamans must have a tomahawk for this spell. The Tomahawk never misses and always comes back to its thrower. It requires one attack segment per 40 feet it has to travel to return to a Shaman's hand. Strength adjustments do not affect the damage done by the Tomahawk.

Transform Into a Spirit

Level: First
Singing Time: 1/4 attack
Range: Personal and touch
Duration: Total concentration
Drain: 2 con points per set
Power Base: Magic
Countereffect: Any cancellation or nullification
Description: This spell allows Shamans to become ghosts, able to fly 100 mph and move through solid objects. While in this form, Shamans are not invisible, but can only be struck by psi spells, magic, earthpower, or alchemy. A total of 550 extra pounds can be carried by the spirit or two other large people. Movement with this song is instantaneous and can be used as a Tesseract-type dodge. Shamans cannot cast spells while in Spirit Form until the 40th level (see "Flight Classes" in chapter 12).

Vision Through Objects

Refer to the second-level earthpower spell. The power base is magic and the counter effect is Cloak of the Shaman.

War Club

Level: First
Singing Time: One attack
Range: Personal
Duration: Concentration
Drain: 2 con points + 1/2 point per target after the first; stunning uses 1 con point per strike
Damage: 1,000 to 4,000 LPD + strength adjustment for physical attack; stuns only if the magical attack is used.
Fate: Physical or magic
Countereffect: Guardian Spirit
Description: Shamans must have a real war club. This song temporarily enchants the club with the ability to do greater physical damage or to stun victims with a magical attack. Both attack types may be done at the same time or used individually. Stunning causes victims to pass out for 3 to 18 minutes (3d6) if they do not make their fate.

War Cry

Level: First
Singing Time: Two attacks
Range: 500 feet
Duration: 24 hours
Drain: 3 con points
Damage: Special
Fate: Magic
Countereffect: Guardian Spirit
Description: Area effect. No shot roll is required with this ability. This song is a screamer, one that affects up to three targets. The cry induces total surprise for 3 seconds.

Third-Level Shaman Songs

The Pouch

The pouch has long been one of the Shamans' universal accouterments. Within the pouch are the objects and powders with which they work their craft. When Shamans reach the third level, they receive the pouch and two of its abilities. The pouch is not a magical item. However, the songs require a real pouch. The required totems or materials appear in the pouch in one segment when the song is used.

Fire Totem

Level: Third
Singing Time: One attack
Range: 500 feet
Duration: Permanent
Drain: 1 con point per 500 pounds
Damage: Disintegration
Fate: Magic
Countereffect: Cloak of the Shaman
Description: Beam attack. This song makes a small totem pole of redwood. The totem may manifest a disintegration beam. The beam will only destroy something if it is less than the amount of weight it may affect. If a target's weight exceeds the limitation, then no damage is taken. Once the beam hits, it is not selective, and it will disintegrate everything within range or will dissipate harmlessly.

Fog

Level: Third
Singing Time: Two attacks
Range: 500 feet
Duration: 1 hour
Drain: 3 con points
Damage: Makes subjects blind and deaf
Fate: Magic
Countereffect: Solidify Air
Description: Area effect. No shot roll is required with this ability. This fog that will acts as a Cloak of Mist, stopping all forms of vision, radar, and sensing abilities. The fog may be employed in the same manner as a normal Cloak of Mist (see the third-level Mage Warrior spell), or it may be manifested in a 100-foot area plus 100 feet per level after the 10th level of the Shaman. Once cast, the fog requires four attacks to appear. Immediately when the spellcaster begins the song, the fog begins to seep out of the medicine bag. The Shaman can choose who is blinded by the fog and who is not. (Refer to "Warfare With Invisible Creatures" in chapter 12 for more information).

Hush Powder

Level: Third
Singing Time: One attack
Range: Special
Duration: 5 minutes
Drain: 1/2 con point
Power Base: Magic
Countereffect: War Cry
Description: Area effect. No shot roll is required with this ability. The Shaman's pouch creates a fine powder that creates a Quiet spell. The powder will make anyone move silently for 5 minutes. However, the user needs to sprinkle it on the subject, and the song creates only enough for one use. While under the effects of the song, a subject will not be able to speak. If sprinkled in an area it will form a sphere of silence. No noise will leave the sphere nor can any sound penetrate. Those within the song's 5-foot radius will be able to converse normally (see the third-level earthpower spell Quiet for more information).

Knife

Level: Third
Singing Time: One attack
Range: 500 feet
Duration: Concentration
Drain: 1/4 con point to create + 1/4 con point per attack after the first
Damage: 100 to 1,000 LPD + 15 LPD per level after the third + the user's strength damage adjustment
Fate: Magic (phaze at 20th level)
Countereffect: Dancing Song
Description: The song creates a magical dagger 15 inches long that, for all intents and purposes, is a real knife. This song becomes phazed at 20th level, and the Knife may be thrown at 10th. This song is perfect for in-fighting or inn-fighting, depending upon the proprietor of the establishment.

Powder of Darkness

Level: Third
Singing Time: Two attacks
Range: 500 feet
Duration: Permanent
Drain: 2 con points
Damage: Blindness
Fate: Magic
Countereffect: Fog
Description: Wide-beam attack. This powder creates a magical wave of energy 15 feet wide that causes all struck to become blind (see "Warfare With Invisible Creatures" in chapter 12). Once done, its effects can be undone only by the Song of Health.

Sling

Level: Third
Singing Time: One attack
Range: Sight
Duration: Concentration
Drain: 1 con point
Damage: 1,000 to 10,000 LPD + 1,000 per level after the third in a 20-foot-radius area
Fate: Magic
Countereffect: Transform Into a Spirit
Description: Beam attack. The sling creates a ball of magical energy that will explode on impact.

Speaking Sap

Level: Third
Singing Time: 1/4 attack
Range: Personal
Duration: 24 hours
Drain: 1/4 con point
Power Base: Magic
Countereffect: Hush Powder
Description: This makes a small piece of sap that when placed in a Shaman's mouth will allow him to hear and speak any higher-order language. Shamans may use the sap as many times per day as they wish. The sap is solid and tastes sweet.

Spirit Breath

Level: Third
Singing Time: Two attacks
Range: Personal
Duration: 1 hour per level of the spellcaster
Drain: 1 con point
Power Base: Magic
Countereffect: Little Fire Spirit
Description: The song creates a small piece of wax. If the wax is held in a user's mouth it will grant the benefits derived from the fourth-level Mage Warrior spell Eternal Sustenance. However, unlike the mage spell, this song will grant protection from environmental temperature extremes ranging from -70 to 170 degrees Fahrenheit.

Spirit Pipe

Level: Third
Singing Time: Two attacks, one for the bolt
Range: 100 feet
Duration: 24 hours
Drain: 1 con point + 1/2 con point per bolt or puff
Fate: Magic
Countereffect: War Club or break the pipe

Description: Beam attack for bolt; otherwise, it is an area effect with no shot roll required. This song creates a peace pipe. The smoke from the pipe banishes spirits as it touches them. The singer can blow the smoke into a ring up to 100 feet in diameter that no type of spirit or undead can cross. This ring requires 5 minutes to conjure, but it will last for 1 day per level of the singer. If a singer wishes, he may blow the smoke into an area so that it affects everything. This requires 1 minute. Lastly, he can shoot a bolt from the pipe itself that will banish a spirit, such as a werewraith, banshee, phantom, manatu, poltergeist, or technageist.

Teepee

Level: Third
Singing Time: Five attacks
Range: 10 feet
Duration: 24 hours
Drain: 1 con point
Power Base: Magic
Countereffect: Fire Totem
Description: Spellcasters singing this song draw forth a handful of powder from their pouch that will form a large teepee. The teepee is large enough to sleep eight human-sized creatures. It will protect those inside from outside weather conditions that are as severe as a heavy thunderstorm or blizzard with 30 mph winds.

The song also produces a burning campfire in a 2-foot circle in the center of the teepee. The spellcaster may have the flames heat naturally or radiate cold (for when days are hot). The temperature inside the teepee may be between 50 and 100 degrees Fahrenheit. The fire will burn for the duration of the song unless the spellcaster wishes it gone. It may be brought back at anytime during the song's duration.

Fifth-Level Shaman Songs

Call and Control Beast and Plant Spirits

Level: Fifth
Singing Time: One attack
Range: 5 miles from the spellcaster
Duration: Special
Drain: 2 con points
Fate: Magic
Countereffect: Cancellation on the monster
Description: Area effect. This song transfers the mind of the singer into a nearby plant or beast and allows the singer to control it for 5 minutes plus one set per level of the Shaman. This song affects only creatures with animal or unintelligent minds until a Shaman reaches 30th level, at which point even hydras and drakes may be controlled. If the monster is hurt, Shamans also receive 10% of the damage to their physical bodies because of the magical link. Shamans' bodies are left in a trancelike state for the duration of the spell. If Shamans' bodies lose 1/2 of their life points, they must roll metabolic shock as usual. If Shamans do not make their roll, the song will be ended.

Cloak of Peace

Level: Fifth
Singing Time: One attack
Range: 7-1/2-foot radius from the spellcaster
Duration: Total concentration
Drain: 1/2 con point per 15 minutes
Power Base: Magic
Countereffect: Cancellation
Description: This song affects the area around a singer once it is complete. All within the area are completely invisible and completely silent. The cloak moves with the singer and lasts as long as the singer does not move abruptly (see "Invisibility" in chapter 9).

Fire Circle

Level: Fifth
Singing Time: 1/4 attack
Range: 7-1/2 foot radius from the spellcaster
Duration: Concentration
Drain: 1 con point per 5 minutes
Damage: Stops physical, energy, and chi attacks of up to 100,000 LPD per level of the Shaman above the fifth
Power Base: Magic
Countereffect: Wind of Neverana
Description: Shield spell. This spell creates a circle of fire. If touched, the flames burn if the Shaman wills them to, doing 1,000 to 10,000 LPD per segment. The circle will not move with the Shaman, but it can be shaped into a disklike shield in front of the Shaman that moves as he desires (drain an extra 1/2 constitution). The circle will burn around the edges and act in all respects as previously stated. The spell can be moved to protect others instantly within 100 feet (see "Shields" in chapter 9).

Fire Arrow

Level: Fifth
Singing Time: One attack
Range: Sight
Duration: 2 seconds
Drain: 1 con point
Damage: 10,000 to 40,000 LPD + 10,000 LPD per attack segment for the duration
Fate: Magic
Countereffect: Cloak of the Shaman
Description: Beam attack. This song requires a bow made of mage tree wood with a string made from a unicorn's tail hairs. The cost to replace it is $10,000. Shamans are awarded the bow when they learn this spell. This song creates a magical arrow of flame when sung with the special bow. This fiery shaft will set flame to anything it hits.

Ravens Claws

Level: Fifth
Singing Time: Four attacks
Range: Personal
Duration: 5 minutes
Drain: 1/10 con point per attack done
Damage: 100 LPD + 10 LPD per level of the spellcaster every segment
Fate: Magic
Countereffect: Ravens Claws
Description: This song creates an invisible, 5-foot-radius field around the spellcaster. Anything that comes in contact with the field will receive clawing damage as if attacked by ravens. Each attack by the field drains the listed constitution. The spellcaster can decide who is attacked or who is not.

Song of Health

Level: Fifth
Singing Time: 10 attacks
Range: 500 feet
Duration: Permanent
Drain: 1 con point per subject
Power Base: Magic
Countereffect: None
Description: When Shamans sing this song, they may heal one person plus another person per every three levels of a Shaman. This spell heals sickness, disease, wounds, broken bones, and lost limbs. It heals 100% of the wounds and will work on characters who have -1,000 life points. Metabolic shock must be successfully rolled in order for those who are below zero life points to survive.

Song of Sensing

Level: Fifth
Singing Time: 1 minute
Range: Unlimited
Duration: Total concentration
Drain: 5 con points
Power Base: Magic

Countereffect: Fog or Cloak of Mist of at least 10th level in power
Description: This song allows Shamans to feel disturbances in the flow of power within their minds. While singing this song, they are impossible to surprise. Shamans can look in specific areas for magic, psionics, earthpower, energy, mutations, chi, alchemy, life forms, and auras. There is a 65% chance of sensing danger, secret doors, God Power and Venderant Nalaberong. Singers can scan a 500-foot-diameter area at one time.

Song of Winter

Level: Fifth
Singing Time: Three attacks
Range: 100-foot diameter
Duration: 6 to 8 hours, depending on the surrounding temperature
Drain: 2 con points
Damage: Special
Fate: Cold
Power Base: Magic
Countereffect: Thermal Kinetic
Description: Area effect. This song gives singers the ability to freeze solid anything within the range. The song will affect 1 ton plus 1 ton per level after the fifth level of the singer. A subject will remain in suspended animation until the ice melts or is destroyed. The Shaman may control who is affected.

Song Stick

Level: Fifth
Singing Time: Six attacks
Range: Touch
Duration: 6 hours
Drain: 1 con point + special
Power Base: Magic
Countereffect: Wind of Neverana
Description: Shamans must have a mage tree stick. The song prepares the stick so that it can be used for holding up to six songs. Spells stored in the stick can be discharged in one attack. Song stick is very useful, for it can hold spells that take a long time to sing and release them faster than can be accomplished normally. However, only one spell may be released at a time. The stick will only hold spells of the same or lower level as the Shaman.

Spirit Circle

Refer to the fourth-level Mage Warrior spell Binding.

Spirit Dance

Refer to the second-level Mage Warrior spell Transanimation.

Spirit of Flame

Level: Fifth
Singing Time: 1/4 attack for the sphere, one attack for the bolt, one attack to summon the fire bird. The fire bird's breath takes two attacks and its talons one attack.
Range: 100-foot sphere; 500 feet for the bolt; control of fire bird is 5 miles. Its breath has a range of 200 feet, and its talons 5 feet.
Duration: Concentration or special
Drain: Flame sphere: 1 con point per turn. Fire Bolt: 1 con point. Summoning fire bird: 1 con point. Flight: 1 con point per 1/2 hour (see "Flight Classes" in chapter 12). Breath: 2 con points. Talons: 3 con points.
Damage: Flame Sphere: 1,000 to 10,000 LPD per attack segment of contact. Fire Bolt: 1,000 to 10,000 LPD + 10,000 LPD per level after the fifth. Fire bird breath: 10,000 to 60,000 LPD + 10,000 LPD per level after the 10th. Talons: 10,000 to 100,000 LPD + 10,000 LPD per level after the 10th.
Fate: Magic
Countereffect: Spirit of Water
Description: The bolt is a beam attack. The breath and talons are wide-beam attacks. All fire caused by Shamans is fully controlled and only harms what they wish it to. This song allows them to call and control magical or normal flame. They can create a movable sphere of flame 20 feet in diameter, shoot a beam of fire, or summon a fire bird. The fire bird has a 20-foot wing span. Once summoned, it can be made to do the same damage as the sphere to anything it touches, in addition to its breath or talons. Shamans can envelop themselves and up to 5,000 pounds of extra payload within the bird and fly 300 mph, with no ill effects. The bird can also be used to fight at a distance and will do so with the Shaman's total concentration, having the same dodge and attacks. When the bird is being used at a distance, a Shaman can see through its eyes. It can be destroyed by a high-level cancellation of magic.

Spirit of Movement

Refer to the 10th-level Mage Warrior spell Teleportation.

Spirit of Rock and Earth

Level: Fifth
Singing Time: Create trench: one attack. Raise a mountain: 1 minute. Throw rock: one attack. Control stone: one attack. Summon a volcano: 10 minutes. Strengthen stone: one attack.
Range: Create trench: 500 feet. Raise a mountain and summon a volcano: 5 miles. Throw rock: 500 feet. Control stone: 1,500 feet. Strengthen stone: touch.
Duration: All modes are permanent except for control and strengthen stone, which are concentration, and the volcano which is 1 hour.
Drain: Create trench: 1/2 con point. Raise a mountain: 10 con points. Throw rock: 1 con point per ton after 10. Control stone: 1 con point. Volcano: 15 con points +2 per lava bolt after the first. Strengthen stone: 1 con point per 1/2 hour.
Damage: Special
Fate: Physical
Power Base: Magic
Countereffect: Spirit of Water
Description: This song has several different characteristics. Shamans can create a trench 100 feet deep, 100 feet long, and 25 feet wide. They can also close it just as fast, doing 100,000 life points smashing damage. The trench increases 20 feet in all directions per level of the Shaman above the fifth plus another 2,000 LPD per level.

Shamans can create a mountain 100 feet in height with a base 200 feet in diameter or a pillar of earth 100 feet tall and 50 feet in diameter per level.

Up to 10 tons of rock can be caused to fly short distances and strike a target for 2,000 LPD per ton used (wide-beam attack).

This song also causes earth and stone to flow like water at up to 40 mph. Singers can completely control its movement. The song may affect 1,000 square feet of either stone or earth (a cube about 50 feet on all sides).

Shamans can summon a minivolcano, using it to shoot a Lava Bolt. The lava summoned is not a great amount (5 tons). However, it can be aimed and will travel for 1,500 feet, doing 100,000 to 1 million LPD. This is physical and energy damage only. The flowing lava does 3,500 LPD per attack segment for 30 minutes. There are five uses of the lava per volcano (wide-beam attack, one lava bolt per attack). The volcano also causes an ash blackout with a 1 mile area of effect 5 minutes after being summoned. The volcano can only be used once in an area within 1 year, else a violent earthquake and volcano will occur that cannot be controlled by the Shaman.

Strengthen stone is an ability that has saved many a fortress under attack. It can increase any stone's life points 10 times the normal amount in a 500-foot area. It will also make the stone 30% resistant to magic, psionics, earthpower, chi, mutations, and alchemy, increasing by 1% per level of a Shaman after the fifth.

Spirit of Water

Level: Fifth
Singing Time: Drain and create water: two attacks per 100 gallons. Manipulate water: two attacks. Call tidal wave: 20 minutes. Summon sprite: 1 minute.
Range: 500 feet. Range of Water Bolt is 100 feet. The sprite's range is sight.
Duration: Permanent. Control and manipulation are concentration. The sprite lasts 1 hour per level.
Drain: Drain water: 1 con point per attack segment. Create water: 1 con point per 100 gallons. Manipulate water: 2 con points per 5 minutes. Call tidal wave: 20 con points. Sprite: 10 con points to summon + any additional points to use its abilities.
Damage: Special. Created water can be formed into a powerful stream that can push with 1,400 pounds of pressure.
Fate: Physical or magic in the case of the water draining.
Power Base: Magic
Countereffect: Song of Winter
Description: Beam attack plus special. Shamans can empty an area of water, including the water in subjects' bodies, causing death. This can effect 1 ton of water per level of the Shaman after the fifth (wide-beam attack). When creating large amounts of water, the song causes water to appear out of thin air. When it appears, it acts as though it were a water main with an adjustable nozzle. The diameter can be varied from 1 inch to 5 feet. The nozzle can be made to appear any-where within the range, and the bolt can be aimed at any angle.

Manipulation allows Shamans to create 100-foot tall water spouts 20 feet in diameter that can travel at speeds of up to 300 mph. Shamans can lift up to 10 tons of water and shape it anyway they wish.

The song can also be made to call a tidal wave that will travel at up to 600 mph, towering 500 feet high and extending 10 miles wide.

Creating a sprite allows singers to make a 4-foot-tall creature of water. These little beasties have the same combat specifics as the singer and can move about in water at up to 200 mph while carrying up to 5 tons. They are very effective at drowning victims. With extra constitution (up to 20 may be added) they can do any of the Spirit of Water's abilities with the exception of the tidal wave. The sprite can take commands and is completely loyal to its creator.

Spirit of Wind

Level: Fifth
Singing Time: Two attacks
Range: 500 feet
Duration: Concentration, total concentration for the tornado or dust storm
Drain: 1 con point per 10 minutes; 1 con point per minute for the tornado or dust storm
Damage: 20,000 to 200,000 LPD per segment with the tornado
Fate: Physical
Power Base: Magic
Countereffect: Spirit of Wind

Description: Wide-beam attack. When Shamans sing this song, a controlled wind develops that can lift, move, or carry up to 5 tons. Also, by using this song, Shamans can create a tornado or a dust storm. A tornado blows 400 mph and stands up to 1,000 feet tall. When over water, it becomes a water spout 100 feet high and 10 feet wide. A dust or wind storm can blow up to 300 mph and can cover a 5-mile area. Both these effects can move up to 15 tons of matter. The song can also be used to control winds, dust storms, and tornadoes.

Spirit Lodge

Refer to the fourth-level Mage Warrior spell Phaze Shelter.

Spirit Shape

Level: Fifth
Singing Time: One attack
Range: 100 feet
Duration: Concentration or 1 hour if placed on another subject
Drain: 1 con point
Fate: Magic
Countereffect: Nullification
Description: Beam attack plus special. This spell gives singers the ability to shape their own or another's body in any way they wish. They may copy other people's appearances as well as any of the lesser physical mutations, including the recessives (see "Lesser Mutations," this chapter). Subtract 1 constitution point per mutation, up to a maximum of four. No poison appendages can be made. This song may also be used as a Metamorph (see the fourth-level Mage Warrior spell).

Song of Speaking

Refer to the fourth-level earthpower spell Transcommunication.

Wind of Neverana

Level: Fifth
Singing Time: One attack
Range: 500 feet
Duration: 1 turn + special
Drain: 1 con point + special
Damage: Nullifies certain powers
Power Base: Magic
Countereffect: None
Description: Wide-beam attack. This song causes magic, earthpower, and psionics to be canceled for two sets within an area of 100 feet (see "Cancellations and Nullification" in chapter 9). This song cannot be canceled. It drains extra constitution points if used on effects that have been created by a higher-level Practitioner of the Art (1/4 constitution point per higher level).

Tenth-Level Shaman Songs

Fire Staff

Level: 10th
Singing Time: One attack
Range: Personal
Duration: Concentration
Drain: 3 con points + 1 con point per additional ton affected during each attack. Drains for the shield are according to the 10th-level Mage Warrior spell Enhanced Brilliant Defender.
Damage: Instant death by burning
Fate: Magic
Countereffect: Fire Staff
Description: Shield spell plus special. This song creates a magical staff of flame that creates an Enhanced Brilliant Defender (see the 10th-level Mage Warrior spell). If a Shaman strikes a victim with the staff, the one struck rolls fate versus magic. If the roll fails, he dies. The song affects 1 ton.

Great Spirit Movement

Refer to the 10th-level Mage Warrior spell Mage Wind.

Mass Tesseract

Level: 10th
Singing Time: 1/4 attack
Range: 50 feet
Duration: Instantaneous
Drain: 1 con point per 300 pounds
Power Base: Magic
Countereffect: Wind of Neverana
Description: Refer to the third-level Mage Warrior spell Tesseract. This song affects the singer and anything the singer chooses to take along within range (see "Tesseracts and Teleports" in chapter 9). All extra subjects, if unwilling or unknowing, receive a fate versus magic as well as an area-effect evasion action.

Shaman Sphere

Level: 10th
Singing Time: 1/4 attack
Range: 500 feet
Duration: Special
Drain: 2 con points
Damage: Stops alchemy, magic, psionics, earthpower, chi, physical, and energy attacks of up to 400,000 LPD.
Power Base: Magic
Countereffect: Wind of Neverana
Description: Shield spell. This song combines both the Cloak of the Shaman and the Fire Circle. Shamans cannot move from the sphere once it is cast, and only the flames from the Fire Circle are visible (see "Shields" in chapter 9). The sphere lasts one set once it is cast unless a Shaman dispels it. This song will protect a 20-foot area, and, as with most defense spells, what cannot get in, cannot get out because it never got in, in the first place.

Shaman Storm

Level: 10th
Singing Time: Six attacks
Range: Sight
Duration: Total concentration or special
Drain: 5 con points to call + 2 con points per lightning bolt
Damage: 1,000,000 to 10,000,000 LPD + 1,000,000 LPD per level after the 10th
Fate: Energy
Power Base: Magic
Countereffect: Environmental Kinetic
Description: The bolts are beam attacks. This song creates a hurricane that has winds up to 230 mph and rain that almost totally obscures vision. Also, the storm generates lightning bolts that can be directed by the singer's will. Shamans can completely control a storm and cause one strike per attack. However, if more than 10 bolts are used within three turns, the hurricane will become uncontrollable. Shamans have a 22% chance plus 1% per level after the 10th of regaining control of the storm. A storm can span up to 50 miles and travel at 175 mph. Shamans can ride in the eye of the hurricane and control it from there.

Song of Great Sleep

Level: 10th
Singing Time: Four attacks
Range: 500-foot diameter from the singer
Duration: Up to 50 days
Drain: 3 con points + 1/4 con per level of the victim(s) above the spellcaster's
Damage: Sleep
Fate: Magic
Countereffect: Shaman Sphere
Description: Area effect. No shot roll is required with this ability. This song causes all creatures within its range to sleep once the song is ended. Shamans can control who goes to sleep within the circle. The sleep effect is invisible. Shamans must shake a rattle of eagle egg, sand, and wax pellets tied to an eagle's claw. The sleep rattle must be shaken during the last two segments of the song, and a Shaman must be able to see the subjects. Because the sleep effect is invisible, it is difficult to dodge unless a victim is aware of the attack, is teleporting, or is using a magic stopping effect. To determine awareness,

use a class AA surprise unless the victim sees the Shaman.

Song of War

Level: 10th
Singing Time: Four attacks
Range: Personal
Duration: 1 hour
Drain: 4 con points
Power Base: Magic
Countereffect: Nullification
Description: This song is a combination of the Dancing Song and the Guardian Spirit plus a 75% magic resistance (see "Resistances and Immunities" in chapter 9). Persons can have only two Songs of War cast upon them in a 24-hour period, else they must roll fate versus death.

Spirit Possession

Level: 10th
Singing Time: Six attacks
Range: Personal
Duration: Total concentration or special
Drain: 4 con points; add 1/4 con per level of the victim above the spellcaster's when attempting to possess
Fate Magic
Countereffect: Guardian Spirit
Description: This song transforms Shamans into invisible spirits that can enter another's body and control it, along with the subject's powers and abilities. Subjects of the attack must roll their psychic shock, subtracting 2% per level of the Shaman down to a minimum of 10%. If subjects make their psychic shock roll, then the Shaman remains in spirit form. On the next attack, the Shaman may try again to possess a victim. If the second attempt also fails, the Shaman will reappear. Once a Shaman succeeds in possessing another's body, then he can remain in control as long as desired. However, once every 12 hours, the victim can roll psychic shock versus regaining control of mind and body. If he succeeds, the Shaman will be forced out of the body. When the Shaman reappears, he must roll metabolic and psychic shock versus unconsciousness for four sets. If the Shaman is possessing a body and it is destroyed, the Shaman rolls psychic shock versus maintaining the spirit form and keeping it intact. If he doesn't succeed, the Shaman must roll fate versus death.

Fifteenth-Level Shaman Songs

Bear Claw

Level: 15th
Singing Time: Two attacks
Range: 500 feet
Duration: One attack
Drain: 3 con points
Damage: 100,000 to 400,000 LPD + 10,000 LPD per level above the 15th
Fate: Phaze
Power Base: Magic
Countereffect: Turning Song
Description: Beam attack. Shamans must have a bear-type glove made from a flying grizzly paw. This magical attack is phazed and invisible. Victims must roll a successful class A surprise in order to dodge.

Nightmare

Level: 15th
Singing Time: Four attacks
Range: 200 feet
Duration: One set
Drain: 1 con point per subject
Damage: Psychic shock; fear class 6
Fate: Magic
Countereffect: Cloak of the Shaman
Description: Area effect. No shot roll is required with this ability. Shamans can induce and control nightmares. This song causes victims to lose all contact with reality; those affected roll psychic shock versus passing out for 1 hour. If they make their roll, they roll versus fear class 6. A Shaman can affect up to 50 victims.

Shaman Shout

Level: 15th
Singing Time: Two attacks
Range: 100 feet
Duration: One attack
Drain: 2 con points
Damage: 100,000 to 400,000 LPD + MS
Fate: Sound + metabolic shock
Power Base: Magic
Countereffect: Shaman Sphere
Description: Beam attack. This is a sonic attack. It amplifies a Shaman's voice so that it can do serious damage as well as cause unconsciousness.

Solidify Time

Level: 15th
Singing Time: 10 attacks
Range: 100-foot area, cannot be amplified
Duration: Total concentration or special
Drain: 10 con points
Fate: None
Power Base: Magic
Countereffect: A time-control spell or ability of equal or greater level
Description: This song causes time to come to a complete standstill. As soon as a Shaman begins a song, all things, people, and monsters move at half speed, half their advantage roll, half their attacks, and half of their chance to dodge. All the creatures a Shaman wishes to be slowed down will be affected unless they are out of range (no fate roll versus time). The Shaman and the persons he so chooses will not be affected by the song. While singing, a Shaman can dodge without interrupting the spell.

Sun Song

Level: 15th
Singing Time: Six attacks
Range: Sight
Duration: One set
Drain: 3 con points + special
Damage: Special
Fate: Heat
Power Base: Magic
Countereffect: Wind of Neverana
Description: Once this song begins, a 15-foot circle of fire appears. The flames of the circle increase in intensity (segment by segment) until they create a brightness equal to a sun's. This light will blind all within 500 feet (see "Warfare With Invisible Creatures" in chapter 12). The heat radiates 500 yards, doing 1 million LPD per segment. The heat can be controlled and directed by eclipsing a portion of the sphere. The Shaman and all within the circle will not be affected unless they attempt to leave. The Shaman controls all the Sun Song's effects.

The Sun Song can be used as a transport, although it is a trifle conspicuous. It will fly at maximum speed of 714 mph, draining 2 constitution points per hour of flight, but without the heat effects. While in flight, if using the sun's heat powers, subtract 2 extra constitution points per use (see "Flight Classes" in chapter 12).

Turning Song

Level: 15th
Singing Time: 1/4 attack
Range: 10-foot diameter
Duration: Total concentration or up to one set
Drain: 3 con points + special
Damage: Reflects attacks back to their source
Power Base: Magic
Countereffect: Wind of Neverana
Description: Shield spell. This effect is the same as the greater Alchemist's study Reflect and Amplify, except that it is magical in origin and blocks physical attacks in addition to all the other power types listed under the study's description. Up to 150,000 physical LPD plus 10,000 LPD per level of the spellcaster after the fifth can be reflected. This shield will not move with the singer (see "Reflections" in chapter 9).

Twentieth-Level Shaman Songs

Symbol of the Beasts

Level: 20th
Singing Time: Six attacks
Range: Beasts appear within 20 feet of the spellcaster. Once called, the range of contact and control is unlimited.
Duration: Special
Drain: 3 con points to call
Damage: Varies
Fate: Magic and special
Power Base: Magic
Countereffect: Nullification
Description: A symbol will be drawn in the air in silver fire as the Shaman sings. Once the song is complete, the beast will emerge from the flames, under complete control of the Shaman. The song lasts until the beast is either destroyed or nullified or until the Shaman wills it to be gone. Only one beast may be controlled at a time per 10 levels of the Shaman after the 20th, and only one beast of each type. Each beast has the same fighting abilities as the Shaman (same dodge, number of attacks, advantage bonuses, etc.). The Shaman sees and hears what the beast does and speaks through it if so willed. A special token is needed to create each beast, which a Shaman receives and can later duplicate if needed.

Tokens of the Beasts

Hoananarr (winter): Seven snowflakes carved from white bone tied to a silver chain 3 inches long. This is shaken as the song is sung.

Nukk (water): Scales of a fish, sea shells, and shark's teeth on a seaweed strand 6 inches long. This is rattled when the song is sung.

Thunderbird (air and storms): A 6-inch-long eagle feather, with its base wrapped in a thin copper wire 6 inches long. This is waved in the shape of the symbol while the song is sung.

Tnanarokk (the bear): Three flying grizzly claws tied to a stick that is waved while the song is sung.

Hoananarr

Singing Time: Freeze area: one attack. Ice spears: one attack. Snow blindness: two attacks.
Range: Freeze area: 50-foot diameter. Ice spears: 500 feet. Snow blindness: 200 feet.
Duration: Freeze area and ice spears: normal thaw time. Snow blindness: permanent.
Drain: Freeze area: 1/2 con point. Ice spears: 1/2 con point per 1 ton of the victim. Snow blindness: 1 con point.
Damage: Freeze area: Ice forms 1 foot from the ground upon appearance, and at least a 37 strength is required to break free. The ice has 86,400 life points per cubic foot. Ice spears (phazed): freeze subjects solid.
Fate: Freeze area: cold. Ice spears: phaze. Snow blindness: magic.
Power Base: Magic
Countereffect: Spirit of Flame
Description: Hoananarr appears as an old man 10 feet tall. He has 30,000 life points. The cold he generates will not affect the singer. This song also allows the singer to control temperature in the same manner as the mutation Thermal Kinetic. However, the power base is magic and only the cold modes are usable. All other mutation specifics are the same. Hoananarr can cause snow blindness that affects only whomever the beast wants it to, and it lasts until healed (any healing ability will work). During the blindness, the subject cannot use any form of vision, not counting radar or sonar (see "Warfare With Invisible Creatures" in chapter 12). Hoananarr can fly short distances (up to 100 feet) five times per summoning (see "Flight Classes" in chapter 12).

Nukk

Singing Time: Teleport through water: two attacks. All other abilities: one attack.
Range: Teleport: 100 miles. Claws and Transform to Water: touch. Protection from the effects of being underwater has a 20-foot diameter.
Duration: Teleport: Instantaneous. Poison: two sets. Transform to water: 1 hour or permanent if the singer chooses. Protection from the effects of being underwater: 1 hour.
Drain: Teleport: First use is free, then subtract 2 con points. Maximum payload besides the singer is 4 tons. Claws: 1/2 con point per 500 pounds of the subject. Transform to water: 1/2 con point per 1 ton, 2 cons for permanent. Protection from the effects of being underwater: 2 con points.
Damage: Claws: 10,000 to 40,000 LPD + 20th-level poison.
Fate: Magic. Claws are chemicals and magic.
Power Base: Magic
Countereffect: Spirit of Earth
Description: When in water Nukk appears as a beautiful female. When out of water, she appears as a monster covered in blue-green scales with 6-inch glowing claws. She has 20,000 life points.

Nukk can transform herself and others into water. When in water form, they can move at 30 mph and shape themselves in any way they wish. They can see and hear normally. Being transformed into water is permanent. Only Nukk or a Mystic Restoration will reverse the transformation.

One thousand gallons of water can be controlled by this beast in the same fashion as the Spirit of Water song. Nukk can protect others from the effects of being underwater by providing air and shielding from the pressure down to 2 miles deep.

Nukk's claws have the ability to inject 20th-level poison, 20th-level sleep or paralysis poison, or the antidote for any of these effects. Only one effect can be done at a time.

Thunderbird

Singing Time: Flight: one attack. Lightning bolts: one attack.
Range: Flight: 300 mph + special. Lightning bolts: sight.
Duration: Flight: 1 hour + special. Lightning bolts: one attack.
Drain: Flight: 1 con point + special. Lightning bolts: The first one is free, then subtract 2 con points per bolt afterward.
Damage: Lightning bolts: 100,000 to 800,000 LPD + 100,000 LPD per level after the 20th
Fate: Lightning bolts: energy and metabolic shock. Claws: physical.
Power Base: Magic
Countereffect: Wind of Neverana
Description: The Thunderbird appears as an Indian brave or a great bird with a 50-foot wing span. It has 40,000 life points. This beast, when in bird form, can travel the speed of the wind up to 300 mph. With the use of 3 extra constitution points, the Thunderbird can be made to fly in space (see the master mutation Hyperflight). While in space, the Shaman and up to five others are protected from the rigors of space travel by a minor force field. The bird's controller can *see* where they are going with a special type of Clairvoyance. When the bird is in an atmosphere, its wings can generate up to 50 tons of force. The Thunderbird can carry the Shaman and up to 10 tons (see "Flight Classes" in chapter 12). Its claws cut through 10ths. Each claw does 1,000 LPD per the level of the singer per attack. The Thunderbird can be shrunk down to the size of an average eagle, and then it may become invisible (subtract an extra constitution point; duration is concentration; range is unlimited).

When in this form, the bird can relay messages and go scouting.

Tnanarokk

Singing Time: Tesseract: 1/4 attack. Claws: one attack.
Range: Tesseract: all within 10 feet of the bear may move 100 yards. Claws: 20 feet.
Duration: Tesseract: instantaneous. Claws: one attack.
Drain: Tesseract: 1/2 con point per ton affected. Claws (physical): none. Claws (phazed magic): 2 con points.
Damage: Claws (physical): 1,000,000 to 10,000,000 LPD. Claws (phazed magic): 100,000 to 400,000 LPD.
Fate: Phaze or physical or both
Power Base: Magic
Countereffect: Wind of Neverana
Description: Tnanarokk appears in many different forms. He has 1 million life points. The bear is detectable only by its glowing eyes and its claws (when attacking). Otherwise, it appears only as a light-brown shimmering cloud. The bear can be hurt only by magic and earthpower when in cloud form. The bear must assume a physical shape to attack. Then and only then, can it be touched physically by an ordinary attack. When a Shaman decides to dodge, the bear can always tesseract with up to 5 tons of extra payload (see "Tesseracts and Teleports" in chapter 9). With the claws, the singer can do both kinds of damage at once (physical and magic) or they can be split up. The bear can travel at 40 mph across any terrain carrying up to 200 tons.

Bridge of Valhalla

Refer to the 20th-level Mage Warrior spell.

Curse

Refer to the 40th-level earthpower spell. The power base is magic. The countereffect is Cancellation with an enforcement.

The Drum

Level: 20th
Singing Time: Six attacks + special
Range: 500 feet + special
Duration: Total concentration
Drain: 15 con points
Damage: Special
Fate: Magic. At 45th level, Venderant Nalaberong
Countereffect: The Drum
Description: Area effect. No shot roll is required with this ability. This song has a most unusual effect. Within three attacks after a Shaman begins the song and beats the drum (it comes into being halfway through the casting time), selected subjects within the range will feel an impact on their souls. This impact will completely disrupt any form of concentration (roll psychic shock each segment to maintain). Once the song is complete, the subjects' souls will leave their bodies and enter the magical drum created by this song. Once the soul is within the drum, the Shaman may question it, and it will respond with only the truth. If the Shaman wishes, he may dispel the drum and irrevocably destroy the subject's soul. Up to 10 persons can be affected with this ability at one time.

The Drum can also be used to summon someone's soul, over any distance. All that is required is the name and a personal effect of the subject, such as a shirt, ring, or piece of hair. When used in this manner, the song requires 1 hour and 20 constitution points. The subject of the spell will *hear* the drum when the song is begun, but they will not be affected for the first 1/2 hour.

Victims of this spell can tell which direction the drumbeats are coming from. A person must be in sight for the spell to work, unless the extreme distance mode is being used. Soul destruction may not be done with the distance mode.

Mystic Restoration

Refer to the 20th-level Mage Warrior spell.

Shaman's Transformation

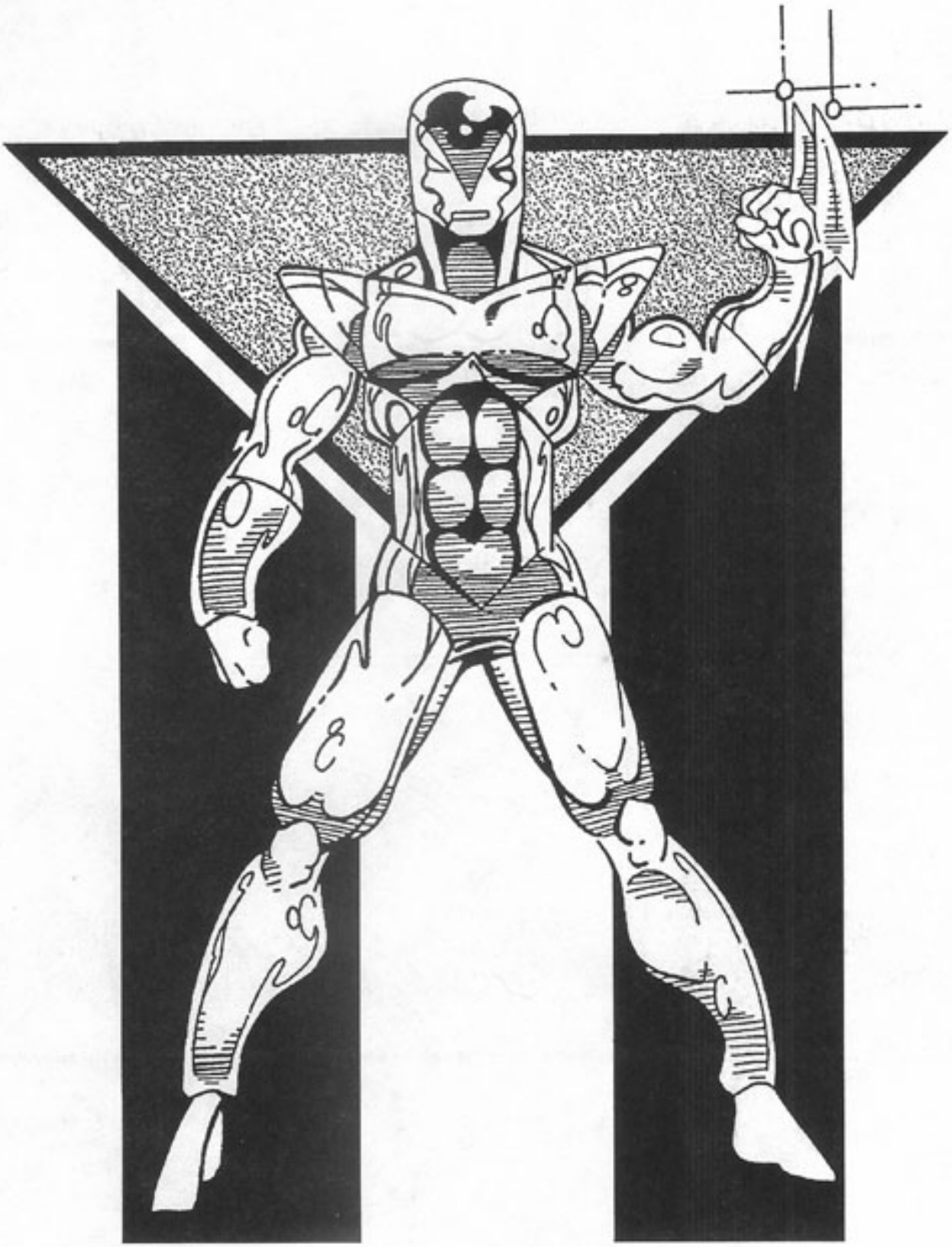
Refer to the 20th-level Mage Warrior spell Transmorph. However, this song only takes to attacks to sing and whatever is affected can only be returned to normal by the original spellcaster or by a Mystic Restoration that is double the levels in power. Using another transmorph spell will not have any effect.

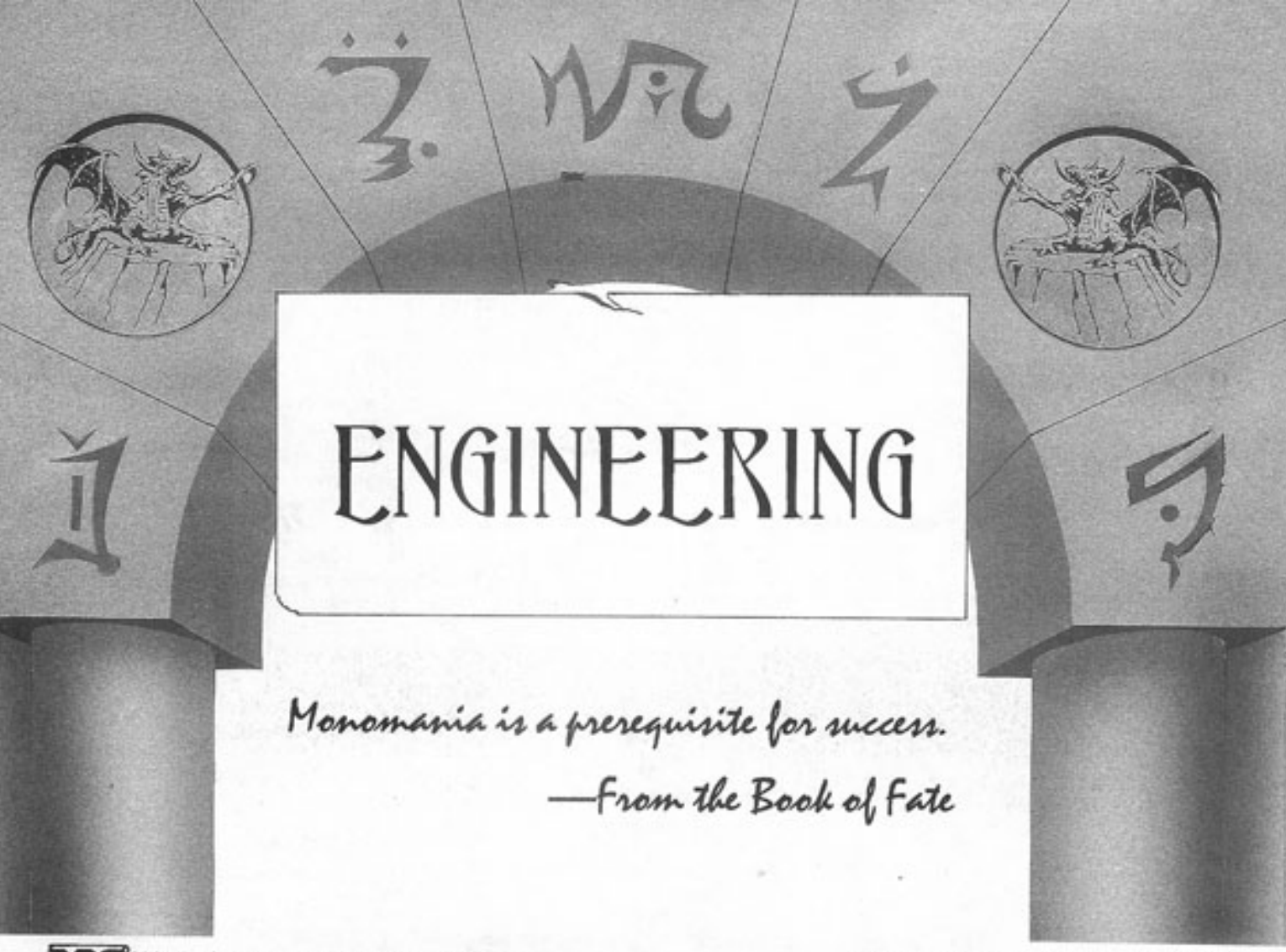
Thirtieth-Level Shaman Songs

The Shaman spells at this level are the same as the 30th-level Mage Warrior spells.

Fortieth-Level Shaman Songs

The Shaman spells at this level are the same as the 40th-level Mage Warrior spells.





ENGINEERING

Monomania is a prerequisite for success.

—From the Book of Fate

Within the framework of this game, the term "engineering" means the creation of something new from previously existing technology or knowledge. The different types of engineering disciplines have been divided into two main categories: physical and nonphysical. These have been further separated into studies.

The physical studies are genetics, chemistry, electronics, and aeronautics, to name a few. The nonphysical studies are magic, psionics, chi, and other such powers.

With this in mind, engineers choose what they will specialize in. As they rise in levels, they can create greater things. The ability to engineer in one field or another should never be underestimated. If they are lucky enough to be able learn one of these studies, then engineers have the potential to create or manufacture anything within their field of study that their minds can imagine. The costs to have things engineered are given in "Hiring an Alchemist or Engineer," in chapter 6.

Becoming an Engineer

The different engineering studies are learned as skills (see "Skill Descriptions" in chapter 1). The level of engineering at which a character begins is first, no matter what level the character may be otherwise. Gaining engineering levels depends on the number of skill points devoted to increasing knowledge and aptitude of a particular engineering study. Also, tentative skill points can be awarded for a specific study by successfully creating or engineering something with that study's area of science (see "Increasing Skills Without Skill Points" in chapter 1). Engineering levels do not increase through gaming points.

Tables 189 and 190 list the different engineering studies, and are to assist in their random determination if needed. Engineering textbooks are rare at best. Those who teach engineering studies keep them under close guard, especially the Alchemist Guild. The value of one physical engineering book is equal to $3 million times its level of knowledge. Nonphysical engineering textbooks are worth $5 million per level. In other words, a fifth-level physical engineering textbook costs $15 million, while a fifth-level nonphysical one would cost $25 million.

Table 189. PHYSICAL ENGINEERING STUDIES

1d10 Roll	Study
1–2	Mechanical, aquanautics, and aeronautics
3–4	Chemistry, medicine, and biochemistry (mutations)
5–6	Electronics and microelectronics
7–8	Organic electronics (requires previous engineering degrees in electronics and biochemistry, and in addition a 40 ego score)
9–10	Artificial intelligence (required for making computers)

Table 190. NONPHYSICAL ENGINEERING STUDIES

1d10 Roll	Study
1–2	Magic (choose Mage Warrior, Shaman, or Ravashem spells. A second specialty is taught 10 levels later)
3–4	Psionics
5–6	Earthpower
7–8	Alchemy
9–10	Chi

General Rules for Engineering

Nonphysical engineers may only use spells or abilities that they know or own. Physical engineers must have samples or plans that they can study.

When your character is attempting to engineer something, the first thing you should do is write down the full details (appearance, abilities, effects, counters, and so forth, depending on your field) before you roll the chance to succeed. If you do not make your roll, then eliminate some things, change the design a little, and try again. When a roll is made successfully, you are done. If you are engineering an item, you must still acquire the materials and spend the time to create the object. If your character is engineering a mutation, he must go through the process to give that mutation to himself or to his subject.

When your character creates an effect, you will be uncertain as to the casting times and other properties of the effect or item. In these cases, Fate must use his or her best judgment and try to maintain balance. All engineering projects are subject to revision by Fate, especially if a player is trying to push the limits.

The percentage chance for your character to be able to create something begins at 20% plus 1/2 of the engineer's ego score. This chance rises 1% per level, up to a maximum of 100%.

When your character first graduates from school, he will have some big ideas, but it is best to keep it simple until he rises 10 levels. Then he will be capable of something more advanced.

When he has decided on something to create, roll under the percentage chance twice: once to develop the correct theory and means of the project and once to correctly put the project together and have it function properly.

The length of time required to engineer items in physical studies takes 1 year plus 1 week per level of the project. This may seem slow, but, those of you who have seen a manufacturing machine will understand.

The length of time to engineer a spell is 1 year plus 1 week per the combined levels of the spells being used as the basis for the engineered effect.

Higher-level engineers perform simpler tasks more quickly than the times mentioned. Subtract the difference between the level of the engineer and the level of the project. Treat this number as a percentage and subtract that amount from the time to complete. For example, a 15th-level engineer working on a 5th-level project could complete it in 10% less time.

Physical Engineering Disciplines

The following studies describe guidelines for the different types of items that may be engineered according to your character's engineering level. Lower-level engineers can in no way master the necessary knowledge to manufacture higher-level engineering items.

Mechanical, Aquanautics, and Aeronautics

First Level: Steam engines, muscle-powered ultralights, sailplanes, aqualungs, chemical motors, basic traps (pits, arrows, spear shooters, etc.), gear systems, pumps, compressors, basic vehicles of any sort, and semiautomatic guns (without the chemical to drive the projectile).

Fifth Level: Hydraulic systems, basic submarines, small planes, specialized hydrogen engines, oxygen generators or rebreathers, jet packs (very limited range), fully automatic weapons, and underwater habitats.

Tenth Level: Flying submarines, jets, hydraulic engines capable of 60,000 horsepower, magnamuscles for power armor (able to lift 10 times the wearer's strength), spacesuits, deepwater gear, and large underwater habitats.

Twentieth Level: Flying bathysphere (capable, with the use of a little electronics, of flying in space and 1 mile below the surface of the ocean), any form of power generators, magnetic mass drivers, environmental systems, and matter-antimatter production and its use in space drive thrusters.

Example: I am a first-level engineer in aeronautics, aquanautics, and mechanics. For my final project I created a flying diving suit that includes a semiautomatic spear gun.

Chemistry, Medicine, Biochemistry, and Mutations

This study enables engineers to combine mutations at higher levels as well as learn basic mundane surgical methods.

First Level: Chemicals that will increase a user's strength for a short while, poison or an antidote that will mimic or cure 10th-level poison, a truth serum, a love potion, DMSO agents for contact poisons and the like, and up to class II explosives.

Fifth Level: Create class III explosives, synthetic Blue Rain bombs; combine lesser mutations; create almost any of the chemicals, including 20th-level poisons and antidotes.

Tenth Level: Create class IV explosives, combine master mutations, perform any type of transplant, including the brain, cure any disease curable by medical means; create 30th-level poisons and antidotes.

Twentieth Level: Create class V explosives; combine minor elements of major mutations; duplicate any chemical type; construct clones; reanimate the dead; chemically duplicate or augment memory; create creatures; produce a chemical form of Alchemist Ambrosia.

Example: I am a 10th-level engineer in biochemistry, and I wish to engineer a mutation that allows a user to become solid midnight sunstone, similar to Bio Syntha steel.

First, I must find the lesser mutation that causes sunstone to grow, as in the mutation Claws. Then I must find the DNA code for Bio Syntha steel. With these combined, I can have a major mutation that drains 4 constitution points for the sunstone manipulation. The duration of the ability would be the duration of the Bio Syntha Steel mutation. Usually the prime mutation used for the ability determines the duration.

Note on Mutations and Special Abilities

In the case of naming levels, round upwards. Four lesser mutations equal one master mutation. Two masters plus one lesser equal one major. One major plus one lesser equal one souped-up major (still counts as a major except for purposes of further combining). Major mutations cannot be combined. At best, one major and one lesser ability can be combined. Very minor elements can be combined with master and lesser mutations. Some monsters have special mutations that the Alchemists might wish to copy. When this is the case, the level of the new mutation is determined by comparing it a similar existing mutation if possible. If not, estimate. Do not attempt to

The Process for Giving Mutations

To adjust and to give mutations, Alchemists use a great number of tools. However, the most important is called the vat. This tool stands 20 feet high and 20 feet in diameter. Its walls are constructed of glass 1 foot thick, polished to crystal clarity. Within the vat is a solution known as Nutralux. This liquid has a large quantity of a substance derived from the venom of the T.T. flies. This Nutralux will alter the DNA coding that is specified by the DNA Code Transmitter (DCT), in any creature placed within it once the DCT is activated. The cost to fill the vat is $20 million although this price is included in those listed in the mutation lists in chapter 10.

On top of the vat is the DCT (costs $1 billion). The new mutation code is loaded into it. These may be used within the guild halls outside the Mirrored City.

Once the vat is prepared, the process is as follows: A subject must not have eaten for 48 hours. The subject is cleaned in a sterile bath and placed in the vat with a breathing mask. Then the DCT is lowered and fired. This will activate the Nutralux and change the occupant's mutations. Recessive and other mutations can also be removed in this manner.

Electronics and Microelectronics

First Level: Create radios, tape recorders, calculators, crude radar systems, laser weapons, remote control systems, electric motors, and generators.

Fifth Level: Robotic systems and artificial limbs (with a mechanical engineer's assistance), simple computers (with the assistance of an artificial intelligence engineer), hologram projection transmitters, receivers and recorders, motion sensors, portable spectral analyzers, electron microscopes, laser sonic weapons and laser sabers, antigravity and gravity bottles for power storage, and stabilized superconductors.

Tenth Level: Force fields, bionics, cybernetics, gravity drive systems for high-speed vertical takeoff and landing (VTOL) aircraft, advanced computer systems, and the DCT (see "The Process for Giving Mutations," this chapter).

Twentieth Level: Phazed weapon systems, compact weapons with multifunctional capabilities, such as a hand blaster that can project a laser beam and a phazed chemical blast, stardrives and navigational systems, and matter conversion devices.

Example: I am a first-level engineer in electronics. For my final project I created a laser rifle with a radar scope.

Note on the Creation of Weapons

As stated in "In the Beginning...," the creation of atomic weapons is strictly forbidden. The substances required to fabricate such weapons emit beta and gamma radiations that will kill any creature that has caprenium in its bloodstream (this means all adventurers). In raw form, 1 ounce of uranium will weaken and kill an adventurer within one set at a range of 10 feet. The substances also cannot be manipulated by any of the powers except V.N. or God Power. Uranium does not exist naturally on Synnibarr.

The weapons created by young engineers are devastating. However, there are limits. No matter how efficient a weapon can be made, it cannot exceed the capabilities of a weapon already in existence. The Alchemists have had 50,000 years to perfect their science, and no one can make something more efficient in power consumption or in damage-to-size ratios then they can. You cannot make a laser saber that runs off penlight batteries or a blaster that does 1 million LPD per strike using only 1 EG.

Organic Electronics

Artificial intelligence will be required to make any type of thinking computer. If an engineer wants to create a device that will generate a nonphysical effect, he or she will require that study also or at least assistance.

First Level: All things that are able to be created by first through 10th-level electronics engineers, only they are made out of organic electronics.

Fifth Level: All 20th-level electronics.

Tenth Level: The creation of androids, matter transmitters, port drive systems, and mutation, magic, and psionic generation devices.

Twentieth Level: Pure psionic generators, artificial life force storage devices, and the ability to duplicate any form of technology, alien or otherwise. It takes 10 engineers working together to make a B.S.C., and all must have degrees in organic electronics.

Example: I am a first-level engineer in organic electronics and for my final project, I created a small antigravity droid that can protect me with a force field as well as remotely explore areas.

Artificial Intelligence

First Level: Program computers for applications such as life support systems, calculations, autopilots and power-feed programs for energy weapons. The computers perform simple tasks.

Fifth Level: Program computers to respond to voice or thought commands (cybernetics) and perform simple problem solving.

Tenth Level: Program organic electronic systems, power-feed-control systems for stardrives, navacoms, and power-armor-control functions.

Twentieth Level: Program supercomputers to perform complex problem solving, matter transmission and conversion programs, and any higher electronic systems.

Example: I am a first-level engineer in artificial intelligence, and I programmed the organic electronic engineer's antigravity droid (see example in "Organic Electronics").

Nonphysical Engineering Disciplines

This discipline of engineering includes studies in magic, psionics, earthpower, alchemy, chi, and mutations. Although mutations are created by physical means, they are in essence nonphysical. *You may never combine the different powers together in any spell or ability (such as mixing magic and psionics)!* When engineering a spell or mutation, you may only select from existing spells, mutations, or special abilities. This determines the balance or the extent to which these abilities can reach. You can only generate a spell by copying or selecting parts from other spells and only if the spells copied or included are of the same or a lower level than the engineer.

A maximum of three different spells or effects may be combined. Engineered spells cannot be reengineered to make something else (this includes mutations). Spells or mutations that cannot be used for engineering purposes are Bi'reel's Control of Gravity, Silver Pentacle, Zanthius' Mirror, Deneb's Wind and Door, the mutation Any, Major Temporal Kinetic, Gravity Kinetic, Flames of Visor, and Xandrew's Transferable Soul.

First Level: Any spell or ability that can be used between first and fourth level.

Fifth Level: Any spell or ability that is between 5th and 15th level.

Tenth Level: Any spell or ability from 20th to 30th level.

Twentieth Level: Any spell or ability that is between 40th and 50th level.

Engineered Spell Components

Damage, Distance, and Duration: A spell's damage, distance, or duration may not be stretched without the addition of a

pillar or enforcement spell, which takes up one or more of the number of spells for the total effect. Major parts may be used to create an engineered spell. A portion or all of a select spell may be used to create part of the enchantment. It is up to you and to Fate.

To engineer a spell, mutation, or ability, first choose which spells or abilities to combine to obtain the desired effect. From these you determine casting time and constitution drain.

Casting Time: Casting time is the sum of the component spells. It may be divided by 2 if only a small part of each spell is used. The exceptions to this are shield spells, as any spell used to block must have an instantaneous casting time (one-fourth of a segment). The only exception to this rule is when a shield is used to try to stop more than four different powers. Then the casting times of the spells are added together. When this is done, the spell can no longer be used as a block.

Level and Constitution Drain: Level and constitution drain are according to the sum of the component spells or abilities, as in the case of alchemy or chi.

Spell Effect: Next select the "special effects" of the spell. All abilities or spells must have visible effects unless you include a spell with invisible effects as one of the components. You may choose the exact appearance to suit yourself. For example, you could engineer a version of Tiger Fire with purple flames.

Counterspell: The final step in the preparation of the engineered effect is the naming of a counterspell. This is woven into the fabric of the spell to balance it. For every spell there is a countereffect. Spells that permanently alter physical objects (such as Heal) generally cannot be canceled once they are complete. However, this does not mean that they cannot be countered en route to the target. Everything can be canceled or nullified. Everything! The counterspell should be appropriate to the engineered spell. If you get carried away with making a spell difficult to cancel (such as countereffect: Psionic Wish), Fate will select counterspells for you (such as countereffect: Any first-level mage spell, or look at it cross-eyed). Get the idea? Try keeping it reasonable.

So, there you have it, the specifics required to generate your own spells, mutations, chi, or alchemy abilities. Using your imagination and the boundaries of the already existing spells, abilities, and mutations, you can create a balanced ability of power with often devastating results.

Engineering Examples

Shaman Magic (and most spell types): I am an engineer with the study of Shaman songs, and I want to create a Lotus Bolt with a range of sight. First I must find a spell with a range of sight to combine. I choose the first-level mage spell Hex Bolt (Mage Warrior spells and Shaman songs can be combined because they are both magic based as long as the character knows how to engineer both). To determine the level of the long-range Lotus Bolt, I add the levels of the spells being mixed. This equals 2, so it will be a second-level spell.

Casting time is the sum of the casting times of the spells being combined divided by 2 because in this case the engineer is only using the range from the Hex Bolt. Lotus Bolt has a casting time of two attacks. The Hex Bolt takes one attack. Two plus 1 equals 3, divided by 2 gives 1-1/2. Round this upward to 2; the new spell will take two attacks to cast.

Constitution drain is also the sum of the component spells. Lotus Bolt drains 1/2 constitution point and Hex Bolt drains 1/2. The total is 1 constitution point.

Finally, I specify the special effects, which will be the same as a normal Lotus Bolt and the counterspell Cloak of Shaman.

Alchemy: I am an engineer with the study of alchemy, and I wish to engineer the alchemy ability Mists of Vitriol (pure alchemy water). This ability will combine the alchemy studies Mist of Force and Bolts of Pure Water (both are lesser studies).

I take from the Mist of Force the power to summon and manipulate the mist. Now I have a cloud of mist that can be moved by my mental will. Next, I take from the lesser study Bolts of Water the ability to generate pure alchemy water (a type of acid). This effect I add to my mist. I now have a mist of pure alchemy water. But my effect is not complete. I still wish to increase the acid's damage. So, I add the effect of a Winds of Enforcement. This doubles the damage my Alchemy Water Bolt would normally do and thus doubles the damage my mist does per turn of contact. At this point, my effect is complete. However, its level and the time required to use it, along with constitution drain and Star Bolt use, has yet to be determined. Also, the effect must have a counterspell.

First we must determine the spell level. In this case three lesser effects are used. Since lesser abilities equal approximately fifth level, this adds to 15 levels.

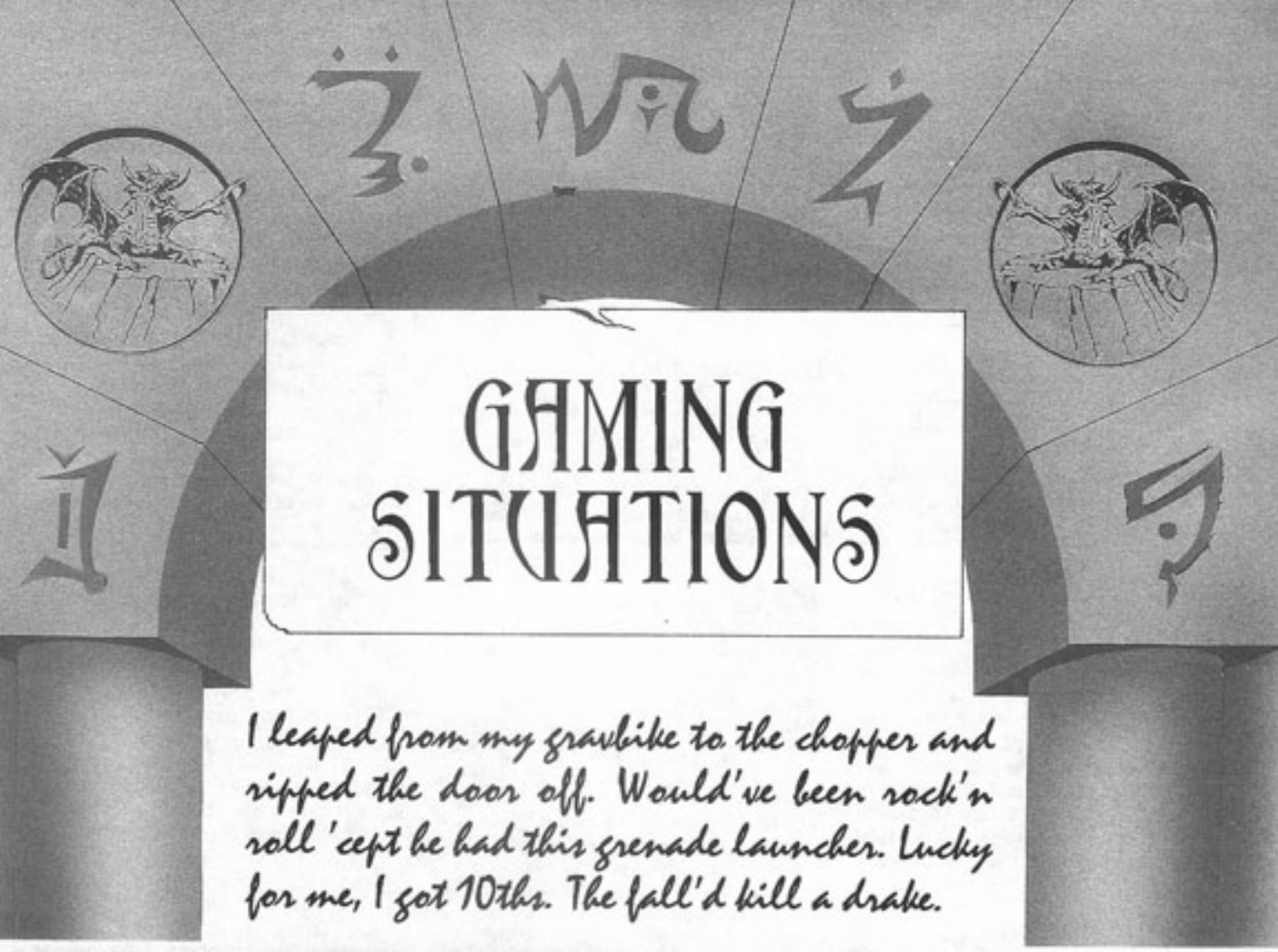
To determine the time required to cast the effect, you again add each of the spells used together and then divide by 2. In this case, Mist of Force equals two attacks to create, Winds of Enforcement require one attack, and the Water Bolts require one attack. Two plus 1 plus 1 equals 4, divided by 2 equals 2. The Mists of Vitriol has a two-attack casting time.

Next, we figure the constitution drain as we would with any spell or ability, providing one Star Bolt is added to the effect.

Note on Alchemy: Lesser abilities are considered equal to five spell levels. Greaters are equal to 10, and masters equal to 20. Count the Star Bolts necessary for each Alchemy ability being mixed as 1/2 constitution point. Subtract 1/2 con from the result, since one Star Bolt will be used to trigger the effect.

Chi: I am an engineer with the study of chi. I wish to create a distance version of the ability Tuch. First select the abilities Tuch and Dark Chi Force. The distance from the Dark Chi Force and the entire ability of Tuch are used. The ability Tuch does not require a constitution drain. Instead, it can be done once per day per 10 levels. The other ability drains 1 constitution point. For this we must decrease the amount of times this new power may be used a day or give it a constitution drain. If a constitution drain is requested, you can determine that if the ability could only be done five times by a 50th-level Ninja with a constitution of 20, the ability would use 4 constitution points. You could go with a drain of 4 constitution points per use or it could be usable four times a day. To determine the time to use, add up casting times and divide by 2, (remember to round up). The result will be two attacks.

Psionics: I am an engineer with the study of psionics. I wish to create a psionic field that will surround the user's body and cause damage to selective targets. For this the psi spells chosen are Psionic Web, Psi Bolt, and Psi Trap. Fate interposes and states that if the field is a sphere, it cannot be moved, and the area of effect must be small. These types of things must be kept in balance. From the Psionic Web, the desired effects taken are the ability to exist in an area and be controlled by the spellcaster, its conductive properties, its reaction when touched, and its invisibility; from the Psi Trap, the spell's ability to detect life forms and to react to things not flying. From the Psi Bolt, its damage. First we look at the amount of psionic points that the spells use. The Psionic Web drains 700 points, the Psi Trap 400, and the Psi Bolt 10. That is a lot of points. Fortunately, all elements of the spells are not being used. From the Psionic Web, only two of its effects are being used, and the area of effect is being decreased to a 50-foot diameter. So give a total of 200 psionic points for that part. From the Psi Trap, only two of the spell's abilities are being used, and neither is a major function. So give it a total of 50 psionic points. For the Psi Bolt we need 10. The grand total is 260 psionic points. However, some special consideration must be looked at. What is the duration? The Psionic Web lasts 72 hours, the Psi Trap until triggered, and the Psi Bolt is instantaneous. This poses a tricky problem for Fate—how to make the spell useful, but not too useful. A duration of 24 hours per casting with an additional drain of 10 psionic points per victim per attack segment while they are within the field might be good. Now we must determine a casting time that can be as long as needed without the consideration of the spell being used in combat. Totals from the spells used is 21 segments, so 15 will be adequate. As for the counterspell, Cancel Psi Spell of the same or higher level than the field is appropriate.



GAMING SITUATIONS

I leaped from my gravbike to the chopper and ripped the door off. Would've been rock'n roll 'cept he had this grenade launcher. Lucky for me, I got 10ths. The fall'd kill a drake.

The following sections describe how specific situations work within the game of Synnibarr, such as how far characters can throw something, how fast they can turn when flying, and how fast they heal naturally. Most situations that may arise have been covered. If you cannot find information here about a particular subject, it may be described in another chapter. Otherwise, Fate will have to use his or her best judgment to resolve the situation. Sometimes Fate may derive rules from already existing rules with a minor change here or there.

Combat Situations

There are many other factors that may be worked into combat. Most of those are described here. Some of them, such as how far a character can throw something, are quite common and will come about often during game play. Some require the use of a calculator to figure out. It is up to the referee and the players to decide how detailed they wish to be with the gaming situations described here. Those listed in this chapter were described to bring more realism into play. For instance, if an extremely strong character hits someone with a war hammer, that character is not going to just stay in one spot but will be knocked back a certain distance (see "Impact Distance," in this chapter).

Throwing Objects

Consult table 191 to determine the speed at which objects can be thrown and the distance.

The speed and distance an object can be thrown depend on how heavy the object and how strong the person throwing. For example, if an object weighs 10% of a character's weight limit and the character's strength is 150, the object can be thrown 18,720 feet (10,400 weight limit times 2 minus 10%) at a speed of 675 mph (150 x 5 - 10%). The speed of a beam attack is 250 mph.

Table 191. SPEED AND DISTANCE OF THROWN OBJECTS

Object Weight*	Speed (mph)	Distance (feet)
1%	Strength x 5 - 1%	Wt. Limit x 2 - 1%
2%	Strength x 5 - 2%	Wt. Limit x 2 - 2%
3%	Strength x 5 - 3%	Wt. Limit x 2 - 3%
4%	Strength x 5 - 4%	Wt. Limit x 2 - 4%
5%	Strength x 5 - 5%	Wt. Limit x 2 - 5%
6%	Strength x 5 - 6%	Wt. Limit x 2 - 6%
7%	Strength x 5 - 7%	Wt. Limit x 2 - 7%
8%	Strength x 5 - 8%	Wt. Limit x 2 - 8%
9%	Strength x 5 - 9%	Wt. Limit x 2 - 9%
10%	Strength x 5 - 10%	Wt. Limit x 2 - 10%
15%	Strength x 5 - 15%	Wt. Limit x 2 - 15%
20%	Strength x 5 - 20%	Wt. Limit x 2 - 20%
30%	Strength x 5 - 30%	Wt. Limit x 2 - 30%
Etc.	Etc.	Etc.

Falling Damage

The amount of damage sustained from falling is equal to the weight of the object or character times the damage adjustment for the rate of falling. Speed (in mph) directly converts to a strength score to determine the damage adjustment (see table 17

in chapter 1, "Character Creation").

To figure the speed at which something is falling, consult table 192. The maximum falling speed in a free-fall position is 120 mph.

Table 192. FALLING SPEED

Distance (feet)	Speed (mph)	Time (seconds)
0	0	0
32	21.8	1
64	43.6	2
96	65.5	3
128	87.3	4
160	109.1	5
192	130.9	6
224	152.7	7
256	174.6	8
288	196.4*	9
320	218.2	10

* Approximate maximum falling speed in a nose dive.

You can go either by the distance fallen or by the time it takes. Read down either side of the table to find the appropriate number and then across for the speed. For example, a person weighing 180 pounds falls 150 feet and hits the ground. He was traveling at 87 mph, which is a times 36 damage adjustment (from table 17 in chapter 1, "Character Creation"). The total falling damage received is (180 x 36) or 6,480 LPD.

Stomping Damage

Stomping damage is simply a character's weight times the strength adjustment. A creature has to be large enough to effectively stomp something. For instance, a Dwarf could not stomp a Giant although he could smash the Giant's foot. Falling a certain distance to increase a person's speed—such as jumping off a tall cliff and stomping the back of a drake—will add to the stomping damage. The multiplier for falling speed is added to the strength adjustment of the character, not multiplied (see "High-Speed Damage Adjustments" below). The character will also take the damage from falling (if the distance is at least 32 feet) plus 10% of what was done to the drake.

High-Speed Damage Adjustments

Damage from high-speed objects or characters is calculated similar to falling and stomping damage. The speed of an object (in miles per hour) directly converts to a strength score, which gives a damage adjustment (see table 17 in chapter 1, "Character Creation"). This multiplier is added to a character's strength damage adjustment. Do not multiply them. For example, a character with a 600 strength (x 200) running at 200 mph (x 75) would have a times 275 damage adjustment (see "Combat With Heavy Objects" below for adjustments to blocks and attacks when using heavy weapons).

Usually the object being used as a weapon will be damaged because it takes 5% of the damage done (this accounts for weapon wear and tear).

Damage From Continuous Effects

Some effects do continuous damage such as that experienced from acid, poison, atmospheric reentry heating, extreme pressure, molten rock, and certain spells and abilities. From inception until evasion or until the effects wear off, damage will be sustained under the above circumstances or conditions, during every unit of time listed with its pertinent damage description (usually every segment) for the circumstances encountered. Continuous damage does not depend upon the number of attacks that a character or group of characters may or may not have completed. Acid will burn every segment. Heat from atmospheric reentry does 22,000 LPD every turn. Damage from extreme pressure or weights over 500 pounds, equals the number of pounds of pressure per segment. Seven hundred pounds of pressure will do 700 LPD per segment. Molten rock does its temperature (approximately 20,000 degrees) in damage every turn. Continuous damage applies to the effects on force fields, shields and armor, as well as on character's bodies.

Combat With Heavy Objects

Characters with high strengths will often use heavy weapons or objects during combat to get the benefit of the extra damage they do (see "Weapon Damages" in chapter 3). However, the more weight they carry, the more it will affect their chance to block and attack. The adjustment for weight depends on the percentage of a character's maximum weight limit that the character is carrying. The blocking score is reduced by whatever the percentage of weight limit carried minus 5%. The number of attacks is reduced by 1% for every percentage of weight limit carried. For example, if a character was carrying 23% of his total weight limit, his or her blocking score is reduced by 18% (23% minus 5%) and his number of attacks is reduced by 23%. (Refer to "Payload Hindrance" in chapter 13 for additional information.)

Impact Distance

Impact distance is the distance something moves after it has been hit. A good example of this is a Mutant with Super Speed running into a Giant. How far is the Giant going to be thrown back? This would also apply if the Mutant hit the Giant with an Impact Beam or a boulder instead.

Striking objects should be fairly broad for impact distance to apply (in most cases). A small object such as a bullet, or a thin, sharp object such as a sword, will probably cut through what they strike instead of knocking the target away. However, impact distance can still apply to these strikes because there are many other factors involved when hitting something, such as the target and the sword's movement at impact and their respective hardnesses. Players and referees should use their best judgment in these cases (or consult your local physics professor for help).

The maximum distance an object travels when struck is calculated by taking the striking character's weight limit (or pounds of force for other circumstances) and dividing it by the target's weight. Square this result and then divide it by 315.02 (this result gives the distance in feet that a character or object is moved when hit).

The impacted object will move at a speed that is 10 times less than those stated in table 191. From this speed, a damage multiplier can be found in chapter 1 on table 17 (speed equals strength). Multiply this times the weight of the object to figure out how much damage it takes if it runs into something large and solid, such as a stone wall. Characters will have to spend time covering the distance to get back into combat (see chapter 13, "Time and Movement"). Tesseracts will work nicely, with virtually no time loss.

Example: A character has a 600 strength and hits a 150-pound Winged Warrior with his war club. The character's weight limit with a 600 strength is 19,000 pounds. Divide this by the Winged Warrior's weight to get 126.67. Then square this (16,044.4) and divide by 315.02. The Winged Warrior will travel 50.93 feet after being hit. He is moving at a speed of 297.6 mph (10% of a 600 strength times 5, minus 0.8%). If the Winged Warrior hits a wall or something before he goes the 50.93 feet, he will take his weight times the damage adjustment for 297.6 mph in damage. This equals 150 pounds times 95, or 14,250 points.

Exhalation Force

This is the amount of force a character can exert by exhaling. Superstrong adventurers can send things flying with just their breath. To calculate this, take the weight limit of the character and divide it by 800. Take the

result and square it. Finally, multiply this figure by 1.17 to get the maximum pounds of force exerted by exhaling. Look on table 17 in chapter 1 for the strength and damage adjustment for this force (weight limit); use the rule for impact distance to find the distance something moves when exhaled upon.

Explosions and Loud Sound

An explosion or a very loud sound will cause temporary deafness to all those near it, even if they are invulnerable. If a victim is in a room, a cave, or a tunnel, or any enclosed area, an explosion will deafen him for 3 seconds per every 1,000 LPD it does. If the victim is out in the open, deafening lasts only 1 second per every 1,000 LPD. If a victim is within 5 feet of the explosion's area of effect, then the duration is 10 times longer in all cases. Subtract 20% from deafened characters' surprise rolls, but only if the surprise has to be heard and cannot be seen.

Tearing and Ripping

The amount of force it takes to deform an object, such as bending a metal bar, is listed in table 90 in chapter 4 (Pounds to Deform/In^3). Remember to take into account the thickness of the object. Twenty-five percent more force is needed to rip or tear the same object as opposed to merely bending it.

Warfare With Invisible Creatures

Combat with invisible creatures is tricky at best. Only a random shot will hit a target that cannot be seen. In some cases, the character may be able to sense the opponent. However, this will not aid in placing the shot. In the case of wide-beam attacks, the chances of missing are reduced. The referee can tell whether a character is aiming an attack in approximately the right direction for a wide-beam attack. Hearing the target will allow characters to make a normal shot without their bonuses. If the roll beats the base scores of 30 or 40 to hit, then the shot is successful.

Visibility

Normal vision on clear days allows characters to clearly see large objects up to 5 miles away. At night, this is drastically reduced, leaving most at the mercy of the dark. Darkness adds 25% to any character's concealment class and subtracts 20% from visual tracking rolls. Normal vision can see approximately 6 feet in the dark. The mutation Enhanced Vision allows characters to see in the dark providing there is at least a small amount of starlight. In pitch darkness, with no residual light (such as inside a cave), only Shadow Vision will allow normal sight. If waging combat in complete darkness, treat as warfare with invisible creatures.

Warfare With Enchanted Items

When using enchanted items, all are activated by thought and must be touched by a user's flesh for the item to function. In all other respects, the spell is controlled by the item holder as it would be normally. However, the power of the item is only as strong as the enchanter that made it, not the wielder.

Warfare With Automatic Weapons

Characters must subtract 10 from their shot roll when shooting at more than one target with an automatic weapon. Such weapons can release many projectiles over a wide area. When fired, the amount of projectiles that strike targets is reflected in the damage rolled for the group of projectiles, divided by the damage for one bullet (2,000 or 3,000 LPD). The damage range listed in each weapon's description is for all projectiles, considered as a group.

Example: A machine rifle can shoot 5 rounds per attack. The damage range is 2,000 to 10,000 life points. Assuming that a successful shot is rolled and if 8,000 LPD is rolled for the damage sustained, then the number of projectiles that struck the target is 4 (8,000 divided by 2,000). Roll randomly to determine which targets are hit by the four bullets.

It is of interest to note that for every succeeding turn that an automatic weapon is used, the chance to miss increases. This is due primarily to the recoil of the weapon and to heat build-up in the weapon itself. For characters with a strength below 25, subtract a cumulative 2% per segment that the weapon is held while firing.

Warfare With Super Speed

When characters have an ability such as Hyperkinesis, Super Speed, or a spell type that gives the same type of effect, their nervous systems and synapses function at an increased rate, allowing their brains to think and react at phenomenal speeds.

Anytime characters strike more than nine times per turn, their attack is considered a beam attack, and their victims must roll [illegible] struck (see also "High-Speed Damage Adjustments" for more information).

Warfare Underwater

The most unusual thing about warfare underwater is the visibility and slowness of movement. The maximum speed of things is one-half the normal ratio. For example: A character with four attacks in one turn will get two attacks. A character with one attack will have to wait for two turns to complete the attack, not counting spells. The same is true for dodges. The percentages are cut in half.

The range of sight varies from 100 feet during daylight to zero in darkness. If using a light source, the range is 20 feet. Shadow Vision, sonar, and Enhanced vision work perfectly.

All spells take the same time to cast underwater. However, the water will double the damage of sound-based attacks. Sonic shields will dissipate and be absorbed by the water. Electricity will do double damage and affect twice the area if focused. Physically thrown objects will only travel one-fourth the distance underwater at one-fourth the speed.

Remember also that wave attacks will affect a 180-degree area and water spouts a 360-degree area. Energy weapons do one-half damage and have one-half the range.

Warfare in Flight

Most types of flight will enable combatants to hover briefly so they can use normal hand-to-hand attacks. In spite of this, most attacks will take place at a distance from the target. Advantage and dodge are the same in flight as on the ground unless otherwise stated. The main variables are those pertaining to the speed of flight, damage done by the speed, and the maximum amount that can be lifted. The only dodge variables are the ones related to fast speeds and payload capacity.

In most cases, flying creatures release their attacks from their hands, paws, or heads. This means that they do not have to be directly behind a target to shoot at it, whereas most flying crafts do not have this luxury. We need to determine how large a turn radius they may have. For this we will have flight classes. For every flight ability, there should be a listing as to its flight class.

Table 193. FLIGHT CLASSES

Class	Turn Radius
1	75-foot-diameter turn / 100 mph
2	100-foot-diameter turn / 100 mph
3	150-foot-diameter turn / 100 mph
4	200-foot-diameter turn / 100 mph
5	250-foot-diameter turn / 100 mph

All turn radii increase per every 100 mph. For example, at 300 mph, flight class 2 needs 300 feet to turn completely around. It is possible to turn around in one-half the area. However, this cannot be done without two 10ths, and even with this, the character must roll metabolic shock. If he or she fails the roll, the G forces will cause blackout.

Flight Classes

The following are lists of the different flight classes and the types of creatures, vehicles, and special abilities that belong to them. Actual ability names are italicized.

Class 1:
- Air and fire elementals
- Chameleon Drakes
- Energy form
- Hadrathus power armor
- Helderem battle armor
- *Hunter Arrow*
- *Hyperflight*
- *Nova Flight*
- *Psychic Form*
- Spheres of Bedevilment
- *Tiger Fire*
- *Transform Into a Spirit*
- *Transmute Self Into Air*
- Winged Warriors

Class 2:
- *Acoustic Levitation*
- Antigravity belts
- Antigravity bikes
- Antigravity sleds
- Any other flight power or ability
- Battle armors
- *Bio Force Flight*
- Death porters
- Dragons
- Dreamstalker (Nightmare mutation)
- *Energy Cocoon*
- *Energy Flight*
- *Gravity Flight*
- Helicopters
- *Magnetic Flight*
- Missiles under 15 feet in length
- *Mold Stone, Metal, Flesh, and Bone* (wings)
- *Photon Flight*
- Shaman's *Control of Wind*
- Small drakes
- Small winged creatures
- *Sonic Glider*
- *Spirit of Flame — Fire Bird*
- The lesser mutation *Wings*
- *Thermal Levitation*
- *Wind Flight*

Class 3:
- Drakes
- Flying craft under 10 tons
- Hanggliders
- Large winged creatures over 10 tons in weight
- Missiles up to 25 feet in length
- Small antigravity craft
- The master mutation *Control Size* (small size)
- The Shaman Beast *Hoananarr*
- The Shaman Beast *Thunderbird* (in small form)
- Ultralights

Class 4:
- *Alter Density*
- Extra small and small-sized starships
- Hydras
- Large flying craft
- *Magic Kite*
- Missiles up to 50 feet in length
- *Plane Phaze*
- *Psionic Steed*
- The Shaman Beast *Thunderbird* (normal size)
- *Transmute Self Into Mist*

Class 5:
- Airships
- Dirigibles
- Hydra raver aircraft
- Imperial Guard armor
- Juggernaut armor
- Medium-sized starships and up
- Missiles more than 50 feet long
- *Sun Song*

Dodge Variables in Flight

Some types of flight will allow the user to dodge normally at high speeds. These are Major Bio Force, Nova, and Hyperflight. They do allow normal dodge ratios without adjustments for speed. Also allowing normal dodge, although they do not provide flight, are the abilities Hyperkinesis and Super Speed. If characters do not have one of these abilities, then the percentage dodge adjustment listed for their speed must be subtracted from the chance to dodge. However, if flying through use of a mutation, a character may still dodge with normal dodge ratio, but constitution points are drained as listed in table 194 cost per dodge.

Table 194. FLIGHT DODGE ADJUSTMENTS

Flight Speed (mph)	Dodge Adj.	Constitution Drain*
80–126	-5%	1
127–150	-10%	1
150–200	-15%	1
200–250	-20%	1
251–300	-25%	1
301–350	-30%	2
351–400	-35%	3
401–500	-40%	4
501–600	-50%	5
601–700	-60%	6

* This is for normal dodges.

Example: If flying at 350 mph, subtract 30% from a character's chance to dodge. However, if the character is flying with a mutation, by draining an extra 2 constitution points every time he dodges, he may eliminate this penalty.

Mounted Combat

Mounted combat—combat while riding a living creature—encompasses many factors, the first being what are the combatants mounted on? Whether adventurers are riding on land-bound or on flying creatures, some basic rules still apply. A degree of concentration is needed to control any mount. Also, reloading a weapon on the run takes a rider twice the normal amount of time to complete at best, and owing to the motion of the mount, reduces a rider's shot roll.

If riders do not possess the appropriate piloting skills and are below fifth level, they cannot actively control their mounts and use a weapon or cast a spell at the same time. Refer to tables 195 and 196 for adjustments to shot rolls when mounted (see also "Terrain Adjustments for Combat on Mounts or In Vehicles" for further adjustments).

Table 195. LAND-BOUND-MOUNT SHOT ADJUSTMENTS

Movement	Adjustment
Stationary	None
Cruise speed	-10%
Under 50% speed	-15%
Under 75% speed	-20%
Full speed	-25%

Table 196. FLYING MOUNT SHOT ADJUSTMENTS

Movement	Adjustment
Glide	None
Cruise speed	-5%
Under 50% speed	-10%
Under 75% speed	-15%
Full speed	-20%

Controlling a Mount

Whenever riders attempt to perform an unusual or difficult maneuver while mounted, they must concentrate completely. Also, a successful piloting roll must be made to complete it. If the roll fails any number of things can happen, depending upon the circumstances (including the rider falling off the mount).

Because mounts are living creatures, they are apt to be easily surprised. An untrained mount will bolt 90% of the time when startled or surprised. Trained mounts bolt only 20% of the time. For land-bound creatures, this behavior will usually begin with a rearing of the front quarters (45% chance). Then the land-bound mounts will proceed to run in any given direction at

their top speeds away from the cause of the surprise.

Flying creatures have an altogether different response. When surprised, they will attempt an air-brake maneuver to bring their speed down as fast as possible. After the air brake or flaring of wings, they will dive and perform barrel rolls, attempting at all costs to evade attacks or dislodge their riders.

A rider, if skilled, may make a piloting roll once every set to regain control of an untrained, frightened mount or once every turn for trained mounts. If control of the mount is not regained, the creature will run or fly until it feels that it is out of danger.

Vehicular Combat

Piloting a vehicle of any type requires concentration, and the same rules apply when attempting to cast a spell or use an ability as when on mounts (see Mounted Combat).

In all situations, piloting needs will take precedence over anything else if a pilot's life is in danger. For every vehicle there is a dodge adjustment depending on its speed (see "Transportation" in chapter 3, "Provisions"). Half of this modifier is applied to the piloting roll. Piloting rolls are done when landing and taking off or when attempting any special maneuver. Some examples of special maneuvers are jumping something on a bike, driving fast in a tight area, or flying under a bridge. A failed roll can result in a loss of control or a crash, depending on the terrain and traffic and Fate's wishes. Dodges are rolled whenever the pilot is attempting to avoid collisions or evade an attack.

The use of weapons while piloting a vehicle is another matter altogether. Firing a weapon from a vehicle or an extremely large mount (such as a 300-foot drake) is relatively simple, providing the vehicle is traveling smoothly. However, the slightest swerve or bump can dramatically reduce a character's shot roll. Dodges and maneuvers are the primary cause of missed shots, so timing can be critical. In some cases, an adventurer may have to wait several turns to get a good chance for a shot.

When shooting from a moving vehicle, decrease shot rolls by 1% for every 5 mph difference between the target and the vehicle being driven or rode on. For example, traveling at 100 mph and swinging a sword to behead an opponent traveling 20 mph will reduce a shot score by 16% [(100 - (80 + 5)], not counting other variables.

Pilots using two-handed weapons must make a successful piloting roll before their shot and then again after on the next available segment they receive an action, to maintain their piloting.

Moving through traffic is considered standard maneuvering. Jumping a vehicle, making a U-turn, or taking a 90-degree turn are considered extreme maneuvering conditions. Changing lanes requires a piloting roll as does turning around or taking an off ramp.

The following three tables detail the shot roll adjustments for vehicles, bikes, and airborne vehicles according to the vehicle's movement condition at the moment.

Table 197. SHOT ADJUSTMENTS WHILE PILOTING VEHICLES*

Condition	Adjustment
Smooth and steady	-10%
Standard maneuvering	-20%
While dodging	-35%
Extreme maneuvering	-30%

* Passengers' shots are adjusted by 1/2 of the percentage listed.

Table 198. SHOT ADJUSTMENTS WHILE PILOTING BIKES*

Condition	Adjustment
Smooth and steady	-15%
Standard maneuvering	-25%
While dodging	-50%
Extreme maneuvering	-35%

* Passengers' shots are adjusted by 1/2 of the percentage listed.

Table 199. SHOT ADJUSTMENTS WHILE PILOTING AIRBORNE VEHICLES*

Condition	Adjustment
Smooth and steady	-5%
Standard maneuvering	-15%
While dodging	-25%
Extreme maneuvering	-15%

* Passengers' shots are adjusted by 1/2 of the percentage listed.

Attacking With a Mount or Vehicle

There may be instances during an adventure when a vehicle or mount may be used as a weapon. When this is done, the pilot must make a piloting roll to hit instead of a shot roll. All modifiers to the piloting roll apply but the base chance is 10%. The target may roll a dodge to escape. The attacker determines how much force they wish to use. A complete crash will do as much damage to the vehicle as it would to the target. Consult the following table.

Table 200. VEHICLE OR MOUNT RAMMING DAMAGE

Speed	Damage
1–15 mph	10 LPD per mph
15–20 mph	10 LPD per mph x 10
20–34 mph	Vehicle's weight in pounds
35+ mph	See "Crashing," this chapter

Terrain and Traffic Density Levels

When driving a vehicle or riding a mount, the type of terrain and the amount of traffic play an important part in determining the success of the pilot. High terrain and traffic densities will require a character to make piloting rolls more often. The following table shows the different terrain and traffic classes, their descriptions and speed limits. Terrain class is separate from traffic class. (Refer to "Movement on Special Terrain" in chapter 13, for the effects of the terrain or traffic on a character's speed when traveling by any manner in an area without roads. Refer to "Road Maneuvering Modifiers" below for piloting adjustments due to the type of road traveled).

Table 201. TERRAIN AND TRAFFIC CLASSES

Terrain/ Traffic Class	Description
Clear and level	Road. No traffic or obstacles. Roll piloting every three sets. Vehicle can travel at maximum speed.
1	Light traffic or obstacles. Roll piloting every two sets. Speed limit is 250 mph.
2	Medium traffic or obstacles. Roll piloting every set. Speed limit is 100 mph.
3	Medium-heavy traffic or obstacles. Roll piloting every four turns. Speed limit is 60 mph.
4	Heavy traffic or obstacles. Roll piloting every three turns. Speed limit is 40 mph.
5	Extraheavy traffic or obstacles. Roll piloting every two turns. Speed limit is 20 mph.
6	Gridlock. Roll piloting every turn. Speed limit is 0 to 5 mph.

Maneuvering

Bikes and small transports are agile vehicles and can maneuver easily around traffic and obstacles. The speed limitations within the terrain and traffic classes can be doubled. For extremely large vehicles, the speed limits are 25% less.

Flying vehicles usually maneuver in open spaces. However, in some cases, the vehicle may get into a tight place. Under normal circumstances in the air, terrain or traffic class 4 will be the highest class encountered; all speed limits will be doubled.

Exceeding the terrain and traffic class's speed limit will have an adverse effect on the pilot's ability to control a vehicle or mount. Every mile per hour above the suggested speed decreases the piloting percentage by 1%.

Extreme maneuvers of any type automatically decrease a piloting roll by 10% or more, depending on Fate's discretion.

Terrain and Traffic Class Adjustments

The higher the terrain and traffic class, the higher the modifier. The following table shows the shot and piloting adjustments depending on the terrain and traffic density. However, different types of vehicles are more stable than others. Track vehicles get only half the shot modifier listed on the table. Bikes and live mounts double it.

Table 202. ADJUSTMENTS FOR TERRAIN AND TRAFFIC CLASSES

Terrain/Traffic Class	Shot Adj.	Piloting Adj.
Clear and level	None	None
1	-5%	-5%
2	-10%	-10%
3	-15%	-15%
4	-20%	-20%
5	-30%	-20%
6	-50%	-20%

Road Modifiers

Roads. They can be your best friend or worst enemy. Whatever the conditions, remember that your opponent is in the same position. Subtract the adjustments listed on table 203 from the piloting roll when attempting a maneuver or dodge. These adjustments do not apply to track vehicles and live mounts.

Table 203. PILOTING ROAD ADJUSTMENTS

Road Condition	Adjustment
Good road	None
Fair road	-3%
Poor road	-8%
Gravel or dirt road	-13%
No road	-15%

Table 204. PILOTING ADJUSTMENTS FOR WEATHER

Condition	Adjustment
Clear and dry	None
Light drizzle or fog	-5%
Rain	-10%
Heavy rain	-15%
Rain and wind	-20%
Rain and sleet	-25%
Snow	-30%
Ice	-65%

Weather Variables for Piloting

Table 204 shows piloting adjustments for different weather conditions. These are in addition to the modifiers for the terrain and traffic class. Flying vehicles use these only when landing and taking off, or if the weather is a storm condition.

Combat During Pursuit

This section pertains to every branch of combat from foot chases to races across the stars. Pursuit combat usually involves the hunter and the hunted. The deciding factors are advantage, acceleration, and maneuverability. Usually the fastest combatant wins, although evasion is a possibility. If the hunted succeed in consecutively outmaneuvering the hunter three times, then they will have escaped (meaning they are no longer within sight of the hunter). Whether they have gone into hiding or are merely further down the road is strictly up to each individual situation.

Advantage will determine who moves first in a pursuit situation. From there, the combatant's speeds must be considered. Anyone on a bike or horse-sized type of mount will have a +1/2 advantage during pursuit against larger vehicles and mounts. Combatants in flight receive a +1/2 advantage against land-bound opponents.

A pilot's ability to maneuver a vehicle to avoid pursuit is reflected in the piloting roll. A vehicle's dodge score is adjusted depending on its speed (listed with its description in chapter 3, "Provisions"), with half of this modifier being carried over to the piloting roll. The pilot's chance to accomplish is reduced accordingly (including those for terrain and traffic class, road condition, speed, and weather). The piloting score can be increased above 100% with the investment of additional skill points. Dodges are rolled as normal unless the vehicle is traveling at 250 mph or faster, in which case the dodge is a beam-attack dodge.

In the case of heavy traffic or rough terrain, the combatants must maneuver to maintain maximum speed. This is done by rolling a piloting roll as often as the traffic or terrain class calls for (see "Terrain and Traffic Density Levels" above). The piloting roll can be modified by several factors allowing for most conditions one might encounter during a chase. If the driver wishes to perform an unusual maneuver, he must make the attempt on the same segments during a turn that they have actions or attacks.

The hunted has the advantage of surprise, which may render the hunter unable to react in time to a specific maneuver, such as suddenly making a turn. The hunted must first roll a successful piloting roll for the maneuver. Then the hunter must roll a class C surprise roll. If successful, the hunter may try a piloting roll to remain in pursuit. If the hunter has a higher advantage than the hunted, he receives a +20% on the surprise roll.

To close or extend the distance between two vehicles during a pursuit, a successful piloting roll must be made, and how fast the vehicle wishes to accelerate decided upon. Then the relative distance can be calculated, or better yet, estimated. A successful piloting roll indicates that the distance between the two vehicles changes.

Passing a vehicle is a good example of a pursuit situation. Both vehicles roll advantage. The winner accelerates first, on the segment that he receives an action. Then an acceleration ratio can be calculated to determine how long it will take to pass (see "Move Rate" and "Time to Move" in chapter 13, for a more detailed breakdown during combat). However, to simplify things, the passer need only roll the piloting chance. If it is successful, then the passer passes without incident, provided he is traveling fast enough and the other vehicle doesn't try anything tricky. By swerving in the way, the vehicle that is trying to be passed can induce a class C surprise on the passer, who may be able to dodge to avoid a collision if not surprised.

Results of Piloting Failure

The percentage that a pilot fails the roll is the basis for the following table. For given conditions, a pilot's chance to accomplish a roll can be reduced drastically. In these instances, it is foreseeable that the pilot may easily fail the roll. The percentage that the roll is failed indicates the conditions of the piloting error.

Table 205. RESULTS OF PILOTING FAILURE

% Over Piloting Chance	Result
01–20	Lose 5% of vehicle's speed
21–30	Lose 10% of vehicle's speed
31–35	Lose 20% of vehicle's speed
36–45	Lose control of vehicle. All piloting rolls are reduced by 30% for three turns if attempting to regain control.
46–55	Lose control of vehicle. All piloting rolls are reduced by 50% for three turns.
56–64	Lose control of vehicle. All piloting rolls are reduced by 75% for three turns.
65+	Irrecoverable. All loss of control. All piloting rolls are reduced by 99% for two sets.

Crashing

Whenever a vehicle is out of control or has failed to dodge terrain or traffic, the chance of crashing is rolled once every turn. The damage obtained from a crash to both the vehicle and its occupants is determined from the speed traveled and the vehicle's weight. Refer to "High-Speed Damage Adjustments" in this chapter for the method to calculate this.

Table 206. CRASH CHANCES

Terrain/Traffic Class	Chance to Crash
Clear and level	5%
1	10%
2	20%
3	35%
4	50%
5	85%
6	99%

Using the Piloting System for Mounts and Vehicles

First determine the terrain and traffic terrain conditions. For random instances, roll every minute of travel time for one of the six different terrain and traffic classes. Second, determine the terrain and traffic class's shot and piloting adjustments, the modifiers for weather, road conditions, speed (depending on the terrain and traffic class), vehicle dodge adjustments, and shot adjustments for the maneuvering condition of the mount or vehicle. Total the shot adjustments and piloting adjustments and apply them when necessary. A piloting roll should be made whenever the terrain or traffic class changes. If a piloting roll is failed, the mount or vehicle is out of control and risks crashing.

Example: For terrain class 3 (-15%) and traffic class 3 (-15%), the pilot must roll every four turns with fair road (-3%), rainy weather conditions (-10%), and a vehicular modifier of -10% (half of a dodge adjustment). This gives a -53% on the piloting roll, providing he exceeds the speed of the traffic or tries a special maneuver. If not, then there are no modifiers and the piloting chance is at least 100%. Once the speed of the traffic is exceeded, all the piloting modifiers come into play and are in effect until the vehicle slows down or goes beyond the speed limitations set for the traffic class. Going faster than the speed limit for the traffic class causes a piloting modifier of 1% per mph over the speed limit to come into play. In all cases the pilot must roll beneath the adjusted score on percentile dice or lose control.

If a piloting roll if failed, the amount it is failed by will determine the outcome of the maneuver. For instance, if the piloting roll is reduced by 40%, then the pilot must roll below 60 on the percentile dice. Failing the roll with a 97 is 37% over what was needed. Upon referring to table 205, we see that the outcome is the loss of control of the vehicle with piloting rolls reduced by another 30% for the next three turns. The chance of crashing is now rolled (35% chance for terrain and traffic class 3). If there is a crash, the pilot will needed to roll a dodge to escape. Still however, another piloting roll must be made to regain control of the vehicle. The total adjustment is now -70%. This time the roll is 81, which fails the needed 30% by 51%. Now the piloting roll is reduced by 50% for the next three turns instead of the 30% from before. If there is no crash from this loss of control (still a 35% chance), the next piloting roll will have to be 10% or lower to regain control of the vehicle. This process continues until control is regained or a crash results.

Protection

Different elements have different numbers of 10ths. The best armors have the most 10ths. Armor reduces the damage by the logarithmic factor of its 10ths. Each type of armor has its own number of life points. When these are gone, the armor is ruined (see "Armor" in chapter 3).

Shields, on the other hand, usually stop an attack completely rather than diminish it as armor does. Shields have a specified number of life points. If a shield is used to block an attack, the shield takes all the damage from the attack until it is destroyed. If an attack destroys a shield, the remaining damage from the attack hits the target.

Technological shields or force fields work more like armor than physical shields. They give a user a certain amount of life points of protection per unit of power (EG) although the damage sustained does not get through to whoever is being protected. Unlike physical armor, technological fields can be designed to stop the powers as well as physical and energy damage.

Hardness and 10ths

The term 10ths deals with the hardness factor of a substance. If a person has one 10th on his or her body, he or she can take 10 points of damage before 1 point is felt. Two 10ths damage protection allows a character to take 100 LPD and receive only 1. The factors increase up to four 10ths maximum so that a character with this amount of protection will only take 1 LPD for every 10,000 that he gets hit with in combat. 10ths only work against physical and energy attacks. A magical attack, such as a Hex Bolt, would pass through all 10ths, and the character would take the full amount of damage. Fate rolls are not affected by 10ths, so anyone who takes 2 LPD through his or her 10ths still gets a fate versus physical roll. If this roll is made, then the character takes 1% of the damage.

A character's body can have only a maximum of four 10ths protection, and the armoring one can have maximum is also four 10ths. Altogether, the most 10ths anyone can have is eight (four in the body and four with the armor). Anything above this is simply ignored.

To figure by how many 10ths a character's damage will be reduced, the factors of 10ths are added together. For example, a character has one natural 10th and is wearing armor that has two 10ths. These factors are added, giving a total damage reduction of three 10ths. Since 10ths are added logarithmically, adding three 10ths means multiplying to get the result; giving (10 x 10 x 10) or a factor of 1,000 by which the damage is factored down. This factor of three 10ths damage reduction is divided into the total LPD inflicted, giving a final result of actual damage sustained.

Weapons and 10ths

Basically, an item cuts through one 10th less than its own hardness. However, projectiles such as arrows and bullets will cut through a number of 10ths equal to their own. A hadrathium sword would cut through one 10th. Edged thrown items (such as a dagger) must reach the speed of a beam attack for them to cut through the extra 10th (see "Throwing Objects" at the beginning of this chapter).

An item cannot cut through more than four 10ths unless it is invulnerable, made of titanite, or is immune to physical damage (such as Ravashem items). In these cases, the items have six 10ths and can cut through five 10ths (six if used as a projectile).

Armor and Mundane Protections of Any Type

Always remember that normal armor only protects the wearer from physical and energy attacks. When considering buying armor, be aware that wearing armor will hamper movement to some extent, depending on its weight and bulkiness. Each type of armor has a dodge adjustment listed with it. This must be subtracted from the armor wearer's chance to dodge, which affects the beam-attack dodge (it does not affect the block, disarm, or throw chances). If wearing more than one type of armor, add the dodge adjustments together. Always list dodge adjustments on the character sheet, and remember to add them during combat.

Spellcasters must use complex and precise gestures when casting spells. This is

not possible if they are wearing extremely bulky or cumbersome armor. Thus, a spellcaster cannot cast spells when wearing armor that subtracts more than 10% from his or her dodge. This applies to all users of Mage Warrior spells, earthpower spells, and Shaman songs. Psi spells are excluded because they are cast purely by thought.

When a person strikes a piece of metal with a sword or club, the armor receives nicks and chips that eventually lead to complete cracks or shattering. Consequently, when a person protected by armor is attacked, the armor receives damage and does not heal. The armor weakens until it can no longer withstand an attack without being destroyed, thus rendering the wearer defenseless.

Each piece or type of armor has life points. These are listed with each armor type (see "Armor" in chapter 3). Every time armor is struck, subtract the damage from its life points and use the armor's protection factor to determine how much damage the person wearing the armor receives from the attack. If an attack reduces a piece of armor to zero life points, the armor is destroyed and the rest of the attack hits the target at full force. Refer to "Life Points of Objects and Piercing" at the end of this chapter for information on how to pierce armoring. Hit locations may be used with armor life points the same as they are used with characters' bodies. Note that Ravashem enchanted armor will not take any damage from physical and energy attacks, but the wearer still receives damage that is reduced by six 10ths.

Example: A Ninja is wearing brand new pelleum steel chain mail. He has 20,000 life points. The chain mail has 1.3 million life points and gives the wearer two 10ths protection. The Ninja is attacked by a Giant with a large sword. The Ninja fails to dodge and is hit for 900,000 life points of damage (ouch!). "But wait," says our hero, "I'm wearing armor! Dividing 900,000 by 100 (two 10ths) leaves 9,000 life points to damage my fragile skin—I'm still alive."

The Giant gets another attack. The Ninja, having more courage than brains, decides to sacrifice on this attack. Unfortunately, he fails and is hit for another 900,000 LPD. "Okay, I take another 9,000 life points damage. I still have 2,000 left," says the Ninja. Think again! The first attack did 900,000 LPD to the chain mail. Subtract that from the 1.3 million life points that the armor started with. This leaves only 400,000 life points left. When the armor is hit again, it gives its two 10ths protection only versus the first 400,000 LPD. The remaining 500,000 will hit the Ninja full force and easily is enough to reduce him to bloody scraps. Heroic attempts, anyone?

Tracking

There are several forms of tracking that may be employed. Some involve spells or special abilities. Others are performed by purely physical means. Enhanced senses, which cannot be canceled, are the best way to follow any quarry. Since most of the powers can be canceled, in some way or another, it is good to be trained in the Art of stalking prey.

The conditions of tracking determine whether the hunt will be successful; one cannot naturally track an electric eagle on a cloudy day. If the conditions are just right, however, one can successfully track a landbound quarry.

If the tracker has enhanced senses then things change dramatically. Visual tracking with enhanced senses is accomplished by locating minute and subtle disturbances in the foliage or terrain. Add 10% to the beginning skill percentage.

Scent tracking is the best for following anyone or anything that exudes a scent. Add 30% to the beginning tracking score.

If the target's trail is out of doors, it will only last for 3 days in good weather, 1 if it rains. If the scent is on clothing, it will last 20 days or longer; if outside, 5 days; 1 if it rains. If the scent is indoors, it will last for 30 days maximum.

Fear (Optional)

For tabletop gamers, the concept of fear has to take on new ramifications. Because the players are not actually themselves in the adventure, they can act with impunity towards terror. Hence, heroics become commonplace. For this reason, we have created this optional rule for instilling a little fear into even the most seasoned adventurer. The different types of fears are fear of the unknown or the unseen, fear caused by life-threatening situations, and fear caused by special abilities and higher-level encounters. The effects of fear are as follows. Fate must decide which single class is applicable to each given circumstance for each character.

Fear Class 1: Mild shock. A character loses the next attack and one attack on each of the following two turns.

Fear Class 2: Shock. A character loses the next two attacks and two attacks on each of the following two turns.

Fear Class 3: White shock. A character loses the next two attacks and two attacks on each of the following three turns.

Fear Class 4: Panic. A character loses all attacks for the current and following two turns and will seek to flee for the next 1d4 sets.

Fear Class 5: Terror. A character will be unable to move for the next turn. Afterwards, he or she will lose all attacks for the next set and seek to flee for the next 1d6 minutes.

Fear Class 6: Total panic. A character receives an extra two attacks for the next set plus strength increases 10%, dodge decreases 5%, and intelligence drops 50%. If a character panics for more than one set per day, he or she must roll metabolic shock. A failed roll means a character passes out for 1d6 minutes.

Fear Rolls

Fear rolls are made at Fate's discretion, although they should not exceed more than one per encounter type. However, one can be made for the encounter and one when the lights go out or something uses a fear-causing ability during a battle, and so on.

Resisting Fear

Your character's chance to resist fear is determined by his or her ego score plus 1% per level. Each class has a modifier per fear class of -10%. A class 4 fear decreases a character's chance to resist by 40%. A successful fate (or resisting the fear) indicates no fear of that class for that specific situation for the next 6 hours (for both natural and the recessive mutations). Other fear-causing situations within the 6 hours may cause their own effects.

Fear Versus Higher-Level Encounters

This is rolled when an encountered creature attacks, after surprise, and when it has been recognized. Every 10 levels above a character's own equals one fear class. For example, a first-level character will be affected by 10th-level encounters with a fear class of 1. However, characters will be affected with a fear class 6 when subjected to a 60th-level encounter. An encounter's level can be determined by the amount of creatures in it. Add up all creatures' levels. Likewise, the adversary's effect should be divided and reduced by the number of characters facing them.

Fear Caused by Life-Threatening Situations or the Unknown

These situations are class 1 through 4 fears caused by the darkness of an area and the unreasoning fear of the unknown. Also in-

cluded with this are situations where there is apparent or certain death.

Fear Caused by Special Abilities

The abilities in this category are those that affect the emotions of a victim. They are such that they will always seek to drive their subjects to the ultimate limits of terror, thus paralyzing or driving them off. Unless victims can resist the fear, they will be terror stricken.

Insanity

There are two types of insanity that can arise from spell damage to the mind. One type is a lucid infantile behavior with some activity (relative age is 5 to 8 months). The second is a more severe form in which the victim will rapidly shift auras (use the table under the description of the lesser mutation "Schizophrenia" in chapter 10), acting accordingly without recollection of any of his or her past life. Usually those affected will become either very afraid or very aggressive. In either case, there is no loss of motor reflexes or control over their powers as there is in the first type of insanity.

Table 207. MIND DAMAGE

1d100 Roll	Mind Damage
01–20	Schizophrenic (roll 1d6): 1–4 Afraid 5–6 Aggressive
21–00	Lucid and childlike

Insanity can be cured by special spells (normal heal spells will not help) or by entering the victim's mind on the psychic plane and destroying the monsters by which the illness manifests itself (see chapter 14, "The Psychic Plane").

Insanity can be caused by specific spells and the like or by severe trauma and stress. Examples of stress are not being allowed to sleep for 150 hours or being in isolation for extended periods of time. Traumas such as seeing one's family brutally murdered or undergoing kidnapping, torture, or rape are other possible situations causing insanity. Also, suddenly losing all one possesses or having one's world destroyed either literally or figuratively, can lead to insanity. In these cases, the victim rolls psychic shock. If the roll fails, the victim goes insane.

Communication

There are different forms of communication that are usable by an adventurer in Synnibarr, such as spells, special abilities, and even normal speech. For this reason, we need to differentiate the types of communication and the relative intellect of the creature or object being spoken to.

Speaking to Objects

All objects have souls to a small extent. Even rocks are aware, although only marginally. An object can remember what it has seen. However, the length of its memory is limited by the level of the spellcaster that is communicating with it, being 1 day per level up to the 25th level, plus 1 year per level up to 25 years per day at 50th level. The range of an object's awareness is also limited by the level of the spellcaster (1 yard per level). Objects (rocks, shoes, swords, and the like) being spoken to can see, feel, and hear. They can repeat word for word what they hear, except for Venderant Nalaberong.

Speaking to Plants

Plants respond easily when spoken to. They see in patterns of electrical energy, both sound and sight. Plant memories are not limited, but their range of perception is 10 feet plus 1 foot per level of the spellcaster. If they roll a favorable reaction, the plant will do as requested without hesitation, for it so seldom gets conversation.

Speaking to Animals

Animals usually have an ego below 10. They cannot reason. However, they have excellent memories, and, if befriended, they show perseverance. If the ego is higher than 10, they are considered semi-intelligent beings and must be dealt with accordingly.

Diseases

On the Worldship Synnibarr, there are a few diseases that cannot be cured by normal spells or alchemical creations. These maladies are rare and very dangerous. If the character is exposed to the disease and makes his or her fate roll, then he or she is immune to that exposure. If a character is exposed again he or she will have to roll a fate again. This is not to imply that fate will be rolled for every step a character takes in the disease-infested area. It means that if a player leaves the area and returns, he or she then must reroll fate.

Cold

Symptoms: Sneezing, stuffy head, sore throat, cough, and runny nose. When victims that have caprenium in their blood contract a cold, any attempt to use a power will result in a sneezing attack. This sneezing attack will render them unable to concentrate.
Cure: None (aren't I vile; achoo! viral).
Duration of Affliction: 1 to 6 days
Causes: Close, airborne transmission within 10 feet and the physical touch of an infected being.
Treatment: The usual chicken soup, rest, and plenty of liquids.

Kuru

The Laughing Death

Symptoms: Headache between the eyes for 1 hour preceding laughter. Once laughter begins, a victim will go insane and lose his or her memories regarding associates, perceiving everyone as hostile. Convulsive laughing continues for 72 hours whereupon the victim's brain ceases to function and he or she dies. Any attempt to bring the victim back to life must be done after 3 hours. This is to ensure that the virus is dead.
Cure: Amazon's Golden Hand performed by some being with God Power.
Duration of Affliction: 72 hours
Causes: Initially caused by the eating of the rotten brain of an intelligent creature. Once contracted, the victim transmits the infection in the same manner as a cold.
Treatment: The juice of a phazed dart bush root. The root must be fresh (within 1 hour of picking). Administer 1 cup every 1/2 hour for 10 hours. One root makes 4 cups of broth, and there are usually four roots per plant. With treatment, the victim has a 40% chance of survival.

Fire Plague

Symptoms: Light-headedness and extreme chills for 1 hour. Then the chills turn to hot flashes and victims will burst into flames and burn to ashes. This disease is only dangerous to creatures with caprenium in their blood. Normal creatures can carry the bacteria with no ill effects.
Cure: None
Duration of Affliction: 8 hours
Causes: Breath of an infected being or the smell of a rotting phazed plague beast within 100 feet.
Treatment: Pack the victim in ice for the duration. This requires work for the ice will melt quite quickly and must be replenished.

Red Death

Symptoms: An itching under the skin and in the eyes begins approximately 15 days after exposure. Within 5 hours this disease creates large groups of blood blisters all over the body, especially under the arms and in the eyes (70% chance of blindness). All vision will be lost within 1 day. If the blisters are rup-

tured, a victim will bleed to death in 15 minutes.

Cure: V.N. or God Power healing effect

Duration of Affliction: 2 to 6 days

Causes: Physical touch with a being that is infected. There is a 25% chance that a victim will be immune and become a carrier.

Treatment: A poultice of armor oil and egg yolk will keep the blisters down. If this is done, the victim has a 65% chance of survival.

Swamp Flu

Symptoms: Dizziness, vomiting, tremors, and loss of strength. If victims attempt to use their powers in any way, they will pass out for 1 to 4 hours, and there is a 30% chance of them dying.

Cure: None

Duration of Affliction: 4 to 8 days

Causes: Encountered through any swamp (10% chance), airborne aspiration, drinking contaminated liquid, or exposure to infected swamp water for more than 10 minutes.

Treatment: Warm compresses through which the victim breathes. If this treatment is maintained and victims rest and don't use any of their powers, then there is a 50% chance of survival.

Life Points

Life points are the amount of damage a creature or object can take before dying or becoming broken and dysfunctional. If characters are wounded and cannot get a special form of healing, they will heal naturally at a rate of 50 life points per day. B.S.C.s heal 100 life points per day. All other types of healing work quickly and have no adverse side effects. Earthpower is best for healing. However, the Amazons are also very competent. Healing through physical means is described under the skill "Medical Physician" (see "Skill Descriptions" in chapter 1).

Wounds

Anytime adventurers take one-half or more of their current life points in damage from a single attack, they must roll metabolic shock versus unconsciousness. If an adventurer is damaged down to zero life points, he or she must roll metabolic shock versus a heart attack. If the roll succeeds, the character will not die immediately. However, if medical treatment is not received, like the stanching of wounds or CPR, the character will die within 5 minutes.

Bleeding damage does an extra 1/4 of the wound's damage every minute if not treated. For example, a character receives a slash for 100 life points damage. Every minute thereafter an additional 25 life points will be lost. Damage of less than 1 life point will not break the skin.

Life Points and Movement (Optional)

When combatants are wounded, they lose some of their combat statistics. This reduction is caused by the trauma and effects of the damage on their bodies. In some cases, the damage can be to a leg or hip, putting a character at a disadvantage for dodging or moving about. Damage will hamper characters' movements, attacks, and defensive actions by 1% for every 1% of their maximum life points in damage that they receive.

If hit locations are being used, the complete loss of one body part will result in the loss of others. For instance, losing a hip will result in the loss of the rest of the leg. This means that all the percentages of the leg plus the hip are lost, and this affects a character's actions as mentioned above.

Hit Locations (Optional)

If Fate wishes, random hit locations can be determined from tables 208 and 209 for both characters and monsters. One table is for creatures with wings, and the other is for those without. Double- and triple-damage shots are not used with hit locations, unless the target is motionless and at point blank range.

The life point percentage column shows what percentage that body part has of the character's maximum. The percentages in table 208 can be directly equated to biomass. In table 209, only the wing life point percentages can be used for biomass. Some of the other percentages may be incorrect because of the different distribution of life points in creatures with wings as opposed to those without. Remember that wings, tails, and extra arms add biomass but not life points (see "Cybernetics" in chapter 3).

When a character is wounded and the damage exceeds the value calculated from the life point percentage, that part of the body is irreparably destroyed and the character must roll metabolic shock to remain conscious. The character may bleed to death if not quickly tended to (for information on bleeding see "Wounds" above). When 50% of a body part's life points is damaged, the character must roll a successful metabolic shock to keep that body part functioning. Nonfunctioning locomotion areas of the body will decrease movement appropriately. Fifty percent damage to vital areas of the body will result in death unless a successful metabolic shock is rolled, which then causes the character to only be stunned for two to eight sets.

For creatures with a tail, split the percentage of the lower back, giving the tail a roll of 3%. Tails have 6% of the body's life points. To make up for this, subtract 4% from the lower back and 1% from both the right and left hips.

When characters or creatures have more than two arms, the hit location is determined by first rolling on the table to see whether an arm part is hit, then roll high/low for the upper or lower arm (or 1 to 6 divided by 2 for upper, middle, or lower as the case may be). To even out the life points for extra arms: one arm subtracts 4% from the chest, 2% from the upper back, and 2% from the lower back. If a character or creature has wings, take 2% from the wing shoulders instead of the upper back. Please note that extra shoulders come with extra arms.

Table 208. HIT LOCATIONS

1d100 Roll	Location	LP Percent
01	Kidney[V]	1
02–03	Lower back	8
04–07	Upper back	12
08	Groin[L,V]	1
09	Right foot[L]	1
10–11	Right shin[L]	1
12	Right knee[L]	2
13	Right hand	1
14	Right forearm	2
15	Right elbow	1
16	Right upper arm	2
17–20	Right shoulder	2
21–25	Right thigh[L]	4
26–30	Right hip[L]	4
31–39	Upper abdomen	8
40–69	Chest	17
70–73	Lower abdomen[L]	6
74–78	Left hip[L]	4
79–83	Left thigh[L]	4
84–87	Left shoulder	2
88	Left upper arm	2
89	Left elbow	1
90	Left forearm	2
91	Left hand	1
92	Left knee[L]	2
93–94	Left shin[L]	1
95	Left foot[L]	1
96–97	Heart[V]	1
98	Neck[V]	2
99–00	Head[V]	4

[L] This is a locomotion area of the body.
[V] This is a vital area of the body.

Table 209. HIT LOCATIONS WITH WINGS

1d100 Roll	Location	LP Percent
01	Kidney[V]	1
02–03	Lower back	8
04	Groin[L,V]	1
05	Right wing shoulder[L]	3
06	Right upper wing[L]	1
07	Right forewing[L]	1
08	Right wing tip[L]	1
09	Right foot[L]	1
10–11	Right shin[L]	1
12	Right knee[L]	2
13	Right hand	1
14	Right forearm	2
15	Right elbow	1
16	Right upper arm	2
17–18	Right shoulder	2
19–23	Right thigh[L]	4
24–28	Right hip[L]	4
29–37	Upper abdomen	8
38–67	Chest	17
68–71	Lower abdomen[L]	6
72–76	Left hip[L]	4
77–81	Left thigh[L]	4
82–83	Left shoulder	2
84	Left upper arm	2
85	Left elbow	1
86	Left forearm	2
87	Left hand	1
88	Left knee[L]	2
89–90	Left shin[L]	1
91	Left foot[L]	1
92	Left wing tip[L]	1
93	Left forewing[L]	1
94	Left upper wing[L]	1
95	Left wing shoulder[L]	3
96–97	Heart[V]	1
98	Neck[V]	2
99–00	Head[V]	4

L This is a locomotion area of the body.
V This is a vital area of the body.

Calculating Object Life Points

To figure the life points of objects or weapons that have been created out of alternative materials, use the following equation:

$$LP = [Wt.\ (lb) + Density] \times LP\ per\ in^3$$

Divide the weight of the object by its density, then multiply the result by the number of life points per cubic inch of the material. The result is the total life points of the object.

Density and life points per cubic inch are found in table 90 in chapter 4. This equation is fairly accurate for solid objects, but the amount is 33% of this for mechanical or multiple-piece objects. For electronic devices it is about 1%.

Life Points of Objects and Piercing

Some of the different materials that exist are listed along with their number of life points per cubic inch in chapter 3. From this, the life points of an object, such as a door or a wall, can be calculated; that is, the total life points of damage that an object can take before being completely destroyed.

When a character attempts to pierce an object, such as a wooden door or armor, he need do only a fraction of the damage before the object's structural integrity is compromised. Only the life points of the area on the object being pierced are taken into account. Also, the piercing object must be at least equal in hardness to the object being pierced, or its speed at impact significantly higher (at least 250 mph), or piercing will not occur. The amount of damage done depends on the type of weapon being used. For example, a cubic foot of wood (oak) has a total of 190,080 life points. Only 1,320 life points of damage (12 inches x 110 LP/in^3) is needed to pierce it with an edged weapon or point. This corresponds with the amount of damage that may be done by an axe wielded by a normal-strength character.

An attempt to pierce something must be stated as a piercing attempt or thrust. A character's body, however, is immune to this rule (unless ruled otherwise by Fate for very special cases; usually only for physical attacks).

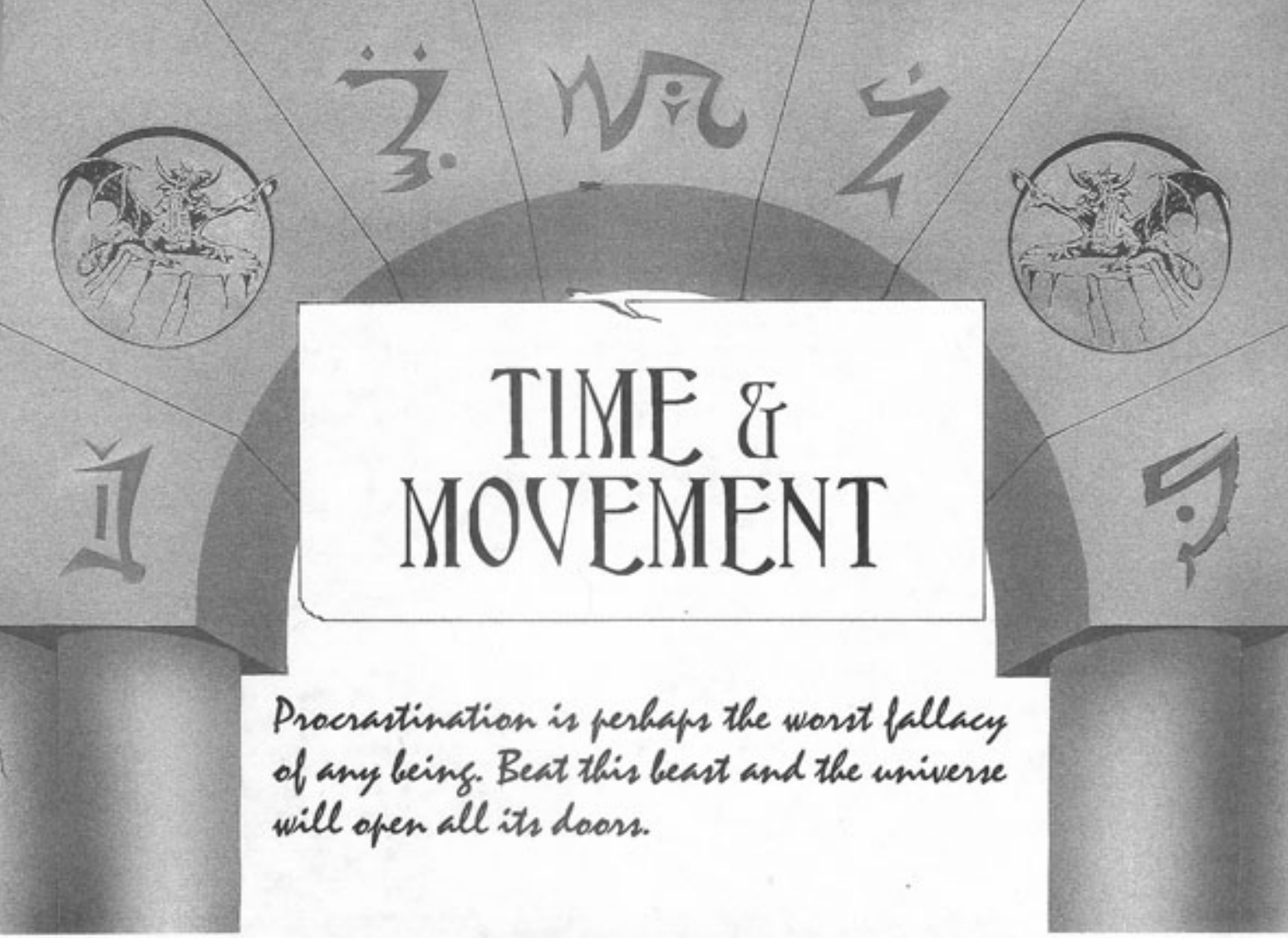
Death

If adventurers fall below zero life points, but not below more than -1,000, then they can still be saved by a Heal spell, a heal spring melon, first aid, or other form of healing. Characters fall into unconsciousness when they reach zero life points (no metabolic shock roll). Without help from someone else, they will continue to lose 200 life points per minute (10 per turn). For those who are below zero life point, a successful metabolic shock roll must be made in order to regain consciousness. When a negative 1,000 life points is reached they are dead. Those with the skill Medical, Physician can sustain characters who are more than 1,000 life points in the negative (see "Medical, Physician" in chapter 1 in the "Skill Descriptions").

Restoring Life

A dead body can be brought back to life by certain spells. A body cannot be resurrected unless at least 90% of it is present. This amount can be determined by logic and the type of attack. For example, Tiger Fire has been used to blast and burn the body of a victim. If the Golden Tiger used the flame to burn a hole in the victim's chest and succeeds, then at least the heart is gone, not to mention the surrounding flesh. To restore a body, a Regrowth or Mystic Restoration spell must be used.

A mortal character can be brought back to life as many times as equals half his or her constitution score. Once the body has been restored and is suitable for habitation, an Amazon or other spellcaster can summon back the soul and attempt to return it to the body. The victim must roll metabolic shock to see whether his or her body will accept life back into it. If this roll is won, the victim lives. If not, he or she is dead forever.



TIME & MOVEMENT

Procrastination is perhaps the worst fallacy of any being. Beat this beast and the universe will open all its doors.

Time

During any sequence of the game, time can be tracked in several ways, depending on the circumstances. These categories, ranging from shortest to longest, are:

- Combat Time
- Normal Game Time
- Nonplaying Time

Time Equivalents:

- One segment = 1/5 second
- One turn = 3 seconds
- One set = five turns or 15 seconds
- Four sets = 1 minute
- Twenty sets = 5 minutes
- Two-hundred forty sets = 1 hour

Combat Time

Combat in the world of Synnibarr goes very quickly. One turn is 3 seconds of game time. During combat, each turn is further divided into 15 segments. During a turn, a character can do several things, depending on the number of attacks. Advantage is rolled every separate turn. Few battles will last more than one set.

Normal Game Time

Time outside combat is most often measured in minutes or hours. Generally, it is only when spells or special abilities are in use that time needs to be measured more precisely. Even days may pass by instantly in normal game time. For example, if the characters take a Giant ship to get to their destination and Fate has nothing special planned for the voyage, the entire journey can pass in the time it takes Fate to say, "Okay, you got there."

Unless specifically stated by Fate, the amount of time that passes in real life has no bearing on the amount of time that passes in the game. In some situations, however, Fate may declare game time equal to real time. This might be used, for example, if the players are arguing about what to do while something nasty is rapidly approaching.

Time should be watched carefully when any spell or mutation is in effect or if a character is in flight by wing or power.

Nonplaying Time

This is used when characters are doing something that requires a certain number of days, during which they may not adventure. Examples include casting certain high-level spells, creating lesser enchanted items, and engineering. Every day of real-life time that passes counts as 3 days for the Synnibarr characters. This rule is optional.

Example 1: A Mage Warrior wants to make a lesser enchanted item that will hold its charge permanently. Doing this takes 20 days of game time. This means the character must be out of play for 6-2/3 days of real time, which we round up to 7.

Example 2: An Alchemist is creating a monster using Create a Creature, which takes 2 months of game time. This is 60 days, which translates to 20 days of real time. However, Create a Creature does not require constant attention, so the Alchemist can do other things so long as he makes sure that the Alchemist's Ambrosia and fresh blood gets added to the tank every day.

Action Times

The following is a listing of how long certain actions take to perform within this gaming matrix. Characters within the world of Synnibarr become very fast over time, and hence the amount of actions that they can perform must be determined per turn. Combat actions like swinging a sword or drawing a weapon can be done fast, while others like speaking, can be done only so quickly or else the words become incomprehensible. One word per segment can be said (requires no time allotment).

- Drawing and aiming a projectile weapon: one attack.
- Drawing a blade weapon and striking: one attack provided the opponent is within arm's reach.
- Using a weapon or changing to a different weapon: one attack.
- Changing a weapon's clip: one attack.
- Tying shoes (both): 30 attacks.
- Taking something out of one's pocket or pouch: three attacks.
- Taking something out of one's backpack (if being worn): nine attacks.
- Opening a container and removing something: three attacks.
- Opening and passing through a doorway: three attacks.
- Tying a knot and tossing the rope: seven attacks.
- Loading a crossbow or slingshot and firing: three attacks.
- Using a regular bow: two attacks.
- Removing armor: 600 attacks.
- Removing damaged armor or cutting straps to remove good armor: 300 attacks.
- Dressing: 225 attacks.
- Putting on armor without help: 1,500 attacks (or about 5 minutes).

In the end, you can estimate the length of time it would take an adventurer to get dressed and beat up the bad guys.

Movement

There are several different rules for calculating movement. Some of it can get fairly involved, particularly when it comes to acceleration (after figuring everything else out). We have tried to make it as simple as possible. It is up to you to decide how detailed and precise you want to get.

The average person can run about 20 yards in 3 seconds if the terrain is clear. So every turn, allow a character to move only 20 yards.

Some characters can run faster. If a character can run as fast as the wind, or 50 mph, then they can move about 73 yards in 3 seconds. No matter how fast a character can run, it takes about 1 second to reach full speed.

Exhaustion

After eight sets of continuous combat or at full speed, a character will become exhausted and the speed will drop to one-half normal for 16 sets. After this, the character will drop from exhaustion for approximately 10 minutes, or 32 sets. Cruising speed can be maintained for 6 hours until the exhaustion factors set in.

Running Speed

A character's maximum running speed is 15 mph for strengths less than or equal to 20. For strengths greater than 20, maximum running speed equals your strength divided by 2, plus 15 mph. A character with a 350 strength can run 190 mph. The maximum land speed that anyone can run is 208 mph (unless a power is used). Cruising speed is 15% of your maximum.

Flying Speed

Consult the following table for flight speeds of winged characters.

Table 210. FLIGHT SPEED WITH WINGS

Strength	MPH
10	20
11	24
12	28
13	32
14	36
15	40
16	44
17	48
18	52
19	56
20	60
21	64
22	68
23	72
24	76
25	80

Add 2 mph for every strength point above 25. Maximum flight speed is 1,000 mph. Cruising speed is 25% of maximum.

Swimming Speed

Characters' swimming speed is 1/2 mph per 5 strength points. Aquarians and amphibians double this speed and add 50 mph. Maximum is 500 mph. Cruising speed is 30% of maximum.

Climbing Speed

With good handholds, climbing speed is 10% of a character's running speed. Psielves and those with surface adherence have no adjustment, and they can climb as fast as they can run.

Digging Speed

Digging through things is quite common when trying to get into or out of places on Synnibarr. The speed characters can dig is determined by their strength, the number of 10ths that they have, and the hardness of the substance they are digging through.

First, determine the difference in 10ths. If characters have four 10ths and they are digging through a substance that has one 10th, they would have a positive factor of 3. On the other hand, if characters had the one 10th and the substance four 10ths, then there would be a negative factor of 3 because characters can't easily go through something harder than they themselves are. This rule can also be applied to digging equipment such as picks and shovels.

Next, multiply each strength point by 0.01 inch. Then multiply this by your positive factor or divide if you have a negative factor. The result is the number of inches you can dig per turn.

Example: A character with a 550 strength and three 10ths is digging through a substance with one 10th. The digging factor is a +2, so the character can dig 11 inches per turn (550 x 0.01 x 2). If this character was trying to dig through a substance that has four 10ths, he could move 2.75 inches per turn (550 x 0.01 ÷ 2). All tunnels are at least 2 feet in diameter if not man-sized.

Calculating Movement Within a Turn

Whenever people move, a calculation of how far they can travel is influenced by three things: the mode of transport, the terrain, and the weather. In a fantasy game situation, it is necessary to have a set limit on the distance a character can move through several mode types, plus a variable on superspeed.

The distance per attack and per turn, the time it takes, and the acceleration can be determined from the miles per hour that a character can move.

Move Rate

Move rate is the number of feet per segment that a character can move, whether running, flying, or swimming. This is calculated by taking the speed in miles per hour and multiplying it by 0.293. For example, a character with a maximum

running speed of 82 mph would have a running move rate of 24 feet per segment. If this character could fly at 310 mph, his flying move rate would be 90.8 feet per segment. Remember the maximum speeds stated under Running, Flying, and Swimming Speeds. Consequently, the maximum move rate for running is 61.01 feet per segment and 293.33 feet per segment for flying and swimming.

The maximum distance that characters can move in one segment and still attack is equal to 1/8 their move rate for running, 1/20 their move rate for flying, and 1/16 their move rate for swimming.

Time to Move

This is often the unknown factor when playing a combat situation. There may be a monster 120 feet away from you. How long does it take to reach it? The answer depends on how you are moving, your move rate, and the distance.

Simple Move Times

If you are confused by the following sections, simply divide the distance you want to go by your move rate to get the time in segments that it takes to cover the distance.

Running Time

Because of acceleration and deceleration factors, distances to move are divided into two categories: short distances and long distances. For running, distances that are less than three times your move rate are considered short distances. Long distances are those that are equal to or greater than three times your move rate.

For distances that are less than three times your running move rate, divide the distance by your move rate to get a factor, and find it or the next lowest number on table 211.

Table 211. SHORT-DISTANCE RUN TIMES

Factor	Time (seg.)
0.125	1/8
0.25	1
0.5	2
1	3
1.5	4
2.25	5
3	6

The time opposite your distance factor is how long it takes you to move the distance. If the factor you calculated is between numbers on the table, take your factor and subtract the next lowest factor on the table from it. Then multiply this times your running move rate. This equals the distance you have moved in that segment. If this is less than one-eighth your move rate, you may still attack on that segment (if you have an attack on that segment). Otherwise you will have to wait until your next active segment to do something.

Example: I have a character that has three attacks per turn and can run 130 mph. I want to know how long it will take me to run 100 feet. My move rate is 38.1 feet per segment (130 x 0.293). Since the distance is less than three times my move rate, it is considered a short distance. I take the distance of 100 feet and divide it by my move rate of 38.1 to get 2.62. Looking down the table I find that it will take me between five and six segments to run the distance. Since I have an attack on segment five, I want to know if I can still attack. I take my calculated distance factor and subtract the next lowest number on the table (2.25) and then multiply this by my move rate. I get 14.1 feet. This is how far I moved in segment five. Since this is greater than one-eighth my move rate, I have to wait until segment 10 before I can do anything.

Table 211 and the example account for speeding up and then slowing down when you get to your target. Many times characters will not slow down so that they can add a speed adjustment to their damage (see "High-Speed Damage Adjustments" in chapter 12).

If you are not slowing down, calculating is a little easier. Ignore table 211 and instead use the following equation:

Time (seg.) = Square Root of [8 x Distance in Feet ÷ Move Rate]

To find the speed in miles per hour that you were moving at the end of this time, use the following equation (use the time from the above equation):

Speed (mph) = Time x Move Rate ÷ 1.173

For long running distances, or those that are equal to or greater than three times your move rate, the time it takes to move is determined by the following equation:

Time (seg.) = [Distance in Feet ÷ Move Rate] + 3

Again, this is for speeding up and slowing down. If not slowing down, then add 1.5 instead of 3 to the end of the equation.

Flying Time

The same concepts used for running times are used for flying times but with a couple of differences. Short flying distances are less than nine times your flying move rate. Long distances are equal to or greater than nine times your flying move rate.

For short flying distances, where you are going to slow down at the end of the distance, use the method described in the example for short-distance running time, but consult table 212 when comparing factors. And also when flying, you cannot move more than 1/20 of your move rate in one attack segment and still attack.

Table 212. SHORT-DISTANCE FLYING TIMES

Factor	Time (seg.)
0.05	1/20
0.1	1
0.2	2
0.4	3
0.6	4
0.9	5
1.2	6
1.6	7
2.0	8
2.5	9
3.0	10
3.6	11
4.2	12
4.9	13
5.6	14
6.4	15
7.2	16
8.1	17
9.0	18

If you are not going to slow down at your target, use the following equation instead of the table:

Time (seg.) = Square Root of [20 x Distance in Feet ÷ Move Rate]

The speed you are traveling when you reach your destination without slowing down is (use the time from the above equation):

Speed (mph) = Time x Move Rate ÷ 2.933

For long flying distances or for those that are equal to or greater than nine times your flying move rate, the time to cover the distance is:

Time (seg.) = [Distance in Feet ÷ Move Rate] + 9

If you are not going to slow down, add 3 instead of 9 to the end of the equation.

Swimming Time

Again, the same concepts are used as before with just a few changes to the numbers. Short swimming distances are less than seven times your swimming move rate. Long distances are equal to or greater than seven times your move rate.

For determining the time it takes to move short swimming distances, use the same method described under "Running Time," but consult table 213 when comparing factors. Also, the maximum distance you can swim and still attack in the same segment is 1/16 your move rate.

Table 213. SHORT-DISTANCE SWIMMING TIMES

Factor	Time (seg.)
0.625	1/16
0.125	1
0.250	2
0.500	3
0.750	4
1.125	5
1.500	6
2.000	7
2.500	8
3.125	9
3.750	10
4.500	11
5.250	12
6.125	13
7.000	14

If you are traveling a short swimming distance and will not slow down at your destination, use the following equation:

Time (seg.) = Square Root of [16 x Distance in Feet ÷ Move Rate]

The speed you will be traveling is (using the time from the above equation):

Speed (mph) = Time x Move Rate ÷ 2.347

For swimming long distances or lengths that are equal to or greater than seven times your swimming move rate, the time it takes is:

Time (seg.) = [Distance in Feet ÷ Move Rate] + 7

If you are not going to slow down, add 3.5 instead of 7 to the end of the equation.

Acceleration

Since there are limits to how fast one can run, fly, or swim, some characters will be severely handicapped. For instance, a Giant with a 900 strength should be able to run 465 mph, or a Winged Warrior with an 850 strength should be able to fly 1,730 mph. The limitations stated in the descriptions of Running, Flying, and Swimming Speeds are strictly for motion through use of physical means. There are several mutations and spells that will allow you to move faster than these limits. With these spells, and for characters with extremely high strengths, an acceleration factor can be added to their travel times. This will allow them to reach their maximum speed sooner than normal. They accelerate faster. (Are you thoroughly confused?)

For short distances, as defined under "Running Time," "Flying Time," or "Swimming Time" (whichever is applicable), use your maximum move rate as defined by your strength rather than by the speed limit. This does not mean that you move this fast, it means that you accelerate faster. Everything else is the same. A short distance is defined according to your move rate for your maximum strength, not for the speed limit.

For long distances, defined according to your higher move rate for high strength, use the following equations:

Running Time (seg.) =

$$\frac{\text{Distance} - 12 \times (\text{Move Rate} \div 4)}{61.01} + 6$$

Flying Time (seg.) =

$$\frac{\text{Distance} - 90 \times (\text{Move Rate} \div 10)}{293.33} + 18$$

Swimming Time (seg.) =

$$\frac{\text{Distance} - 56 \times (\text{Move Rate} \div 8)}{293.33} + 14$$

These apply only if your move rate as determined by your strength is greater than the speed limits.

Movement on Special Terrain

As vegetation gets thicker, visibility and ability to move decreases drastically. The movement of characters depends mainly on what (if any) special ability they have. If a character has Super Strength, he will need only push the vegetation out of the way. If a character can jump well, he or she can leap from the ground to a dead tree stump and back to the ground again. Characters will have to watch out for vegetation when flying through densely-grown areas.

Table 214 is used when characters are moving through wilderness areas. Select the terrain that the players' characters are traversing. Then roll a 1d6 on the table and locate the number. This will give a percentage. The percentage indicates the top running or flying speed that characters may achieve when on the ground or in the trees. The larger the density rating, the heavier and harder it is to travel.

Roll terrain variables along with random encounters, as the terrain will change as the adventuring party travels if they are traveling on the ground. If they are flying, remember that drakes can see a long way on a clear day (approximately 100 miles).

Add 10% for every 50 strength points of a character, to the amount of speed the character may achieve until normal movement speed is reached. This takes into consideration characters' ability to force their way through foliage.

Besides impeded vision and movement, when in combat, Fate may choose to order rolls for percentage chance of slipping when attempting to land from a jump, dodge, or move. The chance varies depending on ground type, vegetation, and degree of incline. Fate assigns the percentages.

I suggest writing down the terrain rolls in advance. List them next to the random encounters for the adventure area, and tell the players what the terrain variables are. Some terrain rolls will be used repeatedly.

Table 214. TERRAIN SPEED PERCENTAGES

Terrain	Density Rating 1	2	3	4	5	6
Forest	95	80	70	50	40	10
Jungle	95	75	60	50	30	5
Swamp	99	92	76	60	40	10
Lakes, mtns.	99	80	70	65	50	20
Desert	99	89	76	65	60	55
Grass	99	90	88	80	75	50
Polar regions	99	95	90	80	69	40

Random Cover

Random cover and moving silently (see below) are two linked variables, for does not the bush that hides you also rustle at your passing? Random cover should be used when something is flying over a character and the character has no knowledge of it or when in other similar circumstances. The chance of random cover is found on table 215, according to the terrain and vegetation density. If random cover is found, use the appropriate table to determine cover type.

Table 215. RANDOM COVER PERCENTAGES*

Terrain	Density Rating 1	2	3	4	5	6
Forest	5	10	14	20	30	85
Jungle	5	10	16	25	40	75
Swamp	5	5	15	19	35	70
Desert, grass	0	5	10	15	20	45
Caves, mtns.	3	5	20	20	55	90
Polar regions	0	3	10	15	25	75

* Normal types of terrain cover.

In some cases, special terrain may be available and within reach. Consult tables 216 and 217.

Table 216. RANDOM COVER TYPE

1d100 Roll	Terrain
01–50	Tree and foliage arrangement
51–60	Boulder arrangement
61–75	Small, shallow ravine
76–85	Cave with water
86–00	Cave with water and hot spring

Table 217. COVER INSIDE CAVES

1d8 Roll	Cave Cover Type
1	Bend
2	Fallen rock
3	Crack in wall
4	Crevasse
5	Stalagmite
6	Stalactite
7	Crack in ceiling
8	Rock protrusion

Any time and in any situation, Fate can tell you what type of terrain you are up against by rolling the dice.

Moving Silently

Moving silently is used when a character or monster is attempting to move quietly to avoid detection by a nearby source. It is rolled three times as characters travel to their destinations. Table 219 is used when determining what the chance to be heard actually is.

All moving silently scores are based on how quietly a character class can move across special terrain surfaces and upon how well the person or creature being approached can hear. Clothing plays an important part.

The foliage density of the terrain determines how quietly one can navigate. To determine this, take the percentage chance to be hidden in the terrain (random cover). Add this score to any other variables and subtract the total from the chance for moving silently.

The percentages listed on table 218 are for clothing variables. If the score you roll on the dice is below the modified chance to be heard when a character is attempting to move quietly, then the character is not heard. If the score you roll is above the total, then the character has been heard.

With the exception of Ninjas, Tigers, and Psielves, characters cannot travel at more than 2% of their maximum movement rate in any terrain when they are trying to move silently. Ninjas, Tigers, and Psielves can sneak at 10% of their normal allowed movement rate for a given type of terrain. A character's chance to accomplish moving silently cannot be lowered below 20%, providing he or she has the skill and the listener does not have enhanced senses. If not, the lowest score is 5%.

Table 218. MOVING SILENTLY CLOTHING ADJUSTMENTS

Clothing	Modifier
Chain mail	-10%
Furs	-3%
Leather armor	-10%
Plate armor	-20%
Regular boots	-5%
Robes, cloth, skin	None
Soft boots	None

Enhanced Senses Adjustments for Moving Silently

Adjustments due to enhanced senses are for characters with the mutations Enhanced Hearing and Enhanced Smell or for any animals or monsters that inherently possess enhanced senses. If the listener falls into one of these categories, subtract 20% of the approaching character's chance to accomplish moving silently when 50 feet away. At 40 feet the adjustment is a -30%. Subtract an additional 5% for every 10 feet closer. This score is applied to the base percentage listed in table 219.

Extreme odor emanating from a character or monster that is trying to move silently will cause an additional 5% to 10% to be subtracted from the base chance to move silently, plus detection may be accomplished at distances greater than 50 feet (depending of the severity of the odor and the direction of the wind).

Characters who are completely deaf have no chance of hearing anyone, no matter how noisy. This condition also applies to someone deafened by an explosion or loud sound (see "Explosions and Loud Sounds" in chapter 12). If someone has been partially deafened, add 50% to characters' moving silently scores when they attempt to pass by the deafened individual.

Table 219. MOVING SILENTLY

Class*	Base Chance	Grass	Earth/Stone/ Wood Floor	Jungle	Forest	Swamp	Mountains/ Rocks	Cave	Snow/ Ice	Water
Alchemist	25%	-10%	-12%	-20%	-25%	-15%	-15%	-20%	-10%	-20%
Amazon	40%	None	None	-5%	-10%	None	None	-5%	None	None
Aquarian	30%	-10%	-12%	-20%	-20%	+15%	-15%	-20%	-10%	None
Archer	40%	None	None	-5%	None	-5%	None	-5%	None	None
B.S.C.	20%	-5%	-7%	-15%	-20%	-10%	-10%	-10%	-5%	-15%
Cham. Drake	40%	None	None	-5%	-5%	None	None	-5%	None	None
Dwarf	40%	None	None	-5%	-10%	-5%	None	-5%	None	None
Giant**	50%	-5%	-7%	-15%	-20%	-10%	-10%	-15%	-5%	-15%
Gnome	40%	-5%	-7%	-15%	-10%	-10%	-10%	-15%	-5%	-15%
Mage Warrior	25%	-10%	-12%	-20%	-25%	-15%	-15%	-20%	-10%	-20%
Mutant	25%	-5%	-7%	-15%	-20%	-10%	-10%	-15%	-5%	-15%
Ninja	40%	None	None	-5%	-5%	None	None	-5%	None	None
Psielf	40%	None	None	-5%	None	None	None	-5%	None	None
Shadow Master	25%	-10%	-12%	-20%	-25%	-15%	-15%	-20%	-10%	-20%
Shadow Warrior	20%	-5%	-7%	-15%	-15%	-5%	-10%	-15%	-5%	-15%
Shaman	20%	-5%	-7%	-15%	-10%	-10%	-10%	-15%	-5%	-15%
Tiger	40%	None	None	-5%	-5%	None	None	-5%	None	None
Tiger, Mage	20%	-5%	-7%	-15%	-20%	-10%	-10%	-15%	-5%	-15%
Wereman	25%	-5%	-7%	-15%	-20%	-10%	-10%	-15%	-5%	-15%
Winged Warrior	30%	-5%	-7%	-15%	-20%	-10%	-10%	-15%	-5%	-15%
Non-Classed	25%	-10%	-12%	-20%	-25%	-15%	-15%	-20%	-10%	-20%

* Variant races and other creatures should choose a class on this table that they have the most in common with.

** Giants, if full size (including other huge-sized characters), use the full base percentage score. If smaller size, divide the base in half.

Climbing Walls and Cliffs

Any character with a strength of 50 or more can climb average walls and cliffs without difficulty, providing they have metal gloves or climbing hooks. Climbing is accomplished by driving the hooks or gloves into the wall, creating your own handholds as you go (no guarantees about the condition of the wall after you finish).

If you have a strength of 50 or more and at least one 10th, you do not need the climbing tools; you can simply drive your fingers into the wall. This does not apply, however, to metal walls and other extra-hard substances.

For characters who possess neither Super Strength nor 10ths but do possess the skill of climbing, the score is determined by adding their dexterity, ego, and half their strength scores. This score is their chance to climb using the proper equipment. If the character does not have the skill of Climbing, divide the total climbing score in half. Also, if they do not have any equipment, divide the score in half. If they have neither the skill nor the equipment, the chance to climb is one-quarter of normal. (See "Balancing" for falls.)

Balancing

To figure a character's chance to balance if they do not have the skill of Balancing and Juggling, add characters' dexterity and agility scores together. Fate can cause adventurers to roll their balancing or climbing chance three times while they are attempting a climb or balance and once for any unusual obstacle. If any one of these rolls are failed they will fall.

When attacked while in precarious situations, characters may dodge and remain balanced or secure if they successfully make their climbing or balancing roll, which is rolled after the dodge. If they fall, they receive one chance to save themselves with a grab. This grab is rolled without the benefit of their shot bonuses. A character must roll under a score of 40 to successfully make the grab. They had better pray that what they grab does not crumble or break off.

Climbing or Balancing With Heavy Loads

In this situation, the chance to climb should be reduced in proportion to the payload hindrance for dodges (see below). (Refer also to "Combat With Heavy Objects" in chapter 12 for more information.)

Payload Hindrance

Payload hindrance comes into play when characters begin loading themselves down with too much gear. Adventurers can carry 25% of their maximum weight limit without being hindered. More than this and characters' movements are hampered so that their dodge and block scores, plus their number of attacks, are affected. Subtract 1% from a dodge for every percentage over 25% of their weight limit that is carried (see table 220). Refer to "Combat With Heavy Objects" in chapter 12 for the effect of heavy loads on characters' blocks and attacks.

Table 220. PAYLOAD HINDRANCE

Percentage of Weight Limit Carried	Dodge Adj.
26%	-1%
36%	-10%
46%	-20%
56%	-30%
66%	-40%
76%	-50%
86%	-60%
96%	-70%
100%	-74%

The maximum speed characters can run is reduced by 1 mph for every 10 pounds carried. Maximum flying speed using wings is reduced by 5.5 mph for every 100 pounds carried. The maximum speed of a flying spell or mutation is reduced by 19.4 mph for every 100 pounds carried.

Travel in Space

The Centiverse measures 1 million tarsecs across, give or take a zillion light-years or so. This represents the size of all known existence in the physical universe (for mortals that is). This also accounts for all the dimensions and subdimensions within that space.

Travel through space is accomplished in a number of ways through several forms of warp. The types of warps are warp, parwarp, tarwarp, and port drive.

Consult tables 204 through 206 for complete information regarding the different warp, parwarp, and tarwarp factors and the distance they cover per unit of time. Note also the following equivalents:

- Light-speed = 186,000 miles per second
- 1 light-year = 5.865696×10^{12} miles
- 1 parsec = 1,000 light-years
- 1 tarsec = 10,000 parsecs

Traveling at tarwarp 10, it would take 27.4 years to go from one end of the Centiverse to the other. It should be noted that astrally projected or transmorphed beings travel at tarwarp 10, the speed of thought.

Warp Speeds

When traveling at warp speeds, much preparation is necessary or the ship could fly through a planet or overshoot its target. The first thing necessary is to either have an astronavigator, a nava computer, or a clairvoyant to plot a course. They can either calculate the right path, or "see" it clairvoyantly.

Never attempt to initiate warp drive within a solar system. Trajectories cannot be calculated and the gravity boom will cause ship trajectory to veer off at a weird angle. Also, never try to enter a solar system at faster-than-light speeds, because systems create a gravity shield and any attempt to enter will cause severe damage to the ship's superstructure and thrusters.

Port Drive

Port drive can be used to cross immense distances in an instant. See "Starship Creation" in chapter 5 for complete details. It is also dangerous to port within a solar system.

Survival in Space

If adventurers have no 10ths, they can survive in outer space without a spacesuit for 30 seconds. With one 10th damage protection, they can survive in outer space for as long as 5 minutes. If an adventurer has two 10ths, he or she can survive in a hard vacuum for 30 minutes without a suit. If an adventurer has three 10ths, he or she can survive in the rigors of a hard vacuum for 6 hours. Oxygen is still needed in all cases.

Only in the case of four 10ths' damage protection, Invulnerability, Bio Syntha steel, or some very special power, can a character survive without oxygen in space for as long as the ability lasts. The 10ths must be inherent to the character's body. Any armor other than power armor will not suffice.

In some circumstances, adventurers may find themselves in the cold, cruel depths of space without protection. The Eternal Sustenance spell will provide oxygen as will a Create Matter spell. Any type of spherical shield that stops physical attacks will contain oxygen. After the oxygen is gone, you must create or supply it.

Warfare at Warp Speeds

Fighting while at warp speeds is very difficult for humans to do. Human reactions are not fast enough to cope with the time-distance variables. However, Synnibarr characters are approximately three times as fast as the best chemically altered Olympic athlete (who compares with an average character with a 22 agility). A spaceship's battle computers will enhance the pilot's and the gunner's reactions through direct cybernetic links. Because the ship is run by direct neural control, guns can be fired by thought.

The maximum speed at which combat can be fought is warp 1. Any faster and the thruster field will be disrupted by the firing of weapons, causing the ship to decelerate instantly to 80% of light-speed. Fortunately, there is no deceleration trauma to the ship or passengers. The thruster field rips space, and in the act, it draws the ship with it. Once ships have achieved parwarp speeds or faster, there is no way to track them with conventional sensors. They are gone until they decelerate. The only means by which they can be followed are through spells. It is said that the Xiapathians know the whereabouts of all their ships at all times with the use of telepathy.

For the most part, combat is performed as usual, with the exclusion of the dodge rolls because things are happening faster than normal (to say the least). However, if the ship is traveling at speeds below 100,000 kilometers an hour, combat is done as usual.

Combat is done using the operator's advantage bonus plus any bonuses the ship receives. It all depends on how fast the weapons can be fired and recharged per turn.

When attempting to hit a ship, you must be an extremely good shot. If a ship has a 90% need to hit, then you must roll higher than 90% to hit it. A ship's need to hit is the sum of its base score, listed with the hull sizes and the pluses and minuses it receives because of its options, such as computers or thrusters (see "Starship Creation" in chapter 5). At faster than 100,000 mph speeds, only a shot roll is normally used for every attack. The need-to-hit score determines whether the shots hit or not.

Note: If adventurers attempt to teleport onto a moving starship, they must match the ship's speed before they port. If they don't, they will appear inside the ship moving at a much greater or slower velocity than the ship itself. In most cases, this causes instantaneous death.

Table 221. WARP-SPEED FACTORS

Warp Factor	Light-Years per Hour	Light-Years per 24 Hours	Times Light-Speed*
1	0.0004	0.00959	3.5
2	0.0008	0.01918	7.0
3	0.0012	0.02877	10.5
4	0.0016	0.03836	14.0
5	0.0020	0.04795	17.5
6	0.0024	0.05753	21.0
7	0.0028	0.06712	24.5
8	0.0032	0.07671	28.0
9	0.0036	0.08630	31.5
10	0.0399	0.09589	35.0

* Indicates how many times faster than the speed of light each warp factor is.

Table 222. PARWARP-SPEED FACTORS

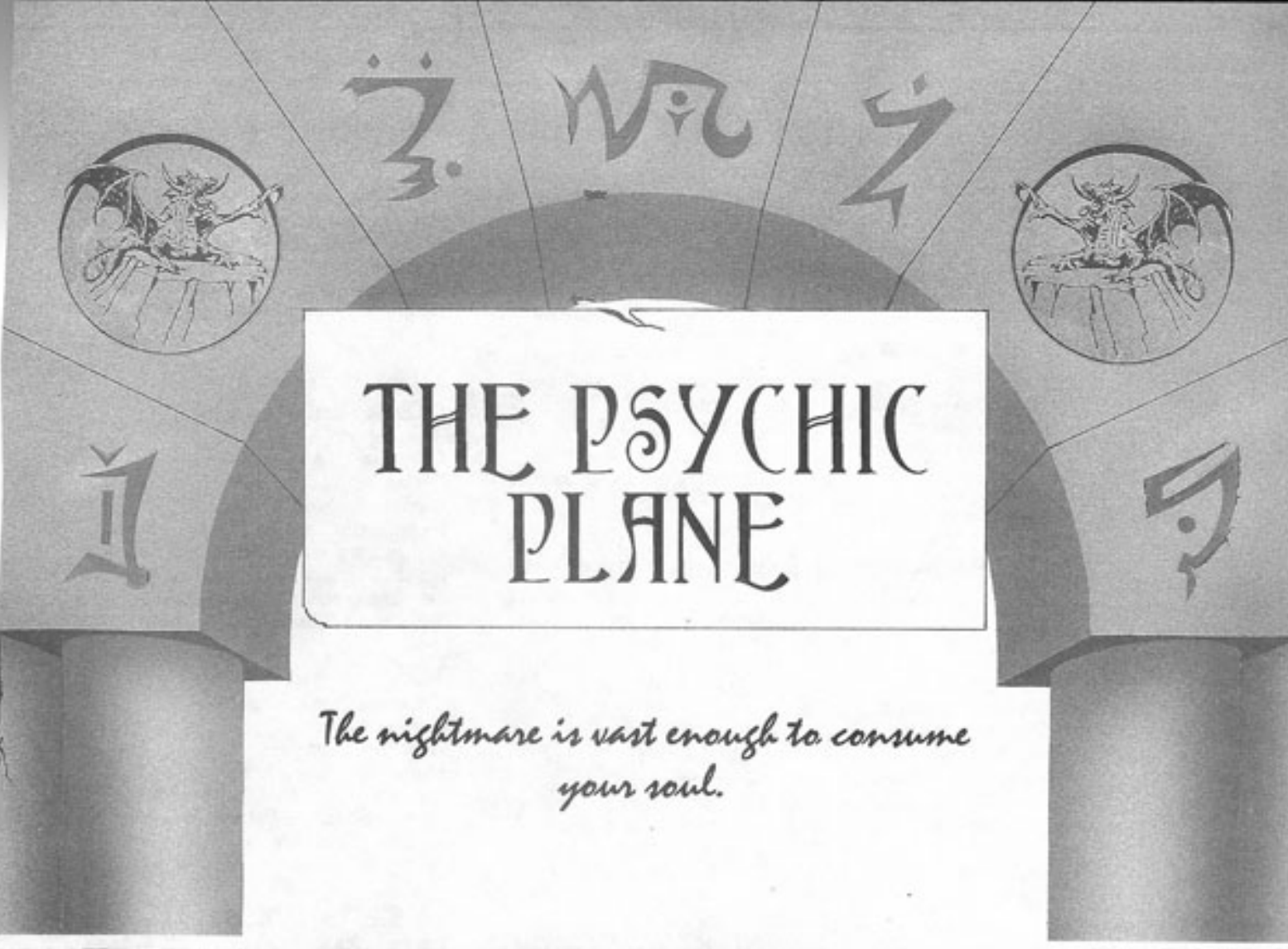
Parwarp Factor	Parsecs per Hour	Parsecs per 24 Hours	Times Light-Speed*
1	0.0417	1	3.605×10^5
2	0.0833	2	7.300×10^6
3	0.1250	3	1.095×10^6
4	0.1667	4	1.460×10^6
5	0.2083	5	1.825×10^6
6	0.2500	6	2.190×10^6
7	0.2917	7	2.555×10^6
8	0.3333	8	2.920×10^6
9	0.3750	9	3.285×10^6
10	0.4167	10	3.650×10^6

* Indicates how many times faster than the speed of light each parwarp factor is.

Table 223. TARWARP SPEED FACTORS

Tarwarp Factor	Tarsecs per Hour	Tarsecs per 24 Hours	Times Light-Speed*
1	0.0417	1	3.605×10^9
2	0.0833	2	7.300×109^6
3	0.1250	3	1.095×10^{10}
4	0.1667	4	1.460×10^{10}
5	0.2083	5	1.825×10^{10}
6	0.2500	6	2.190×10^{10}
7	0.2917	7	2.555×10^{10}
8	0.3333	8	2.920×10^{10}
9	0.3750	9	3.285×10^{10}
10	0.4167	10	3.650×10^{10}

* Indicates how many times faster than the speed of light each tarwarp factor is.



THE PSYCHIC PLANE

The nightmare is vast enough to consume your soul.

Within sentient beings exists the realm of shadows, the Psychic Plane. The plane is known as the area from which dreams and nightmares originate. The plane becomes as real to the occupants as it is for the dreamer, often duplicating the real world in close detail.

Entrance to the Psychic Plane can be through the use of the mutation Nightmare, through the use of astral projection, by possessing the mind of another or through casting a spell. Astral forms must *enter* another's mind through the subject's mystical third eye (the mind) in the center of the subject's forehead. Partial astral projection will not work.

Those who use a spell or other ability to enter the Psychic Plane are limited in how long they can remain there by the duration of the power. For example, if the ability used to enter the Psychic Plane has a time limit, such as the spell Astral Transmorph, when the power's duration expires, the character is compelled to return to his own plane and will appear within a 10-foot radius of the subject. Once within the mind of another, one cannot be affected by a nullification or expelled from the Psychic Plane through forces external to the victim's body.

When characters, or Dream Warriors, arrive on the Psychic Plane, they appear in semitransparent form. This area of the mind appears to characters' psychic vision as a great expanse of blue sky filled with clouds having golden linings. These clouds are the symbolic representations of the mental energies generated by thought. Any discoloration of these clouds indicates a problem within the mind.

If a Dream Warrior enters a discolored cloud, the terrain will alter drastically to a bleaker landscape, often inhabited by threatening beings that have been generated by the mind. An example may be a great snow plane or a cityscape where monsters generated by the subconscious roam. These beings may represent illness, or they may be the guardians of a memory. A traveler rarely encounters such creatures unless the victim is schizophrenic or they are created by something from within the mind. If the monsters are destroyed, the mind is cured. It requires 2 ego points and one-fourth attack to leave a sick mind cloud.

The monsters themselves have points and act within the same limitations as a Dream Warrior. Killing the monsters will not destroy the victim's mind. Instead, it will restore a sick mind to health, with no cloud discoloration visible.

Discoloration can also occur if someone or something has possessed the mind occupied by the Dream Warriors. In these cases, once characters have entered the cloud they will find normal terrain and the possessor. The occupant's mind becomes a psychic battlefield.

Magic, earthpower, mutations, enchanted items, and normal psionic abilities do not function on the Psychic Plane. Dream Warriors may, therefore, use only certain special psychic abilities. So, if you have astrally transmorphed your character with a nifty magic weapon (in hopes of ruining someone's day), it and 50 cents will probably get you a cup of coffee on a distant thought cloud. You see, items brought to the Psychic Plane cannot be grasped. Although these items exist as part of a character's overall psychic being, they are intangible and are therefore useless.

All forms of madness manifest themselves as id monsters and nightmares on the Psychic Plane. In cases of possession, this plane is the territory of the possessor. From there, deep within the victim's mind, the intruder maintains control. Sometimes a possessed person may host many minds, all striving for dominance. Even the possessed's own mind can manifest other psychic entities that may take over, as in induced schizophrenia. In any case, some rules always apply:

1. All multiple personas generated have an ego score equal to that of the mind in which they are generated; each persona also has 1,000 psychic life points. There may be as many as 10 separate personalities. When the individual personas are destroyed, the mind is cured. If a person's mind is healthy, he or she can project themselves into their own dream and interact with the others there. But if they are killed or about to be killed on their own Psychic Plane, they will vanish and awaken unharmed.
2. Persons cannot be killed when in their own minds during a dream, only when in the minds of others. However, they may be driven insane (see "Insanity" in chapter 12). When characters manifest themselves in their own dreams, they have no control over the terrain and are subject to nightmares (see the major mutation "Nightmare" for the exception).
3. An occupied mind can control the landscape to a limited extent, as long as the owner's persona has not manifested itself in the dream. An example could be a vast desert. If the owner desires, oasises or sand storms may be created on the Psychic Plane to aid or hinder those within. Harmless creatures can also be manifested, including horses. However, only five modifications can be made to any specific cloud's dreamscape.
4. If a character is possessed by more than four adventurers or creatures, the possessed loses consciousness and is unable to affect the terrain. No more than 10 adventurers may occupy a single person's mind (not counting multipersonas), or the mind will go insane upon a failed psychic shock roll.
5. Normal and enchanted weapons and items cannot be transferred to the Psychic Plane nor can they be enchanted in a dream.

So, there you have it, the basic guidelines for mucking about in people's subconsciousness. But beware, muck with care! Fate always has a way of making things interesting on the Psychic Plane.

Psychic Bodies

On the Psychic Plane, all beings are relatively equal. Only the ego distinguishes two warriors. This creates a problem for B.S.C.s, because they do not have normal egos. B.S.C.s, if Astral Transmorphed, can travel to the Psychic Plane, but only in wraith form. They are able to float at 20 mph, to observe, and to speak, but they can do nothing else. B.S.C.s cannot hold, create, or be affected by dream weapons.

All other beings on the Psychic Plane have the following basic characteristics:

- 60% dodge and block, and so forth.
- Flat advantage (no advantage bonus).
- 1,000 psychic life points.
- Three attacks per turn.
- 10% chance to miss a strike.
- 20% chance to miss a ranged shot.
- Any shot above 90% is considered a double-damage hit.
- 50% chance to be surprised.
- Fists and kicks do normal damage (see the skill "Combat, Hand-to-Hand" in chapter 1).
- No strength damage adjustments.
- All fate rolls are 10% + 2% per Dream Warrior level.
- Jumping and movement are calculated by using a strength of no more than 25.
- All skills function normally if not power based. If tools are required the character must create the necessary tools with the dream item ability.
- All combat specifics function normally.
- Ego points can be pooled (see "Pooling Power" in chapter 9).

A body in the Psychic Plane is a physical reproduction of the character's original form, complete with working wings and extra arms if the character has them. 10ths, including Immortal 10ths, are not transferred to the Psychic Plane. Combatants' ego scores give them their power. As their egos deteriorate, they get weaker. Once ego points are exhausted, characters' psychic forms will dissipate in one set. Ego points will regenerate after 8 hours of rest.

Ego points are used as power for the special psychic abilities that are usable only by Dream Warriors on the Psychic Plane.

As combatants' psychic life points deteriorate, their physical bodies can actually die through massive metabolic and psychic shock. No fate roll is possible for a person's physical body once their psychic life points are gone.

Psychic Powers

On the Psychic Plane, everyone (except for B.S.C.s) has certain special psychic abilities. All items created by the abilities can be reabsorbed for the ego points they're composed of within one attack. Items proportionately lose their ego point value according to the amount of damage they have sustained.

Dream Bow or Gun

Creation Time: One attack
Range: Sight
Duration: Permanent
Drain: 5 ego points to create
Damage: 100 to 2,000 psychic LPD
Description: Beam attack. This ability creates a bow or handgun. The arrows or bullets appear when the bow is drawn or the pistol is fired. Each additional arrow or bullet after the first costs 2 ego points.

Dream Spear

Creation Time: One attack
Range: 500 feet
Duration: Permanent
Drain: 5 ego points to create
Damage: 100 to 1,000 psychic LPD
Description: Beam attack. This spear can be thrown and will return to a user five times plus one time per every 2 ego points.

Dream Item

Creation Time: One attack
Range: 500 feet (if applicable)
Duration: Permanent
Drain: 5 ego points to create
Damage: 100 to 1,000 psychic LPD (if applicable)
Description: This ability can be used to create simple items and weapons. The *typical* dream weapon is a flaming sword. Other objects, such as ropes and clothing, can also be created, up to 3 cubic feet in size. More ego points can be used to double this limit. All items less than 3 cubic feet in volume have 1,000 psychic life points.

Psychic Armor

Usage Time: One attack
Duration: Lasts until destroyed
Drain: Special
Damage: None
Description: This armor has 100 psychic life points per ego point used.

Tesseract

Usage Time: 1/4 attack
Range: 100 feet
Duration: Instantaneous
Drain: 10 ego points
Damage: None
Description: This power's effect is the same as a normal Tesseract.

Psi Slash

Usage Time: Two attacks
Range: 100 feet
Duration: Instantaneous
Drain: 10 ego points
Damage: 100 to 1,000 psychic LPD
Description: Wide-beam attack. The force of this ability can pass through armor.

Dream Warriors

As characters adventure on the Psychic Plane, they rise in experience and become more powerful. The basic abilities just listed are all usable when you first start out. When characters rise in levels, they acquire special bonuses and new abilities. Dream points are needed to rise in levels. These are gained by combating id monsters or multiple personas and by casting out possessing agents that are occupying a mind.

Table 224 lists the dream points required to rise in levels as a Dream Warrior.

Table 224. DREAM WARRIOR LEVELS

Level	Dream Points Required
Zero	None
First	10*
Second	20
Third	30
Fourth	40
Fifth	50

* The mutation Nightmare automatically makes its user a first-level Dream Warrior Characters with this mutation basically receive a bonus of one Dream Warrior level. This bonus level will be lost if the mutation is removed.

Psychic Advancement per Level

All dream weapons increase their damage by 500 life points per Dream Warrior level. A warrior also gains 5 ego points per level; 500 psychic life points per level plus one-half advantage per level; and +10% to shots and strikes per level. These bonuses apply only to the Psychic Plane. Other bonuses are as follows:

Second Level: Invisibility. This drains 10 ego points. The casting time is one attack. The duration is concentration or until a Dream Warrior attacks or is struck, then it will fade. This affects only the user.

Third Level: Add one attack per turn and the ability to summon and control one id monster. Summoning time is one set. There is no drain. The monster remains until destroyed or until the creator wills it away (see "Nightmares and Id Monsters" below).

Fourth Level: Heal. This can be used to heal psychic life points. One ego point will restore 100 psychic life points. Also, at this level you can summon a total of two id monsters.

Fifth-Level "Lord of Nightmares": Add one attack per turn. This level of Dream Warrior can summon three id monsters. The warrior also has the ability called Nightmare. Nightmare has a range of 100 feet (wide-beam attack) and drains 10 ego points. The casting time is one turn. Its effect causes victims to suffer psychic shock. If a victim's roll fails, he or she returns to the physical body and remains unconscious for 1 hour.

Nightmares and Id Monsters

These manifestations are a natural result of severe trauma from possession and schizophrenia. They manifest themselves in various forms: snakes, spiders, drakes, or even very bizarre shapes. Whatever the form, some rules still apply. All id monsters have 100 psychic life points per ego point of the mind that created them. They have one natural dream weapon, such as teeth or claws, and one special attack—Psi Slash, Tesseract, or Psychic Armor.

An id monster has as many ego points as the mind or psychic form that created it. Once destroyed, the monster is gone forever. If it simply uses up its power, it will rest for 24 hours and then return.

A mind can generate one id monster for every 5 ego points that it has. This does not apply to Dream Warriors. These creatures fight with Dream Warrior bonuses and combat scores equal to the mind that generated them.

Dream Point Values

Dream points are gaming points earned on the Psychic Plane (see "Gaming Points" in chapter 15). id monsters are worth 1 dream point. Dream Warriors are worth 1 dream point per Dream Warrior level. Multi-personas are worth 1/10th dream point for every 15 ego points. Possessing agents, whatever they may be, are worth 1/10th dream point for every 10 ego points plus 1/10th dream point per Dream Warrior level. All other gaming point values described in chapter 15, "Adventuring," can be directly equated to dream points. In other words, you get the same amount for the same act on the Psychic Plane as you would normally get when in the physical world.

ADVENTURING

The true adventure is in outwitting Fate.

On Synnibarr there is always a damsel in distress or monsters who are attacking a village. There are lost tombs to search and temple ruins to plunder. Often there are magnificent stolen treasures hidden waiting for some intrepid party of adventurers to find the trove. An adventurer may find out where these treasures are by spying or sneaking into another adventurer's fortress. Usually there are nasty groups of adventurers planning evil doings, and they must ALL be stopped!

There is always something to do or something going on. It is up to Fate (the referee) to create the adventure.

When playing the game, remember that an adventurer must function within the operating principles of this world. If the adventurer cannot fly, he must buy a winged horse or arrange for some other form of travel. Often an adventurer may decide to ride a Giant ship to a popular destination.

Besides skill and training, adventurers will need food and weapons. Part of the game is spent walking around buying these things in the Terra shops (see "Terra Shop Descriptions" in chapter 7). Adventurers must look at the map of the city and tell Fate what shops they want to visit. Fate looks up the information on the shop owner, including what is in stock to sell. Different shops have different prices, so a wise adventurer will shop around.

Tips for Survival

Before going on an adventure, think carefully about your character's capabilities and limitations. Try to think of everything you might need to survive, then find out whether you can buy something that will do the job. For example, suppose you are going to another planet. If you get attacked in space, how would you survive? Maybe you should buy a spacesuit, or a scroll with an Eternal Sustenance spell. If your ship is damaged, how will you get home? A scroll of Mass Reconstruction might repair the ship, or a potion of Hyperflight might let you get home without it. A little bit of forethought can save a lot of trouble later.

When infiltrating an enemy stronghold or centuries-deserted ruin, be paranoid. Look for traps. When you find treasure, inspect every item—always! Do not just put a ring on your finger and then watch your finger drop off, or become possessed by the very power armor you tried on for size. Such effects are hard to dodge. Remember, sometimes things are not what they seem.

Try to think of innovative ways to use things. Read your ability or spell descriptions carefully and note down all the details on your character sheet. Sometimes special uses are specifically stated in the descriptions, but more often it is up to the ingenious adventurer to think of them.

After your character gets back from adventuring, recap what happened on the adventure. Did you find yourself wishing you had something that was readily available but you just had not bothered to buy? Now is your chance to do so before you forget again.

The Referee (Fate)

First, I would like to commend you if you choose to undertake the burden of Fate, for it is the hardest of all gaming roles, as you may or may not already know.

This section is primarily for the referee's convenience, as it will provide some idea of how he or she may balance the campaign about to be created. As Fate is the unseen controller of all the destinies in the Centiverse, his or her control is absolute and all gaming decisions are final.

General Rules

1. During a game, as Fate, you may use any reference material within this book. Other players may not unless they have your permission. To stop all arguments, if the text does not clearly state it can be done, then it cannot be done unless Fate approves. Fate's approval applies only within the context of that particular game or adventure and no other.
2. Fate should not alter anything, except the random encounters, once the adventure has started. The exception is when all the specifics of a character's abilities, such as special weapons or powers or particularly engineered effects, have not been disclosed. Fate may be called upon to reveal details of the adventure upon its conclusion to prove he or she has complied with the rules. However, this may not take place while the game is in progress. The referee does not have to explain anything until game's end.
3. All dice rolls should be made in view of the players to avoid possible disputes.
4. All players must state what they are doing or casting before they roll the dice. This includes giving the specifics on the powers and abilities they will have their characters use.
5. Once players have started a game with one character, they may not change characters once the details of the adventure have been disclosed.
6. Once players state that their characters do something foolish or undesirable, they may not change their minds, and the dice must be rolled for that action.
7. Players will answer any questions the referee asks about their characters.
8. Fate has absolute control during the game regarding rolls and interpretation of the rules. Fate may not, however, deviate from the rules as they are written, for if he or she does and the players find out, then the adventure can be declared null, and the characters must be restored to their original condition, as they were before the game began. However, sometimes players will seem to call foul at anything. In these instances, Fate can overrule any decision, and the game will stand. However, remember, if this happens very often, the players may not play, or Fate may not continue to run the game. It should be remembered that the game is for everyone to enjoy. It is not a contest of luck or wills, for Fate has an infinite number of monsters and adversaries at his or her disposal, whereas the players have only a few. Everything they have, they have to earn, whereas Fate has merely to wave a hand.
9. Players may attempt what is known as "calling Fate." This means that if a ruling is disputed by a player and he challenges Fate and is found to be absolutely correct, the player may receive double gaming points for the entire adventure. Players found incorrect may be penalized gaming points. This is up to the referee. Also, any who believe that they are being unfairly treated when playing may pull their character from the game without carrying over any changes that may have happened to their character after the adventure began. It is then up to the player and the referee to work things out.
10. If players wish to use knowledge that their characters would not normally have, then they must roll an ego roll. If they succeed, then they may use this knowledge. This action does not apply to other powers, abilities, spells, or engineering disciplines. (Refer to "Nonskilled Attempts" in chapter 1).
11. All power drains, such as constitution usage, EGs, and uses of enchanted items, must be recorded accurately .
12. The referee should never overmatch a party with insurmountable odds unless they request or cause it themselves; then let *fate* take its course.
13. Because of the amount of different powers and abilities within the game, the referee should be careful when awarding characters with treasure. Characters that receive too much money will buy all sorts of spells, mutations, weapons, and provisions, which may increase their power too quickly. Referees should try to award treasure according to characters' levels. Remember also that characters can sell items for money, so be careful when giving them high-priced things such as enchanted items, powerful high-tech weapons, and starships. A lot of money can be acquired from selling these items, which may let a character buy too many things.

Creation of a Campaign

A successful long-lasting campaign in the world of Synnibarr depends on the very careful distribution of treasure, powers, and special items. The innate abilities of the characters are more than enough to challenge them. Do not allow the adventurers to go about buying mutations and starships right at the beginning. Instead, adjust the situations so that their powers will be tested, and make sure that you allow everybody to be a star. In this way, a bond of interdependence can be forged, and the party will soon strive to work as a team, rather than each person attempting to cover all the bases.

In this world, it is very easy to kill characters and a good sight more difficult to keep them alive and challenged until they reach Godhood. The chief function of Fate then, is to keep the characters on the edge of disaster, not the edge of boredom. One way to do this is by varying the amount and type of reward given for different tasks.

Whatever scenario you wish to use in your campaign, you must keep in mind that life in the Worldship is similar to the Dark Ages on Old Earth. Supertechnology is hidden and treated as a religion; its servants crush any other advanced discovery, thereby keeping the average inhabitant in ignorance. Here magic and earthpower have been harnessed along with the mystic power of the mind, psionics. These and many more powers are used to combat the forces of evil that are always trying to ruin somebody's day.

Because of the ever-present threat of drakes, very little of Synnibarr has been populated. Civilization is constantly faced with the threat of extinction, but life goes on in sheltered villages and hidden valleys.

In some cases, the players will play multiple characters. In this situation establishing a campaign is difficult. If you want a campaign or a continuing story, then it is wise to keep the same group of characters. Then you will be able to create any story theme, setting, or scenario you have ever created or imagined. Within the framework of Synnibarr, any adventure can be played. This technique is a great aid, for memories can only hold so much.

When you have your set group, then establish the basic theme or scenario that you wish to use. An example might be a group of adventurers that work for the Terra Council. The Council finds beginning characters to send on adventures as often as possible. Also, Halfhan can always find something for a group of adventurers to do. He has a special crystal that allows him to see into the future to a place where there will be trouble, such as a monster that is going to attack a group of villages or a war that has broken out between cave demons and tree demons. The information he obtains only serves to guide the party. Once the trouble has been located, the vision will fade without revealing too much of the future. Halfhan keeps the knowledge of the

crystal a secret; no one suspects that he gets his information in this manner. He can always be found in the Blind Owl when characters are looking to adventure.

A scenario I myself have used is known as the Willow Tree campaign. Admittedly the name was less than scintillating, but it served its purpose. The campaign was set on the Enchanted Continent. It was based on an enchanted willow that had the finest little sprig of a shemite tree within it. The shemite sprig sort of acted as a mentor that could grant its charges powers.

With this as a base, I sent the players to be defenders of five nearby villages. Each village had some special substance in abundance, and, therefore, needed to be protected. With this setting, I could branch out to any type of adventure.

One such adventure was the rescue of the entire population of one village. They were kidnapped by a group of characters who intended to sell them as slaves, off world. The adventurers learned of this, for they had a very effective communication network with the animals; they were able to stow away on board the enemy starship and eventually save the village. Mixing science fiction with fantasy is my favorite play. However, at other times when I'm feeling ornery, the characters find they have no powers and their technology does not work.

When you have established the campaign, you must study carefully the different tactics that are available. Explore the abilities of the monsters and characters. Find ways in which they can work together. For example, take Telekinesis and Element Control. Element Control could create 12 cubic feet of chlorine gas (as deadly as 40th-level poison). Once created, the gas could be bottled up using Telekinesis (as long as it affects gases) and placed around a victim (wide-beam attack). If possible, figure out how a player's adversaries would work as a team, as hopefully, the players themselves will be also.

Hints on High-Level Adventure Creation

First, if you have been prudent in your distribution of treasure and power, your characters should be relatively easy to deal with. There are some standard tactics, such as canceling one or two of the powers or limiting their functions. The usual approach is to place the adventure within some odd dimension or on a different world with different suns (see chapter 7, "Star Creation").

Always try to devise something a player would not suspect. For example, once I had a group seeking immortality. They had to accomplish a task within a short time limit. If the task was not completed, the Centiverse would be at risk. Then I put them to sleep for 56 million years. When they awoke, they found everything had changed. Synnibarr was destroyed. Titan was aflame. This left them as the sole source of power and knowledge, and that was just the beginning.

Also remember, you can arrange for characters to lose abilities through power transfers and other Fate-caused occurrences. If you really want to get nasty, you can copy some of their tactics and use them against them.

Often, a first impulse is to make a larger and tougher monster, but this can get boring. Trials and tribulations such as diseases, aging, and time travel are much more challenging and require greater ingenuity to overcome.

Creating Adventures With the Tables

The first thing Fate must do is create a reason for the game. In some cases, Fate might trick stubborn adventurers by kidnapping their friends.

You would then roll for location, terrain, weather variables, and random encounters (see the following tables in this chapter and those in chapter 16). Once you have the general area, roll random cover variables and movement adjustments and list them. With this information, you will have an exact picture of where the players will be adventuring.

Now roll for the setting and then for the size. If you wish, you may determine the exact details of the place down to the number of traps and random encounters.

Now you have the general framework for the adventure. However, you still have not determined the level of the encounters according to the level of the characters who will be combating them. For this, consult table 225.

Random Encounters

The world of Synnibarr is a very dangerous place. The wild areas are populated with hundreds of dangerous creatures.

The encounter tables in chapter 16 are easy to use. They list monsters for just about every place on the Worldship. Find the area you are adventuring in and roll a 1d100. Read down the table until you get to the score rolled. To the right of it will be the encounter. The chart has been broken down into land, air, and water encounters so that most of the situations will be covered.

When to roll a random encounter is completely left to Fate's discretion. He or she may want to have the characters run into something every 10 minutes or just once a week. It is up to each person to choose when and where something will attack. For example, Fate can choose to roll three times for any traveling done by the characters by using a 6-sided dice. A 1, 3, or 6 indicates an encounter. This is one simple way to establish the timing of a random encounter.

Presetting the encounters to ensure maximum game balance is a good thing to do. Referees must first add the combined levels of the adventurers (this includes the double classes and engineers). Consult the following table for the approximate monster levels that should be encountered. With the total levels, you will have a better idea of what the characters can handle, providing they are all relatively at the same level. For lopsided parties, there is little hope of having something that challenges the pros and doesn't blow away the little guys. But in the real world, that's the breaks. You may recall the saying about bringing a knife to a gun fight.

Table 225. COMBINED-PARTY-LEVEL ENCOUNTER DETERMINATION

Level	Encounter Types
1st–10th	Common beneficial
11th–25th	Lessers
26th–80th	Greaters
91st–160th	Major
161st and up	Any aliens, lesser beings, Lordsguard, or Immortals

In reality, it would be just as easy for your characters to run into a flock of birds on Synnibarr as it would be for them to be eaten by a drake. However, in order to possibly have more fun, some guidelines may be imposed. You'd hate to spend 30 minutes creating a character and have it destroyed by the first thing encountered.

For lower-level parties, do not use the established charts in chapter 16. They will only lead to a swift and painful demise. Instead, read through the monsters and look for the encounter rating; it will say common, lesser, greater, or major. Common to lesser encounters are best for starting parties because they are the least powerful. When you have selected an encounter, you may want to see whether it is found in the specific location the adventure is to take place in. Locate the encounter table that corresponds to the place where the adventure is. If the creature is not listed on the table then it may not be native to the area. Check the creature's description to see whether it might be possible to encounter it there (some monsters are very mobile); otherwise another creature should be chosen. An exception to this rule is intelligent creatures and characters. They travel wherever they wish. For parties totaling levels

20 or more, the encounter tables will work just fine as long as not too many really powerful monsters are rolled.

Pets, Elementals, and Spell-Created Beings

Ownership of pets is common, as they can be more than helpful in most cases. Some species of monsters make fine traveling companions and may be obtained easily in Terra or in the wild.

In some cases, the pets will be of the manufactured kind, with more powers than you can shake a stick at. When making a creature, you can determine levels by the location of the creature's individual monster components within the monster descriptions. From here Fate will have to determine the relative level of the creature. You, as referee, should consider what the creature can do, in addition to its actual level. If it has the maximum number of spells in all the powers, every Ninja ability, its limit of mutations and resistances, and so on, it should be considered a character of triple class at least. Once you have determined the usefulness and the level of the pet, these must be added to the party's levels when gaming and the difficulty raised accordingly.

Elementals, Ego Beasts, Psi Slayers, Shaman Beasts, and Psi Steeds are all in the same class. They are worth one-fourth of their creator's or summoner's level.

Adventure Types

1. **Treasure Hunt.** Roll treasure type, setting, and what is guarding the treasure or item.
2. **Rescue.** Roll setting. Decide on the person to be rescued and roll the guards.
3. **Babysitting.** Create who is being watched and who is sitting, or whether they are being watched or guarded while traveling.
4. **Defender.** Roll setting. Decide on the innocents. Roll guards as the attacking party that the adventurers must combat.
5. **Information Gathering or Spying.** Roll setting. Choose the holder of the information. Roll guards.
6. **Assassination.** Roll setting, guards, and a separate guard type as the victim of the assassination.
7. **Bounty Hunt.** Roll percentile: 35% chance of a target having a setting and separate guards. Then roll a guard type as the victim. Victims must be alive and returned to jail. All monsters must be killed and their bodies or heads returned to Terra or the Forbidden City as proof or no points will be awarded and no money paid. If there is no setting, the characters must track.
8. **Exploration.** Roll setting.

Guards: These are chosen or rolled the same as any character. It may be a good idea to have a few characters created beforehand.

Table 226. RANDOM ADVENTURE LOCATIONS

1d10 Roll	Setting
1	Off world (see "Other Worlds")
2	Dark Continent, the World Veins
3	Enchanted Continent
4	Island or choose*
5	Forbidden Continent
6	Arctic or Antarctic
7	Shandreall Planes of Mist
8	Underwater
9	The Garden (roll location: 1d8) 1 – Ring 2 – Utha 3 – Arimi 4 – Doreann 5 – Kath 6 – Berava 7 – The Shards 8 – Islands
10	Interdimensional setting. Choose dimension: 1 to 100, then roll, if you wish, a subdimension (see "Creating Random Dimensions").

* Roll island type below.

Table 227. ISLAND TYPES

1d8 Roll	Type
1	Marsh/grassy
2	Forest
3	Desert
4	Jungle
5	Rocky
6	Mountainous
7	Volcanic
8	Choose

Freshwater or Saltwater: A roll of 1 or 6 on a 1d6 is freshwater.

Table 228. SIZE OF ISLAND

1d4 Roll	Size
1	1–10 miles
2	10–20 miles
3	20–50 miles
4	50–110 miles

Table 229. WEATHER

1d6 Roll	Weather
1	Clear: normal visibility
2	Cloudy: normal visibility
3	Rainy: 1 mile daytime, 50 feet in darkness
4	Stormy: 100 yards daytime visibility, 10 feet in darkness
5	Snow (roll density: 1d4) 1 – Normal vision 2 – 5-mile visibility 3 – 1-mile visibility 4 – 1- to 50-feet visibility
6	Fog (roll density: 1d4) 1 – 1/2-mile visibility 2 – 1/4-mile visibility 3 – 150-feet visibility 4 – 50-feet visibility

Table 230. WIND FACTOR

1d6 Roll	Factor
1	Gale: 1/4 normal visibility
2	Heavy: 1/2 normal visibility
3	Medium: 3/4 normal vision
4	Steady: normal visibility
5	Light breeze: normal visibility
6	Calm: normal visibility

Settings for an Adventure

1. **Choose any setting.**
2. **Temple.** Decide on the type of material used to build the temple structure and what God is worshipped there.
3. **Tomb.** Roll what type of adventurer is within the tomb and the treasure type. Always remember what the adventurer would do to protect the tomb. If someone is living in the tomb, then there is a 35% chance of existing treasure.
4. **Fortress.** Decide on the type of material of the fortress.
5. **Cave.** See table 217 in chapter 13.
6. **Ruins.** Roll 1d6: 1 or 2 equals a temple; 3 or 4 equals a tomb; 5 or 6 equals a fortress.

Table 231. SIZE OF SETTING

1d6 Roll	Size
1–2	Small: 1–2 rooms plus 1–2 secret rooms.
3–4	Medium: 4 rooms. 40% chance of 1–4 secret rooms.
5	Large: 10 rooms. 75% chance of secret rooms.
6	Extra large: Over 10 rooms. 100% chance of secret rooms.

What is in the Setting

Random encounters are according to the level of the players' characters (see table 225).

Table 232. NUMBER OF TRAPS

1d4 Roll	Number
1	3–6
2	3–8
3	3–10
4	3–20

Table 233. NUMBER OF MONSTERS

1d4 Roll	Number
1	1–4
2	2–4
3	3–6
4	4 and higher (1d20)

Table 234. NUMBER OF ADVENTURERS

1d6 Roll	Number
1	10% chance of 1
2	25% chance of 1
3	50% chance of 1
4	100% chance of 1
5	50% chance of 2–4 (at least one)
6	1–4 plus pets or droids

Treasure Level

Treasure rolls must always be made for each adventurer encountered to determine the level of wealth and weapons possessed. Roll once for each adventurer and again for each level of the adventurer above the first, up to 40% of maximum. Add these to the treasure level die roll. In cases of extreme wealth, a character will have a map with the location of the bulk of the treasure.

When placing treasure, you can choose what type of currency you would have if you were the adventurer hiding the treasure. Always use the specified table when rolling enchanted or technology items, and always check to see whether the item is already owned by another person on Synnibarr. There are very few of these items, and some belong to other adventurers who will come and find them, possibly taking them back by force.

Spell books, scrolls, potions, chemicals, and anything else you choose can be placed in an adventure as treasure. Remember that items and spells are expensive to buy, but characters get only 10% of their true value when they sell one. For example, a Ravashem sword that will perform three different services besides the Ravashem powers would cost at least $500 million to buy. The most a character could get for it would be $50 million cash. Trade however, is another matter; usually something of an equivalent value can be obtained in exchange.

Table 235. TREASURE LEVEL

1d100 Roll	Treasure Type
01–30	$1,000 to $10,000 in metals and loose coins
31–67	$10,000 to $40,000 in metals and in gems
68–75	$10,000 to $60,000 in gems and fine metals
76–85	$10,000 to $80,000 in gems
86–90	$10,000 to $100,000 in gems
91–96	$100,000 to $400,000 in gems
97–00	$100,000 to $1,000,000 in gems
101–110	$1,000,000 to $4,000,000 in gems
111–120	$1,000,000 to $6,000,000 or a limited enchantment on a weapon or some form of technology weapon that is limited in nature
121–130	$1,000,000 to $8,000,000 and a limited item, either enchanted or technology. Roll 1d4 for how many
131–135	$1,000,000 to $10,000,000 and four lesser items of technology or one major enchanted item. 60% chance of one major elite weapon
136–140	$1,000,000 to $100,000,000 and 1 to 4 enchanted weapons (greater elite) and a 10% chance of one god item

Tech items are listed in table 236. Choose the items' functions from those listed under the first type on the table, or refer to the tech lists in chapter 3 (effect types include phazed effects).

Traps

What wonderful items these are, if you are a referee. They add some spice to a dull corridor or entrance area. Traps are employed by the creators of temples and other structures where they keep their treasures. They are made with the special consideration that later, after the creators are gone, some nosy adventurers are going to go sneaking about where they don't belong. Leaving a simple pit trap is a bit silly, given that the usual party has at least one member who can fly. Instead, the secret to a really effective trap is to combine the device with magical effects. Spell Traps can be tuned to react to movement. Make them to react to the movement of a party and release the trip wire behind the wall. Once triggered, it

Table 236. TECHNOLOGY ITEMS

1d8 Roll	Type
1	Multifunctional blaster rifle (can have up to four functions: lasers, chem blasters, sonic, and laser sonic, and tech shields. Any effect can be phazed.)
2	Multifunctional blaster rifle (can have up to two functions)
3	Normal blaster rifle (one function)
4	Normal blaster pistol (one function)
5	Laser saber or sonic saber (25% chance of being multifunctional)
6	Shield belts (10% chance of a passive Bendix field)
7	Spaceship (limited range)
8	Miscellaneous tech item (choose from provisions)

shoots pelleum-tipped darts that cut through three 10ths along with a sonic cannon blast to stun them so they cannot dodge. In this manner, the party will not be able to deactivate the trap using the normal abilities of an Amazon or Ninja. Another thing to remember is that the normal party will have at least one member, if not two, that can make mincemeat out of walls and normal stone structures. So do not hesitate to armor plate your traps and walls under the stone.

Traps are expensive, and they are built to last. They can be constructed to reload themselves if the proper ammunition is supplied. In some cases, this makes them very formidable obstacles.

Special Traps

Special Traps are the enchanted type. They can be solid illusions or any type of trap that does not rely on physical means for most of its effects. An example of a Special Trap would be a teleportation spell on a pit that, when transported, sends its victim back through time 40,000 years and across 10 tarsecs of space. Such a trap would be almost impossible to create unless your character was a 40th-level Mage Warrior or something the equivalent in nature. Lesser beings could, however, produce a similar type of trap, except that space and time travel would be drastically less.

Spell Traps are a special form of enchantment that will hold a spell and not trigger it until a victim enters the area. The Spell Trap will react indiscriminately to anything that contacts it. However, it will not affect its creator. A creator can cause a Spell Trap to block a tunnel or doorway. It will stay on a particular object or within a

room and react only to living objects, different aura types, or movement (see chapter 10 for a full description of Spell Traps). Other special traps are solid illusions and transanimated objects.

Gaming Points

The following combat circumstances have their own gaming point guidelines. Some skills rise in proficiency as they are used, so that levels are not the only way you acquire experience. You gain extra expertise through successful use of a skill or ability. All the following gaming point values are equal to dream point values under the same circumstances.

Assassinations

These points are only awarded if the Assassin's Guild has given the assassin the job. Ten gaming points plus 1 point per the level of the victim are awarded for a successful assassination that went undetected. Five gaming points plus 1 point per the victim's level is awarded for an assassination that was detected when being done. If the assassin is caught, no gaming points are awarded.

Assisting New Players

This is to encourage seasoned players to teach novices the concepts, rules, and strategies of the game. Fate may award 1/10 to 5 gaming points depending on the involvement of the assisting player.

Avoiding or Chasing Off

The creature that is avoided or chased away is worth 10% of its total gaming point value per turn required to avoid or to chase off.

Completing the Mission

This means not giving up and instead completing the task at hand, or struggling to have hope when "the slings and arrows of outrageous fortune" assail thee and fate turns its eyes away. From 1 to 20 gaming points may be awarded at the completion of the task.

Computer Infiltration

Successfully infiltrating a computer gives 1 gaming point per defense program encountered and overcome.

Dying Heroically

If an adventurer sacrifices his or her life in an attempt to save another, whether or not they succeed does not matter. The player receives a "good karma" bonus for the next character he or she rolls up. This consists of a +2 on every ability score rolled. In addition, the player gets to choose the adventurer type from the entire list instead of rolling three choices (if the traditional method of character generation is used).

If an adventurer commits suicide, the next character created by that player receives "bad karma." This consists of a –1 to all the ability scores. In addition, the player rolls only one time to choose a character class (traditional method only). As usual, reroll if the ability scores are not high enough for that class.

Evading Pursuit

This can entail successfully concealing one's self after being spotted. Pursuit must last at least 3 minutes. Characters may receive between 1 and 6 gaming points depending on the level of the pursuer.

Fair Killing

This usually results from normal combat. The gaming point values for monsters are stated in their descriptions (see chapter 17, "Monsters"). For adventurer characters, mortal or otherwise, the value is equal to their actual level. A first-level God is worth 110 gaming points.

Elementals are considered to be in the same class as Ego Beasts, Psi Slayers, Shaman Beasts, and Psi Steeds. They are worth gaming points because they can act independently of their creator's will. Any such spell or effect that acts in this manner is worth approximately 1/4 of what the spellcaster is worth.

Robots, droids, and transmorphed objects are worth whatever Fate decides, from 1/2 to 100 points, depending on what it can do.

If an opponent is ambushed or surprised, and the battle ends before he or she ever gets to roll advantage, the total number of gaming points is 1/10 of normal. The only adventurers that receive full gaming points for this are the Ninjas, Amazons, Dwarves, and Psielves because they are assassin-type characters. They also receive special points for the following:

- **Successful Theft:** 2 gaming points + the value of the *unknowing* victim
- **Successful Theft:** 1/2 gaming point + the value of the *knowledgeable* victim
- **Pockets Picked:** 1 gaming point + 1/2 the value of a victim when undetected.
- **Locks Picked:** 1/10 gaming point
- **Traps Located:** 1/10 gaming point
- **Traps Deactivated or Avoided:** 1/4 gaming point

Game Conduct, Staying in Character, and Nonaggressive Conflict

This includes player courtesy to other players during game play, character role playing, and keeping heart when the going gets tough. This category also includes winning a debate or talking your way out of a fight or conflict. From 1 to 20 points may be awarded to the party and from 1 to 10 to a specific character per adventure.

Heroic Attempt

Heroic attempts are equal in gaming point value to the level of the person being saved. So, a seventh-level character is worth 7 gaming points. The maximum gaming points gained through a heroic attempt is 20. Heroic attempts can be done at any time during combat to save someone, but gaming points are only awarded if the character that is saved would have died.

Imprisoning

This feat is worth three times the normal gaming points if an intelligent creature or a wanted criminal is imprisoned. Normal monsters do not count for imprisoning.

Raising Someone From the Dead

The person responsible for bringing someone back to life will receive gaming points equal to the resurrected character's level. The person responsible is not always the one who actually restores life.

Rescues

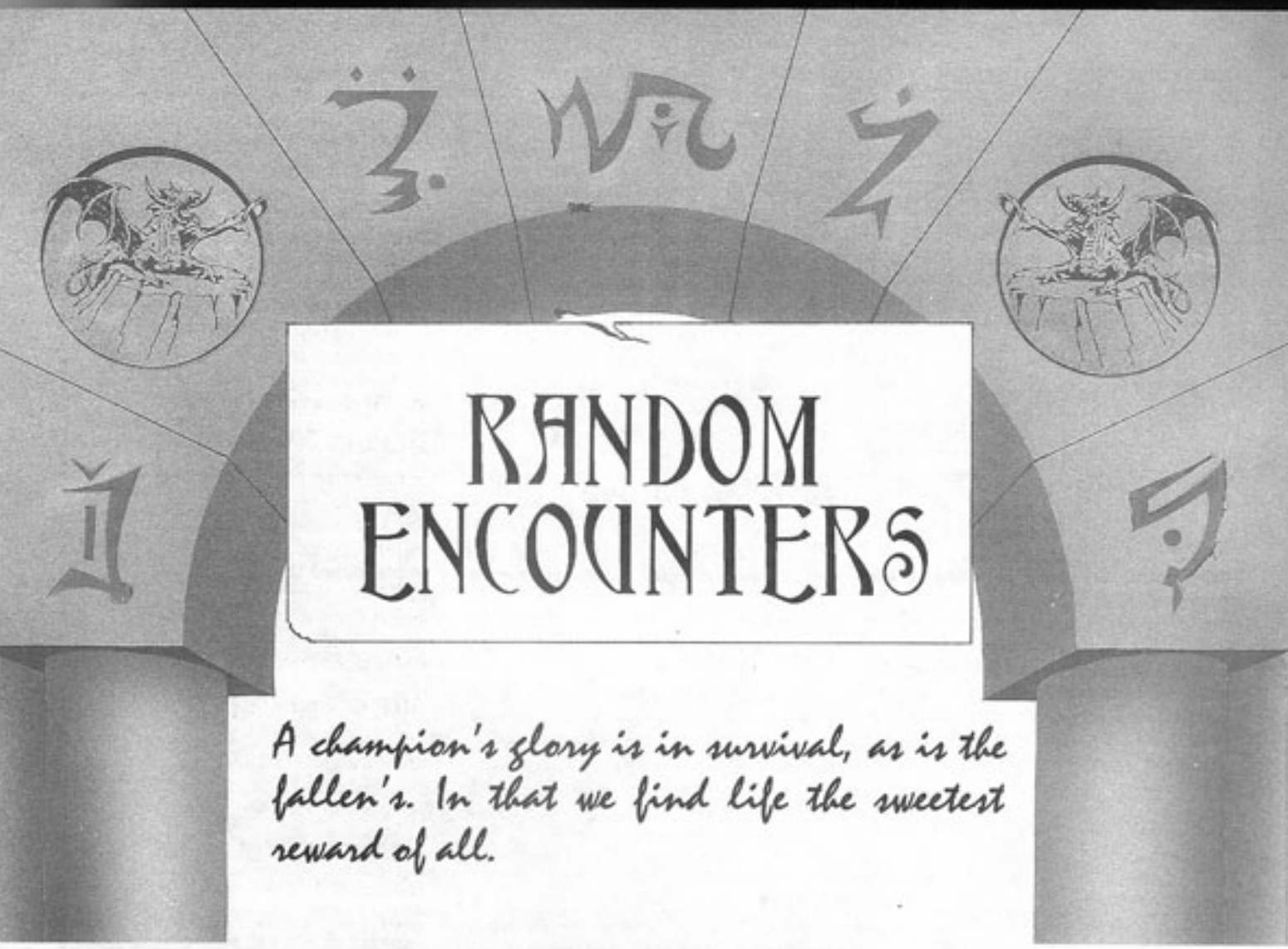
These are worth 1 gaming point to each member of the rescuing party. Massive rescues are worth 1/10 gaming point per victim, to be divided equally among the party. Tremendously massive rescues will be given an arbitrary gaming point value by Fate (no, you can't earn 200 million gaming points by saving a planet).

Subduing

This means spare the life of your opponent. Any means can be used as long as death does not occur. Creatures or characters subdued are worth twice their number of gaming points.

Successful Communication

Two gaming points are awarded when a character successfully communicates with any creature without using the creature's native language, spells, or special abilities.



RANDOM ENCOUNTERS

A champion's glory is in survival, as is the fallen's. In that we find life the sweetest reward of all.

The following tables are for the random generation of encounters. The different continents have been subdivided into their geographical areas to determine with greater specificity the locations of monsters. Entries in all capital letters refer to other tables or different columns in the same table. For example, ICC refers to the Intelligent Creatures or Characters table and CTW refers to Center of the World tables. AIR ENCOUNTERS in the Water column means that a monster from the air will be encountered at the water's surface. The referee may need to use discretion depending on the strength of the party versus the monster rolled (see "Random Encounters" in chapter 15).

Antarctic

Table 237. ANTARCTIC ENCOUNTERS

1d100 Roll	Land	Air	Water
01–20	ICC	ICC	ICC
21–30	Cave (70% chance inhabited)	ICC	ICC
31–40	Cave with hot spring (90% chance inhabited)	ICC	AIR ENCOUNTER
41–65	Moon drake	ICC	AIR ENCOUNTER
66–70	Snow devil	ICC	ICC–CTW
71–75	Elemental Giant	ICC	ICC–CTW
76–85	Snow scorpion	Moon drake*	ICC–CTW
86–90	Sasquatch	Moon drake*	ICC–CTW
91–00	Ice Giant	Moon drake*	ICC–CTW

* There is a 60% chance of being mounted by an Elemental or Ice Giant.

Arctic

Table 238. ARCTIC ENCOUNTERS

1d100 Roll	Land	Air	Water
01–09	ICC	ICC	Walrus
10–19	Moon drake	ICC	Golden seal
20–29	Snow spider	Giant Arctic owl	Golden seal
30–50	Snow hare	Giant Arctic owl	Golden seal
51–59	Giant sea polar bear	Giant Arctic owl	ICC
60–69	Giant Ice Lott	Moon drake	ICC
70–79	Ice Lott	Moon drake	ICC
80–95	Cave (60% chance inhabited)	Space drake	ICC
96–00	Cave with hot spring (90% chance inhabited)	Space drake	ICC

Dark Continent

Table 239. DARK CONTINENT—HOT CLIFF ENCOUNTER

1d100 Roll	Land	Air	Water
01–20	Heal spring melon or blood orange	Fire hornet	Metamorph
21–39	ICC, DRAKE, or HYDRA	Metamorph	Giant salmon
40–50	Thumper	ICC or DRAKE	Golden seal
51–59	Slime reaper	ICC or DRAKE	Golden seal
60–69	Null snake	HYDRA	Golden seal
70–79	Cave demon	HYDRA	Golden seal
80–85	Phazed grass	HYDRA	Giant sea otter
86–95	Mutant mole	Werewraith	Giant salmon
96–98	Werewraith	War wraith	Giant salmon
99–00	War wraith	War wraith	Giant salmon

Table 240. DARK CONTINENT—GREAT RAIN FOREST ENCOUNTERS

1d100 Roll	Land	Air	Water
01–10	Heal spring melon or blood orange	Giant flying grizzly	Giant salmon
11–20	ICC, DRAKE, or HYDRA	Flying deer or elk	Giant sea otter
21–25	Green fly	Fire hornet	Giant sea otter
26–30	Slime reaper	Fire hornet	Giant sea otter
31–40	Giant mink	ICC, DRAKE, or HYDRA	Giant sea otter
41–50	Pin cushion	Giant armored bee	River drake
51–65	Sunstone grizzly	Giant armored bee	River drake
66–67	Phazed grass	Giant armored bee	River drake
68–75	Strangle tree	Flyman	River drake
76–77	Earth root	Flyman	River drake
78–85	Mad hound	Flying tiger	River drake
86–95	Mutant mole	Flying tiger	River drake
96–00	Mutant mole	Flying tiger	River drake

Table 241. DARK CONTINENT—WORLD VEINS ENCOUNTERS

1d100 Roll	Land	Air	Water
01–20	ICC	Batman	Slime reaper
21–30	Drake (granite, phaze, small storm, or thermal)	Small phaze or storm drake	Slime reaper
31–39	Concussion crystal	Demon mist	Slime reaper
40–42	Cave demon	Fire hornet	Slime reaper
43–50	Slime reaper	Giant armored bee	Demon mist
51–55	Vitriol weird	Mist hydra	Demon mist
56–65	AIR ENCOUNTER	Thermal drake	Demon mist
66–70	Mutant Vampire	Small storm drake	ICC/LAND ENCOUNTER
71–85	Cave demon	Small elemental drake	ICC/LAND ENCOUNTER
86–87	Giant phazed spider	Small elemental drake	ICC/LAND ENCOUNTER
88–00	Rock weird	Small elemental drake	ICC/LAND ENCOUNTER

Table 242. DARK CONTINENT—MOUNTAINS AND ICE TEETH ENCOUNTERS

1d100 Roll	Land	Air	Water
01–20	ICC, hydra, or drake (storm, mist, argium, or chameleon)	Giant flying grizzly	Sunstone grizzly
21–25	Heal spring melon or flying root	Giant flying grizzly	Sunstone grizzly
26–30	Concussion crystal	Space or moon drake	Rock weird
31–35	Pin cushion	Electric eagle	AIR ENCOUNTER
36–40	Ice Lott	Electric eagle	AIR ENCOUNTER
41–50	Sasquatch	Flying tiger	AIR ENCOUNTER
51–60	Cave demon	Flyman	AIR ENCOUNTER
61–70	Rock weird	Gremlin or dark gremlin	AIR ENCOUNTER
71–80	Vitriol weird	Air Giant	AIR ENCOUNTER
81–00	Rock weird	Gremlin or dark gremlin	AIR ENCOUNTER

Table 243. DARK CONTINENT—VOLCANIC PENINSULA ENCOUNTERS

1d100 Roll	Land	Air	Water
01–20	ICC, hydra, or drake (storm, mist, argium, or chameleon)	T.T. fly	Alligator
21–25	Vitriol weird	Fire hornet	Alligator
26–35	Thumper	Flying tiger	Alligator
36–45	Heal spring melon or psisheen mushroom	Flyman	AIR ENCOUNTER
46–55	Pin cushion	Electric eagle	AIR ENCOUNTER
56–70	Phazed grass	Paradactal	AIR ENCOUNTER
71–79	Phazed dart bush	Gravity lizard	AIR ENCOUNTER
80–85	Rock weird	Scarlet drake	AIR ENCOUNTER
86–90	Fiend	Scarlet drake	Thumper
91–00	AIR ENCOUNTER	Scarlet drake	Thumper

Table 244. DARK CONTINENT—FOREST OF SASQUATCH ENCOUNTERS

1d100 Roll	Land	Air	Water
01–09	ICC, DRAKE, or HYDRA	Electric eagle	River drake
10–19	Mad hound	ICC	ICC
20–29	Earth root or heal spring melon	DRAKE	AIR ENCOUNTER
30–39	Strangle tree	Storm sphere	AIR ENCOUNTER
40–49	Spear flower	Flying deer or elk	AIR ENCOUNTER
50–59	Armapine	Flying deer or elk	AIR ENCOUNTER
60–69	Giant sunstone grizzly	Flying deer or elk	AIR ENCOUNTER
70–79	Storm sphere	Winged horse	AIR ENCOUNTER
80–89	Shadow cat	Winged horse	AIR ENCOUNTER
90–99	Sasquatch	Chameleon hydra	AIR ENCOUNTER
00	AIR ENCOUNTER	Chameleon hydra	AIR ENCOUNTER

Table 245. DARK CONTINENT—JUNGLE OF FLIES ENCOUNTERS

1d100 Roll	Land	Air	Water
01–10	Flying lion	DRAKE	Alligator
11–15	Spider monkey	HYDRA	ICC
16–20	Gorgon lizard	Flying lion	AIR ENCOUNTER
21–25	Null snake	Storm sphere	Thumper
26–30	Heal spring melon or blood orange	Gravity lizard	Giant sea otter
31–35	Gravity lizard	Fire hornet	T.T. fly
36–40	Thumper	Fire hornet	T.T. fly
41–45	Phazed grass	Paradactal	T.T. fly
46–50	AIR ENCOUNTER	Flying tiger	T.T. fly
51–55	Fire hornet	Flyman	T.T. fly
56–60	T.T. fly	Flyman	T.T. fly
61–65	Shadow cat	T.T. fly	T.T. fly
66–70	Psionic baboon	T.T. fly	T.T. fly
71–75	Flyman	T.T. fly	T.T. fly
76–00	ICC, DRAKE, or HYDRA	T.T. fly	T.T. fly

Table 246. DARK CONTINENT—DESERT OF BLINDNESS ENCOUNTERS

1d100 Roll	Land	Air	Water
01–40	ICC or sunstone drake	ICC or DRAKE	Titanium scorpion
41–49	Fire hornet	Banshee	Titanium scorpion
50–51	Invisible sand snake	Banshee	Titanium scorpion
52–60	Giant rat	Demon mist	AIR ENCOUNTER
61–70	Rock weird	DRAKE	AIR ENCOUNTER
71–75	Vitriol weird	Fire hornet	River drake
76–80	Demon mist	Paradactal	River drake
81–85	Granite drake	Paradactal	River drake
86–95	Titanium scorpion	Paradactal	River drake
96–97	Oasis	Giant armored bee	River drake
98	World Veins tunnel	Giant armored bee	River drake
99–00	AIR ENCOUNTER	Giant armored bee	River drake

Table 247. DARK CONTINENT—SWAMP ENCOUNTERS

1d100 Roll	Land	Air	Water
01–04	Crocopede	Crocopede	Alligator
05–09	Green fly	Green fly	Dream mutat
10–14	Pin cushion	T.T. fly	Dream mutat
15–19	Slime reaper	ICC, DRAKE, or HYDRA	River drake
20–30	Strangle vine	ICC, DRAKE, or HYDRA	Giant sea snake
31–40	Heal spring melon or blood orange	Storm sphere	Nigeel
41–45	ICC, DRAKE, or HYDRA	Flying deer or elk	Strangle vine
46–47	ICC, DRAKE, or HYDRA	Gravity lizard	Flyman
48–65	Giant rat	Flyman	Titanium scorpion
66–70	Vitriol weird	Fire hornet	Gravity lizard
71–75	T.T. fly	Batman	Sea lizard
76–79	Storm sphere	Tuch's phazed plague beast	AIR ENCOUNTER
80–90	Titanium scorpion	Tuch's phazed plague beast	AIR ENCOUNTER
91–92	Tuch's phazed plague beast	Tuch's phazed plague beast	AIR ENCOUNTER
93–00	Spider drake	Tuch's phazed plague beast	AIR ENCOUNTER

Enchanted Continent

Table 248. ENCHANTED CONTINENT—FOREST REGION ENCOUNTERS

1d100 Roll	Land	Air	Water
01–02	Trolock	Giant flying grizzly	Sea lizard
03–10	Noosespike	Winged horse	Sea lizard
11–15	Storm Lott	Winged horse	Mutant lobster
16–17	Biogladite	Flying deer or elk	Mutant lobster
18–20	Tesseract twig	Giant eagle	Mutant lobster
21–25	Pin cushion	Demon mist	Giant salmon
26–30	Giant tree spider	Rontu bieel	Giant salmon
31–34	Mage tree	Unisis	Sea snake
35–40	Psi leech	Nareel	Sea snake
41–50	Tree demon	Midnight sunstone falcon	Crocopede
51–53	Crystalberry	Flying tiger	Crocopede
54–60	Phazed dart bush	Flying tiger	Alligator
61–62	Phazed grass	DRAKE	Alligator
63–70	Strangle vine	DRAKE	Acid jelly
71–76	War unicorn	Hydra (argium, chameleon, mist, or storm)	Acid jelly
77–81	Heal spring melon	Hydra (argium, chameleon, mist, or storm)	ICC
82–85	Blood orange	Hydra (argium, chameleon, mist, or storm)	Acid jelly
86–90	AIR ENCOUNTER	Giant eagle	Acid jelly
91–00	ICC, DRAKE, or HYDRA	Giant eagle	AIR ENCOUNTER

Table 249. ENCHANTED CONTINENT—THE GRASS SEA ENCOUNTERS

1d100 Roll	Land	Air	Water
01–10	Mustang	Winged horse	Crocopede
11–20	Biogladite	Winged deer or elk	Crocopede
21–25	War unicorn	Golden demon mist	Crocopede
26–30	Golden uniwolf	Golden demon mist	Crocopede
31–35	Flying root	Giant flying grizzly	Acid jelly
36–40	Heal spring melon	DRAKE	Acid jelly
41–50	Strangle vine	DRAKE	Acid jelly
51–60	Phazed grass	Flying tigers	ICC
61–70	ICC, DRAKE, or HYDRA	Flying tigers	ICC
71–80	Assimilator snake	Trolock	AIR ENCOUNTER
81–90	Mutant gopher	Trolock	AIR ENCOUNTER
91–95	Red scourge	Trolock	AIR ENCOUNTER
96–00	AIR ENCOUNTER	Trolock	AIR ENCOUNTER

Table 250. ENCHANTED CONTINENT—MOUNTAIN REGION ENCOUNTERS

1d100 Roll	Land	Air	Water
01–05	Strangle vine	Drake or hydra (argium, chameleon, mist, storm)	Crocopede
06–10	Golden uniwolf	Biogladite (in airship)	Crocopede
11–15	Flying root	ICC	Crocopede
16–20	Phazed dart bush	Flying tiger	Strangle vine
21–25	Acid jelly	Flying tiger	Strangle vine
26–30	Tree demon	Trolock	Strangle vine
31–40	Arackmen	Winged deer or elk	Strangle vine
41–45	White wolverine	Unisis	Acid jelly
46–50	Psisheen mushroom	Unisis	Acid jelly
51–60	Talking raccoon	Unisis	Acid jelly
61–65	Blood orange	Gremlin	Acid jelly
66–70	Biogladite	Gremlin	ICC
71–75	DRAKE	Dark gremlin	ICC
76–80	Noose spike	Dark gremlin	ICC
81–85	Phazed grass	Dark gremlin	Dream mutat
86–90	Titanium spider	Dark gremlin	Dream mutat
91–00	Drake or hydra (argium, chameleon, mist, storm)	Dark gremlin	AIR ENCOUNTER

Forbidden Continent

Table 251. FORBIDDEN CONTINENT— DESERT OF SHAE ENCOUNTERS

1d100 Roll	Land	Air	Water
01–08	Antelope	Fire hornet	Crocodile
09–13	Sand devil	Fire hornet	Crocodile
14–20	AIR ENCOUNTER	Sunstone or thermal drake	AIR ENCOUNTER
21–30	Hydra (thermal, scarlet, chameleon, or hell)	Sunstone or thermal drake	AIR ENCOUNTER
31–40	Giant thunder lizard	Giant mutated desert mosquito	AIR ENCOUNTER
41–45	Oasis	ICC	Giant thunder lizard
46–59	Puffer lizard	Gravity lizard	Giant thunder lizard
60–70	Giant mutated desert mosquito	Gravity lizard	LAND ENCOUNTER
71–75	Giant rattlesnake	Gravity lizard	LAND ENCOUNTER
76–80	Sand mole	Gravity lizard	LAND ENCOUNTER
81–85	Giant rat	Flying lion	Rock weird
86–90	Giant phazed spider	Flying lion	Rock weird
91–00	ICC, DRAKE, or HYDRA	Flying lion	Rock weird

Table 252. FORBIDDEN CONTINENT—JUNGLE OR LIONS' HOME ENCOUNTERS

1d100 Roll	Land	Air	Water
01–05	Tree demon	Flying lion	Crocopede
06–15	HYDRA	Psionic pterodactyl	Shock vine
16–20	Shock vine	Psionic pterodactyl	Crocodile
21–25	Mutant baboon	Dragonfly	Crocopede
26–30	Squirrel monkey	Dragonfly	River drake
31–35	Hydra snake	Sphere of bedevilment	Sea devil
36–40	Cobalt viper	Sphere of bedevilment	Slarvor
41–45	Mamba	Hydra (chameleon, mist, storm, or argium)	Dream mutat
46–50	Heal spring melon, mistberry, or blood orange	Hydra (chameleon, mist, storm, or argium)	AIR ENCOUNTER
51–57	Sabertoothed tiger	Winged horse	ICC
58–63	Grim white	Winged horse	ICC
64–70	Jaguar	ICC or DRAKE	ICC
71–75	Thunder ape	ICC or DRAKE	ICC
76–80	Giant thunder lizard or small thunder lizard	Gravity lizard	AIR ENCOUNTER
81–85	AIR ENCOUNTER	Gravity lizard	AIR ENCOUNTER
86–00	Black mutat or mutat	Gravity lizard	AIR ENCOUNTER

Table 253. FORBIDDEN CONTINENT—FORBIDDEN RAIN FOREST ENCOUNTERS

1d100 Roll	Land	Air	Water
01–10	ICC or DRAKE	ICC	ICC
11–20	HYDRA	ICC	River drake
21–23	Giant gorilla	Hydra (argium, chameleon, mist, or storm)	Giant salmon
24–30	Cattar	Giant flying grizzly	Giant sea otter
31–40	Psisheen mushroom	Flying deer or elk	Mutat
41–42	Phazed grass	Flying lion	Slarvor
43–45	Illusion tree	Flying lion	Crocodile
46–50	Flying root or heal spring melon	Flying lion	AIR ENCOUNTER
51–60	Giant (Ice or Elemental)	Roarcarp	AIR ENCOUNTER
61–75	Giant silver-backed wolf	Roarcarp	AIR ENCOUNTER
76–80	Ice Lott	DRAKE	AIR ENCOUNTER
81–95	Spider drake	DRAKE	AIR ENCOUNTER
96–00	AIR ENCOUNTER	DRAKE	AIR ENCOUNTER

Table 254. FORBIDDEN CONTINENT—SHIKEENA PENINSULA AND HYDRA HOME ENCOUNTERS

1d100 Roll	Land	Air	Water
01–13	ICC or DRAKE	ICC	ICC
14	HYDRA	ICC	River drake
15–20	Black mamba	ICC	Sea lizard
21–25	Giant cobra	Flying lion	Sea lizard
26–28	Giant six-headed mamba	Psionic pterodactyl	Sea lizard
29–35	Giant titanium cobra	Gremlin	Sea devil
36–45	Shikeena	Dark gremlin	Rock weird
46–56	Black shikeena	Dark gremlin	Rock weird
57–65	Armored triboars	Hydra (argium, chameleon, mist, or storm)	Rock weird
66–67	Black mutat	Hydra (argium, chameleon, mist, or storm)	Rock weird
68–69	Mutat	Hydra (argium, chameleon, mist, or storm)	Amoeba
70–74	Titanium scorpion	Alouthrepa	Amoeba
75–80	Giant tree spider	DRAKE	Amoeba
81–90	Jaguar	DRAKE	Slarvor
91–95	Tree demon	Roarcarp	Slarvor
96–00	AIR ENCOUNTER	Roarcarp	Slarvor

Mushroom Spires

Table 255. MUSHROOM SPIRES ENCOUNTERS

1d100 Roll	Land	Air	Water
01–06	ICC	ICC	ICC
07–14	DRAKE	ICC	ICC
15–16	Hydra (argium, chameleon, mist, or storm)	ICC	ICC
17–25	Sunstone drake	ICC	Slime reaper
26–35	Mist drake	ICC	ICC
36–40	Midnight sunstone falcon	ICC	ICC
41–50	Psisheen mushroom	Flying tiger	ICC
51–55	Mage tree	Flying tiger	ICC
56–60	Earth root	Flying tiger	ICC
61–62	Unisis	Green fly	ICC
63–70	Strangle tree	Unisis	ICC
71–75	Strangle vine	Flying deer or elk	ICC
76–85	Slime reaper	Giant flying grizzly	ICC
86–00	AIR ENCOUNTER	Giant flying grizzly	ICC

Shandreall Plain of Mist

Table 256. SHANDREALL PLAIN OF MIST ENCOUNTERS

1d100 Roll	Land	Air	Water
01–09	ICC	ICC	ICC
10–19	DRAKE	ICC	ICC
20–29	Heal spring melon or blood orange	Winged horse	ICC
30–39	Air fern	Gremlin	ICC
40–45	Flying root	Dark gremlin	ICC
46–50	Shan Roarakii	Shan airship	AIR ENCOUNTER
51–60	AIR ENCOUNTER	Demon mist	AIR ENCOUNTER
61–70	AIR ENCOUNTER	Golden demon mist	AIR ENCOUNTER
71–79	Shan Baljamba	Golden demon mist	AIR ENCOUNTER
80–89	Shan Telethor	Golden demon mist	AIR ENCOUNTER
90–00	Shan airship	Golden demon mist	AIR ENCOUNTER

Islands

Table 257. ISLANDS—JUNGLE AND MARSH ENCOUNTERS

1d100 Roll	Land	Air	Water
01–25	ICC, DRAKE, or HYDRA	Flying lion	Amoeba
25–35	DRAKE	Dragonfly	Crab Man
36–40	Shock vine	Winged horse	Lionfish Man
41–42	Spear flower	Gravity lizard	Sea lizard
43–44	Gorgon lizard	DRAKE	Giant sea polar bear
45–46	Noose spike	ICC	Mutant man o' war
47–48	Phazed grass	Hydra (argium, chameleon, mist, or storm)	Hammerhead shark
49–55	Illusion tree	Sphere of bedevilment	Tiger or leopard shark
56–65	Titanium scorpion	Sphere of bedevilment	Dream mutat
66–75	Giant tree spider	DRAKE	Razor clam
76–85	Spider drake	DRAKE	Razor clam
86–90	Rock weird	DRAKE	Razor clam
91–00	AIR ENCOUNTER	T.T. fly	Razor clam

Table 258. ISLANDS—FOREST AND GRASSY TERRAIN ENCOUNTERS

1d100 Roll	Land	Air	Water
01–06	ICC	ICC	ICC
07–13	Strangle vine	Flying tiger	Acid jelly
14–20	Biogladite	Winged horse	Crab Man
21–30	Phazed grass	Winged horse	Lionfish Man
31–40	Phazed dart bush	ICC	Sea lizard
41–55	Giant tree spider	HYDRA	Sea devil
56–63	Noose spike	Giant eagle	Sea drake
64–70	Psi leech	Electric eagle	Sea hydra
71–74	Pin cushion	Electric eagle	Sea polar bear
75–77	Heal spring melon, blood orange, or crystalberry	Electric eagle	Mutant dogfish
78–80	Rock weird	DRAKE	Blue tip or tiger shark
81–85	DRAKE	DRAKE	Razor clam
86–90	HYDRA	DRAKE	Razor clam
91–92	AIR ENCOUNTER	DRAKE	Razor clam
93–00	Plant Man	DRAKE	Razor clam

Table 259. ISLANDS—DESERT AND ROCKY TERRAIN ENCOUNTERS

1d100 Roll	Land	Air	Water
01–10	Mutant baboon	Flying lion	Crab Man
11–20	Giant phazed spider	Flying lion	Lionfish Man
21–25	Mutant mole	DRAKE	Sea lizard
26–35	Giant rat	ICC	Rock weird
36–40	Mutat	ICC	Sea drake
41	Illusion tree	ICC	Sea hydra
42–43	Oasis (small and usually underground. 65% chance of heal spring melon, blood orange, or crystalberry)	Rontu bieel	Sea devil
44–50	Titanium scorpion	Flying lizard	Great white or nurse shark
51–75	DRAKE	Flying lizard	Great white or nurse shark
76–85	AIR ENCOUNTER	Flying lizard	Razor clam
86–90	ICC	Flying lizard	Razor clam
91–00	Small thunder lizard	Flying lizard	ICC

Mountain Isles

Table 260. MOUNTAIN ISLES ENCOUNTERS

1d100 Roll	Land	Air	Water
01–24	ICC	ICC	ICC
25–75	DRAKE	DRAKE	DRAKE
76–89	Lott (Ice, War, Earth, or Storm)	Flying deer or elk	Razor clam
90–00	Giant (Ice, Air, or Elemental)	Giant flying grizzly	Razor clam

Oceans

Table 261. OCEAN ENCOUNTERS

1d100 Roll	Water	Air
01–02	ICC	DRAKE
03	Sea hydra	DRAKE
04–07	Sea drake	DRAKE
08–10	Black tide	DRAKE
11–13	Neptune's Electric Girdle	DRAKE
14–16	Sea slug	DRAKE
17–20	Nigeel	DRAKE
21–23	Sea lizard	DRAKE
24–26	Crab People	DRAKE
27–29	Mutant lobster	DRAKE
30–40	Shark	Any AIR ENCOUNTER from a nearby continent
41–43	Mutant octopus	Any AIR ENCOUNTER from a nearby continent
44–46	Sea snake	Any AIR ENCOUNTER from a nearby continent
47–49	Jellyfish	Any AIR ENCOUNTER from a nearby continent
50–52	Mutant man o' war	Any AIR ENCOUNTER from a nearby continent
53–55	Killer dolphin	Any AIR ENCOUNTER from a nearby continent
56–58	Walrus	Any AIR ENCOUNTER from a nearby continent
59–61	Giant salmon	ICC
62–64	Flying fish	ICC
65	Flying seahorse	ICC
66–68	Giant sea snake	ICC
69–71	Lionfish Man	ICC
72–74	Seahorse	ICC
75–77	Dolphin	ICC
78–80	Golden seal	ICC
81–83	Black mutant manta	ICC
84–86	Sperm whale	ICC
87–89	Blackfire eel	ICC
90–92	Giant sea polar bear	ICC
93–95	Sea devil	ICC
96–98	Giant mutant lionfish	ICC
99–00	AIR ENCOUNTER	ICC

Center of the World

Table 262. ARIMI ENCOUNTERS

1d100 Roll	Land	Air	Water
01–08	ICC	Winged cobra	Polar bear
09–15	Aberiverim	Glass dragon with rider	Polar bear
16–20	Roses (black, white, or red)	DRAGON	Polar bear
21–23	Concussion crystal	Poltergeist	Sea dragon
24–30	Crystalberry	ICC-CTW	Sea dragon
31–32	Blood orange	ICC-CTW	ICC
33–41	Tuch's Legion	ICC-CTW	ICC
42–55	Giant yellow-bellied spider	ICC-CTW	Sea bear
56–65	Rock weird	Sky devil	Sea bear
66–80	DRAGON	Sky devil	ICC-CTW
81–90	AIR ENCOUNTER	ICC	ICC-CTW
91–00	ICC-CTW	ICC	ICC-CTW

Table 263. BERAVA ENCOUNTERS

1d100 Roll	Land	Air	Water
01–05	ICC-CTW	DRAGON	Lazer
06–10	Zombie	DRAGON	Lazer
11–15	Armored mantis	DRAGON	Neptune's Breath
16–25	Giant cobra	ICC-CTW	Akura
26–35	Lazer	ICC-CTW	Akura
36–37	Heal spring melon	ICC-CTW	Akura
38–40	Golden or silver apple	Sky devil	AIR ENCOUNTER
41–50	Rock rhinoceros	Sky devil	AIR ENCOUNTER
51–55	Elephant	Sky devil	Crocodile
56–60	Giant boar	ICC	Crocodile
61–65	Psionic baboon	ICC	Crocodile
66–70	Priest of Berava	ICC	Crocodile
71–72	Winged cobra	Winged cobra	Crocodile
73–75	ICC	Bat	Sea dragon
76–77	AIR ENCOUNTER	Bat	Sea dragon
78–85	Aberiverim	Alouthrepa	ICC-CTW
86–00	Psionic lion	Alouthrepa	ICC-CTW

Table 264. DOREANN ENCOUNTERS

1d100 Roll	Land	Air	Water
01–12	ICC-CTW	DRAGON	Akura
13–27	DRAGON	Sky devil	Brotch
28–41	Grim white	Winged cobra	Lazer
42–56	Cobalt viper	ICC	Lazer
57–70	Zombie	ICC-CTW	Tenjohussan
71–84	Black roses	ICC-CTW	Halitheian
85–92	ICC	Bat	ICC
92–00	AIR ENCOUNTER	Bat	ICC-CTW

Table 265. KATH ENCOUNTERS

1d100 Roll	Land	Air	Water
01–09	ICC-CTW	DRAGON	ICC-CTW
10–30	Rattlesnake	DRAGON	ICC
31–45	Viceen	Winged cobra	Lazer
46–50	Zombie	Scarlet Insectivoid	Halitheian
51–65	DRAGON	ICC-CTW	Halitheian
66–67	Scarlet Insectivoid	ICC-CTW	Tenjohussan
68–75	AIR ENCOUNTER	ICC	Tenjohussan
76–85	ICC	Bat	AIR ENCOUNTER
86–00	Aberiverim	Alouthrepa	AIR ENCOUNTER

Table 266. RING OF FROST ENCOUNTERS

1d100 Roll	Land	Air	Water
01–05	ICC	Ice dragon	Polar bear
06–15	Polar bear	Arctic owl	Polar bear
16–25	Snow lion	ICC	ICC
26–35	Snow ape	Flying tiger	ICC-CTW
36–50	Ice dragon	Blood dragon	Sea dragon
51–79	ICC-CTW	ICC-CTW	Sea dragon
80–00	AIR ENCOUNTER	ICC-CTW	AIR ENCOUNTER

Table 267. THE SHARDS ENCOUNTERS

1d100 Roll	Land	Air	Water
01–10	ICC-CTW	Bat	Sea dragon
11–20	Crocodile	Bat	Sea dragon
21–30	Akura	ICC-CTW	Sea dragon
31–40	Bat	ICC	ICC-CTW
41–45	Zombie	ICC-CTW	ICC
46–55	Roses (black, white, or red)	Sky devil	Lazer
56–60	Plant Man	Alouthrepa	Lazer
61–70	Neptune's Breath	Sky devil	Lazer
71–80	Silver apple	DRAGON	AIR ENCOUNTER
81–90	ICC	DRAGON	AIR ENCOUNTER
91–00	Armored mantis	ICC	AIR ENCOUNTER

Table 268. UTHA ENCOUNTERS

1d100 Roll	Land	Air	Water
01–05	ICC-CTW	Winged cobra	Dream mutat
06–15	Giant elk	ICC-CTW	Dream mutat
16–20	Port bull	ICC-CTW	Dream mutat
21–25	Winged horse	Winged horse	ICC-CTW
26–27	Noose spike	Winged horse	ICC-CTW
28–30	Strangle tree	Winged horse	ICC
31–36	Dream mutat	Sky devil	ICC
37–45	Panda bear	Sky devil	Sea dragon
46–47	Panda bear	Alouthrepa	Sea dragon
48–55	Nerieye cat	Alouthrepa	Sea dragon
56–65	Roses (black, white, or red)	DRAGON	Sea dragon
66–70	Sonic shepherd	DRAGON	Sea dragon
71–75	Golden or silver apple	DRAGON	Sea dragon
76–77	Midnight sunstone stallion	DRAGON	Akura
78–81	Midnight sunstone grizzly	ICC-CTW	Akura
82–90	Tuch's Legion	ICC	Akura
91–95	AIR ENCOUNTER	ICC	AIR ENCOUNTER
96–00	ICC	Roarcarp	AIR ENCOUNTER

Table 269. CENTER OF THE WORLD OCEAN ENCOUNTERS

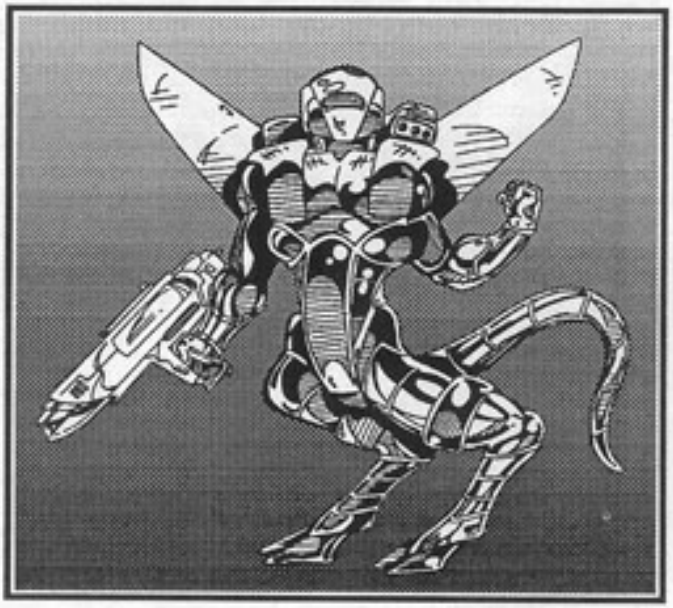
1d100 Roll	Water	Air
01–09	ICC-CTW	DRAGON
10–19	Sea bear	DRAGON
20–29	Dolphin	DRAGON
30–39	White octopus	DRAGON
40–49	Giant mutant fire clam	DRAGON
50–59	Halitheian	ICC-CTW
60–69	Tenjohussan	ICC-CTW
70–79	ICC	ICC-CTW
80–89	Sea dragon	ICC
90–00	Lazer	ICC

Outer Space

All things encountered will have means to survive, do combat, and travel the outer reaches of space. It may be with powers or through science and technology. Fate decides.

Table 270. OUTER SPACE ENCOUNTERS

1d100 Roll	Space
01–19	ICC
20–29	Space drake
30–34	Fur drake
35–39	Argium drake
40–44	Mist hydra
45–49	Mist drake
50–57	Chameleon drake
58–59	Unisis
60–73	Sphere of bedevilment
74–79	Trolock
80–84	Fiend
85–93	Biogladite
94	Drell'dem'se
95	Helderems
96	Ardimians
97	Iloka'seen
98	Bendra'katar
99	Xiapathian
00	Neria Bendix



Intelligent Creatures or Characters (ICC)

This section has been divided into land and air groups. These distinctions have been done to split up the percentages. It does not imply that they never appear out of their element. Characters can be of any type or class.

Table 271. INTELLIGENT CREATURE OR CHARACTER ENCOUNTERS

1d100 Roll	Land	Air
01	Colossi	Temporal werewraith
02–07	Fiend	Rontu bieel
08–15	Elvome	Batman
16–17	Arackmen	Banshee
18–25	Talking raccoon	Metamorph
26–30	Biogladite	Sphere of bedevilment
31–35	Lott (Earth, War, or Storm)	Scarlet Insectivoid
36–40	Psi leech	Scarlet phantom
41–44	Cattar	Poltergeist or technageist
45–49	Shadow cat	Flying lizoid
50–55	Giant (Air, Ice, or Elemental)	Storm sphere
56	Aliens or Lordsguard (Immortal Beings)	Aliens (Immortal Beings)
57–61	Metamorph	Manatu
62–70	Plant Man	Gremlin
71–72	Zombie	Dark gremlin
73–76	Trolock	Tuch's phazed plague beast
77–80	Mutant Vampire	War wraith
81–84	Omni B.S.C.	Werewraith
85–89	Tree demon	Storm Lott
90–94	Adventurers or Non-Classed	Air Giant
95–96	Imperial guard	Adventurers or Non-Classed
97–00	Death porter	Death porter

Drakes and Hydras

Table 272. DRAKE AND HYDRA ENCOUNTERS

1d100 Roll	Drakes
01–02	Argium
03–04	Chameleon
05–15	Small elemental
16–17	Fur
18	Granite*
19	Karma
20	River*
21–24	Midnight sunstone
25–29	Mist
30–32	Moon
33–40	Para
41–42	Phaze
43–44	Plasma
45–46	Scarlet
47	Sea*
48–55	Sonic
56–60	Space
61–62	Spider*
63–64	Storm
65–70	Small storm
71–72	Sun
73–79	Sunstone
80–85	Thermal
86–90	Small thermal
91–00	Titanium

* These drakes cannot fly. River and sea drakes will only be encountered in aquatic areas.

1d100 Roll	Hydras
01–10	Argium**
11–12	Chameleon**
13–15	Elemental
16–19	Hell
20	Midnight sunstone
21–25	Mist
26–30	Scarlet
31	Sea
32–50	Sonic**
51–69	Storm**
70–80	Thermal
81–90	Titanium
91–00	Were

** These hydras can fly and may be found anywhere.

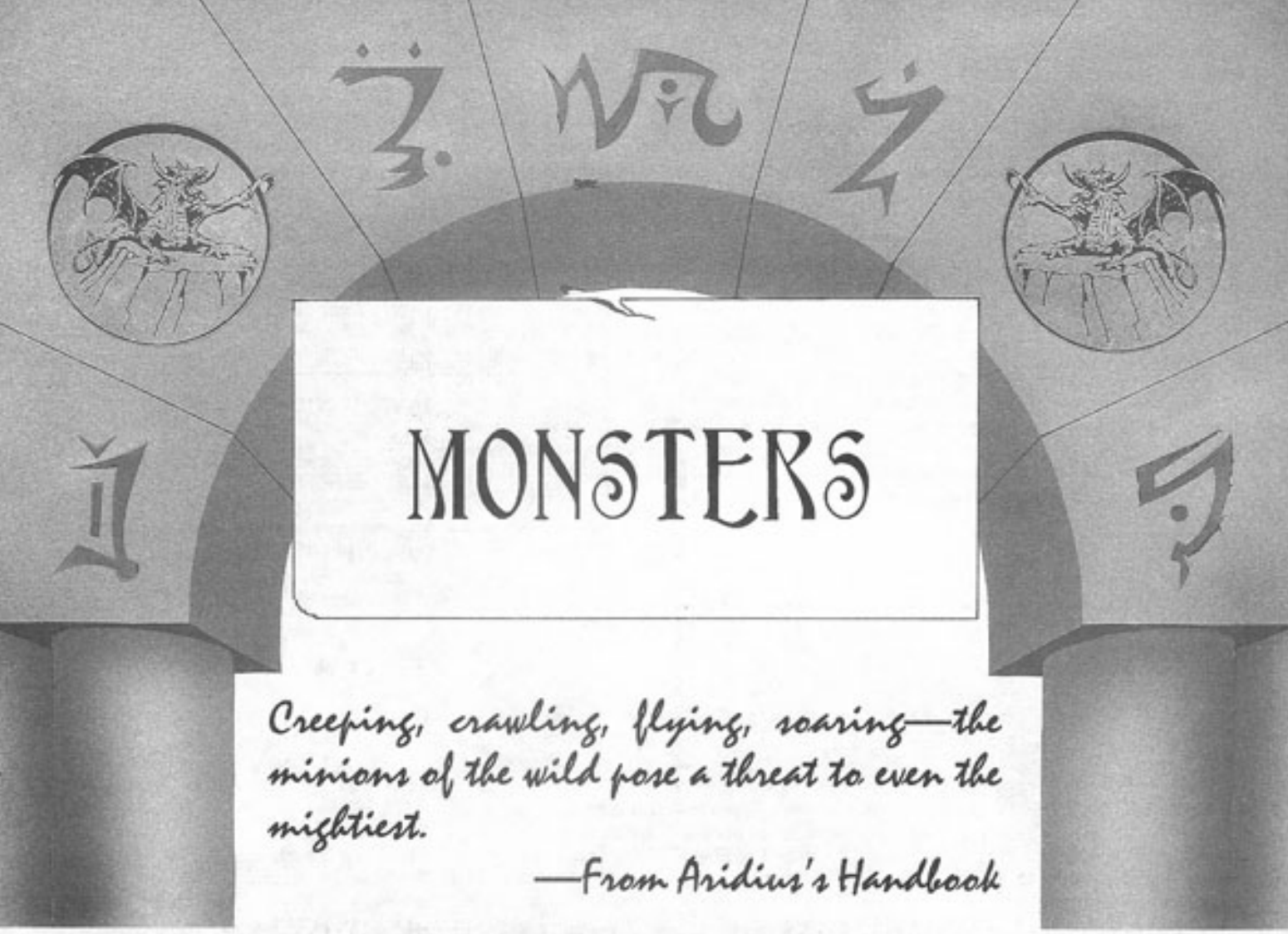
Intelligent Creatures or Characters—Center of the World (ICC-CTW)

Table 273. INTELLIGENT CREATURES OR CHARACTER ENCOUNTERS

1d100 Roll	Dragon
01–17	Black
18–34	Blood
35–51	Emerald
52–68	Glass
69–85	Ice
86–00	Sea*

* This dragon cannot fly. It will be encountered only in aquatic areas.

1d100 Roll	Intelligent Characters
01–09	Panther Men
10–19	Tuch's Legion
20–29	Ravashem
30–39	Zombies
40–49	Halitheians
50–59	Alentiens
60–69	Viceen
70–79	Tenjohussan
80–89	Priests of Berava
90–92	Scarlet Insectivoids
93–96	Armored mantises
97–00	Winged cobras



MONSTERS

Creeping, crawling, flying, soaring—the minions of the wild pose a threat to even the mightiest.

—From Aridius's Handbook

The creatures of the Worldship Synnibarr are widely varied. Some are the result of genetic experiments while others are "natural" mutations. Through the long history of Synnibarr, hundreds of new species have evolved, adding to the natural types of wildlife.

The creatures that have been catalogued are listed here along with their gaming specifics. "Encounter Type" refers to the general level of the creature. Monsters have several of the same level adjustments as adventurers although they can be varied by Fate. Common monsters fall between first and fifth level, lesser monsters between fifth and 15th, greaters between 10th and 30th, and majors range 20th and higher. Monsters may be at any level and may rise in level through experience the same as anyone else. For instance, it is possible to find a common creature at 50th level and a major monster at fifth level. The listing shows the overall average levels of the creatures in experience and power.

"Number Appearing" refers to how many creatures an adventuring party may encounter at one time.

"Life Points" are the average life points a creature within that particular level should have. Higher- or lower-level monsters, according to their encounter type, should have their life points adjusted accordingly.

"Aura" is the usual base aura of the creature. This may fluctuate slightly depending on the situation at the moment (see "Aura" in chapter 1).

"Ego" is the creature's intelligence and wisdom scores added together. Usually they are equal.

The combat specifics are the basics about how the creature fights. A monster's basic abilities and experience have been reduced to the bare minimum for combat (see chapter 8, "Combat").

Fate rolls have been generalized, and the roll for chemicals will have to be determined by taking the constitution score and adding 10 points and converting it to a percentage.

Also included in the descriptions are some alien races that have been catalogued, along with the usual equipment that they carry.

Aberiverim

Encounter Type: Common to lesser
Number Appearing: 10 to 100 (20% chance of 100 to 400)
Life Points: 10 to 100
Aura: Violet through red
Ego: 10 to 15
Attacks per Turn: Five + one per five levels
Advantage: +2-1/2 + 1/2 per five levels
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Magic bite: 100 to 400 LPD
- Normal bite: 1 to 20 LPD

Dodge: 70%
Beam-Attack Dodge: 55%
Maximum Running Speed: 15 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 15% for most categories
Metabolic Shock: 20% (5 con points)
Resistances: Magic, 50%
Immunities: Psionics
Gaming Points: 1/10
Description: These creatures resemble a common rat but have bright-yellow fur. They weigh from 12 to 16 pounds, are

1 foot long, and have a 6-inch-long tail. Aberiverim have a communal mind, thinking in unison and acting as one being. For this reason, they roll one advantage for any group of them. When in a group of five or more, they are able to generate the spells Inflict Wounds and Invisible Defender. The levels of these spells are equal to the number of aberiverim casting the spell, up to a maximum of 100th level. They must be within 1 foot of each other to work their spells, which drain as described in chapter 10. Aberiverim have 5 constitution points each, and their range of mental contact is approximately 1 mile. Any form of psionic cancellation will disable the aberiverim because they need to be in constant mental contact to use their special abilities.

Acid Jelly

Encounter Type: Common
Number Appearing: One to four (20% chance of 10 to 20)
Life Points: 10 to 60
Aura: Violet
Ego: 4
Attacks per Turn: One + one per 10 levels
Advantage: +2-1/2 + 1/2 per five levels
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Acid touch: 10 to 100 LPD per set for 80 sets (20 minutes)

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 1 foot per turn (20 feet per minute)
Surprises: AA, 99%; A, 95%; B, 80%; C, 79%
Fates: Magic, psionics, and earthpower: 30%; mutations, chi, and alchemy: 20%; chemicals, poison, and energy: 45%
Metabolic Shock: 44% (17 con points)
Resistances: Alchemy, psionics, earthpower, and chi: 75%
Immunities: None
Gaming Points: 1/2
Description: In its natural form, an acid jelly appears to be a 10-inch spherical lump of half-melted gelatin weighing between 1 and 4 pounds. It has the mutation Reflector, and it may change its color like a chameleon from Old Earth. When an acid jelly ambushes its prey, its victim loses 10% on its surprise roll. An acid jelly will eat anything it can catch. It uses a motion-sensing ability (range is 20 feet) to detect its prey. The creature's acid is able to burn through four 10ths, and the wounds it leaves are 75% resistant to healing by earthpower, psionics, and magic.

Having an unusual method of reproduction, the acid jelly will leap and engulf a victim's head and burn through its skull to the brain, where it lays its eggs. After 1 hour the eggs hatch, and the larvae burrow into the victim's body where they incubate. For 5 days the larvae devour the victim's body, then emerge to continue their existence as adults.

Akura

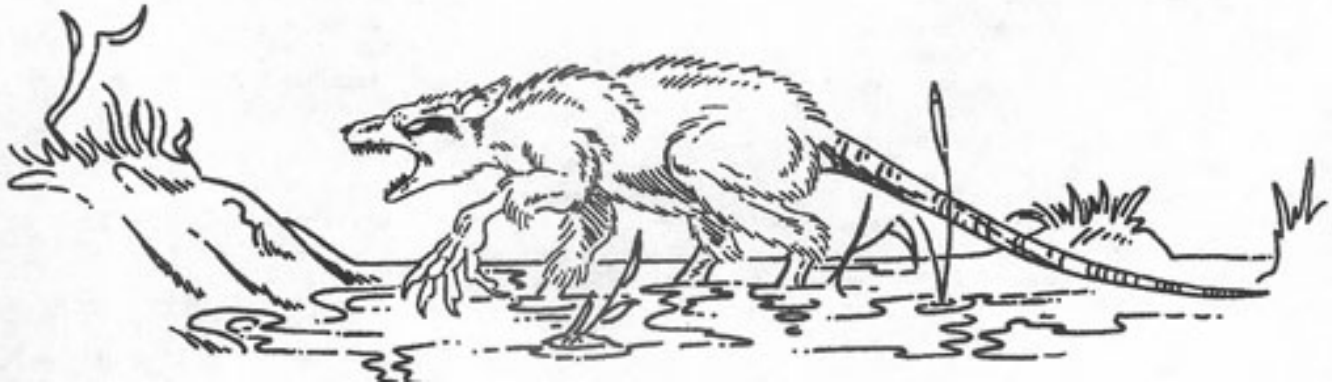
Encounter Type: Common to lesser
Number Appearing: 1 to 10
Life Points: 1,000 to 4,000 with two 10ths
Aura: Red
Ego: 10 to 15
Attacks per Turn: Four + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 10 to 60 x 27 LPD
- Fist: 1 to 20 x 27 LPD (when metamorphed)
- Chi blast: 100 to 1,000 LPD; range, 100 feet

Dodge: 50%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 50 mph
Maximum Running Speed: 49 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 60%
Fates: 25% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: None
Immunities: Psionics
Gaming Points: 1
Description: The Akura are freshwater sharklike creatures. They have blue skin and a yellow dorsal fin. They live in the Center of the World. They grow to an average of 6 feet long and weigh approximately 300 pounds. Akura are very dangerous. They can shoot a blast of chi energy from their heads 10 times per day, which takes one attack to do. They can also Metamorph into a manlike creature similar to the sharks on the outside surface of the Worldship. Akura live in freshwater lakes or deep rivers. Some use crude weapons, and set traps for the unwary. They always keep the treasure of their victims.

Alentiens

Encounter Type: Lesser to major
Number Appearing: One to four
Life Points: 1,000 to 6,000
Aura: Violet through red
Ego: 30 to 55
Attacks per Turn: Five + one per seven levels
Advantage: +5-1/2 + 1/2 per seven levels over 16th
Shot Bonus: +10% + 1% per two levels
Attack Types and Damage Adj.:
- Fist: 1 to 20 x 25

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 100 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 25%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Alchemy, 50%
Immunities: Physical and energy
Gaming Points: 5
Description: These creatures consist of psionic energy and resemble a humanoid skeleton about 5 to 7 feet tall. Alentiens are Pure Practitioners of the Art in psionics. They have 300 SMUs and are able to engineer first-level psi spells. The only thing that impedes them is the Center of the World's effect on powers. They have 1,000 psionic points and an added reserve of 100. These 100 psionic points are the substance of the Alentien's bodies; once these go, an Alentien will die. A nullification of equal or higher level will cause a temporary, 24-hour death; otherwise, there is no affect.



Alentiens are hurt only by the powers. Physical and energy attacks have no effect on them. They are Dream Warriors, equal to their level divided by 10.

Alentiens can Metamorph (psionic based). This is their favorite way of traveling, for they prefer to blend in with nature rather than make their presence known. They can do it as often as they wish without drain. Physical barriers do not impede them, and they usually come and go as they please.

Of all the races that live within the Worldship, Alentiens are the least known. It's rumored that they use all the Shadow Master's psionic abilities, but only within their hidden city. Once outside its confines, their powers are limited to the minor psi spells with the exception of Metamorph.

Alentiens have a reputation of indifference to those outside their city, though they have sometimes shown compassion. The Alentiens make their home on a rocky islet off the coast of Arimi.

Alligator, Giant

Encounter Type: Common to lesser
Number Appearing: 1 to 10 (if near an infested river or lake, then 10 to 100)
Life Points: 1,000 to 8,000 with one 10th
Aura: Red
Ego: 7
Attacks per Turn: Two + one per four levels
Advantage: +3 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 12 LPD
- Tail: 10 to 14 x 12 LPD
- Alchemy tail barb: 100 to 1,000 + tail damage

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 40 mph
Maximum Swimming Speed: 40 mph
Surprises: AA, 96%; A, 89%; B, 80%; C, 75%
Fates: 25% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: The alligator lives in the jungles of the Dark Continent. These creatures weigh from 1,000 to 2,000 pounds and grow to 30 feet in length. Their main method of attack is to hide below the water, lash out and grab their victims in their jaws, and then drag them below the water to drown. Their tail barb attack can be done 10 times a day.

Alouthrepa

Encounter Type: Common
Number Appearing: One to six
Life Points: 1,000 to 20,000 with three 10ths
Aura: Violet
Ego: 10 to 16
Attacks per Turn: Two + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Sunstone fangs: 20 to 200 x 10 LPD
- Blood drain through fangs: 1,000 to 6,000 LPD per segment + MS
- Sunstone wing claws: 100 to 400 x 10 LPD
- Wide sonic beam: Causes metabolic shock; range, 100 feet; two attacks to use; can be done six times per day

Dodge: 60%
Beam-Attack Dodge: 48%
Maximum Flight Speed: 300 mph
Maximum Running Speed: 15 mph
Surprises: AA, 50%; A, 30%; B, 20%; C, 22% (+20% already added for sonar)
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 15%; chemicals, poison, and energy: 25%
Metabolic Shock: 44% (17 con points)
Resistances: Diseases, chemicals, and psionics: 50%
Immunities: Energy and mutations
Gaming Points: 1
Description: The tree demons created this beast over 10,000 years ago. They were to be weapons of war as well as transports. The reason for the conflict, even who it was with, has long been forgotten.

The alouthrepa is a giant vampire bat weighing 2,000 pounds, having a wing span of 45 feet, and possessing more intelligence than the smartest dog. They hunt primarily at night using enhanced vision as well as

sonar. Anyone bitten by an alouthrepa must roll fate versus disease. This infection will cause death within 1 week. The disease is extremely contagious. Anyone touching an infected person or the body of something killed by the disease will contract the malady. Breathing next to an infected creature has an 80% chance of causing an infection. Any Heal spell will cure this disease. About 60% of the caves and grottos that the alouthrepa inhabit are disease stricken.

If caught and tamed, the alouthrepa make good mounts, although they are a little hard to feed.

Amoeba

Encounter Type: Common
Number Appearing: One to four
Life Points: 100 to 1,000
Aura: Violet
Ego: 4
Attacks per Turn: Three
Advantage: +2 + 1/2 per 10 levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Magical energy bolts: 1,000 to 2,000 LPD; range, 10 feet
- Acid: 1,000 LPD per segment for one set

Dodge: 50%
Beam-Attack Dodge: 5%
Maximum Running Speed: 2 mph
Surprises: AA, 99%; A, 97%; B, 88%; C, 55%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 10%; chemicals, poison, and energy: 20%
Metabolic Shock: 30% (10 con points)
Resistances: Psionics: 50%
Immunities: Heat and energy
Gaming Points: 1/10
Description: This monster grows to 10 feet across and weighs 2 tons. Its body consists of one huge cell, which is able to use a magical attack 10 times a day (fate versus magic). This takes one attack. Heat and fire does not affect an amoeba, and it can absorb any kind of energy attack to recharge. Every 1,000 points of energy damage heals the creature 100 life points as well as gives it 500 points worth of energy to draw from when attacking with its beam. Once it kills or knocks out a victim, it will dissolve it with acid, then eat it. Anyone touching an amoeba will receive acid damage just as if the creature had touched him.

Antelope

Encounter Type: Common
Number Appearing: 100 to 600
Life Points: 100 to 400
Aura: Silver
Ego: 8
Attacks per Turn: Three
Advantage: +2
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Hooves: 10 to 40 x 20 LPD
- Horns: 10 to 100 x 20 LPD

Dodge: 59%
Beam-Attack Dodge: 44%
Maximum Running Speed: 60 mph
Surprises: AA, 80%; A, 75%; B, 68%; C, 50%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4
Description: Antelopes are herd animals and grass eaters and weigh from 600 to 1,000 pounds. They do not attack unless frightened. They have developed the ability of using short levitated hops. When moving, they go in 40-foot jumps (20 feet up and 40 feet forward). An entire herd will not move aside for small obstacles, particularly a party of adventurers. The antelope's hooves also have a special ability. Pressing two together creates a weak antigravity field that will act as a parachute. The hooves will work one time only, once removed from an antelope; they are not magic items. The maximum weight they can lower is 1,000 pounds per set of hooves at a range of 1 mile.

Ape, Mutant

Encounter Type: Common
Number Appearing: One to four
Life Points: 100 to 1,000 with two 10ths
Aura: Amber
Ego: 13
Attacks per Turn: Three + one per seven levels
Advantage: +1-1/2 + 1/2 per seven levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 10 to 80 x 50 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 64 mph
Surprises: AA, 75%; A, 67%; B, 50%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Psionics, magic, and earthpower: 50%
Immunities: None
Gaming Points: 2
Description: The bodies of these creatures are covered with a fine golden hair with a white stripe running down the spine. They weigh 500 to 1,000 pounds. Mutant apes have their own language and an advanced culture. They use simple tools and weapons made from wood and stone. Each ape has one master mutation and four lessers. This species is omnivorous and will eat almost anything. During winter they raid villages at night looking for food that they can take back to their homes.

Ape, Snow

Encounter Type: Lesser
Number Appearing: 1 to 10 (50% chance of another 1 to 10)
Life Points: 1,000 to 10,000 with one 10th
Aura: Violet
Ego: 15 to 35
Attacks per Turn: Three + one per five levels
Advantage: +4-1/2 + 1/2 per five levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Fist: 10 to 20 x 500 LPD
- Bite: 10 to 40 x 500 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 40 mph.
Surprises: AA, 60%; A, 50%; B, 40%; C, 35%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: This creature lives in the high, cold mountains of the Ring of Frost in the Center of the World. They are very powerful, weighing from 500 to 1,000 pounds, and are solitary. Snow apes have white fur and black skin. Their favorite food is the ice dragon. Fifty percent of them can use magic, Ravashem, or earthpower spells up to third level. Their capacity is 50 SMUs. They keep spell books, as does any spell user, and are Partial Practitioners of the Art. In legends they have taught their art to humans. There is many a tale of a lone snow ape saving a doomed village with its powers; for the most part though, they live alone and shun strangers.

Ape, Thunder

Encounter Type: Lesser
Number Appearing: 1
Life Points: 100,000 to 400,000 with three 10ths
Aura: Violet
Ego: 12
Attacks per Turn: Three + one per five levels
Advantage: +6 + 1/2 per 15 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Fists: 100 to 1,000 x 300 LPD
- Lightning bolts: 100,000 to 400,000 LPD; range, 1,000 feet

Dodge: 50%
Beam-Attack Dodge: 40%
Maximum Running Speed: 100 mph

Surprises: AA, 70%; A, 62%; B, 51%; C, 42%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 35%; chemicals, poison, and energy: 50%
Metabolic Shock: 50% (20 con points)
Resistances: Earthpower: 50%
Immunities: Energy
Gaming Points: 3
Description: The thunder apes stand 30 feet tall, weigh 30 tons, and are covered with a dark-red fur. They are semi-intelligent creatures that love jungles, gold, and silver. There is a 50% chance that an encountered thunder ape is a female, which gives a 60% chance of being near one or two young. Thunder apes dwell in caves deep in the jungle, near water. They get their name from their ability to generate massive amounts of electricity. This ability drains them of 1 constitution point per blast and takes one attack to perform. Thunder apes have a 35% chance of having a master mutation.

Apple, Golden

Encounter Type: Common
Number Appearing: One to three with 1 to 10 apples per 8 feet of height
Gaming Points: 0
Description: This tree has a hypnotic scent (fate versus chemicals), with a range of 1/4 mile. This scent will draw victims to the tree where they must make another fate roll. If this one is failed, then the they will eat one of the apples. If victims have encountered this tree before, then they may attempt a psychic shock roll in addition to the fate rolls. If successful, the trance is broken.

When apples are eaten they will nullify all a victim's powers for 48 hours. There is no cure because the apples absorb caprenium radiation, and any power used within 1 foot will not be conducted. This happens only when the apples are ingested. The apples do have one benefit though: their tree roots draw gold from the soil. Ninety percent of the time $1,000 to $4,000 worth can be found clustered in nuggets around a golden apple's roots.

Apple, Silver

Encounter Type: Common
Number Appearing: One to two with 1 to 10 apples per 5 feet of height
Gaming Points: 0
Description: This tree grows to be 60 feet tall. Being highly prized, its fruit gives enough nourishment for the next 24 hours to whomever eats one. Neither food nor drink will be needed within that time. The apples keep for 1 week after being picked.

The legends say that the god Aridius planted the first tree with his own hands. From then on the apples turned silver instead of red.

Arackmen

Encounter Type: Common
Number Appearing: One to four
Life Points: 1,000 to 6,000 with two 10ths
Aura: Gray
Ego: 30
Attacks per Turn: Two + one per eight levels
Advantage: +4-1/2 + 1/2 per eight levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Claw: 10 to 100 x 50 LPD
- Bite: 10 to 40 x 50 LPD + 17th-level poison
- Chi tail stinger: 10 to 100 x 50 LPD through three 10ths + 17th-level poison
- Web: Range, 50 feet (usable twice per turn)

Dodge: 70%
Beam-Attack Dodge: 52%
Maximum Running Speed: 40 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 20% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Chi and psionics: 50%
Immunities: None
Gaming Points: 2
Description: The Arackmen are a cross between a crab, a scorpion, and a spider, with shiny black bodies and red eyes. They have an upright, humanoid torso, similar to a centaur, although with a crablike exoskeleton. They stand up to 10 feet tall and weigh 1,000 to 2,000 pounds.

Arackmen live in any area where they can spin enormous webs, similar to the spider drake. These monsters can shoot a thin strand of web that is as hard as steel. The web strand has 10,000 life points and will hold 10,000 pounds of force. They also have a long, poisoned, scorpionlike tail that is able to generate a field of chi energy that allows an Arackman to pierce through three 10ths. This can be done 10 times per day.

Arackmen have a complete social system with a language and religion. This religion involves the sacrificing of any living creature, especially humans. The Arackmen feed on meat, preferably man, setting out on long hunting and slave-gathering expeditions. If encountered near their home web (75% chance), roll for random treasure.

Ardimians

Encounter Type: Major
Number Appearing (roll 1d100):
01–60: 6
61–90: 10 to 100
91–00: 100 to 1,000
Life Points: 10,000 to 100,000
Aura: Gray
Ego: 50
Attacks per Turn: Five + one per 10 levels
Advantage: +6-1/2 + 1/2 per five levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Fist (energy): 1,000 to 4,000 x 400 LPD
- Small energy blast: 100,000 to 400,000 LPD
- Wide medium-energy blast: 10,000 to 100,000 LPD
- Wide large-energy blast: 10,000,000 to 100,000,000 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Flight Speed: Special
Surprises: AA, 70%; A, 50%; B, 35%; C, 20%
Fates: 40% for most categories
Metabolic Shock: None (20 con points)
Resistances: Chi and phaze: 75%
Immunities: Mutations and energy
Gaming Points: 7
Description: Ardimians are aliens who appear to be Helderem at first sight. Closer inspection reveals a slightly lighter skin, golden eyes, and a hairless body except for blond hair on their heads fashioned in a mohawk. They stand approximately 6 feet tall and are weightless. An Ardimian's body is made up completely of energy in its purest form, the same type used to run organic electronics. The average Ardimian has 2,000 EGs worth of power. Ardimians can sense energy and radiation within 1 mile.

Ardimians attack by producing a blast of energy that does damage according to the amount of power they put into it. There are three different blast modes. The smallest blast uses 10 EGs worth of power, the medium 25, and the largest 50. All take one attack to complete. These creatures may also produce their own 360-degree shield, having 500,000 life points. The shield stops physical, sonic, and energy attacks. There is a 60% chance that it will also stop magic and earthpower. The shield casting time is instantaneous, and it drains 20 EGs.

Ardimians can speak a special word that will cause a shield of radiation to envelop one victim. The word takes one attack and drains 25 EGs. This is a surprise attack to those unfamiliar with Ardimians, and the only escape is to teleport or tesseract or to

block with a 360-degree shield. The victim must be seen and must be able to hear the word for the attack to work. Trapped victims will die in three turns (fate versus radiation). The radiation sphere is composed of energy and has 500,000 life points, stopping physical and energy attacks. Once inside, a person cannot teleport or tesseract out.

Ardimians also have the ability to siphon energy. This is a wide-beam attack that drains 100 EGs per attack, has a range of 100 feet, and takes one attack to achieve. This siphon affects only one power source at a time. Ardimians can hold a maximum of 10,000 EGs, and they will stay alive as long as they have at least 1 EG in their bodies.

Ardimians can also create matter using their bodies' energy, creating 1 pound of inorganic matter per 25 EGs. They should have previously touched the matter they are trying to create, but if they haven't, they have a 60% chance of success.

When in an atmosphere, each Ardimian can fly up to the speed of light. Higher speeds are obtained outside the atmosphere. The speeds and EG usage are as follows:

Less than light speed:	1 EG per 5 minutes
Light speed:	1 EG per 5 minutes
Warp 1 to 3:	1 EG per minute
Warp 4 to 6:	2 EGs per minute
Warp 7 to 10:	3 EGs per 5 minutes

Ardimians know how to make almost any type of energy weapon with a 60% chance of success. They can also make instruments that generate energy force fields identical to their own shield.

This race is quite old, their origin is unknown. They are usually found deep in outer space. If encountered, they will attempt to capture any form of energy near them, so beware. Sometimes they are soldiers for the Bendra'katar.

Armapine

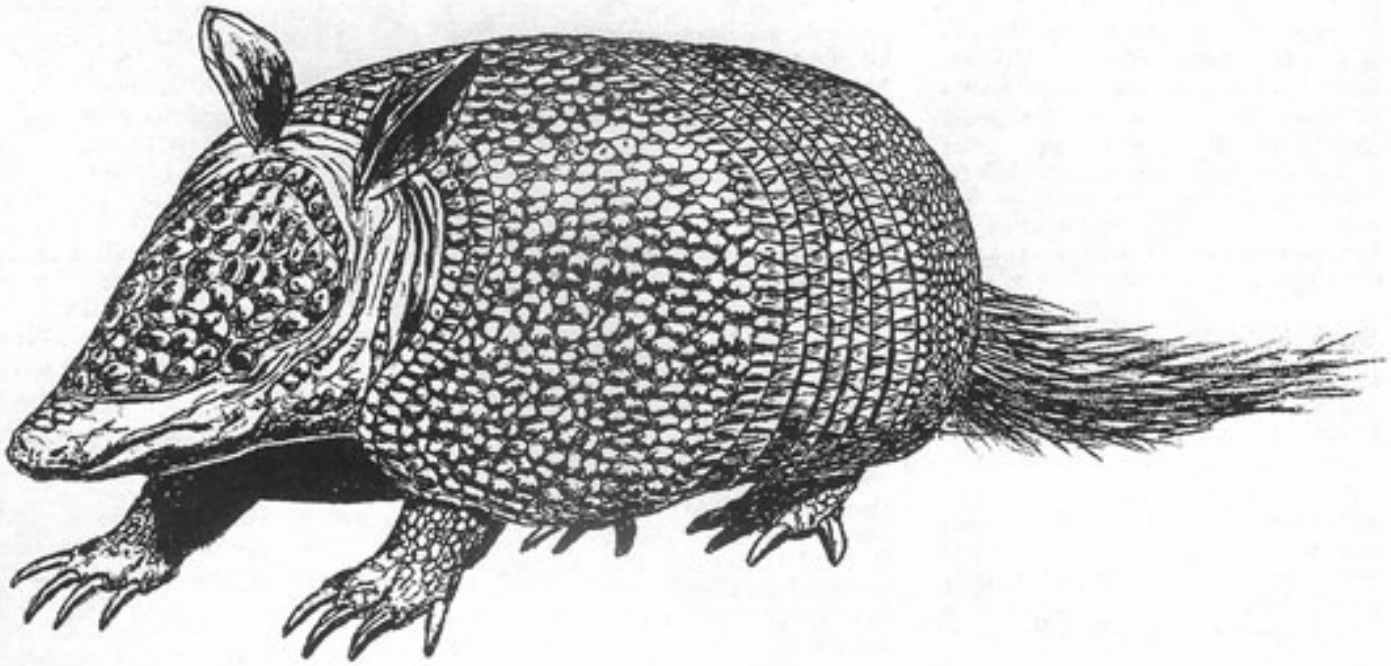
Encounter Type: Common
Number Appearing: One to four (10% chance of 10 to 20)
Life Points: 10 to 80 with two 10ths
Aura: Green
Ego: 5
Attacks per Turn: Two + one per three levels
Advantage: +2-1/2 + 1/2 per five levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Bite: 10 to 20 x 2 LPD
- Claws: 10 to 20 x 2 LPD
- Quills: 10 to 20 LPD; range, 50 feet

Dodge: 50%
Beam-Attack Dodge: 37%
Maximum Running Speed: 15 mph
Surprises: AA, 80%; A, 70%; B, 60%; C, 50%
Fates: 15% for most categories
Metabolic Shock: 28% (9 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4
Description: Armapines appear similar to a cross between an armadillo and a porcupine, only they weigh from 100 to 500 pounds. They are 4 feet long, stand 3 feet at the shoulder, and have a 2-foot tail. The armor on the upper half of the armapines' bodies is bright red in color, and they have large claws. Their meat is one of the most sought after, having an unparalleled taste. When dried and eaten with bread, no other food need be consumed for up to 3 days. Armapines burrow out shallow pits to hide in, waiting to surprise their prey (-20% on a victim's surprise roll). They are very shy but aggressive when hungry. Armapines have 10 to 40 poison quills (fifth level), with enough to affect up to 1,500 pounds. These quills are shot at victims. Their heads have an unusual diamond-shaped marking. From out of this marking they can project the psi spell Intellect Annihilation six times a day.

Baboon, Mutant

Encounter Type: Common
Number Appearing: One to six (20% chance 1 to 20)
Life Points: 100 to 400
Aura: Green
Ego: 10
Attacks per Turn: Two + one per four levels
Advantage: +2-1/2 + 1/2 per five levels
Shot Bonus: +5% + 1% per level
Attack Types and Damage Adj.:
- Bite: 10 to 60 x 25 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 45 mph
Surprises: AA, 90%; A, 85%; B, 70%; C, 60%
Fates: 35% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: These creatures originated on



the Forbidden Continent. They stand 4 to 5 feet tall and weigh 50 to 150 pounds. Every baboon has one master mutation and 50% of them have two.

Over the centuries the mutant baboons have traveled throughout Synnibarr by hijacking ships or by making their own. Usually they live in small family troops. Larger groups have a hidden water source close by. Mutant baboons do not attack unless provoked, except when females are raising young.

Baboon, Psionic

Encounter Type: Common
Number Appearing: 5 to 10 (50% chance of more)
Life Points: 10 to 100 with one 10th
Aura: Violet
Ego: 25 to 37
Attacks per Turn: Two + one per five levels
Advantage: +2-1/2 + 1/2 per eight levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 1 to 20 x 10 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 40 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 35%
Fates: 25% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Magic and earthpower: 50%
Immunities: None
Gaming Points: 2
Description: These creatures do not have the normal coloring of a baboon. Instead, they have bright-yellow fur and deep-blue eyes. They stand 3 to 4 feet tall and weigh 40 to 100 pounds. The baboons can use the following psionic abilities: Psi Bolt, Psi Shield, Invisibility, Tesseract, Heal and Regrowth, Cancel Magic and Earthpower, Telepathy, Clairvoyance, and Telekinesis. They have 500 psionic points.

These creatures carry a disease that will kill anything they bite within 1 week. It causes 10 to 100 LPD per day until day 7, then the victim's fever will rise to 125 degrees Fahrenheit, whereupon they will die.

Banshee

Encounter Type: Lesser
Number Appearing: One
Life Points: 1,000 to 10,000
Aura: Scarlet
Ego: 40
Attacks per Turn: Three + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Special

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Flight Speed: 60 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 25% for most categories
Metabolic Shock: None (20 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: Physical and energy
Gaming Points: 3
Description: The Banshees are a mysterious race about whom little is known. Their origin remains a mystery. They are blue ghostlike creatures 5 to 6 feet tall. They can control sound through the major mutation Sonic Kinetic, usable as a 10th-level Mutant. They also have the Amazon ability Chi Shout.

These creatures will haunt wherever there is a treasure, usually in old temple ruins. They can sometimes be bargained with and bound with a Binding spell to haunt a structure. In some instances, Banshees are sealed within temples as guards. For this reason, the Banshees are sometimes unwilling captives, but owing to their paranoid nature, they are always vicious. Only large treasurers are acceptable for haunting.

Banshees exist as life forces. They do not have a power base that keeps them alive, and they cannot be canceled or nullified by an ability or spell unless it affects life force.

Bat

Encounter Type: Common
Number Appearing (roll 1d100):
01–30: 10 to 40
31–70: 100 to 1,000
71–90: 1,000 to 10,000
91–00: 10,000 to 1,000,000
Life Points: 10 to 60
Aura: Violet
Ego: 5
Attacks per Turn: Two + one per 10 levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Disease: One attack to transfer, two turns to enter the bloodstream

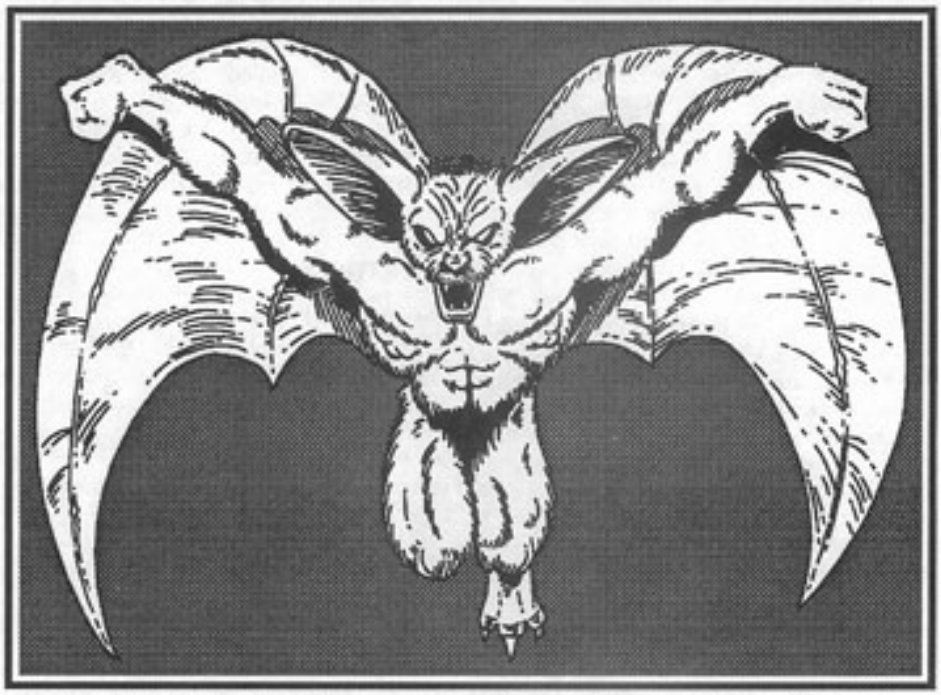
Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Flight Speed: 100 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 25%
Fates: 15% for most categories
Metabolic Shock: 10% (1 con point)
Resistances: Earthpower, 75%
Immunities: None
Gaming Points: 1/10
Description: Bats are disease-ridden creatures, weighing 10 to 20 pounds and having wing spans from 3 to 6 feet. Each creature carries thousands of microscopic parasites that transfer upon contact and quickly enter their victims' bloodstreams. This disease causes a loss of 50% of a victim's constitution score for 7 days. The juice of silver apples or any heal disease ability will cure it.

Batmen

Encounter Type: Common
Number Appearing: One to six
Life Points: 100 to 600
Aura: Red
Ego: 25
Attacks per Turn: Three + one per seven levels
Advantage: +3-1/2 + 1/2 per seven levels
Shot Bonus: +15% + 1% per level
Attack Types and Damage Adj.:
- Claws: 10 to 60 x 20 LPD
- Bite: 10 to 80 x 20 LPD
- Wide sonic wail: 100 to 1,000 LPD + MS; range, 150 feet

Dodge: 70%
Beam-Attack Dodge: 52%
Maximum Running Speed: 15 mph
Maximum Flight Speed: 40 mph
Surprises: AA, 70%; A, 65%; B, 50%; C, 40%
Fates: 20% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: Batmen resemble humans with large batlike wings. They stand 5 to 7 feet tall and weigh 150 to 300 pounds. Their bellies have silver fur and their backs are black. The Batmen are an intelligent lot, particularly in such activities as forming slave camps and arranging gigantic sales (good discounts). They live primarily on the Forbidden and Enchanted continents, but anyplace with plenty of game will do. The Batmen, or Heska as they call themselves, have mastered the art of sailing, so they live everywhere, hunting day or night.

The Batmen's sonic wail is usable 10 times a day. It takes one attack to do, is mutation based, and requires a fate versus sound. They also have the lesser mutation Enhanced Hearing. Batmen hoard treasure. There is a 35% chance of them carrying some. There is an 8% chance of them having an enchanted item.



Bear, Giant Panda

Encounter Type: Greater
Number Appearing: One (10% chance being female with one to two cubs)
Life Points: 100,000 to 400,000 with four 10ths
Aura: Silver
Ego: 15 to 25
Attacks per Turn: Five + one per five levels
Advantage: +5-1/2 to +7-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Claws: 100 to 400 x 650 LPD through three 10ths

Dodge: 50%
Beam-Attack Dodge: 35%
Maximum Running Speed: 140 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 25%
Fates: 30% for most categories
Metabolic Shock: 52% (21 con points)
Resistances: None
Immunities: None
Gaming Points: 5
Description: Giant panda bears weigh 10 to 14 tons and stand 24 to 30 feet tall. They can sense auras and life forms within 1,000 feet. These creatures are very gentle and speak the human tongue, often providing help to adventurers. They have 300 psionic points and the ability Intellect Annihilation. They live throughout the Garden. Their most hated enemies are the midnight sunstone grizzlies.

Bear, Giant Sea Polar

Encounter Type: Lesser
Number Appearing: One
Life Points: 1,000 to 10,000
Aura: Scarlet
Ego: 9
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Claws: 200 to 4,000 x 75 LPD
- Psionic telekinetic bear hug: 1,000 to 4,000 LPD; range, 100 feet

Dodge: 50%
Beam-Attack Dodge: 38%
Maximum Running Speed: 50 mph
Maximum Swimming Speed: 40 mph
Surprises: AA, 93%; A, 85%; B, 75%; C, 63%
Fates: 30% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: This creature weighs from 1,500 to 4,000 pounds and stands 15 to 25 feet tall. They swim the seas of Synnibarr and are sometimes encountered on islands off the shores of the Dark Continent. Giant sea polar bears have one master mutation, can turn themselves invisible for 1 hour six times per day, and when standing upright, can deliver a telekinetic bear hug three times per day (takes one attack to use).

The giant sea polar bear is mainly a sea-going creature, being able to hold its breath for up to 20 minutes. Its fur is worth $100,000 if it is 70% intact. It provides the best natural protection from cold.

Bear, Polar

Encounter Type: Common
Number Appearing: One (25% chance of female and one to two cubs)
Life Points: 10,000 to 100,000
Aura: Violet through red
Ego: 5 to 9
Attacks per Turn: Five + one per five levels
Advantage: +5-1/2 to +7-1/2
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Chi claws: 100 to 800 x 10 LPD physical + 100 to 800 LPD chi

Dodge: 55%
Beam-Attack Dodge: 40%
Maximum Running Speed: 40 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 30% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic and earthpower: 75%
Immunities: Chi and alchemy
Gaming Points: 3
Description: Polar bears weigh 1,500 to 2,000 pounds and stand 10 to 16 feet tall. They inhabit the Ring of Frost and are one of the largest predators of the colder regions. Their fur is white with golden highlights. They can cast the mage spell Tunnel six times per day. Six times per day these bears can engulf their claws with chi energy.

Bear, Sea

Encounter Type: Common
Number Appearing: One to four
Life Points: 10,000 to 40,000 with two 10ths
Aura: Violet through red
Ego: 6
Attacks per Turn: Five + one per 10 levels
Advantage: +4-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Poison claws: 10 to 40 x 150 LPD (fifth-level poison)

Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 100 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic and psionics: 50%
Immunities: None
Gaming Points: 3
Description: Sea bears weigh 1,500 to 2,000 pounds and stand 14 feet tall. They have the lesser mutation Eternal Sustenance and can shoot earthpower Blue Bolts from their eyes. They can release the bolt 10 times a day; it takes one attack. As a defense, the sea bear may use a Circle of

Protection (see the first-level earthpower spell). These creatures comb the beaches in search of prey.

Beetle, Carrion

Encounter Type: Common
Number Appearing: One
Life Points: 100 to 1,000 with three 10ths
Aura: Violet
Ego: 4
Attacks per Turn: Two + one per five levels
Advantage: +2 + 1/2 per 15 levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Horn: 1 to 20 x 20 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 40 mph
Surprises: AA, 60%; A, 50%; B, 30%; C, 20%
Fates: 20% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Psionics, chi, and energy: 50%
Immunities: None
Gaming Points: 1/2
Description: Carrion beetles usually live in subterranean areas. However, if something dead lies on the ground, a beetle will burrow up and devour it. Beetles have a body like a centipede, are dark-red in color, and have a large yellow horn. This giant creature is 20 feet long and weighs 500 to 1,000 pounds. Its body is 3 feet in diameter. Carrion beetles will fight anything that they think is after their food. Their horns are used for digging, but can also Inflict Serious Wounds six times a day.

Bee, Giant Armored

Encounter Type: Common
Number Appearing: 1 to 10 (25% chance 10 to 100, if near hive)
Life Points: 10 to 40 with one 10th
Aura: Red
Ego: 4
Attacks per Turn: One + one per five levels
Advantage: +2
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Energy sting: 10 LPD per turn for 5 minutes
- Stun sting: Causes metabolic shock
- Death sting: Disintegrates up to 4,000 pounds, killing the bee in the process.

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Flight Speed: 25 mph
Surprises: AA, 99%; A, 80%; B, 70%; C, 60%
Fates: 15% for most categories
Metabolic Shock: 10% (1 con point)
Resistances: Energy: 50%
Immunities: None
Gaming Points: 1/4
Description: These creatures have organic titanium covering their bodies that gives them a dull-gray color. Their 2-foot wings are of a clear membrane that is highly prized by kite makers throughout the world. Usually wings bring a price of $50 per wing. Each bee weighs 5 to 10 pounds.

The attack of the armored bees is a mutation-based energy field that is projected from their stingers, with a range of 2 feet. Once hit by this field, the energy stays in the wound for 5 minutes, and does damage every turn (if the damaging attack type was chosen). Armored bees can sting 10 times a day, and all stings take one attack to do.

The armored bees create great hives constructed of secreted metal. Some nests stand as high as 50 feet and house over 10,000 bees. The queen has telepathy with her subjects, creating a communication network that allows instant response to any problem the hive may have. The telepathy has a 10-mile range. The bees' honey is worth $100 a cup. Each bee in a hive produces 1 cup of honey.

Bendra'katar

Encounter Type: Major
Number Appearing (roll 1d100):
01–60: 1 to 4 ships
61–85: 10 to 20 ships
86–95: 10 to 100 ships
96–00: 100 to 400 ships
Life Points: 100 to 1,000
Aura: Gray through red
Ego: 35 to 50
Attacks per Turn: Three + one per five levels
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Special

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 25 mph
Surprises: AA, 90%; A, 85%; B, 70%; C, 40%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 45%; chemicals, poison, and energy: 50%
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: Their own disease
Gaming Points: 5
Description: The Bendra'katar are an alien humanoid race noted for their red skin and large foreheads capped with white hairlike growths. They stand 5 to 7 feet tall and weigh from 150 to 300 pounds. These aliens are carriers of a viral infection, which is highly contagious. It is transmitted through the air (range, 20 feet), by touch, or through liquids.

It requires 5 minutes for the virus to take hold (fate versus disease is at a -5%), and is only detectable in the final stages, the last minute. In that last minute, the victim's fingernails turn blue and he will have chills and a ringing in his ears. Once the virus has completely infected victims, they will feel perfectly normal, suffering no discomfort whatsoever. However, the disease enables nearby Bendra'katar to gain telepathic control of them. Victims lose the will to resist the psionic influence because the virus breaks down any psionic immunities and resistances, leaving them open to the Bendra'katar. The range of mental contact is 1 mile, and up to three victims at one time can be controlled. If there are no Bendra'katar within range, victims are free willed, but as soon as they are again within range, they fall under Bendra'katar influence.

Infected victims register as two life forms, and so have two auras. The second aura is that of the Bendra'katar who did the infecting.

The virus cannot survive without a Bendra'katar source. In the open air it lives only 102 hours. It lasts up to 7 days in freshwater, but only for 15 minutes in saltwater. An infected non-Bendra'katar cannot infect a victim without direct exchange of fluids, such as in kissing. This virus is destroyed by any cure for disease or infection.

Besides their contagious virus, the Bendra'katar have several psionic abilities: Gravity Kinetic, Photon Kinetic, Telespeak, Heal and Regrowth, Environmental Kinetic, Telekinesis, Telepathy, Thermal Kinetic, and Electron Kinetic. They have 1,500 psionic points.

Bendra'katar very seldom carry energy weapons. However, they do have an organic electronic psionic amplifier that they use to help save on their mental power. It multiplies their psionics by 2 and uses 3 EGs per amplification. It holds 20 EGs.

This race considers itself ruler of the universe because it has infected entire solar systems with the virus. The Bendra'katar are extremely dominant, but they do have one dependency that can be their greatest weakness: they need the Xiapathians for transportation. The Bendra'katar have ships that can travel at light speeds and even warp speeds, but this is too slow when traversing the vast distances of interstellar space.

Not much is known about where the Bendra'katar live, but a little is known about their ships. They are powered by a form of amplified gravity kinetic. The hulls are made of a material similar to midnight sunstone and have 29.4 billion life points.

The ships are controlled mentally but the range of control is indeterminate. They can carry a crew of up to 10. However, five is the usual crew size. Shipboard weapons are the same as the Bendra'katar's natural psionic abilities, except they are amplified 10 times. Bendra'katar pool their psionic points, so their power is great.

Berry, Crystal-

Encounter Type: Common
Number Appearing: 100 to 1,000 per 20 square feet
Gaming Points: 0
Description: This plant is the fastest propagating thing on Synnibarr, growing as much as 2 feet per day in the summer. Its thorny vines grow in bushes that cover areas between 10 and 100 square feet. The fruit resembles grapes, and they grow in clusters of 10. The skin of the berry is crystal clear when ripe, hence its name. Crystalberries make the sweetest and strongest wine on Synnibarr. They are cultivated in several main areas around the world, particularly on a small island in the Straits of Midguard. The berries have a thick skin; instead of spoiling, they will ferment, making wine of themselves. The wine will keep for 8 weeks in the berry before it finally spoils. Each berry yields 1/2 ounce of wine. They sell for $1 a pound.

Berry, Mist-

Encounter Type: Common
Number Appearing: One to six
Gaming Points: 0
Description: This is a small, green berry that gives those who eat it the ability to transform their bodies into a fine mist. While in this form they can fly up to 15 mph for 1 hour. The berry transforms only the eater's body and not what that person is carrying or wearing. When in mist form, one can see and hear, but no other abilities or powers may be used. The mist can be sensed as a life form.

Mistberries can only be safely eaten twice in any 24-hour period. If eaten more often, the eater's body will stay transformed forever, eventually evaporating in the sun.

The berries will remain potent for up to 2 days once picked, but if left on a bush and the entire shrub uprooted, they will keep fresh for up to 2 weeks. The bush grows 2 feet tall and is found throughout the world in temperate to tropical regions. Their 2-inch seed pods, when ripe, pop open and the seeds sprout tiny umbrellalike stalks of a fine silky material. With this umbrella the seeds can ride the winds to new areas where they may germinate.

Bindrakk

Encounter Type: Major
Number Appearing: One
Ego: 50
Aura: Violet
Life Points: 1,000,000
Attacks per Turn: 10
Advantage Bonus: +8-1/2
Shot Bonus: +78
Attack Types and Damage Adj.:
- No damage from the creature's body when it hits. However, it can manipulate objects as weapons with 85 tons of force.

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Flight Speed: Light speed
Surprises: 20% in all classes
Fates: Not applicable for most categories (Venderant Nalaberong is 10% as usual)
Metabolic Shock: None (10 con points)
Resistances: None
Immunities: Everything except V.N. and physical
Gaming Points: 40
Description: This creature's origin is a bit of a mystery. It is believed that a group of superpowerful Immortals managed to acquire several elder God items. With these items the first Bindrakk was created. It is not known who these Immortals were or what items of power they had, although these creatures do pay homage to a certain being. When encountered, they seem to have a specific purpose in mind. They originate from some unknown dimension.

Bindrakks are in essence a living Venderant Nalaberong Binding spell. The power of their being is equal to an 850th-level spell. No powers or effects can harm them. They bind virtually all attacks that are directed at them, except for God Power, which passes right through them without harm. Bound objects or creatures may be left in a permanent binding field without the Bindrakk remaining with them.

Because of the nature of a Binding spell, Bindrakks can hold up to six different spells and release them when desired (all types except God Power). When holding their maximum number of spells, they can still bind physical objects (their area of effect is halved) but they cannot capture another spell, including "eating" (see below), until they release one that they already have. Their constitution points may be used to amplify a spell that they are holding, but this is not necessary to release or cast it.

Bindrakks can shape themselves in any way they wish, although their state of rest is a 1-foot sphere. They can affect an area as large as 100 square feet or as small as a grain of rice. To complicate matters further, Bindrakks have a V.N. Cloak of Mist engineered into them. They cannot be sensed by any power unless it is able to override an 850th-level V.N. Cloak of Mist spell. Also, a God Power Sense Life Forms will detect them.

These creatures communicate through an engineered V.N. Were Telepathy. With this they can even telepathically speak to inanimate objects. Organic matter may be consumed by these creatures to help sustain them and regenerate used constitution points.

Bindrakks reproduce by feeding on the energies of a V.N. Eternal Sustenance spell. They cannot take the energies of an Eternal Sustenance spell that is already cast on someone. The spell has to be cast directly on them although they may try to steal the power as it is about to be cast on someone else. One Eternal Sustenance will allow a Bindrakk to split into two creatures. Fortunately, V.N. Eternal Sustenance spells are hard to come by.

The only things that will affect a Bindrakk are physical attacks or a V.N. nullification of at least 850th level. Two nullifications are needed. The first one will stun them for 1 second if they do not make a percentage roll of 30 or lower. It will also cut their maximum area of effect in half for one set, even if they are not stunned. The second nullification will utterly destroy them. Bindrakks take only one-eighth the damage from physical attacks, and they are still allowed a fate roll. If a Bindrakk makes its fate versus a physical attack, then it takes no damage and may bind the attack.

Biogladites

Encounter Type: Lesser
Number Appearing Two to six (25% chance of 2 to 20; 10% chance one Trolock is present)
Life Points: 1,000 to 6,000 with two 10ths
Aura: Red
Ego: 30 to 40
Attacks per Turn: Three + one per seven levels
Advantage: +4 + 1/2 per 10 levels after 10th
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Fists: 10 to 40 x 21 LPD
- Kick: 10 to 80 x 21 LPD

Dodge: 70%
Beam-Attack Dodge: 50%
Maximum Running Speed: 45 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: Magic: 75%
Immunities: None
Gaming Points: 4

Description: These creatures resemble humans although with much wider bodies. Their weight is between 500 to 2,500 pounds, and they stand 4 to 7 feet tall. They have brown skin, steel-gray eyes, and four fingers on each hand. The Biogladites have great intellects. They can run and maintain complex mechanical devices such as hydrogen burning engines for use on sailing vessels, submarines, and slow airships. These modes of transportation are used in their raids of conquest, which extend to any area on the Enchanted Continent. They have even been spotted in the Arctic seas and in airships near the Mushroom Spires.

Their home port has been hidden by the Trolocks and has remained hidden for 35,000 years. Throughout this time they have faced the wrath of the drakes. It seems at one time the Biogladites and the Trolocks attempted to bind and control these great beasts, but their spells misfired. Instead of imprisoning the great creatures, they canceled the enchantment of invisibility that covered their city, allowing the drakes to find and destroy them, which they still do today. However, the attacks have decreased owing to the disbanding of the United Drake Force (UDF). Now only renegade groups of drakes attack, but even this is enough to keep the population down.

The Biogladites can change the aura and memory of a person they touch, one time per day, taking one attack to do (psionic based). They use up to 10th-level mage spells, have 200 SMUs, and are Partial Practitioners of the Art. Biogladites' auras, thoughts, and life force cannot be sensed.

Each Biogladite has a 90% chance of having some type of technology weapon. Usually they will be one of the following: hand lasers, laser sonic rifles, laser sabers, hand bombs, chem blasters, guns, rifles, or concussion crystal shells. There is also a 90% chance of having a high-tech shield.

Boar, Giant

Encounter Type: Common
Number Appearing: 10 to 40
Life Points: 1,000 to 10,000 with three 10ths
Aura: Gray
Ego: 7 to 10
Attacks per Turn: One + one per five levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Tusks: 10 to 40 x 100 LPD
- Horn: 10 to 100 x 100 LPD
- Poison alchemy tail stinger: 100 to 400 LPD (25th-level poison)

Dodge: 60%
Beam-Attack Dodge: 51%
Maximum Running Speed: 75 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 25% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: The giant boar weighs approximately 2 tons: this is 2 tons of ornery pig with nothing to do. They stand 5 feet at the shoulder and are 8 feet in length. They have brown fur with a white stripe down their backs and a face that not even their mothers could call endearing.

These creatures travel in large groups, hunting anything they can trap and surround with their numbers. They consume meat as well as plants, which makes their flesh quite tasty. Their principal weapon is their tail stinger, although if backed into a corner, their single horn and tusks are formidable.

Brotch

Encounter Type: Common
Number Appearing: One to four
Life Points: 100 to 400
Aura: Violet through red
Ego: 6
Attacks per Turn: Five + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +75%
Attack Types and Damage Adj.:
- Null venom spit: 10 to 100 LPD per segment for one set; range, 10 feet per foot of a creature's length

Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Running Speed: 40 mph
Maximum Swimming Speed: 100 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 25% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: This lizard resembles a large gecko of 1 to 6 feet in length. They weigh 150 to 200 pounds and have green skin and black eyes. Brotches make their homes in lakes, rivers, swamps, and damp caves.

This creature has a very nasty habit: it spits. The brotch's saliva contains null venom that cancels the powers of those it touches, in addition to doing poison damage. This creature can spit three times a day, requiring one attack to do so. The nullification lasts 24 hours. The brotch is a very paranoid creature that will spit and then run if surprised. They have the mutation Surface Adherence.

Bull, Port

Encounter Type: Common
Number Appearing: 2 to 10 (20% chance of 50 to 100)
Life Points: 1,000 to 4,000
Aura: Silver
Ego: 4 to 6
Attacks per Turn: Two + one per five levels
Advantage: +4-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Horn: 100 to 1,000 x 40 LPD
- Hooves: 100 to 800 x 40 LPD

Dodge: 65% (55% in flight)
Beam-Attack Dodge: 55% (40% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 60 mph
Surprises: AA, 99%; A, 90%; B, 70%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: Port bulls stand 6 feet at the shoulder and weigh 1,500 to 2,500 pounds. They have wings and can tesseract 10 times per day for up to 100 yards. This is probably the only reason that this species survives because they are extremely slowwitted and docile and have poor eyesight. They migrate throughout the Garden, feeding mainly on crystalberries and golden apples. Their meat is the best tasting around, and their hide makes fine leather.

Bush, Phazed Dart

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 100 to 1,000
Aura: Violet
Ego: 1
Attacks per Turn: 1 to 10
Advantage: +2-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Special

Surprises: AA, 99%; A, 95%; B, 80%; C, 76%
Fates: 20% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: This plant weighs 50 to 100 pounds and grows to be 4 feet tall. It has 6-inch, dartlike seed pods that it shoots at its victims (range is 15 feet). There are 20 to 120 pods per plant. The pods are phazed and do 100 LPD each. From 1 to 10 of them will be shot per turn, determining the number of attacks they get. Each pod takes one attack to shoot. Victim's have a minus

15% on their surprise roll. Once within living flesh, the seeds begin to germinate, sprouting new bushes from their host's body. This process takes 2 days and causes raging insanity in the victim. Infected persons will attack anything that moves, similar to the mad hound's disease. If the host is not dead by the time the pods start to grow, they will cause 100 to 1,000 LPD per turn. Before this happens the pods can be killed by any healing or disease curing spell, but afterwards the only way is by injecting a herbicide into the host. Unfortunately, the amount needed usually kills the host as well.

Buzzard, Mutant Hatchet

Encounter Type: Common
Number Appearing: 1 to 10
Life Points: 10 to 20
Aura: Violet
Ego: 4
Attacks per Turn: One + one per five levels
Advantage: +2-1/2
Shot Bonus: +16%
Attack Types and Damage Adj.:
- Bite: 1 to 10 x 2 LPD
- Claws: 10 to 40 x 2 LPD

Dodge: 50%
Beam-Attack Dodge: 35%
Maximum Flight Speed: 40 mph
Surprises: AA, 99%; A, 80%; B, 78%; C, 70%
Fates: 15% for most categories
Metabolic Shock: 20% (5 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: Mutant hatchet buzzards weigh 50 to 100 pounds and have a wing span of 6 feet. They have the lesser mutation Invisibility, plus a 75% chance of having one master mutation. These birds are scavengers.

Cat, Nerieye

Encounter Type: Common
Number Appearing: One (20% chance of two)
Life Points: 10 to 40
Aura: Silver through red
Ego: 10 to 20
Attacks per Turn: Five + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +10% + 1% per level
Attack Types and Damage Adj.:
- Bite: 1 to 10 LPD (x 30 when enlarged)
- Claw: 1 to 20 LPD (x 30 when enlarged)

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 55% (60% in flight)
Maximum Running Speed: 65 mph
Maximum Flight Speed: 200 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: Nerieye cats weigh 10 to 30 pounds and stand 1 foot tall at the shoulder. These animals have wings and can enlarge themselves to the size of a lion once per day for 2 hours. They were created by the Ravashem and will attune themselves to their masters, changing their auras to match. The link between them is so strong that when either a Ravashem or its cat is hurt, the other will feel it. Normal damage causes the other to roll psychic shock with a +40% or be stunned for 1 to 4 minutes. If one of them dies, the other must roll normal psychic shock versus insanity and metabolic shock versus passing out for 24 hours.

Nerieye cats have a telepathic link with their masters that transmits what they see, hear, and smell within a 25-foot radius. This telepathy goes both directions. Each breed of cat amplifies one of the powers times two. The color of their fur determines what power they affect:

Red:	Mutations
White:	Alchemy
Black:	Chi
Manx:	Magic
Siamese:	Psionics
Gray tabby:	Earthpower

The amplification is transmitted to the cat's master over a range of 25 feet.

Another special ability that nerieye cats have is Sphere of Power Transformation. This ability is the same as the 40th-level Shadow Master spell, except that it is magic based and drains only 1 constitution point, and its countereffect is Sorcerer's Sphere of Absorption.

Nerieye cats are allergic to forgotten steel. If they come within 5 feet of this metal, they must roll metabolic shock or pass out for as long as the metal is near.

Cat, Shadow

Encounter Type: Greater
Number Appearing: One to two (20% chance of two to four—male, female, and cub)
Life Points: 100 to 1,000
Aura: Gray
Ego: 45 to 50
Attacks per Turn: Three + one per six levels
Advantage: +4 + 1/2 per 10 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 10 to 80 x 35 LPD
- Claws: 10 to 40 x 35 LPD

Dodge: 72%
Beam-Attack Dodge: 54%
Maximum Running Speed: 65 mph
Maximum Flight Speed: 1,000 mph
Surprises: 20% in all classes
Fates: 35% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: None
Immunities: None
Gaming Points: 4
Description: The shadow cats are a mutated form of black leopard with psionics. They weigh 500 to 1,000 pounds and stand 4 feet tall at the shoulder. Shadow cats can use all first- and fifth-level psi spells and they are second-level Dream Warriors. They have 1,000 psionic points and can sense psionics within a range of 5 miles.

Shadow cats are drawn by psionics. They communicate through Telepathy and love to prey upon Shadow Masters, considering them to be spoiling the good name of "shadow." These creatures range all over Synnibarr.

Cubs manifest their abilities at the age of 1 year and can be trained if caught while young. They are worth $1 million and can bring $10 million if fully trained. Shadow cats raised outside of their natural environment acquire only the minor psi spells and are incapable of learning higher-level ones.

Cattar

Encounter Type: Common to lesser
Number Appearing: Two to four (20% chance of a pride of 10 to 100)
Life Points: 1,000 to 4,000 with one 10th
Aura: Any
Ego: 30 to 45
Attacks per Turn: Three + one per six levels
Advantage: +3 + 1/2 per six levels
Shot Bonus: +5% + 1% per level
Attack Types and Damage Adj.:
- Fists: 100 to 400 x 25 LPD
- Claws: 100 to 600 x 25 LPD

Dodge: 60%
Beam-Attack Dodge: 50%
Maximum Running Speed: 60 mph
Surprises: AA, 80%; A, 70%; B, 60%; C, 50%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 25%; chemicals, poison, and energy: 35%
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1-1/2
Description: Cattars resemble mythical centaurlike creatures only they have the body of a tiger and a humanoid upper torso.

They stand 8 feet tall and their bodies are 8 feet long; they weigh from 1,000 to 2,000 pounds.

Cattars have a natural mutation-based ability that allows them to create a green energy field 10 times a day around any wood that they touch. This field can be shaped into a spearhead, shortsword, or arrow tip. The energy lasts one set, once created, and it will do 100 LPD per level of the cattar. Cattars can create the weapons in one attack, and the damage done is adjusted according to their strength (x 25). These creatures also have three lesser mutations (no recessives) and a 25% chance of one master mutation.

This race is semi-intelligent and uses simple weapons. They are very suspicious of guns and will not use them, preferring arrows and spears.

Cattars live on the Forbidden Continent, but lately they have been seen in remote areas, using boats and medium-large sea vessels. This is a surprise, for the open ocean is a very dangerous place.

Clam, Giant Mutant Fire

Encounter Type: Common
Number Appearing: 1 to 10
Life Points: 100,000 to 400,000
Aura: Violet
Ego: 5
Attacks per Turn: Three + one per 10 levels
Advantage: +3
Shot Bonus: +15%
Attack Types and Damage Adj.:
• Special
Block: 65%
Maximum Swimming Speed: 5 mph
Surprises: AA, 99%; A, 90%; B, 80%; C, 70%
Fates: 20% for most categories
Metabolic Shock: 34% (12 con points)
Resistances: Energy and alchemy: 75%
Immunities: None
Gaming Points: 1
Description: This creature weighs from 1 to 4 tons and is 8 to 15 feet in diameter. Mutant fire clams, besides being the best tasting shellfish, are the source of the fire pearls that are so coveted by the Alchemists. There is a 75% chance of a clam having from 1 to 10 pearls.

Giant mutant fire clams can shoot the Alchemist's Star Bolts and use the Starfire Shield. Also, they may do a Starfire burst that extends 360 degrees away from them for 100 feet. This takes two attacks. The clam is able to generate these different abilities three times per day and does so as a 20th-level Alchemist.

The clams can sense life forms within 200 feet. This gives them relative security. The shells of these creatures are used in many different ways, including furniture. As the clams grow quickly, there is always a plentiful supply. They are found only in the Kathtan Sea.

Clam, Razor

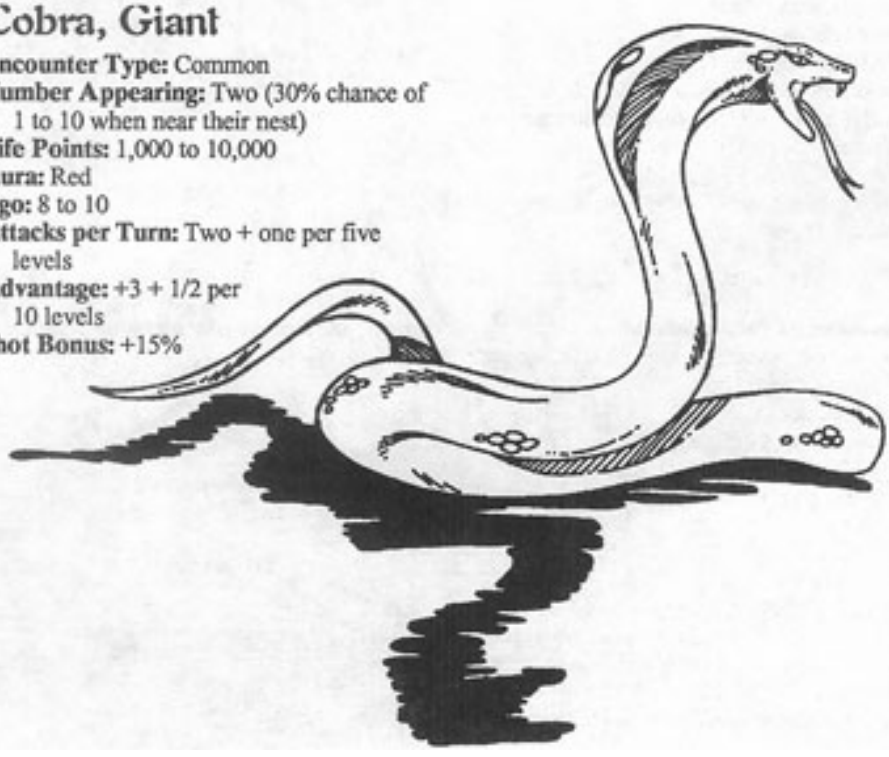
Encounter Type: Common
Number Appearing: 10 to 100
Life Points: 10 to 40 with two 10ths
Aura: Violet
Ego: 1/2
Attacks per Turn: One + one per eight levels
Advantage: +1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
• Bite: 10 to 20 LPD
Dodge: 10%
Beam-Attack Dodge: 7%
Maximum Swimming Speed: 5 mph
Surprises: AA, 99%; A, 98%; B, 97%; C, 80%
Fates: 15% for most categories
Metabolic Shock: 26% (8 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: Razor clams grow to be 6 inches long and weigh 5 pounds. The edges of its shell are razor sharp. It lives in shallow ocean waters and along beaches. The clam "bites" with a sort of scissors motion when molested. Usually they try to avoid humans. However, they are often gathered for food because they are the best tasting shellfish next to the giant mutant fire clam.

Cobra, Giant

Encounter Type: Common
Number Appearing: Two (30% chance of 1 to 10 when near their nest)
Life Points: 1,000 to 10,000
Aura: Red
Ego: 8 to 10
Attacks per Turn: Two + one per five levels
Advantage: +3 + 1/2 per 10 levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
• Poison fangs: 100 to 400 x 5 LPD (20th-level poison)
Dodge: 59%
Beam-Attack Dodge: 45%
Maximum Crawling Speed: 65 mph
Surprises: AA, 99%; A, 60%; B, 40%; C, 30%
Fates: 25% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: Giant cobras are between 20 and 60 feet long and weigh 1,000 to 2,000 pounds. They possess the lesser mutation Hypnosis as a natural ability (range is 100 feet). When hypnotized, creatures are drawn within striking range (half the cobra's length). The venom of this snake is valued by Ninjas. Venom sacs usually bring $1,000 per sac (1/2 pint venom per sac equals 10 doses of poison). Each dose will affect creatures weighing up to 1 ton.

Cobra, Giant Titanium

Encounter Type: Lesser
Number Appearing: One (5% chance of a mated pair and one to four eggs)
Life Points: 10,000 to 60,000 with two 10ths
Aura: Gray
Ego: 11
Attacks per Turn: Four + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +20%



Attack Types and Damage Adj.:
- Mutation paralysis fangs: 10 to 100 x 20 LPD + MS

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Crawling Speed: 35 mph
Surprises: AA, 99%; A, 85%; B, 75%; C, 65%
Fates: 30% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Mutations, 50%
Immunities: Energy
Gaming Points: 2
Description: Titanium cobras grow to be 20 to 60 feet long and weigh from 1 to 6 tons. Their skin is organic titanium and is worth $100,000 in good condition. These snakes can fire a phazed venom blast from their eyes six times per day (takes one attack to accomplish). The venom is an 18th-level poison and has a range of 50 feet. Cobras' fangs are 1 foot long and surrounded by a field that causes paralysis (takes one attack to use). This is one of the few intelligent snakes that stalks its prey and sets traps. They have crystallike growths over their eyes that are worth $10,000 apiece.

Cobra, Winged

Encounter Type: Major
Number Appearing: One
Life Points: 1,000 to 4,000 with two 10ths
Aura: Silver through red
Ego: 13 to 50
Attacks per Turn: 10
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Poison bite: 10 to 100 x 10 LPD (40th-level poison)

Dodge: 55% (65% in flight)
Beam-Attack Dodge: 45% (50% in flight)
Maximum Flight Speed: 400 mph (20 mph when small)
Maximum Crawling Speed: 75 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 55% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Chi and mutations: 75%
Immunities: Alchemy
Gaming Points: Three + one per level if V.N. is known
Description: Winged cobras grow to be 25 feet long and weigh 50 to 200 pounds. They are fifth-level Dream Warriors.

Winged cobras are a very mysterious race, said to have been created by a mad Alchemist over 32,000 years ago. They have small pigeonlike wings that sprout from the back of their hood. These wings provide stability and greater control while the cobras use their levitation ability. This levitation counteracts the snake's body weight but does not provide motion.

Half of these creatures can use all first- through third-level Mage Warrior spells in Venderant Nalaberong. These spells are not genetically transferred, and each cobra must be individually taught by its parents.

Cobras have up to 350 SMUs and are able to learn V.N. easily. They also have the power to shrink in size down to 5 inches long. This power is mutation-based, requires 1/2 constitution point and one attack to use, and lasts for 5 minutes. In this diminished state they cannot levitate, but their wings are strong enough to allow flight.

The winged cobras are highly intelligent having their own language and a highly evolved social system. They have a very strange religion, which encourages them to hate anything from outside their world, the Garden.

Colossi

Encounter Type: Major
Number Appearing: One (unless the Worldship is in danger, then two)
Life Points: 10,000 to 60,000 with four 10ths
Aura: Silver
Ego: 50 to 60
Attacks per Turn: 10
Advantage: +9
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Fists: 100 to 1,000 x 600 LPD

Dodge: 80%
Beam-Attack Dodge: 75%
Maximum Running Speed: 208 mph
Surprises: 20% in all classes
Fates: 51% for most categories
Metabolic Shock: 64% (27 con points)
Resistances: None
Immunities: None
Gaming Points: 50
Description: The Colossi are Immortal Beings. They are called the keepers of balance by the Elvomes, who hold their mysterious workings in awe. Usually they

appear as 15- to 20-foot tall Giants weighing 1 to 4 tons and with blond hair and deep-blue eyes .

These tremendous beings use Venderant Nalaberong Mage Warrior spells and Shaman songs of up to the 30th level. They have 400 SMUs and 1,500 psionic points. The Colossi's have three psionic abilities: Scan Mind and Willforce, Telepathy, and Plane Port. On their fur is a V.N. Reflect and Amplify. They can tesseract six times a day, and they have the major mutation Any. The life force of the Colossi cannot be sensed, nor can they be mentally controlled in any way.

The Colossi are a mysterious race. Almost no information exists on their culture or where they came from, although one thing has always been constant: they always appear when the fate of the Worldship Synnibarr hangs in the balance. Often they will travel with a group of adventurers. They will either help or hinder the party in keeping with their secret goals.

Concussion Crystal

Encounter Type: Common
Number Appearing: Special
Gaming Points: 0
Description: These crystals are found almost everywhere on and in Synnibarr. Their substance is similar to gunpowder but in a crystalline form. The crystal was created when Mars was transformed into Synnibarr, and it can be imitated by the Alchemists. The crystal grows in quartzlike formations between granite and redstone where these elements combine, deep below the surface of the Worldship. The crystal is a deep-blue in color. Three-fourths of the time, cave demons guard these crystalline deposits.

The Alchemists know a process by which they can treat the crystal, causing it to gain explosive properties. Each gram may do 1,000 LPD upon explosion.

Concussion crystals are used in the manufacturing of ammunition for guns and shotguns. One gram will fill a 0.45-caliber shell, and the damage of such a bullet equals 1,000 LPD. The range of accuracy of these shells is 1,000 feet traveling at 962 mph. Underwater, the range decreases to 2 to 4 feet maximum, unless the projectile is designed to travel underwater. Then the projectile has a range of 50 to 60 feet and a speed of 100 mph. At long range, this underwater projectile is not a beam attack.

Concussion crystals are usually carried in Alchemists' shops.

Constrictor, Armored

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 1,000 to 8,000
Aura: Violet
Ego: 4
Attacks per Turn: Two + one per 10 levels
Advantage: +2 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Spikes: 10 to 40 x 20 LPD through three 10ths

Dodge: 35%
Beam-Attack Dodge: 27%
Maximum Running Speed: 3 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 10% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 1/2
Description: Armored constrictors are great bear men with pelleum scales. They weigh 1,000 to 2,000 pounds and stand 8 to 10 feet tall. Their armoring has 10,000 life points and three 10ths, which does not extend to the rest of their bodies. On their arms are spikes that are very effective when they give hugs. This is their favorite form of attack. Their life force cannot be sensed. Their flesh will heal 10 to 100 life points per 1/4 pound eaten.

Crab People

Encounter Type: Common
Number Appearing: One to four (20% chance of 10 to 40)
Life Points: 1,000 to 4,000 with two 10ths
Aura: Amber
Ego: 11
Attacks per Turn: Four + one per 10 levels
Advantage: +3 + 1/2 per 10 levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Biting: 100 to 400 x 2 LPD
- Punch: 100 to 600 x 2 LPD
- Pincers: 100 to 800 x 2 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 20 mph
Surprises: AA, 75%; A, 65%; B, 56%; C, 47%
Fates: 20% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: Alchemy and psionics: 50%
Immunities: None
Gaming Points: 1-1/2
Description: Crab people are highly territorial, claiming many beaches as their farming land. They live in tidal pools and wet, soft sand. They prefer to remain in water as much as possible. Crab people construct and use primitive tools and weapons, such as the shovel and the sword, usually out of salvaged material. In recent times organized groups have been found inland along rivers, leading observers to believe that they are an intelligent species with great promise and will to expand. They appear similar to humans except they are 6 to 10 feet tall and have a pair of pincers and antennae. The pincers are extra appendages, acting as a second set of arms located right above the normal set. The antennae stem from the middle of their head. They breathe only through gills and can only survive for 20 minutes out of water. Ten percent of all crab people have a master mutation.

Cragons

Encounter Type: Major
Number Appearing: One to two
Life Points: 10,000 to 60,000 with four 10ths
Aura: Green through amber
Attacks per Turn: 10
Advantage: +10-1/2
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Claws: 100 to 400 x 125 LPD
- Sound saber: 100 to 1,000 x 125 LPD
- Poison tail spikes: 10 to 100 x 125 LPD (30th-level poison)

Dodge: 80%
Beam-Attack Dodge: 70%
Maximum Running Speed: 208
Surprises: AA, 35%; A, 30%; B, 20%; C, 15%
Fates: 65% for most categories
Metabolic Shock: 60% (25 con points)
Resistances: Magic, psionics, and earth-power: 75%
Immunities: None
Gaming Points: 60
Description: Cragons are the servants of Blade, the Immortal Ninja, being themselves 10th-level Immortals. Supposedly they live on Blade's world, the location of which is unknown, but they are always about seeking this and that. Some of them manage to stray now and then and perform tasks for themselves. Cragons are exceptionally powerful, as they were created from the parts of the then Immortal Shadow Knight Xzul (she's now a God), a fur drake, and a titanium drake.

Cragons vaguely resemble humans but have a number of unusual features: an extra set of arms, titanium skin, vampirelike fangs, wings, and a tail with 5 to 10 poisoned throwing spikes. The poison will affect creatures weighing up to 2,500 pounds. Their fangs will heal any infection and cure

any disease 12 times a day. Cragons stand 7 feet tall and weigh 200 to 300 pounds.

These Immortal Beings have the Shadow Warrior's Enhanced Awareness and Sound Saber abilities, the Chameleon Drake's enhanced senses and Hypnotic Stare, and the ability to cast magic and psionic spells. They have 330 SMUs, 1,500 psionic points, and access to all Mage Warrior and Shadow Master spells.

Crocodile, Giant

Encounter Type: Common to Lesser
Number Appearing: 1 to 10 (10 to 100 if near infested river or lake)
Life Points: 1,000 to 10,000 with two 10ths
Aura: Violet
Ego: 7
Attacks per Turn: Two + one per four levels
Advantage: +3 + 1/2 per five levels
Attack Types and Damage Adj.:
- Bite: 100 to 800 x 12 LPD
- Tail: 1,000 to 1,400 x 12 LPD
- Wide psionic energy spit: 1,000 to 4,000 LPD; range, 30 feet

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 40 mph
Maximum Swimming Speed: 40 mph
Surprises: AA, 96%; A, 89%; B, 80%; C, 75%
Fates: 25% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: The giant crocodile lives only on the Forbidden Continent. These creatures weigh from 1,000 to 2,000 pounds and reach up to 40 feet in length.

Their main method of attack is to hide below the water, lash out and grab their victims in their jaws, and then drag them below the water to drown. However, their special attack can be used 10 times a day and takes one attack to perform. The energy of the attack is raw psionic power and drains 50 psionic points per use. Giant crocodiles have 750 psionic points.

Crocopede

Encounter Type: Common
Number Appearing: One to four
Life Points: 200 to 2,000
Aura: Scarlet
Ego: 8
Attacks per Turn: Four + one per five levels
Advantage: +2-1/2 + 1/2 per eight levels
Shot Bonus: +34%
Attack Types and Damage Adj.:
- Bite: 100 to 600 x 3 LPD
- Sting: 100 to 1,000 x 3 LPD + paralysis for 5 minutes

Dodge: 70%
Beam-Attack Dodge: 52%
Maximum Swimming Speed: 30 mph
Maximum Running Speed: 40 mph
Maximum Flight Speed: 50 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: Energy, chi, and psionics: 75%
Immunities: Alchemy
Gaming Points: 1/2
Description: Crocopedes are centipedes with the head of a crocodile and batlike wings. They grow to be 10 feet long and weigh 100 to 300 pounds. Their four eyes are on the end of stalks; they are completely at home in the water. Their sting is fate versus chemicals. Each dose affects creatures weighing up to 1,000 pounds. If the target is above this weight limit, the chemical is negated. These creatures are one of the few living things that kill for fun.

Cyborg

Encounter Type: Lesser to greater
Number Appearing: Special
Life Points: 100 to 800 per level, with one 10th
Aura: Any
Ego: 30
Attacks per Turn: Three + one per five levels
Advantage: +4-1/2 + 1/2 per five levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Fists: 10 to 40 x 100 LPD
- Kick: 10 to 80 x 100 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 65 mph
Maximum Flight Speed: 200 mph
Surprises: AA, 62%; A, 53%; B, 38%; C, 20%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 1% per level; chemicals and poison: 25%
Metabolic Shock: 30% to 50% (10 to 20 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 2 (Shama Cyborgs are worth 5 + 1/2 per level)
Description: Cyborgs are cybernetically modified humans. They weigh from 150 to 350 pounds and have had their bodies drastically altered. They have Body Mod 4 as well as Eye Mod 2, Ear Mod 3, a Head Disk with a Brainline, and 100 more skill points to be spent as they wish.

Cyborgs are formidable guards, usually asking $1,000 a day plus $1,000 per hour of combat and 13% of all treasure. They are very accurate with long-distance weapons. There is a 40% chance of them having a technological weapon of some sort.

Animals may be implanted with cybernetics; for instance a winged horse with eye and ear mods.

The Shama Cyborgs are created by Darkith the Mage, a friend of Shama (Death), the God of the Dead. Three stipulations must be met to be modified. First, the person wishing for the cybernetic implants must have a gray, red, or scarlet aura. Second, they must pay $150 million in cash. Third, they must perform a task. A Leash spell is placed upon the recipient until the task is completed. Darkith will contact a servant who will perform the job of installing the cybernetics and then send the new cyborg out on his assignment. Usually the task will be very dangerous.

Those who receive implants from Darkith are known as Shama Cyborgs. Characters get normal cyborg implants as mentioned earlier, but with a few additions. They will receive body armor to protect the human parts of their body. This armor has 35,000 life points and two 10ths. They also will have a special hologram field that can make them invisible or imitate any human-sized creature six times a day for one set per use.

The last thing a Shama Cyborg receives is a special set of weapons. These weapons come in the form of two shortswords that extend from behind the wrist on the back of their forearms (15 inches from closed fists; see "Arm Mod, Blades" in chapter 3). The blades will grow back within 4 weeks if broken. A Reconstruction spell will fix them immediately. The swords have 45,000 life points apiece. Each sword performs a different function. The right sword has a laser field that cuts with 100 to 1,000 LPD plus strength adjustments, and has a duration of two sets per day. The left one generates a Null Void around itself. The Null Void takes 1 constitution point to create and one-fourth of an attack, and then it drains according to the major mutation of the same name.

One final and important feature about the Shama Cyborg is the ability to transform from cyborg form to flesh. While they are in complete human form, they can perform spells and mutations and use other special abilities because there is enough "body" energy available to use them. To transform back into the cyborg mode, the Shama Cyborg must shout aloud "Shama." Upon that utterance, the flesh will trans-

form in a blinding flash. Transformation takes one segment. Clothes do not transform, only the cyborgs themselves.

Death Porter

Encounter Type: Major
Number Appearing: Special
Life Points: 25,500,000 (Yes, that's right!), with three 10ths
Aura: None
Ego: 0
Attacks per Turn: 10
Advantage: +8-1/2
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Pincers, teeth, or talons: 10,000 to 100,000 x 210 LPD
- Mutation disintegration beam: Affects up to 50 tons; range 1,200 feet
- Sonic cannon (from turret): 1,000 to 10,000 LPD; range 150 feet; uses 10 EGs
- Impact beam (from turret): 10,000 to 40,000 LPD; range 100 feet; uses 20 EGs
- Missiles (from turret): 1,000,000 to 10,000,000 LPD; range 1 mile; uses 50 EGs; 1,000 mph flight speed

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 70 mph
Maximum Flight Speed: 3,000 mph
Maximum Swimming Speed: 300 mph
Surprises: AA, 50%; A through C, 20%
Fates: 50% for most categories
System Shutdown: 40%
Resistances: None
Immunities: None
Gaming Points: 30
Description: Death porters are the epitome of organic electronic robotics. They may appear in one of three different forms and are able to switch among them at will. On land they appear as a giant metal spider. In water they switch to their killer whale form. And in flight they change to a giant metal eagle with a 40-foot wing span. All forms are 20 feet long, stand 10 feet tall, and weigh 10 tons. The spider form has pincer-like limbs that it may use to attack. The whale form bites, and the eagle grabs with its talons. All forms have pelleum-coated skin, a pelleum skeleton, and a force field.

Death porters have 5,000 EGs and the ability to transform matter into energy and vice versa. One pound of matter equals 1 EG, and 25 EGs can be converted into 1 pound of matter. This conversion process takes one attack to create 175 pounds (equal to one missile). With this they power themselves and their weapons. They can tesseract 10 times a day and teleport up to 1,000 miles (uses 10 EGs per 100 miles). Death porters populate places with large amounts of electronic activity. They have two gun turrets on their back and two on their belly. Their disintegration beam fires from their foreheads.

A death porter's force field projects 180 degrees. Their weapons cannot fire while it is in use. The force field has 100,000 life points per 25 EGs, and blocks energy, chi, alchemy, magic, psionics, and earthpower.

Deer, Flying

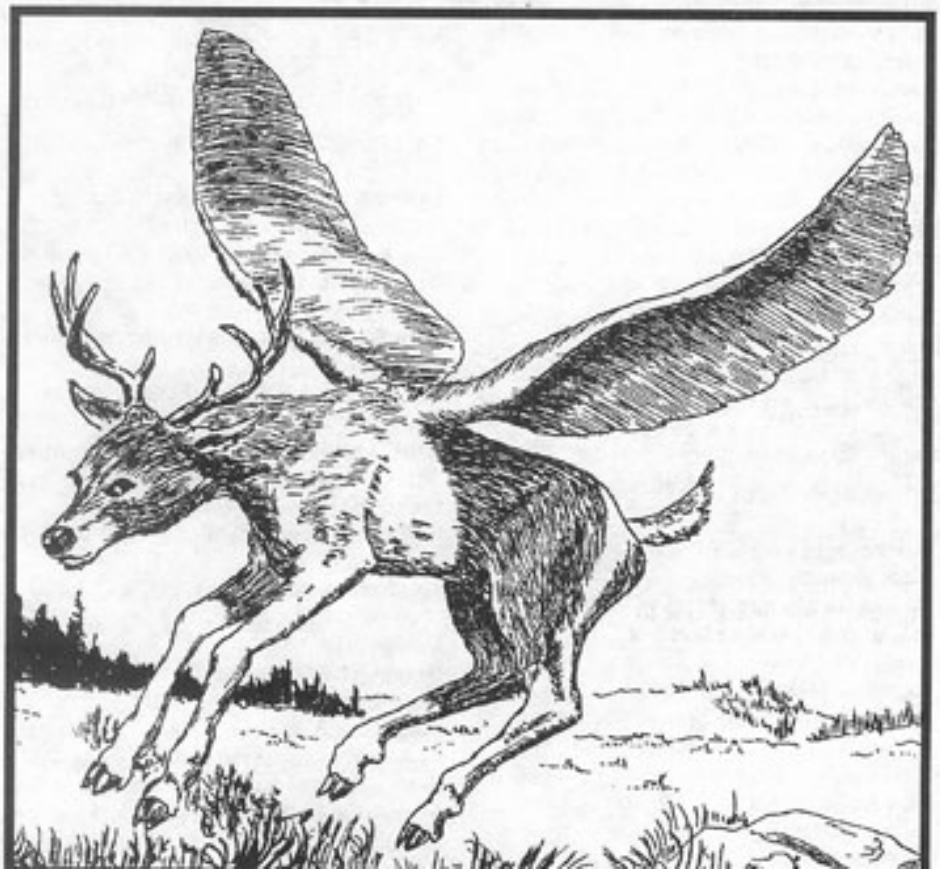
Encounter Type: Common
Number Appearing: 2 to 10 (35% chance of 10 to 100)
Life Points: 10 to 100
Aura: Violet
Ego: 9
Attacks per Turn: One
Advantage: +1
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Horns: 10 to 100 LPD

Dodge: 55% (60% in flight)
Beam-Attack Dodge: 40% (40% in flight)
Maximum Running Speed: 60 mph
Maximum Flight Speed: 120 mph
Surprises: AA, 80%; A, 70%; B, 60%; C, 20%
Fates: 15% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4
Description: Flying deer weigh 200 to 300 pounds and stand 4 feet at the shoulder. Both males and females grow antlers. These animals travel in large herds all over Synnibarr. They prefer to stick to the lower altitudes and warmer climes.

Demon Mist

Encounter Type: Lesser
Number Appearing: One
Life Points: 1,000 to 10,000
Aura: Red
Ego: 11
Attacks per Turn: Three + one per five levels
Advantage: +4 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Special

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Flight Speed: 60 mph
Surprises: AA, 80%; A, 60%; B, 40%; C, 20%
Fates: 35% for most categories
Metabolic Shock: None
Resistances: Mutations: 50%
Immunities: Physical and energy
Gaming Points: 1-1/2
Description: The demon mist is a thin wispy cloud, approximately 20 feet in diameter. It has the power to drain strength and constitution from its prey (50% per segment). When attacking, they seemingly appear out of nowhere. These creatures live



on life force. An evil Alchemist created them long ago, along with the golden demon mist. Their way of life is a mystery although they do have a language and they value salt, sometimes preferring it to a kill when the choice is available. Demon mists can teleport 1/2 mile six times a day (takes two attacks to do).

Demon Mist, Golden

Encounter Type: Greater
Number Appearing: One
Life Points: 10,000 to 100,000
Aura: Gray
Ego: 20
Advantage: +6 to +8
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Special

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Flight Speed: 100 mph
Surprises: AA, 70%; A, 50%; B, 30%; C, 20%
Fates: 45% for most categories
Metabolic Shock: None
Resistances: Mutations, chi, and alchemy: 75%
Immunities: Energy and physical
Gaming Points: 3
Description: Golden demon mists are a 20-foot glowing cloud. They can sense life force within a 5-mile range, and they attack anything that comes within reach. Golden demon mists can drain 10 constitution points per segment, causing metabolic shock. They can also emit a field of radiation for a radius of 100 yards. Damage done by this field is 100 to 1,000 points per attack segment. Last of all, the golden demon mist has the major mutation Null Void, usable as a 20th-level Mutant. These creatures are found everywhere.

Demon, Cave

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 1,000 to 8,000 with two 10ths
Aura: Amber through scarlet
Ego: 20 to 30
Attacks per Turn: Three + one per seven levels
Advantage: +4-1/2 + 1/2 per seven levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Fist: 100 to 600 x 200 LPD

Dodge: 70%
Beam-Attack Dodge: 53%
Maximum Running Speed: 112 mph
Surprises: 20% in all classes
Fates: 25% for most categories
Metabolic Shock: 30% to 50% (10 to 20 con points)
Resistances: Psionics: 50%
Immunities: None
Gaming Points: 2-1/2
Description: These creatures are not true demons despite their name. They resemble a human covered in thick gray fur; they weigh 150 to 300 pounds and stand 4 to 6 feet tall. Cave demons have a specialized form of radar that allows them complete vision in the dark. They can adhere to any surface, similar to Psielves.

The most fearful ability of the cave demons is their master mutation Stone Eyes. They use this ability as 10th-level Mutants.

Cave demons can naturally manipulate stone by way of a specialized telekinesis. They can dig a 15-foot wide, 20-foot deep hole in one attack. Also, they can manipulate stone to create a tentacle. The average tentacle is 10 feet long and has 10,000 life points. Cave demons can manipulate the stone arm up to four attacks per turn. However, this requires total concentration. This stone molding effect has a range of 50 feet, can be done six times a day, and takes three attacks to do, lasting as long as the cave demon concentrates.

Cave demons receive double damage from any light attack such as laser beams or the spell Sphere of Blindness. Ordinary light from torches or flashlights will not harm them, but direct sunlight causes them 10 to 40 LPD per set.

These guys are extremely greedy and there is a 40% chance of them carrying gems of some sort. Cave demons have some intelligence, and 10% of them use mage spells of 10th level or lower.

Demon, Tree

Encounter Type: Common to lesser
Number Appearing: 1 to 12
Life Points: 1,000 to 6,000 with one 10th
Aura: Violet through gray
Ego: 25 to 45
Attacks per Turn: Four + one per seven levels
Advantage: +3-1/2 + 1/2 per seven levels after 10th
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Fist: 100 to 600 x 100 LPD
- Mutation eye beam: 100 to 400 LPD; range, 500 feet
- Large mutation eye blast: 10,000 to 100,000 LPD; range, 100 feet

Dodge: 70%
Beam-Attack Dodge: 53%
Maximum Running Speed: 64 mph
Surprises: AA, 80%; A, 60%; B, 50%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 30% to 50% (10 to 20 con points)
Resistances: Earthpower: 50%
Immunities: None
Gaming Points: 2
Description: Tree demons weigh 150 to 250 pounds and stand 3 to 5 feet tall. These creatures are not true demons despite their name. They are humanoid with large ears and eyes and dark-red fur.

Tree demons can fire a beam of mutation energy from their eyes three times a day; it requires one attack to use. One time per day they can amplify this to a much larger blast. These creatures are very intelligent and use weapons, with a 40% chance of having a lesser enchanted item. They have the lesser mutation Surface Adherence and 20% of them can use Mage Warrior or earthpower spells of up to 10th level.

Tree demons build and make simple tools, having learned how to smelt and forge metals. Therefore, they have built themselves a niche as a shaping race on Synnibarr. In their own tongue they call themselves the Reek'sryene, which means, "Those who conquer."

Devil, Sand

Encounter Type: Greater
Number Appearing: One
Life Points: 10,000 to 100,000 with four 10ths
Aura: Scarlet
Ego: 23
Attacks per Turn: 10
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Claws: 100 to 1,000 x 600 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Surprises: 20% in all classes
Fates: 45% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic: 35%
Immunities: None
Gaming Points: 10
Description: Sand devils weigh 400 to 1,000 pounds and stand 8 to 12 feet tall. These creatures are marsupials that walk upright and closely resemble humans. The female will dig a deep tunnel in hard sand where she will give birth to two to four young every year for 50 years. She carries the young in her pouch for 1 year. The father shares in the load, even to the extent of feeding because the sand devil is the only species where the male can produce milk. The young mature in approximately 5 years.

The sand devils are built to survive in the hot desert. They have no eyes, only short horns, and bony plates for faces. Their skin makes excellent sandpaper. Sand dev-

ils have a permanent Cloak of Mist on their skin and Invisibility two times a day for one set (takes one attack). They have radar and a psionic sensing ability that enables them to detect life forms, magic, psionics, earthpower, mutations, chi, and alchemy from 600 feet away. They can also tesseract 100 yards three times a day and have the major mutation Null Void, usable as a 20th-level Mutant.

Devil, Sea

Encounter Type: Greater
Number Appearing: One to four
Life Points: 1,000 to 10,000 with three 10ths
Aura: Red
Ego: 28
Attacks per Turn: Eight + one per five levels
Advantage: +6 to +8-1/2
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Claws: 100 to 1,000 x 600 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Swimming Speed: 900 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 45% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Psionics and energy: 75%
Immunities: None
Gaming Points: 5
Description: These creatures are octopus men with claws on the end of their arms. They weigh 200 to 400 pounds and stand 6 to 10 feet tall. The sea devils are very intelligent. They have two master mutations, Telekinesis and one other randomly chosen. Also, they have the major mutation Null Void and a Cloak of Mist spell on their skin. Their constitution use for their mutations is equal to a 20th-level Mutant. Sea devils believe that they are supposed to rule the seas and, therefore, are at constant war with the rest of the intelligent underwater world.

Devil, Sky

Encounter Type: Common
Number Appearing: One to four (10% chance of more)
Life Points: 1,000 to 4,000
Aura: Violet
Ego: 5 to 9
Attacks per Turn: Three + one per five level
Advantage: +4-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 10 LPD
- Claw: 100 to 600 x 10 LPD
- Magic fire breath: 100 to 1,000 LPD; range, 50 feet

Dodge: 55% (75% in flight)
Beam-Attack Dodge: 45% (60% in flight)
Maximum Flight Speed: 100 mph
Maximum Running Speed: 40 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 15% for most categories
Metabolic Shock: 34% (12 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: Energy
Gaming Points: 2
Description: Sky devils weigh 1,200 to 1,800 pounds and stand 8 feet tall. They look to be half reptile and half bird, with deep-blue feathers. Their heads are drake-like and their legs strong enough for perfect running. Sky devils fight on the ground as well as they do in the air. They can use their breath attack 10 times a day and it takes one attack to use. These creatures can be trained for riding.

Devil, Snow

Encounter Type: Greater
Number Appearing: One
Life Points: 10,000 to 100,000 with three 10ths
Aura: Silver through gray
Ego: 25
Attacks per Turn: Five + one per five levels
Advantage: +6 + 1/2 per six levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Claws: 100 to 1,000 x 600 LPD through four 10ths

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 208 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 45%
Fates: 30% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: Cold
Gaming Points: 3
Description: Snow devils weigh 600 to 1,000 pounds and stand 6 to 10 feet tall. They roam the Arctic and Antarctic preying upon ice lotts. The color of their fur is white and blue, and they have small horns. Their claws cut through all 10ths and Invulnerability except Chi Invulnerability. Their powers include the major mutation Thermal Kinetic, the master mutation Tricancellation, and the ability to tesseract three times per day. Snow devils use their mutations as 20th-level Mutants and take double damage from chi attacks.

Dogfish, Mutant

Encounter Type: Common
Number Appearing: 1 to 10
Life Points: 100 to 600 with two 10ths
Aura: Gray through violet
Ego: 16
Attacks per Turn: Two + one per five levels
Advantage: +3
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 20 LPD
- Alchemy Starfire: 100 to 1,000 + 1,000 LPD per level after fifth; range, sight

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Swimming Speed: 70 mph
Maximum Running Speed: 40 mph
Surprises: AA, 75%; A, 62%; B, 57%; C, 47%
Fates: 30% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: The mutant dogfish is a shark and, like all sharks, can transform itself into a humanoid form. This creature grows up to 5 feet in length and weighs up to 250 pounds. It can be dangerous if provoked but usually will not attack if left alone.

Mutant dogfish live in shallow saltwater and freshwater, but when on land, they usually are encountered sleeping. This beast has the master mutation Regenerator and can shoot Starfire from its eyes 10 times a day.

Dolphin

Encounter Type: Common
Number Appearing: One to four (10% chance of 10 to 40)
Life Points: 100 to 400
Aura: Violet through silver
Ego: 33
Attacks per Turn: Five + one per five levels
Advantage: +3
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 100 to 200 x 2 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 80 mph
Maximum Running Speed: 60 mph
Surprises: AA, 65%; A, 50%; B, 42%; C, 31%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: Dolphins weigh from 200 to 500 pounds. They have Eternal Sustenance

and are clever and resourceful, luring monsters into schools of sharks and things like that. They grow up to 10 feet from nose to tail, with light gray to blue skin. They live mostly in ocean waters. A dolphin will always avoid a fight if it is possible. They can transmute into half-human creatures to travel on land and wield weapons. It takes one attack to transform. They have four lesser mutations.

Dolphin, Killer

Encounter Type: Common
Number Appearing: One to four
Life Points: 10 to 100 with three 10ths
Aura: Violet
Ego: 22
Attacks per Turn: Three + one per five levels
Advantage: +3 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Bite: 100 to 800 x 10 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 950 mph
Maximum Running Speed: 70 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: This dolphin is slightly different from its normal cousin. It has snow-white skin with a black circle marking on its forehead. It grows to be 15 feet long and weighs 400 to 800 pounds. The killer dolphin has the psionic abilities Death Stare, Teleport, and Starport (500 psionic points). It is found mostly in open waters, usually in small groups. This creature, if trained, makes a fine mount.

The Dragons

Legend has it that these creatures are from the planet Old Earth. Other records show that they may have been bred artificially, or they may actually be a mutated form of drake that managed to survive in the Center of the World. Whatever the reason, their particularly unusual nature makes for interesting study. Like their cousins the drakes, they are great, warm-blooded reptiles capable of flight. Their overall size is smaller than a true drake's is. However, they more than make up for it with their cunning and ferocity.

Little is known of the dragon's habits. It seems clear that some have established territories while others live a nomadic life. They all can speak a variety of languages and have unique powers. Recent surveys by anthropologists have reported that some form of higher culture exists. There have even been reports of a dragon community where members live side by side with humans.

Scientific records include the facts that dragons, with the exception of the Emerald Dragon, cannot survive on the outside of the Worldship, nor can a drake survive within the Garden.

Dragon, Black

Encounter Type: Greater
Number Appearing: One
Life Points: 100,000 to 400,000
Aura: Silver through red
Ego: 19 to 35
Attacks per Turn: Seven + one per 10 levels
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 100 LPD
- Claw: 100 to 2,000 x 100 LPD

Dodge: 55% (75% in flight)
Beam-Attack Dodge: 45% (60% in flight)
Maximum Flight Speed: 400 mph
Maximum Running Speed: 208 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 56% (23 con points)
Resistances: None
Immunities: None
Gaming Points: 5
Description: Named for its skin that is as dark as the dead of night, these creatures weigh 5 to 10 tons. They stand 15 feet at the shoulder and are 50 feet long. The black dragon's principal form of attack is with its spells. They have a minimum of 70 SMUs and 1,000 psionic points, usually with access to all first- through third-level Mage Warrior and earthpower spells, plus first-level Shadow Master spells. They are Pure Practitioners of the Art.

Black dragons are usually friendly. As with any creature, however, there is an occasional bad egg. They roam throughout the interior of the Worldship.

Dragon, Blood

Encounter Type: Greater
Number Appearing: One to six
Life Points: 10,000 to 100,000 with one 10th
Aura: Any
Ego: 9 to 15
Attacks per Turn: Five + one per five levels
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 200 LPD
- Claw: 100 to 400 x 200 LPD
- Tail: 1,000 to 4,000 x 200 LPD
- Breath weapon: Special

Dodge: 65% (70% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Flight Speed: 400 mph
Maximum Running Speed: 208 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 56% (23 con points)
Resistances: Alchemy and earthpower: 75%
Immunities: None
Gaming Points: 5
Description: The blood dragon is named for the color of its skin and eyes. It weighs 5 to 10 tons, stands 15 feet at the shoulder, and is 50 feet long. This particular dragon is unusual because it has three separate breath weapons. It may breathe the earthpower spell Flames of Earth or the Mage Warrior spell Bolts of Frost and Fire or the Alchemist's Shield ability. All powers are 20th level and require 1 constitution point per use. All breath weapon types take one attack to use, except for the Shield, which takes one-fourth attack.

These creatures often build elaborate fortresses and attempt to gather creatures by offering them protection for tribute. To date, several such areas are surviving with a good standard of living had by all. One such area, located on Utha, has claimed sovereignty over the entire continent. They call themselves the Uthanian Empire. About the empire little is known, only for word of mouth gossip.

Dragon, Emerald

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 1,000 to 4,000
Aura: Silver through red
Ego: 9 to 15
Attacks per Turn: Four + one per five levels
Advantage: +4 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 55 LPD
- Claw: 10 to 40 x 55 LPD
- Wide telekinetic breath weapon: 1,000 to 10,000 LPD; range, 150 feet

Dodge: 55% (60% in flight)
Beam-Attack Dodge: 45% (55% in flight)
Maximum Flight Speed: 200 mph
Maximum Running Speed: 65 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 25% for most categories
Metabolic Shock: 40% (15 con points)

Resistances: Chemicals and magic: 50%
Immunities: Chi and mutations
Gaming Points: 1
Description: These are the least powerful of the dragons, being 20 feet long and weighing 1 to 4 tons. They are very curious and not vicious if of a friendly aura. They can lift and fly with 2,500 pounds of extra weight. Emerald dragons are the natural enemies of the sky devils, feeding on their eggs and the young birds. They live primarily on Arimi but can be found just about everywhere. They can tesseract 100 feet three times a day while carrying up to 2,500 pounds. The principal weapon of this dragon is a mutation-based blast of Telekinesis. They can breathe this six times a day; it takes one attack. These creatures may reduce their size and weight to 1-1/2 feet long and 3 pounds. Their powers are unaffected by shrinking, and they can shrink only themselves (takes one attack).

Dragon, Glass

Encounter Type: Greater
Number Appearing: One to six (75% chance of being a Wind Runner mount)
Life Points: 100,000 to 400,000
Aura: Silver through red
Ego: 10 to 20
Attacks per Turn: Nine
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 50 LPD
- Claw: 100 to 800 x 50 LPD
- Magic bolt: 10,000 to 60,000 LPD; range, 1,000 feet

Dodge: 55% (75% in flight)
Beam-Attack Dodge: 45% (60% in flight)
Maximum Flight Speed: 200 mph
Maximum Running Speed: 65 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 52% (21 con points)
Resistances: Chi and alchemy: 50%
Immunities: None
Gaming Points: 2
Description: Glass dragons weigh 4 to 10 tons, stand 15 feet tall at the shoulder, and grow to be 30 feet long. The glass dragon can make itself and its rider invisible for 1 hour a day. Along with their magical bolt, they can create a shield 10 times a day that will stop physical, energy, magic, and alchemy attacks. This shield has 100,000 life points per constitution point spent. The bolt takes one attack to do, and the shield takes one-fourth attack.

The glass dragons are the mounts of a race called the Wind Runners. They and the dragons live in harmony within their cliff homes (see "Arimi" in chapter 7 for a complete description).

Dragon, Ice

Encounter Type: Greater
Number Appearing: One to six
Life Points: 10,000 to 100,000 with two 10ths
Aura: Gray through scarlet
Ego: 9 to 15
Attacks per Turn: Five + one per five levels
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 500 LPD
- Claw: 100 to 400 x 500 LPD

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 54% (22 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: These creatures weigh 6 to 10 tons and are 50 feet long. They inhabit the Ring of Frost and other cold regions within the Garden. Ice dragons have white fur, red eyes, and long gray necks. Their breath weapon is contact poison gas, which will do 100 to 1,000 LPD per turn for one set. It takes one attack to use and one attack to take effect. Ice dragons also have four lesser Any mutations. Mutations are usable as a 10th-level Mutant. These creatures have also taken to the idea of creating dwellings and gathering followers like their cousins the blood dragons. However, they prefer to populate their regions with slaves by going on raids whenever possible. Ice dragons can use magic, although they prefer to use Ravashem spells for the sheer joy of spilling blood. If over 30th level, they can engineer in magic. They are Partial Practitioners of the Art in magic with at least 100 SMUs and most Ravashem spells.

Dragon, Sea

Encounter Type: Greater
Number Appearing: One to four
Life Points: 10,000 to 60,000
Aura: Red
Ego: 10 to 15
Attacks per Turn: Seven + one per 10 levels
Advantage: +6 to +8-1/2
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Poison bite: 100 to 1,000 x 40 LPD (40th-level poison)
- Claws: 100 to 2,000 x 40 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Maximum Swimming Speed: 600 mph
Surprises: 20% in all classes
Fates: 25% for most categories
Metabolic Shock: 52% (21 con points)
Resistances: None
Immunities: Earthpower
Gaming Points: 2
Description: Sea dragons weigh 8 to 10 tons and are 30 feet long. They have no wings and are silver in color. They roam the deep oceans as well as coastal regions and even beaches. They are family-oriented creatures that show great affection toward their young. Sea dragons have their own language and do not speak in the human tongue. Their principal weapon is their size and strength, however they do have a poisonous bite. They can also exhale this poison as a gas within a range of 50 feet, 10 times per day. This takes one attack to use.

Dragonfly, Giant

Encounter Type: Common
Number Appearing: One to four (20% chance of being ridden by adventurer)
Life Points: 20 to 40
Aura: Violet
Ego: 9
Attacks per Turn: One + one per five levels
Advantage: +2 + 1/2 per 10 levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Sting: 100 to 1,000 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Flight Speed: 120 mph
Surprises: AA, 90%; A, 70%; B, 60%; C, 50%
Fates: 15% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Psionics, chi, and alchemy: 50%
Immunities: None
Gaming Points: 1/2
Description: Giant dragonflies live in such places as swamps and bogs. An adult grows to be 500 pounds and 20 feet long. A full-grown dragonfly can lift up to 10 times its own weight. If you can catch one and tame it, it will make the best battle mount ever. Dragonflies attack with an earthpower sting that will cut through 10ths. They can use this 15 times a day. Most villagers tend to shoot on sight because of the habit the dragonflies have of carrying off small animals and children. They can make themselves and their riders invisible one time a day for 1 hour.

The Drakes

All drakes, except for a precious few, have wings. They are thin creatures, stretching up to a towering 300 feet from nose to tail. Wing spans are usually twice their body length. Their flight gives them great mobility, and they occupy larger territories. Most are vicious and crave flesh over knowledge and treasure.

The drakes breed more often then hydras, mating once a year during Darkmonth. The females lay from one to six eggs that require 5 years to hatch. During this time, the parents guard the eggs very carefully. Drakes have very strong family ties. They live for a very long time and always keep in touch with each other. Sometimes young drakes will live with their parents for 50 years before attempting life on their own. These creatures hoard treasure to buy the aid of other drakes.

Certain drakes have large, overlapping scales that give protection as though they were wearing armor. Damage done to the drake must first overcome the life points of its scales. Since drakes will be continually moving during combat, called shots must be made in order to hit an area of the drake that is already damaged. It should be noted that drakes cannot be paralyzed or knocked out with any form of power unless the attack is at least 15th level in origin. Most drakes have many constitution points.

A total of 5% of the drakes (and hydras) are capable of using spells equal to their levels in addition to those that use spells naturally. All drakes' breath weapons are wide-beam attacks unless otherwise stated and take one attack to do. Drakes tend to use their breath weapons before any other form of attack.

Different kinds of drakes use different types of breath attacks as their main weapon. On the average, drakes can breathe 10 times a day with additional breaths draining 1 constitution point. Drakes can sustain their breath attack for up to one turn if they choose, aiming on the segments that they have attacks.

Drake, Argium

Encounter Type: Greater
Number Appearing: One to two
Life Points: 10,000 to 80,000 with one 10th
Aura: Scarlet
Ego: 40 to 50
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 200 LPD
- Claws: 1,000 to 4,000 x 200 LPD
- Tail: 1,000 to 8,000 x 200 LPD
- Wide earthpower breath weapon: 10,000 to 100,000 LPD plus drains half a victim's strength and constitution; range, 1,000 feet

Dodge: 60% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 5
Description: Argium drakes are 150 feet long, stand 35 feet at the shoulder, and weigh 10 to 80 tons. They live almost anywhere but prefer subtropical climates. Argium drakes have 250 SMUs and cast up to 35th-level earthpower spells. These creatures hoard treasure and spell tomes.

Drake, Chameleon

Encounter Type: Greater
Number Appearing: One to two
Life Points: 10,000 to 100,000 with one 10th
Aura: Violet
Ego: 40 to 50
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 150 LPD
- Claws: 100 to 1,000 x 150 LPD
- Tail: 1,000 to 2,000 x 150 LPD

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 6
Description: Chameleon Drakes weigh from 1 to 10 tons; are 55 feet long, and stand 20 feet at the shoulder. They can transmute six times a day into any other type of drake except mist, argium, fur, or sunstone drakes. Their color is beige.

Chameleon Drakes gain the abilities and breath weapon of the drake form they assume. It requires five attacks to transform and the power is mutation-based. While it is changing, it is very vulnerable and receives twice the amount of any damage from attacks. Chameleon Drakes love fire diamonds and nova quartz.

Drake, Fur

Encounter Type: Greater
Number Appearing: One to two
Life Points: 1,000 to 10,000 with one 10th
Aura: Blue (10% chance of any other)
Ego: 40 to 55
Attacks per Turn: Five + one per 10 levels
Advantage: +6-1/2 + 1/2 per 10 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 15 LPD
- Claws: 100 to 600 x 15 LPD
- Tail: 100 to 800 x 15 LPD

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 40%; A, 30%; B, 25%; C, 20%
Fates: 45% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 5
Description: Fur drakes are usually friendly toward humans. They are covered in black-red fur with deep-blue eyes and snow-white chests. Fur drakes are 25 feet long and weigh 1 to 8 tons. They cast every level of Mage Warrior spell and have 250 SMUs. Although they are generally friendly, seldom will they teach anyone else their spells. Their breath weapon is a bolt of the Mage Warrior spell Mists of Lotus. Its range is 100 feet and remains potent for one set in a 10-foot square cloud after being exhaled.

Drake, Granite

Encounter Type: Greater
Number Appearing: One to two
Life Points: 100,000 to 400,000 with one 10th
Aura: Red
Ego: 20 to 35
Attacks per Turn: Seven + one per 10 levels
Advantage: +6 + 1/2 per 15 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 400 LPD
- Claws: 100 to 1,000 x 400 LPD
- Tail: 1,000 to 2,000 x 400 LPD

Dodge: 45%
Beam-Attack Dodge: 33%
Maximum Running Speed: 208 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 45% for most categories
Metabolic Shock: 60% (25 con points)

Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 5
Description: These drakes weigh 15 to 20 tons, stand 20 feet tall at the shoulder, and are 80 feet long. They have no wings. Granite drakes are named because of their granite scales. These scales give armorlike protection against physical and energy attacks. Such an attack must do at least 100,000 LPD before the drake will feel anything. Called shots that repeatedly hit the same area of the drake's body reduce the life point total for that section's scales appropriately.

Granite drakes have the master mutation Plane Phaze, and their breath weapon is a wide-beam attack that turns those it touches into granite (fate versus mutations), having a range of 100 feet. This breath weapon has no drain and can be used as often as desired, requiring two attacks to use. Creatures that have been transformed into stone in this manner can be restored to normal by having 1 pint of the drake's blood poured over them. The blood of a granite drake will also reverse the process of a Stone Eyes mutation.

Granite drakes love gold and silver, and they adore gems. They hide their wealth in deep caverns within Synnibarr.

Drake, Karma

Encounter Type: Major
Number Appearing: One (20% chance of mate appearing also)
Life Points: 1,000 to 10,000 with one 10th
Aura: Gold or silver
Ego: 50 to 55
Attacks per Turn: Five + one per five levels
Advantage: +6-1/2 + 1/2 per 10 levels
Shot Bonus: +60%
Attack Types and Damage Adj.:
- Bite: 100 to 200 x 50 LPD
- Claws: 100 to 400 x 50 LPD
- Tail: 100 to 600 x 50 LPD
- Venderant Nalaberong eye Hex Bolt: 100,000 to 400,000 LPD; range, sight

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 1,000 mph
Surprises: AA, 30%; A through C, 20%
Fates: 55% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 30
Description: Karma drakes are probably the most powerful of all the drakes. They have golden fur, rubylike spinal scales and

claws, dark-blue ears, and sea-green eyes. They grow only to a length of 20 feet and weigh 1 to 8 tons. These drakes hate all evil and will help only creatures with good auras.

Karma drakes can sense auras at a range of 5 miles. They may teleport 5 miles and metamorph themselves or others 10 times per day, and they may grant someone else's desire with a psionic wish two times per day. Karma drakes are immune to outside mental control of any kind.

These drakes use many spells. They have all earthpower and Mage Warrior spells, 350 SMUs, and 1st- through 20th-level Venderant Nalaberong Shaman songs. Karma drakes cast their spells through breathing, taking only one attack each to cast. Also, they have all of the randomly determined mutations.

One last ability of karma drakes is the power to shoot a Venderant Nalaberong Hex Bolt from their eyes. It takes one attack and can be done 10 times a day.

Drake, Midnight Sunstone

Encounter Type: Major
Number Appearing (roll 1d100):
01–35: 1
36–90: 2
91–00: 2 to 20
Life Points: 100,000 to 800,000 with four 10ths
Aura: Any
Ego: 20 to 30
Attacks per Turn: Six + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 200 LPD through four 10ths
- Claws: 100 to 800 x 200 LPD through four 10ths
- Tail: 100 to 1,000 x 200 LPD through four 10ths
- Wide pure psionic breath weapon: 100,000 to 400,000 LPD; range, 1,000 feet

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 55% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: Midnight Sunstone Energy
Gaming Points: 40
Description: Midnight sunstone drakes are another of the high-powered drakes. They weigh 8 to 14 tons, are 60 feet long, and stand 25 feet at the shoulder. Their skin and scales are organic midnight sunstone with a Cloak of Mist spell on them.

The midnight sunstone drake's most dangerous weapon is its breath of Midnight Sunstone Energy, which is otherwise known as Pure Psionics. It can be done 10 times a day and takes one attack. Other abilities are as follows: the major mutation Any, two randomly determined master mutations, the lesser Any mutation and three other random lessers (no recessives), the Alchemist ability Transform Self Into Air, and a psionic-based Regenerator (as the master mutation). Midnight sunstone drakes use their mutations as pure Mutants. They have 350 SMUs, 1,000 psionic points, and access to all psi spells.

Midnight sunstone drakes love to travel and are encountered everywhere, even on

conversation and live music as well as midnight sunstones and weapons of power. In their heads is a true midnight sunstone that will not rot like organic midnight sunstone. It is worth $20 million.

Drake, Mist

Encounter Type: Greater
Number Appearing: One to four
Life Points: 10,000 to 80,000
Aura: Violet
Ego: 20 to 30
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 50 LPD
- Sunstone claws: 100 to 1,000 x 50 LPD through three 10ths
- Tail: 1,000 to 2,000 x 50 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 25%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 10
Description: Mist drakes are 60 feet long and weigh 1 to 10 tons. Their coloration is gray with a yellow head. They have the power to Transform Into Mist three times per day and may use this as a dodge. Mist drakes breathe a neuropoison gas within a 100-foot range. This gas remains potent for 5 minutes and allows the drake to hypnotically control those who contact it (fate versus chemicals). The breath can be used six times a day and requires one attack to use. Mist drakes cast all psi spells except wish; they have 250 SMUs and 1,500 psionic points.

Drake, Moon

Encounter Type: Greater
Number Appearing: One to four
Life Points: 100,000 to 400,000
Aura: Violet
Ego: 30 to 40
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 1,000 to 4,000 x 760 LPD
- Claws: 1,000 to 6,000 x 760 LPD
- Tail: 1,000 to 8,000 x 760 LPD
- Ice lightning breath weapon: 100,000 to 400,000 LPD; range, 1,000 feet

Dodge: 45% (65% in flight)
Beam-Attack Dodge: 33% (50% in flight)
Maximum Running Speed: 150 mph
Maximum Flight Speed: 2,000 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Cold
Gaming Points: 5
Description: The moon drake stands 55 feet tall at the shoulder, is 300 feet long, and weighs between 10 and 40 tons. They love cold and hate heat. Moon drakes are excellent flyers but poor on the ground. They blend in with the snow so well that they will often lie in wait for their prey. Their breath weapon is mutation based. Moon drakes love diamonds.

Drake, Para

Encounter Type: Common
Number Appearing: One to four
Life Points: 1,000 to 10,000
Aura: Silver through gray
Ego: 40 to 55
Attacks per Turn: Three + one per 10 levels
Advantage: +2-1/2 + 1/2 per 15 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 100 to 600 x 50 LPD
- Claws: 100 to 800 x 50 LPD
- Tail: 100 to 1,000 x 50 LPD
- Wide magical fire breath weapon: 100 to 1,000 LPD; range, 250 feet

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 40 mph
Maximum Flight Speed: 200 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 3
Description: Paradrakes are 50 feet long and weigh 1 to 4 tons. They are naturally friendly toward humans and make fine mounts if trained while they are young. Paradrakes in the wild live on the Enchanted Continent. They like to live on tall cliffs that overlook the sea. Since their breath weapon is magic, it will work even underwater. Three times a day the paradrake may breathe an extrapowerful fire that does 1,000 to 6,000 LPD, is a wide-beam attack, and requires two attacks to complete.

Drake, Phaze

Encounter Type: Major
Number Appearing: One to four
Life Points: 1,000 to 100,000
Aura: Gray
Ego: 40 to 55
Attacks per Turn: Four + one per 10 levels
Advantage: +6 + 1/2 per 10 levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 200 x 100 LPD
- Claws: 100 to 400 x 100 LPD
- Tail: 100 to 600 x 100 LPD
- Wide Phaze Fire breath weapon: 10,000 to 100,000 LPD; range, 200 feet

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 35%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 5
Description: Phaze drakes are 20 feet long, weigh 1 to 4 tons, and are bright red in color with glasslike scales. These drakes breathe Phaze Fire and have Eternal Sustenance. They are very curious, much like kittens, which may account for their rarity. Their breath weapon can be used 10 times a day and is magic based.

Drake, Plasma

Encounter Type: Greater
Number Appearing: One to four
Life Points: 10,000 to 100,000
Aura: Violet
Ego: 30 to 40
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 150 LPD
- Claws: 100 to 600 x 150 LPD
- Tail: 100 to 800 x 150 LPD
- Wide phazed plasma breath: 10,000 to 100,000 LPD; range, 1,000 feet

Dodge: 55% (75% in flight)
Beam-Attack Dodge: 42% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 35%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Radiation
Gaming Points: 5

Description: Plasma drakes are 150 feet long, stand 45 feet at the shoulder, and weigh 10 to 30 tons. Their color is bluish violet, and their wings glow faintly. These creatures are full of radiation and very dangerous. The average temperature around them is up to 10,000 degrees Fahrenheit. These creatures prefer the hottest climates like volcanoes, but they can be found almost anywhere. They always make their homes in deep caverns.

Drake, River

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 10,000 to 40,000 with one 10th
Aura: Scarlet
Ego: 50 to 55
Attacks per Turn: Five + one per 10 levels
Advantage: +5 + 1/2 per 20 levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 100 to 600 x 200 LPD
- Claws: 100 to 800 x 200 LPD
- Tail: 100 to 1,000 x 200 LPD
- Wide energy head blast: 100,000 to 600,000 LPD; range, 1,000 feet

Dodge: 45%
Beam-Attack Dodge: 33%
Maximum Swimming Speed: 150 mph
Maximum Running Speed: 208 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 25% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 4
Description: River drakes are 75 feet long, stand 20 feet at the shoulder, and weigh 10 to 20 tons. Their skin resembles that of the rainbow trout. They do not have wings and only stay on dry land for short periods of time.

The powers of these drakes are Scan Mind and Willforce six times a day, oxygen absorption with a 100-foot area of effect (takes two attacks), and electricity generation (takes one attack and can be done 10 times a day). River drakes will very often wait in ambush for their prey.

Drake, Scarlet

Encounter Type: Greater
Number Appearing: One to two
Life Points: 10,000 to 100,000
Aura: Scarlet
Ego: 40 to 55
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 50 LPD
- Claws: 10 to 60 x 50 LPD
- Tail: 10 to 80 x 50 LPD
- Neutron burst: 100,000 to 600,000 LPD; range, 100 yards in a 360-degree area of affect
- Wide radiation breath weapon: 10,000 to 100,000 LPD; range, 150 yards

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 40%; A, 30%; B, 25%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Energy and radiation
Gaming Points: 5
Description: Scarlet drakes are 25 feet long and weigh 1 to 5 tons. They are highly radioactive, but able to contain it. The neutron burst from a scarlet drake's body can be done twice a day, and it takes two attacks to complete. The drake's blood will cure any form of radiation sickness, and its bones will absorb ambient radiation, up to 100,000 LPD per 5 pounds. A creature affected with radiation sickness must drink at least 3 ounces of the blood to be cured. Scarlet drakes roam all over Synnibarr, particularly in volcanic areas.

Drake, Sea

Encounter Type: Major
Number Appearing: One to two
Life Points: 100,000 to 1,000,000
Aura: Violet
Ego: 30 to 40
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Poison bite: 1,000 to 10,000 x 800 LPD (35th-level poison)
- Claws: 1,000 to 8,000 x 800 LPD
- Tail: 1,000 to 10,000 x 800 LPD
- Wide electricity generation: 100,000 to 1,000,000 LPD; range, 1 mile

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Running Speed: 208 mph
Maximum Swimming Speed: 500 mph
Surprises: AA, 50%; A, 40%; B, 35%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 56% (23 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 5
Description: Sea drakes may grow to be the largest drakes on Synnibarr. Specimens are blue-green in color, range from 350 to 500 feet long, stand 75 feet tall at the shoulder, and weigh 10 to 80 tons. They generate electricity similar to Aquarians and have their oxygen manipulation power, nut with only a 2,000-foot radius of effect. Sea drakes also have the psionic ability Scan Mind and Willforce. This is usable six times per day, has a range of 1,000 feet, and requires one attack to complete.

Sea drakes consider themselves the rulers of the oceans. A few of them have mastered the art of magic, and they use it to cause the downfall of air breathing creatures. Those with this ability have 250 SMUs.

Drake, Small Elemental

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 1,000 to 10,000 with one 10th
Aura: Gray
Ego: 20 to 30
Attacks per Turn: Four + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 200 x 5 LPD
- Claws: 100 to 400 x 5 LPD
- Tail: 100 to 600 x 5 LPD
- Wide phazed fire breath weapon: 100 to 1,000 LPD; range, 150 feet

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 25% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Energy
Gaming Points: 3
Description: Small elemental drakes weigh 1 to 4 tons and are 20 feet long. They inhabit mountainous forest islands. Their nest has a 35% chance of being found, and it is tended by 2 to 40 adult drakes. Small elemental drakes have a very loose-knit society that does not have any formal hierarchy. They do not carry any treasure.

Drake, Small Storm

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 10,000 to 40,000 with one 10th
Aura: Green through amber
Ego: 20 to 30
Attacks per Turn: Five + one per 10 levels

Advantage: +4-1/2 + 1/2 per 20 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 60 LPD
- Claw: 100 to 600 x 60 LPD
- Tail: 100 to 800 x 60 LPD
- Lightning bolts: 10,000 to 60,000 LPD; range, 1,000 yards

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 1,400 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Energy
Gaming Points: 3
Description: Small storm drakes are 30 feet long and weigh 1 to 10 tons. They can fire lightning bolts from their heads 10 times a day, requiring one attack to accomplish. Their wings can generate winds that will move 5 tons 150 feet, and they can breathe gusts of up to 5,500 pounds of force. Breathing the wind can be done continually.

The small storm drake is faster than most other drakes, except for the moon drake. Small storm drakes can maintain maximum speed for 5 minutes, one time per day (125 miles); otherwise, they fly at around mach 1. Small storm drakes make excellent mounts if captured while young. Nests will be close by 60% of the time and hold from 1 to 20 eggs. Guarding the nest will be from one to four males and one to eight females. Eggs sell for around $500,000 apiece, and the nests usually hold between $1,000 and $100,000 in titanium.

Drake, Sonic

Encounter Type: Greater
Number Appearing: One to four
Life Points: 100,000 to 400,000
Aura: Scarlet
Ego: 30 to 40
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 1,000 to 10,000 x 700 LPD
- Claws: 1,000 to 10,000 x 700 LPD
- Tail: 1,000 to 10,000 x 700 LPD
- Tight sonic beam: 1,000 to 100,000 LPD; range, 200 feet
- Wide sonic beam: 100,000 to 400,000 LPD; range, 200 feet

Dodge: 45% (55% in flight)
Beam-Attack Dodge: 33% (40% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 56% (23 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Cold
Gaming Points: 6
Description: Sonic drakes weigh 10 to 50 tons, stand 65 feet tall at the shoulder, and grow to lengths of 300 feet. They range all over Synnibarr, preferring the higher elevations. These drakes gather in great swarms on the Shandreall Plains of Mist, near the Shandreall Sea. Their color is snow white.

Sonic drakes may generate two different types of sonic attacks and a sonic shield. The tight sonic beam may be generated six times a day and takes one attack to do. The wide sonic beam can be generated three times a day and takes two attacks. The shield can be formed five times per day and has 100,000 to 400,000 life points of protection against physical and energy attacks, requiring one-fourth attack to use. All sonic attacks cause metabolic shock.

Drake, Space

Encounter Type: Major
Number Appearing: One to four (20% chance of being a silver space drake)
Life Points: 1,000,000 to 4,000,000 with two 10ths
Aura: Silver or red
Ego: 30 to 40
Attacks per Turn: Seven + one per 10 levels
Advantage: +6-1/2 + 1/2 per 20 levels
Shot Bonus: +70%
Attack Types and Damage Adj.:
- Bite: 10,000 to 40,000 x 860 LPD through one 10th
- Claws: 1,000 to 60,000 x 860 LPD through one 10th
- Tail: 10,000 to 80,000 x 860 LPD through one 10th
- Wide nova blast breath weapon: 1,000,000 to 4,000,000 LPD; range, 15 miles

Dodge: 45% (75% in flight)
Beam-Attack Dodge: 33% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 1,000 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 70% (40 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Energy
Gaming Points: 10
Description: Space drakes weigh 10 to 100 tons, stand 75 feet tall at the shoulder, and are 300 to 600 feet long. There are two species of space drakes. One has a silver aura and the other red. Organic pelleum covers their bodies, protecting them from the rigors of space travel. Each space drake's scale has 100,000 life points. The scales protect as armor and must be penetrated before that portion of the drake's body feels any damage from physical and energy attacks. Space drakes live and breed on asteroids orbiting around Synnibarr, hoarding pelleum and diamonds.

Space drakes are telepathic, with a range of 1 light-year. They have the major mutation Nova, and their breath weapon is a supernova blast that they may unleash 10 times a day or per 3 constitution points.

Drake, Spider

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 10,000 to 40,000 with two 10ths
Aura: Red
Ego: 20 to 35
Attacks per Turn: Four + one per 10 levels
Advantage: +4 + 1/2 per 10 levels
Shot Bonus: +27%
Attack Types and Damage Adj.:
- Bite: 10 to 80 x 5 LPD
- Poison claws: 10 to 200 x 5 LPD (15th-level poison)
- Poison mutation tail stinger: 1,000 to 10,000 LPD (15th-level poison)

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 40 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 3
Description: Spider drakes do not have wings. They live in communal webs of up to 10 creatures. Their skins are dark green with a white patch in the middle of their eight eyes. They grow to be 15 feet long and weigh 1 to 8 tons.

Spider drakes can spit web. They will spin large nets of this material and lie in wait for their prey. Often they will spit web filaments at victims, hauling them in to be stung by their tails. Their web spitting range is 150 feet, and the webs are as strong as titanium. It takes at least a 30 strength to break the strands. They have 100 life points. Between 1 and 100 strands will engulf a person in an attack. It takes one set to disengage one's self from the web after breaking the strands. The percentage chance that you cannot attack while

freeing yourself is equal to the number of strands that entangle you.

The stinger on a spider drake's tail is covered in a mutation field that helps it penetrate armor and such, allowing easier injection of its poison. The stinger can be used six times a day and requires one attack. It holds enough poison to affect creatures weighing up to 4 tons 10 times a day. The claws hold enough poison for 600-pound creatures four times a day. Spider drakes can jump 30 feet vertically and 80 feet horizontally. They can adhere to any surface.

Drake, Storm

Encounter Type: Greater
Number Appearing: One to four (20% chance of silver storm drake)
Life Points: 100,000 to 400,000 with two 10ths
Aura: Silver or red
Ego: 20 to 30
Attacks per Turn: Five + one per 10 levels
Advantage: +4-1/2 + 1/2 per 20 levels
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 700 LPD
- Claws: 1,000 to 4,000 x 700 LPD
- Tail: 1,000 to 8,000 x 700 LPD
- Wide energy bolt breath: 100,00 to 400,000 LPD; range, 1 mile

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 53% (60% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Energy
Gaming Points: 5
Description: Storm drakes are 300 feet long, 55 feet tall at the shoulder, and weigh 10 to 50 tons. Storm drakes are black with blue wings and rainbow underbellies. Aside from their breath weapon, they like to use their great wings to create winds of up to 300 miles per hour to blow their victims into mountains. These drakes love gold, silver, and pelleum. Their breath weapon is magic based.

Drake, Sun

Encounter Type: Greater
Number Appearing: One to four
Life Points: 100,000 to 600,000 with one 10th
Aura: Red
Ego: 30 to 40
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 600 LPD
- Claws: 1,000 to 4,000 x 600 LPD
- Tail: 1,000 to 8,000 x 600 LPD
- Laser beams: 1,000,000 to 4,000,000 LPD; range, 1,000 feet

Dodge: 45% (55% in flight)
Beam-Attack Dodge: 33% (40% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Energy
Gaming Points: 5
Description: Sun drakes grow to be 300 feet long. They weigh 10 to 50 tons and stand 60 feet tall at the shoulder. Deserts and hot sunny places are the homes of these great creatures, and they love gold, fire diamonds, and sunstones. Their coloration is sandy brown with orange wings and a yellow marking in the center of their chest.

Sun drakes can absorb solar energy and use it to shoot laser beams from their eyes. They can do this 10 times a day before being drained of power (takes one attack). It takes 2 hours of direct sunlight to store enough energy for one laser burst.

Drake, Sunstone

Encounter Type: Greater
Number Appearing: One to four
Life Points: 100,000 to 600,000 with four 10ths
Aura: Violet
Ego: 40 to 50
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 900 LPD through three 10ths
- Claws: 1,000 to 6,000 x 900 LPD through three 10ths
- Tail: 1,000 to 10,000 x 900 LPD through three 10ths
- Wide energy bolt breath: 1,000,000 to 4,000,000 LPD; range, 5,000 feet

Dodge: 45% (55% in flight)
Beam-Attack Dodge: 33% (40% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 35%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Energy and alchemy
Gaming Points: 7
Description: Sunstone drakes are magnificent creatures. They range from 10 to 50 tons and grow to 350 feet. Their scales are organic sunstone that soon rots after the drake dies. Each scale protects the drake from physical and energy attacks with 100,000 life points. These drakes love to soar across Synnibarr, often going on trips lasting for days. They favor the Mushroom Spires as a living region and can be readily seen on any clear day. Sunstones, gold, and magic weapons are their great affection.

Sunstone drakes can breathe six times a day, and they know 1st- through 10th-level psionics. They have 250 SMUs and 300 psionic points.

Drake, Thermal

Encounter Type: Major
Number Appearing: One (10% change of a mated pair and one to four young)
Life Points: 100,000 to 800,000 with three 10ths
Aura: Red
Ego: 30 to 40
Attacks per Turn: Seven + one per 10 levels
Advantage: +5-1/2 + 1/2 per 20 levels
Shot Bonus: +60%
Attack Types and Damage Adj.:
- Bite: 1,000 to 20,000 x 900 LPD through two 10ths
- Claws: 10,000 to 40,000 x 900 LPD through two 10ths
- Tail: 10,000 to 60,000 x 900 LPD through two 10ths
- Wide magic fire breath weapon: 100,000 to 800,000 LPD; range, 1,000 feet

Dodge: 55% (65% in flight)
Beam-Attack Dodge: 40% (50% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 45% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Heat
Gaming Points: 7
Description: Thermal drakes stand 70 feet tall at the shoulder, grow 450 feet long, and weigh 10 to 60 tons. Their scales are organic steel, which the drakes may heat to glowing red (magic based) for as long as they wish. Touching the scales does 1,000 to 10,000 LPD per segment of contact if the drake chooses. It takes them three attacks to reach maximum temperature. Thermal drakes are whitish-red with eyes of coolest blue.

Heat is their specialty, and they have the major mutation Thermal Kinetic (heat

modes only). They use this power as a 20th-level Mutant.

Thermal drakes love rubies, fire pearls, and gold. These creatures are solitary in nature, mating once every 25 years. Their young remain in the nest for up to 10 years, at which point they are fully grown.

Drake, Titanium

Encounter Type: Lesser
Number Appearing: One to two (20% chance of a mated pair and from two to six young)
Life Points: 1,000 to 100,000
Aura: Red
Ego: 20 to 30
Attacks per Turn: Three + one per 10 levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 200 LPD
- Claw: 10 to 60 x 200 LPD
- Tail: 10 to 80 x 200 LPD
- Tail spikes: 10 to 100 x 200 LPD each
- Black energy beams: Paralysis; range, 1,000 feet

Dodge: 55% (65% in flight)
Beam-Attack Dodge: 40% (50% in flight)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 50%; A, 40%; B, 35%; C, 20%
Fates: 25% for most categories
Metabolic Shock: 55% (23 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: Alchemy
Gaming Points: 5
Description: Titanium drakes are 75 feet long, weigh 10 to 20 tons, and are silver in color. Their scales are organic titanium and they are immune to alchemy. They have 100,000 life points versus physical and energy attacks.

Titanium drakes can fire black energy beams from their eyes six times per day. This beam is mutation-based and paralyzes those it hits (requires one attack to use). These drakes possess from 5 to 10 tail spikes that can be thrown with great accuracy. The spikes lose their immunities two turns after leaving the body. Each spike is 2 feet long.

This is the largest of the less powerful drakes. They are intelligent and very patient, preferring to wait for their prey rather than go after it.

Drell'dem'se

Encounter Type: Major
Number Appearing: One to four
Life Points: 1,000 to 4,000
Aura: Violet
Ego: 30 to 50
Attacks per Turn: Five + one per five levels
Advantage: +8-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Tentacle: 10 to 40 x 5 LPD

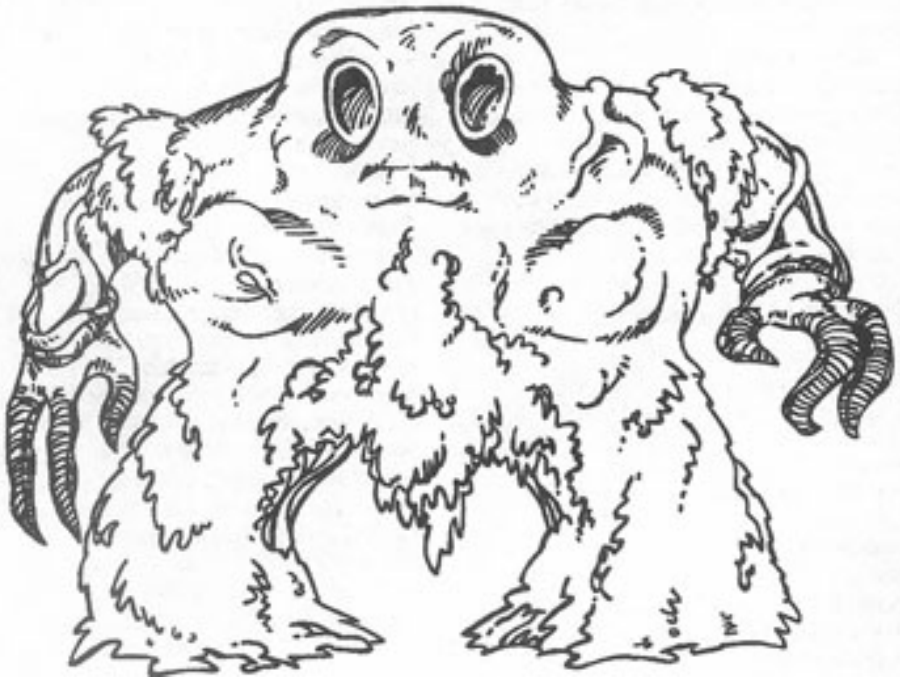
Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 20 mph
Maximum Flight Speed: 80 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 45% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi and alchemy: 50%
Immunities: Mutations and earthpower
Gaming Points: 10
Description: These alien creatures are a plantlike race that is on very friendly terms with the Iloka'seen. They resemble an octopus with hands at the end of each vinelike arm and a set of three legs. They weigh from 150 to 200 pounds and stand 5 to 6 feet at the shoulder.

Drell'dem'se are an unpredictable race. They do not think like other creatures. They have the ability Mass Molecule Control, usable as a 40th-level Mutant. They travel on great black spacefaring mantalike creatures that can attain speeds of parwarp 10 and can surround their passengers with a force field, protecting them during months of space travel. The space mantas have 116 million life points, and they can project a beam of excess energy that they accumulate owing to the force dynamics of their warp field. This beam does 10 million to 100 million LPD and has a range of 100,000 miles (takes one attack to use). They have three attacks per turn. The space mantas are telepathically controlled within a range of 1,000 miles. They are on the average a 100 feet long and 200 feet wide and weigh up to 500 tons.

Eagle, Electric

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 10 to 60
Aura: Violet
Ego: 6
Attacks per Turn: Two + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Talons: 1 to 20 x 100 LPD through three 10ths
- Lightning bolts: 1,000 to 10,000 LPD, + 1,000 per level after 10th; range, 100 feet; drains 2 con points
- Lightning blast: 10,000 to 100,000 LPD; range, 100 feet; drains 3 constitution points
- Superbolt: 100,000 to 1,000,000 LPD; range, 100 feet; drains 5 con points

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Flight Speed: 120 mph
Maximum Running Speed: 5 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%



Fates: 40% for most categories
Metabolic Shock: 34% (12 con points)
Immunities: Energy
Gaming Points: 1/2
Description: Electric eagles are 3 feet long and weigh 40 to 60 pounds. They can generate large quantities of electricity in the form of lightning bolts. All bolts take one attack to generate. The eagle may also shield itself with electrons for up to 10,000 life points per day for every 10 life points of the eagle itself. The shield blocks physical and mutation attacks. Once the shield has been broken, it requires 1 day to recharge. Electric eagles are sharp eyed, and they never forget a face. They make excellent guards.

Eagle, Giant

Encounter Type: Lesser
Number Appearing: One to two (25% chance of nest within 15 miles)
Life Points: 10,000 to 40,000
Aura: Silver
Ego: 15
Attacks per Turn: Two + one per five levels
Advantage: +4
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Beak: 100 to 600 x 250 LPD
- Talons: 100 to 1,000 x 250 LPD through two 10ths

Dodge: 50% (75% in flight)
Beam-Attack Dodge: 38% (40% in flight)
Maximum Flight Speed: 200 mph
Maximum Running Speed: 25 mph
Surprises: AA, 75%; A, 65%; B, 55%; C, 45%
Fates: 20% for most categories
Metabolic Shock: 40% (15 con points)
Immunities: None
Gaming Points: 1/2
Description: Giant eagles are 50 feet long and weigh 1 to 3 tons. They have the master mutation Teleporter, but with a range of only 5 miles. This ability can be used only six times per day. These creatures are sky blue in color and can be trained to make fine mounts.

Eel, Black Fire

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 1,000 to 10,000
Aura: Violet
Ego: 4
Attacks per Turn: Three + one per 10 levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Poison bite: 10 to 40 x 13 LPD (13th-level poison)
- Disintegration bolt: Affects up to 2,000 pounds; range, 30 feet

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Swimming Speed: 25 mph
Surprises: AA, 99%; A, 90%; B, 80%; C, 50%
Fates: 30% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: These creatures are 30 feet long and 1 to 3 tons in weight. They have green skin with white underbellies. The black fire eel can generate a bolt of Blackfire six times a day that will disintegrate up to 2,000 pounds per shot (takes one attack to generate). Touching the eel also causes Blackfire to erupt from its skin. They feed by biting victims using a poisonous bite instead of disintegration. They are vicious creatures with little intelligence.

Elephant

Encounter Type: Lesser
Number Appearing: 10 to 40 (25% chance of up to 500)
Life Points: 1,000 to 100,000 with four 10ths
Aura: Gold through silver
Ego: 45 to 55
Attacks per Turn: Three + one per 10 levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Trunk: 100 to 400 x 650 LPD

Dodge: 40%
Beam-Attack Dodge: 30%
Block: 75%
Maximum Running Speed: 65 mph
Surprises: 20% in all classes
Fates: 55% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic, alchemy, and chemicals: 75%
Immunities: Earthpower and psionics
Gaming Points: 1
Description: These creatures are so psychic that they must live within the Garden so it can dampen their powers. They are 15 feet long and weigh 1 to 8 tons. Elephants can cast any first- through third-level psi spell, have 1,000 psionic points, and can speak with the God of the Animals, Steel Breeze (subtract 500 psionic points per use). The elephants have been blessed with this ability, and they use it for good, offering assistance whenever possible.

Elk, Flying

Encounter Type: Common
Number Appearing: One (20% chance of 1 to 20)
Life Points: 100 to 1,000 with one 10th
Aura: Violet
Ego: 9
Attacks per Turn: Three + one per five levels
Advantage: +3
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Horns: 100 to 400 LPD

Dodge: 70% (75% in flight)
Beam-Attack Dodge: 52% (60% in flight)
Maximum Running Speed: 60 mph
Maximum Flight Speed: 120 mph
Surprises: AA, 80%; A, 70%; B, 60%; C, 20%
Fates: 15% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4
Description: Flying elk weigh 500 to 1,500 pounds and stand 6 feet tall at the shoulder. Both genders grow antlers, and they are slightly more aggressive than their deer counterparts. Flying elk can fire a Paralysis Bolt six times a day with a range of 100 feet (takes one attack). This elk likes the high reaches of mountain peaks and is known to stage ambushes. Their meat and fur are highly prized.

Elk, Giant

Encounter Type: Lesser
Number Appearing: One to four (30% chance of 10 to 100)
Life Points: 1,000 to 10,000 with two 10ths
Aura: Violet
Ego: 7 to 9
Attacks per Turn: Two + one per five levels
Advantage: +3-1/2 + 1/2 per six levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Horns: 100 to 800 x 14 LPD through two 10ths

Dodge: 60%
Beam-Attack Dodge: 51%
Maximum Running Speed: 75 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 12% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: The giant elk stands 10 feet tall at the shoulder and weighs 4 to 8 tons. This magnificent creature sports the finest antlers in nature. Some say that this beast

was made by Aridius himself and crowned king of the forest.

Giant elks roam the tall mountains throughout the Ring of Frost. They are very shy but fierce when threatened. The knowledge they have about the area they inhabit can sometimes be useful. The giant elks have the Weremen's ability to absorb powers. They can absorb four types.

Elvome

Encounter Type: Common
Number Appearing: One (10% chance of two)
Life Points: 1,000 to 10,000
Aura: Green
Ego: 40 to 55
Attacks per Turn: Four + one per six levels
Advantage: +5-1/2 + 1/2 per 10 levels
Shot Bonus: +5% + 1% per level
Attack Types and Damage Adj.:
- Fist: 1 to 4 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 25 mph
Surprises: AA, 30%; A, 25%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic, earthpower, and mutations: 75%
Immunities: Chi and psionics
Gaming Points: 10
Description: Elvomes are 3-foot tall humanoids that weigh 10 to 60 pounds. These shy creatures are a lost race of cross breeds. They are very friendly and have a variety of spells to help any stranded party. However, they will not actively help the party fight, nor will they simply allow a being to die if they are nearby. They prefer to remain neutral. Elvomes know all earthpower spells. They are Pure Practitioners of the Art in earthpower and have 350 SMUs. Elvomes are known to pop up at the most convenient times.

Falcon, Midnight Sunstone

Encounter Type: Lesser
Number Appearing: One (20% chance of a mated pair)
Life Points: 10 to 100 with three 10ths
Aura: Any
Ego: 15 to 25
Attacks per Turn: Three + one per five levels
Advantage: +4 + 1/2 per 15 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Beak: 1 to 20 x 3 LPD through four 10ths
- Talons: 10 to 40 x 3 LPD through four 10ths
- Nova mutation blast: 1,000 to 10,000 LPD; range, 300 feet
- Pure psionics eye burst: 1,000 to 10,000 LPD; range, 100 feet

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Flight Speed: 160 mph
Surprises: 20% in all classes
Fates: 35% for most categories
Metabolic Shock: 20% (5 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: Midnight sunstone falcons are 1 to 2 feet long and weigh 10 to 30 pounds. Organic midnight sunstone or sunstone make up their feathers. The male of the species is midnight sunstone, whereas the female is just sunstone. They are very intelligent and can be trained when young. A psionic telepathic link is established between a falcon and its owner with an effective range of 1 mile. Only a 5% chance exists to find one of their nests. If both a male and female are sighted together, they will have a nest within 100 miles.

Midnight sunstone falcon's claws and beak cut through four 10ths. They have an ability similar to the major mutation Nova, that is usable six times a day. With this they can create a shield around themselves and fly at 1,000 mph. This shield is immune to physical, psionics, and energy. The falcon will often strike targets at full speed with its shield up. The ability also lets this creature fire a mutation blast from its eyes. Their midnight sunstone (Pure Psionics) or sunstone (energy) burst can be done six times a day. They also have the lesser mutation X-Ray Vision, usable three times a day for one set (range is 100 feet).

The midnight sunstone falcons live almost anywhere, particularly on the Mushroom Spires. Incidentally, no falcons have been held in captivity unwillingly. They will either escape or starve themselves to death. When encountered in the wild, the bird rolls a flat reaction. Sometimes they are hostile, especially when guarding their nest.

Fern, Air

Encounter Type: Common
Number Appearing: 1 to 10
Gaming Points: 0
Description: Air ferns resemble the common sword fern, only with longer leaves. A single plant weighs between 6 and 10 pounds. These plants create massive amounts of oxygen. One plant lets off enough to support one person in an airtight area of not more than 25 cubic feet. The fern produces both oxygen and nitrogen and gives off a phosphorescent glow. Air ferns grow near water throughout Synnibarr.

Fiend

Encounter Type: Greater
Number Appearing: One (20% chance of one to four)
Life Points: 10,000 to 40,000
Aura: Scarlet
Ego: 50 to 55
Attacks per Turn: Eight + one per six levels
Advantage: +5-1/2 + 1/2 per six levels after 20th
Shot Bonus: +85%
Attack Types and Damage Adj.:
- Fists: 10 to 40 x 120 LPD

Dodge: 65% (75% in wraith form)
Beam-Attack Dodge: 45% (55% in wraith form)
Maximum Running Speed: 25 mph
Maximum Flight Speed: 200 mph (in wraith form)
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 55% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Earthpower, alchemy, and chi: 50% (while in physical form)
Immunities: Physical and energy (while in wraith form)
Gaming Points: 10
Description: The fiends were created by ancient Blood Lords who were seeking to raise a secret army. However, before enough fiends could be created, the Blood Lords began to fight amongst themselves and while their backs were turned, the fiends struck them down, freeing them-

selves to roam the cosmos. With them they took the secrets of their creation in order to continue to propagate their race. These monsters weigh 200 to 300 pounds when in their physical form and have a stinger-tipped, 5-foot-long tail. When in wraith form, the fiends can pass through physical objects.

Fiends can possess a victim four times a day within a range of 100 feet. They also have a phazed stinger that can drain the soul and constitution of the victim struck, feeding the fiend (takes one attack and is mutation based). A maximum of 40 extra constitution points may be stored in this manner. Once a soul is devoured, it is gone forever. Also, these nasties can cast 1st through 20th-level Mage Warrior spells and all psi spells. They have 1,000 psionic points and 350 SMUs. Their bodies emit a psionic field that causes fear class 4 within a 20-foot radius (see "Fear" in chapter 12).

Fish, Giant Flying

Encounter Type: Common
Number Appearing: One to six (50% chance of egg-bearing females)
Life Points: 100 to 600
Aura: Violet
Ego: 7
Attacks per Turn: Four + one per 10 levels
Advantage: +4
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 5 LPD
- Poison tail spur: 100 to 400 x 5 LPD (third-level poison)

Dodge: 70%
Beam-Attack Dodge: 53%
Maximum Swimming Speed: 500 mph
Maximum Flight Speed: 120 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 32% (11 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Descriptions: This fish is plentiful in the oceans and all large saltwater areas of Synnibarr. It grows up to 15 feet long and weighs 1 to 3 tons. They appear to be giant winged catfish, able to fly out of water for 5 hours at a time. They can even hover and bite if they are hungry, but they are usually afraid of humans. The skin of the flying fish is poisonous and is used by the Ninja in the preparation of their neurotoxins. One thing about them that is good is their caviar, which is good to eat, and there is lots of it. Females have between 1 and 20 pounds of eggs, which sell for $100 a pound.

Flower, Spear

Encounter Type: Common
Number Appearing: One to four
Life Points: 1,000 to 10,000
Aura: Violet
Ego: 1
Attacks per Turn: 1 to 20
Advantage: +4
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Earthpower spears: 100 to 400 LPD; range, 100 feet
- Pollen: 100 to 400 LPD per turn for one set

Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 25% for most categories
Metabolic Shock: 26% (8 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: Spear flowers weigh 10 to 50 pounds, stand 10 feet tall, and are 5 feet around. Victims surprised by this plant lose 10% on their surprise roll. From 1 to 20 spear pods are shot per turn. These pods have an earthpower energy field about them that helps them to inject pollen into their victims. This flower can also spray its pollen once a day for 25 feet. The pollen is equal to third-level poison (fate versus chemicals). There is a 35% chance of finding treasure on a dead body close by.

Flymen

Encounter Type: Common
Number Appearing: One to four
Life Points: 100 to 1,000
Aura: Green
Ego: 12
Attacks per Turn: Two + one per eight levels
Advantage: +3-1/2 + 1/2 per eight levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Throw rocks: 10 to 40 + 10 LPD per stone
- Alchemy sting: 100 to 1,000 LPD; range, 50 feet

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Flight Speed: 52 mph
Surprises: AA, 50%; A, 45%; B, 40%; C, 35%
Fates: 15% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: Flymen are small, standing only 12 inches tall and resembling tiny humans with the wings of a fly. They speak the human language and are very mischievous. Flymen love stealing treasure and food. Very little goes on in their domain without their knowledge. Consequently, they can be bribed to give out the information they usually have with salt or perfume. They have the ability of the Alchemist's Starfire, being able to perform both the shield and bolt.

Fly, Green

Encounter Type: Common
Number Appearing: 1 to 20
Life Points: 1
Aura: Violet
Ego: 2
Attacks per Turn: Three + three per 10 levels
Advantage: +1
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Bite: 1 to 4 LPD + special

Dodge: 68%
Beam-Attack Dodge: 51%
Maximum Flight Speed: 15 mph
Surprises: AA, 90%; A, 80%; B, 50%; C, 20%
Fates: 15% for most categories
Metabolic Shock: 10% (1 con point)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: Green flies are 5 inches long and have bright-green wings. They like dark, damp places such as overgrown forests. Green flies love to land on victims' backs (-10% on a victim's surprise roll) and bite, causing an itching skin rash. They will take a bite out of anything alive. After four bites, itching becomes tremendous and victims cannot concentrate enough to use their powers. Eighty percent of the time a slime reaper will be nearby to eat helplessly scratching victims

Fly, T.T.

Encounter Type: Common
Number Appearing: 50 to 500
Life Points: 1
Aura: Violet
Ego: 2
Attacks per Turn: One + one per 10 levels
Advantage: +1
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Sting: Special (through 10ths)

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Flight Speed: 20 mph
Surprises: AA, 99%; A, 80%; B, 75%; C, 60%
Fates: 5% for most categories
Metabolic Shock: 12% (2 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10

Description: T.T. flies weigh 1/4 ounce and have a 1/2 inch wing span. Their sting cuts through Invulnerability and 10ths. This creature bites animals and sucks their blood. While biting, it injects an anticoagulant that has the side effect of scrambling a victim's DNA code (fate versus chemicals). There is a 20% chance of a random change in mutations or random psionics if the victim has them. Those without mutations may gain one to four lessers. Weremen that are bitten have a 20% chance of having the power types that they absorb changed. Reroll for new absorption types.

T.T. flies are so small they are easily overlooked. A character is seldom aware that they have been bitten—until they try to use their abilities. It takes about 24 hours for the DNA to settle into a new code. Until this time has elapsed, the victim will be unable to use his mutations or random psionics (if affected by the anticoagulant). It may be a good or bad surprise when the change in the body is complete. This is left to random determination.

Giant, Air

Encounter Type: Lesser
Number Appearing: 2 to 12
Life Points: 1,000 to 40,000 with two 10ths
Aura: Gray
Ego: 30
Attacks per Turn: Four + one per seven levels
Advantage: +4-1/2 + 1/2 per seven levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Fist: 30 to 300 x 200 LPD
- Sword: 100 to 1,000 x 300 LPD

Dodge: 70%
Beam-Attack Dodge: 50%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 60 mph
Surprises: AA, 95%; A, 85%; B, 65%; C, 55%
Fates: 25% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 3 (power holders 8)
Description: Air Giants are 16 feet high and weigh 2 to 4 tons. These Giants have evil natures and are given to pirating and conquest. However, since they are the weakest of the Giants, they need to travel in large numbers. This usually causes conflict. They have a highly disorganized society.

The Air Giants are so named because they travel in boats that float by way of gravanium-laced hulls. The boats also can levitate short distances—approximately 1 mile at 60 mph. This power is used when attacking another vessel. Usually they will fly down and attach strong cables between their vessel and their victim's. They even have special grappling devices that will attach to the pelleum hull of a spaceship; however, this is seldom done. Any treasure is kept in secret locations, not aboard ship.

Luckily, the Air Giants are the only noncivilized form of Giants who employ earthpower. One in six Giants can use first through fifth-level earthpower spells with 100 SMUs. An Air Giant's ship will always have one of these spell users, or Power Holders. There is a 25% chance that the Power Holder has earth eggs to help boost his power, and a 10% chance that he will have an enchanted weapon.

Giant, Elemental

Encounter Type: Greater
Number Appearing: One to four
Life Points: 1,000 to 40,000 with two 10ths
Aura: Red
Ego: 40
Attacks per Turn: Five + one per seven levels
Advantage: +5
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Fist: 30 to 300 x 300 LPD
- Sword: 100 to 1,000 x 300 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Surprises: AA, 80%; A, 70%; B, 50%; C, 40%
Fates: 30% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 5
Description: Elemental Giants weigh 3 to 6 tons and stand 16 feet tall. These Giants are not rare and are found just about anywhere. They are, however, mostly tribal and nomadic. Their hunting parties consist of groups of one to four. The females play a very active roll in hunting.

Villages usually consist of 10 to 20 individuals. Elemental Giants have a close family relationship and are very territorial, but not actively evil. They are less intelligent than most Giants. Their main power is Thermal Kinetic. They use this mutation as a 10th-level Mutant.

Giant, Ice

Encounter Type: Greater
Number Appearing: One to two
Life Points: 1,000 to 40,000 with two 10ths
Aura: Scarlet
Ego: 45
Attacks per Turn: 5 to 10 + 1 per seven levels
Advantage: +6
Shot Bonus: +45%
Attack Types and Damage Adj.:
- Fist: 30 to 300 x 650 LPD
- Sword: 100 to 1,000 x 300 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Surprises: AA, 50%; A, 40%; B and C, 30%
Fates: 45% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 10
Description: Ice Giants are built similarly to their relatives, being 16 feet tall and 2 to 4 tons in weight. They live only in the coldest reaches of Synnibarr. Ice Giants are very solitary and very evil, preying on all creatures who come within their reach. They are allies with moon drakes, but hated enemies of the thermal hydras.

These Giants have a special mutation dealing with cold. They can freeze any object solid 75% of the time, 2 con points per use. If the victim does not freeze, he is stunned for one turn. The ability is Ice Lightning, and its range is 1,000 feet. The Ice Giants love fire diamonds, hiding their treasure deep within icy caverns.

Gnoll

Encounter Type: Common to lesser
Number Appearing: One to four
Life Points: 10,000 to 40,000
Aura: Any
Ego: 14 to 30
Attacks per Turn: One + one per eight levels
Advantage: +2-1/2 + one per eight levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Fist: 100 to 1,000 x 125 LPD
- Kick: 200 to 1,200 x 125 LPD
- Club: 100 to 1,000 x 125 LPD

Dodge: 52%
Beam-Attack Dodge: 39%
Maximum Running Speed: 100 mph
Surprises: AA, 50%; A, 40%; B and C, 30%
Fates: 20% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Magic, psionics, mutations, and chi: 30%
Immunities: Earthpower and alchemy
Gaming Points: 1
Description: These creatures are humanoid with dark-brown skin, which is usually covered with large, molelike growths. They stand up to 10 feet tall and weigh 2,000 pounds. Gnolls are extremely xenophobic and will almost always attack rather than make friends. They do, however, work with

one race called the Scarrok. Gnolls organize Scarrok warriors to go on raiding parties, using them most often as expendable mercenaries. Only with a Gnoll's leadership will the Scarrok work together. Gnolls make their lairs in caves or ruins. Their society is loose knit and squabbles are constant. They are poorly organized but have managed to populate a large portion of the Enchanted and Forbidden Continents.

Gopher, Mutant

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 10 to 100
Aura: Violet
Ego: 5
Attacks per Turn: One + one per five levels
Advantage: +3
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Special

Dodge: 50%
Beam-Attack Dodge: 37%
Maximum Running Speed: 15 mph
Surprises: AA, 99%; A, 90%; B, 80%; C, 70%
Fates: 20% for most categories
Metabolic Shock: 26% (8 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: The mutant gopher is one of the most notorious pests on Synnibarr. They weigh 2 to 6 pounds and range throughout the interior of the Worldship.

Mutant gophers have the lesser mutation Jumper and the ability to disintegrate up to 500 pounds per touch, six times a day. These creatures will jump from a distance (about 50 feet) and land on their victim, attempting to disintegrate when provoked. Fortunately, they do not maliciously act in this manner.

Gorilla, Giant

Encounter Type: Lesser
Number Appearing: One to four (20% chance of 10 to 100)
Life Points: 10,000 to 100,000
Aura: Green
Ego: 11
Attacks per Turn: Four + one per five levels
Advantage: +4 + 1/2 per 10 levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Fists: 10 to 100 x 250 LPD

Dodge: 50%
Beam-Attack Dodge: 38%
Maximum Running Speed: 50 mph
Surprises: AA, 85%; A, 80%; B, 72%; C, 40%
Fates: 20% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: Magic and chi: 50%
Immunities: Chemicals
Gaming Points: 3-1/2
Description: The giant gorillas stand up to 20 feet tall and weigh 4 to 10 tons. They are shy and illusive creatures, seldom given to violence. They live in the Center of the World. As omnivores, they feed on small deer and elk along with a variety of fruits, roots, and berries. Giant gorillas have one peculiar streak—they are semireligious, worshipping the great Internal Sun. They erect crude shrines upon which they place any metals or gems that they find. To disturb these gems would bring the entire troop down upon the transgressor. Usually from $10,000 to $40,000 can be found along with four large apes. The apes are bright blue in color with a large mohawk of long, blond hair. Their only means of defense are Psi Bolt, Tesseract, and Invisibility (500 psionic points).

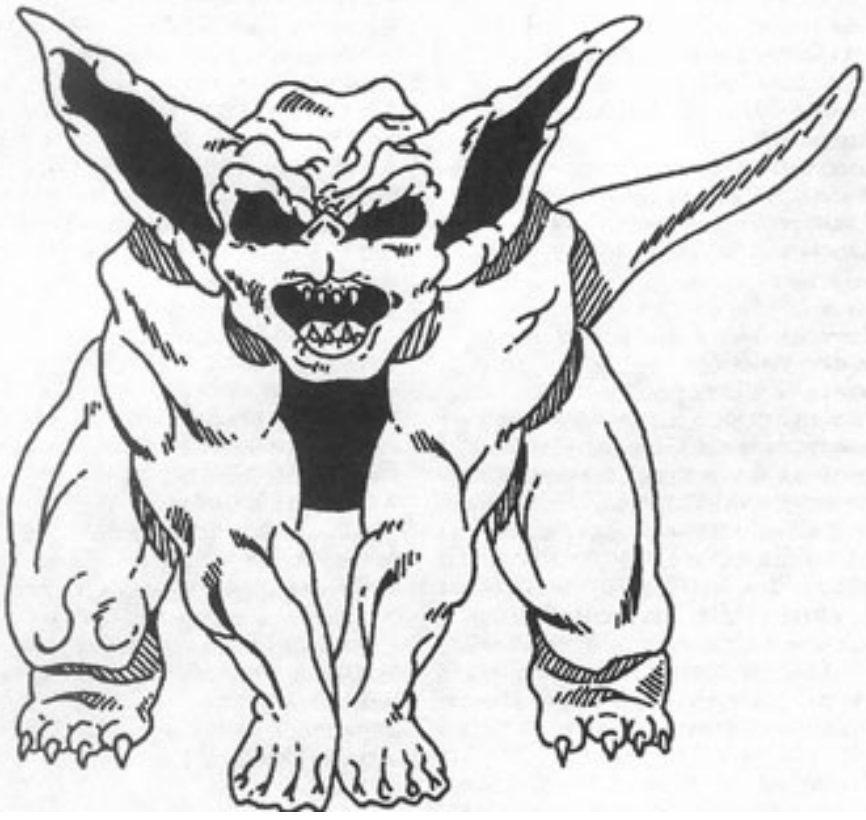
Grass, Phaze

Encounter Type: Lesser to major
Number Appearing: 1 to 100 yards
Life Points: 10 to 40 per yard
Gaming Points: 1
Description: This plant, at first glance, appears to be harmless, dark-green grass. However, once stepped on, it will phaze up through the boots and soles of a victim's feet (-20% on surprise roll), planting seeds into the body. If the victim does not successfully roll fate versus mutations, the seeds will travel throughout the body. Also, victims must roll metabolic shock or lose half of their strength and constitution scores. After 1 day, if not cured by a 20th-level Amazon's Golden Hand ability, the victim will die.

Gremlin

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 10,000 to 80,000 with two 10ths
Aura: Gray through red
Ego: 30
Attacks per Turn: Five + one per five levels
Advantage: +5 + one per five levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 150 LPD
- Claws: 100 to 800 x 150 LPD through 10ths

Dodge: 70%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 3,000 mph
Surprises: AA, 70%; A, 60%; B, 45%; C, 36%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 35%; chemicals, poison, and energy: 25%
Metabolic Shock: 48% (19 con points)



Resistances: Psionics, earthpower, and energy: 50%
Immunities: None
Gaming Points: 4
Description: Gremlins are gray-black in color and weigh 250 to 350 pounds. Their hands and claws are invulnerable and they can sense life forms and energy within 1,000 yards. This creature will attack anything flying, metal or flesh, because it eats both. It will grab a low-flying adventurer or airship and destroy it by ripping it to shreds.

The gremlins live high in cloud covered mountains. There they sometimes hide their treasures. Gremlins are known to collect gravanium, enough to have their treasures hidden within the clouds themselves. They collect earth eggs and fire pearls.

Gremlin, Dark

Encounter Type: Greater
Number Appearing: One (10% chance of two to four)
Life Points: 1,000 to 100,000 with three 10ths
Aura: Gray through scarlet
Ego: 35
Attacks per Turn: Eight + one per 10 levels
Advantage: +7-1/2 + 1/2 per 20 levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 600 x 200 LPD
- Claws: 100 to 800 x 200 LPD through 10ths

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 10,000 mph
Surprises: AA, 30%; A through C, 20%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 50%; chemicals, poison, and energy: 30%
Metabolic Shock: 40% (15 con points)
Resistances: Energy, psionics, and earthpower: 75%
Immunities: Magic and alchemy
Gaming Points: 5
Description: Dark gremlins are 6 feet high and weigh 250 to 350 pounds. They are creatures of the sky, created by a Winged Warrior as guards. They have smooth black skin and demonlike faces. The dark gremlins have vicious claws that emit acid that can dissolve 1,000 to 100,000 life points per turn. This acid usually weakens the outer casing of a spacecraft or starship, rendering it digestible to the gremlin. The acid requires two sets to start working, and it lasts 5 minutes. Dark gremlins can use their acid attack twice a day.

Only magic of 10th level or greater in power will affect these creatures. Their scaly skin is invisible to radar and sensing abilities similar to a Cloak of Mist. The skin distills into a small amount of oil that gives the user the same power for 1 hour after applying to the entire body (one use per dark gremlin). The dark gremlins can also apport one to six regular gremlins to them once per day. The "regular" gremlins will obey any command given to them by their summoner. Thirty-five percent of the time they will be accompanied by these servant gremlins when encountered. Sometimes the dark gremlin will send its servants out on some dastardly deed.

Dark gremlins can sense magic, energy, and life force within 10 miles. They are very shy and evil creatures. They eat metals and gems, preferring the heavy shielding on spacecraft. They have a 20% chance of detecting traps.

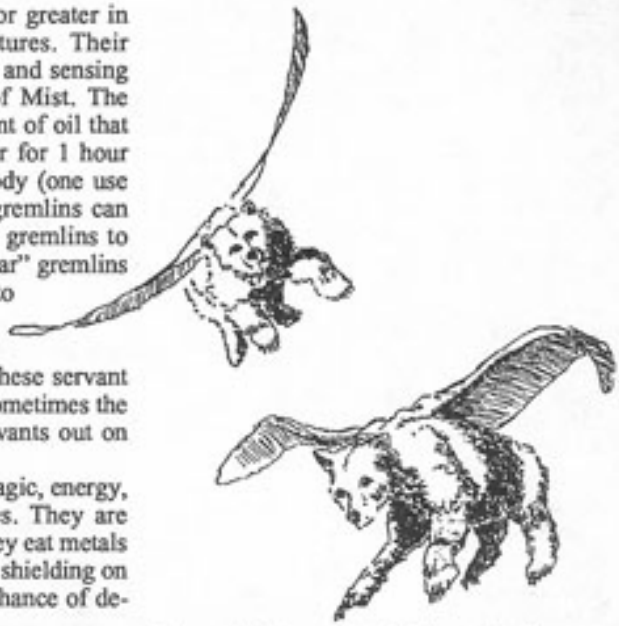
Dark gremlins will attack any vessel in their path. Since a ship cannot use warp drive within the gravitational field of a planet or solar system, the dark gremlin will fly with the ship, pressing the attack until driven off or killed. Dark gremlins can follow a ship to the end of the solar system.

One weakness of dark gremlins is forgotten steel. This metal will cut through their hide, doing normal damage.

Grizzly, Giant Flying

Encounter Type: Lesser
Number Appearing: One to four (20% chance of female with one to two young)
Life Points: 10,000 to 40,000 with one 10th
Aura: Violet
Ego: 10
Attacks per Turn: Two + one per 10 levels
Advantage: +3-1/2
Shot Bonus: +55%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 10 LPD
- Claws: 10 to 400 x 10 LPD
- Chi eye beams: 100 to 600 LPD; range, 200 feet

Dodge: 55% (60% in flight)
Beam-Attack Dodge: 42% (45% in flight)
Maximum Running Speed: 30 mph
Maximum Flight Speed: 100 mph
Surprises: AA, 60%; A, 45%; B, 37%; C, 26%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 2



Description: The flying grizzlies are strong and ferocious creatures. They are 10 to 15 feet in length, weigh 2,500 to 6,500 pounds, and feed on any form of meat or fish. Their eye beams can be fired 10 times a day and take one attack to use. Their fur may be used as armor and is worth $1,000 for an intact hide. Flying grizzlies are a very intelligent species who will stalk their prey vast distances. They are encountered everywhere.

Grizzly, Giant Sunstone

Encounter Type: Greater
Number Appearing: One
Life Points: 100,000 to 1,000,000 with four 10ths
Aura: Any
Ego: 10
Attacks per Turn: Five + one per 15 levels
Advantage: +6-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Claws: 1000 to 10,000 x 1,200 LPD through four 10ths

Dodge: 40%
Beam-Attack Dodge: 40%
Maximum Running Speed: 208 mph
Surprises: AA, 30%; A through C, 20%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 40%; chemicals, poison, and energy: 45%
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: Magic and earthpower
Gaming Points: 20
Description: The giant sunstone grizzly is 150 feet tall and weighs approximately 100 to 200 tons. They live on the northern part of the Dark Continent. These creatures have 1,000 psionic points and every minor psi

spell amplified times 2. It is they who prey on drakes and hydras.

Grizzly, Midnight Sunstone

Encounter Type: Lesser
Number Appearing: One to two (10% chance of female with one to two cubs)
Life Points: 10,000 to 40,000 with four 10ths
Aura: Violet
Ego: 5 to 7
Attacks per Turn: Six + one per five levels
Advantage: +5-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Midnight sunstone claws: 10 to 100 x 50 LPD through four 10ths

Dodge: 55%
Beam-Attack Dodge: 40%
Maximum Running Speed: 40 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 35%
Fates: 45% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Energy, chi, and mutations: 75%
Immunities: Alchemy and earthpower
Gaming Points: 4
Description: Midnight sunstone grizzlies stand 10 to 16 feet tall at the shoulder and weigh 1 to 2 tons. This bear is the shadow of death for most creatures. They are fierce hunters and almost unstoppable. They can tesseract 10 times a day and have the lesser mutation Force Field. Midnight sunstone grizzlies live almost everywhere within the Garden. However, they prefer the continent of Utha.

Grizzly, Sunstone

Encounter Type: Greater
Number Appearing: One (20% chance of two and cubs)
Life Points: 10,000 to 100,000 with four 10ths
Aura: Any
Ego: 10
Attacks per Turn: Seven + one per eight levels
Advantage: +6
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Claws: 10 to 100 x 100 LPD through four 10ths

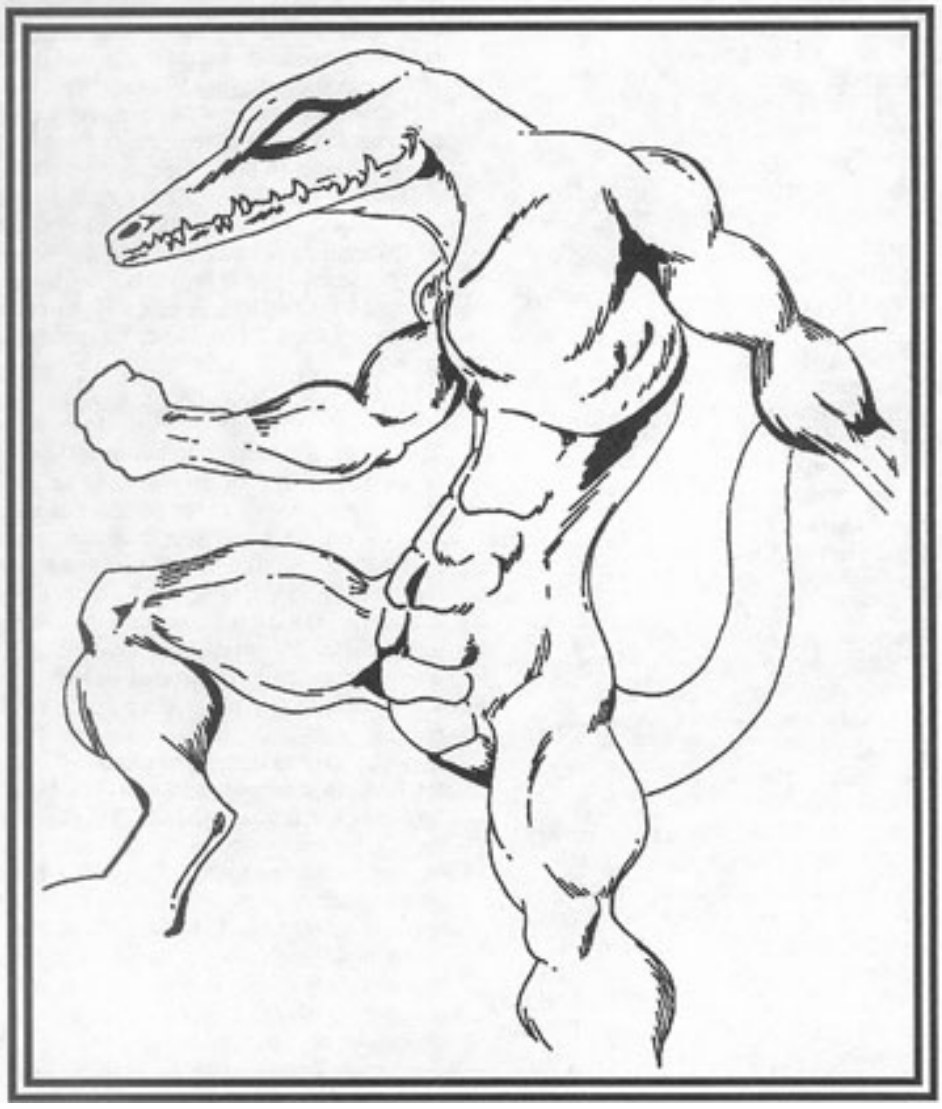
Dodge: 75%
Beam-Attack Dodge: 50%
Maximum Running Speed: 208 mph
Surprises: AA, 30%; A through C, 20%
Fates: 45% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Psionics and alchemy: 75%
Immunities: Magic and earthpower
Gaming Points: 7
Description: Sunstone grizzlies weigh 1 to 4 tons and are 20 feet tall. They can be encountered virtually anywhere because they love to swim. This creature is vicious and dangerous.

Halitheians

Encounter Type: Greater
Number Appearing: 10 to 40 (20% chance of more)
Life Points: 10,000 to 40,000 with three 10ths
Aura: Gray through red
Ego: 10 to 20
Attacks per Turn: Five + one per seven levels
Advantage: +6-1/2 + 1/2 per seven levels
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 500 LPD
- Claw: 100 to 400 x 500 LPD

Dodge: 65%
Beam-Attack Dodge: 55%
Maximum Running Speed: 65 mph
Maximum Swimming Speed: 200 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chemicals, 75%
Immunities: None
Gaming Points: 3
Description: Halitheians stand 16 feet tall, weigh 2 to 4 tons, and have a 10-foot-long tail. These creatures resemble giant crocodile men. They are excellent sailors and swordsmen, building great sailing ships on which they roam the seas of the Garden without fear. The Halitheians are a bloodthirsty lot with a taste for humans. They raid ships to take the treasure and then eat the crew. Fighting is their life, art, and religion. Their home port is Scaleclaw, located on the coast of Doreann.

Their religious belief is that they will one day rule the seas. For this reason they live to conquer, even at the expense of their homes and families.



Hare, Snow

Encounter Type: Common
Number Appearing: One to six
Life Points: 1 to 10
Aura: Violet
Ego: 5
Attacks per Turn: None
Advantage: +1/2
Shot Bonus: None
Attack Types and Damage Adj.:
- None

Dodge: 40%
Beam-Attack Dodge: 30%
Maximum Running Speed: 25 mph
Surprises: AA, 75%; A, 65%; B, 55%; C, 45%
Fates: 10% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: None
Immunities: None
Gaming Points: 0
Description: Snow hares are large and quick rodents, weighing 20 to 60 pounds. Their meat and fur are excellent.

Helderems

Encounter Type: Major
Number Appearing (roll 1d100):
01–74: 6
75–95: 10 to 100
96–00: 1,000 to 4,000
Life Points: 100 to 1,000 (armor has 160,000,000 with three 10ths)
Aura: Any
Ego: 40 to 50
Attacks per Turn: Seven + one per 10 levels
Advantage: +6-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Fists: 100 to 400 x 15 LPD
- Kick: 100 to 600 x 15 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 33 mph
Surprises: AA, 90%; A, 85%; B, 77%; C, 60%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 45%; chemicals, poison, and energy: 25%
Metabolic Shock: 48% (19 con points)
Resistances: None
Immunities: None
Gaming Points: 5
Description: These alien creatures are humanoid in appearance, weighing 250 to 350 pounds and standing 5 to 7 feet tall. They resemble a cross between a professional wrestler and a blue-skinned elf. The Helderems have three psionic abilities: Telekinesis (can lift 1,000 pounds), Telepathy (500-foot range), and Illusions. They have 700 psionic points.

Helderems are semipeaceful and do not make war. They are the most plentiful race in the universe. Because of their high intelligence and psionic abilities, their species did not stagnate in technological advancement. They have been able to colonize different worlds and protect themselves against disease and attack.

Helderems have developed four classes of starships. They carry weapons and wear a special form of living battle armor. They usually appear in 6-man fighters with a cruiser or destroyer in nearby orbit.

Helderem Weapons

Phazed Energy Blaster: 1,000 to 10,000 LPD (a small pistol); range, 100 feet. They wear 10 clips that hold 20 shots per clip. This gun is worth $25 million and each clip is worth $10,000.

Rifle Blaster: Fires miniature phazed-energy missiles, 100,000 to 600,000 LPD per missile within a range of 5 miles. Explosions vaporize a 6-foot area with no concussion. The rifle holds two clips that fit on the bottom of the rifle. Each clip holds 25 shots. Helderems carry four of these normal clips and one special clip that holds 10 energy net missiles. These shots trail tiny threads of energy that can ensnare up to 30 people per shot, requiring a force of 1 ton per thread to break free, or 25,000 life points. The net will last for 6 hours and has a range of 100 feet. Rifles are worth $100 million. Normal missiles are worth $10,000 each. The energy net missiles are worth $45,000. Helderems carry no other weapons except a pistol, a rifle, and battle armor.

Helderem Battle Armor

This armor was created to allow the user to sneak aboard and quietly destroy an enemy's ship. It is immune to psionics and has 160 million life points with three 10ths. It is approximately the same size as the Helderem who wears it, but it only weighs 3 pounds. The armor can provide a fresh oxygen-nitrogen atmosphere for 30 days. It is environmentally controlled to temperature extremes as cold as deep space or as hot as 16,000 degrees. It has external hookups to provide air and climate control for four other people (up to 10 tons of air-breathing life forms). It has 10,000 EGs and cannot be recharged without an organic electronic power source. The armor's maximum running speed is 208 mph. Its flying speed is 1,000 mph. However, it can exercise a function that is similar to the master mutation Hyperflight that allows it to travel at faster speeds (25 EGs equal 1 con point). Other normal power usage factors are the same as Hadrathus power armor (see table 82 in chapter 3, "Provisions").

The armor manifests itself through a belt that reconstructs it out of energy. This can be done three times a day before the power pack needs to be recharged (it has a 300 EG clip). The armor appears or disappears at the wearer's mental command or at the touch-keying of a button in the belt buckle. The belt and the armor are constructed of organic electronics and the belt projects a holofield around itself in order to appear as any type of clothing around the waist that the wearer wishes.

Once summoned, the armor is jet black except for the red streak where the wearer's eyes should be. The armor itself can project a holofield for 1 hour a day and can amplify the wearer's strength by 100 points. A special communication transmitter with a range of 10 light years is built into the armor. This transmitter can be tuned to receive any language, acting as a translator. Other abilities of the armor are as follows:

- **Flight:** 714 mph, 10 hours per week (including hovering).
- **Turbothrusters:** 65,000 mph, 1/4 hour per week.
- **Phazed Impact Blaster:** 10,000 to 100,000 LPD; 20 times a day. These beams are aimed and fired by the right forearm and fist.
- **Warp Shield:** This shield will cause any attack to enter a pocket dimension once it strikes the shield. The shield lasts one turn per day. It appears around the armor in a 10-foot sphere (user cannot move while it is in place) or manifests itself in a disklike shape, from 1 to 10 feet in diameter that has a range of 15 feet. The left fist activates this shield.
- **Portable Hole:** Two times per 24 hours. This creates a temporary hole through any substance, up to 200 feet deep. The hole lasts 5 minutes and is triangular in shape, 3 feet on each side.
- **Tesseract:** This can be done three times per day; range is 50 feet. The target area must be in sight. Up to 1,500 pounds of extra matter can be transported.

Helderem armor is worth $9 billion.

Horse, Flying Sea-

Encounter Type: Common
Number Appearing: One (20% chance of mated pair)
Life Points: 10 to 60
Aura: Silver
Ego: 40
Attacks per Turn: Five + one per five levels
Advantage: +4
Shot Bonus: +20%

Attack Types and Damage Adj.:
- None

Dodge: 75%
Beam-Attack Dodge: 50%
Maximum Swimming Speed: 50 mph
Maximum Flight Speed: 150 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 40% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: These fish grow to 3 feet tall and weigh as much as 20 pounds. They can fly up to 150 mph for an unlimited distance but cannot carry much more than their own weight. They live in the deepest ocean waters. Flying seahorses can use Mage Warrior spells of up to 20th level and they have 70 SMUs. There are not very many flying seahorses left, and they will flee from and avoid any contact with humans.

Horse, Midnight Sunstone Stallion

Encounter Type: Greater
Number Appearing: One (10% chance of having 1 to 10 mares)
Life Points: 1,000 to 8,000 with four 10ths
Aura: Silver
Ego: 10 to 19
Attacks per Turn: Four + one per five levels
Advantage: +7
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 100 to 400 x 50 LPD through four 10ths
- Hooves: 20 to 200 LPD through three 10ths

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 300 mph
Surprises: AA, 90%; A, 70%; B, 55%; C, 35%
Fates: 20% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 2
Description: Midnight sunstone stallions are the most powerful of the horses within the Garden. They weigh 1 ton and have fur, hooves, and teeth of organic midnight sunstone. These horses can run at a speed of at least 100 mph for up to 72 hours without stopping. These horses can tesseract six times a day, carrying 1,000 extra pounds along with them. Other abilities are the lesser mutations Surface Adherence, Analyzer, and Lesser Any.

Midnight sunstone stallions are easily tamed. They are as intelligent as humans and speak their own language, as well as having a 30% chance of speaking the human tongue as well. Their resistances are transferred to the rider when mounted.

Horse, Sea-

Encounter Type: Common
Number Appearing: 1 to 10
Life Points: 100 to 1,000
Aura: Silver
Ego: 32
Attacks per Turn: One + one per five levels
Advantage: +3-1/2
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 5 LPD

Dodge: 65%
Beam-Attack Dodge: 40%
Maximum Swimming Speed: 140 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: These beautiful creatures grow up to 10 feet in height and weigh up to 1,800 pounds. They do not normally attack. Seahorses are very intelligent and can speak any language. They usually try to avoid any contact with humans, if possible, making them hard to find.

Horse, Winged

Encounter Type: Common
Number Appearing: 10 to 20 (60% are females and young)
Life Points: 100 to 500 with one 10th
Aura: Any
Ego: 15
Attacks per Turn: Three + one per five levels
Advantage: +2-1/2
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Kick: 10 to 60 x 15 LPD

Dodge: 75% (-5% if mounted)
Beam-Attack Dodge: 56%
Maximum Running Speed: 112 mph
Maximum Flight Speed: 250 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 15% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: Winged horses weigh 500 to 1,000 pounds and have a 25-foot wing span. They migrate yearly from the Enchanted Continent to the Shandreall Plains of Mist. Although the plains drift above the continental surface, the horses always seem to know their location. Every year just before Darkmonth, they fly to the plains to mate and graze, protected from the cold.

Winged horses can fly mounted at an average speed of 110 mph for 5 to 6 hours, gaining a maximum altitude of 2,000 feet. They are intelligent and can be easily tamed once caught. A fully trained horse sells for $500 to $2,000 in Terra. They can also be taught to speak.

Hornet, Fire

Encounter Type: Lesser
Number Appearing: One to four (20% chance of hive with 10 to 100 plus the queen)
Life Points: 10 to 40
Aura: Red
Ego: 5
Attacks per Turn: One + one per five levels
Advantage: +3-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Poison sting: 1 to 10 LPD + 10 to 100 LPD per set for 5 minutes
- Venom globs: 10 to 100 LPD per set for 5 minutes; range, 20 feet

Dodge: 70%
Beam-Attack Dodge: 55%
Maximum Flight Speed: 25 mph
Surprises: AA, 68%; A, 58%; B, 40%; C, 30%
Fates: 10% for most categories
Metabolic Shock: 10% (1 con point)
Immunities: None
Gaming Points: 1
Description: Fire hornets can shoot blobs of jellylike substance that glow cobalt blue. These globs stick and burn with venom for 5 minutes. Up to five globs can be done per day. When fire hornets are brought to below half their life points they will explode, showering 10,000 LPD of radiation in a 10-foot-square area. Fire hornets are 12 inches long and weigh 3 to 8 pounds.

Hound, Mad

Encounter Type: Lesser
Number Appearing: One to six (20% chance of 10 to 20)
Life Points: 100 to 1,000
Aura: Scarlet
Ego: 9
Attacks per Turn: Three + one per five levels
Advantage: +4
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 10 to 80 x 5 LPD plus disease

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 75 mph
Surprises: AA, 99%; A, 90%; B, 88%; C, 70%
Fates: 15% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: Earthpower and alchemy: 75%
Immunities: None
Gaming Points: 1/2
Description: Mad hounds weigh 100 to 400 pounds. They live only on the Dark Continent. These creatures are a rabid, mutated form of wolf. The mad hounds are insane and thoroughly aggressive toward all other forms of life except their own kind. They will infect any victim bitten if their saliva touches exposed skin.

The disease requires 12 hours to take effect and causes complete insanity. Infected victims will continue to attack any living creature until they or their targets are dead. The disease changes the victim's aura to scarlet. The cure is a Heal Disease spell, Mass Heal, Heal and Regrowth, or Mystic Restoration.

The Hydras

All hydras have more than one head. Their main brain system is in the center of their body cavity, close to their respiratory system. Each head has a smaller brain that can be severed without doing harm to the creature's ability to function. A severed head will regenerate in five sets.

The hydras are warlike. They can attack five times a turn with each head. Like drakes, certain hydras have armorlike scales that protect them against physical and energy attacks. Successfully repeated called shots to the same spot will reduce the amount of life points for those scales appropriately. Hydras have no wings, so they have smaller territories than drakes. They weigh up to 25 tons and reach lengths of 250 feet or better. Their necks are generally one-quarter as long as their total body length. They crave knowledge and treasure over flesh.

Hydras mate once every 5 years and lay only one egg, which requires 5 years to hatch. The eggs are usually hidden in caves, if possible, and left unattended. The shells of the eggs are thick and strong, usually taking 1,000 life points damage before breaking.

A total of 5% of all hydras are capable of using spells equal to their level, in addition to those hydras that use spells naturally. All hydra breath weapons are wide-beam attacks, unless otherwise stated, and they tend to use their breath weapons before any other form of attack. All breath weapons take one attack to use. Most hydras can use their breath weapons 10 times per day per head, with a drain of 1 constitution point per extra breath. Their breaths can be sustained for up to one turn, and they may aim on the segments that they have attacks. Hydras cannot be stunned or paralyzed by any ability less than 15th level.

Hydra, Argium

Encounter Type: Greater
Number Appearing: One to two
Life Points: 100,000 to 400,000 with one 10th
Aura: Any
Ego: 50 to 55
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 600 LPD

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 40%; chemicals, poison, and energy: 30%
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 1 per level
Description: Argium hydras have from 2 to 12 heads, weigh 100 to 140 tons, and stand 50 feet tall at the shoulder. They grow to be 300 feet long. Their breath weapon is the earthpower spell Flames of Earth. The spell has a 1,000-foot range. Argium hydras have 250 SMUs and can cast up to 35th-level earthpower spells. They are found almost everywhere and by employing their spells, they can travel quite extensively. They hoard their spell tomes and their treasures.

Hydra, Chameleon

Encounter Type: Greater
Number Appearing: One (25% chance of two with a 5% chance of one to four young)
Life Points: 100,000 to 600,000 with two 10ths
Aura: Amber through scarlet
Ego: 40 to 55
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 250 LPD
- Claws: 100 to 400 x 250 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 35%; A through C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: None
Gaming Points: 1 per level
Description: Chameleon hydras weigh 6 tons and are 50 feet long. They have from 6 to 12 heads. These are the only hydras with wings. They have dark-green scales. Their underbellies are yellow and the underside of their wings is crimson.

The chameleon hydra can metamorph its heads into the heads of any hydra or drake, except the karma drake and midnight sunstone drake and hydra. This change requires one attack. Each head may be different. Once this is accomplished, the hydra can use any breath weapon or spell that the head it is imitating can use. The hydra must have a head changed into one of the spell casting hydras or drakes to cast the spells of that creature. They have 350 SMUs. Chameleon hydras will usually employ spells from the following list:

Table 274. CHAMELEON HYDRA MAGIC SPELLS

2d8 Roll	Name	Level
2	Invisibility	1st
3	Manacles of McCracken	2nd
4	Binding	4th
5	Magnificent Invisible Defender	5th
6	Stun spell	5th
7	Spell Storage	5th
8	Enhanced Brilliant Defender	10th
9	Mage Wind	10th
10	Magnificent Deadly Rain	10th
11	Spell Haste	15th
12	Zanthius' Mirror	15th
13	Winds of Enforcement	15th
14	Bolt of Annihilation	20th
15	Limbo's Irresistible Whirlpool	20th
16	Mage Crystal	20th

	Spell Storage	Level
1	Binding	4th
2	Stun spell	5th
3	Magnificent Deadly Rain	10th
4	Limbo's Irresistible Whirlpool	20th
5	Mage Crystal	20th

Table 275. CHAMELEON HYDRA PSI SPELLS

1d10 Roll	Name	Level
1	Clairvoyance	1st
2	Telekinesis	1st
3	Magnetic Control	5th
4	Scan Mind and Willforce	5th
5	Telepathy	5th
6	Teleport	5th
7	Kinetics	10th
9	Psi Slayer	10th
8	Enhanced Psi Spray	15th
10	Precognition	40th

Table 276. CHAMELEON HYDRA EARTHPOWER SPELLS

2d6 Roll	Name	Level
2	Total Honesty	4th
3	Song of Sensing	5th
4	Dread-Lock Sphere	10th
5	Security spell	10th
6	Ward of Restoration	10th
7	Circle of Destruction	15th
8	Sphere of Sheba	15th
9	Bridge of Valhalla	20th
10	Major Temporal Suspension	20th
11	Silver Pinnacle	30th
12	Star Weird	30th

Chameleon hydras are highly intelligent. They use every means at their disposal, especially spells, to achieve their goals. In some cases a hydra will hypnotize a victim and make him or her a slave. Chameleon hydras are most persuasive, adding a +10 on their reaction rolls. In all, they are very powerful creatures.

Hydra, Elemental

Encounter Type: Greater
Number Appearing: One to two
Life Points: 100,000 to 800,000 with one 10th
Aura: Red
Ego: 30
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 275 LPD
- Phaze fire or ice breath weapon: 10,000 to 100,000 LPD; range, 1,000 feet

Dodge: 55% (head 70%)
Beam-Attack Dodge: 41% (head 55%)
Maximum Running Speed: 208 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: Phaze
Gaming Points: 1 per level
Description: This hydra is 150 feet long and weighs 10 to 40 tons. They stand 30 feet at the shoulder and have between 2 and 12 heads. Elemental hydras can breathe Phaze Fire or Phazed Ice Bolts 12 times a day. The ice will encase an object in suspended animation for as long as it is intact. Both types of breath weapons are mutation based.

Hydra, Hell

Encounter Type: Greater
Number Appearing: One to two
Life Points: 10,000 to 100,000 with two 10ths
Aura: Scarlet
Ego: 20 to 35
Attacks per Turn: Each head has five
Advantage: +6 to +8-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 150 LPD

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic and psionics: 50%
Immunities: None
Gaming Points: 1 per level
Description: Hell hydras grow to be 40 feet long. They weigh 4 to 8 tons and have four heads. These hydras can tesseract three times per day within a range of 1 mile. They can sense life forms within 5 miles.

The hell hydra's special attack is the major mutation Possession. This can be done three times per day. They breathe a special white fire that drains 1 to 20 constitution points from any victim struck (range is 1,000 feet). The flame is alchemy based and can be used three times per day. Also, the white fire will Dread Lock a victim if they are struck twice in one turn. Hell hydras feed on souls in this manner.

These creatures receive double damage from cold and earthpower attacks. Their color is black with a red glow shining from between each scale.

Hydra, Midnight Sunstone

Encounter Type: Major
Number Appearing: One (only seven exist)
Life Points: Special (see below) with four 10ths (one Immortal 10th)
Aura: Scarlet
Ego: 50 to 65
Attacks per Turn: Each head has five
Advantage: +10-1/2
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 1,200 LPD
- Pure psionics breath weapon: 100,000 to 400,000 LPD; range, 1,000 feet

Dodge: Special
Beam-Attack Dodge: Special
Block: 85%
Maximum Running Speed: 208 mph
Surprises: AA, 30%; A through C, 20%
Fates: Magic, psionics, and earthpower: 60%; mutations, chi, alchemy, chemicals, poison, and energy: 50%
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and phaze 70%
Immunities: Midnight Sunstone Energy and chi
Gaming Points: 100
Description: Midnight sunstone hydras are immortal and have 12 heads. They are 300 feet long, weigh 20 to 60 tons, and stand 50 feet at the shoulder. Only seven of these great creatures exist. Their names and specific statistics are as follows:

- **Emperor Lord Midnight**
  Life Points: 121,000,000
  Dodge/Beam-Attack Dodge: 85%/75%
- **Empress Shadarla**
  Life Points: 111,000,000
  Dodge/Beam-attack dodge: 80%/70%
- **Prince Thembdeth**
  Life Points: 1,900,000
  Dodge/Beam-Attack Dodge: 78%/67%
- **Princess Heranna**
  Life Points: 1,800,00
  Dodge/Beam-Attack Dodge: 80%/70%
- **Darakk the Spell Wise**
  Life Points: 1,900,00
  Dodge/Beam-Attack Dodge: 77%/67%
- **Amary Treena, Darakk's Apprentice**
  Life Points: 1,900,000
  Dodge/Beam-Attack Dodge: 77%/67%
- **The Rouge, Drum**
  Life Points: 1,900,000
  Dodge/Beam-Attack Dodge: 85%/73%

Midnight sunstone hydras have the choice between two different breath attacks: Venderant Nalaberong Black Fire or Midnight Sunstone Energy. Breath weapons can be used as many times as the hydra wishes. They have no drain. Other abilities are the use of the major mutation Any, and the master Metamorph. All of these hydras have mastered the art of spell use with Venderant Nalaberong spells. They have 450 SMUs. Darakk knows how to engineer in Venderant Nalaberong. These hydras' scales give armorlike protec-

tion against physical and energy attacks. Each scale has 10 million life points.

Midnight sunstone hydras live in a palace in the Were Mountains on the Forbidden Continent. Little else is known about them.

Hydra, Mist

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 10,000 to 100,000 with one 10th
Aura: Violet
Ego: 20 to 35
Attacks per Turn: Each head has five
Advantage: +4-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 100 LPD

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 60% (25 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 1 per level
Description: Mist hydras are 40 feet long and weigh 7 tons. They will have between 6 and 12 heads. Their coloration is gray with yellow heads. This hydra can transform into mist three times a day. This can be used as a dodge with a 75% chance. They know all psi spells and have 300 psionic points and 50 SMUs per head.

Mist hydras spit a poison nerve gas that works on contact. This neuropoison is a hypnotic that will allow the mist drake to control the victim. Spitting takes one attack to perform and the gas takes one attack to take effect. The gas will remain potent for 5 minutes and is blue in color.

If a head is severed, the mist hydra must roll psychic shock versus being stunned two turns. Once the head regenerates, it has no psionic points for 24 hours. Normal hydras do not suffer from this frailty.

Hydra, Scarlet

Encounter Type: Greater
Number Appearing: One to two
Life Points: 10,000 to 100,000 with one 10th
Aura: Gray through scarlet
Ego: 20 to 35
Attacks per Turn: Each head has five
Advantage: +6
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 100 LPD

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 1 per level
Description: This hydra is very similar to its drake counterpart. They weigh 5 tons, are 35 feet long, and have 2 to 12 heads. Their color is scarlet with green underbellies. The scarlet hydra's breath weapon can be used six times a day per head. Otherwise, all abilities are the same as a scarlet drake's (see "Drake, Scarlet").

Scarlet hydras live on the volcanic peninsula of the Forbidden Continent, hidden within the dense jungles found there.

Hydra, Sea

Encounter Type: Major
Number Appearing: One to two
Life Points: 1,000,000 to 10,000,000 with one 10th
Aura: Gray through scarlet
Ego: 20 to 35
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 1,200 LPD
- Electricity breath: 100,000 to 400,000 LPD; range, 1,000 feet

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Swimming Speed: 300 mph
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 1 per level
Description: Sea hydras weigh 100 to 400 tons, stand 100 feet at the shoulder, and grow to be 1,200 feet long. They have 6 to 12 heads.

The sea hydras rule the underwater world except for competition from the Aquarians, who are at constant war with them to make the seas safer and more peaceful. Sea hydras can generate massive amounts of electricity and they have the psionic ability Scan Mind and Willforce. They also have the oxygen manipulation ability of the Aquarians with a 1,000-foot-radius range.

Hydra, Sonic

Encounter Type: Greater
Number Appearing: One to two
Life Points: 100,000 to 800,000 with one 10th
Aura: Gray through scarlet
Ego: 20 to 35
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 200 LPD
- Sonic beam: 100,000 to 400,000 LPD; range, 100 yards

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 1 per level
Description: Sonic hydras have between 2 and 12 heads. They weigh 10 to 50 tons and are 300 feet long. The sonic hydras can generate waves of sound that will liquefy matter (both take one attack to do). These beams can be done 12 times a day regardless of head count. They also can create sonic shields that can withstand up to 100,000 LPD from physical and energy attacks.

Sonic hydras are solitary creatures with a love of pearls and music. They mostly inhabit the southern portion of the Forbidden Continent.

Hydra, Storm

Encounter Type: Greater
Number Appearing: One to two
Life Points: 100,000 to 800,000
Aura: Gray
Ego: 25
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 900 LPD
- Electricity breath weapon: 100,000 to 600,000 LPD; range, 500 feet

Dodge: 50% (head 70%)
Beam-Attack Dodge: 38% (head 55%)
Maximum Running Speed: 208 mph
Maximum Flight Speed: 314 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None

Gaming Points: 1 per level
Description: This hydra is 700 feet long and weighs 100 to 140 tons. They have from 2 to 12 heads. The storm hydras have the Control Wind spell, and they can produce enough wind to propel themselves through the air at speeds of up to 314 mph. The force of the wind can be used offensively when the hydra wishes. Also, the hydra can generate magic-based electrical bolts as its breath weapon. When the storm hydra flies, the disturbance it creates causes a great storm. Their color is gray and their necks are sky blue with pure white heads.

Hydra, Thermal

Encounter Type: Major
Number Appearing: One to two
Life Points: 100,000 to 800,000 with three 10ths
Aura: Scarlet
Ego: 40
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 1,400 LPD
- Magic fire breath weapon: 100,000 to 1,000,000 LPD; range, 1,000 feet

Dodge: 50% (head 70%)
Beam-Attack Dodge: 38% (head 55%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 70% (40 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Heat
Gaming Points: 1 per level
Description: Thermal hydras are 900 feet long and weigh 100 to 200 tons. They have 6 to 12 heads. This creature is the most vicious of its species. Thermal hydras consider themselves superior to most other hydras. They breathe a magic fire and their scales are the same as the thermal drake's.

Hydra, Titanium

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 10,000 to 80,000
Aura: Red
Ego: 20 to 35
Attacks per Turn: Each head has five
Advantage: +4-1/2 to +6-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 275 LPD
- Pure water bolt breath weapon: 10,000 to 40,000 LPD; range, 100 yards

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Alchemy and magic
Gaming Points: 1 per level
Description: Titanium hydras grow to be 200 feet long and stand 40 feet at the shoulder. They weigh from 10 to 30 tons and have two to eight heads. Their scales are organic titanium that have 100,000 life points apiece. The titanium hydra's breath weapon is an alchemy Pure Water Bolt that will remain potent for two turns after being spit. They can do this one time a day per head.

Hydra, Were

Encounter Type: Greater
Number Appearing: One to two
Life Points: 10,000 to 100,000 with one 10th
Aura: Red
Ego: 40 to 50
Attacks per Turn: Each head has five
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 600 LPD

Dodge: 60% (head 75%)
Beam-Attack Dodge: 45% (head 60%)
Maximum Running Speed: 208 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: None
Gaming Points: 1 per level
Description: Were hydras weigh 10 to 20 tons and grow to be 80 feet long. They will have between two and four heads. Were hydras have a nullification breath and a disintegration breath, similar to the alchemy Werewinds. The range of this attack is 1,000 feet. These creatures can tesseract four times a day, giving them a 75% dodge when doing so. These creatures are often the source of mischief in their area. They will bribe other creatures to do their dirty work.

Iloka'seen

Encounter Type: Major
Number Appearing: One to six
Life Points: 1,000 to 80,000 with one 10th
Aura: Violet
Ego: 40 to 55
Attacks per Turn: One + one per five levels
Advantage: 6-1/2 + 1/2 per 10 levels
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Claws: 10 to 100 x 10 LPD

Dodge: 75%

Beam-Attack Dodge: 65%
Maximum Running Speed: 30 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 55% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: Chemicals
Gaming Points: Three + one per level
Description: These creatures are aliens. They weigh from 1,200 to 1,600 pounds and stand 8 feet tall. Iloka'seen resemble a caterpillarlike praying mantis made of stone.

These beings are just not very friendly. They are completely different from all other races because they are a silicone-based life form. Because of this, and their basic attitude problem, they hold themselves aloof from all other forms of life.

The Iloka'seen (pronounced i-lo-kuh-seen) are adept in their own form of magic. It is said that they are born with a few basic abilities that seem to resemble the spells used by Mage Warriors. There is not much known about how they use their powers or even what powers they possess. However, they can create a shield that blocks magic, psionics, earthpower, energy, and mutations of up to 10,000 to 100,000 LPD. This takes one-fourth attack to create. They can also fire a bolt that does 1,000 to 10,000 LPD and has a range of 100 feet. This takes one attack to use and drains 1 constitution point. They can also fly at low altitudes and speeds. It is believed that they have many other more powerful abilities, such as teleportation across great distances and even across dimensions.

Iloka'seen are very proud and conceited, hating all other races except for the Drell'dem'se. They are fond of these plant people, perhaps because the Drell'dem'se are also unlike other races. The Iloka'seen have a serious problem with being so different from all others.

Imperial Guard

Encounter Type: Major
Number Appearing: Special
Life Points: 10,000 to 50,000; armor has 11.089 billion with two 10ths
Aura: Scarlet
Ego: 30 to 45
Attacks per Turn: Seven (as per the wearer of the armor)
Advantage: +6-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Fists: 10 to 100 x 100 LPD
- Kick: 20 to 200 x 100 LPD
- Armor fists: 1,000 to 20,000 x 1,400 LPD (5,000 strength)

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Cruise Running Speed: 100 mph
Walk Speed: 40 mph
Surprises: AA, 30%; A, 20%; B and C, 20%
Fates: 50% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic and earthpower: 50%
Immunities: Psionics and alchemy
Gaming Points: 30 (including armor)
Description: The Imperial Guard work for the emperor of the Forbidden City. Their primary function is guarding the city from monster attacks. A handful of them personally attend the emperor himself. These select guards sometimes perform missions that involve the obtaining of wealth, information, or items of power.

Imperial Guards carry 30th-level poison, a laser saber with a 50-EG clip, a phazed laser sonic blaster with a 100 EG clip, and a passive Bendix-field belt. They also have a radar-penetra vision helmet with a sunstone telepathic transmitter that allows audio and visual communication between guards. Each guard has three first-level Ninja abilities, two fifth levels, and one 10th.

Cybernetic Attack Trooper armor stands 75 feet tall and weighs 400 tons (adjustable to 1 ton). It is made mostly out of hadrathium. There are only 100 CAT armors in existence, and 10% of them can shrink down to 7 feet tall. The weight, power drains, and weapon damages are reduced to 10% of full-sized armor. If one of their suits of armor is stolen, the others will immediately attempt to regain or destroy it. There are, however, copies of the armor employed by a secret group of villains whose numbers are unknown.

CAT armor is immune to phazed and astral intrusion and has a sealed cabin with adequate air for one person for 24 hours. The maximum occupancy is five. Those in the cabin do not take damage from outside attacks. The cabin itself has 10 million life points of protection. Also, this entire command module can eject from the armor and land with antigravity thruster from any height (it can withstand planetfall). It ejects at 400 mph, doing 100 to 1,000 LPD to the occupants from the G forces.

There is a full gauge readout of all functions in the cabin, including a damage control board to keep track of any hits taken. Three inches of transparent pelleum compose the main view windows, made by a Venderant Nalaberong enchantment. All weapons are controlled by thought or through the control panel. The armor can lift 2,100 tons and has grappling cables with the same capacity. Other statistics are as follows:

- **Life Points:** 11.089 billion
- **EGs:** 10,000 + a reserve of 1,000
- **Antigravity Flight:** Maximum of 400 mph, using 2 EGs per mph per turn. The armor requires two turns to circle 360 degrees. However, it can aim in any direction using its arm-mounted weaponry.
- **Sensors:** Detects alchemy, magic, psionics, energy, radiation, heat, and life forms within 5 miles (does not detect magic items). There are 10 cameras with infrared capability for full 360-degree vision. They are mounted in an armored housing with 100,000 life points. The sensors drain 1 EG per turn of use.
- **Port Jammer:** This function stops Teleports and Tesseracts within 1 mile, draining 2 EGs per minute. Anyone detected in this manner will be caught in mid-teleport and placed in the best shot location for a cruise missile. The missile is automatically fired when this happens and a dodge of half a wide-beam attack dodge must be made to avoid it.
- **Stealth Mode:** Drains 10 EGs per turn, creating Invisibility and Cloak of Mist. This special function also blocks radar and sonar. When this mode is activated, using any of the armor's other functions will disrupt it, except for sensors.
- **Static Force Shield:** Blocks physical, energy, phaze, magic, psionics, earthpower, and Midnight Sunstone Energy with 10,000 life points per EG.
- **Warp Shield:** This is a 75-foot flat shield that opens a hole in space and absorbs all incoming attacks. Its range is 20 feet and it drains 100 EGs per turn or attack blocked. If the armor is shrunk, this shield cannot be employed. This is the only nonalien constructed warp shield in existence. The parts have been reduced in size as far as possible and still require a unit the size of an automobile.
- **Plasma Bolt Launcher:** 100,000 to 1 million LPD; range, 5 miles (mounted on top of left forearm). The armor holds 150 shots.
- **Phazed Laser Cannon:** 1,000 to 10,000 LPD; range, 5 miles (mounted on bottom of left forearm). Ammunition for this is a total of 200 bursts.
- **Gatling Cannon:** 10,000 to 100,000 LPD per round; range, 1 mile (mounted on right forearm). Cannon may be fired continually for up to one turn, shooting 10 rounds per attack segment. One thousand five hundred rounds are available.
- **Midnight Sunstone Blaster:** 10,000 to 100,000 LPD; range, 5 miles (mounted on head). This gun has 100 shots.
- **Cruise Missile Launchers:** 1 million to 20 million LPD in a 100-yard per million points damage blast radius; range, 550 miles at a maximum speed of 723 mph.

The missiles are invisible and have visual target acquisition with infrared and radar capabilities. On each hip is mounted one launcher, each being able to fire a missile every turn. There is a total of 50 missiles for use (not counting those in the land rover), and one is fired automatically when a teleport is snagged.

- **Omega Effect:** Disintegrates up to 150 tons of matter; range, 100 yards. There are 10 charges of this total, and it can be done once per turn.
- **Phazed Napalm:** 1,000 to 10,000 LPD per turn of contact, lasting 10 minutes. This substance is sprayed around the armor's feet for a 50-foot radius. There are three uses of this.
- **Nerve Gas:** This is 40th-level poison that will cover a 100-foot radius area; range, 100 feet. The gas is odorless, tasteless, and colorless. There is only one shot of this.
- **Antimatter Bomb:** 10 million to 100 million LPD within a 5-mile blast radius. There are only two of these, and they are remote or timer controlled (up to a 72-hour delay). The bomb itself is 1 cubic foot in size.
- **Land Rover:** This is a small armored tank concealed inside the right foot. It weighs 2 tons and has 1 million life points. The maximum speed it can obtain is 60 mph. Its dodge/beam attack dodge is 53%/45%. The rover's range is 20 miles. This little disaster has 10 cruise missiles (one launcher) and enough cargo space for full loads of ammunition for two other weapons, except missiles and gatling rounds. It also has the armor's stealth mode with a maximum duration of 10 minutes. The land rover can be manned or operated by remote control. There is enough room for two people with 24 hours of air.
- **Air Rover:** This is a small "flying saucer" held inside the left foot. It has a static force shield and can reach a maximum speed of 750 mph (uses 1 EG per set). It has 1,000 EGs and may carry enough ammunition for one other weapon type, except missiles and gatling rounds. The sealed cabin has room for four occupants with enough air for 24 hours. This vehicle's dodges are the same as the armor's.

Table 277. IMPERIAL GUARD ARMOR EG USAGE

Action	EGs Used per Hour
Combat readiness*	300**
At maximum strength	2,000**
Basic functions	75
Running, maximum	75
Running, cruise	50
Standing on	1
Walking	10

* Combat readiness indicates a condition of extreme responsiveness for the armor. The dodge and attack variables are at their maximum, allowing the user to safely push the armor's reactions to their limits. Noncombat readiness indicates that the armor responds at only 50% of the normal statistics, with a strength of 28%.
** This usage is per minute.

CAT armor is priceless and cannot be bought or sold. The materials alone are worth over $10 billion. Anyone lucky enough to use this armor will have their dodges reduced by 30%. If one is found, please deposit it in the nearest mail box—the postage is prepaid!

Jaguar

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 200 to 400
Aura: Red
Ego: 8
Attacks per Turn: Five + one per five levels
Advantage: +2 + 1/2 per five levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 10 LPD
- Magic claws: 10 to 100 x 10 LPD physical and 20 to 200 LPD magic

Dodge: 60%
Beam-Attack Dodge: 48%
Maximum Running Speed: 200 mph
Surprises: AA, 30%; A, 25%; B and C, 20%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: These creatures weigh 200 to 400 pounds and stand 3-1/2 feet tall at the shoulder. Jaguars have Reflect and Amplify on their fur. They also have a mutation that allows them to turn invisible once a day for 1 hour and can generate a field of magic energy around their claws that allows them to do extra damage.

Jaguars roam jungles and tropical forests. They are good swimmers and climbers, able to leap 20 feet straight up. If angered, they will follow their prey, even to their own deaths.

Jellyfish, Giant

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 100 to 1,000
Aura: Violet
Ego: 3
Attacks per Turn: Special
Advantage: +1
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Special

Dodge: 30%
Beam-Attack Dodge: 23%
Maximum Swimming Speed: 10 mph
Surprises: AA, 80%; A, 70%; B, 60%; C, 50%
Fates: 20% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: The giant jellyfish inhabit semitropical waters off the coasts of islands. They are not very active and do not actually attack, but if anyone touches or is touched by this fish, he will take 100 to 1,000 LPD (energy), per attack segment of contact. The victim must also roll metabolic shock versus passing out and fate versus chemicals, or be paralyzed. The jellyfish is virtually transparent making it very difficult to see. They grow to be 30 feet long and weigh 100 to 600 pounds.

Knights of Tet

Encounter Type: Any
Number Appearing: Two to six
Life Points: 1,000 to 10,000 per level plus armor (5,000,000 life points and two 10ths)
Aura: Any (gray)
Ego: 17 to 40
Attacks per Turn: Three + one per seven levels
Advantage: +2-1/2 + 1/2 per seven levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Fist: 100 to 400 x 2 LPD
- Kick: 100 to 600 x 2 LPD
- Weapons: Sword, spear, etc. (25% chance of having either a machine gun or grenade launcher)

Dodge: 60% (70% in armor)
Block: 70%
Beam-Attack Dodge: 45% (52% in armor)
Maximum Running Speed: 15 mph (20 in armor)
Surprises: AA, 90%; A, 80%; B, 70%; C, 50% (all 20% in armor)
Fates: 20% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None

Gaming Points: 1/2
Description: Cursed by Tet, these men and women roam the Worldship performing senseless acts of violence. The Knights once numbered in the thousands; now only a few hundred remain by best estimate. They wear special armor made of hadrathium and black titanium and carry pelleum swords enchanted with a Ward of Weapons (see the fourth-level earthpower spell). The Knights, although cursed to be bloodthirsty, are not thieves. The curse forces them to attack any good or semigood creatures. They usually will not fight to the death, being mercenary at heart despite their predicament. The Knights travel on horseback, preferring mustangs. They all have the ability to sense auras (range, 100 feet with no drain) and will attack anything that is blue, silver, or golden.

Lazer

Encounter Type: Lesser
Number Appearing: One to four (20% chance of more)
Life Points: 100 to 400 with one 10th
Aura: Violet
Ego: 5 to 10
Attacks per Turn: Two + one per five levels
Advantage: +4-1/2
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Laser beams: 100 to 1,000 LPD through 10ths; range, 500 feet
- Bite: 10 to 200 x 5 LPD
- Claws: 10 to 100 x 5 LPD

Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 90 mph
Maximum Running Speed: 40 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 25% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Magic and earthpower: 50%
Immunities: None
Gaming Points: 1
Description: These creatures abound on the shores of Berava, of Doreann, and within the Shards. They resemble a cross between a black panther and the Komodo dragon. Sizes range up to 20 feet in length, with weights up to 600 pounds. Their special attack is alchemy based and will pierce through 10ths, requires one attack to use, and drains 1 con point. Lazers live in freshwater or saltwater and prefer warmer climates. This creature is extremely aggressive and tenacious, never relenting until its own death or that of its quarry is achieved.

Lionfish, Giant Mutant

Encounter Type: Lesser
Number Appearing: One
Life Points: 1,000 to 10,000
Aura: Scarlet
Ego: 6
Attacks per Turn: Five + one per five levels
Advantage: +5 + 1/2 per 15 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Phaze venom spines: 100 to 1,000 LPD (40th-level poison); range, 150 feet

Dodge: 70%
Beam-Attack Dodge: 54%
Maximum Swimming Speed: 70 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 45% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: Magic, mutations, and energy: 50%
Immunities: None
Gaming Points: 1-1/2
Description: Mutant lionfish are 10 feet long and weigh 1,000 to 3,000 pounds. They hate all creatures and are very paranoid. The lion fish attacks by shooting its phazed spines. Each creature has 50 spines, and their attacks will be as sneaky as possible (-10% on a victim's surprise roll). Between one and four spines are shot per attack (beam attack). This fish mates once every year and has one to six young. Only 20% of these will reach adulthood.

Lionfish Men

Encounter Type: Lesser
Number Appearing: One to six (20% chance of 10 to 40)
Life Points: 1,000 to 10,000
Aura: Violet through green
Ego: 9 to 15
Attacks per Turn: Three + one per five levels
Advantage: +2-1/2 + 1/2 per five levels above 10th
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Phazed poison spines: 10 to 100 x 35 LPD (sixth-level poison)

Dodge: 75%
Beam-Attack Dodge: 57%
Maximum Swimming Speed: 65 mph
Maximum Running Speed: 27 mph
Surprises: AA, 75%; A, 70%; B, 65%; C, 60%
Fates: 35% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: This race is not a very intelligent species and will usually attack anyone or anything invading their territory. They grow up to 10 feet in height and weigh up to 500 pounds. Lionfish Men have two human legs, a long tail, a large human upper body and arms, a lionlike mane, and three spines on each forearm. The phazing ability of their spines requires one attack to do. They can breathe both air and water.

Lion, Flying

Encounter Type: Greater
Number Appearing: One to four
Life Points: 1,000 to 10,000
Aura: Any
Ego: 20 to 50
Attacks per Turn: Seven + one per 10 levels
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Claws: 10 to 100 x 150 LPD
- Bite: 10 to 40 x 150 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 65 mph
Maximum Flight Speed: 100 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 50% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi and energy: 50%
Immunities: None
Gaming Points: 6
Description: The flying lions are among the most dangerous things in the sky. They have a 15-foot wing span, stand 6 feet at the shoulder, and weigh 1,600 pounds. Their powers include Tesseract (three times a day) and the use of the master mutation Tricancellation and the major Any. Flying lions have Mage Warrior spells of up to 15th level and psi spells up to fifth level. They have 1,000 psionic points and 300 SMUs.

Flying lions travel all over Synnibarr. They are very intelligent and known to attack without provocation. They are a secretive race who sometimes keep treasure, using fortresses to keep their wealth safe.

Lion, Psionic

Encounter Type: Lesser
Number Appearing: One to six (25% chance of 10 to 20)
Life Points: 1,000 to 10,000
Aura: Violet through red
Ego: 25 to 30
Attacks per Turn: Four + one per five levels
Advantage: +5-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 50 LPD
- Claws: 10 to 400 x 50 LPD

Dodge: 55%
Beam-Attack Dodge: 40%
Maximum Running Speed: 40 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 35% for most categories
Metabolic Shock: 46% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: This creature weighs 500 pounds and stands 3 feet tall at the shoulder. It resembles a normal lion with the exception of a snow-white mane. Psionic lions have several psionic abilities. These include Illusions, Intellect Annihilation, and Paralysis Bolt. They have 500 psionic points. This creature is a very efficient hunter. It creates illusions to drive its prey within easy striking distance. The females do most of the hunting. These lions are very family oriented.

Lion, Snow

Encounter Type: Lesser
Number Appearing: One to four (25% chance of 10 to 20)
Life Points: 1,000 to 10,000
Aura: Violet through red
Ego: 25 to 30
Attacks per Turn: Five + one per five levels
Advantage: +5-1/2 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Magic bite: 100 to 400 x 20 LPD
- Magic claws: 10 to 100 x 20 LPD

Dodge: 55%
Beam-Attack Dodge: 40%
Maximum Running Speed: 40 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 55%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi and alchemy: 50%
Immunities: Heat and cold
Gaming Points: 1
Description: These creatures weigh 600 pounds apiece and stand 4 feet high at the shoulder. They have black manes and snow-white fur. A black ball of fur on the end of their tails distinguishes the females from the males. Snow lions have a Cloak of Mist on their skin and generate magical fields around their teeth and claws (takes one attack to do). They are silent and deadly hunters.

Lizard, Giant Mutant Thunder

Encounter Type: Greater
Number Appearing: One to four
Life Points: 10,000 to 80,000 with one 10th
Aura: Violet
Ego: 5
Attacks per Turn: Four + one per five levels
Advantage: +4-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Claw: 10 to 60 x 390 LPD
- Bite: 10 to 100 x 390 LPD
- Tail: 10 to 100 x 390 LPD
- Stomp: 100 to 1,000 x 390 LPD
- Electricity breath: 100,000 to 800,000 LPD; range, 1,000 feet

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Running Speed: 100 mph
Surprises: AA, 96%; A, 90%; B, 70%; C, 60%
Fates: 25% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: Energy
Gaming Points: 3
Description: The giant mutant thunder lizard stands 30 feet tall and weighs 5 to 10 tons. They are very strong and aggressive but low in intelligence. They are so named because they can generate massive amounts of electricity. They can breathe electricity 15 times a day, and it takes one attack to do (mutation based). These creatures love the jungle, and they use its density to hide themselves for ambushes.

Lizard, Gorgon

Encounter Type: Lesser
Number Appearing: One to three
Life Points: 1,000 to 10,000 with one 10th
Aura: Violet
Ego: 9
Attacks per Turn: Two + one per five levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +60%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 5 LPD
- Claws: 10 to 80 x 5 LPD
- Tail: 10 to 100 x 5 LPD

Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Running Speed: 47 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 20%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi and mutations: 50%
Immunities: None
Gaming Points: 1
Description: Gorgon lizards weigh 600 pounds and are 4 feet long. They have the master mutation Stone Eyes and can control their skin color to blend in with their surroundings. This ability makes them virtually invisible, and their first attack should be treated as such. Gorgon lizards are strong swimmers and prefer warmer climates.

Lizard, Gravity

Encounter Type: Greater
Number Appearing: One
Life Points: 10,000 to 60,000 with two 10ths
Aura: Gray
Ego: 8
Attacks per Turn: 10
Advantage: +6-1/2 to +8-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 100 LPD
- Claws: 2 to 40 x 100 LPD
- Tail: 10 to 60 x 100 LPD

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 30 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 40% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi, mutations, and alchemy: 40%
Immunities: None
Gaming Points: 6
Description: Gravity lizards are 20 feet long and weigh 1 to 2 tons. They are large creatures that prefer swamps and dense jungles. Only the male of this species has the major mutation Gravity Kinetic. Gravity lizards are very intelligent. They require much food and therefore have developed a form of farming. The average gravity lizard will keep 10 to 100 antelope for food nearby. To disrupt their herd or enter their territory is to court death.

Lizard, Puffer

Encounter Type: Common
Number Appearing: One to six
Life Points: 100 to 400
Aura: Violet
Ego: 12
Attacks per Turn: Two + one per five levels
Advantage: +3
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Claws: 100 to 400 x 2 LPD
- Bite: 100 to 800 x 2 LPD
- Tail spike: 100 to 600 x 2 LPD
- Fire breath: 100 to 1,000 LPD; range, 20 feet

Dodge: 40%
Beam-Attack Dodge: 30%
Maximum Running Speed: 30 mph
Surprises: AA, 40%; A through C, 20%
Fates: 15% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Chi and chemicals: 39%
Immunities: Alchemy
Gaming Points: 1/2
Description: These creatures weigh 100 pounds and are 5 feet long. When startled, they can puff themselves up to twice normal size. This also doubles the size and damage of their fire breath, making it a wide-beam attack. Their fire breath can be done 10 times per day (chemical based). Puffer lizards can hold themselves in their expanded state for five turns. These creatures are easily trained and fiercely loyal.

Lizard, Sea

Encounter Type: Lesser
Number Appearing: One to four (25% chance of 1 to 20)
Life Points: 10,000 to 80,000 with one 10th
Aura: Gray
Ego: 3
Attacks per Turn: Three + one per 10 levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Claw: 10 to 80 x 100 LPD
- Bite: 10 to 100 x 100 LPD
- Tail: 100 to 1,000 x 100 LPD + special

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Swimming Speed: 100 mph
Surprises: AA, 96%; A, 90%; B, 70%; C, 60%
Fates: 25% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2

Description: This creature is 45 feet long and weighs 2,600 pounds. Sea lizards are a common nuisance that live all over the Worldship. They are good to eat and their skin makes excellent boat material. The tail contains a substance that distills into a fine liquor similar in taste to coffee (approximately 2 cups per tail).

Those weighing under 300 pounds who are struck by the tail of a sea lizard must roll fate versus chi or pass out for 5 minutes. There is a 50% chance of them having one master mutation. Sea lizards live in any sea, lake, or river on Synnibarr.

Lizard, Small Thunder

Encounter Type: Lesser
Number Appearing: One to six (20% chance of 10 to 100)
Life Points: 1,000 to 4,000 with two 10ths
Aura: Violet
Ego: 7
Attacks per Turn: Two
Advantage: +3-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 20 LPD plus cancel 10ths

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 100 mph
Surprises: AA, 96%; A, 90%; B, 70%; C, 60%
Fates: 15% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: The small thunder lizard weighs 1,600 pounds and stands 14 feet tall. They are fast and aggressive, able to run at full speed for up to 5 minutes. These creatures love to eat humans or similar prey. Found on the Forbidden Continent, they are named for their resemblance to their larger cousins. However, their power does not lie in electricity. Around their teeth is a special mutation field that anneals 10ths for 24 hours.

Lizoid, Flying

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 1,000 to 6,000 with one 10th
Aura: Red
Ego: 20 to 30
Attacks per Turn: Four + one per five levels
Advantage: 4 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 15 LPD
- Claws: 10 to 200 x 15 LPD

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 35 mph
Maximum Flight Speed: 100 mph
Surprises: AA, 96%; A, 90%; B, 70%; C, 60%
Fates: 25% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: The flying lizoid is 5 feet long and weighs 500 pounds. It has the master mutation Tricancellation, along with the psionic ability Telekinesis to hold prey still. It has 500 psionic points.

Flying lizoids are humanoid in appearance, and they are fast, fearless, and fond of toying with victims. They have dark-green skin, blue wings, a red stripe down their back, and deep-gold, oversized eyes.

Lizoid, Mutant

Encounter Type: Common
Number Appearing: Two to six
Life Points: 1,000 to 10,000
Aura: Violet
Ego: 20 to 35
Attacks per Turn: Two + one per seven levels
Advantage: +3-1/2 + 1/2 per seven levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 200 LPD
- Claws: 10 to 200 x 200 LPD
- Kick: 100 to 400 x 200 LPD
- Tail: 10 to 200 x 200 LPD

Dodge: 73%
Beam-Attack Dodge: 55%
Maximum Running Speed: 30 mph
Surprises: AA, 80%; A, 70%; B, 50%; C, 20%
Fates: 30% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Earthpower: 50%
Immunities: None
Gaming Points: 4
Description: Mutant lizoids or Reetha, as they call themselves, are humanoid, weighing 300 pounds and standing 6 feet tall. They have the major mutation Null Void. Reetha are very intelligent and use mundane weapons. There is a 30% chance of them having treasure.

Lobster, Mutant

Encounter Type: Common
Number Appearing: 1 to 10
Life Points: 1,000 to 10,000 with two 10ths
Aura: Violet
Ego: 5
Attacks per Turn: Four
Advantage: 2
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Pinchers: 100 to 1,000 x 5 LPD
- Earthpower eye beams: 100 to 1,000 LPD; range, 100 feet

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Swimming Speed: 30 mph
Surprises: AA, 70%; A, 65%; B, 60%; C, 55%
Fates: 15% for most categories
Metabolic Shock: 28% (9 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: These creatures weigh 1,600 pounds and are 5 feet in length. Their eyes can shoot earthpower beams 10 times a day, which takes one attack to do. Mutant lobsters have a nasty temperament, probably because their meat tastes so good. They live throughout Synnibarr's oceans.

The Lordsguard

Lordsguard are creations of the Gods. They are good creatures. However, each type of Lordsguard has an evil opposite: Dark Lords. Each type of creature is immortal, giving them the basic abilities of such.

Lordsguard and Dark Lords come in all shapes and sizes, although they usually have a preferred form. Lordsguard all resemble Winged Warriors with glowing, golden skin. Dark Lords are hideous creatures of darkness.

The society of these creatures revolves around their rank. They serve their Lords and each other according to their individual status. Dark Lords were created at the dawn of time. The god Korreel formed the Lordsguard by taking Dark Lords and reforming them into creatures of good. Lordsguard and Dark Lords are very wise and view the puny life span of even the oldest, most high-ranking mortal as a trivial amount of time for anyone to have lived and learned enough to earn any type of respect. Therefore, to them, the life of a mortal is less than nothing, save maybe a game.

There are six different types of Lordsguard, with their appropriate Dark Lord counterpart. All of them have the following abilities:

- Sense auras, invisible creatures, and astral forms within 100 feet.
- Sense life forms, magic, psionics, earthpower, and alchemy within a half mile.
- Possession by touch (see the major mutation).
- Tesseract 100 feet six times per day.
- Eternal Sustenance.
- Create Solid Illusion (as psi spell).
- 75% resistance to magic, psionics, earthpower, and alchemy.
- 2,000 psionic points and 450 SMUs.

All Lordsguard and Dark Lords' souls are hidden within bells of white gold, and they may transfer their physical essence into and out of these bells. Anyone who obtains one of these bells will be able to summon and control the Lordsguard or Dark Lord whose soul is in it. All it takes is a little ring. There is a 25% chance that the soul of a Lordsguard or Dark Lord will be in its bell when found. These bells are elite items of power for determining the number of magical items a person may carry.

Lordsguard and Dark Lords can only be completely killed by destroying their bell. The bells have 10,000 life points and are immune to physical and energy damage. If the bell is found and destroyed while the Lordsguard or Dark Lord is not present, then he will instantly appear. They have 1 hour of life left. This time will be devoted to the purpose of slaying whomever destroyed their bell. After the hour is up, they will fade into nothingness.

Killing these creatures in any other way lasts but a short time. In 15 seconds they will reappear, sound and whole. Even the metal of Shadarkeem cannot stop this process. Half gaming points are awarded to characters who defeat them in this way.

When a Lordsguard or Dark Lord dies, his body explodes in a cloud of energy and smoke. Anyone within 15 feet will take 400 LPD per level of the Lordsguard or Dark Lord that died (fate versus V.N.).

Lordsguard and Dark Lord

Encounter Type: Major
Number Appearing: One to four
Life Points: 40,000 to 80,000 with three 10ths (two immortal 10ths)
Aura: Blue through silver for Lordsguard; gray through red for Dark Lords
Ego: 50
Attacks per Turn: 11
Advantage: +9
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Dark Lord claws or fangs: 100 to 400 x 400 LPD through two 10ths

Dodge: 79%
Beam-Attack Dodge: 68%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 1,000 mph
Surprises: AA, 30%; A through C, 20%
Fates: 50% for most categories
Metabolic Shock: 60% (25 con points)
Resistances: As stated earlier
Immunities: None
Gaming Points: 51
Description: Lordsguard wear sapphire armor that has 35 million life points, is immune to magic and earthpower, and regenerates all the damage it receives every turn. This armor is fused with the essence of their beings and cannot be taken from them.

Dark Lords stand 5 feet tall, have batlike wings, blood-red skin, and glowing yellow eyes. The Dark Lords can drain 5 constitution points per turn of concentration within a range of 15 feet, or 5 points per touch. This can be done 20 times per day. (Fate verses magic; beam-attack requires one attack to use). They can assume the form of a human male of any age.

The Lordsguard and Dark Lords have the master mutations Bio Syntha steel, a randomly selected master mutation, the major mutation Reflector, and the use of 1st- through 30th-level Mage Warrior spells. They are first-level Immortals with a +10 on reaction rolls.

Lordsguard Axe and Bone Lord

Encounter Type: Major
Number Appearing: One (plus one Lordsguard Shield/She Lord and their helpers)
Life Points: 100,000 to 400,000 with four 10ths (two immortal 10ths)
Aura: Gold for Lordsguard Axe; gray through red for Bone Lord
Ego: 60
Attacks per Turn: 12
Advantage: +10-1/2
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Lordsguard's axe: 24,000 x 650 LPD through two 10ths
- Bone Lord poison claws and fangs: 100 to 600 x 650 LPD (40th-level poison) through four 10ths

Dodge: 80%
Beam-Attack Dodge: 70%
Maximum Running Speed: 208 mph
Surprises: 20% in all classes
Fates: 60% for most categories
Metabolic Shock: 60% (25 con points)
Resistances: Venderant Nalaberong: 50% (plus those stated earlier)
Immunities: None
Gaming Points: 60
Description: Lordsguard Axes and Bone Lords are 10th-level Immortals. They receive a +22 on their reactions. These creatures are among the most fierce fighters known on any plane. The Lordsguard Axes wear no armor. All they carry is a great axe. This weapon is specially enchanted to temporarily increase its weight to 12,000 pounds just as it strikes its target. Bone Lords have armorlike skin, poisonous midnight sunstone claws and fangs, and glow-

ing red eyes. Both creatures can see phazed invisibility.

Lordsguard Axes and Bone Lords have all Ninja and Shadow Warrior abilities, can drain 2 to 40 con points 10 times a day at a range of 1,000 feet (takes three attacks to do), and have 1,500 psionic points. An extra 100 constitution points may be stored in their bodies. They have the lesser mutation Invisibility, the master mutation Bio Syntha Steel, and the major mutation Transporter. Their eyes may fire a Venderant Nalaberong beam that can strike victims either on the physical or astral plane, paralyzing them for 1 hour. The beam may be shot six times a day, has a range of 100 feet, and takes one attack to do. Another interesting ability of both creatures is the power to heal 1,000 life points per second. This drains 1 constitution point per second.

Although seldom employed, Lordsguard Axes and Bone Lords have all Mage Warrior and earthpower spells up to the 20th level.

Lordsguard Hand and Scarlet Grimraver

Encounter Type: Major
Number Appearing: One (plus two to four Lordsguard Maces/Grimravers and their helpers)
Life Points: 100,000 to 600,000 with four 10ths (three immortal 10ths)
Aura: Gold for Lordsguard Hand; scarlet for Scarlet Grimraver
Ego: 74
Attacks per Turn: 15
Advantage: +11-1/2
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Lordsguard's Hand: 100 to 1,000 x 700 LPD
- Scarlet Grimraver's claws and fangs: 200 to 2,000 x 700 LPD through four 10ths

Dodge: 85%
Beam-Attack Dodge: 75%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 1,000 mph
Surprises: AA and A 20%; B, 15%; C, 10%
Fates: 70% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Venderant Nalaberong and Midnight Sunstone Energy: 50% (plus those stated earlier except alchemy)
Immunities: Alchemy and phaze
Gaming Points: 100
Description: Lordsguard Hands and Scarlet Grimravers are 30th-level Demigods. They are Lords of Nightmares on the Psychic Plane and have a +25 on their reaction rolls. The abilities of these fantastic creatures are incredible. Their bodies emit a Venderant Nalaberong engineered Security spell for 100 feet. It is selective and it stops Teleports, Tesseracts, unnatural vision, and any time or gravity control effect. This ability uses 5 constitution points per hour and takes one attack to do.

Other abilities that these Immortal Beings possess are four engineered lesser Any mutations, two engineered master Any mutations, and the major mutation Any. The multiple lesser and master mutations allow switching between all the mutations in those categories. Ten times a day they may phaze tesseract (1,000 feet) or teleport 10,000 miles. They have 550 SMUs, 3,000 psionic points, and access to Venderant Nalaberong Mage Warrior spells up to the 25th level. Also, they have all Mage Warrior, earthpower, psionic, and Shaman spells, all alchemy studies, all Ninja abilities, and four engineering skills. They have 35 constitution points, usable as a pure Mutant. All Lordsguard Hands and Scarlet Grimravers can cast an area effect God Power curse in one attack three times a day. The range for this is 100 feet, and it does not drain any power.

The hand appears glowing golden with white robes and invisible armor that is the same as the Lordsguard's. Scarlet Grimravers stand 16 feet tall. However, they can assume any size or shape they please, as can the Lordsguard Hands, down to a 10-inch bird or up to a 300-foot-long drake. This shape changing can be done 10 times a day and takes one attack to do.

Lordsguard Hands, and particularly Scarlet Grimravers, bow to no one. They only perform their master's will because of the bells. Approximately 15% of them control their own destiny.

Lordsguard Mace and Grimraver

Encounter Type: Major
Number Appearing: One (plus two Lordsguard Swords/Blood Lords and their helpers)
Life Points: 100,000 to 600,000 with four 10ths (three immortal 10ths)
Aura: Gold through blue for Lordsguard Mace; scarlet for Grimraver
Ego: 75
Attacks per Turn: 13
Advantage: +11
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Lordsguard's Mace: 10,000 to 100,000 x 700 LPD
- Grimraver's claws and fangs: 100 to 1,000 x 700 LPD through three 10ths

Dodge: 85%
Beam-Attack Dodge: 75%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 1,000 mph
Surprises: AA and A 20%; B, 15%; C, 10%
Fates: 70% for most categories
Metabolic Shock: 65% (35 con points)
Resistances: Venderant Nalaberong and Midnight Sunstone Energy: 50% (plus those stated earlier except alchemy)
Immunities: Mutations and chi
Gaming Points: 70
Description: Lordsguard Maces and Grimravers are 20th-level Immortals, being fifth-level Dream Warriors. They have the lesser mutation Analyzer plus three other randomly selected ones, the master mutations Telekinesis and Become Energy, and the major major mutation Temporal Kinetic. These guys can phaze tesseract 1,000 feet, and teleport 10,000 miles 10 times per day. Both of these have no drain. They can use all earthpower spells and alchemy studies, along with Venderant Nalaberong Mage Warrior spells and Shaman songs of up to 20th level. They have 25 constitution points and two engineering studies.

Lordsguard Maces and Grimravers carry 2-1/2 pound red shemite wands that hold a total of 10 god points.

Lordsguard Maces are seldom seen, as they usually wish to remain invisible. However, on those rare occasions when they do appear, they do so in style, wearing gleaming midnight sunstone armor and carrying maces.

Evil powers have bound Grimravers into service by controlling their bells. Their masters hold their charmed lives. Seldom do they have any compassion, and if they do find themselves with a spark of feeling, they wait until it passes.

Lordsguard Shield and She Lord

Encounter Type: Major
Number Appearing: One to two (plus two Lordsguards/Dark Lords per each)
Life Points: 50,000 to 100,000 with four 10ths (two immortal 10ths)
Aura: Silver for Lordsguard Shield; gray through red for She Lord
Ego: 55
Attacks per Turn: 12
Advantage: +9-1/2
Shot Bonus: +100%
Attack Types and Damage Adj.:
- She Lord claws: 100 to 600 x 600 LPD through three 10ths

Dodge: 80%
Beam-Attack Dodge: 70%
Maximum Running Speed: 208 mph
Surprises: AA, 25%; A through C, 20%
Fates: 50% for most categories
Metabolic Shock: 62% (26 con points)
Resistances: As stated earlier
Immunities: None
Gaming Points: 55
Description: These Immortal Beings are 55th level (fifth-level Immortals). They have a +20 on reactions. Lordsguard Shields appear without wings and wear emerald armor. They carry mirrorlike shields. The shield reflects as the Venderant Nalaberong Mage Warrior spell Zanthius' Mirror at 600th level. Their armor is the same as that of the Lordsguard's.

She Lords are females who can change their appearance to look like normal human females. They use this power for seduction and destruction.

These creatures have access to first through 10th-level earthpower and psionic spells, all Mage Warrior spells, and first through third-level Venderant Nalaberong Mage Warrior spells. They have 1,500 psionic points, the master mutations Plane Phaze and Metamorph, and the major mutation Nova.

Lordsguard Sword and Blood Lord

Encounter Type: Major
Number Appearing: One (plus one Lordsguard Axe/Bone Lord and their helpers)
Life Points: 100,000 to 600,000 with three 10ths (two immortal 10ths)
Aura: Blue for Lordsguard Sword; gray through red for Blood Lord
Ego: 65
Attacks per Turn: 12
Advantage: +10
Shot Bonus: +100%
Attack Types and Damage Adj.:
- Lordsguard's Sword: 100 to 1,000 x 500 LPD through two 10ths
- Blood Lord energy fist: 1,000 to 10,000 x 500 LPD

Dodge: 80%
Beam-Attack Dodge: 70%
Maximum Flight Speed: 1,000 mph
Surprises: AA, 30%; A through C, 20%
Fates: 65% for most categories
Metabolic Shock: 60% (25 con points)
Resistances: Chi and alchemy: 75%; Venderant Nalaberong: 50% (plus those stated earlier)
Immunities: Physical and energy
Gaming Points: 70
Description: Lordsguard Swords and Blood Lords are 20th-level Immortals. On the Psychic Plane they are fifth-level Dream Warriors. They receive a +25 on their reaction rolls. Lordsguard Swords appear in silver armor and carry great ruby swords. Their armor is the same as the Lordsguard's, and their swords destroy evil on contact at 70th level of V.N. power. Blood Lords seldom reside outside someone else's body. They can possess by touch as all other Dark Lords can do, except that a Blood Lord's possession ability is Venderant Nalaberong based. If not in a body, they appear as a mass of red energy with white-hot eyes.

These creatures have either the master mutation Heal and Cause Pain or a randomly selected one, and the major mutation Mass Molecule Telekinetic. They have 2,000 psionic points and are able to regenerate 100 psionic points per turn. Both have access to all Mage Warrior, Shaman, earthpower, and psionic spells, except Psionic Wish.

Lott, Earth

Encounter Type: Lesser
Number Appearing: One to four (10% chance of 10 to 40)
Life Points: 1,000 to 10,000 with one 10th
Aura: Red
Ego: 16
Attacks per Turn: Four + one per eight levels
Advantage: 3-1/2 + 1/2 per eight levels after fifth
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Fists: 100 to 400 x 20 LPD
- Kick: 100 to 800 x 20 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 65 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 38% (14 con points)
Resistances: Chi, psionics, and mutations: 75%
Immunities: Earthpower
Gaming Points: 5

Description: Earth Lotts are 7 feet tall and weigh 300 to 600 pounds. Their bodies resemble actual earth in appearance, although they are humanoid in form. They have a 40% chance of locating traps and can cast each of the following earthpower spells once per day:

- Blue Bolt
- Bolt of Ice
- Catch spell
- Distraction
- Circle of Protection
- Entangle Animation
- Earth Shock
- Earth Sphere
- Tremor
- Mist of Death
- Earth Shout

Earth Lotts also can shoot an argium flame outward from their bodies for a 100-foot-radius 10 times a day. The flame drains 5 to 20 of a victim's constitution and intelligence points. This takes one attack to do, lasts for one segment, and has no drain. Earth Lotts are capable with most forms of normal mundane weapons and have a 20% chance of having a special technological weapon. The Earth Lotts prefer to be near to caves and large deposits of rock. They love the mountains and can be found throughout the Dark Continent's Ice Teeth.

Lott, Ice

Encounter Type: Lesser
Number Appearing: One to four (10% chance of 2 to 40)
Life Points: 1,000 to 100,000
Aura: Red
Ego: 20
Attacks per Turn: Four + one per seven levels
Advantage: 4 + 1/2 per seven levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Fist: 100 to 600 x 400 LPD
- Kick: 100 to 1,000 x 400 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 65 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Alchemy, psionics, and mutations: 75%
Immunities: Earthpower
Gaming Points: 5
Description: Ice Lotts are humanoid, stand 14 feet tall and weigh 2 to 6 tons, being creatures of solid ice. They can sense earthpower within 5 miles. These creatures are nomadic barbarians who roam the Arctic, Antarctic, and the Ice Teeth. They have the major mutation thermal kinetic (cold modes only), along with Control Body Molecules and the mutation Metamorph. These creatures can freeze anything weighing under 1 ton by merely touching it (fate versus mutations). Ice Lotts use their metamorphing ability to trick hapless travelers and lead them to their deaths. Often posing as someone in need of help, they ambush the rescuers at first opportunity. When encountered, there is a 10% chance of them having some kind of mundane weapon and a 10% chance of having a high-tech weapon.

Lott, Storm

Encounter Type: Lesser
Number Appearing: One to four (40% chance of 1 to 10)
Life Points: 100 to 1,000
Aura: Red
Ego: 17
Attacks per Turn: Four + one per seven levels
Advantage: +3-1/2 + 1/2 per seven levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Fists: 100 to 400 x 40 LPD
- Kick: 100 to 600 x 40 LPD

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 65 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Psionics and chi: 75%
Immunities: Earthpower
Gaming Points: 5
Description: These creatures weigh 300 pounds and stand 6 feet tall. They can sense earthpower within 5 miles. Storm Lotts have the major mutation Environmental Kinetic and the lesser mutation Surface Adherence. They live in the sky or on the tallest mountain peaks. Traveling in self-created storms, they plague farmers and any helpless beings they come across. Found usually in the higher altitudes, they make for quite a menace to navigation by attacking all aircraft they encounter. Some of these creatures have even been known to pose as Gods to ignorant folk, demanding tribute for their continued blessings and good weather.

Lott, War

Encounter Type: Lesser
Number Appearing: One to four (10% chance of 2 to 40)
Life Points: 10,000 to 100,000 with two 10ths
Aura: Red
Ego: 17
Attacks per Turn: Six + one per eight levels
Advantage: +4-1/2 + 1/2 per eight levels after the fifth
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Fists: 100 to 600 x 500 LPD
- Kick: 100 to 800 x 500 LPD
- Sword: 10,000 x 500 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 208 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi, psionics, and mutations: 75%
Immunities: Earthpower
Gaming Points: 5
Description: War Lotts weigh 2 to 4 tons and stand 14 feet tall. They are ugly humanoids in appearance. These creatures can sense earthpower within a 5-mile radius and have a 25% chance of having one master mutation. War Lotts are highly proficient with all forms of normal mundane weapons and have a 20% chance of carrying a technological weapon. Their swords weigh 5 tons. These Lotts are particularly bad tempered and are natural enemies of Giants.

Mamba, Black

Encounter Type: Lesser
Number Appearing: One
Life Points: 10 to 100
Aura: Scarlet
Ego: 5 to 7
Attacks per Turn: Two + one per 10 levels
Advantage: +4 + 1/2 per five levels after 10th
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Phazed bite: 1 to 20 x 2 LPD
- Bite venom: 100 to 1,000 LPD per segment + special

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Crawling Speed: 25 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 25%
Fates: 45% for most categories
Metabolic Shock: 34% (12 con points)
Resistances: None
Immunities: Psionics and earthpower
Gaming Points:
Description: This snake is 6 feet long and weighs 20 pounds. It has a glossy black body with a light-gray underbelly. Black mambas have phazed fangs (mutation based) with a neuropoison that causes paralysis of the respiratory system within two turns for every 500 pounds a victim weighs. If a victim weighs more than 8,000 pounds, the poison causes unconsciousness for only 1 hour. Spells that heal poison

have only a 50% chance of working. These snakes can jump 25 feet.

Mamba, Giant Six-Headed Black

Encounter Type: Greater
Number Appearing: One
Life Points: 100,000 to 400,000
Aura: Scarlet
Ego: 15
Attacks per Turn: Each head has three
Advantage: +6-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Poison bite: 100 to 1,000 x 200 LPD through 10ths (40th-level poison)

Dodge: 50% (head 75%)
Beam-Attack Dodge: 38% (head 56%)
Maximum Crawling Speed: 40 mph
Surprises: AA, 40%; A, 35%; B, 30%; C, 25%
Fates: 50% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic, psionics, and earth-power: 75%
Immunities: Chi
Gaming Points: 10
Description: This creature weighs 10 to 20 tons and grows to be 150 feet long. Its necks are one-quarter this length. These mambas emit a field that stops teleports within a 1-mile radius and are able to sense life forms within the same distance. The Mage Warrior spells Invisibility, Quiet, Magnificent Invisible Defender, and Enhanced Brilliant Defender can be cast by this snake.

Like their smaller relatives, these creatures are very paranoid, striking when surprised or if a potential target crosses within 100 feet of them. They are semi-intelligent for a snake and, if caught while young, make excellent guards. They can learn to speak the human language.

Man o' War, Mutant

Encounter Type: Lesser
Number Appearing: One (10% chance of two)
Life Points: 100,000 to 800,000 (tentacles have 1,000 apiece)
Aura: Violet
Ego: 3
Attacks per Turn: Special
Advantage: +5
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Poison tentacles: 100 to 1,000 x 150 LPD

Dodge: 60%
Beam-Attack Dodge: 40%
Maximum Flight Speed: 65 mph
Surprises: AA, 99%; A, 90%; B, 85%; C, 80%
Fates: 35% for most categories
Metabolic Shock: 32% (11 con points)
Resistances: Alchemy and psionics: 50%
Immunities: Chi and mutations
Gaming Points: 5
Description: This animal weighs 1 to 3 tons and has 10 to 100 tentacles that grow to be 500 feet long. The mutated man o' war can exist for up to 1 hour out of water and levitate at 65 mph. They have the psionic ability to create illusions and have 100 psionic points. Their stingers have a neurovenom that does 100 to 400 LPD per segment for one set. Up to 10 tentacles may attack one person, each draining half of a victim's strength and constitution points per three segments of contact. Each tentacle has 1,000 life points and the mutant man o' war takes triple damage from electrical and heat attacks.

Manatu

Encounter Type: Lesser
Number Appearing: One (30% chance of two)
Life Points: 1,000 to 10,000
Aura: Any
Ego: 15 to 30
Attacks per Turn: Four + one per eight levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Special (x 50 damage with objects)

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Flight Speed: 65 mph
Surprises: AA, 50%; A, 40%; B, 35%; C, 30%
Fates: 17% for most categories
Metabolic Shock: None (20 con points)
Resistances: Magic, psionics, and earth-power: 50%
Immunities: Physical and energy
Gaming Points: 3
Description: These creatures are created when someone with an ego of 10 or more is murdered and any attempt to restore life has failed. The spirit of the murdered being is trapped on this plane until banished by an Amazon or destroyed. The manatus have no recollection of their past lives, just an overwhelming hatred of all living beings.

These spirits can animate physical objects, similar to a poltergeist, or appear as a ghostly wraith. Objects weighing up to 3 tons can be possessed at one time, and they receive a x 50 damage adjustment. Manatus emit a psionic field of fear within a 50-foot radius (fear class 4). This field will paralyze all who touch it; paralysis lasts one turn after contact with it has ceased. While paralyzed, victims are unable to attack the manatu until they win advantage. The manatu's touch causes a heart attack. Victims roll fate versus magic amplified to 75th level and then psychic shock to overcome the heart attack. Lastly, manatus have the lesser mutations Telepathy and Telekinesis, both usable as a 10th-level Mutant.

Manatus will haunt a 10-mile area, although spatial perimeters vary from manifestation to manifestation. They may also haunt an object of great importance in their past lives. These spirits exist as life forces. They do not have a power base that keeps them alive, and they cannot be canceled or nullified by an ability or spell unless it affects life force.

Manta, Black Mutant

Encounter Type: Common
Number Appearing: One to two
Life Points: 100 to 1,000 with two 10ths
Aura: Violet
Ego: 16
Attacks per Turn: Three + one per five levels
Advantage: 3 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Energy tail: 1,000 to 10,000 x 20 LPD, requires one attack to use

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Swimming Speed: 65 mph
Maximum Flight Speed: 65 mph
Surprises: AA, 98%; A, 88%; B, 75%; C, 65%
Fates: 15% for most categories
Metabolic Shock: 38% (14 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: This fish is nasty and very dangerous. They live mostly in ocean waters but may be found in any large body of saltwater. They are 5 feet long and weigh from 200 to 400 pounds. These creatures can fly for short distances of up to 200 feet. The manta also can turn into a 6-foot humanoid creature, in which form it roams about raiding coastal villages and settlements. In both forms, the creature has a 10-foot tail, which is its main weapon. A mutation-based energy field covers the tip of its tail. While out of the water, the manta's body becomes covered in a mutation-based energy field that paralyzes those it touches. It affects only creatures weighing under 3 tons, and the duration of the paralysis is 5 minutes.

During the summer months is when they are at their worst; usually groups of twice their normal numbers are encountered. A manta keeps the same hunting ground all its life and knows other manta's territories instinctively. Sometimes mantas

may be persuaded to give information. All it takes is the offer of a fresh duck or a small deer.

Mantis, Armored

Encounter Type: Lesser to greater
Number Appearing: 5 to 10
Life Points: 6,000 to 12,000 with two 10ths
Aura: Violet
Ego: 10 to 20
Attacks per Turn: Four + one per seven levels
Advantage: 4-1/2 + 1/2 per 10 levels
Shot Bonus: +10% + 1% per two levels
Attack Types and Damage Adj.:
- Bite: 10 to 60 x 20 LPD
- Magic claws: 100 to 400 x 20 LPD

Dodge: 75%
Beam-Attack Dodge: 55% (65% in flight)
Maximum Flight Speed: 100 mph
Maximum Running Speed: 40 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 15% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: Energy
Gaming Points: 2
Description: Armored mantises are bright green in color with blue metallic wings. They weigh between 200 and 400 pounds, stand 7 feet tall at the shoulder, and have a wing span of 14 feet.

The armored mantises travel a great deal and are encountered almost everywhere. These creatures have a very complex social system, similar to an ant colony's. They have their own language and wear clothing and jewelry. They use weapons such as swords and spears as well as any natural substances that might be at hand. Their claws are surrounded by a magic field. They can form this field 10 times a day (takes one attack).

Melon, Heal Spring

Encounter Type: Common
Number Appearing: One to four
Gaming Points: 0
Description: This melon grows virtually wherever there is a moderate to tropical climate. Their seeds are carried by the wind to the far corners of the Worldship.

Heal spring melons, when eaten, will heal 1% of a character's maximum life points and most diseases per segment, requiring approximately 20 seconds to completely restore a character's life points. Diseases not affected by the melons are mad-hound rabies, slarvor infection, or radiation sickness. This fruit is very potent and may only be eaten once per day.

The melons are magic based. When whole, they remain potent for 1 week after picking. Their juice can be distilled by an Alchemist who specializes in chemistry. One melon yields 2 ounces of juice. The distilled juice is blue in color and will remain potent indefinitely. The usual cost for distillation is one melon for each one distilled.

There is a 75% chance of a random encounter while picking the melons.

Metamorph

Encounter Type: Greater
Number Appearing: One (10% chance of two young)
Life Points: 100,000 to 400,000 (bubble form has 1,000)
Aura: Violet
Ego: 10 to 20
Attacks per Turn: Special
Advantage: Special
Shot Bonus: Special
Attack Types and Damage Adj.:
- According to creature imitated

Dodge: Special (bubble form 55%)
Beam-Attack Dodge: Special (bubble form 43%)
Maximum Running Speed: Special
Maximum Flight Speed: Special (bubble form 30 mph)
Surprises: Special
Fates: 1% per level for most categories
Metabolic Shock: Special
Resistances: Special
Immunities: Special
Gaming Points: 2 + highest value for creature imitated during battle
Description: Metamorphs are dangerous creatures. They thrive on warm flesh. They have the power to transform themselves into any type of physical-bodied creature with the exceptions of the midnight sunstone drake and hydra, the karma drake, death porters, spheres of bedevilment, aliens, Lordsguard, robots, and colossi. Metamorphs' powers and abilities are those of the creature it imitates. This transformation is instantaneous and can be done six times a day, healing all wounds in the process.

How a metamorph achieves its transformation is a bit of a mystery. The power is rumored to be Venderant Nalaberong based although it is physical in nature. Its natural form is a clear, 10-foot round, 300 pound sphere, similar to a giant soap bubble. While in its natural form, it can pass through five dimensions a day, travel in outer space, and levitate at speeds up to 30 mph. The metamorph is extremely vulnerable when in this state.

Mink, Giant

Encounter Type: Common
Number Appearing: One to two
Life Points: 100 to 1,000 with one 10th
Aura: Violet
Ego: 7
Attacks per Turn: Three + one per five levels
Advantage: +2-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Sunstone teeth: 10 to 100 x 25 LPD through three 10ths

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Running Speed: 45 mph
Surprises: AA, 90%; A, 65%; B, 55%; C, 30%
Fates: 15% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: Giant minks are very aggressive and always fight to the death. They roam the edges of towns and cities when hunting, attacking with their teeth. Giant minks always try to maintain their hold on their victims, draining their blood for an additional 100 to 1,000 LPD per turn. These creatures are 5 feet long and weigh 200 to 300 pounds.

Mole Mutant

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 100 to 1,000
Aura: Violet
Ego: 10 to 30
Attacks per Turn: Four + one per five levels
Advantage: +4-1/2
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Tentacles: 10 to 80 x 40 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 20 mph
Surprises: AA, 95%; A, 85%; B, 75%; C, 70%
Fates: 35% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: Mole mutants are 5 feet tall and weigh 200 to 400 pounds. They are a strain of homosapien with tentacled arms that have been severely mutated by radiation. Mole mutants have the master mutation Plane Phaze that allows them to move through the earth. To attack, they phaze up through the ground beneath their victims, grabbing them, then phazing them back into

the earth. This kills the victim of course. The mole mutant feeds on the fused matter.

Mole, Mutant Sand

Encounter Type: Common
Number Appearing: One
Life Points: 1,000 to 10,000
Aura: Gray
Ego: 5 to 10
Attacks per Turn: Two + one per five levels
Advantage: +4-1/2 + 1/2 per five levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Special

Dodge: 60%
Beam-Attack Dodge: 40%
Maximum Running Speed: 25 mph
Surprises: AA, 95%; A, 75%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Earthpower and chi: 50%
Immunities: None
Gaming Points: 4
Description: Mutant sand moles are seldom seen above ground. They weigh 1,200 to 1,400 pounds, are 4 feet tall at the shoulder, and have dark-brown fur. Mutant sand moles can sense life forms as far as 200 feet away. Their main form of attack is to control gravity within a 50-foot area (mutation based), sucking their victims into the sand. This takes three attacks to initiate and can be performed six times a day. Once something is under the sand, the mole will hold it there, biting it to inject a 10th-level poison. Victims have -30% on their surprise rolls.

Mutant sand mole blood will cure up to 40th-level poisoning. There is a 50% chance of finding $1,000 to $10,000 worth of treasure in their lairs and a 10% chance of them having an artifact or enchanted magical item.

Monkey, Spider

Encounter Type: Common
Number Appearing: 1 to 10 (50% chance female with one to four young)
Life Points: 2 to 20
Aura: Green
Ego: 10
Attacks per Turn: Five + one per five levels
Advantage: +2 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 1 to 20 LPD

Dodge: 50%
Beam-Attack Dodge: 30%
Maximum Running Speed: 45 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 22% (6 con points)
Resistances: Earthpower, magic, and chi: 35%
Immunities: None
Gaming Points: 1/10
Description: Spider monkeys weigh 10 pounds. They can tesseract 50 feet five times a day. These creatures eat insects, fruit, and small animals. Spider monkeys love bright colors and will often raid travelers' camps for anything that appeals to them to take back to their nests.

Monkey, Squirrel

Encounter Type: Common
Number Appearing: 2 to 40 (2d20)
Life Points: 2 to 16 with three 10ths
Aura: Violet
Ego: 15
Attacks per Turn: Four + one per 10 levels
Advantage: +1-1/2 + 1/2 per 15 levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Bite: 1 to 20 x 2 LPD

Dodge: 50%
Beam-Attack Dodge: 38%
Maximum Running Speed: 40 mph
Maximum Flight Speed: 60 mph
Surprises: AA, 40%; A, 35%; B, 30%; C, 25%
Fates: 10% for most categories
Metabolic Shock: 20% (5 con points)
Resistances: Energy: 75%
Immunities: None
Gaming Points: 1/10
Description: Squirrel monkeys are 2 feet tall and weigh 20 to 60 pounds. They live their entire lives in the tree tops, taking great delight in bombarding people with fruit and nuts. Squirrel monkeys have developed the ability of Minor Levitation and Invisibility (one set per hour). They are highly intelligent, are excellent mimics, and have long memories.

Mosquito, Giant Mutated Desert

Encounter Type: Common
Number Appearing: One to four
Life Points: 1
Aura: Violet
Ego: 1 to 2
Attacks per Turn: One + one per six levels
Advantage: +1 + 1/2 per six levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Stinger: 1 LPD through four 10ths

Dodge: 55%
Beam-Attack Dodge: 43%
Maximum Flight Speed: 20 mph
Surprises: AA, 95%; A, 85%; B, 75%; C, 70%
Fates: 15% for most categories
Metabolic Shock: 10% (1 con point)
Resistances: Psionics: 50%
Immunities: Magic and earthpower
Gaming Points: 1/10
Description: The mutated mosquitoes survive in the desert and live off organic substances. They have a 6-inch wing span and weigh 2 to 6 ounces. Their special attack (-20% on a victim's surprise roll) is the releasing of a red gas that will cause sleep for 5 minutes (fates versus chemicals). The mosquito will then sting the sleeper, draining up to 1 pint of blood. This will lower the victim's constitution score by 20% for 2 days. Only a Mystic Restoration spell will cure this, owing to the special anticoagulant injected by the mosquito.

Mushroom, Psisheen

Encounter Type: Common
Number Appearing: 1 to 20 (20% chance of 20 to 100)
Gaming Points: 0
Description: Psisheen mushrooms grow around the warm moist ground of sunstone creatures' fresh dung. The mushrooms are 8 inches tall, weigh 1 to 4 pounds, and require 1 full year to grow to potency. Their outer covering is hard and golden in color, similar to sunstone, and gives excellent protection from the elements. This fungus is found primarily on the Mushroom Spires; they glow slightly, making them easy to spot. There is a 60% chance of encountering a sunstone creature while picking them.

If normal people eat one of these mushrooms, they will receive the psionic abilities Telekinesis, Telepathy, and Clairvoyance, along with 100 psionic points. This power lasts only 1 hour, and if someone is foolish enough to eat another in the same day, he will go insane for 24 hours. Only Shadow Masters and people with psionic abilities can eat the mushrooms often without harm. A fully grown psisheen mushroom is worth $100. It stays fresh for 5 days after being picked.

Psisheen mushrooms are used by the Shadow Masters in the creation of the potion Psisha, which is distilled into the elixir Psisha Adreemus. Only the head Shadow Masters know the secret of its creation and distillation process, and they use their powers to keep that knowledge secret. Only a special sect of Alchemists who are sworn into the elite Shadow Master sect is allowed to share in this knowledge. The Shadow Masters study for 1 year, combining the secret knowledge of the Alchemists with the ritual of the Mind's Guide. This is the same

process that the young Shadow Masters go through at the beginning of their training. There they receive the ability to wield psionics. Because it is a priceless gift, the Mind's Guide is performed only under the most special of terms.

The potion Psisha requires 1,000 mushrooms to make 1 gallon. This potion appears as a transparent blue liquid and can be drunk only by a Shadow Master or someone with psionic abilities. Otherwise, it causes severe, permanent insanity, healable by earthpower, psionics, or magic. Once healed, the drinker will sleep for 72 hours. On the other hand, those with psionic abilities that drink the potion will receive 100 psionic points per teaspoon, up to their maximum capacity. Psisha is worth $100,000 per pint.

It takes 1,250 gallons of Psisha to distill 1 pint of the elixir Psisha Adreemus. Psisha Adreemus is one of the most potent of substances. One drop of this slightly glowing blue liquid will give 100 psionic points. One teaspoon yields 1,000 psionic points. This liquid is worth $1 billion pint.

Mustang

Encounter Type: Common
Number Appearing: 1 to 10
Life Points: 100 to 1,000 with two 10ths
Aura: Violet
Ego: 16
Attacks per Turn: Three + one per five levels
Advantage: +3 + 1/2 per 10 levels
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Hooves: 100 to 400 x 20 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 105 mph
Surprises: AA, 68%; A, 58%; B, 45%; C, 35%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4
Description: Mustangs weigh 1,200 to 1,400 pounds and stand 6 feet tall at the shoulder. They are extremely intelligent and make excellent mounts, able to run at 105 mph for 24 hours without rest. Training mustangs is easy. They make excellent war horses because of their great strength and courage. Thirty-five percent of them can communicate telepathically within a 50-foot range. All mustangs gain Tiger's Luck at 10th level, which they share with their riders when mounted.

Mutat

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 10,000 to 40,000
Aura: Amber
Ego: 25 to 35
Attacks per Turn: 10
Advantage: +5-1/2 to +7-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Tentacles: 100 to 1,000 x 100 LPD per turn

Dodge: 50%
Beam-Attack Dodge: 35%
Maximum Running Speed: 10 mph
Surprises: AA, 55%; A, 45%; B, 35%; C, 20%
Fates: 25% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Mutations, alchemy, and earthpower: 50%
Immunities: None
Gaming Points: 7
Description: Mutats weigh 1,000 to 1,400 pounds, stand 5 feet tall, and are 10 feet in diameter. They have 10 tentacles, each 25 feet long. Mutat life forces cannot be sensed and causes victims to have a -35% on their surprise rolls. They have one randomly determined master mutation along with their natural ability to siphon life force. This siphoning allows the mutat to store up to 20 extra constitution points. This ability is chi based and accomplished by touch. It takes one attack to do and does not drain constitution.

The mutat is very intelligent and has limited mobility. They can travel anywhere because of their great stubbornness, but travel is very slow.

Mutat, Black

Encounter Type: Greater
Number Appearing: One
Life Points: 100,000 to 400,000
Aura: Scarlet
Ego: 15 to 35
Attacks per Turn: 10 (two per tentacle)
Advantage: 7-1/2 + 1/2 per five levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Hypnotic scent: Draws victims toward creature; range, 1/2 mile
- Gravity vortex: Range, 100 feet
- Nullifying tentacles: 100 to 1,000 LPD per turn

Dodge: 50%
Beam-Attack Dodge: 35%
Maximum Running Speed: 10 mph
Surprises: AA, 55%; A, 45%; B, 35%; C, 20%
Fates: 45% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Mutations, alchemy, and earthpower: 50%
Immunities: None
Gaming Points: 10
Description: The mutats are very intelligent creatures that all appear the same, with large sacklike bodies and long tentacles. Weighing from 2,000 to 4,000 pounds, 10 feet high, and 20 feet in diameter, they move about by undulating their great bulks and grabbing objects with their tentacles. The black mutat's hypnotic scent will cause anyone who contacts it to be irresistibly drawn toward the creature (fate versus chemicals). Once those affected by the scent are within 100 feet, the mutat generates a selective gravity vortex that pulls whomever it chooses toward it with a force of 100,000 pounds. This takes one attack to do and can be performed six times a day. The five 10-foot-long tentacles of the black mutat, in addition to doing physical damage, nullify their victims' abilities through the mutation Tricancellation. They also drain half of the their victims' strength and constitution scores. Extended contact with the tentacles drains an additional 3 constitution points and a quarter of the victim's remaining strength every additional second until the victim is dead. The mutat feeds off the energy it drains. This creature keeps treasure.

Mutat, Dream

Encounter Type: Greater
Number Appearing: One (20% chance of one to four)
Life Points: 10 to 100 with three 10ths
Aura: Violet through red
Ego: 50
Attacks per Turn: One + one per five levels
Advantage: 1/2 + special
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Special

Dodge: 10%
Beam-Attack Dodge: 7%
Maximum Crawling Speed: 15 mph
Surprises: AA, 40%; A, 30%; B and C, 20%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Immunities: None
Gaming Points: 2
Description: This monster resembles a large blob of silver jelly 15 feet across and 4 feet tall. It weighs 200 to 400 pounds and sprouts four 20-foot-long tentacles. They live in watery or damp dark places.

The dream mutat emits an invisible field within a 25-foot radius that can transport any creature it encounters to the Psychic Plane within the mutat's mind. Two crea-

tures can be transported at one time (fate versus mutations). If the mutat dies or is knocked unconscious while creatures are within its mind, they will suffer the same fate.

The mutat manifests itself on the Psychic Plane as two second-level dream-warrior-type humans. If the Dream Warriors are killed, the mutat dies. This is the only way to escape once within the mutat's mind. When the dream mutat dies, its body turns into black dust.

Nareel

Encounter Type: Common
Number Appearing: One to two (if two are encountered, one is female with a nearby nest of one to six eggs)
Life Points: 10 to 60
Aura: Any
Ego: 15 to 20
Attacks per Turn: Three
Advantage: +2-1/2
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Phazed eye Hex Bolt: 100 to 600 LPD; range, 20 feet
- Talons: 1 to 20 LPD (x 2 when swooping)

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Flight Speed: 200 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 15% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: Nareels are a mutated form of hawk with a small spiral horn on their forehead. They are 2 feet long and weigh 10 to 40 pounds. The nareels can be trained, and they make excellent pets if caught when young. They make their nests on the Mountain Isles and the Shandreall Plains of Mist. Young nareels are worth $5,000.

These creatures can telepathically transmit what they see and hear to their masters (range is 10 miles) and have the power to turn invisible once a day for 16 sets. They attack by firing a Hex Bolt from their eyes. All these powers are magic based and take one attack each to perform.

Neptune's Breath

Encounter Type: Common
Number Appearing: 1 to 20 berries
Gaming Points: 0
Description: This plant grows in the water with large lily-padlike leaves. Its fruit is grapelike and grows on top of its leaves all year round. The fruit stays potent for 1 week after picking, and it gives Eternal Sustenance for 1 hour per grape eaten.

Neptune's Electric Girdle

Encounter Type: Lesser
Number Appearing: 1 to 40 strands
Life Points: 10,000 per strand
Aura: None
Ego: None
Attacks per Turn: One
Advantage: None
Shot Bonus: None
Attack Types and Damage Adj.:
- Electrocution: 100 to 1,000 LPD

Dodge: None
Beam-Attack Dodge: None
Surprises: AA, 65%; A, 50%; B, 45%; C, 30%
Fates: 15% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: This plant grows under the ocean in great electric kelp beds. Each plant weighs 1 to 4 tons, and its leaves may be as much as 500 feet long. It only attacks when it is surprised. (Roll the plant's surprise when adventurers are within 50 feet.) If surprised, the leaves will release great arcs of static electricity (mutation based). This triggering causes the intruders to lose 50% on their surprise rolls.

Neria Bendix

Encounter Type: Major
Number Appearing: Two to six
Life Points: 1,000 to 8,000 with four 10ths (armor has 300,000,000)
Aura: Amber through red
Ego: 40 to 50
Attacks per Turn: 10
Advantage: +7 (+8-1/2 in armor)
Shot Bonus: +50% (+100% in armor)
Attack Types and Damage Adj.:
- Claws: 10 to 200 x 25 LPD through three 10ths
- Tail: 100 to 400 x 25 LPD through three 10ths
- Armor: Special (x 700 damage adjustment)

Dodge: 75%
Beam-Attack Dodge: 55% (65% in armor)
Maximum Running Speed: 208 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 40% (all 20% in armor)
Fates: 55% for most categories (all 15% in armor)
Metabolic Shock: 48% (19 con points)
Resistances: Chemicals, psionics, and mutations: 75%
Immunities: Diseases
Gaming Points: 10 (50 in armor and 35 for just armor)
Description: The Neria Bendix are aliens that stand 6 feet tall and weigh 250 to 400 pounds (armor weighs 500 pounds). These creatures are a sort of a cross between an insect and a dinosaur, having dark-red skin and a glowing dome on the top of their heads. Their tails are about as long as they are tall and are used as a weapon as well as for operating machinery. They have strong arms; they have eight fingers and two thumbs on each hand. Their legs bend backward at the knee, similar to a bird's. Neria Bendix communicate through a combination of scents and patterns of light generated by the disklike membrane on their heads. This form of communication is called "optiofactic." As part of their religious doctrine, these aliens believe that to ascend to peace in the afterlife, they must rule every hospitable planet in existence. Until this is accomplished, they will live in continual torment.

The Neria Bendix can cope with any environment that has nitrogen, oxygen, ammonia, or argon elements in its atmosphere. They can survive a hard vacuum for 48 hours (their eggs can survive it indefinitely).

The Neria Bendix lay one egg every year (462 days), which grows to be 5 feet long and 3 feet in diameter. The egg can siphon the life force and memories of any creature that comes within 100 feet. This power is Venderant Nalaberong based. An egg can siphon 5 constitution points per second. Once 20 constitution points are absorbed, the egg will hatch. Until then, it will remain dormant for up to 10,000 years. Newborn Neria Bendix will have the memories of their victims and can even imitate their customs. They also inherit their parent's knowledge. All this makes for very intelligent, precocious infants.

The Neria Bendix are the most technically advanced species in the universe. They travel without the Xiapathians' assistance in organic electronic starships capable of speeds in excess of tarwarp 10.

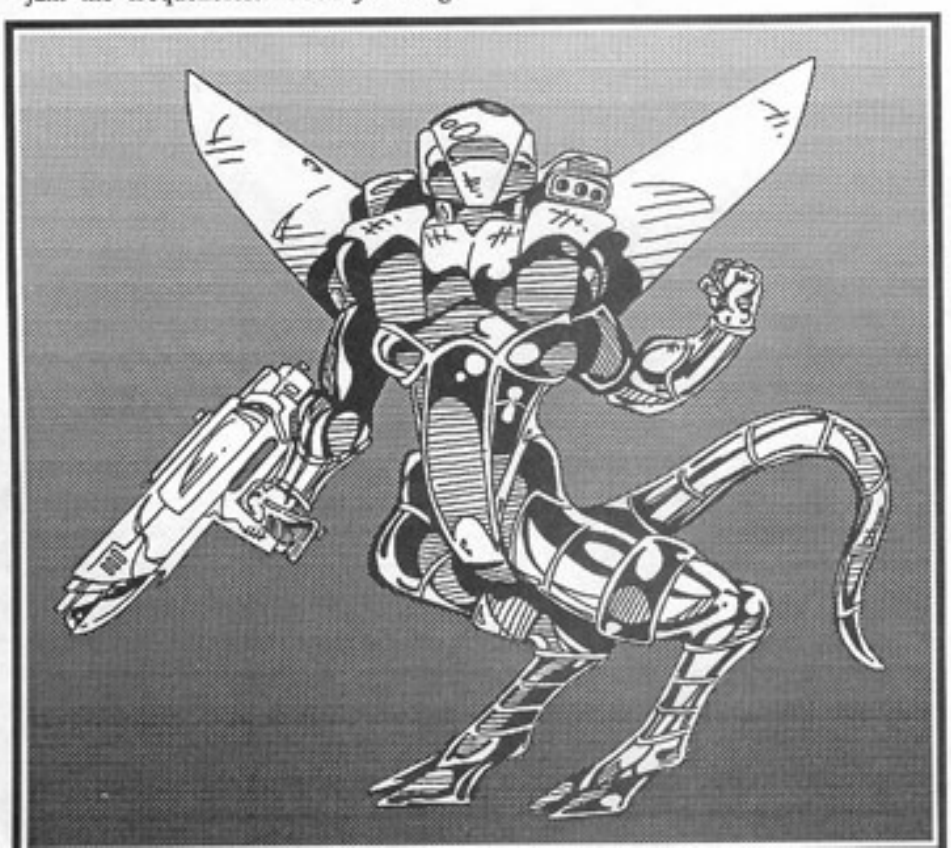
There are two ranks of status within the Neria Bendix's militaristic society: the tech troopers and the supertroopers. Each rank has different functions. The tech troopers fly and repair starships and are, for the most part, scientists. They usually form the majority of the crew. The supertroopers are the warriors. They use a specialized form of power armor that has an array of equipment.

Tech Troopers

The tech trooper's equipment is as follows:

- **Cyberdrill:** This device creates an electronic tapeworm that can break complex computer program code, including B.S.C.s, and alter it to the tech trooper's will. It is controlled via specific brain waves, working only for the tech trooper to whom it is configured. This tool will allow access to all information within a computer's memory, and it is completely undetectable.
- **Bendix-Field Belt:** This device is a passive Bendix shield with antigravity belt thrusters. It holds a charge equal to 1,000 EGs. (Refer to "High-Tech Shields" in chapter 3.)
- **Holotranslator:** This device enables communication with different species through a telepathic scanner. It effectively gives the Neria Bendix short-range telepathy of 50 feet. It can also create a holograph around a Neria Bendix's body with a 10-foot radius. The holotranslator can translate for up to 1 month continuously, and it can project its holograph for 24 hours before the hologel must be replaced. It translates only intelligent languages, not the languages of animals or plants.
- **Scanner-Jammer:** This device can scan any radio or telepathic transmission, locate its source within a 5-mile radius, and jam the frequencies. When jamming more than one transmission, its range is reduced to 1 mile. Jamming can be done for 6 hours minus 1 hour per transmission scrambled.
- **Rifle:** This weapon has three different types of attacks: a phazed disintegration ray that affects up to 10,000 pounds within a range of 50 feet and drains 20 EGs per shot, A phazed chemical blast that causes paralysis, requiring one turn to take effect, within a range of 50 feet (has 20 shots); and a laser beam that does 100,000 to 1 million LPD within a range of 5 miles and drains 50 EGs per shot. The rifle stores 1,000 EGs and operates by the thought patterns of its Neria Bendix owner.
- **Droid:** This robot is the size of a small disk, 1 foot in diameter, 2 inches thick, and made of a solid-black metal alloy of titanium and steel. It is organic electronics and can be reprogrammed only by a Wish. The droid responds only to the Neria Bendix for whom it is configured. Droids are usually used for surveillance and infiltration but have been known to carry weapons in their tractor fields and use them quite effectively. The droid has the following statistics:
  - **Life Points:** 1,000 with one 10th
  - **EGs:** 1,000
  - **Attacks per Turn:** 10
  - **Advantage:** +6-1/2
  - **Shot Bonus:** +75%
  - **Dodge:** 75%
  - **Beam-Attack Dodge:** 65%
  - **Antigravity Flight:** 600 mph
  - **Surprises:** AA, 29%; A through C, 20%
  - **Fates:** 15% for most categories
  - **System Shutdown:** 50%
  - **Gaming Points:** 10
  - **Antigravity Tractor Beam:** Can lift and manipulate up to 1 ton, drains 5 EGs per hour, and has a range of 50 feet.
  - **Sensors:** Detect energy, radiation, psionics, and life forms within 1 mile.
  - **Communications:** Transmits and receives telepathically with visual images (range is 10 miles) and optiofactically (orfactic range, 1 mile; optic range, sight). It can also memorize and replay what it has seen within the last 24 hours.
  - **Holograph:** Five-foot area of projection; drains 1 EG per hour.
  - **Power Siphon:** Drains 1,000 LPD of radiation, 2,000 LPD of energy, 20 LPD of psionics or 1 constitution point per attack (range, 1 mile). This power may be used on attacks of the above types or on stationary sources. Maximum capacity is 1 million LPD (1 con point equals 10,000 LPD). This drains 20 EGs per attack segment.
  - **Small Bendix Shield:** Refer to "High-Tech Shields" in chapter 3. This one has 10% of the normal drain.

  If this droid is captured, it will self-destruct doing 10,000 to 100,000 LPD in a 100-foot radius.



Supertroopers

The supertroopers are the heavy forces. They use a power armor that is organic electronics and made of a special alloy that absorbs up to 300 million LPD of kinetic energy. The armor itself is a life form of sorts that will not accept any other user but the Neria Bendix to whom it is configured. The armor can be operated by telepathic remote control within a range of 1 mile optiofactically or from a ship's teletransmitter (20-mile range). Its Dodge/Beam-Attack Dodge by itself is 75%/56%, and it has five attacks per turn. The armor has 10,000 EGs worth of power. Its power usage is the same as the Hadrathus power armor (see table 82 in chapter 3). The armor's functions are as follows:

- **Master Attack Computer:** Gives user a +50% on their shot scores. It also interprets incoming attacks and relays the information received by its sensors to the

Neria Bendix so they can counter or evade the attack.

- **Visual Capabilities:** Can see in the infrared, ultraviolet, and X-ray spectrums at a range of 100 feet. It also has radar and sonar that operates within a range of 5 miles. Both functions drain 1/2 EG per set.
- **Sensors:** Spectroanalyzers for life forms, heat, psionics, energy, radiation, chemicals, matter, gas, energy, psionics, mutations, and motion within a range of 5 miles. This function drains 1 EG per minute per type of substance detected. The data received by the sensors is interpreted by the attack master computer which then answers any specific questions asked it by the wearer of the armor.
- **Tesseract:** 10 feet per 2 EGs.
- **Antigravity Kinetic Boosters:** Top speed is 5,000 mph while carrying up to 3 tons extra payload. Drains 1/2 EG per mile.
- **Holotranslator:** Identical to the tech trooper's.
- **Scanner-Jammer:** Identical to the tech trooper's.
- **Temporal Jammer:** This device prevents manipulation of timelines within 10 miles of the armor. Also, once turned on, the armor's actions cannot be affected by others traveling back in time. This drains 100 EGs per set of use.
- **Bendix Field:** Identical to the tech trooper's.
- **Matter Converter:** This piece of equipment is for providing power and materials that the Neria Bendix may require. It can rearrange the molecular structure of one substance into another, provided the molecular pattern is in the computer's memory. Enchanted materials may not be converted for power. One pound yields 1,000 EGs, and 25 EGs equals 1 pound of matter.
- **Size Control:** The armor may shrink down to 6 inches tall. At this point, only the sensors, holotranslator, and antigravity will function. This drains 100 EGs per size change and takes two attacks.
- **Phazed Laser Saber:** 100 to 1,000 x 700 LPD. The blade is 1 foot long and is mounted on the tail. It takes one attack to use.
- **Neutron Emission:** 10,000 to 100,000 LPD in a 50-foot radius. Drains 50 EGs. Its takes one attack to use.
- **Grappling Hand:** This device (mounted on the left forearm) fires a 3-inch, phazed laser drill connected to a 45-foot cable. Upon striking a target, a drug is pumped through the cable into a victim, causing him or her to fall into a hypnotic trance for 15 minutes. The cable will hold up to 6 tons, and it has 5,000 life points. It takes one attack to use.
- **Gatling Rocket Launcher:** 10,000 to 100,000 LPD per missile; able to fire one to six missiles per attack within a range of 1,000 yards. Guided by the armor's sensors, the missiles can fly up to 2,600 mph. The matter converter is used to create the missiles, draining 75 EGs per missile. This device is mounted on the shoulder.
- **Droid:** Identical to the tech trooper's.
- **Static Droid:** This droid has 1,000 life points and 500 EGs. One droid is mounted on each hip. They resemble hockey pucks in size and shape and glow green and red when functioning. The droid has a range of 10 miles and travels at up to 500 mph (uses 1 EG per mile). It has a holotranslator and is able to transmit visual and audio material. The droid's special function is a static field. This field drains 20 EGs per hour and extends in a 25-foot sphere around the droid. Any prisoners caught in this area will remain paralyzed (fate versus energy) until the Neria Bendix cancels the field through their armor. The static field nullifies magic, psionics, mutations, earthpower, chi, and alchemy.
- **Terriah Reaction Bomb Launcher:** Each bomb is a 5-inch-diameter sphere, and the launcher is mounted on the chest of the armor. Launch range is 100 miles. This is one of the Neria Bendix's most powerful weapons. Each supertrooper carries only one. The bomb, once its destruct sequence is initiated and detonated, will cause the reversal of all surrounding matter's molecular cohesion for up to 100 million tons within a 1,000-mile area of effect (no fate roll). Only the Neria Bendix carrying the bomb knows its destruct code. It has a variable timer with a 1,000-year delay.
- **Hand Gun:** This gun is not affixed to the armor. It is a Gatling style hand blaster that fires special explosive crystals. The gun shoots three crystals per attack, which do 10,000 to 40,000 LPD each at a range of 1,000 feet (fate versus alchemy). The clip holds 45 shots, and the crystals have a null field on their surface that allows them to pass through most defenses. Usually only two extra clips are carried.

The Neria Bendix's starship is so advanced that it seems magical. It is piloted by optiofactic communication or with auxiliary telepathic control (range is 15 miles). The ship weighs 3 tons, is 100 feet long, has a maximum payload of 10 tons, and has 100 million life points. It stores 56,000 EGs worth of power and can fly at tarwarp 10 (drains 10,000 EGs per hour). All the tech trooper's equipment and the supertrooper's armor functions and weapons are incorporated in the ship's functions. This organic electronic masterpiece will only allow entry to Neria Bendix. Usually three sets of tech trooper equipment and one set of spare supertrooper armor is stored on board. The ship's navigational defenses are so precise that it takes a score of 130% for attackers to come close to hitting it; even then it gets to dodge (at any speed). One last piece of armament is a terriah reaction cruise missile. This missile carries one terriah reaction bomb and has a range of 1 tarsec. The missile's top speed is tarwarp 1. It is fully programmable and capable of destroying an entire planet or star.

Nigeel

Encounter Type: Common
Number Appearing: Two to six
Life Points: 100 to 2,000 (1d20) + 100 to 800 per level after fifth with one 10th
Aura: Gray
Ego: 10 to 15
Attacks per Turn: Three + one per five levels
Advantage: +2 + 1/2 per six levels after fifth
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Poison bite: 10 to 100 x 10 LPD (10th-level poison)

Dodge: 52%
Beam-Attack Dodge: 41%
Maximum Swimming Speed: 70 mph
Surprises: AA, 95%; A, 80%; B, 70%; C, 45%
Fates: 15% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: The nigeel is a serpent with a smooth black skin and a white underbelly. Nigeels grow to be 40 feet long and weigh 1,000 to 2,000 pounds. Their meat is exceptionally tasty. They take great pleasure in capsizing boats and eating the crew. The nigeel is known to follow Giant ships alongside sharks, and like them, they will follow the smaller boats that leave a ship in hope of getting an easy meal.

Noose Spike

Encounter Type: Common
Number Appearing: One to four
Life Points: 100 to 1,000
Aura: Violet
Attacks per Turn: Special
Advantage: None
Shot Bonus: None
Attack Types and Damage Adj.:
- Spikes: 20 to 200 LPD + paralysis

Dodge: None

Beam-Attack Dodge: None
Surprises: None
Fates: 15% for most categories
Metabolic Shock: None (15 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: This deadly plant appears like an ordinary bush, but it spreads nooselike tentacles around a 75-foot radius. These are hidden under leaves on the ground where any unwary adventurer might step on them. Victims have a -15% on their surprise roll, and if caught, will be dragged quickly up onto the bush's hard, spiky skeleton. Between 6 and 15 spikes will impale the unfortunate victim, causing paralysis (fate versus mutations). The body will then be consumed by the leaf covering. The noose spike stands 20 feet high, is 10 feet in diameter, and weighs between 1,200 and 1,600 pounds.

Octopus, Giant Mutant

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 10,000 to 100,000 with two 10ths
Aura: Red
Ego: 6
Attacks per Turn: Eight
Advantage: +5 + 1/2 per five levels after 20th
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Tentacles: 100 to 1,000 x 100 LPD
- Energy bolt: 100 to 1,000 LPD + MS; range, 50 feet

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Swimming Speed: 65 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 60%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Energy and alchemy: 50%
Immunities: None
Gaming Points: 3
Description: This creature grows up to 25 feet long and weighs 1 to 4 tons. Its abilities are identical to its smaller cousins, except that a strength of 200 is needed to break free from its grip. The energy bolt of a giant mutant octopus takes one attack to use.

The giant mutant octopus also has a specially developed ability similar to the major mutation Thermal Kinetic, but it is phazed and has a range of touch only. It does 100 to 1,000 LPD per segment (fate versus mutations) and takes one attack to use. It can be done 10 times a day.

Octopus, Mutant

Encounter Type: Common
Number Appearing: One only
Life Points: 1,000 to 20,000 with one 10th
Aura: Red
Ego: 6
Attacks per Turn: Five
Advantage: +3 + 1/2 per 10 levels after 10th
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Tentacles: 100 to 400 x 50 LPD
- Electricity bolt: 100 to 1,000 LPD + MS

Dodge: 45%
Beam-Attack Dodge: 35%
Maximum Swimming Speed: 65 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 60%
Fates: 15% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: This mollusk grows up to 10 feet long. It weighs 200 to 400 pounds and lives only in deep, dark ocean waters. It attacks anything that comes within its territory. Its ink cloud causes blindness to all it touches for one to six sets (fate versus poison). Then the octopus grabs its victims in its arms and delivers its energy bolt. It can deliver a shock 10 times a day. Victims caught in its tentacles must have a 100 strength or better to break free.

Octopus, White

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 1,000 to 10,000 with one 10th
Aura: Red
Ego: 15 to 30
Attacks per Turn: Eight
Advantage: +5 + 1/2 per five levels after 20th
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Tentacles: 100 to 600 x 100 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Swimming Speed: 65 mph
Maximum Running Speed: 30 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 60%
Fates: 35% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 2-1/2
Description: These creatures weigh 600 to 1,200 pounds. They are 30 feet long and white in color. Each of its arms can perform a different ability: Hex Bolt (magic), Tiger Strike (chi), Psi Bolt (psionics), Star Bolt (alchemy), Mutation Bolt (100 to 1,000 LPD), Blue Bolt (earthpower), Bolts of Frost and Fire (magic), and Paralysis (psionics). Each ability takes one attack, and each is usable six times per day. The white octopus may live in either freshwater or saltwater. They can walk on land for up to 5,000 yards without pausing to rest. This creature is very intelligent and functions within a loose-knit social system.

Orange, Blood

Encounter Type: Common
Number Appearing: 1 to 10
Gaming Points: 0
Description: Blood orange trees grow to be 40 feet tall. They grow all over Synnibarr, in tropical to semitropical climates, and their fruit is always in season. These mutated fruits are so named because their inner fruit is blood-red in color as is their juice. The juice has special properties. It is pleasant tasting and completely restores lost constitution points. This effect is like instantly receiving a full night's rest. However, if any person eats or drinks the equivalent of more than one orange within a 7-day period, he or she will elapse into unconscious for 24 hours.

The oranges remain potent for 1 week after picking. The juice of the blood orange cannot be preserved in its original state, but it may be distilled by the High Gnomes of the city Magma located in the forest Soul Swallower. The cost is one orange given for one distilled. About 1 ounce is produced per orange. Each orange is worth $200. They are the most common on the Enchanted Continent.

Otter, Giant Sea

Encounter Type: Common
Number Appearing: One to six
Life Points: 1,000 to 100,000 with one 10th
Aura: Silver
Ego: 16
Attacks per Turn: Two + one per five levels
Advantage: +3 + 1/2 per five levels after 10th
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Bite: 100 to 600 x 100 LPD
- Claws: 10 to 40 x 100 LPD
- Tail: 100 to 1,000 x 100 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 50 mph
Maximum Swimming Speed: 65 mph
Surprises: AA, 90%; A, 80%; B, 70%; C, 60%
Fates: 10% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi, magic, and energy: 50%

Immunities: None
Gaming Points: 1/2
Description: This is a big, friendly giant of the sea that can grow up to 50 feet long and weigh 6 tons. They will help any party with an overall good aura. The otter can sense auras within 1 mile, and they have the psionic ability Magnetic Control with 300 psionic points. They are always found in the deeper ocean waters, but never in large numbers.

Owl, Arctic

Encounter Type: Lesser
Number Appearing: One (20% chance of two with one to four hatchlings)
Life Points: 10 to 80
Aura: Silver through gray
Ego: 20 to 35
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +75%
Attack Types and Damage Adj.:
- Talons: 10 to 40 LPD through one 10th
Dodge: 70%
Beam-Attack Dodge: 53%
Maximum Flight Speed: 100 mph
Surprises: AA, 30%; A through C, 20%
Fates: 25% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: The Arctic owls are one of the most useful of the creatures on Synnibarr. They have a 10-foot wing span, weigh 200 to 400 pounds, and are highly intelligent. The owls have three Mage Warrior spells that they can use 10 times a day each: Magnificent Invisible Defender, Stun Bolts, and Manacles of McCracken. They also have the master mutations Sensor and Tricancellation and the lesser mutations Photographic Memory, Translator, Analyzer, and Telepathy (range is 1 mile).

Arctic owls live in cold, snowy areas. They are easily trained if caught while young, and the difficulty is only slightly increased if obtained when an adult.

Panther Men

Encounter Type: Lesser to greater
Number Appearing: Two to four (10% chance of more)
Life Points: 1,000 to 20,000
Aura: Any
Ego: 15 to 40
Attacks per Turn: Five + one per seven levels
Advantage: +3 + 1/2 per seven levels
Shot Bonus: +15% + 1% per level
Attack Types and Damage Adj.:
- Bite: 10 to 200 x special LPD (strength is 100 to 400)
- Claws: 100 to 600 LPD x strength damage adjustment

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 60 mph
Surprises: AA, 68%; A, 50%; B, 35%; C, 25%
Fates: 20% for most categories (+1% per level)
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2 per level
Description: Panther Men stand 5 to 6 feet tall and weigh 150 to 350 pounds. They are part human and part panther. They are powerfully intelligent, studying all the arts of power. All Panther Men will know how to use powers and spells of magic, earthpower, psionics, and alchemy. Twenty-five percent of them will know two of the powers. They have 200 SMUs and between 1 and 10 spells of each level that they are able to cast. Those with psi spells will have 10 to 100 psionic points per three levels. Panther Men will also have from one to four lesser mutations. This race is very shy and usually keeps to itself. However, on rare occasions (25% chance) they are evil and cause great trouble.

Paradactal

Encounter Type: Greater
Number Appearing: One to two (20% chance of two to four)
Life Points: 10,000 to 100,000
Aura: Gray
Ego: 10 to 20
Attacks per Turn: Five + one per five levels
Advantage: +5
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Claws: 1 to 100 x 20 LPD
- Radioactive fire breath: 10,000 to 100,000 LPD; range, 150 feet

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Maximum Flight Speed: 1,000 mph
Surprises: AA, 60%; A, 55%; B, 50%; C, 40%
Fates: 30% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Psionics, mutations, and energy: 50%
Immunities: None
Gaming Points: 5
Description: Paradactals are a mutant race originally created by the tree demons. They were meant to be slaves, but it seems that their masters did their work too well. This creature is half man, half pterodactyl and weighs between 300 and 600 pounds. They are 6 feet tall and have a 15-foot wing span. Their one ability, other than their radiation breath (usable six times per day and takes one attack), is the major mutation Any, which drains constitution as a 20th-level Mutant. Paradactals do not keep treasure, but they love to live in human-made abodes such as temples and castles. They will guard their homes fiercely, fighting to the death if necessary.

Phantom, Scarlet

Encounter Type: Lesser
Number Appearing: One (30% chance of two)
Life Points: 1,000 to 4,000 (4,000 psychic life points)
Aura: Scarlet
Ego: 40 to 55
Attacks per Turn: One + one per five levels
Advantage: +3-1/2 or special
Shot Bonus: +20% or special
Attack Types and Damage Adj.:
- Special

Dodge: 65% or special
Beam-Attack Dodge: 49%
Maximum Flight Speed: 100 mph
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 20% for most categories
Metabolic Shock: None (15 con points)
Resistances: Earthpower, chi, and alchemy: 75%
Immunities: Physical and energy
Gaming Points: 5 unless possessing a victim, then 1 + the victim's value
Description: The scarlet phantoms do not have bodies of their own. They are 4 to 6 feet tall and do not weigh anything. This phantom beast glows scarlet and can use all first-level psionic spells to defend itself (500 psionic points). Ninety percent of the time the scarlet phantom will occupy a character's body, using all of that character's abilities. The phantom possesses through a mutation-based power. If fought on the Psychic Plane, it may be destroyed completely. They are third-level Dream Warriors. If the body that one possesses dies, the phantom will not be affected in any way. Scarlet phantoms exist as life forces. They do not have a power base that keeps them alive, and they cannot be canceled or nullified by an ability or spell unless it affects life force.

Pin Cushion

Encounter Type: Common
Number Appearing: One
Life Points: 10 to 100 with one 10th
Aura: Violet
Ego: 1
Attacks per Turn: Four
Advantage: +1-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Spines: 1 to 10 LPD through three 10ths + fate versus chemicals

Surprises: AA, 40%; A, 40%; B, 40%; C, 20%
Fates: 15% for most categories
Metabolic Shock: 10% (1 con point)
Resistances: Alchemy, chi, and mutations: 50%
Immunities: Earthpower
Gaming Points: 1/10
Description: Pin cushions are plants that look like a porcupine. They are 1 foot tall and weigh 10 to 20 pounds. This plant can sense life forms within 15 feet and when detecting such, shoots its spines at the victim (-15% on surprise rolls). Pin cushions shoot one to six spines per attack; they have a total of 10 to 40 spines. The spines have a drug in them that will cause a victim to fall asleep. Each spine will affect a creature weighing up to 100 pounds. Victims who fall asleep will not be bothered as long as they are still, but every time they move, they will be shot at again. The pin cushion grows in shaded areas; they are most often hidden from view.

This little menace harbors a great boon in the form of a root system that is very tasty and rich in vitamins. It resembles a long potato (approximately 1 to 2 feet long) with deep-red skin. A liquid that tastes like salty corn fills its core. Also, if the body of this plant is undamaged, it will hold air or water (approximately 1 cubic foot). Lastly, they have a gland that holds a substance that will burn with a bright flame for 1 hour per life point that the plant has.

Plant Men

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 1,000 with two 10ths
Aura: Green through red
Ego: 25 to 40
Attacks per Turn: Three + one per five levels
Advantage: +2-1/2 + 1/2 per five levels after fifth
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Poison claws: 100 to 600 x 17 LPD (fifth-level poison)

Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Running Speed: 25 mph
Surprises: AA, 80%; A, 75%; B, 65%; C, 55%
Fates: 25% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: Earthpower: 50%
Immunities: Psionics
Gaming Points: 1/2
Description: Plant Men are humanoid, weighing 200 to 400 pounds and standing 6 feet tall. They have wooden skin and leaflike hair.

The Plant Men will wait in ambush and surprise attack by jumping from cover and clawing their victims to death. They can also emit a spore cloud once a day that will cause victims to fall unconscious for 1 hour. This is a wide-beam attack and has a range of 25 feet. It takes two attacks to use and is fate versus chemicals. This creature is semi-intelligent. It does not keep treasure. Their culture revolves around the soil and earth. Anything that harms the earth or plants is marked for death. Plant Men inhabit the entire world of Synnibarr because their seeds travel with the wind.

Poltergeist and Technageist

Encounter Type: Lesser
Number Appearing: Special
Life Points: 10,000 to 100,000
Aura: Any
Ego: Special
Attacks per Turn: Four + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Special (x 30 damage with objects)

Dodge: 65% (75% in flight)
Beam-Attack Dodge: 49% (60% in flight)
Maximum Running Speed: 200 mph
Maximum Flight Speed: 400 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 35%
Metabolic Shock: None (15 con points)
Resistances: Alchemy and earthpower: 75%
Immunities: Physical and energy
Gaming Points: 1 per level
Description: These creatures are the ghosts of characters who did not have a God when they died. Their form resembles that of the character they were in life. These ghosts exist on the astral plane, except when possessing objects. Technageists are those who die while using some form of tech item. These spirits exist as life forces. They do not have a power base that keeps them alive, and they cannot be canceled or nullified by an ability or spell unless it affects life force.

Poltergeists are noisy spirits. They can use the Amazon ability Chi Shout or any first-level Mage Warrior, earthpower, or psionic spell five times a day each. They can have a maximum of 20 spells. These dreadful creatures attach themselves to persons and haunt them until they are gotten rid of. Poltergeists can possess nonliving, physical objects, even ones that are enchanted (same fate rolls as the technageist possession). These objects have a x30 damage adjustment, can run 200 mph, and can fly at 400 mph.

Technageists are related to the poltergeist. However, they cannot affect anything other than the object they haunt. These creatures get their name from the technological or mechanical objects that they possess. The technageist can fully recharge, refuel, or reload an object twice per day. They can even repair it fully once per day as long as one particle of the object remains. Technageists will not allow any alterations to the object they haunt. Doing so will either make the ghost very mad or cause it to leave. They can speak to those around it and can see astral and invisible forms while possessing their object.

Twenty-five percent of technageists can freely travel from object to object. This breed is usually very troublesome to anyone with any form of technology, including organic electronics and B.S.C.s. Normal objects targeted for possession have a 10% fate roll. B.S.C.s get their normal fate versus psionics.

Poltergeists and technageists can only be combated from the physical plane by the powers, Amazons' Banish Spirits ability at 20th level, or God Power. However, their possessing can be prevented. When one of these creatures appears in an object, the object will be enveloped in a nimbus of red, blue, and white psionic energy. It requires four attacks to take over an object and during this time they are vulnerable to all the powers except physical and energy. Note that anything done to the geist is done to the object also. After possession is accomplished, they cannot be hurt by anything. Only by destroying the object can they be gotten rid of although they will usually just move to another object.

Priests of Berava

Encounter Type: Greater
Number Appearing: One
Life Points: 1,000 to 10,000
Aura: Any
Ego: 10 to 20
Attacks per Turn: Four + one per six levels

Advantage: +3-1/2 + 1/2 per six levels
Shot Bonus: +10 + 1% per level
Attack Types and Damage Adj.:
- Special

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 200 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: None
Immunities: None
Gaming Points: 5
Description: These people live solitary lives, devoted to their personal gardens on top of the Plateau of the Seven Springs. Occasionally they will leave to pursue their destinies, dressed in saffron robes. They are normal humans, weighing from 150 to 300 pounds, and bearing the mark of their order (a small star surrounding the right eye). They have a strength damage adjustment ranging from times 100 to times 400, although the limitations on strength still apply to them in the Center of the World.

Priests of Berava have three first-level Ninja and Tiger abilities and are able to cast spells. If outside the Garden, they have all Mage Warrior and earthpower spells and all Ninja and Tiger abilities. They have 250 SMUs and carry mage tree staffs. However, they cannot store constitution in them.

Psi Leech

Encounter Type: Lesser
Number Appearing: Two to six (20% chance of 2 to 20)
Life Points: 100 to 1,000 + 100 per level
Aura: Gray through scarlet
Ego: 10 to 14
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 200 x 15 LPD + special
- Fist: 100 to 400 x 15 LPD
- Kick: 100 to 400 x 15 LPD

Dodge: 65%
Beam-Attack Dodge: 49%
Maximum Running Speed: 30 mph
Surprises: AA, 88%; A, 75%; B, 40%; C, 20%
Fates: 35% for most categories
Metabolic Shock: 46% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: Psi leeches stand 3 feet tall, weigh 100 to 200 pounds, and have ugly, dark-blue skin and bulbous heads. They have a semitight social system with villages of up to 100 creatures. When encountered outside their village there is a 25% chance that it is a hunting party. These hunting parties carry a special sunstone that stores drained psionic and intelligence points. Villages have only one to four of these stones.

These creatures can sense psionics within 5 miles and can teleport this distance once a day. They communicate telepathically among themselves. Psi leeches can drain 10 to 100 psionic points and one to four intelligence points per segment by biting a victim's head. Intelligence is drained only if their victims do not have psionics. Drained intelligence returns in 24 hours. Up to 100 extra intelligence or psionics points may be stored in the body of a psi leech. Their sunstones can hold 500 points. These creatures have one random master mutation, and they carry all forms of normal mundane weapons with a 20% chance of a psionic magic item. They cannot operate complicated machinery or technology.

Pterodactyl, Psionic

Encounter Type: Lesser
Number Appearing: One to two (20% chance of two to six)
Life Points: 1,000 to 4,000
Aura: Gray
Ego: 35 to 45
Attacks per Turn: Five + one per five levels
Advantage: +4-1/2 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Claws: 100 to 1,000 x 25 LPD
- Bite: 10 to 60 x 25 LPD

Dodge: 70%
Beam-Attack Dodge: 45%
Maximum Flight Speed: 200 mph
Maximum Running Speed: 27 mph
Surprises: AA, 60%; A, 50%; B, 45%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Chi and alchemy: 50%
Immunities: None
Gaming Points: 3
Description: Psionic pterodactyls have 13-foot wing spans and weigh 100 to 200 pounds. They are vicious creatures, able to sense psionics within 5 miles. Psionic pterodactyls have eight special abilities and 250 psionic points plus 50 points per five levels. Their abilities are Magnetic Control, Psi Shield, Tesseract, Telepathy, Illusion, Invisibility, Death Stare, and Location From Objects.

Psionic pterodactyls travel throughout Synnibarr but live mainly in tropical climates near the equator, nesting in volcanic areas. They are clever creatures, using illusions to confuse their intended prey. If this is not effective, they will read their opponent's thoughts, using this information to their advantage. They can be reasoned with on rare occasions (15 or higher on reaction rolls) for they do keep treasure. Roll three times to determine treasure level. Since the pterodactyls can tesseract, they are seldom encountered near their nest (20% chance).

Raccoon, Talking

Encounter Type: Lesser
Number Appearing: One (25% chance of female with one to four young)
Life Points: 1,000 to 4,000
Aura: Gold through blue (20% are any aura)
Ego: 30 to 55
Attacks per Turn: Five + one per seven levels
Advantage: +4-1/2
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Claws: 1 to 6 LPD
- Bite: 1 to 10 LPD

Dodge: 65%
Beam-Attack Dodge: 41%
Maximum Running Speed: 20 mph
Surprises: AA, 60%; A, 50%; B, 40%; C, 30%
Fates: 15% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4

Description: Talking raccoons weigh 100 to 150 pounds and stand 4 or 5 feet tall. The length of their tails is about three-fourths their height. An Alchemist created them over 3,000 years ago. Talking raccoons have enhanced senses (vision, hearing, and smell), and the lesser mutation +25% Shot. These creatures may be encountered carrying any normal weapon type, and one has a 50% chance of having a gun or lesser tech weapon. Ten percent of them will have high-tech equipment and weapons.

Talking raccoons are peaceful by nature. They live throughout the world but only in the moderate climates. Living in small homes within large trees, they are usually encountered singly. However, on the Enchanted Continent they are establishing a small settlement.

Rat

Encounter Type: Common
Number Appearing: 10 to 60
Life Points: 10
Aura: Violet
Ego: 18
Attacks per Turn: Two + one per five levels
Advantage: +2-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
• Bite: 1 to 10 x 5 LPD through four 10ths
Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 30 mph
Surprises: AA, 99%; A, 80%; B, 50%; C, 40%
Fates: 20% for most categories
Metabolic Shock: 16% (7 con points)
Resistances: Magic and psionics: 50%
Immunities: None
Gaming Points: 1/10
Description: Rats weigh 5 to 15 pounds and grow to be 10 inches at the shoulder. They prefer cool, dark places and will eat anything they can catch.

Rat, Giant

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 10 to 100 with three 10ths
Aura: Red
Ego: 20 to 30
Attacks per Turn: Two + one per five levels
Advantage: +4-1/2
Shot Bonus: +24%
Attack Types and Damage Adj.:
• Bite: 10 to 40 x 15 LPD
Dodge: 15%
Beam-Attack Dodge: 45%
Maximum Running Speed: 30 mph
Surprises: AA, 99%; A, 80%; B, 50%; C, 40%
Fates: 20% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: Magic, psionics, and mutations: 50%
Immunities: None
Gaming Points: 1
Description: Giant rats weigh 100 pounds and are 4 feet long. They live almost anywhere, being able to survive 3 days on the open sea. These creatures are semi-intelligent and extremely vicious. Giant rats have a 75% chance of having a master mutation and a 60% chance of having a horde of $200 to $500 in gold and gems.

Ravashem

Encounter Type: Lesser to greater
Number Appearing: One (20% chance of more)
Life Points: 1,000 to 10,000 (fur armor has 60,000 with two 10ths)
Attacks per Turn: Three + one per 10 levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +8%
Attack Types and Damage Adj.:
• Special (x 2 damage with weapon)
Dodge: 60% + 1/2% per level
Beam-Attack Dodge: 55%
Maximum Running Speed: 20 mph
Surprises: AA, 58%; A, 40%; B, 35%; C, 25%
Fates: 20% for most categories (+1% per level)
Metabolic Shock: 50% (20 con points)
Resistances: Chemicals and poisons: 75%
Immunities: None
Gaming Points: 1 per actual level
Description: The Ravashem are a mysterious race known as the Blood Mages, being mostly humans of mixed races. They stand 5 to 7 feet tall, weigh 150 to 250 pounds, and have white eyes and long straight hair. Usually fur armor is worn by them that has 60,000 life points. They have developed a primitive form of magic involving blood.

The Ravashem have a way to draw constitution points from fresh blood (within 1 hour). The blood of a given person is worth twice their constitution points. Up to 20% of a person's blood may be taken without killing them. When Ravashem use their own blood for spellcasting, they will heal themselves during the process, so they can continue to draw up to 100% without killing themselves. This healing will not regenerate constitution points. It only restores the lost blood.

Blood Mages travel throughout the Worldship seeking blood, knowledge, and power. With their spells they make formidable adversaries. The race as a whole is a bad lot. They steal blood to give themselves power, even when presented with the means to stop their senseless killing. They have a special lust for healthy characters, for their blood is usually very potent. Their social system is a hierarchy of mages with the most powerful as the leader or Shemlith. They live within the Garden in their capital city, Dorvendor, which lies on the west coast of the Dark Isle. Any non-Ravashem may learn their powers as long as they use magic. Ravashem are Pure Practitioners of the Art in blood magic, having between 200 and 350 SMUs.

They have their own spells, along with certain ones that are similar to those of the Mage Warriors and Alchemists. Other spells not on the following lists are possible, for the Blood Mages continually delve into the secrets of their art (see chapter 11, "Engineering"). They learn five spells to start. Ravashem must rise 20 normal levels to be considered second level in spell use, and 20 more to be considered third level. This process has been created by their social hierarchy and has no real bearing on the actual difficulty of their spells (learning outside of Dorvendor's influence is treated as normal).

Table 278. FIRST-LEVEL RAVASHEM SPELLS

1d100 Roll	Spell Name
01–07	Anneal
08–14	Blood Ritual for Power
15–21	Cancellation (see the first-level Mage Warrior spell)
22–28	Create Lesser Potions (see the lesser alchemy study; magic based)
29–36	Crimson Shield
37–44	Death Touch
45–51	Food Creation
52–58	Heal (see the first-level earth-power spell; magic based)
59–65	Invisibility (see the first-level Mage Warrior spell)
66–72	Potion of Power
73–79	Ravashem Curses
80–86	Shield (see the lesser alchemy study; magic based)
87–93	Telekinesis (see the second-level Mage Warrior spell)
94–90	The Grip

Table 279. SECOND-LEVEL RAVASHEM SPELLS

1d10 Roll	Spell Name
1–2	Ravashem Crystals
3–4	Lesser Elemental Summoning (see the lesser alchemy study; magic based)
5–6	The Words
7–8	Transanimation (see the second-level Mage Warrior spell)
9–10	Levitation (see the third-level Mage Warrior spell)

Table 280. THIRD-LEVEL RAVASHEM SPELLS

1d10 Roll	Spell Name
1–2	Blood Demon
3–4	Mantle of Power
5–6	Orb of All Seeing (see the fifth-level Mage Warrior spell)
7–8	Summon the Spirit of Wood, Metal, and Stone
9–10	Teleport

Ravashem Spell Descriptions

Blood is used instead of constitution or the Alchemist's Starfire ability. Blood drawn must be used within 5 minutes, unless the Blood Ritual is employed, then the power can be tapped for up to 1 week. The descriptions of the spells are as follows.

Anneal

Level: 1
Casting Time: 2 attacks
Range: 100 feet
Duration: 1 set
Drain: 1 con point of blood per 10th affected
Damage: Removes 10ths
Fate: Magic
Countereffect: Cancellation
Description: This spell causes the softening of any substance affected by magic, affecting the entire body of a victim. It is a wide-beam attack and works like 10ths, only in reverse. 10ths may be softened to zero, but not into the negative.

Blood Demon

Level: 3
Casting Time: Creation time is 6 hours
Range: 50 feet
Duration: Until destroyed
Drain: 4 con points
Damage: As per its strength
Fate: None
Countereffect: Cancellation
Description: This spell creates a creature of blood that can take commands from the user. The creature is intelligent and resembles a human with red skin. The demon cannot have its mind read or be willforced. It will faithfully obey all commands from its creator. The creator can only control one blood demon at a time.

The demon's combat specifics are the same as the spellcaster's with the addition of those of the Potion of Power ability, which is part of the creation process. The demon has 2,000 life points per the level of the spellcaster.

The Ravashem creates the demon by removing a living human heart and quickly placing it in a boiling vat full of children's tears. Then 10 con points of blood is added along with a human brain and spinal cord, taken from an old man. The entire mixture is cooked over a fire made from the fat of dragons.

Blood Ritual For Power

Level: 1
Casting Time: 1 attack per 10 con points summoned
Range: Touch
Duration: Instantaneous
Drain: None
Damage: None
Fate: Magic
Countereffect: Cancellation
Description: This is the basic way users can acquire raw power from blood. The ritual creates energies that users can put to whatever use they desire. Most Ravashem spells are learned with a form of this power, but this effect creates raw constitution from the blood. A user can extract twice the normal amount of constitution from any living creature. With this spell, the only limit to the power is the amount of blood obtainable. The energy is stable with no chance of a backlash. Blood used in this ritual evaporates into the power. However, any unused blood will keep without spoilage for up to 1 week. The principal requirement for the ritual is a container formed of wood or metal. Users must touch the blood for this spell to work.

Crimson Shield

Level: 1
Casting Time: 1/4 attack
Range: 100 feet
Duration: Concentration
Drain: 1/2 con point of blood per set
Damage: Stops 10,000 LPD per level of the spellcaster of earthpower and chi attacks
Power Base: Magic
Countereffect: The Grip
Description: Shield spell. The blood for this spell must be on the hand of the spellcaster. The spell's effect seems as though the blood smears across the air as the spellcaster moves his or her hand, creating a 10-foot disk of magical energy.

Death Touch

Level: 1
Casting Time: One attack
Range: Touch
Duration: Permanent until healed
Drain: 1 con point of blood
Damage: Drains 10% of a victim's blood and life points per turn
Fate: Magic
Countereffect: None
Description: This is a special ability that allows the user to drain blood from a subject's body, causing metabolic shock when touched and every turn from then on. The user touches the subject with one hand that draws the fluid, where it materializes from the user's other hand to be dispensed as he wishes. This ability can also be used to restore the user's own constitution score.

Food Creation

Level: 1
Casting Time: One attack
Range: Touch
Duration: Permanent
Drain: The hand of any being
Fate: None
Countereffect: None
Description: This spell creates up to 20 pounds of any type of food or drink, fully prepared.

The Grip

Level: 1
Casting Time: One attack
Range: 50 feet
Duration: Special
Drain: 1 con point of blood
Damage: Death
Fate: Magic
Countereffect: None
Description: This spell causes a special magical effect that will crush a victim's heart. If the person hit by this spell fails his fate versus magic, then he must roll metabolic shock versus death. Succeeding in this roll will allow him to be stunned for one attack.

Mantle of Power

Level: 3
Casting Time: 1/4 attack
Range: Touch
Duration: 1 hour
Drain: 2 con points
Fate: None
Countereffect: Cancellation
Description: This is a form of shield that gives a user 75% resistance to magic and psionics.

Potion of Power

Level: 1
Creation Time: 2 hours
Range: 50 feet
Duration: 6 hours
Drain: 10 con points of blood, the adrenal glands of two humans, and the skin of a baby dragon of any species.
Fate: None
Countereffect: None
Description: This creates a potion that will increase a user's strength by 200 points and

increase the user's dexterity and agility scores by five. It also adds two 10ths. The mixture must be heated over a fire made from the bones of a baby dragon and the humans from which the glands came.

Ravashem Crystals

Level: 2
Casting Time: One attack
Range: 50 feet
Duration: Special
Drain: None
Damage: Special
Fate: Chemicals
Countereffect: None
Description: This is not actually a spell, but a chemical substance made from mutant roses. The substance may be placed in brittle shells and thrown at victims. The kind of rose used in the preparation of the chemical substance determines what type of effect it will cause. Red mutant roses cause Hypnosis for 1 hour. White roses are a poison that does 1,000 to 4,000 LPD per turn for one set. Black roses cause permanent sleep. These chemicals must touch exposed skin to work. Each of the effects can be canceled by a special brew of the petals and roots of the particular rose that was used.

Ravashem Curses

Level: 1
Casting Time: One attack
Range: 50 feet
Duration: Until countered + special
Drain: 3 con points of blood per trait or mode used
Damage: None
Fate: Magic
Countereffect: Ravashem Curse
Description: Beam attack. Three different types of curses may be used at one time. A Ravashem curse is the only way to negate a Ravashem curse (aside from a God Power nullification or cancellation). The following three modes describe what this spell can do. The blood for this spell is obtained by piercing the palms with one's fingernails.

Alter Personality Traits: Only three types from the following list may be used per spell, and only two curses per subject. These do not count as regular curses (see the 40th-level earthpower spell).

- Absentmindedness
- Acute generosity
- Addictions (chemical, gambling, etc.)
- Any recessive mutation
- Arrogant
- Celibacy
- Complete dependency
- Compulsive behaviors (lying, cheating, etc.)
- Cowardice
- Delusions
- Domineering
- Dyslexia
- Emotional extremes
- Extroversion
- Fanaticism
- Foolhardiness
- Foolishness
- Forgetfulness
- Gluttony
- Greed
- Gullibility
- Impulsiveness
- Insecurity
- Insomnia
- Introversion
- Jealousy
- Kleptomania
- Lechery
- Mania (depressive or happy)
- Masochism
- Megalomania
- Monomania
- Mute
- Narcolepsy
- Obsequiousness
- Over protectiveness
- Pacifism
- Paranoia
- Pride
- Rudeness
- Sadism
- Altered senses, including poor vision
- Servility
- Shyness
- Slothfulness
- Stinginess
- Stubbornness
- Stuttering
- Truthfulness
- Vulgarity

Cramp: This is an invisible-beam attack that will cause every muscle in the body to knot, making movement impossible. It lasts for one set per level of the spellcaster.

Fear: This will cause any creature of the same or lower level to feel absolute terror (fear class 5), causing them to move away from the spellcaster as fast as they can go. Any abilities that will help in this escape will be used. The fear lasts 1d6 minutes and an extra 1/4 constitution point per higher level is needed by the spellcaster to affect those of greater level.

Summon the Spirit of Wood, Metal, and Stone

Level: 3
Casting Time: 24 hours
Range: Touch
Duration: Permanent
Drain: 100 con points of blood
Damage: None
Fate: None
Power Base: Magic
Countereffect: Interrupt the ritual
Description: This spell causes the spirit of metal, wood, or stone to be summoned into the object. Only these substances may be used, and pelleum is immune to the effect. The necessary blood is put into a basin and specific invocations performed for 5 minutes. Then the objects are placed into the blood and the rest of the ritual performed. Twenty pounds per level of the spellcaster may be affected, up to a maximum of 1,000 pounds.

Objects that have gone through this ritual have their spirits brought to the surface. This causes the object to gain special properties. Weapons, armor, and statues are most often used with this spell. Statues with appendages can move on their own and can follow simple instructions. They have minds but cannot be read, and they do not speak. Objects will attune themselves to their owner in 1 hour. This attunement allows absolute control of the object and will change if another person handles it for more than an hour.

The characteristics of Ravashem objects are described below. Characteristics that do not apply to the object in question are ignored (for example, armor does not give a shot bonus, unless it is usable as a weapon):

- Immunity to physical and energy attacks
- Hardness equal to six 10ths (for cutting purposes)
- Strength equaling one point per pound
- Magic-based physical damage that doubles a weapon's normal damage (including strength adjustment). Items without damage listings that might be used as weapons will do 100 to 1,000 LPD plus any strength adjustments
- +2 attacks per turn (weapons)
- +10% to shot bonus
- +10% to wearer's dodge, no encumbrance factor (armor)
- +10% to block (weapons or shields)
- All other necessary combat statistics are the same as the spellcaster's.

Objects enchanted with this spell are magic based and do not count as actual magic items. However, magic must be able to function, or else these items temporarily revert to their normal states.

Teleport

Level: 3
Casting Time: One attack (preparation is 1 hour)
Range: 500 miles
Duration: Instantaneous
Drain: 5 con points of blood
Fate: None
Countereffect: None
Description: This spell acts as a normal Teleport (see the fourth-level Mage Warrior spell Teleportation) although it is the only type of teleportation that will function in the Center of the World. The user must carve a symbol in the ground and fill it with blood before the spell can be cast.

The Words

Level: 2
Casting Time: One attack
Range: 100 feet
Duration: Special
Drain: 1 con point of blood per word
Damage: Special
Fate: Magic
Countereffect: The Words
Description: Area effect. The user can force a listener to perform any three-word command. The command cannot be impos-

sible, and the user will obey the words only if they can be heard and understood.

Reaper, Slime

Encounter Type: Lesser
Number Appearing: One to four with and 80% chance of green flies also
Life Points: 100 to 1,000
Aura: Gray
Ego: 6 to 15
Attacks per Turn: Four + one per five levels
Advantage: +3-1/2
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Acid: 100 to 1,000 LPD per turn for one set + drain half strength and constitution

Dodge: 50%
Beam-Attack Dodge: 42%
Maximum Running Speed: 10 mph
Surprises: AA, 90%; A, 50%; B, 45%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: None
Immunities: Physical and mutations
Gaming Points: 1
Description: Slime reapers are almost human in shape, but their form is clear and very mutable. They weigh 400 to 800 pounds and stand 6 to 8 feet tall. The slime reaper can spread out its form to hide in between rocks and cracks. They try to engulf their victims, burning with an acidlike substance. This acid will burn for one set or until washed off. This creature is very persistent. Cutting it only allows the separated parts to attack on their own. Several reapers may be created in this way. The smaller ones do the same damage as the larger ones. They have no treasure.

Red Scourge, Mutant

Encounter Type: Greater
Number Appearing: One to two
Life Points: 10,000 to 60,000 with three 10ths
Aura: Red
Ego: 25 to 28
Attacks per Turn: Six + one per 10 levels
Advantage: +4-1/2 + 1/2 per five levels
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Claws: 100 to 600 x 350 LPD
- Null venom tail stinger: 1 to 10 x 350 LPD through four 10ths
- Wide sonic blast: 10,000 to 40,000 LPD; range, 100 feet

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 208 mph
Surprises: 20% in all classes
Fates: 45% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Alchemy, chi, and mutations: 75%
Immunities: None
Gaming Points: 12
Description: These creatures resemble a red puma 10 feet long and weighing 1 to 3 tons. Their lairs are in the desert lands of Synnibarr. A red scourge has enhanced senses (see the lesser mutations). Its skin has a Cloak of Mist (magic based) on it and its tail has a stinger. Red scourges can tesseract 1,000 yards six times a day (magic based). Their sonic attack may be done 15 times per day (mutation based). Another natural weapon that they have is a red phazed beam that will drain 98% of a victim's strength and constitution instantly. It will also drain 1,000 EGs per attack. This may be done six times a day, has a range of sight, takes one attack to do, and is mutation based.

Rhinoceros, Rock

Encounter Type: Lesser
Number Appearing: Two to four (20% chance of 10 to 20 with 30% of these being young)
Life Points: 10,000 to 60,000 with four 10ths
Aura: Violet
Ego: 6 to 8
Attacks per Turn: Three + one per five levels
Advantage: +4-1/2
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Mutation horn: 1,000 to 4,000 x 500 LPD (physical); 1,000 to 10,000 LPD (mutations)

Dodge: 45%
Beam-Attack Dodge: 34%
Maximum Running Speed: 208 mph
Surprises: AA, 80%; A, 70%; B, 60%; C, 50%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 25%; chemicals, poison, and energy: 35%
Metabolic Shock: 46% (18 con points)
Resistances: Magic, mutations, and chi: 75%
Immunities: Alchemy
Gaming Points: 2
Description: Rock rhinos weigh 1 to 4 tons and stand 5 feet tall at the shoulder. They are 10 feet long and extremely dangerous. Their eyesight and sense of smell are exceptionally keen. They can project a mutation field around its horn 10 times a day, that lasts for one turn or until it strikes something.

These creatures inhabit the lower desert on Kath where it borders the jungle. Their skins can be used as armor that has 60,000 life points and four 10ths, and retains the rhino's resistances. However, it is very stiff and heavy, reducing the wearer's dodge by 25%. A rock rhinoceros hide in good condition is worth $10,000.

Roarcarp

Encounter Type: Lesser to greater
Number Appearing: Two to four dragons per maw
Life Points: 10,000 to 60,000 with two 10ths (dragons, 1,000 to 10,000 with one 10th)
Aura: Violet
Ego: 10 to 30 (dragons 6 to 8)
Attacks per Turn: Three + one per five levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Maw's bite: 1,000 to 4,000 x 50 LPD
- Dragon's bite and claws: 10 to 200 x 25 LPD

Dodge: None (dragons, 65%; 75% in flight)
Beam-Attack Dodge: None (dragons, 49%; 60% in flight)
Maximum Running Speed: 5 mph (dragons, 208 mph)
Maximum Flight Speed: 0 (dragons, 400 mph)
Surprises: AA, 80%; A, 70%; B, 60%; C, 50%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 25%; chemicals, poison, and energy: 35%
Metabolic Shock: 46% (18 con points)
Resistances: Mutations and chi: 75%
Immunities: Alchemy
Gaming Points: 5 (dragons, 3)
Description: The roarcarp is one of the most unusual creatures on Synnibarr. It is not one being but two. The part known as the maw derives its title from its resemblance to a great mouth. The other part resembles dragonlike creatures with lime-green skin and dandelion-colored wings. The dragons are part of the maw created as a means to gather food. The maw weighs 1 to 4 tons and is 15 feet tall, 20 feet wide, and 30 feet long. The dragons weigh 100 to 400 pounds and are 6 feet long.

Each maw may have up to five dragons. The dragons eject from the maw at speeds of up to 200 mph. Once in flight they will hunt for larger creatures. Caught food is brought back to the maw and placed within the great mouth. This mouth has a specialized digestive soil within it that breaks down the food into absorbable substances. This process requires 1 hour per 100 pounds and does 100 to 1,000 LPD per minute. The maw is in constant telepathic link with its gatherers, and it can see and speak through them. The roarcarp also has

the nasty ability to dominate telepathically any other type of plant, including Plant Men, within a range of 5 miles. With this ability the maw will usually have created a defensive perimeter. The dragons have two weapons that they employ. One is Phaze Fire three times per day (magic) and the other is Paralysis Bolts 10 times a day (psionics). Both have a range of 100 feet.

Every 2 years, the roarcarp reproduces by creating a yellow dragon that has 10% of a normal dragon's size. This tiny creature has an egg within it and will fly to a comfortable spot and plant itself, growing into a full-size roarcarp within 2 years.

The roarcarp can be domesticated if caught when first planted (within 2 to 6 weeks). The small maw can be removed from the ground and placed in a bowl. Once within the bowl it will grow to fill its container. Within 6 months it will make its first dragon that will weigh 10% the maw's total weight. When this little dragon appears you must be careful to feed it and talk to it for it will learn human speech and readily takes to conversation. Roarcarp raised in this manner will take on the aura of its owner, and they become very loyal. The average maw will live 100 to 200 years.

Rontu Bieel

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 100 to 1,000
Aura: Any
Ego: 15 to 25
Attacks per Turn: Five + one per five levels
Advantage: +3 + 1/2 per 10 levels
Shot Bonus: +17%
Attack Types and Damage Adj.:
- Phazed bite: 1 to 6 LPD + MS
- Phazed claws: 1 to 10 LPD + MS
- Eye Hex Bolt: 1,000 to 3,000; range, 100 feet

Dodge: 75%
Beam-Attack Dodge: 60%
Maximum Running Speed: 23 mph
Maximum Flight Speed: 120 mph
Surprises: AA, 70%; A, 65%; B, 60%; C, 55%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 26%; chemicals, poison, and energy: 37%
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: These little nasties look like miniature demons with tiny little horns, barbed tails, and wings. They weigh from 40 to 80 pounds and stand 3 feet tall. They can phaze when bodily attacking (takes one-fourth attack to do) and they can shoot a Hex Bolt from their eyes 10 time a day (magic). The rontu bieel's phazing power lasts only one turn, then it must wait another turn before it can do so again. Attacking without being phazed does not cause metabolic shock. These creatures roam all over Synnibarr.

Root, Earth

Encounter Type: Common
Number Appearing: One
Gaming Points: 0
Description: This tree grows only on or near the Dark Continent. They are very rare, standing 100 feet tall with 15-foot trunks. They resemble pines, but their bark is silky smooth like dog wood.

The roots of this tree are long and straight, similar to staves, but with large knots every 3 or 4 feet. The root of this tree should only be taken during winter, preferably during snow, and only in the early morning. There are approximately 10 staves per tree. Each staff is about 3 feet long and weighs 2 pounds.

Earth root must be cut with a knot at the head, then dried slowly over a slow fire for 2 hours. Once dry, a user can cause the root to create two types of earthpower effects, Blue Bolt and Earth Sphere, at a drain of 1 constitution point each. The effect of the spells is equal to the first-level earthpower spell plus one level per extra constitution point spent. The wielder of the root need not know how to use earthpower. They must only focus their life essence (constitution) through the staff.

Also, if a Gnome holds an earth root staff, they can invest 2 constitution points in it per level. This power is usable only by the Gnome, and once stored, stays in the staff forever. Only one root can be charged and held by any one Gnome (maximum 20 constitution points).

A Gnome may also store constitution in a living earth root tree. Living trees can contain up to 300 constitution points, which any Gnome or Elvome may draw upon when within 50 feet. Cut roots sell for $50,000.

Root, Flying

Encounter Type: Common
Number Appearing: One to six
Gaming Points: 0
Description: Flying root is found all over Synnibarr, except in the colder regions. The root can only be used twice every 24 hours. It gives the user the ability to fly at 100 mph for 1 hour. Eaters can carry one extra person, but then their flying speed is cut in half. Also, a person's dodge while in flight is 10 percentage points lower than normal.

The flying roots have long, purple, tuliplike flowers. The root itself is large and sweet and appears like a white carrot.

Rose, Black

Encounter Type: Lesser
Number Appearing: One to six with 4 to 15 (1d12+3) flowers each
Life Points: 10 to 20
Attacks per Turn: Special
Advantage: None
Shot Bonus: None
Attack Types and Damage Adj.:
- Special

Fates: 10% for most categories
Gaming Points: 1/10
Description: Black roses cover a 3-foot area. Their blossoms emit a scent that will put victims into a deep sleep until they die of starvation (range is 10 feet). Also, the merest touch of the flowers on exposed skin will have the same effect within one turn (fate versus chemicals). A Restoration spell will break the trance (impossible to use within the Garden) or a brew of one rose petal and the roots of the plant boiled in water. This concoction must cook for 2 hours, then be cooled and forced down the victim's throat. This will break the trance within two sets and give protection against future effects for the next 48 hours.

Rose, Red

Encounter Type: Lesser
Number Appearing: One to two with 1 to 10 flowers
Life Points: 10 to 20
Attacks per Turn: One per flower
Advantage: None
Shot Bonus: None
Attack Types and Damage Adj.:
- Special

Fates: 10% for most categories
Gaming Points: 1/10
Description: This plant grows to cover a 1- to 6-foot-diameter area. Its flowers emit a hypnotic scent that will draw creatures to it (fate versus chemicals) within 100 feet. Once victims are within 20 feet, the roses will kill them with a strong poison gas (15th level) that they secrete. This gas attack can be used once a day, and it is a wide-beam attack. The flowers can move slightly, up to 30 degrees in any direction.

Rose, White

Encounter Type: Lesser
Number Appearing: One
Life Points: 10 to 20
Attacks per Turn: Special
Advantage: None
Shot Bonus: None

Attack Types and Damage Adj.:
- Sap on thorns: 100 to 400 LPD + MS per turn for one set

Fates: 10% for most categories
Gaming Points: 1/10
Description: These plants cover a 1- to 20-foot area, but they have a special root system that activates by pressure. This root system extends outward from the plant for up to 10 times the size of the bush. When someone steps within this area, they trigger the plant's automatic defenses. These defenses are a series of thorns covered with large quantities of sticky sap. The sap must touch exposed skin, absorbing in one turn. It will take effect after one set. This sap causes severe pain, and victims must roll metabolic shock every turn versus passing out. The damage done from the sap is 75% resistant to healing from magic, psionics, earthpower, and alchemy. The bush will shoot from 1 to 10 thorns per attack each time something steps on its roots within a range of 50 feet. White rose bushes have a maximum of 1,000 thorns per plant. The thorns are a wide attack (fate versus chemicals). If the victims cannot see the bush, they must roll a class B surprise when they step on the roots.

Salmon, Giant

Encounter Type: Common
Number Appearing: 10 to 100
Life Points: 10 to 100
Aura: Violet
Ego: 12
Attacks per Turn: Three
Advantage: +2
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 20 LPD

Dodge: 55%
Beam-Attack Dodge: 40%
Maximum Swimming Speed: 65 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 38% (14 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: This fish grows to be 30 feet in length and weighs up to 4 tons. They are the best-tasting fish in the sea. Giant salmon will only attack if provoked. A school of these guys will bring food for weeks, that is, if you can land them. They live in the ocean waters around the Enchanted Continent.

Sasquatch

Encounter Type: Lesser
Number Appearing: One (20% chance of two to four)
Life Points: 10,000 to 80,000 with one 10th
Aura: Gold or gray
Ego: 12
Attacks per Turn: Five + one per five levels
Advantage: +5 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Fists: 10 to 60 x 500 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Running Speed: 208 mph
Surprises: AA, 60%; A, 50%; B, 45%; C, 40%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: Sasquatches stand 15 feet tall and weigh 1 to 4 tons. There are two different types: gold and gray. The gold sasquatches will help people. Gray ones will eat them. All of these creatures hate Ice Giants, Ice Lotts, and Trolocks. They have the master mutation Plane Phaze and roam vast distances all across the Worldship. Rarely do they keep treasure, but usually (75% of the time) they have a good knowledge of the area they live in. Sasquatches speak the human tongue.

Scarlet Insectivoid

Encounter Type: Greater
Number Appearing: One to two (70% chance they are in a spacecraft. If in the Center of the World, one to six are encountered with the same chance that they are in a spacecraft)
Life Points: 100 to 1,000 with four 10ths
Aura: Scarlet
Ego: 50 to 55
Attacks per Turn: Five + one per eight levels
Advantage: +6-1/2
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Phazed sting: 10 to 100 x 100 LPD + egg
- Bite: 10 to 60 x 100 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 208 mph
Surprises: AA, 80%; A, 70%; B, 60%; C, 50%
Fates: 50% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: Psionics
Gaming Points: 5
Description: These creatures are cockroachlike, big, bright-red and, well, cockroachlike. They weigh 1,000 to 1,200 pounds and stand 7 feet tall. Scarlet Insectivoids can sense psionics for up to 100 miles. They know all psionic abilities except Wish, and have a special siphon psionics power and a psionic possession.

They have 300 SMUs and 1,000 psionic points.

Siphoning drains victims of 100 psionic points per attack (takes one attack and has a range of 50 feet), and the Insectivoids cannot hold more than 1,000 points.

Their possession ability allows them to enter the body of a victim and control them. This takes one attack. Once they leave or are removed from a person's body, they will have left a trace of their essence that will grow and absorb the victim's mind, transforming its body into that of an Insectivoid. The only cure is a Heal spell or an Amazon's Golden Hand at 35th level of power.

Insectivoids propagate their race by leaving an egg in creatures with their phazed tail. The phazing power is mutation based, and they can lay one egg per day. The egg will take over the host and psionically manipulate them within 24 hours. The egg is only detectable by medical means. Once found, it must be removed by surgery, for all spells are useless in affecting it, except Venderant Nalaberong and God Power.

Scarlet Insectivoids have developed the only form of high technology that will function in the Center of the World. Their ships are short-range police vessels that use psionic energy instead of electricity. They are 35 feet long.

These ships are powered by the minds of the Scarlet Insectivoids and will amplify their abilities times 2. The ship runs on psionic points, using 1 point per 50 mph, and can reach a speed of 4,000 mph. Its maximum storage is 3,000 psionic points, and it needs at least 200 points to operate at minimum capacity per hour. Mental psionic points may be downloaded to the ship, and Psisha and Psisha Adreemus can be used as fuel. Its hull is pelleum and has 100 million life points. A coat of paint makes it invisible to radar and sensors. Weapons on board are laser cannons that do 1,000 to 10,000 LPD and a midnight sunstone gun that fires bursts of pure psionic energy that have a seeking enchantment cast on them. They do 100,000 to 1 million LPD and never miss. If the target dodges the beam will hunt them for one set with three attacks per turn. The laser cannon drains 50 psionic points and the midnight sunstone gun drains 200. Both have a range of 100 miles. The workings of the ship are known only to the Scarlet Insectivoids.

This race of creatures is among the most intelligent subspecies in the world. They can create almost anything, given specifications and will use it in the most evil way possible. The Scarlet Insectivoids have only one weakness, and that is their queen. They will not allow her to come to harm. Since the queen has no special abilities or defenses, she may be easily taken prisoner.

Scarrok

Encounter Type: Common to lesser
Number Appearing: 2 to 12
Life Points: 1,000 to 10,000 with one 10th
Aura: Any
Ego: 17 to 30
Attacks per Turn: Two + one per eight levels
Advantage: +1-1/2 + 1/2 per eight levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Kick: 100 to 600 x 3 LPD
- Weapon: 100 to 1,000 x 3 LPD (axe, sword)

Dodge: 60%
Block: 65%
Beam-Attack Dodge: 45%
Maximum Running Speed: 15 mph
Surprises: AA, 60%; A, 55%; B and C, 35%
Fates: 15% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: Mutations and energy: 50%
Immunities: None
Gaming Points: 1/2
Description: The Scarroks are said to have evolved from humans. They stand up to 7 feet tall and weigh up to 350 pounds and have white skin, red hair, and blue eyes. They live in small groups of up to 16 members, with both the males and females performing the hunting and food-gathering chores. Each Scarrok group is called a Husii, and each Husii has a territory of approximately 100 square miles. Husii exist wherever survival conditions are favorable.

The Scarroks as a race worship Hadrathus, having an intense dislike for any other race. They attack villages and raid caravans whenever possible, taking slaves and anything of value. Being specialists in the use of natural substances such as earth root and mage tree staves, flying root, and even nova quartz, they use these assets to offset their lack of special abilities. The Scarroks are all independent and will usually fight if kept in close contact with other creatures or races, even members from other Husii.

Scorpion, Snow

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 1,000 to 6,000 with two 10ths
Aura: Violet
Ego: 5 to 8
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Claws: 10 to 100 x 15 LPD
- Mutation sting: 100 to 1,000 x 15 LPD through 10ths

Dodge: 55%
Beam-Attack Dodge: 40%
Maximum Running Speed: 30 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: Snow scorpions weigh 1,000 to 2,000 pounds and are 10 feet long. Their tails alone are 6 feet long. These creatures live on the Antarctic Continent. Victims stung three times within one set will freeze solid. Each sting reduces a character's dodge by 5% because of the cold. They also can tesseract six times a day.

Scorpion, Titanium

Encounter Type: Common
Number Appearing: One to four
Life Points: 100 to 1,000 with three 10ths
Aura: Violet
Ego: 4 to 6
Attacks per Turn: Three + one per five levels
Advantage: +2-1/2 + 1/2 per 15 levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Claws: 10 to 100 x 20 LPD through 10ths
- Poison sting: 1 to 10 x 20 LPD through 10ths (20th-level poison)

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Running Speed: 30 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 20% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: Titanium scorpions weigh 2,000 to 4,000 pounds and are 15 feet long. Their metal covering gives them good protection and their tails have a powerful venom. This venom may be shot 100 feet, similar to the titanium cobra's eyes. This can be done 10 times a day and takes one attack to do. This creature can jump up to 50 feet straight up.

Ten percent of all encounters will be with newly hatched scorpions. These have dragonfly-like wings for 10 days, flying everywhere except very cold places, and are 6 inches long. They have 10% of an adult's life points, and they can fly 10 mph.

Seal, Golden

Encounter Type: Common
Number Appearing: One to four
Life Points: 100 to 1,000
Aura: Gold
Ego: 14 to 25
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 1 to 20 x 55 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 70 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: The golden seals are very intelligent. They are 10 feet long, weigh 600 to 1,200 pounds, and have two psionic abilities: Telespeak and Empathic Control (300 psionic points). Gold seals roam throughout the oceans of Synnibarr collecting knowledge from all around. They do not keep treasure but have a 90% chance of knowing where some is.

The Shan

The Shan are encountered only in their airships 1,000 feet above the Shandreall Plains of Mist. They have only recently been discovered by a group of adventurers who captured one of their ships and brought them to Terra. The airship was mainly constructed of gravanium and forgotten steel. Magical barlike wands were found mounted to the ship, acting as cannons and powered by the constitution of the Shan warriors.

Besides their ship, the Shan unwillingly had much to offer. At first glance they look like normal humans, but upon closer examination, it can be seen that they have fine skin-colored fur and catlike eyes. The Shan believe that anyone who has touched the planet's surface is unclean. Doing so breaks their most sacred law, an offense punishable by death. There are four classes of the Shan race (a deep-mind probe uncovered this information). Their race is divided into the following categories: Shana, Roarakii, Baljamba, and Telethor. The Roarakii are warriors, the Baljamba spell users, and the Telethor a combination of both. Shana are normal Shan with no abilities. In the average airship there are 14 Shan men and women. Ten are Roarakii, two are Baljamba, and the rest Shana. There is only a 10% chance of a Telethor being on board. Luckily this was the case with the ship that was captured.

Shan, Baljamba

Encounter Type: Lesser
Number Appearing: Two (in ship only)
Life Points: 100 to 1,000
Aura: Any
Ego: 20 to 55
Attacks per Turn: Four
Advantage: +4-1/2 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Special (x 10 with weapon)

Dodge: 50% + 1% per five levels
Beam-Attack Dodge: 40%
Block: 50% + 1% per five levels
Maximum Running Speed: 26 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 44% (16 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: Shan Baljamba weigh 150 to 250 pounds and stand 4 to 6 feet tall. They have mastered the use of spells in either earthpower or magic. Those using earthpower wear blue cloaks and those using magic wear red. The Baljamba can cast spells of up to the 20th level and have 170 SMUs.

Shan, Roarakii

Encounter Type: Common
Number Appearing: 10 (in ship only)
Life Points: 100 to 1,000
Aura: Any
Ego: 20 to 55
Attacks per Turn: Five
Advantage: +6 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Sword: 100 to 1,000 x 50 LPD

Dodge: 65% + 1% per level
Beam-Attack Dodge: 55%
Block: 65% + 1% per level
Throw: 65% + 1% per level
Disarm: 65% + 1% per level
Maximum Running Speed: 70 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: The Roarakii stand 5 to 8 feet tall and weigh 200 to 400 pounds. They are warriors and carry forgotten steel swords. They wear enchanted chainmail that is warded by the spell Invisible Defender; the chainmail has 150,000 life points of protection in addition to the spell's. These guys also have the lesser mutations Tesseract and Telekinesis, usable as 20th-level Mutants. Shan Roarakii are skilled with boomerangs and stars, their favorite range weapons.

Shan, Telethor

Encounter Type: Greater
Number Appearing: One (20% chance of being in an encountered ship)
Life Points: 100 to 1,000
Aura: Any
Ego: 20 to 55
Attacks per Turn: Six
Advantage: +7 + 1/2 per five levels
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Sword: 100 to 1,000 x 50 LPD

Dodge: 65% + 1% per level
Beam-Attack Dodge: 55%
Block: 65% + 1% per level
Throw: 65% + 1% per level
Disarm: 65% + 1% per level
Maximum Running Speed: 70 mph
Surprises: AA, 80%; A, 70%; B, 55%; C, 30%
Fates: 20% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 4
Description: Shan Telethor are the elite of the Shan race. They weigh from 150 to 250 pounds and stand 4 to 6 feet tall. Having a combination of both the Baljamba and the Roarakii, they make formidable opponents. They are better at spell use, being able to cast up to 30th-level spells and having 250 SMUs. Telethor wear white robes with either red or blue hoods.

The Sharks

All sharks can metamorph into humanoid creatures in one attack (mutation-based) except the tiger shark, which turns into a catlike creature. When in human form, they are good fighters, although they have little intelligence. They retain their strength and their fearsome bites. However, their size decreases to 10 feet or smaller.

Shark, Blue Tip

Encounter Type: Lesser
Number Appearing: 1 to 10
Life Points: 1,000 to 4,000
Aura: Red
Ego: 10 to 20
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +20%

Attack Types and Damage Adj.:
- Bite: 10 to 100 x 50 LPD

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 80 mph
Maximum Running Speed: 60 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: The blue-tip shark grows to be 10 feet long and 900 pounds. The ends of its nose, tail, and fins are a distinct navy blue. The rest of its body is slightly lighter in color. This shark prefers to hunt aboard boats or on land than in the water.

Shark, Great White

Encounter Type: Greater
Number Appearing: One (10% chance of two)
Life Points: 10,000 to 100,000 with three 10ths
Aura: Scarlet
Ego: 20 to 30
Attacks per Turn: Three + one per five levels
Advantage: +5-1/2 + 1/2 per 10 levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Sunstone bite: 10 to 100 x 600 LPD through three 10ths

Dodge: 50%
Beam-Attack Dodge: 35%
Maximum Swimming Speed: 80 mph
Maximum Running Speed: 60 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 32% (11 con points)
Resistances: Alchemy, psionics, and mutations: 75%
Immunities: Earthpower
Gaming Points: 3
Description: Great white sharks are 25 to 35 feet long and weigh up to 3 tons. They are unpredictable and always hungry.

Shark, Hammerhead

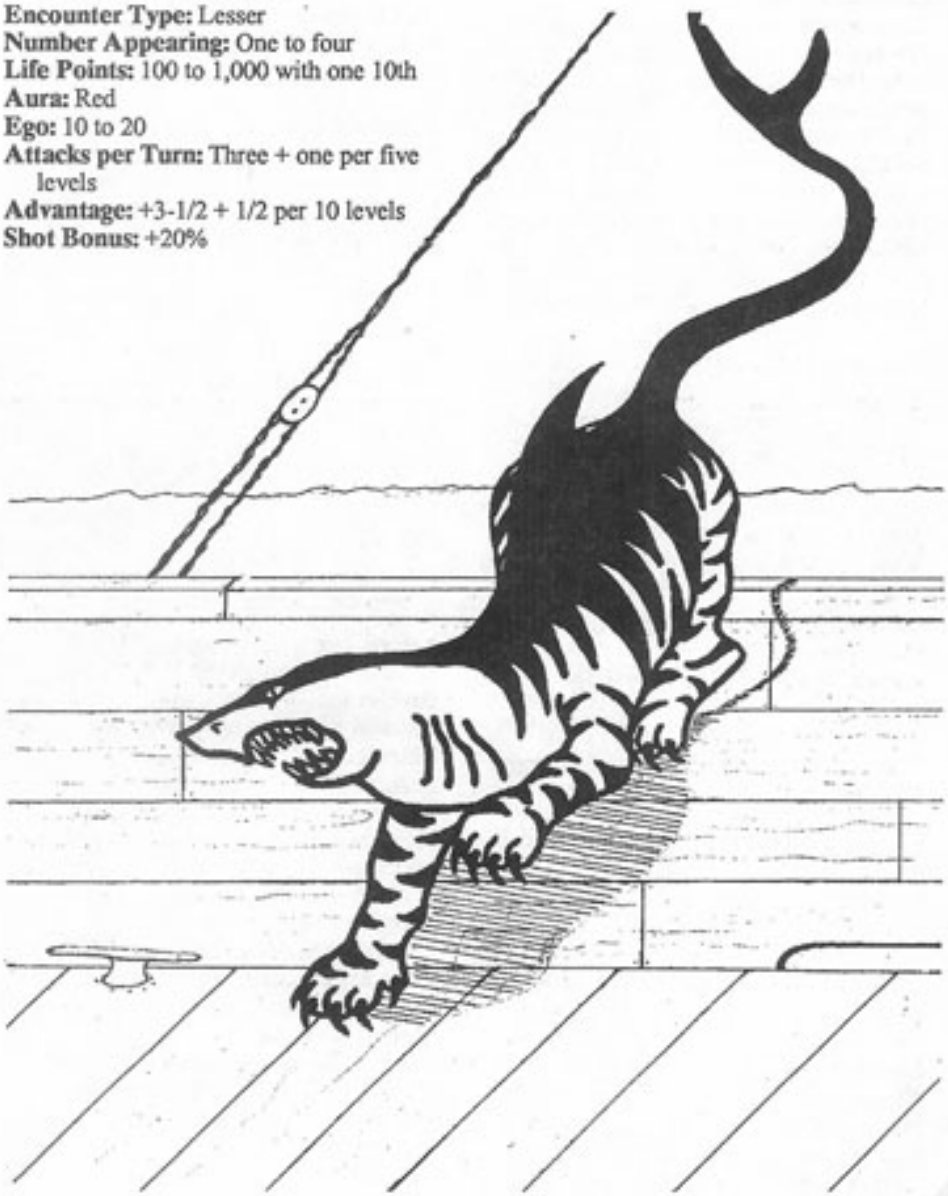
Encounter Type: Lesser
Number Appearing: 1 to 10
Life Points: 1,000 to 8,000 with one 10th
Aura: Red
Ego: 10 to 20
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 60 x 50 LPD
- Alchemy head butt: 100 to 1,000 LPD + 1,000 per level after fifth

Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 45 mph
Maximum Running Speed: 34 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: This fish is generally mean and likes to bite. However, it can also butt its victim with its head, giving off an alchemical bolt in the process. This can be done 10 times a day and takes one attack. Hammerheads grow to be 15 feet long and weigh 1,000 pounds.

Shark, Leopard

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 100 to 1,000 with one 10th
Aura: Red
Ego: 10 to 20
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 250 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Swimming Speed: 700 mph
Maximum Running Speed: 208 mph
Surprises: AA, 90%; A, 80%; B, 65%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 32% (11 con points)
Resistances: Chi: 75%
Immunities: None
Gaming Points: 2
Description: This shark grows from 5 to 10 feet in length and weighs up to 1,000 pounds. Dark spots mark their bodies, and they can sense life forms in a 100-foot radius. This creature is one of the fastest predators of the sea, attacking anything that is not too big. The leopard shark can use the ability Chi Shout 10 times a day.



Shark, Nurse

Encounter Type: Lesser
Number Appearing: One to six
Life Points: 1,000 to 10,000
Aura: Silver
Ego: 31
Attacks per Turn: Three + one per eight levels
Advantage: +3 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 36 LPD

Dodge: 70%
Beam-Attack Dodge: 50%
Maximum Swimming Speed: 45 mph
Maximum Running Speed: 40 mph
Surprises: AA, 70%; A, 60%; B, 59%; C, 40%
Fates: 20% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: Nurse sharks are 15 to 25 feet in length and weigh up to 3 tons. They can heal and cure insanity or disease six times a day. A potent power of the nurse shark is the ability to give life to those killed within 2 hours. Creatures raised from the dead in this manner gain back only one-half of their life points. Nurse sharks will only help good characters. Healing takes one turn to accomplish. Raising the dead takes one set.

Shark, Tiger

Encounter Type: Common
Number Appearing: One to six
Life Points: 1,000 to 10,000 with three 10ths
Aura: Silver
Ego: 31
Attacks per Turn: Three + one per five levels
Advantage: +4-1/2 + 1/2 per five levels
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 10 LPD
- Poison claws: 10 to 100 x 10 LPD through three 10ths (10th-level poison)

Dodge: 70%
Beam-Attack Dodge: 55%
Maximum Swimming Speed: 45 mph
Maximum Running Speed: 75 mph
Surprises: AA, 70%; A, 60%; B, 59%; C, 40%
Fates: 30% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Earthpower and mutations: 75%
Immunities: Magic and psionics
Gaming Points: 5
Description: These sharks weigh 1 to 2 tons and are 15 feet long. They are very intelligent and vicious. When they shape change, it is into the form of a catlike creature. It will often leap from the water when attacking, changing shape in the process.

These creatures can fire the master mutation Paralysis Bolts from their eyes 10 times a day. Tiger sharks live all over Synnibarr.

Shikeena

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 100 to 1,000
Aura: Violet
Ego: 10 to 15
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Poison claws: 1 to 20 x 10 LPD (fifth-level poison)

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 70 mph
Surprises: AA, 90%; A, 70%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: The shikeenas are catlike reptiles with six legs. They are 10 feet in length, stand 3 feet tall at the shoulder, and weigh 700 to 1,400 pounds. All shikeenas can sense life forms within a 50-foot range and have a limited use of the master mutation Plane Phaze. They use the traditional attack of phazing parts of their victim's body into the ground, hopefully causing death, yet still leaving dinner readily accessible. Their phazing power is limited because they can only do it for one segment at a time. It takes one attack to use.

Shikeena, Black

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 100 to 1,000
Aura: Violet
Ego: 15 to 30
Attacks per Turn: Five + one per five levels
Advantage: +4-1/2 + 1/2 per four levels
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Poison claws: 1 to 20 x 20 LPD (40th-level poison)

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 70 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 30%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Earthpower and energy: 50%
Immunities: None
Gaming Points: 3
Description: This monster weighs 700 to 1,400 pounds and grows to be 10 feet long. They have all the powers of their normal cousin, with the exception of full use of their mutation. Also, they have an eye on the end of their tail. This is used as a sort of periscope to spy above the ground and is able to stretch 20 feet in length. The black shikeena can perform the Psionic Ability Death Stare through its tail eye, having 500 psionic points.

Slarvor

Encounter Type: Common
Number Appearing: One to four
Life Points: 10 to 100
Aura: Violet
Ego: 4 to 6
Attacks per Turn: Two + one per five levels
Advantage: +1-1/2 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Special

Dodge: 35%
Beam-Attack Dodge: 25%
Maximum Running Speed: 5 mph
Maximum Swimming Speed: 20 mph
Surprises: AA, 99%; A, 88%; B, 75%; C, 70%
Fates: 10% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4
Description: Slarvors are like giant amoebas, weighing 150 to 250 pounds and spanning 3 feet in diameter. They live in wet swamps and rain forests, traveling only short distances over land.

The slarvor attacks by dropping on its victims and engulfing them. Since they are unicellular, they can take on just about any shape they can think of. Of course, they don't think too well. The slarvor transmits a disease by touch that does 10 LPD per hour. Death will occur in 1 week from severe exhaustion and cellular breakdown. It can be cured by any appropriate spell or power but is 75% resistant to magic, psionics, earthpower, and chi.

Slug, Sea

Encounter Type: Common
Number Appearing: One to four
Life Points: 1,000 to 10,000
Aura: Violet
Ego: 5
Attacks per Turn: Two + one per five levels

Advantage: +1-1/2 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Sonic drill: 10,000 to 100,000 LPD; range, 10 feet
- Phazed eye energy bolts: 1,000 to 10,000 LPD; range, 50 feet
- Acid body jell: 10,000 to 100,000 LPD per turn for four sets

Dodge: 50%
Beam-Attack Dodge: 35%
Maximum Swimming Speed: 30 mph
Surprises: AA, 99%; A, 88%; B, 75%; C, 70%
Fates: 15% for most categories
Metabolic Shock: 26% (8 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: The sea slug is a fast moving creature, 20 feet long and weighing 1 to 2 tons. It lives in underground tunnels on the bottom of the ocean. If anyone dares to enter their caves and tunnels, don't expect them to come back out. In the depth of these slug tunnels are from $10,000 to $100,000 worth of diamonds and gold per creature.

Sea slugs dig tunnels with their sonic drill ability. This drill is so powerful as to be able to cut through almost any substance. The drill and their eye bolts are mutation based. These creatures have an acid jelly on the sides of their bodies and can shoot phazed energy bolts from their eyes three times a day. Both the sonic drill and the phazed energy eye bolts take one attack.

Snake, Assimilator

Encounter Type: Greater
Number Appearing: One to four
Life Points: 1,000 per foot in length, with three 10ths
Aura: Red
Ego: 8 to 9
Attacks per Turn: Four + one per five levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Matter absorption: 100 pounds per attack
- Phazed energy beams: 100 to 1,000 LPD + 1,000 per extra foot of length used; range, 100 feet

Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Running Speed: Special
Surprises: AA, 90%; A, 80%; B, 70%; C, 60%
Fates: 45% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: Magic and psionics
Gaming Points: 10
Description: The assimilator snake resembles the python. It can sense life forms within 5,000 feet. This snake's weight varies because of its peculiar ability to absorb matter. The length of an assimilator snake will be between 1 and 100 feet. Its absorption power increases its length by 1 foot and its weight by 1 pound for every 5 pounds of matter absorbed. Once a length of 10 feet is reached, it requires 10 pounds to increase its mass. The snake can also absorb inorganic matter, requiring 50 pounds of matter to increase its mass, as previously stated. Inorganic matter can only be absorbed two times a day.

Assimilator snakes attack by touching its victims and absorbing their matter. It takes 1 second for it to begin assimilating, absorbing 100 pounds per attack. If the snake manages to coil itself around a victim (requires three attacks after the first touch) the amount of matter absorbed is doubled. Matter that has been absorbed may be discharged in the form of phazed energy beams from their eyes. Each shot reduces the snake's size by 1 foot and 1 pound. Both the absorption and the beams are fate versus mutations. The assimilator snake moves a number of feet per turn equal to its length.

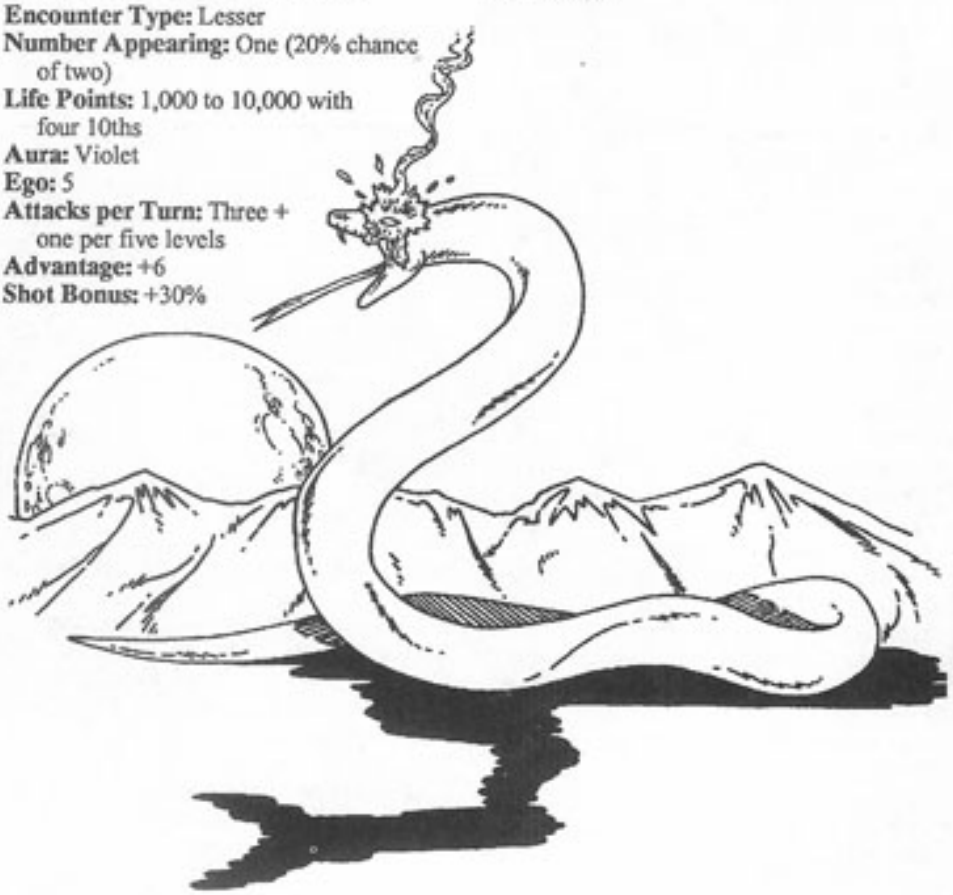
Snake, Giant Rattle-

Encounter Type: Lesser
Number Appearing: One (20% chance of two)
Life Points: 1,000 to 10,000 with four 10ths
Aura: Violet
Ego: 5
Attacks per Turn: Three + one per five levels
Advantage: +6
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Earthpower poison fangs: 10 to 100 x 2 LPD (20th-level poison)

Dodge: 60%
Beam-Attack Dodge: 55%
Maximum Crawling Speed: 20 mph
Surprises: AA, 58%; A, 40%; B, 35%; C, 25%
Fates: 20% for most categories (+1% per level)
Metabolic Shock: 32% (11 con points)
Resistances: Chemicals and poisons: 75%
Immunities: None
Gaming Points: 3
Description: The giant rattlesnake grows to be 100 feet long and weighs 1 to 5 tons. It has the master mutation Paralysis Bolt, which shoots from its eyes. The earthpower energy around their fangs only helps the snake inject its poison through 10ths. These snakes live in the deep desert of Kath, where they dig burrows for ambushes. Their meat is very tasty and their eyes are used by the Alchemists (valued at $1,000 apiece). Giant rattlesnake's rattles may be up to 5 feet long.

Snake, Giant Sea

Encounter Type: Lesser
Number Appearing: One to two
Life Points: 1,000 to 4,000
Aura: Red



Ego: 10 to 20
Attacks per Turn: Four + one per five levels
Advantage: +4 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Poison bite: 10 to 100 x 45 LPD (30th-level poison)

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 80 mph
Surprises: AA, 65%; A, 60%; B, 55%; C, 40%
Fates: 35% for most categories
Metabolic Shock: 44% (16 con points)
Resistances: None
Immunities: None
Gaming Points: 2
Description: The giant sea snake grows to be 35 feet long and weighs 750 pounds. It is very swift and deadly. This creature has the master mutation Plane Phaze and the major Null Void. It likes to phaze through the hulls of ships, surprising the crew. They live in the ocean, particularly near the Dark Continent.

Snake, Grim White

Encounter Type: Lesser
Number Appearing: One to two (two are a mated pair having 20% chance of being near their nest with one to five eggs)
Life Points: 20 to 200
Aura: Violet
Ego: 7
Attacks per Turn: Two + one per five levels
Advantage: +2
Shot Bonus: +40%
Attack Types and Damage Adj.:
- Special

Dodge: 55%
Beam-Attack Dodge: 42%
Maximum Crawling Speed: 10 mph
Surprises: AA, 98%; A, 90%; B, 85%; C, 75%
Fates: 20% for most categories
Metabolic Shock: 34% (12 con points)
Resistances: Mutations: 75%
Immunities: None
Gaming Points: 3
Description: Grim whites are snakes approximately 10 feet long, weighing 50 to 100 pounds. They can create an illusion around themselves six times a day, which lasts as long as they concentrate on it. The illusion takes three attacks to do. They also can create an energy nimbus that covers their body from head to tail. While surrounded by this nimbus, the snake's illusion will fade. The nimbus causes the snake's bite to do 100 to 1,000 LPD. The damage is alchemy and it acts as poison doing 100 to 1,000 LPD a turn for the next set. This power can be done 10 times per day.

Snake, Hydra

Encounter Type: Lesser
Number Appearing: One (25% chance of two with nest of 10 to 100 eggs)
Life Points: 10 to 100 (necks have 30), with two 10ths
Aura: Gray
Ego: 37
Attacks per Turn: Each head has three
Advantage: +4 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Poison sunstone fangs: 1 to 20 x 5 LPD through three 10ths (35th-level poison)

Dodge: 70%
Beam-Attack Dodge: 52%
Maximum Crawling Speed: 30 mph
Surprises: AA, 30%; A, 25%; B and C, 20%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Magic and alchemy: 50%
Immunities: None
Gaming Points: 3
Description: Hydra snakes get their name from having three heads. They grow to be 30 feet long with 5-foot necks. Their weight is from 200 to 600 pounds. Hydra snakes are good swimmers. They inhabit both the Enchanted and Forbidden Continents and are extremely intelligent. They will plan and trap their prey, sometimes hypnotizing it (range is 100 feet) to make it a servant. They speak the human tongue, along with their own language. If caught while young, they make excellent guards. The bite of the hydra snake means quick death. Their fangs are 3 inches long. They have the use of first- through fifth-level earthpower spells, with 100 SMUs. The hydra snake will sometimes metamorph itself into other creatures to remain inconspicuous. This snake has a dark-green body with red heads and white eyes.

Snake, Invisible Sand

Encounter Type: Major
Number Appearing: Two
Life Points: 10 to 100
Aura: Gray
Ego: 37
Attacks per Turn: Three + one per five levels
Advantage: +6 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Poison fangs: 10 to 100 LPD through three 10ths

Dodge: 70%
Beam-Attack Dodge: 52%
Maximum Crawling Speed: 30 mph
Surprises: AA,, 80%; A, 75%; B, 70%; C, 50%
Fates: 15% for most categories
Metabolic Shock: 26% (8 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: Invisible sand snakes are 3 feet long and weigh 5 to 10 pounds. They live in deserts or in any hot, sandy place. They move along with a sideways motion. These snakes have a poisonous bite. The poison needs one set to take effect and does 100 to 1,000 LPD per turn for 1 minute. It can only be cured by a Venderant Nalaberong or God Power ability. The snake has enough venom to affect up to 5,000 pounds a day, and it is able to control the amount it injects. Invisible sand snakes are intelligent and wait in ambush for their victims. Those unlucky persons targeted by the snake have a -20% on their surprise rolls. The snake becomes visible for 1 second after it attacks.

Snake, Null

Encounter Type: Common
Number Appearing: One to two
Life Points: 100 to 1,000
Aura: Violet
Ego: 5
Attacks per Turn: Two + one per five levels
Advantage: +3-1/2 + 1/2 per eight levels after 10th
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Null venom bite: 10 to 100 x 10 LPD

Dodge: 70%
Beam-Attack Dodge: 45%
Maximum Crawling Speed: 10 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 30% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 3
Description: Null snakes are 10 feet long and weigh 200 to 400 pounds. They have the major mutation Null Void with a venom that has the same effect. The snake has enough venom for six bites a day. Each bite will affect a creature weighing up to 1,000 pounds (roll fate versus chemicals; requires one set to take effect per 300 pounds; has a duration of 1 hour). They give off a distinct odor that can be smelled for 10 feet.

Snake, Sea

Encounter Type: Common
Number Appearing: One to six
Life Points: 10 to 100
Aura: Red

Ego: 5
Attacks per Turn: Two + one per five levels
Advantage: +3-1/2
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Poison bite: 10 to 100 LPD (19th-level poison)

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 20 mph
Surprises: AA, 65%; A, 60%; B, 55%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 34% (12 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: This is a smaller, slightly less deadly version of the giant sea snake. It grows up to 15 feet in length and weighs up to 100 pounds. However, being smaller does not make it any less nasty. The snake will attack virtually anything. They can tesseract 100 feet 10 times a day. Sea snakes inhabit any saltwater area, especially around the Dark Continent.

Sonic Shepherd

Encounter Type: Lesser
Number Appearing: 2 to 12
Life Points: 100 to 800 with two 10ths
Aura: Violet
Ego: 7 to 9
Attacks per Turn: Four + one per five levels
Advantage: +3 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 40 x 25 LPD
- Claws: 1 to 20 x 25 LPD
- Wide sonic bark: 100 to 1,000 LPD; range, 20 feet

Dodge: 65%
Beam-Attack Dodge: 50%
Maximum Running Speed: 50 mph
Surprises: AA, 90%; A, 70%; B, 55%; C, 35%
Fates: 20% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Energy and alchemy: 50%
Immunities: None
Gaming Points: 1/2
Description: Sonic shepherds are wolflike creatures with black and tan markings that can emit a mutation-based sonic bark (takes one attack). They stand 2 to 3 feet at the shoulder and weigh from 150 to 250 pounds. This animal hunts in packs and is found in forests throughout Synnibarr. Tuch's Legion trains them and uses them as watch dogs.

Sphere of Bedevilment

Encounter Type: Greater
Number Appearing: One (20% chance of two)
Life Points: 20,000 + pelleum armoring (three 10ths) that has 4,000,000
Aura: None
Ego: None
Attacks per Turn: Two or special
Advantage: +5-1/2 or special
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Special

Dodge: 65% or special
Beam-Attack Dodge: 50% or special
Maximum Flight Speed: 1,200 mph
Surprises: AA, 70%; A, 60%; B, 40%; C, 20%
Fates: 40% for most categories
System Shutdown: 50%
Resistances: None
Immunities: None
Gaming Points: 10
Description: The sphere of bedevilment is a living organic electronic instrument encased in a pelleum shell (1 inch thick). They are 10 feet in diameter and weigh 2 tons. If a sphere comes within 5 miles of a creature that has an ego of 21 or higher, they will Cloud Carry to that spot. This can also be used as a dodge 10 times a day within a range of 1,000 miles. Once arriving, if they are randomly hidden (see "Random Cover" in chapter 13), then the victim must roll a class A surprise in daylight, or class AA at night when it attacks. Spheres have a permanent Cloak of Mist on their covering.

The sphere cannot attack immediately upon arriving. However, within one turn it will have analyzed their opponent's abilities (dodge, advantage, attacks per turn, and so forth), and will adjust itself to be equal to them. Each sphere can adjust to five different persons at one time, although it usually locks onto the best one in the group. This analyzing capability has a 1,000-foot-radius range (magic based).

Spheres of bedevilment can absorb damage from five different powers, similar to a Wereman. Randomly select those types from magic, psionics, earthpower, mutations, chi, alchemy, and energy. They can hold up to 2 million LPD from each attack type, or they can elect to reflect it. This reflection can be done six times a day (see the mutation Reflector in chapter 10).

When attacking, the sphere of bedevilment can choose from several different arsenals. They have a chem blaster that shoots 20th-level paralysis poison (50 shots) within a range of 50 feet. They can project a specialized Null Void field that cancels the power types that they absorb. It also paralyzes, and is a tractor beam able to lift 4 tons. This field has a range of 50 feet, is 5 feet in diameter, and drains 25 EGs per use. Spheres carry a total of 500 EGs of power. Finally, spheres carry six null projector drones that lock onto their targets, at speeds up to 1,200 mph. When within 10 feet of its victim, the drone will encase them in a Null Void similar to the sphere's. Drones have 5,000 life points, a range of 5 miles, and are 6 inches in diameter. Its combat specifics are the same as its prey. The spheres cannot launch drones or use their null field until they have analyzed their victim.

When captured, the sphere of bedevilment will cloud carry its prey to a secret destination. These creatures are controlled by some unknown force. If critically damaged (over 90% of its internal life points), trapped, or tampered with, they will self-destruct. The explosion has a 50-foot radius and does 10,000 to 100,000 LPD (energy) plus whatever damages it has absorbed. The absorbed damages are released in their raw power state, meaning that absorbed psionic damage will be released as raw psionic power, magic as raw magic power, and so forth.

Spider, Giant Titanium

Encounter Type: Lesser
Number Appearing: One (25% chance of female with 10 to 40 young)
Life Points: 1,000 to 10,000 with two 10ths
Aura: Red through scarlet
Ego: 10
Attacks per Turn: Five + one per five levels
Advantage: +4 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 50 LPD
- Electricity bolt: 10,000 to 80,000 LPD
- Wide electricity blast: 100,000 to 1,000,000 LPD; range, 100 feet

Dodge: 50%
Beam-Attack Dodge: 30%
Maximum Running Speed: 45 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: Energy
Gaming Points: 1
Description: Giant titanium spiders weigh 1 ton and have a 25-foot leg span. They can generate massive amounts of electricity (mutation-based), discharging it in the form of a bolt or a large blast. The large blast can only be done once a day and requires two attacks. The smaller bolt only takes one at-

tack. This spider spins superstrong metal webs that will conduct the electricity they generate and electrocute their intended prey. They live in most areas around Synnibarr. While young, the small metal spiders can ride strong winds to anywhere on the planet. Giant titanium spiders prefer to live in damp underground areas, although webs have been seen even in the desert.

Spider, Giant Tree

Encounter Type: Lesser
Number Appearing: One to four (65% chance female and 10 to 40 young)
Life Points: 1,000 to 6,000 with one 10th
Aura: Scarlet
Ego: 5
Attacks per Turn: Five + one per five levels
Advantage: +2
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Poison bite: 10 to 80 x 10 LPD (10th-level poison)
- Claws: 10 to 60 x 10 LPD

Dodge: 70%
Beam-Attack Dodge: 60%
Maximum Running Speed: 45 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: None
Immunities: None
Gaming Points: 1/4
Description: Giant tree spiders have a 7-foot leg span and weigh 500 pounds. These creatures do not spin webs. They shoot a sticky weblike net 50 feet. This ensnares victims allowing the spider to pull its meal to itself. The net holds 1,300 pounds, and it requires a 30 strength or 200 LPD to break it. When entangled, victims must spend at least two turns to break free. Through the web the spider can conduct a mutation-based energy that will drain liquid from its victim's body, causing them to roll metabolic shock every segment they are snared. Death will occur in one set. Shooting the web takes one attack and beginning the draining effect takes another. For every turn that victims have been drained, they must drink a pint of water or lose 20% of their strength score for 2 days. This arachnid lives only in swamps or tropical islands.

Spider, Giant Yellow Bellied

Encounter Type: Greater
Number Appearing: One (20% chance of a mated pair with 20% chance of being near their nest with 10 to 50 eggs)
Life Points: 10,000 to 100,000
Aura: Violet
Ego: 7
Attacks per Turn: Two + one per five levels
Advantage: +4 + 1/2 per seven levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Claws: 10 to 100 x 45 LPD
- Bite: 100 to 1,000 x 45 LPD

Dodge: 55%
Beam-Attack Dodge: 45%
Maximum Crawling Speed: 50 mph
Surprises: AA, 98%; A, 90%; B, 85%; C, 75%
Fates: Magic, psionics, and earthpower: 30%; mutations, chi, and alchemy: 40% chemicals, poison, and energy: 50%
Metabolic Shock: 38% (14 con points)
Resistances: Energy, earthpower, and alchemy: 75%
Immunities: None
Gaming Points: 3
Description: This monster weighs 1 to 2 tons and has a leg span of 25 feet. The bite or breath of the spider will cause insanity within 1 hour after (fate versus chemicals). This insanity will last for 48 hours and causes the victim to feel uncontrollable fear (class 6) and unreasoning hatred of all things. Their breath has a range of 20 feet and is usable six times a day.

The spiders spins a large web that is very sticky and quite strong, with strands approximately 1 inch in diameter. Each strand has 1,000 life points, and once stuck, a force of 250 pounds is needed to break free of it. This creature inhabits any large cave or structure where their webs can be spun.

Spider, Snow

Encounter Type: Lesser
Number Appearing: One (25% chance female with 10 to 40 young)
Life Points: 1,000 to 6,000 with one 10th
Aura: Red through scarlet
Ego: 10
Attacks per Turn: Five + one per five levels
Advantage: +4 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 100 LPD
- Claw: 10 to 80 x 100 LPD
- Magic Fire Bolt: 100 to 2,000 x 100 LPD; range, 100 feet

Dodge: 50%
Beam-Attack Dodge: 30%
Maximum Running Speed: 75 mph
Surprises: AA, 70%; A, 60%; B, 50%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: None
Immunities: Cold
Gaming Points: 2
Description: Snow spiders live on the Arctic Continent. They weigh 800 pounds and have a 15-foot leg span. Their fur retains its immunity to cold after being removed from the spider. One complete spider hide is worth $10,000. Six times a day the snow spider can shoot a magic-based Fire Bolt. Spiders spin webs that freeze victims solid once ensnared. This takes two turns to happen, and victims must roll metabolic shock when they first touch. Web strands can hold 1,000 pounds and require at least a 27 strength or 1,000 LPD to break free. Between 1 and 10 strands will hit a target (wide-beam attack). The strands are ice clear and 1/4 inch in diameter. Webbing takes one attack to use.

Storm Sphere

Encounter Type: Major
Number Appearing: One
Life Points: 10,000 to 40,000
Aura: Red through scarlet
Ego: 15
Attacks per Turn: Seven
Advantage: +8
Shot Bonus: +75%
Attack Types and Damage Adj.:
- Special

Dodge: 70%
Beam-Attack Dodge: 60%
Surprises: 20% in all classes
Maximum Flight Speed: 200 mph
Fates: 45% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Earthpower, alchemy, and mutations: 75%
Immunities: None
Gaming Points: 15
Description: Storm spheres are 3 feet in diameter and weigh 150 pounds. They can sense life forms and energy within a 10-mile radius and are dark gray in color.

Storm spheres may use Enhanced Brilliant Defender and Sapphire Sphere three times a day each. These spells do not drain and can be increased up to 50th level in power.

This creature's name comes from their ability to generate four different types of storms. It takes one turn to create a storm.

The first is a Werestorm. This is the same as the Mage Warrior spell, Werestorm, but with a range of 200 feet. This can be done twice a day.

Second on the list is an acid storm. This storm will send deadly acid falling to the ground that does 1,000 to 10,000 LPD per segment for one turn (fate versus alchemy). Invulnerability and 10ths do not protect against it. The only dodge is a Tesseract or

Teleport. This storm can be done twice a day within a range of 100 yards.

When the sphere creates a lightning storm, it causes 200 mph winds and electrical bolts that do 1 million to 10 million LPD. Up to 20 lightning bolts may be done a day. Their range is sight, and they take one attack.

The last is a gravity storm. This will instantly cut its victim's attacks, dodge, advantage, and surprises in half. This area effect takes two attacks to do. Within the next turn, the gravity will not allow movement. The sphere then releases the following attacks: Null Bolt (see mutation Null Void), Mass Paralysis, and Ta'set's Dark Thunderbolt. These fire off in the order they are listed, each requiring one attack to cast. The sphere can only do these three times per gravity storm, and the storm can be done twice a day.

Up to five storms can be created each day. To stop them, the sphere must be shattered.

Tenjohussan

Encounter Type: Lesser
Number Appearing: 5 to 10 (20% chance of more)
Life Points: 10,000 to 40,000 with two 10ths
Aura: Violet through red
Ego: 15 to 30
Attacks per Turn: Four + one per seven levels
Advantage: +3-1/2 + 1/2 per seven levels
Shot Bonus: +14%
Attack Types and Damage Adj.:
- Poison claws: 10 to 40 x 150 LPD (25th-level poison)

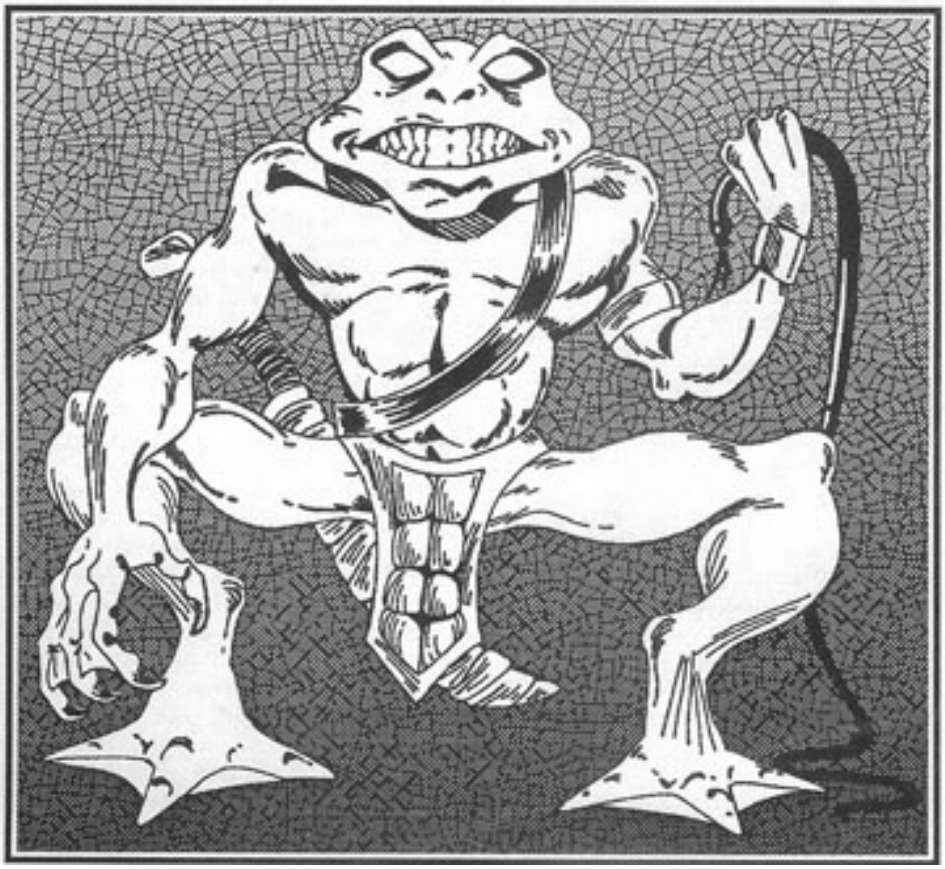
Dodge: 65%
Beam-Attack Dodge: 45%
Maximum Swimming Speed: 100 mph
Surprises: AA, 80%; A, 70%; B, 64%; C, 52%
Fates: 45% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: Chi, psionics, and earth-power: 65%
Immunities: None
Gaming Points: 2
Description: Tenjohussan weigh 250 to 350 pounds and stand 5 to 7 feet tall. They resemble large, froglike humanoids, walking upright and wearing clothing. Their skin is coal black with a blood-red belly and a masklike marking across their eyes. Tenjohussan are slavers. They use any poor creature to mine and build new homes for them. Basic tools and weapons, black-rose powder, concussion crystal, nova quartz, and everything else that is natural, including armor made from various animals, is used by them. They are excellent miners and weapon makers. Tenjohussan have very large families. Females lay up to 200 eggs. However, only 10% of them survive the rite of adulthood that involves staying out of water for 5 days in the desert.

The tongue of these creatures is quite unusual. It can reach 20 feet and has a power similar to the lesser mutation Surface Adherence. The tongue also has the lesser mutation Force Field around it.

Tenjohussan have developed a special relationship with a breed of whales. These creatures have a unique adaptation. They grow to be 300 tons and their blowholes have mutated to form a chamber inside. This room may be as large as 20 feet wide, 30 feet long, and 10 feet high. Here, several Tenjohussan may ride through the depths of the sea. The walls of the chamber are covered with a thick skin that cracks when dry. The Tenjohussan must clean and oil this rough skin or the whale will develop a disease that causes madness and death.

The whales communicate with their riders through a special code transmitted by a muscle that extends into the riding chamber. This code is so exact that the rider can almost "see" what the whale does. The whale also has a form of sonic energy that it can use to sink ships. This can be done 10 times a day, three times a turn, and takes two attacks to use. It is a wide-beam attack with a range of 100 feet and does 100,000 to 400,000 LPD.

In the Kathtan Sea, the Tenjohussan live in a secret hollow volcano that has an underwater entrance. They love to raid and sink ships, keeping the treasure and the crew. They attack by appearing next to a ship and surprising the crew. The whales can swim up to 1,200 miles a day.



Tesseract Twigs

Encounter Type: Common
Number Appearing: 1 to 10
Gaming Points: 0
Description: Tesseract twigs are found only on the Enchanted Continent. The bush that creates them is small and similar to sagebrush. The twigs are only of use if completely dried by natural means. None of these bushes have ever been able to be cultivated by any means.

If a twig is stepped on, the person will be instantly tesseracted 100 feet straight up. If twigs are held carefully and broken while having a destination in mind, the person doing so will tesseract there. Each twig has a 100-foot range and more than one can be used together to increase the distance. Up to three other people may be transported at one time. These others only need to slightly touch the person enacting the twig to be affected. An example of this is if someone has some tesseract twigs in his or her backpack and another person slaps them on the back. Both will be transported into the air.

Thumper

Encounter Type: Common
Number Appearing: One to two (20% chance of two to six)
Life Points: 1,000 to 4,000 with two 10ths
Aura: Any
Ego: 11 to 20
Attacks per Turn: Three + one per five levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Bite: 10 to 60 x 20 LPD
- Claw: 100 to 1,000 x 20 LPD

Dodge: 50%
Beam-Attack Dodge: 40%
Maximum Running Speed: 27 mph
Surprises: AA, 60%; A, 50%; B, 45%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: Chi, alchemy, and mutations: 70%
Immunities: None
Gaming Points: 1-1/2
Description: Thumpers weigh 1,000 pounds and stand 7 feet tall. They have 10-foot long tails. These creatures are slightly humanoid and reptilian, living in damp dark underground places. They dislike light or heat and hate anything warm blooded. Thumpers attack with their large 6-inch claws or with any normal mundane hand-held weapons. Their hands are only partially developed, not enough to work and use distance weapons. When attacking they make a thumping sound in their throat. Thumpers are semi-intelligent and make good guards, being very loyal to their masters. In the wild they speak their own language with a 25% chance of speaking the human tongue as well.

Tide, Black

Encounter Type: Lesser
Number Appearing: One
Life Points: 1,000 to 10,000
Aura: Violet
Attacks per Turn: One
Advantage: +1
Shot Bonus: None
Attack Types and Damage Adj.:
- Acid: 1,000 to 10,000 LPD per segment

Dodge: 20%
Beam-Attack Dodge: 15%
Maximum Swimming Speed: 5 mph
Resistances: None
Immunities: None
Gaming Points: 2
Description: The black tide is a large mass of tiny plankton that have mutated into an intelligent being. They form extremely large colonies that create a very powerful acid that will dissolve even pelleum, given enough time. These creatures weigh 1 pound per foot of the colony, and usually cover a 10- to 100-foot area.

Swimming slowly, just beneath the water's surface, they move to engulf ships and their crews. They subtract 35% on a victim's surprise rolls. The black tide can survive everywhere except in the coldest seas because it can eat anything.

Tiger, Giant Saber-Toothed

Encounter Type: Lesser
Number Appearing: One to two (20% chance of one to four—male, female, and cubs)
Life Points: 1,000 to 10,000
Aura: Gray
Ego: 5 to 15
Attacks per Turn: Three + one per five levels
Advantage: +3 + 1/2 per six levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 45 LPD (physical) + 100 to 1,000 LPD (magic)
- Claw: 100 to 1,000 x 45 LPD

Dodge: 70%
Beam-Attack Dodge: 40%
Maximum Running Speed: 55 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 44% (12 con points)
Resistances: Energy: 50%
Immunities: None
Gaming Points: 1/2
Description: This creature is 15 feet long and weighs 1 to 2 tons. Their teeth have a special energy field around them when they bite. Saber-toothed tigers can be trained if caught while young. They are intelligent and make excellent mounts and fighting companions. They also can be taught to speak the human tongue.

Tiger, Flying

Encounter Type: Common
Number Appearing: One to six (35% chance of 1 to 20)
Life Points: 1,000 to 10,000 with two 10ths
Aura: Gray
Ego: 5 to 15
Attacks per Turn: Four + one per four levels
Advantage: +3-1/2 + 1/2 per four levels
Shot Bonus: +75%
Attack Types and Damage Adj.:
- Bite: 10 to 60 x 45 LPD
- Claw: 10 to 100 x 45 LPD
- Phazed eye lasers: 100 to 600 LPD; range, 100 feet

Dodge: 70%
Beam-Attack Dodge: 53%
Maximum Running Speed: 100 mph
Maximum Flight Speed: 200 mph
Surprises: AA, 80%; A, 70%; B, 65%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Energy: 75%
Immunities: None
Gaming Points: 3-1/2
Description: Flying tigers weigh from 500 to 1,000 pounds and have a wing span of 20 feet. Their hides are worth $10,000. These creatures live almost everywhere, soaring while they look for food. They make their nests in the highest cliffs of their territory, usually claiming an area of about 100 square miles. Flying tigers can use their eye beams 10 times a day (mutation based).

Tree, Illusion

Encounter Type: Lesser
Number Appearing: One (20% chance of one to four)
Life Points: 10,000 to 100,000
Aura: None
Ego: 30 to 40
Attacks per Turn: Five + one per five levels
Advantage: +4-1/2
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Poison thorns: 1 to 6 LPD through four 10ths; range, 50 feet

Block: 75%
Surprises: AA, 50%; A, 40%; B, 30%; C, 20%
Fates: 20% for most categories
Metabolic Shock: None
Resistances: None
Immunities: None
Gaming Points: 1
Description: Illusion trees grow to be 20 to 40 feet tall with a 2-foot-diameter trunk. They weigh 50 pounds a foot. This tree normally appears to be a dogwood with a tall trunk. The illusion tree can perform several psionic abilities: Scan Mind and Willforce, Mass Solid Illusion, Psi Shield, Psionic Disruption, Clairvoyance, and Telepathy. It has 10 psionic points per foot in height.

The tree lures its victims in and then shoots them with its 2-inch, dartlike thorns. Each thorn completely embeds itself in the victim's skin even through 10ths. Once embedded, the thorn secretes a powerful poison that kills within three turns by way of a chain reaction within the red blood cells, transforming them into white blood cells. This effect is extremely painful and causes the victim to roll metabolic shock every turn until death. Any type of heal dis-

ease ability will stop the process. Illusion trees have 1 to 10 thorns per foot.

There is a 40% chance of a body being near the tree and a 75% chance of the victim having treasure. Roll the body's character class and its level before death to determine treasure level. The tree does have one beneficial feature. It creates a 20-foot cavity beneath itself to house its brain. The walls of this cavity are covered with a secreted compound that exactly mimics the ancient material plastic. It is soft until treated, and it can be dug out with little difficulty. This material is worth $200 per pound, with approximately 1 pound per foot of the tree's height.

The plant's brain is 2 feet in diameter, and it holds a liquid that will conduct psionics. This liquid is used in the preparation of organic electronics. It is worth $10,000 per pint. Usually there is 1/4 pint per foot of the tree's height. This substance is in great demand because it cannot be manufactured by spells or mutations until the 40th level.

Tree, Mage

Encounter Type: Common
Number Appearing: 1 to 10
Gaming Points: 0
Description: Mage trees stand 100 feet tall and have 10-foot-thick trunks. They weigh approximately 200 pounds per foot of height. These trees are a cross between oaks and redwoods, but they have special properties. The wood of a mage tree will conduct magic and is used by the Alchemists in small quantities. Mage wood wands and staffs make excellent elite items, for they take magical enchantments better than forgotten steel. Staffs are from 5 to 6 feet long and weigh 5 pounds.

A staff of mage wood can create two types of magical effects: Armor of Mist and Brilliant Defender. Each power drains one constitution point from the staff's user. The level of power of these abilities is equal to the number of constitution points spent (maximum of 10). Wielders of the staff need not know how to use magic. They must only focus their life essence through the wood. Pure Mage Warriors and Shamans can store constitution points in the staff for later use. Two constitution points per level may be stored, up to a maximum of 20. Only one staff at a time can be so charged.

Tree, Strangle

Encounter Type: Lesser
Number Appearing: One (10% chance of more)
Life Points: 10,000 to 100,000
Aura: Violet
Ego: 2
Attacks per Turn: One per tentacle, two for bites
Advantage: +3 + 1/2 per five levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Tentacles: 1,000 to 4,000 x 4 LPD; range, 100 feet
- Poison bite: 1,000 to 6,000 x 4 LPD (25th-level poison)

Dodge: 50%
Beam-Attack Dodge: tentacles 38%
Surprises: AA, 80%; A, 70%; B, 60%; C, 50%
Fates: 45% for most categories
Metabolic Shock: 28% (9 con points)
Resistances: None
Immunities: None
Gaming Points: 5
Description: Strangle trees are 150 feet tall and have 20-foot-diameter trunks. They weigh approximately 500 pounds per foot of height. Each tree has from 10 to 60 tentacles. Up to 10 tentacles may attack per turn, and the tree's mouth bites twice per turn.

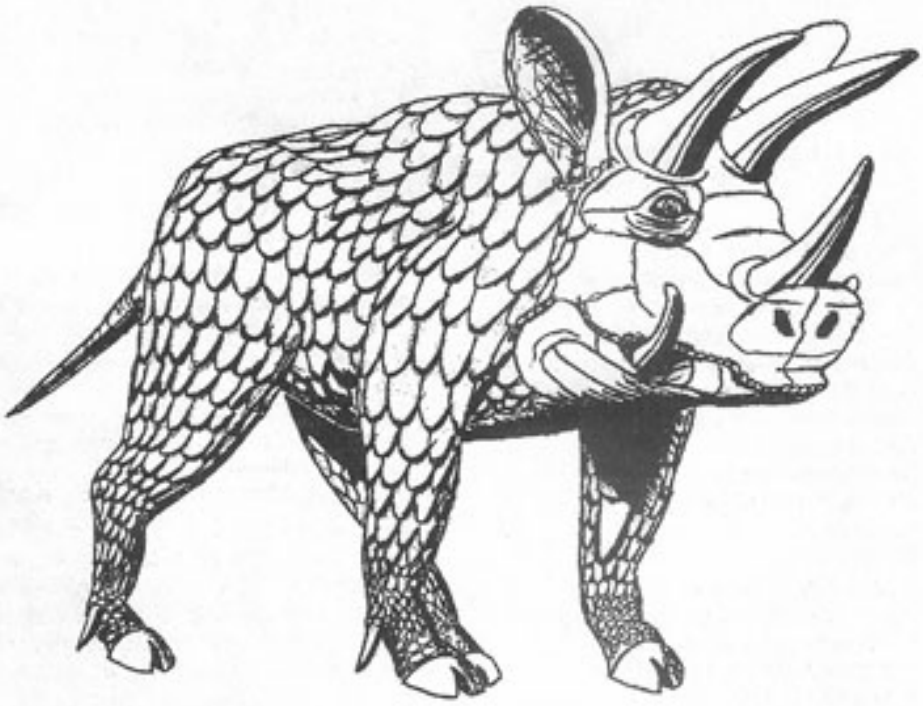
Tentacles will reach out 100 feet and grab victims, attempting pull them into the tree's mouth to be swallowed. Each tentacle is 1 foot in diameter and has 10,000 life points. There is a 30% chance that a past victim's treasure will be near by.

The largest concentration of these trees is on the Enchanted Continent, specifically the Forest Soul Swallower.

Triboar, Armored

Encounter Type: Common
Number Appearing: 1 to 10 (10% chance of being near a fresh kill)
Life Points: 100 to 1,000 with three 10ths
Aura: Gray
Ego: 8
Attacks per Turn: One + one per three levels
Advantage: +1-1/2 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
- Horns: 10 to 100 x 20 LPD
- Earthpower central horn: 100 to 400 x 20 LPD

Dodge: 65%
Beam-Attack Dodge: 48%
Maximum Running Speed: 40 mph
Surprises: AA, 88%; A, 80%; B, 65%; C, 45%
Fates: 25% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: Armor is 50% resistant to chi and earthpower
Immunities: None
Gaming Points: 1/4
Description: These are boarlike creatures with armor and three horns. They are 5 feet in length, stand 3 feet at the shoulder, and weigh 1,500 pounds. Their armor has 10,000 life points, protecting them from physical and energy attacks. They can engulf their central horns with a field of earthpower 10 times a day (takes one attack). A dagger can be made out of this horn that will do the same damage (subtract 1 constitution point per use lasts one turn). Armored triboars travel in large groups and are very good to eat.



Trolock

Encounter Type: Major
Number Appearing: One (20% chance of one to four)
Life Points: 100 to 1,000 with two 10ths
Aura: Gray through scarlet (10% chance of any)
Ego: 45 to 55
Attacks per Turn: Six + one per 10 levels
Advantage: +6-1/2 + 1/2 per 15 levels
Shot Bonus: +50%
Attack Types and Damage Adj.:
- Fists: 10 to 40 x 25 LPD + special touch
- Kick: 10 to 80 x 25 LPD + special touch

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 100 mph
Surprises: AA, 80%; A, 70%; B, 65%; C, 40%
Fates: 55% for most categories
Metabolic Shock: None (20 con points)
Resistances: Chi, alchemy, and mutations: 50%
Immunities: Earthpower and psionics
Gaming Points: 20
Description: Trolocks are a very evil and mysterious race of transformed Mage Warriors, Gnomes, and Shadow Masters of at least 40th level. The process of transforming is a secret and causes the Trolock to become ageless and very powerful. Once done, the new Trolock is completely faithful to their Order and will never be made to betray even the smallest secret. Their abilities, other than spell use, consist of Tesseract 10 times a day, alchemy Pure Water Bolt six times a day, spell engineering capabilities in magic, psionics, or earthpower, 500 SMUs, 1,000 psionic points (if psi spells are used), and the major mutation Any, usable as a 40th level Mutant. Their touch drains 3 constitution points per attack. Trolocks feed off this life force and can store up to 40 extra points, needing at least 5 to stay alive. They can sense life force and auras within 100 feet, and their own cannot be sensed.

The Trolocks, being spell users originally, have some among their race that can speak Venderant Nalaberong. Approximately 35% have the gift and can use all first through third-level spells. The remaining 65% of them use first to 40th-level magic, psionic, or earthpower spells. They can engineer in one to four of these fields. Their spells must be preselected.

Trolocks are encountered everywhere, working their evil schemes. Their one weakness is that energy attacks do double damage. Traditionally, they will try to exert their influence through those in their command rather than expose themselves to possible harm. If destroyed, their remains must be burned in fire or acid, then the ash or acid must be disintegrated by Black Fire. If this is not done, the Trolock will regenerate. This regeneration takes one set and while this process is under way, a Crystal Eye will appear to defend the remains (see the 30th-level Mage Warrior spell).

Tuch's Legion

Encounter Type: Greater
Number Appearing: One to six
Life Points: 1,000 to 10,000
Aura: Violet
Ego: 10 to 20
Attacks per Turn: Four + one per six levels
Advantage: +4-1/2 + 1/2 per six levels
Shot Bonus: +1% per level
Attack Types and Damage Adj.:
- Poison midnight sunstone claws: 10 to 40 x 50 LPD through four 10ths (30th- to 40th-level poison)

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 200 mph
Surprises: AA, 90%; A, 80%; B, 60%; C, 50%
Fates: 35% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: Five + one per level
Description: Tuch's Legion is the slave race for the God Tuch. They stand 7 feet tall, weigh 200 to 300 pounds, and exist to serve their master's will. Their skin is transparent and they are very intelligent. The Legion trains in martial arts (they know Ninja abilities according to level) and each of them can use first- through third-level Mage Warrior spells (200 SMUs). Also, they know one to four first-level Mage Warrior spells in Venderant Nalaberong.

Tuch's Phazed Plague Beast

Encounter Type: Major
Number Appearing: One to four (35% chance of two to six)
Life Points: 10,000 to 100,000
Aura: Violet
Ego: 5 to 15
Attacks per Turn: 10
Advantage: +8
Shot Bonus: +60%
Attack Types and Damage Adj.:
- Special

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Flight Speed: 1,000 mph
Surprises: 20% in all classes
Fates: 45% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: Earthpower, psionics, and mutations: 50%
Immunities: None
Gaming Points: 10
Description: This creature appears like a huge, translucent, floating jellyfish with snail eyes and tentacles with drills. It weighs 1,500 pounds and is 10 feet in diameter. This monstrosity was created by the God Tuch and is always phazed, including its attacks.

Phazed plague beasts have Eternal Sustenance and an engineered master mutation that allows them to sense magic, psionics, earthpower, mutations, radiation, life force, aura, danger, health, and movement for 1 mile. They also have a special Regenerator mutation that allows them to regenerate completely in one turn no matter how damaged they are.

The beast can tesseract 300 feet 10 times a day. Its blood will cure any disease. The tentacles may fire a phazed chemical blast that becomes a gas and has a 50-foot range, or they may inject an egg into a victim. The phazed drill is used for this latter attack and the egg attaches to the victim's heart. At this point only a Restoration spell or surgery will destroy it. After 5 days the egg hatches and the larvae attack the spinal column, robbing its host of its ability to control its powers. After 30 days the victim will not be able to walk. Another 10 days and the baby plague beast will secrete a substance that spoils the living host's body, causing the flesh to rot with disease. At this time the young beast will emerge to begin its new life.

There are seven different types of gases that the plague beast may use. The gas works upon contact with exposed skin and each type may be used 10 times a day. These gases will remain active for 1 hour after being released. The diseases are 75% resistant to magic, psionics, earthpower, chi, and alchemy. This creature's blood will cure its own diseases. The different types are listed as follows:

- **Molecular Cancer:** This gas is gray in color and after one turn of exposure, causes the body to fall apart at the molecular level. Death occurs after one set.
- **Flash Fever:** This gas is red. Two turns after exposure the victim will spontaneously combust.
- **Leprosy:** After three turns, victims will lose three-fourths of their life points permanently. This gas is green.
- **Null Fever:** This disease requires one turn to take effect. It causes the loss of powers and abilities for 10 days or until cured. Its color is black.

- **Rabies:** This gas has instant effect. It is the same as the mad hound's disease and is white in color.
- **Tuch's Flu:** After four turns of being exposed to this gas, 75% of a victim's strength and constitution points are lost until cured. The color of this one is cobalt blue.
- **Neurotoxin:** Victim's of this gas have 1 hour before 10 to 100 LPD per segment will begin. This effect lasts for two sets, and the gas is invisible and odorless.

Phazed plague beasts can be encountered anywhere. Their only natural enemy is the Aridius Blue, a large form of flutterby. The dust of the Aridius Blue's wings causes the skin of the beast to dry out, slowly turning into a large brown ball incapable of movement. Within 3 days the beast will die and the skin will begin to turn white. After 10 days the dead beast will burst open and thousands of Aridius Blue flutterbys will explode into the sky.

Unicorn, Sea

Encounter Type: Common
Number Appearing: One to two (20% chance of mated pair with one to two young)
Life Points: 100 to 1,000
Aura: Silver
Ego: 5 to 15
Attacks per Turn: Three + one per six levels
Advantage: +4 + 1/2 per five levels
Shot Bonus: +10%
Attack Types and Damage Adj.:
- Horn: 10 to 100 x 5 LPD + special

Dodge: 60%
Beam-Attack Dodge: 40%
Maximum Swimming Speed: 75 mph
Surprises: AA, 80%; A, 70%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: Energy: 50%
Immunities: None
Gaming Points: 1
Description: This is a very beautiful creature that has a silver aura and will not harm anything. If stuck by its horn, all abilities and spells are nullified for 1 hour. This ability is Venderant Nalaberong based. Sea unicorns are very difficult to find because there are less than 2,500 in existence. They live only in the deep ocean. They are 20 feet long and weigh 1,500 pounds.

Unicorn, War

Encounter Type: Lesser
Number Appearing: 1 to 10
Life Points: 1,000 to 10,000
Aura: Silver through gray
Ego: 15 to 25
Attacks per Turn: Three + one per seven levels
Advantage: +4-1/2 + 1/2 per 10 levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Horn: 10 to 100 x 25 LPD
- Hooves: 100 to 200 x 25 LPD
- Bite: 10 to 60 x 25 LPD

Dodge: 70%
Beam-Attack Dodge: 40%
Maximum Running Speed: 75 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: None
Immunities: None
Gaming Points: 1/2
Description: War unicorns weigh 1,200 to 1,600 pounds and stand 6 feet tall at the shoulder. They are the best breed of fighting mounts, being quick, aggressive, and intelligent, able even to learn human speech (75% chance) enough to take explicit orders. They themselves cannot speak.

War unicorns fear little because of their intelligence. They know how to fight, and they will not hesitate to stomp or gore any creature that attempts to harm them or their rider. Once unicorns protected a small settlement against giant silver-backed wolves for 3 years before adventurers could be contacted to rid the area of the wolves.

They have one special ability that can be used twice a day. This is Phazed Invisibility. This effect lasts for one set per use, covering a unicorn's rider as well. This ability is why the unicorns are not extinct and why they are common but expensive to buy. The only way to catch one is to attach a rope to it before it phazes, because the unicorn affects whatever touches it also. If it phazes before being caught, you might as well give it up. The unicorn will be long gone.

War unicorns inhabit only the Enchanted Continent. They are bought and sold in any large city. Usually a trained unicorn sells for $15,000, whereas untrained ones bring only $200 to $1,000.

Unisis

Encounter Type: Greater
Number Appearing: One to six (35% chance of 1 to 20)
Life Points: 1,000 to 10,000 with two 10ths
Aura: Gold through blue (5% chance of scarlet)
Ego: 35 to 45
Attacks per Turn: Five + one per 10 levels
Advantage: +5-1/2 + 1/2 per 10 levels
Shot Bonus: +47%
Attack Types and Damage Adj.:
- Horn: 10 to 100 x 50 LPD
- Bite: 10 to 60 x 50 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 100 mph
Maximum Flight Speed: 200 mph
Surprises: AA, 30%; A through C, 20%
Fates: 35% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None
Gaming Points: 15
Description: The unisis is a shy creature, encountered mainly on the Mushroom Spires (see "The Mushroom Spires" in chapter 7 for additional information) and the Shandreall Plains of Mist. It is a cross between a unicorn and a winged horse, weighing 1,400 to 1,800 pounds and standing 7 feet at the shoulder.

These creatures have many special abilities. They can psionically teleport; have the major mutation Any; can sense auras within 50 feet; and may use magic, psionics, and earthpower spells. Unisis have 1,500 psionic points and 250 SMUs. They are very powerful, and in some cases the evil ones may be in control of several lower level adventurers, running some type of fortress or base for pirates to attack from. In these instances, the unisis can be a great adversary and should not be underestimated. They keep treasure 35% of the time.

The race as a whole, however, is usually gentle, and their great intelligence allows them to live, for the most part, a peaceful existence.

Uniwolf, Golden

Encounter Type: Lesser
Number Appearing: One to four (20% chance of 1 to 20—males, females, and cubs in a pack)
Life Points: 1,000 to 10,000 with two 10ths
Aura: Gold
Ego: 15 to 25
Attacks per Turn: Three + one per seven levels
Advantage: +3 + 1/2 per 10 levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Bite: 10 to 60 x 15 LPD
- Horn: 10 to 80 x 15 LPD

Dodge: 60%
Beam-Attack Dodge: 42%
Maximum Running Speed: 55 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: None
Immunities: None

Gaming Points: 3
Description: The golden uniwolves are highly intelligent and telepathic, making their home on the Enchanted Continent. They are 4 feet tall at the shoulder and weigh 300 to 700 pounds. These creatures can sense auras and hate all evil. However, allowing for compatibility in this area, they make excellent pets and companions.

Golden uniwolves have a long horn that can banish creatures upon contact. The duration of the banishment is 24 hours, and can be done six times a day. Their horn is sought after by the Alchemists.

Vampire, Mutant

Encounter Type: Greater
Number Appearing: One to six
Life Points: 1,000 to 10,000
Aura: Any
Ego: 14 to 55
Attacks per Turn: Four + one per every five levels
Advantage: +6-1/2 + 1/2 per every 10 levels
Shot Bonus: +10% + 1% per level
Attack Types and Damage Adj.:
- Fists: 100 to 400 x 100 LPD
- Kick: 100 to 600 x 100 LPD

Dodge: 70%
Beam-Attack Dodge: 55%
Maximum Running Speed: 65 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 36% (13 con points)
Resistances: Mutations, alchemy, and chi: 25% + 1% per level
Immunities: Heat-based attacks at 25th level if having gone through the ritual to Unlife
Gaming Points: 1 per level
Description: Mutant vampires can be of any race on the Worldship, although usually they are humans. Sunlight and the usual superstitious weapons from the legends of Old Earth have no effect on them, for these creatures were created to survive and are not manifestations of evil power.

The mutant vampires, or Vladd as they call themselves, have a wide variety of powers. Their warriors are trained in the Terra mountains outside the city. There they learn the use and the mastery of their abilities, and eventually they earn the Gift of the Flame.

About 10% of mutant vampires are Partial Practitioners of the Art, using Mage Warrior or psi spells (650 psionic points). Characters starting out as vampires must spend the skill points necessary to become Practitioners of the Art. Those encountered as Practitioners have 200 SMUs. Vampires never use earthpower in any fashion.

Vladd have enhanced vision, enhanced smell, and enhanced hearing (see the lesser mutations in chapter 10), and their special Lesser Metamorph and Heal Self abilities described below. One 10th-level ability is acquired at first level and then every 10th level thereafter.

Mutant vampires need 2 constitution points every 24 hours to keep themselves alive. These 2 points must be consumed through eating blood or by absorbing raw constitution. Vampire's will feel weak when they need their 2 constitution points, being able to stay alive only for another 30 minutes after the weakness begins. This weakness does not hamper the vampire's use of its abilities. It is more like a slight dizziness. The necessary 2 constitution points are used immediately when consumed, providing the vampire's body with the necessary nutrients it needs for the next 24 hours. The 2 points cannot be stored for powering abilities later. Psionic points can also be absorbed through blood providing the Vladd uses psionic powers.

The little history that is known about mutant vampires concerns one named Sirius, the Bright Lord. This person was one of the most powerful warriors that ever fought against the drakes during the Purging. He mysteriously appeared from nowhere using the ancient secrets of technology and drove back a great army of drakes, keeping them at bay for 300 years. After the period of battle, Sirius disappeared as mysteriously as he had appeared.

Heal Self

Level: Basic
Usage Time: Special
Range: Personal
Duration: Permanent
Drain: None
Damage: None
Power Base: None
Description: The Vladd can gain sustenance from drinking a creature's blood, and thanks to Ravashem influence, they gain back double the normal amount of constitution. The blood must be taken from a living creature.

If wounded, the Vladd can heal themselves by feeding, even being able to replace lost limbs. They receive life points from their victims. It requires one turn to drain 100 life points. Victims must roll a successful fate versus chemicals or lose consciousness, due to the effects of an anticoagulant from a vampire's saliva. If victims are not completely drained of life, they will remain unconscious for 1 to 6 minutes.

Vampires can choose what they wish to regenerate with this healing power, so cybernetic alterations may be used. Aside from this ability, the Vladd heal normally during the time that they are alive.

Metamorph

Level: Basic
Usage Time: 1/4 attack
Range: Personal
Duration: Concentration
Drain: 2 con points
Damage: None
Power Base: Magic
Description: This particular metamorph is shape specific and allows the user to shift to one form from the following list at first level. Another form is gained every five levels.

Table 281. VAMPIRE FORMS

1d6 Roll	Form
1	Wolf
2	Cat (common house)
3	Raven
4	Giant rat
5	Mist*
6	Spider

* For details see the fourth-level earthpower spell "Transform Self to Mist."

Table 282. VAMPIRE TENTH-LEVEL ABILITIES

1d100 Roll	Ability
01–15	Drain Life Force
16–29	Transform to Air
30–43	Willforce
44–58	Aura of Fear
59–72	Absorb Strength
73–86	Metamorph
87–00	Regenerate

Absorb Strength

Level: 10th
Usage Time: One attack + one segment per every 10 levels and 100 strength
Range: Touch
Duration: 1 hour
Drain: 1x/10 levels
Fate: Magic
Description: Users can transfer the levels and physical strength of their victims to themselves for a short period of time, gaining all the extra bonuses. Immortals cannot be affected by this ability, and the limitations cannot be surpassed.

Aura of Fear

Level: 10th
Usage Time: 1/4 attack
Range: 50-foot radius from the user
Duration: Concentration
Drain: 1 con point per hour + 1 fear class per extra con point
Fate: Fear
Power Base: None

Description: Area effect. No shot roll is required for this ability. This ability causes fear class 1, plus one fear class every 10 levels, in all who come in contact with the field and are affected by it. The field is actually a form of sonic power tuned just below the normally audible range for most creatures. These extra-low-frequency waves affect living matter naturally and cannot be canceled.

Drain Life Force

Level: 10th
Usage Time: Three attacks
Range: 50-foot radius
Duration: Permanent
Drain: 1x/day/5 levels up to 10 times per day
Damage: Special. Can affect creatures weighing 50 tons and under + 10 tons per every 5 levels.
Fate: Chi
Description: Area effect. No shot roll is required for this ability. Users can drain 5 con points per turn from subjects. During the process, a victim is placed in a light sleep. Users can store constitution points at 2 con points per level above their normal maximum. This ability also allows them to sense life forces within 100 feet (this is always on).

Metamorph

Level: 10th
Usage Time: 1/4 attack
Range: Personal or touch
Duration: Concentration
Drain: 2 con points
Power Base: Magic
Description: Refer to the master mutation Metamorph. With this ability vampires can assume the form of any other being they have studied. When used on other creatures, the vampire determines the form. The one affected must maintain concentration to stay metamorphed.

Regenerate

Level: 10th
Usage Time: Special
Range: Personal or touch
Duration: Concentration
Drain: Special
Power Base: Magic
Description: Refer to the master mutation Regenerator.

Transform to Air

Level: 10th
Usage Time: 1/4 attack
Range: Personal
Duration: Concentration
Drain: 2 con points
Power Base: Magic
Description: The Vladd can instantly transform themselves into nonmaterial form, becoming invisible and virtually undetectable. In this form they can fly up to 40 mph (flight class 1). Objects weighing over 20 pounds cannot be lifted. When living, before going through the ritual to Unlife, the Vladd can be sensed as a life form while transformed.

Willforce

Level: 10th
Usage Time: One attack
Range: 10 feet
Duration: Concentration
Drain: 1 con point + 1/4 con point per level above the user
Power Base: Magic
Description: No shot roll is required for this ability. Wide-beam attack. This is a mind control ability (see the fifth-level psi spell Scan Mind and Willforce). The user does not receive the scan mind ability.

Unlife—Gift of the Flame

(Acquired at 25th level)

From here on out the rules change for the Vladd. If they wish they may undergo this ritual. To decline is no dishonor, and the guild will still train the Vladd to the limits of their teachings.

The origins of the Gift of the Flame have roots in the magic of the Ravashem. At 25th level, the Vladd may present themselves to their high council for the crossing over, A ritual that will allow them to enter the Unlife and become immortal. They will be taken to a great bowl of fire whereupon a servant will take a blade and open the wrists of the initiates, collecting some of their lifeblood. Initiates then must step into the fire. Upon entering the flames, a special spell is cast upon the blood they have given, and it is added to the blaze. At this point, a Vladd's body will reform itself, whole and unharmed. Stepping from the fiery womb, the Vladd is now a "child of the flame." From that moment on, the Vladd is one of the living dead.

Some of the consequences of Unlife are favorable and others are not. For instance, now wounds inflicted with earth root, forgotten steel, and earthpower will not heal. They can only be cured by restoration spells cast at at least 40th level in power. The aging process is stopped (the limitations of mortality still apply), having to breathe or sleep is no longer necessary, their body temperature becomes 130 degrees, and they are immune to diseases, chemicals, and poisons. They no longer are affected by attacks that cause metabolic shock although they do still roll psychic shock when necessary. They still have the ability to store and use constitution, psionic points, and all of their powers and mutations.

Children of the flame can no longer regenerate used constitution as is normally done. They must replenish it by consuming blood or by absorbing raw life force. Extra constitution can still be stored in their bodies. Mutant vampires who have gained unlife may use up all of their constitution points and still be able to function.

It is said, and in most cases is true, that to destroy "children of the flame," their bodies must be completely disintegrated, for any remains can be restored and the Vladd will rise again.

Viceen

Encounter Type: Lesser
Number Appearing: Two to four (30% chance of more)
Life Points: 1,000 to 10,000 with one 10th
Aura: Any
Ego: 15 to 30
Attacks per Turn: Three + one per eight levels
Advantage: +3-1/2 + 1/2 per eight levels
Shot Bonus: +10% + 1% per two levels
Attack Types and Damage Adj.:
- Claws: 10 to 20 + 10 x 22 LPD
- Bite: 10 to 20 + 10 x 22 LPD
- Poison tongue claw: 1 to 20 + 10 x 22 LPD (poison causes sleep for 6 hours minus 2 hours per 500 pounds over 500)

Dodge: 55% + 1% per level
Beam-Attack Dodge: 41%
Maximum Running Speed: 40
Surprises: AA, 58%; A, 50%; B, 30%; C, 20%
Fates: 10% for most categories (+1% per level)
Metabolic Shock: 42% (16 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: Alchemy and mutations
Gaming Points: 1/2
Description: Viceen are lizard men who weigh 250 to 350 pounds and stand 7 to 8 feet tall. Their skin is dark green with white-blue underbellies, and they have large deep-blue eyes and short tails. These creatures use the lost art of technology to dominate their surroundings. They have developed steam power to run their ground transports. These cars can attain speeds of up to 200 mph and can travel as long as they have water to power them. The water is heated by the fire diamond reaction that is used in the Giant's airships. Viceen are well armed, using every natural substance that can be found. Among these is nova quartz, black rose petals, golden apple juice, and concussion crystal guns (1,000 to

10,000 LPD per shot, up to three shots per turn; range, 300 feet; clips hold 30 rounds). They carry every mundane form of mechanical items, but no electronics.

The Viceen's social system is quite complex and their religious beliefs bizarre, being so intertwined with their social conduct that the slightest mistake can have drastic results. To complicate matters, they speak a vastly complex language.

Vines, Shock

Encounter Type: Common
Number Appearing: One to six with one to four vines each
Life Points: 100 to 1,000 with one 10th
Aura: Violet
Ego: None
Attacks per Turn: One per vine
Advantage: +3
Shot Bonus: +25%
Attack Types and Damage Adj.:
• Electrocution: 100 to 1,000 LPD + MS
Dodge: 30%
Beam-Attack Dodge: 23%
Surprises: AA, 90%; A, 80%; B, 75%; C, 65%
Fates: 13% for most categories
Resistances: Magic, psionics, and earthpower: 75%
Immunities: Energy
Gaming Points: 1/4 gaming point per vine
Description: This plant grows metal on the ends of its vines. It can use its vines like bullwhips, striking with electricity. Victims receive a -20% on their surprise rolls. Vines that cut from the plant will retain two shock charges for 1 week (2 EGs). There is a 20% chance of a past victim with treasure being nearby.

Vines, Strangle

Encounter Type: Common
Number Appearing: One to six
Life Points: 10 to 100 with two 10ths
Aura: Violet
Ego: 2
Advantage: +3
Shot Bonus: +25%
Attacks per Turn: Three
Attack Types and Damage Adj.:
• Squeeze: 100 to 1,000 LPD per turn
Surprises: AA, 95%; A, 85%; B, 65%; C, 55%
Fates: 22% for most categories
Metabolic Shock: 30% (10 con points)
Resistances: Magic, psionics, and earthpower: 75%
Immunities: None
Gaming Points: 1/10
Description: The strangle vines mingle with other plants and spring out to attack, wrapping themselves around their victim's necks. If they catch someone by surprise (subtract 20%), the victim has only one segment to disengage himself. After a segment they must roll metabolic shock each segment from then on for the next turn or pass out. After one turn they will lose consciousness from lack of air. The vines have a psionic ability that allows them to absorb oxygen directly from a victim's body (roll fate versus psionics when first touched). If held for one full set, victims will die. The psionic field extends 5 inches around each vine. This plant weighs 10 pounds per vine and the vines are 30 feet long. There is a 20% chance of finding a past victim's treasure nearby.

Viper, Cobalt

Encounter Type: Lesser
Number Appearing: Two
Life Points: 5 to 10
Aura: Scarlet
Ego: 3 to 6
Attacks per Turn: Three + one per five levels
Advantage: +3 + 1/2 per five levels
Shot Bonus: +15%
Attack Types and Damage Adj.:
• Venom: Special
Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Crawling Speed: 40 mph
Surprises: AA, 80%; A, 70%; B, 50%; C, 45%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 20%; chemicals, poison, and energy: 50%
Metabolic Shock: 26% (8 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: The cobalt vipers live in the Center of the World and on the Forbidden Continent. Inside the Worldship they grow to be 10 feet long and weigh 150 pounds. On the Forbidden Continent they are much smaller, being a maximum of 12 inches and 1 pound. Their skins are light blue in color and have a Cloak of Mist. Their eyes glow cobalt. Cobalt vipers are aggressive, leaping out to bite their victims. However, they do not have any teeth. Instead, their gums secrete a venom that once it touches a victim, it is apported through armor and clothing, into the bloodstream. This apportation is mutation based and has a range of only 5 inches. It takes the viper one attack to bite and one attack to inject the poison. Unless you are wearing many layers of clothing, you will be poisoned. Once in a person's body, the venom causes the oxygen in the blood to spontaneously combust, causing death within 3 seconds. The only antidote is the Mage Warrior spell Heal Neurotoxin. The venom also affects B.S.C.s and vampires.

Walrus, Giant

Encounter Type: Common
Number Appearing: Two (10% chance of one to four pups)
Life Points: 10,000 to 100,000 with three 10ths
Aura: Silver
Ego: 13 to 26
Attacks per Turn: Two + one per 10 levels
Advantage: +3-1/2
Shot Bonus: +15%
Attack Types and Damage Adj.:
• Tusks: 100 to 1,000 x 600 LPD
• Tail: 1,000 to 4,000 x 600 LPD
Dodge: 40%
Beam-Attack Dodge: 25%
Maximum Swimming Speed: 40 mph
Surprises: AA, 80%; A, 70%; B, 50%; C, 45%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 20%; chemicals, poison, and energy: 50%
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 1/10
Description: This creature grows up to 80 feet in length and weighs up to 100 tons. They live in ocean waters and on remote, hard to reach beaches. The giant walrus is not aggressive, but will protect itself and its family if threatened. They are now an endangered species, with less than 1,250 still living. The walrus will help anyone who is good and they can sense auras for up to 1 mile. They have Telespeak and Telepathy, and the ability to sense the future to when people with good auras will be in trouble. They will await this happenstance, helping those in need.

Weird, Rock

Encounter Type: Lesser
Number Appearing: One to four
Life Points: 1,000 to 10,000 with one 10th
Aura: Violet
Ego: 10 to 20
Attacks per Turn: One + one per 10 levels
Advantage: +3-1/2 + 1/2 per five levels
Shot Bonus: +22%
Attack Types and Damage Adj.:
• Vitriol bite: 100 to 1,000 x 200 LPD + 1,000 to 4,000 LPD per segment for one set
Dodge: 55%
Beam-Attack Dodge: 35%
Maximum Running Speed: 45 mph
Surprises: AA, 99%; A, 40%; B, 35%; C, 30%
Fates: 15% for most categories
Metabolic Shock: 46% (18 con points)
Resistances: None
Immunities: None

Gaming Points: 2
Description: Rock weirds stand 20 feet tall and weigh 3,000 to 6,000 pounds. They have a Cloak of Mist on their skin. Subtract 10% on a victim's surprise roll.

The rock weird lies in wait, looking like a normal rock. When a tasty creature comes near, it leaps up and unfolds into what appears to be a huge mouth with huge stone teeth. These monsters can leap 50 feet horizontally and 20 feet vertically. They are semi-intelligent and can speak, living to be thousands of years old.

Weird, Vitriol

Encounter Type: Greater
Number Appearing: One to six
Life Points: 1,000 to 10,000
Aura: Red
Ego: 4-15
Attacks per Turn: Four + one per seven levels
Advantage: +5-1/2 + 1/2 per 10 levels
Shot Bonus: +34%
Attack Types and Damage Adj.:
- Acid Bolt: 10,000 to 100,000 LPD; range, 50 feet

Dodge: 60%
Beam-Attack Dodge: 35%
Maximum Running Speed: 25 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Magic, psionics, and earthpower: 50%
Immunities: Physical
Gaming Points: 5
Description: The vitriol weird is humanoid, weighs 500 pounds, and stands 7 feet tall. Whoever created this creature should have been stopped. They are a living pool of the most powerful acid in existence, able to shoot this acid as deadly bolts. The acid will dissolve any physical substance except pelleum, Shadarkeem metal, and titanite. Their bolt takes one attack to launch. All effects from this creature's acid are fate versus alchemy. Vitriol weirds take double damage from energy attacks and radiate no life force. These creatures are extremely paranoid and very hostile. They breed through a form of mitosis, but only during Darkmonth.

Whale, Sperm

Encounter Type: Common
Number Appearing: One to four
Life Points: 10,000 to 100,000 with three 10ths
Aura: Gray
Ego: 10 to 16
Attacks per Turn: Two + one per 10 levels
Advantage: +3 + 1/2 per 10 levels
Shot Bonus: +5%
Attack Types and Damage Adj.:
- Bite: 100 to 1,000 x 600 LPD
- Tail: 1,000 to 4,000 x 650 LPD

Dodge: 40%
Beam-Attack Dodge: 25%
Maximum Swimming Speed: 40 mph
Surprises: AA, 80%; A, 70%; B, 50%; C, 45%
Fates: Magic, psionics, earthpower, mutations, chi, and alchemy: 20%; chemicals, poison, and energy: 50%
Metabolic Shock: 50% (20 con points)
Resistances: None
Immunities: None
Gaming Points: 1
Description: Sperm whales grow to be 120 feet long and weigh 100 to 200 pounds. They have a 55% chance of having one master mutation. This creature is semi-intelligent and given to fits of fury, often smashing seacraft in the process.

Wolf, Giant Silver-Backed

Encounter Type: Lesser
Number Appearing: 10 to 40
Life Points: 100 to 400 with two 10ths
Aura: Violet
Ego: 7 to 9
Attacks per Turn: Four + one per eight levels
Advantage: +3 + 1/2 per five levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Magic bite: 10 to 100 x 50 LPD physical + 100 to 400 LPD magic
- Claws: 1 to 20 x 50 LPD

Dodge: 50%
Beam-Attack Dodge: 40%
Maximum Running Speed: 75 mph
Surprises: AA, 60%; A, 50%; B, 45%; C, 40%
Fates: 15% for most categories
Metabolic Shock: 48% (19 con points)
Resistances: Chi, alchemy, and mutations: 50%
Immunities: None
Gaming Points: 1/2
Description: Giant silver-backed wolves stand 5 feet at the shoulder and weigh 1,500 pounds. They can smell magic, psionics, earthpower, and life forms within 1 mile. This creature hunts in packs and is very successful. If caught while young, they may be trained. However, they are not intelligent enough to reason and must be watched.

Wolverine, Black Titanium

Encounter Type: Greater
Number Appearing: One to two (20% chance of two cubs if two are encountered)
Life Points: 10,000 to 80,000 with two 10ths
Aura: Amber through scarlet
Ego: 8 to 13
Attacks per Turn: Five + one per five levels
Advantage: +6 + 1/2 per five levels
Shot Bonus: +26%
Attack Types and Damage Adj.:
- Claw: 10 to 100 x 600 through three 10ths
- Bite: 10 to 100 x 600 through three 10ths

Dodge: 70%
Beam-Attack Dodge: 50%
Maximum Running Speed: 200 mph
Surprises: AA, 40%; A, 50%; B, 40%; C, 35%
Fates: 30% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Alchemy, psionics, and mutations: 50%
Immunities: None
Gaming Points: 4
Description: Black titanium wolverines are covered with black metal that resembles armor. They are built similar to a bulldog, with great chests and forearms and small backs and tails. Standing 5 feet at the shoulder, 10 feet in length, and weighing 1 to 2 tons, these creatures are not to be messed with. The areas where they live are the Iron Wall, the Forbidden Continent, and the Dark Continent.

Black titanium wolverines have several special abilities. They can turn invisible once a day, with a duration of one set, and can tesseract six times a day. Their teeth and claws are organic midnight sunstone that can cut through three 10ths. They may also do Hyperkinesis twice a day, giving them five extra attacks per turn for one set.

There is a 35% chance of this critter being rabid. If this is the case, add 30% to their shot bonus and give them three more attacks. Victims bitten by rabid wolverines have 12 hours before becoming insane. Once the disease takes effect, the infected person attacks any living creature, not stopping until it or its victim is dead. This disease changes the victim's aura to scarlet. Any type of Heal spell will cure the rabies.

Wolverine, Giant

Encounter Type: Lesser
Number Appearing: One (10% chance of two during springtime)
Life Points: 1,000 to 10,000 with one 10th
Aura: Amber through scarlet
Ego: 8-13
Attacks per Turn: Four + one per 10 levels
Advantage: +3-1/2 + 1/2 per 10 levels
Shot Bonus: +20%
Attack Types and Damage Adj.:
- Earthpower claws: 10 to 100 x 20 LPD physical + 10 to 100 LPD earthpower

Dodge: 75%
Beam-Attack Dodge: 40%
Maximum Running Speed: 50 mph
Surprises: AA, 40%; A, 50%; B, 40%; C, 35%
Fates: 30% for most categories
Metabolic Shock: 40% (15 con points)
Resistances: Alchemy, chi, and mutations: 50%
Immunities: None
Gaming Points: 3
Description: The giant wolverines live only on the Dark Continent. They are 10 feet long, 5 feet at the shoulder, and weigh 1,500 pounds. Their fur is silver. They are afraid of nothing and will attack almost anything.

Giant wolverines generate a field of earthpower around their claws that cuts through 10ths. They can also tesseract six times a day within a range of 100 feet. They love to ambush their victims.

Wolverine, White

Encounter Type: Greater
Number Appearing: One (10% chance of two)
Life Points: 10,000 to 100,000 with two 10ths
Ego: 10 to 16
Attacks per Turn: Eight + one per 20 levels
Advantage: +6 + 1/2 per 10 levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Bite: 10 to 100 x 200 LPD
- Phazed claws: 10 to 100 x 200 LPD

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 100 mph
Surprises: AA, 40%; A, 50%; B, 40%; C, 35%
Fates: 50% for most categories
Metabolic Shock: 50% (20 con points)
Resistances: Mutations and psionics: 50%
Immunities: None
Gaming Points: 5
Description: White wolverines weigh 2 to 3 tons and stand 8 feet at the shoulder. These creatures are vicious. They are solitary and nomadic, roaming all over Synnibarr. They will swim great distances and rest on any island in their path. They mate once a year in secret, and the young may be tamed using earthpower spells. However, there is only a 10% chance of encountering a young wolverine with its mother.

These creatures' claws can be phazed 10 times a day (mutation based). They have a Cloak of Mist on their skin and can tesseract 10 times a day. A white wolverine's hide makes excellent armor.

Wraith, Temporal Were-

Encounter Type: Major
Number Appearing: One
Life Points: 100,000 to 400,000
Aura: Violet
Ego: 14 to 55
Attacks per Turn: Eight + one per 10 levels
Advantage: +6-1/2 + 1/2 per seven levels
Shot Bonus: +30%
Attack Types and Damage Adj.:
- Special

Dodge: 75%
Beam-Attack Dodge: 65%
Maximum Running Speed: 65 mph
Surprises: AA, 70%; A, 60%; B, 55%; C, 40%
Fates: 25% for most categories
Metabolic Shock: None (20 con points)
Resistances: None
Immunities: Physical and energy
Gaming Points: 10
Description: The temporal werewraith's existence is a mystery. They are linked to an object as are other werewraiths. However, this is where the similarity ends. The temporal werewraith appears to be composed of pure-white light that does not shine. Their touch will age a victim from 10% to 60% of his or her life span. They can also reverse this effect. Temporal werewraiths have the major mutation Temporal Kinetic usable as a 40th-level Mutant. Since they exist between times, once one of them is killed, it will reappear in one set to attempt to kill their slayer. If destroyed a second time, they are gone for good.

Wraith, War

Encounter Type: Lesser to greater
Number Appearing: One to four
Life Points: 1,000 to 10,000
Aura: Violet
Ego: 25 to 35
Attacks per Turn: Five + one per five levels
Advantage: +5 + 1/2 per five levels after 10th
Shot Bonus: +20 + 1% per level
Attack Types and Damage Adj.:
- Special

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Flight Speed: 60 mph
Surprises: 20% in all classes
Fates: 45% for most categories
Metabolic Shock: None (20 con points)
Resistances: None
Immunities: Physical and energy
Gaming Points: 10
Description: War wraiths are identical to werewraiths except they are more powerful. They use all their abilities at 10th level in power.

Wraith, Were-

Encounter Type: Lesser to greater
Number Appearing: One to four
Life Points: 1,000 to 10,000
Aura: Violet
Ego: 25 to 35
Attacks per Turn: Three + one per five levels
Advantage: +4 + 1/2 per five levels after 10th
Shot Bonus: +20% + 1% per level
Attack Types and Damage Adj.:
- Special

Dodge: 60%
Beam-Attack Dodge: 45%
Maximum Flight Speed: 60 mph
Surprises: 20% in all classes
Fates: 25% for most categories
Metabolic Shock: None (20 con points)
Resistances: None
Immunities: Physical and energy
Gaming Points: 5
Description: The emergence of the werewraiths is unknown, but they do possess the ability to transform others into werewraiths. This process requires 1 hour and is irreversible. Werewraiths look humanoid only ghostly in appearance, glowing with a soft yellow-blue light. They can easily pass through walls and such, making intelligent guards. There are six different types of werewraiths, and they use their abilities at fifth level in power:

- **Type 1:** Alchemy. Can use Star Bolts and Shield 10 times a day. The bolts do 1,000 to 10,000 LPD and the Shield will stop 100,000 LPD. They also have all Alchemist's lesser studies.
- **Type 2:** Psionics. Has 500 psionic points, all first-level psi spells, 10 fifth level, and five 10th level.
- **Type 3:** Magic. Uses Mage Warrior spells of first through 10th level and has 200 SMUs.
- **Type 4:** Earthpower. From first- through 40th-level earthpower spells are known, with 250 SMUs.

- **Type 5:** Chi. Can use the abilities Flying Foot, Darkblade, Invisibility, Chi Dim Mock, and Drain Life Force (see "Chi Abilities" chapter 10). This werewraith gets five attacks per turn and uses their abilities at fifth level.
- **Type 6:** Mutations. Has four lesser mutations, two masters, and the major Any.

Werewraiths are linked to a physical item, such as a ring, clothes, or weapon. If this item is found, the holder can control the werewraith within a range of 5 miles.

These spirits exist as life forces. They do not have a power base that keeps them alive, and they cannot be canceled or nullified by an ability or spell unless it affects life force.

Xiapathians

Encounter Type: Major
Number Appearing: One to two
Life Points: 1,000
Aura: Violet
Ego: 60
Attacks per Turn: 10
Advantage: +8-1/2
Shot Bonus: +35%
Attack Types and Damage Adj.:
- Tentacles: 100 to 200 x 3 LPD

Dodge: 75%
Beam-Attack Dodge: 55%
Maximum Flight Speed: 20 mph
Surprises: AA, 62%; A, 50%; B, 20%; C, 20%
Fates: 55% for most categories
Metabolic Shock: 52% (21 con points)
Resistances: Psionics, earthpower, and chi: 75%
Immunities: Disease and energy
Gaming Points: 6
Description: These aliens look like giant blue brains with tentacles. They are 10 feet in diameter and weigh 1,000 to 2,000 pounds. Very little is known about this race. They once contacted the Terra colony, but they had a dispute with the Shadow Masters. Just what they argued about has been lost to time, but it had something to do with Psisha Adreemus. This is the powerful elixir used by the Shadow Masters to raise the intelligence of their students, providing them with their initial powers.

The Xiapathians have the strongest psionic powers in the universe. An adult Xiapathian has 10,000 psionic points, but their naturally developed psionic abilities are few. They have very short-range Telepathy (50 feet), almost unlimited Clairvoyance and Telekinesis, and their greatest ability, a form of mass apportation. Xiapathians can teleport up to 100,000 tons anywhere within the bounds of the known universe, at a drain of 5,000 psionic points. What also is known about these creatures is that they do not form alliances with any race. However, they are the lifeblood for the majority of the superior races in the universe because of their teleporting capabilities.

Xizart

Encounter Type: Lesser to greater
Number Appearing (roll 1d100):
01–05 2 to 8 (2d4)—common
06–45 4 to 16 (4d4)
46–75 8 to 32 (8d4)—lesser
76–93 16 to 64 (16d4)
94–00 32 to 128 (32d4)—greater
Life Points: 100 to 800 with one 10th
Aura: All (see below)
Ego: 22 to 25
Attacks per Turn: Four + one per nine levels
Advantage: +3 + 1/2 per seven levels
Shot Bonus: +12%
Attack Types and Damage Adj.:
- Bite: 100 to 600 x 25 LPD
- Claw: 100 to 400 x 25 LPD

Dodge: 45%
Beam-Attack Dodge: 34%
Maximum Running Speed: 20 mph
Surprises: AA, 90%; A, 70%; B, 50%; C, 30%
Fates: 19% for most categories
Metabolic Shock: 42% (16 con points)
Resistances: Earthpower, 35%
Immunities: None
Gaming Points: 1 (3 for those with Control Earth, Stone, and Ores)
Description: Xizarts, or Csetetrians as they call themselves, are small humanoid creatures that reach about 3 feet in height. They weigh around 100 pounds. In appearance, Xizarts look to be a cross between a medium-sized dog and a large lizard. They have dark brown scales, hair covering their bodies, and a canine-shaped head. Their tail is 1 foot in length on the average. Xizarts have enhanced smell and hearing with normal vision, although they can see perfectly in darkness.

Xizarts have a chance of having a few special abilities. These are listed on the following table along with the percentage chance that any single Xizart may have that particular ability. The percentage may also be applied to the number of Xizarts who may have the ability out of a group of them. For example, a Xizart with Control Earth, Stone, and Ores will not be encountered in a group of less than 20 creatures since there is only a 5% chance of that ability occurring (5% of 19 or less does not make up a complete creature).

Table 283. XIZART CHANCES TO HAVE ABILITIES

Ability*	Chance
Control Earth, Stone, and Ores	5%
Eternal Sustenance	18%
Surface Adherence	78%
Wings	30%
One extra 10th (2 total)	85%
Two extra 10ths (3 total)	45%

* All are mutations or are mutation based.

The Csetetrians are subterranean creatures with a highly structured society. They build vast mazes of tunnels and caves similar to a colony of ants. Baby Xizart are hatched from egg cases and are assimilated into the society in 1 week. Since an existing evolutionary line cannot be established by the Alchemists, it is believed that this race of creatures are or were at one time, alien beings. However, they now do not have any method of space travel.

Xizart society is centered around a hierarchy system of ruling, at the top of which is a king and queen. Levels of importance or leadership are determined almost exclusively by the abilities of the individual Xizart. Those without the mutations Wings and Control Earth, Stone, and Ores are considered "normal" laborers. They are used in areas where their special abilities will benefit them the most. Those with Eternal Sustenance will be gathering food and such in underwater or gaseous areas. Eighty-five percent of all laborers are females.

Next up in the social ladder are the guards. They all have two 10ths damage protection plus one other ability except Control Earth, Stone, and Ores. Sixty percent of the guards are male. Mainly they are used to protect the colony's expedition parties and underground entrances.

Winged Xizarts are called "The Offspring." Every so often these individuals are gathered together and sent out to start a new colony. With them are carried two specially developed egg cases. One holds a developing Semtra Xizart or "king," and the other holds a Sextra Xizart or "queen." The two egg cases are guarded carefully and are the colony's only means of survival once they establish a new home. Offspring Xizart have the same status as guards in the social hierarchy. All of them are male.

Second from the top in social status are the molders. These are the Xizarts with the ability Control Earth, Stone, and Ores. Their primary job is building and maintaining the colony's tunnels and caves. All molders are male and have at least three laborers as personal servants with them at all times.

The Semtra is in charge of the colony. He is the king and has all of the special abilities that a Xizart may possess. Equal with him in status is the Sextra Xizart. She is the queen. She has no hair anywhere on her body, only gleaming orange scales. The

Sextra has no special abilities, except to be able to decide what type of abilities her offspring may have (65% chance of success). Her only function is to mate with the Semtra and lay eggs. Between one and four egg cases are laid every 3 to 4 days. Eggs take 3 weeks to hatch, but there is only a 50% chance of an infant surviving the first week of its life. Normal Xizarts always lay solitary egg cases, but their offspring seldom survive.

The Semtra Xizart cares for the needs of his colony, aside from his duty to procreate. Only the Semtra is allowed to mate with the Sextra. The both of them seldom leave their living chamber, doing so only on rare occasions or under extreme emergencies.

Usually a colony's general aura of members is that of the Semtra. However, there may be differences. Large groups of Xizarts with differing auras will separate themselves from the main colony but will still work with them if the aura difference is not too drastic. Civil wars within a colony do happen, although the differing group has a very slight chance of winning because they do not have the strength of the Semtra and Sextra.

Csetetrians are intelligent creatures. They use simple tools and may even learn how to work simple technology items on their own. If given the proper schooling, they have the capacity to learn just about anything, although it would be senseless to upgrade the intelligence of a Xizart. Because they propagate so fast, they could easily pose a threat of world dominance just through sheer numbers in a matter of a few years. The most common reaction of those encountering these creatures is to exterminate them.

Zombie

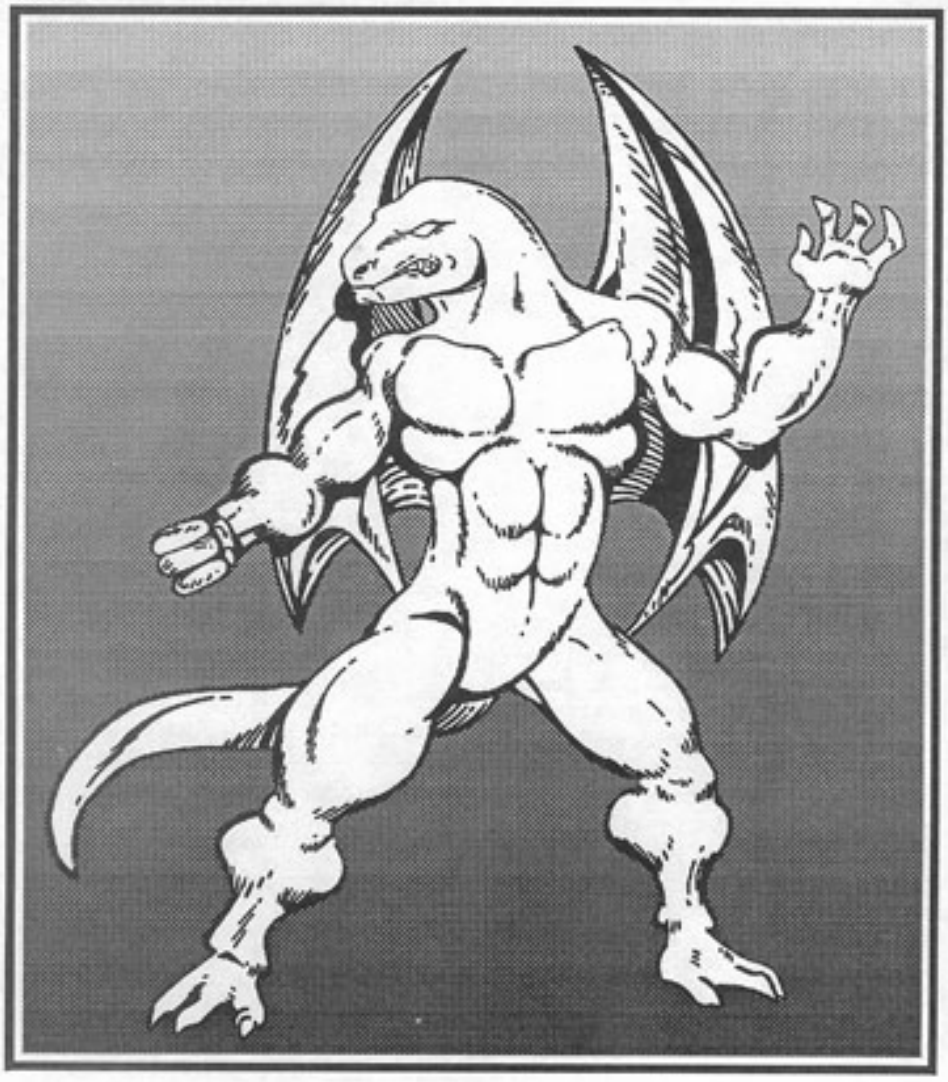
Encounter Type: Greater
Number Appearing: 2 to 10 (50% chance of more)
Life Points: 1,000 to 4,000
Aura: Red or scarlet
Ego: 9 to 18
Attacks per Turn: Three + one per six levels
Advantage: +6 + 1/2 per seven levels
Shot Bonus: +25%
Attack Types and Damage Adj.:
- Special

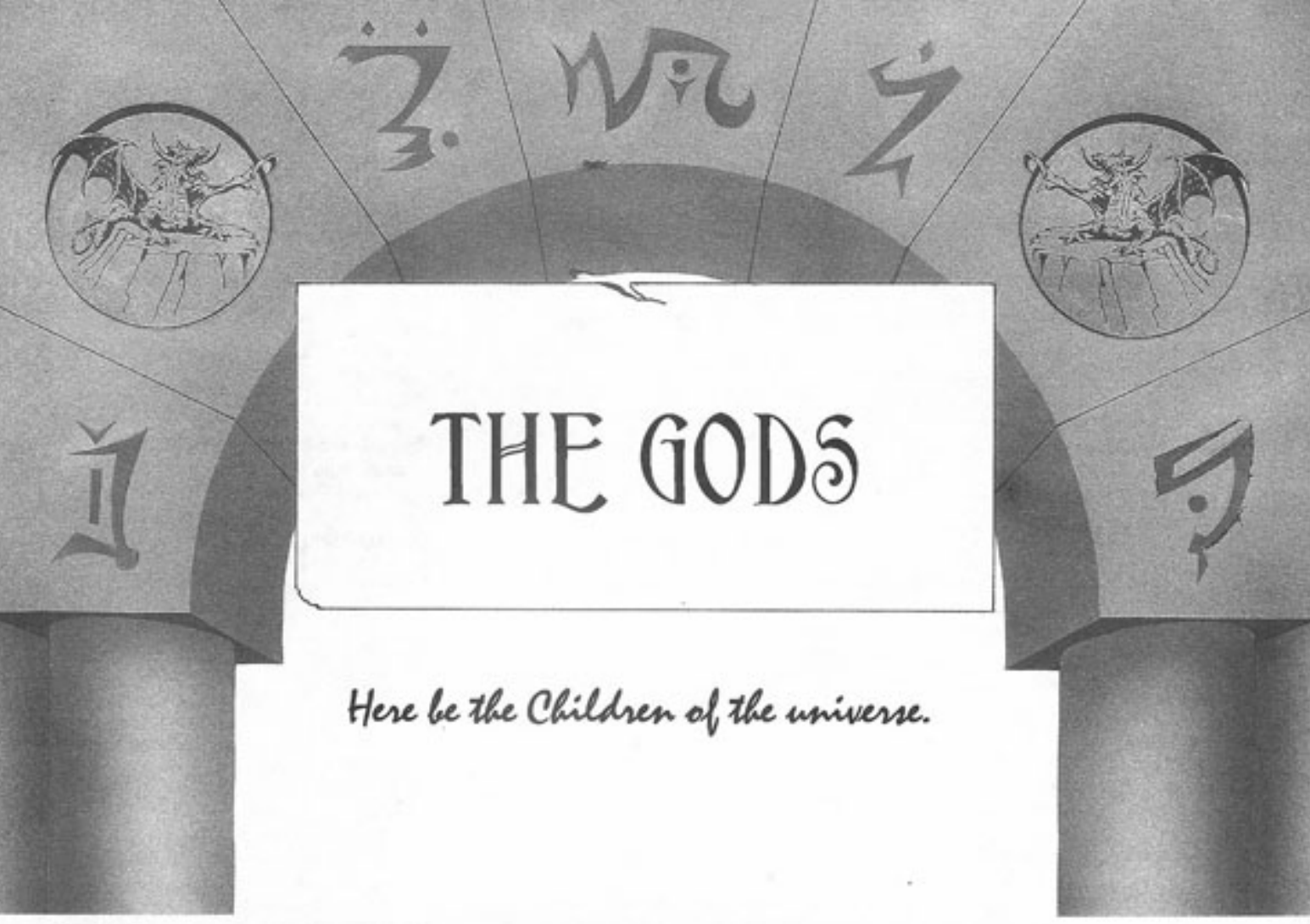
Dodge: 55%
Beam-Attack Dodge: 45%
Maximum Running Speed: 50 mph (varies)
Surprises: AA, 68%; A, 50%; B, 35%; C, 25%
Fates: 50% for most categories
Metabolic Shock: 44% (17 con points)
Resistances: Magic and earthpower: 75%; Venderant Nalaberong: 50%
Immunities: Alchemy and mutations
Gaming Points: 1/2 or one per level for spell using zombies
Description: This is a very unusual creature; it is not actually a creature, but rather a microorganism. The zombie virus is transmitted by physical contact or prolonged exposure. It can fully control a dead creature, using the body as a means to spread itself. Infection with the virus occurs by a touch on exposed skin or by their breath, which affects a 5-foot area around them. Anything in contact for 1 minute will be infected. Once this happens, the victim will die within one set (fate versus disease). The dead body will become controlled by the virus.

The body of something infected will not decompose, for it is gifted with a form of regenerator that will heal 1,000 life points per turn to the dead flesh. If an arm is severed, it will grow into a full zombie within one set.

Bodies infected with the zombie virus have between 100 and 400 strength, and they can operate anything that their body used to know. However, the virus does not get the pleasure of their host's abilities because there is no longer any life force to power them. Certain forms of the virus (10% chance) can generate constitution enough to use magic or earthpower (sometimes both).

Zombies are semi-intelligent and they can transfer memories with infection. These memories are as old as their creation, 46,342 years ago in an evil Alchemist's vat. This Alchemist had the usual goal in life to rule the world. The zombie virus will use any dead creature's body. The only noticeable difference will be a change in the creature's eyes. They will glow very slightly in the dark.





THE GODS

Here be the Children of the universe.

There are two very good reasons why adventurers should choose and worship a particular God. First, while meditating, there is a chance (5% plus 1% for each level of faithful meditation) that the God may hear their thoughts and offer knowledge or assistance. For example, a 25th-level Ninja who has faithfully worshipped the God Tuch since first level has a 30% chance that the God will hear her prayer. Once this is accomplished, the God (played by Fate) may then decide what help should be offered to the female Ninja.

Gods pay little attention to any adventurer who ranks below the 20th level. No matter what happens, Gods will never interfere personally unless the adventurers are at least at 30th level. Only then, if they choose, may they appear and intervene directly. Otherwise, they only interact through god rolls and when answering a meditator's request. The answers sometimes come in the form of riddles.

Each time adventurers meditate and ask a question, they roll their percentage chance of being heard. However, only one roll is allowed per adventurer per day, no matter how long he or she meditates.

The second reason for worshipping a God comes into play when an adventurer is dying. When a character has been killed, the player makes a final roll, called the god roll. This determines whether an adventurer's God is watching. If the adventurer's God is watching, he or she will change the events that lead to that particular moment. For instance, the God might make the arrow miss or cause the adventurer to trip, thereby avoiding the arrow. Any of these interventions is typical of divine interference (see chapter 8, "Combat," for more details). Once an adventurer is dead, the God will not resurrect him or her under any circumstance. All characters who worship a God have a minimum god roll of 5%, even at first level. This increases one-half a percentage point every level.

Priests

Throughout the Worldship, there are various legends and facts about mortals reaching Godhood. Once they have reached Godhood, they need worshippers and priests. The position of priest is one of prime importance for a deity. Priests spread the word and teach the rituals by which the God hears the worshippers' prayers. This is of vital importance. Because deities do exist, there is a fair amount of competition for the faithful. Some priests are given special abilities with which they are to help the "flock," so to speak. Each deity has special gifts that he or she gives to his or her priests; these change from time to time depending upon the competition. The following is a short list of abilities some Gods bestow, but remember, becoming a priest is not easy and usually involves some momentous task or deed to even gain the deity's notice.

Aridius—All priests are given the ability to heal a creature with a life point deficit down to -100,000 life points if the remains are brought in within 1 day of the injury.

Bi'reel—All priests may summon and command one Dark Lord for 2 hours a day.

Black—All priests receive the major mutation Any.

Galadreas—All priests are made 20th-level Partial Practitioners of the Art in magic, psionics, or earthpower.

Hadrathus—All priests are given a +1/2 on their advantage bonus and +2 attacks. They will never experience fear when doing battle.

Sa'pell—All priests are given the ability to see the past of any specific area.

Shama—All priests can revive the dead 100% three times a day.

Sheba—All priests can control the weather for up to 5 miles (see the major mutation "Environmental Kinetic" in chapter 10).

Ta'set—All priests can cause complete darkness through which no vision can penetrate, except for the priest's and, of course, Ta'set's. This affects 1-square-mile for up to 6 hours a day.

Tet—All priests are given the knowledge to become a Partial Practitioner of the Art in magic, psionics, or earthpower.

Visor—All priests may speak to Visor, the All-Knowing directly once a day.

Giving powers to mortals, particularly a God's priest, costs the God a number of god points per day equal to 1/10 the levels of the powers. So, a priest given the power to heal with the third-level Mage Warrior spell would cost the God 0.3 god points every day. The priest would be able to heal one time a day. To heal twice a day, would require 0.6 god points per day. If the God physically alters someone or teaches that person how to do a power, he or she will not have to expend god points every day to be able to use the power or ability.

Gods and Demigods can allow others to call their name to receive immediate attention. The God will be instantly aware of this person and where he or she is. This costs a God 1/2 god point a day per person.

Titan—The City of the Gods

Titan city is located in a hidden dimension on the world Taine. Set within a circle of eight hills, it is the heart of their power. At the very middle of the city is the Pool of All-Seeing, where the Gods watch their favorites (limit of 1 hour per use if others are waiting). The pool can allow views in any dimension.

The city's architecture is classical Greek, with gold-veined marble buildings and columns. The streets are quiet and paved of a deep-blue sapphire material with fountains gushing forth at major intersections as if in response to some God's thirst.

On each of the surrounding hills are the temples of each of the city's residents (Sa'pell, Tuch, Bi'reel, Aridius, Tyson' Dimere, Visor, and Karma, to name a few), each in their own particular style.

The Laws of Titan

The following laws must be followed by all who visit Titan.

1. No fighting in Titan except for in the hall of Hadrathus and then only food may be used.
2. No mortal may set foot in Titan without the express permission of Sa'pell.
3. No littering or loud music.
4. No lying, cheating, or stealing.

God Descriptions

This list gives a brief description of each of the Gods at the current time. The titles represent only what the Gods are best at or what powers they use the most. It is strictly an honorary title. If a God has a home plane, it is included in the count under the number of controlled planes. Remember that Gods, too, can go adventuring and rise in levels, or even be destroyed, so this list should not be relied on 100%.

Alorius

Title: Goddess of Prosperity
Level: 20th-level Demigoddess
Aura: Silver
Character Classes: Winged Warrior and Alchemist
Engineering Disciplines: Magic and alchemy
Practitioner of the Art: Partial in V.N. and magic
Core God Points: 20
Number of Controlled Planes: None
Description: She appears as a winged warrior, with a belt of pure-red shemite and power iron. She is very generous, always helping those who are deserving.

Amarisis

Title: Goddess of the Amazons
Level: 25th
Aura: Golden
Character Classes: Amazon, Archer, and Mage Tiger
Engineering Disciplines: Magic, earthpower, and chi
Practitioner of the Art: Partial in V.N., earthpower, and magic
Core God Points: 279
Number of Controlled Planes: None
Home Plane: Yes
Description: She appears as a tall, buxom blond of staggering beauty. Her eyes change from sky blue to dark brown; likewise her dress changes, from hunting robes to a plastic miniskirt and bikini top. Her manner is flirtatious, but when pressured, her reaction is sometimes to her suitor's detriment. Her immediate response is to take him for a hunting trip, and guess who is the dinner catch?

Aragorn

Title: God of Chi
Level: 16th
Aura: Green
Character Classes: Golden Tiger and Mage Warrior
Engineering Disciplines: Chi and electronics
Practitioner of the Art: Partial in V.N. and magic
Core God Points: 189
Number of Controlled Planes: None
Description: He appears as a Golden Tiger martial artist. His manner is always jovial, joking about everything. He never seems to be in a bad mood, even when fighting.

Aridius

Title: God of Hope, Truth, and Command
Level: 49th
Aura: Blue
Character Classes: None
Engineering Disciplines: All, including V.N.
Practitioner of the Art: Pure in magic, psionics, earthpower, and V.N.
Core God Points: 520
Number of Controlled Planes: Four
Home Plane: Yes
Description: He appears as a short old man with a long gray beard and white hair. He wears a long, blue robe and a tall, pointed hat, both covered with stars. In his hand he carries a red shemite wand, full to bursting with God Power.

Sometimes, however, he may appear in a yellow T-shirt, khaki shorts, sunglasses, and hand-crafted sandals (available at most stores for only $9.95).

His manner is just but cantankerous when dealing with evil people. When dealing with good folk, he is most beneficent.

Bi'reel

The Lord of Pain

Title: God of Evil, Pain, and Suffering
Level: 50th
Aura: Scarlet (or worse)
Character Classes: None
Engineering Disciplines: V.N., magic, earthpower, psionics, chi, alchemy, and biochemistry
Practitioner of the Art: Pure in magic, psionics, earthpower, Ravashem, and V.N.
Core God Points: 1,429

Number of Controlled Planes: Nine
Home Plane: Yes
Description: He appears as a Giant with batlike wings. He can and does, however, assume any form he wishes. Three of his sons are also gods: Ta'set, Li'eel, and Tet.

His behavior is that of a merciless tyrant. Heedless in his wrath, he may even endanger himself. As long as there is evil, he will exist.

Black

Title: God of Mutants and Mutations
Level: 38th
Aura: Golden
Character Classes: Cattar, Mutant, and Wereman
Engineering Disciplines: Biochemistry, electronics, organic electronics, and alchemy
Practitioner of the Art: Partial in V.N.
Core God Points: 410
Number of Controlled Planes: One
Home Plane: Yes
Description: He appears as a cattar with white fur. He is very friendly to other Immortals but aloof toward anyone below Immortal level.

Blade

Title: God of Heavy Metal, Cragons, and Martial Arts
Level: Sixth
Aura: Green
Character Classes: Ninja and Alchemist
Engineering Disciplines: Chi and alchemy
Practitioner of the Art: Partial in V.N.
Core God Points: 89
Number of Controlled Planes: None
Description: He appears in traditional Ninja uniforms or as an Asian businessman. His manner is very stern, but with a slightly humorous streak, and he always follows tradition.

Blade plays the lead guitar for his rock band, Rock'n Destruction. There are four members in the band, and they have an album titled, "Cut of the Blade."

Braggort

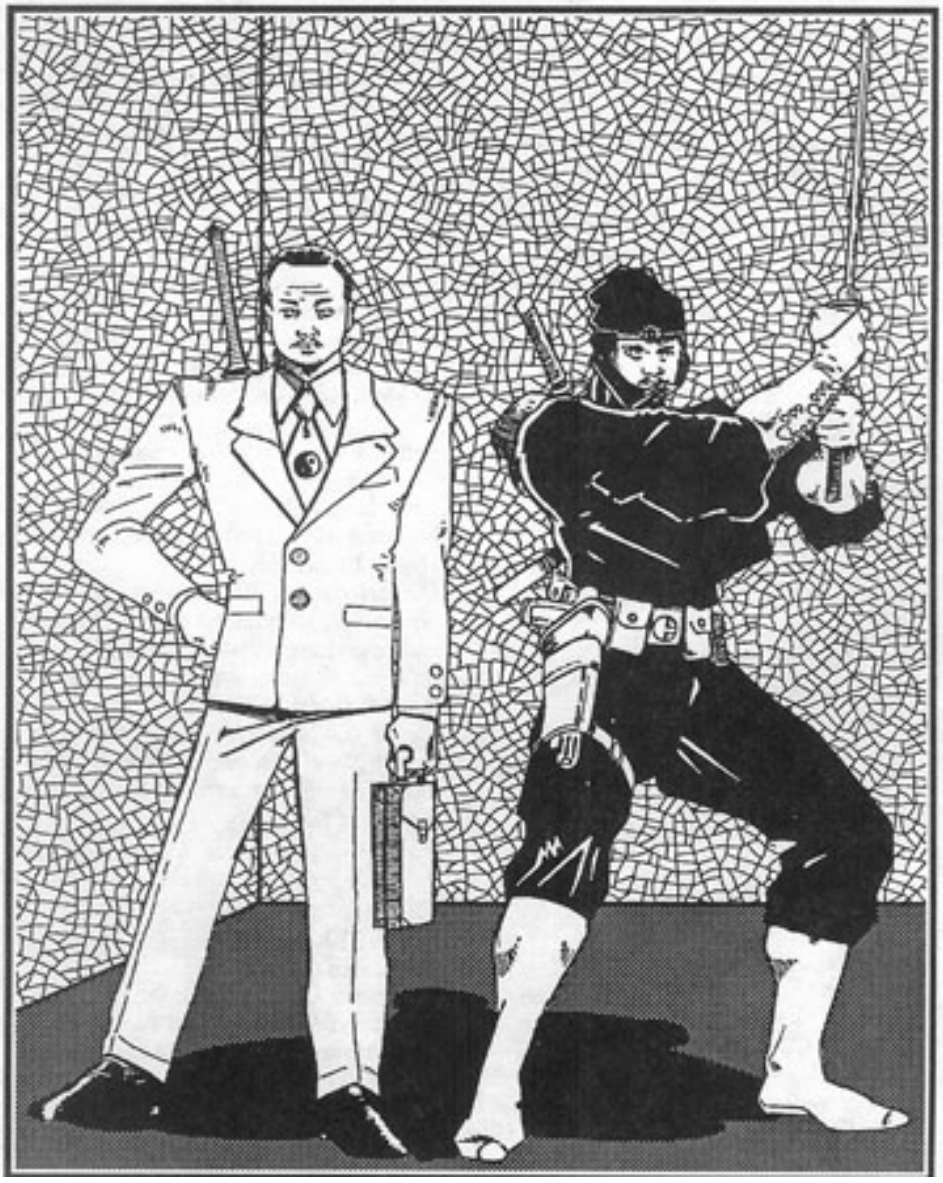
Title: God of Adventurers
Level: 40th
Aura: Amber
Character Classes: Shadow Warrior and Giant
Engineering Disciplines: Psionics
Practitioner of the Art: Pure in V.N. and psionics
Core God Points: 429
Number of Controlled Planes: One
Home Plane: Yes
Description: He appears as a Shadow Knight male with long brown hair and fiery eyes. His manner is uncaring unless an adventurer makes it to 45th level, then he relents, but only a little.

Cat

Title: God of Thieves and Assassins
Level: 16th
Aura: Gray
Character Classes: Non-Classed Adventurer
Engineering Disciplines: Psionics and biochemistry
Practitioner of the Art: Partial in V.N. and psionics
Core God Points: 189
Number of Controlled Planes: One
Description: His appearance is wraithlike, because he is the product of an engineering attempt that left him slightly out of phase with our universe. Although Cat's physical form is trapped in a pandimensional vortex, his metaphysical aspect can manifest in the world of Synnibarr through the intersections between dimensions. His behavior is secretive and hermitlike. He steals anything he can, then returns it or informs the owners of its whereabouts.

Dirage

Title: God of Mage Warriors, Magic Use, and Terror
Level: 28th
Aura: Violet
Character Classes: Mage Warrior and Shaman
Engineering Disciplines: Magic, Shaman, and Ravashem
Practitioner of the Art: Pure in V.N. and magic
Core God Points: 309
Number of Controlled Planes: One
Description: He appears as a younger-looking mage with blond hair and blue eyes. Under his robes he wears power ar-



mor, and he carries a clear shemite staff. His manner is that of a young careless boy. Of all the Gods (except Joe Null), he most attempts to break the traditions of Godhood.

Dostan

The Slayer

Title: God of the Winged Warriors
Level: Third
Aura: Golden
Character Classes: Winged Warrior
Engineering Disciplines: Mechanical and biochemistry
Practitioner of the Art: Partial in V.N. and magic
Core God Points: 59
Number of Controlled Planes: None
Description: He appears as a Winged Warrior, with titanite for his wing blades, wearing midnight sunstone armor. At his side is a very special sword whose hilt glows with various colors. Dostan can interpret the colors, which only he can decipher, and use this information. His manner is that of a confident warrior and a deep thinker. When confronted with a challenge for battle, he responds with the question "Is it living?" If the answer is yes, then his immediate reply is "Then it's dead," (spoken with a heavy Nordic accent). He is, however, the most cautious of the Gods; he will sometimes plan for days before making a move. If you're planning to combat him, it's best to practice on a high-speed blender or jet engine intake.

Drakomere

Title: God of Drakes
Level: 49th
Aura: Scarlet
Character Classes: Thermal Drake
Engineering Disciplines: None
Practitioner of the Art: Partial in V.N. and psionics
Core God Points: 519
Number of Controlled Planes: One
Home Plane: Yes
Description: He appears as any type of drake. His manner is that of a fierce predator, always hungry for flesh. He despises Chameleon Drakes and humans.

Galadreas

The Defender

Title: God of Defense and Giants
Level: 14th
Aura: Green
Character Classes: Giant and Alchemist
Engineering Disciplines: Biochemistry, electronics, organic electronics, artificial intelligence, magic, earthpower, and chi
Practitioner of the Art: Partial in V.N., magic, psionics, and earthpower
Core God Points: 169
Number of Controlled Planes: One
Description: He appears as a 16-foot, golden-haired, green-eyed Giant. He has a 20-foot-long halberd made of midnight sunstone and is dressed in midnight sunstone body armor and boots; his helmet is made of titanite. He has a very commanding presence, but his demeanor is of one who is calm, collected, and slightly amused. He is honorable, capable, and always ready for a good fight.

Hadrathus

Title: God of War and Winning
Level: 18th
Aura: Green
Character Classes: None
Engineering Disciplines: Chi
Practitioner of the Art: Partial in V.N.
Core God Points: 509
Number of Controlled Planes: Five
Home Plane: Yes
Description: He appears as an Asian warrior in golden armor. He is a great party animal, prone to food fights and great rock'n roll music marathons.

Hartrak

The Destroyer

Title: God of Lust and Destruction
Level: 40th
Aura: Scarlet
Character Classes: None
Engineering Disciplines: Mechanics, biochemistry, and magic
Practitioner of the Art: Partial in V.N., magic, and Ravashem
Core God Points: 429
Number of Controlled Planes: One
Home Plane: Yes
Description: He appears as a giant Grimraver, standing more than 20 feet tall and having great batlike wings and glowing red eyes. His skin is midnight black. Of all the evil Gods, he is perhaps the most terrible, for he lusts after destruction. His behavior is that of a selfish, spoiled, uncaring child. His only concerns are those involving matters of power.

Hyeel

Title: God of Limbo
Level: 27th
Aura: Red
Character Classes: None
Engineering Disciplines: Biochemistry
Practitioner of the Art: Minor in V.N.
Core God Points: 299
Number of Controlled Planes: One
Description: He appears as a monster with three cobra heads. His behavior is that of a tyrant, caring little for anyone but his Dark Lords.

Joe Null

Title: God of Nullification and Matter Control
Level: First
Aura: Violet
Character Classes: Mutant and Ninja
Engineering Disciplines: Biochemistry
Practitioner of the Art: None
Core God Points: 39
Number of Controlled Planes: None
Description: He has long, blonde hair and wears dark, cheap sunglasses. He rides on a 4-foot-long skateboard. His behavior is that of a teenage Californian beach bum. He is only concerned about matters interesting to him or things affecting the balance of the Centiverse.

Kalavin

Title: God of Artists
Level: Second
Aura: Amber
Character Classes: Shadow Warrior, Mage Warrior, and Gnome
Engineering Disciplines: None
Practitioner of the Art: Pure in V.N., magic, earthpower, and psionics
Core God Points: 49
Number of Controlled Planes: None
Description: He stands 14 feet tall, weighs 70,000 pounds, and is made of pure shemite. His personality is that of a very easy-going, surfer-type character. He is often found sitting or reclining in an organic electronic chair that stores and generates all psi spells with the exception of Wish.

Karma

The Enchantress

Title: Goddess of Venderant Nalaberong, Magic, and Enchantments
Level: 50th
Aura: Gold
Character Classes: None
Engineering Disciplines: V.N. and magic (in all forms)
Practitioner of the Art: Pure in V.N., magic, Shaman, and Ravashem
Core God Points: 529
Number of Controlled Planes: None
Home Plane: Yes
Description: She appears as a tall, athletic woman of about 34. Her race is a mix of black and white. She has blue eyes and long black hair. Her manner is concerned and friendly. She is very intelligent and enjoys discussing scientific or historical subjects.

Killgore

Title: God of Technology and Unarmed Combat
Level: Second
Aura: Amber
Character Classes: Alien (type unknown), Warrior B.S.C., and Ninja
Engineering Disciplines: All
Practitioner of the Art: Partial in V.N., magic, psionics, and earthpower
Core God Points: 49
Number of Controlled Planes: None
Description: Because he is covered in synthetic titanite, he is one of the most difficult Gods to harm. He has a pair of wings and a tail. The tail is telescopic and has a phazed laser saber on the end. He is quiet, aloof, and inscrutable. If angered, he is quick to take vengeance.

Kisara

Title: Goddess of Alchemy
Level: Second
Aura: Amber
Character Classes: Alchemist and Chameleon Drake
Engineering Disciplines: Alchemy and chi
Practitioner of the Art: Partial in V.N.
Core God Points: 49
Number of Controlled Planes: None
Description: She appears as a female Alchemist with long, silver hair. Her second form is that of a Chameleon Drake. When dealing with situations, she is very cool and controlled, calmly analyzing everything before she acts.

Korreel

Title: God of B.S.C.s and Vengeance
Level: 29th
Aura: Golden
Character Classes: B.S.C.
Engineering Disciplines: All physical studies and psionics
Practitioner of the Art: Partial in V.N. and psionics
Core God Points: 419
Number of Controlled Planes: One
Description: He appears as a golden glowing form of pure power. His aura is so bright, nothing else can be seen of him. He appears to stand 7 feet 2 inches tall and has a massive chest and shoulders. He is very intelligent. Korreel likes to turn evil things into trees, so that they will be of some benefit. This God is different from all the rest in that he is the only good God who controls Dark Lords and makes them perform good deeds. These creatures are called Lordsguard, and their forms have been altered to suit their new state. These creatures are often loaned out to other Gods to perform services of good.

Li'eel

Lord of Lies

Title: God of Lies and Mischief
Level: 48th
Aura: Violet
Character Classes: None (unless you call "liar" a character class)
Engineering Disciplines: Magic, alchemy, and psionics
Practitioner of the Art: Partial in V.N., magic, and psionics
Core God Points: 509
Number of Controlled Planes: One
Description: He appears as a tall, fortyish, Caucasian male. His eyes and hair are steel gray. His hair is cut short. He wears tight-fitting fighting clothes, the main colors of which are red and black. Upon his head he wears the Crown of Deception made of pure-red Shemite.

His manner is that of a relaxed cat. He waits patiently while spinning his lies to trap the unwary. He never gets upset and his manner is mostly aloof. Li'eel will frequently have himself incarnated as a mortal to even further deceive his quarry. In this form, his fellow Gods cannot "see" him, for who looks at every poor lowly mortal child, born all hours of the day and night? In this form, when killed, he will return instantly to his God's body to seek vengeance. The results are not ones to be experienced, given a choice.

Maximilion

Title: The Immortal
Level: 20th-level Immortal
Aura: Gray
Character Classes: Mutant Drake
Engineering Disciplines: Biochemistry
Practitioner of the Art: Partial in earthpower; minor in V.N.
Core God Points: None
Number of Controlled Planes: None
Description: He is from the first clutch of mutant drakes (see "Chameleon Drakes" in chapter 1). He is able to perform any ability that any true species of drake has. He possesses one of the most powerful blasting devices ever created, one that requires him to wear protective goggles when fired. His home is on the Mountain Isles.

Neverana

Title: Goddess of the Shamans and Nature
Level: 36th
Aura: Silver
Character Classes: Shaman and Amazon
Engineering Disciplines: Shaman magic and chi
Practitioner of the Art: Pure in magic and V.N. Shaman songs
Core God Points: 489
Number of Controlled Planes: One
Description: Her appearance is that of an Indian chieftain with a full headdress of feathers down her back. She wears a coal-black leather miniskirt that matches her hair, and to match her eyes she wears a sky-blue shirt of feathers.

Pertanius

Title: God of Light
Level: Second
Aura: Silver
Character Classes: Winged Warrior and Mutant
Engineering Disciplines: None
Practitioner of the Art: Minor in V.N.
Core God Points: 49
Number of Controlled Planes: None
Description: His appearance is that of a tall male in Bio Syntha steel armor composed of titanite and polished to a painfully brilliant shine. He sprouts a pair of white wings from his shoulder blades. His manner is that of a loving father, as he cares for all his worshippers of any level.

Plague

Title: God of Disease and Sickness
Level: Fifth
Aura: Scarlet
Character Classes: None
Engineering Disciplines: Biochemistry, psionics, and magic
Practitioner of the Art: Partial in V.N., magic, and psionics
Core God Points: 79
Number of Controlled Planes: None
Description: Her appearance is that of a tall, striking, redhead with deep-green eyes. Her behavior is that of an evil temptress. If she chooses, she can cause illness at a glance.

Pulsar

Title: God of Power
Level: 43rd
Aura: Violet
Character Classes: Iloka'seen, Ardimian, and Mutant
Engineering Disciplines: Biochemistry and magic
Practitioner of the Art: Partial in V.N., magic, and psionics
Core God Points: 660
Number of Controlled Planes: One
Home Plane: Yes
Description: He appears as an American Indian with long black hair, steel-gray eyes, and dark-copper skin. He wears armor made of nova quartz. He is in a constant state of battle readiness, and he is always eager for a fight. He is also the God of several alien races.

Redorias

Title: God of the Sea and Storms
Level: 28th
Aura: Violet
Character Classes: Aquarian and Archer
Engineering Disciplines: Earthpower and biochemistry
Practitioner of the Art: Partial in V.N. and earthpower
Core God Points: 309
Number of Controlled Planes: One
Description: He appears as a 6-foot 2-inch tall, black-haired, brown-eyed human wearing crystal armor and carrying a hammer with a head of pearl. He rides on a winged horse called Redwing. Although he usually appears arrogant, he is always interested in matters concerning the Centiverse and especially things affecting himself. He has a strong attraction to power and craves knowledge.

Ringzazerakrazad

Title: God of Death
Level: 50th
Aura: Violet
Character Classes: Mutant and Dwarf
Engineering Disciplines: Biochemistry and earthpower
Practitioner of the Art: Pure in V.N. and earthpower
Core God Points: 729
Number of Controlled Planes: One
Home Plane: Yes
Description: He appears in black robes that cover his entire body. His face is that of a skeleton. He is quiet, and his manner is very brooding. Of all the Gods, with the exception of Sa'pell and Tuch, he is the most feared, for with the merest physical contact or the glance of his eyes, he can destroy most of a God's soul and send the remains to his dreaded dimension.

Sa'pell

The Father of All Gods

Title: God of All
Level: 50th
Aura: Violet
Character Classes: None
Engineering Disciplines: Magic, earthpower, psionics, biochemistry, V.N., and God Power
Practitioner of the Art: Pure in V.N., magic, psionics, and earthpower
Core God Points: 2,000
Number of Controlled Planes: 10
Home Plane: Yes
Description: He stands 6 feet tall and appears as an old, white male with a long silver beard and a bald head. He has the appearance of the typical grandfather (looks like the wizard Shazam in the 1940s Capt. Marvel comic books of Old Earth). He usually is wearing long flowing robes or khaki shorts, a T-shirt, and sandals or red ball tennis shoes. His behavior is that of a crazy old man, but secretly he never misses a trick.

Sa'pell harbors the power of all the Gods through a special link forged at the creation, and carries a staff that multiplies this power by 10.

Schernoklasptetor

The Infester

Title: God of Wealth and Metals
Level: Second
Aura: Gray
Character Classes: Chameleon Drake and Alchemist
Engineering Disciplines: All physical studies, chi, and alchemy
Practitioner of the Art: Pure in V.N., magic (Mage Warrior and Ravashem), psionics, and earthpower
Core God Points: 49
Number of Controlled Planes: None
Description: Known by his public name, Xrra, he appears as a midnight sunstone Chameleon Drake and has a proud demeanor. His ego does not allow others to get away with taking advantage of him or double-crossing him. However, he will take a great deal of time to plan his retribution. He is able to control all metals within close proximity to himself, even the dreaded Shadarkeem iron. One of his favorite tactics is the use of midnight sunstone boring beetles. Thousands of these metal "Infests" can be sent out to do his bidding, and they are immune to physical damage.

Shama

Lord of the Dead

Title: God of Science and the Dead
Level: 40th
Aura: Gray
Character Classes: None
Engineering Disciplines: Biochemistry and magic
Practitioner of the Art: Partial in V.N. and magic
Core God Points: 529
Number of Controlled Planes: One
Home Plane: Yes
Description: He appears in a special armor that uses the highest technology. Only his face is visible, and that has the appearance of a young Asian boy of about 15 years.

His manner is that of a serious student and a somber guard. He is very quiet, and prefers to use well-hidden labs for working.

Sheba

Title: Goddess of Weather and Elements
Level: 21st
Aura: Green
Character Classes: None
Engineering Disciplines: Earthpower
Practitioner of the Art: Pure in V.N. and earthpower
Core God Points: 239
Number of Controlled Planes: None
Description: She appears naked, with long hair that changes with the elements. Her behavior is just like the weather, moody and prone to unpredictable changes.

Sheila

The Beautiful

Title: Goddess of Love, Passion, and Beauty
Level: 25th
Aura: Blue
Character Classes: None
Engineering Disciplines: Earthpower
Practitioner of the Art: Pure in V.N. and earthpower
Core God Points: 279
Number of Controlled Planes: One
Description: She appears as the woman of your dreams. Her countenance is different at different times, for everyone has different tastes, and she tries to reflect this with her looks.

She takes love very seriously. She is passion incarnate, given to indulgence with anyone she takes a fancy to, even mortals.

Shell

Title: Goddess of Luck
Level: 35th
Aura: Violet
Character Classes: None
Engineering Disciplines: Psionics
Practitioner of the Art: Pure in V.N. and psionics
Core God Points: 379
Number of Controlled Planes: None
Description: She has black hair and an average-looking face and figure, enhanced only by her piercing blue eyes. She assumes the appearance of an uncommon female to counterbalance the artificially enhanced beauty of the average Goddess.

As the Goddess of Luck, she controls all probabilities. She has the manner of a delighted child, almost carefree in her attitude.

Steelbreeze

Title: God of Earthpower and Animals
Level: 41st
Aura: Silver
Character Classes: Mutant, Gnome, and Shadow Master
Engineering Disciplines: Earthpower and psionics
Practitioner of the Art: Pure in V.N., earthpower, and psionics
Core God Points: 439
Number of Controlled Planes: One
Description: He appears as a tall male with blue skin and steel-blue hair. His behavior is that of a forgetful enthusiast. He cares primarily for animals and little for people. On his world, Shalom, to litter is to tempt his wrath. He owns the largest natural sunstone in existence. It is 36 feet high and 30 feet in diameter.

Ta'set

Lord of the Night

Title: God of Darkness and Loss
Level: 39th
Aura: Scarlet
Character Classes: None
Engineering Disciplines: All nonphysical studies, biochemistry, and electronics
Practitioner of the Art: Partial in V.N., magic, psionics, and earthpower
Core God Points: 419
Number of Controlled Planes: One
Description: He appears as an ebony shadow. His features are indiscernible and he wears a great cape.

His manner is that of a young king, very brooding in nature, who cares for nothing but acquiring more power.

Tasarak

Title: God of the Shadow Masters
Level: 36th
Aura: Green
Character Classes: Shadow Master and Shadow Warrior
Engineering Disciplines: Psionics, electronics, biochemistry, and organic electronics
Practitioner of the Art: Pure in V.N. and psionics
Core God Points: 389
Number of Controlled Planes: One
Description: He appears as an old black man with short, bushy, snow-white hair with a bald spot on his crown. He wears a long, snow-white robe with a belt of sunstones.

His manner is that of an English don from Oxford, Old Earth, right down to his accent. He is the founder of the psionic school in Terra, and he created the psisheen mushrooms to give the Shadow Masters power.

Tet

Lord of Chaos

Title: God of Chaos, Fear, and Confusion
Level: 35th
Aura: Red
Character Classes: None
Engineering Disciplines: Magic and psionics
Practitioner of the Art: Pure in V.N., Ravashem, and psionics; minor in magic
Core God Points: 479
Number of Controlled Planes: One
Description: He appears as an old Spanish man with very thin, dry skin. His clothing is a collection of variously colored snakes.

His manner is that of a crazy, scheming old man, with a piercing, high-pitched laugh. His greatest source of pleasure is others' fear, preferably of him.

Toramath

Title: God of Souls
Level: 20th
Aura: Red
Character Classes: Neria Bendix
Engineering Disciplines: Earthpower
Practitioner of the Art: Pure in V.N., magic, psionics, and earthpower
Core God Points: 229
Number of Controlled Planes: One
Description: He appears as a giant void with darkness rippling off his form. His manner is that of a great and powerful God. He is also known by the name "Swirls Red a Lot," for his original race is Neria Bendix. Of all the Gods, he most attempts to keep up all the traditions, showing his wrath only when necessary. His secret wish is to see Sa'pell disgraced. He can appear anywhere there is a soul and his form is never solid. If a soul does not worship a God, then it becomes Toramath's upon death and resides within his divine plane forevermore.

Tuch

Lord of the Ninja

Title: God of the Ninja, Shemite, and Alchemists
Level: 49th
Aura: Violet
Character Classes: Ninja and Alchemist
Engineering Disciplines: V.N., magic, psionics, earthpower, chi, alchemy, and biochemistry
Practitioner of the Art: Pure in V.N., magic, psionics, and earthpower
Core God Points: 519
Number of Controlled Planes: None
Description: He appears in gleaming midnight sunstone armor and stands 36 feet tall. He carries an ebony-black staff, among other things stashed here and there. Under most circumstances, he will ignore whatever one might say to him unless he considers you extremely worthy or there is something very worthwhile in it for himself.

Tyson' Dimere

Title: Goddess of Good, Life, and Creation
Level: 50th
Aura: Blue
Character Classes: None
Engineering Disciplines: Earthpower and God Power
Practitioner of the Art: Pure in V.N., earthpower, and psionics
Core God Points: 529
Number of Controlled Planes: Three
Home Plane: Yes
Description: She appears as an old lady with long, white hair, deep golden eyes, and a kind face full of laughter lines. Often though, she assumes the form of a 29-year-old redhead with looks that can make the dead rise. She loves animals and has a white stag with gold antlers. She has a great love of all life and is kindness incarnate.

Visor

The All-Knowing

Title: God of Psionics and Knowledge
Level: 48th
Aura: Silver
Character Classes: None
Engineering Disciplines: Any seven at one time, including V.N. and God Power
Practitioner of the Art: Pure in V.N. magic, psionics, and earthpower
Core God Points: 1,399
Number of Controlled Planes: Four
Home Plane: Yes
Description: He appears as a very old man with long, flaming-red hair. His manner is that of a teacher, very patient and kind. However, he can be a bit crazy in his demands of payment for information.

Watchhaven Storm

Title: God of the Weremen
Level: First
Aura: Silver
Character Classes: Wereman and Golden Tiger
Engineering Disciplines: None
Practitioner of the Art: Minor in V.N.
Core God Points: 39
Number of Controlled Planes: None
Description: He appears as a human with smooth liquid-silver skin. He wears an enormous titanite gauntlet on his right hand. His demeanor is that of royalty.

Warclaw

Title: God of Murder
Level: Second
Aura: Scarlet
Character Classes: Scarlet Tiger and Mutant
Engineering Disciplines: Chi
Practitioner of the Art: Minor in V.N.
Core God Points: 49
Number of Controlled Planes: None
Description: He appears in any form that he chooses. His true self is that of a Scarlet Grimraver, only worse. Seldom risking himself (those with him are another story), his title is reinforced by his sword, which can wound the soul.

Yanak

Title: God of Time
Level: Fifth
Aura: All
Character Classes: None
Engineering Disciplines: Unknown
Practitioner of the Art: Unknown
Core God Points: 79
Number of Controlled Planes: None
Description: He is a barbarian with a long beard. He is totally insane. No one ever sees him, for he is trapped in Limbo.

Xzul

Title: Goddess of Guardians and the Balance
Level: 20th
Aura: Amber
Character Classes: Shadow Warrior and Alchemist
Engineering Disciplines: V.N., psionics, earthpower, and alchemy
Practitioner of the Art: Partial in V.N., psionics, and earthpower
Core God Points: 229
Number of Controlled Planes: One
Description: She appears as a 6-foot-tall Asian woman with white hair and eyes, wearing midnight sunstone armor. She is the holder of the elder God item, the Key of Knowledge, and she also speaks fluently the language of the universe, Venderant Nalaberong. This makes her one of the most formidable beings in existence.

Zanthius

Title: God of Engineering
Level: Ninth
Aura: Golden
Character Classes: Alchemist and Mage Warrior
Engineering Disciplines: Any seven at a time including V.N.
Practitioner of the Art: Pure in V.N., magic, psionics, and earthpower
Core God Points: 119
Number of Controlled Planes: None
Description: He appears dressed in shorts and a tanktop with a dark-blue cloak and hightops. His manner is that of an easy going guy who likes only to destroy evil.

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The end? —Xrra

Synnibarr Character Sheet

Name: _____ God Worshipped: _____ Psionic Points: (_____ maximum) _____ _____ per level

Player Name: _____ Life Points: (_____ maximum) _____ _____ per level EGs: (_____ maximum) _____ _____ per level

Class: _____ Gaming Points: _____ Total Skill Points: _____

Level: _____ SMUs: (_____ maximum) _____ _____ per level Used Skill Points: _____

Aura: _____ Race: _____ Gender: _____ Age: _____ Hand Use: R ☐ L ☐ A ☐

Height: _____ Weight: _____ Tail Length: _____ Wing Span: _____ Number of Arms: _____

React. Adj: ____ (ego) / ____ (app.) / ____ (lvl.) Phys. App: _____ Hair: _____ Eyes: _____ Skin: _____

Total Biomass Replaced: _____ Appearance Description: _____

Dream Warrior Level: _____ Ego Total: (_____ maximum) _____ Advantage Bonus: _____ Dream Points: _____

Psychic LP: (_____ maximum) _____ Attacks Per Turn: _____ Shot Bonus: _____ Damage Bonus: _____

Ability Scores

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level	Fluct.
Constitution:						
Strength:						
Agility:						
Dexterity:						
Intelligence:						
Wisdom:						
Ego:						

Weight and Burden

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level
Weight Limit:	lb	lb	lb	lb	lb
Payload Hindrance:	lb	lb	lb	lb	lb
Total Wt. Carried:	lb				

Resistances

Resistance	%	Per Lvl.	Resistance	%	Per Lvl.

Combat

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level	Per Lvl.
Attacks/Turn:						
Attack Segments:	1 2 3 4 5		6 7 8 9 10 11 12 13 14 15			
Adv. Bonus:						
Shot Bonus:						
Damage Adj.:						
Dodge:						
B.A.D.:						
Block:						
Disarm:						
Throw:						

Immunities

10ths

Body: ____ Armor: ____ Immortal: ____

Money

Currency: _____ Other: _____

Enchanted Items (lssr): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Wishes: ☐☐☐☐☐☐ Deaths Left: ____ Karma: ____

Surprise

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level	Per Lvl.
Surp. Class Adj:						
Class AA:						
Class A:						
Class B:						
Class C:						

Fate Rolls

	Normal 1st Lvl.(Base)	Normal Current Level	Temporary Bonus	Nulled 1st Lvl.(Base)	Nulled Current Level	Per Lvl.
Dis/Poisn/Chem:						
Mag/Psi/EP:						
Mut/Chi/Alch:						
Metabolic Shock:						
Misc. Fate Roll:						
God Roll:						

Movement

	Normal 1st Level	Normal Current Level	Move Rate	Nulled 1st Level	Nulled Current Level	Move Rate
Running Speed.:						
Flying Speed.:						
Swim Speed.:						
Climbing Speed.:						
Jumping Dist.:	h v	h v		h v	h v	

Equipment

Synnibarr Character Sheet

Name:_____ God Worshipped:_____ Psionic Points:(_____)_____ _____ per level
(maximum)

Player Name:_____ Life Points:(_____)_____ _____ per level
(maximum)

Class:_____ Gaming Points:_____ EGs:(_____)_____ _____ per level
(maximum)

Level:_____ SMUs:(_____)_____ _____ per level
(maximum)

Total Skill Points:_____ _____ per level

Used Skill Points:_____

Aura:_____ Race:_____ Gender:_____ Age:_____ Hand Use: R☐ L☐ A☐

Height:_____ Weight:_____ Tail Length:_____ Wing Span:_____ Number of Arms:_____

React. Adj:_____/_____/_____ (ego / app. / Sz.) Phys. App:_____ Hair:_____ Eyes:_____ Skin:_____

Total Biomass Replaced:_____ Appearance Description:_____

Dream Warrior Level:_____ Ego Total:(_____)_____ Advantage Bonus:_____ Dream Points:_____
(maximum)

Psychic LP:(_____)_____ Attacks Per Turn:_____ Shot Bonus:_____ Damage Bonus:_____
(maximum)

Ability Scores

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level	Fluct.
Constitution:						
Strength:						
Agility:						
Dexterity:						
Intelligence:						
Wisdom:						
Ego:						

Weight and Burden

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level
Weight Limit:	lb.	lb.	lb.	lb.	lb.
Payload Hindrance:	lb.	lb.	lb.	lb.	lb.
Total Wt. Carried:	lb.				

Resistances

Resistance	%	Per Lvl.	Resistance	%	Per Lvl.

Immunities

Combat

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level	Per Lvl.
Attacks/Turn:						
Attack Segments:	1 2 3 4 5	6 7 8 9 10 11 12 13	14 15			
Adv. Bonus:						
Shot Bonus:						
Damage Adj.:						
Dodge:						
B.A.D.:						
Block:						
Disarm:						
Throw:						

10ths

Body:_____ Armor:_____ Immortal:_____

Money

Currency:_____ Other:_____

Enchanted Items (lssr): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Wishes: ☐☐☐☐☐☐ Deaths Left:_____ Karma:_____

Surprise

	Normal 1st Level	Normal Current Level	Temporary Bonus	Nulled 1st Level	Nulled Current Level	Per Lvl.
Surp. Class Adj:						
Class AA:						
Class A:						
Class B:						
Class C:						

Fate Rolls

	Normal 1st Lvl.(Base)	Normal Current Level	Temporary Bonus	Nulled 1st Lvl.(Base)	Nulled Current Level	Per Lvl.
Dis/Poisn/Chem:						
Mag/Psi/EP:						
Mut/Chi/Alch:						
Metabolic Shock:						
Misc. Fate Roll:						
God Roll:						

Movement

	Normal 1st Level	Normal Current Level	Move Rate	Nulled 1st Level	Nulled Current Level	Move Rate
Running Speed.:						
Flying Speed.:						
Swim Speed.:						
Climbing Speed.:						
Jumping Dist.:	h v	h v		h v	h v	

Equipment

Skills

Abilities and Spells

Referee Combat Charts

Monster:											
LP:											
Adv:											
Seg 1	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
2	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
3	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
4	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
5	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
6	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
7	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
8	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
9	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
10	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
11	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
12	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
13	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
14	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
15	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Monster:					
LP:					
Adv:					
Seg 1	☐	☐	☐	☐	☐
2	☐	☐	☐	☐	☐
3	☐	☐	☐	☐	☐
4	☐	☐	☐	☐	☐
5	☐	☐	☐	☐	☐
6	☐	☐	☐	☐	☐
7	☐	☐	☐	☐	☐
8	☐	☐	☐	☐	☐
9	☐	☐	☐	☐	☐
10	☐	☐	☐	☐	☐
11	☐	☐	☐	☐	☐
12	☐	☐	☐	☐	☐
13	☐	☐	☐	☐	☐
14	☐	☐	☐	☐	☐
15	☐	☐	☐	☐	☐

Monster:					
LP:					
Adv:					
Seg 1	☐	☐	☐	☐	☐
2	☐	☐	☐	☐	☐
3	☐	☐	☐	☐	☐
4	☐	☐	☐	☐	☐
5	☐	☐	☐	☐	☐
6	☐	☐	☐	☐	☐
7	☐	☐	☐	☐	☐
8	☐	☐	☐	☐	☐
9	☐	☐	☐	☐	☐
10	☐	☐	☐	☐	☐
11	☐	☐	☐	☐	☐
12	☐	☐	☐	☐	☐
13	☐	☐	☐	☐	☐
14	☐	☐	☐	☐	☐
15	☐	☐	☐	☐	☐

Mark each monster or Fate-played character who is in combat on the top row of these charts. Fill in their life points and advantage, and check the boxes down the column to mark which segments they attack on. As the combat turn progresses, mark what happens to each creature or character on the segment that it happens, such as putting a "D" for when they dodge, an "S" for those who are subdued, and an "X" when they die. Use your own abbreviations

Time Equivalents

- One segment = 1/5 second
- One turn = 3 seconds
- One set = five turns or 15 seconds
- Four sets = 1 minute
- Twenty sets = 5 minutes
- Two-hundred forty sets = 1 hour

Table 15. ATTACK SEGMENTS

Atks/Turn	Active Segments
1	8
2	6, 11
3	5, 10, 15
4	4, 8, 12, 15
5	4, 7, 10, 13, 15
6	3, 6, 8, 10, 12, 14
7	3, 5, 7, 9, 11, 13, 15
8	3, 4, 5, 7, 9, 11, 13, 15
9	3, 4, 5, 6, 7, 9, 10, 13, 15
10*	3 through 12
11	3 through 13
12	2 through 13
13	2 through 14
14	2 through 15
15	1 through 15

* Maximum attacks for mortals.

Running Speed

If strength is less than 20:
Speed = 15 mph

For strengths 20 or higher:
Speed = [Strength + 2] + 15 mph.

The maximum land speed in 208 mph without using a power. Cruising speed is 15% of your maximum.

Swimming Speed

Speed = Strength + 10

Aquarians and amphibians double this speed and add 50 mph. Maximum is 500 mph. Cruising speed is 30% of maximum.

Climbing Speed

Speed = 10% of your running speed

Those with surface adherence have no adjustment, and they can climb as fast as they can run.

Flying Speed

Consult the following table for flight speeds of winged characters.

Table 193. FLIGHT SPEED WITH WINGS

Strength	Mph
10	20
11	24
12	28
13	32
14	36
15	40
16	44
17	48
18	52
19	56
20	60
21	64
22	68
23	72
24	76
25	80

Add 2 mph for every strength point above 25. Maximum flight speed is 1,000 mph. Cruising speed is 25% of maximum.

Table 17. STRENGTH

Strength	Damage Adj.	Weight Limit (lb)
5	None	40
6	None	50
7	None	60
8	None	70
9	+100	80
10	+110	90
11	+120	100
12	+130	110
13	+140	120
14	+150	130
15	+160	140
16	+170	150
17	+180	160
18	+190	170
19	x2	200
20	+10 x 2	300
21	x3	400
22	+10 x 3	500
23	x4	600
24	+10 x 4	700
25	x5	800
26	+10 x 5	900
27	x6	1,000
28	+10 x 6	1,100
29	x7	1,200
30	+10 x 7	1,300
31	x8	1,400
32	+10 x 8	1,500
33	x9	1,600
34	+10 x 9	1,700
35	x10	1,800
36	+10 x 10	1,900
37	x11	2,000
38	+10 x 11	2,100
39	x12	2,200
40	+10 x 12	2,300
41	x13	2,400
42	+10 x 13	2,500
43	x14	2,600
44	+10 x 14	2,700
45	x15	2,800
46	+10 x 15	2,900
47	x16	3,000
48	+10 x 16	3,100
49	x17	3,200
50	+10 x 17	3,300
51	x18	3,400
52	+10 x 18	3,500
53	x19	3,600
54	+10 x 19	3,700
55	x20	3,800
56	+10 x 20	3,900
57	x21	4,000
58	+10 x 21	4,100
59	x22	4,200
60	+10 x 22	4,300
61	x23	4,400
62	+10 x 23	4,500
63	x24	4,600
64	+10 x 24	4,700
65	x25	4,800
66	+10 x 25	4,900
67	x26	5,000
68	+10 x 26	5,100
69	x27	5,200
70	+10 x 27	5,300
71	x28	5,400
72	+10 x 28	5,500
73	x29	5,600
74	+10 x 29	5,700
75	x30	5,800
76	+10 x 30	5,900
77	x31	6,000
78	+10 x 31	6,100
79	x32	6,200
80	+10 x 32	6,300
81	x33	6,400
82	+10 x 33	6,500
83	x34	6,600
84	+10 x 34	6,800
85	x35	7,000
86	+10 x 35	7,200
87	x36	7,400
88	+10 x 36	7,600
89	x37	7,800
90	+10 x 37	8,000
91	x38	8,200
92	+10 x 38	8,400
93	x39	8,600
94	+10 x 39	8,800
95	x40	9,000
96	x42	9,200
97	x44	9,400
98	x46	9,600
99	x48	9,800
100	x50	10,000
120	x55	10,200
140	x60	10,400
160	x65	10,600
180	x70	10,800
200	x75	11,000
220	x80	11,200
240	x85	11,400
260	x90	11,600
280	x95	11,800
300	x100	12,000
320	x105	12,200
340	x110	12,400
360	x115	12,600
380	x120	12,800
400	x125	13,000
420	x130	13,200
440	x135	13,400
460	x140	13,600
480	x145	13,800
500	x150	14,000
520	x160	15,000
540	x170	16,000
560	x180	17,000
580	x190	18,000
600	x200	19,000
620	x210	20,000
640	x220	25,000
660	x230	30,000
680	x240	35,000
700	x250	40,000
720	x260	45,000
740	x270	50,000
760	x280	55,000
780	x290	60,000
800	x300	70,000
820	x320	80,000
840	x340	90,000
860	x360	100,000
880	x380	140,000
900	x400	150,000
910	x420	155,000
920	x440	160,000
930	x460	165,000
940	x480	170,000
950	x500	175,000
960	x520	180,000
970	x540	185,000
980	x560	190,000
990	x580	195,000
1,000*	x600	200,000
1,100	x620	300,000
1,200	x640	400,000
1,300	x660	500,000
1,400	x680	600,000
1,500	x700	700,000

* Maximum strength for mortals.

Table 51. SKILL FAILURE

Failure %	Result
01–15	90% successful
16–25	50% successful
26–36	25% successful
37–40	Not successful
41+	Not successful with reverse results

Table 53. PILOTING VARIABLES*

Variable	Modifier
Damaged craft	-35%
Night time or poor visibility	-20%
Heavy winds	-15%
Precipitation	-15%
Gale-force winds	-50%
During pursuit	-10%

* Refer to table 204 for more information.

Table 194. FLIGHT DODGE ADJUSTMENTS

Flight Speed (mph)	Dodge Adj.	Constitution Drain*
80–126	-5%	1
127–150	-10%	1
150–200	-15%	1
200–250	-20%	1
251–300	-25%	1
301–350	-30%	2
351–400	-35%	3
401–500	-40%	4
501–600	-50%	5
601–700	-60%	6

* This is for normal dodges.

Example: If flying at 350 mph, subtract 30% from a character's chance to dodge. However, if the character is flying with a mutation, by draining an extra 2 constitution points every time he dodges, he may eliminate this penalty.

Table 195. LAND-BOUND-MOUNT SHOT ADJUSTMENTS

Movement	Adjustment
Stationary	None
Cruise speed	-10%
Under 50% speed	-15%
Under 75% speed	-20%
Full speed	-25%

Table 196. FLYING MOUNT SHOT ADJUSTMENTS

Movement	Adjustment
Glide	None
Cruise speed	-5%
Under 50% speed	-10%
Under 75% speed	-15%
Full speed	-20%

Table 197. SHOT ADJUSTMENTS WHILE PILOTING VEHICLES*

Condition	Adjustment
Smooth and steady	-10%
Standard maneuvering	-20%
While dodging	-35%
Extreme maneuvering	-30%

* Passengers' shots are adjusted by 1/2 of the percentage listed.

Table 198. SHOT ADJUSTMENTS WHILE PILOTING BIKES*

Condition	Adjustment
Smooth and steady	-15%
Standard maneuvering	-25%
While dodging	-50%
Extreme maneuvering	-35%

* Passengers' shots are adjusted by 1/2 of the percentage listed.

Table 199. SHOT ADJUSTMENTS WHILE PILOTING AIRBORNE VEHICLES*

Condition	Adjustment
Smooth and steady	-5%
Standard maneuvering	-15%
While dodging	-25%
Extreme maneuvering	-15%

* Passengers' shots are adjusted by 1/2 of the percentage listed.

Table 200. VEHICLE OR MOUNT RAMMING DAMAGE

Speed	Damage
1–15 mph	10 LPD per mph
15–20 mph	10 LPD per mph x 10
20–34 mph	Vehicle's weight in pounds
35+ mph	See "Crashing," this chapter

Table 201. TERRAIN AND TRAFFIC CLASSES

Terrain/ Traffic Class	Description
Clear and level	Road. No traffic or obstacles. Roll piloting every three sets. Vehicle can travel at maximum speed.
1	Light traffic or obstacles. Roll piloting every two sets. Speed limit is 250 mph.
2	Medium traffic or obstacles. Roll piloting every set. Speed limit is 100 mph.
3	Medium-heavy traffic or obstacles. Roll piloting every four turns. Speed limit is 60 mph.
4	Heavy traffic or obstacles. Roll piloting every three turns. Speed limit is 40 mph.
5	Extraheavy traffic or obstacles. Roll piloting every two turns. Speed limit is 20 mph.
6	Gridlock. Roll piloting every turn. Speed limit is 0 to 5 mph.

Table 45. POISONS

Level	Time to Affect 300 Pounds	Life Points Damage per Segment	Length of Poison Affect
1st	45 minutes	10–60 (1d6)	3 sets
2nd	30 minutes	10–80 (1d8)	3 sets
3rd	25 minutes	10–100 (1d10)	3 sets
4th	17 minutes	20–140 (1d10+1d4)	3 sets
5th*	6 minutes	20–160 (1d10+1d6)	5 sets
6th	5 minutes	20–80 (1d10+1d8)	5 sets
7th	5 minutes	20–200 (2d10)	5 sets
8th	5 minutes	30–240 (2d10+1d4)	5 sets
9th	5 minutes	30–260 (2d10+1d6)	6 sets
10th	4 minutes	30–280 (2d10+1d8)	6 sets
11th	4 minutes	30–300 (3d10)	6 sets
12th	4 minutes	40–340 (3d10+1d4)	6 sets
13th	4 minutes	40–380 (3d10+1d8)	8 sets
14th	4 minutes	40–400 (4d10)	8 sets
15th**	3 minutes	100–400 (1d4)	8 sets
16th	2 minutes	110–440 (1d4+1d4)	8 sets
17th	2 minutes	110–460 (1d4+1d6)	8 sets
18th	2 minutes	110–480 (1d4+1d8)	9 sets
19th	2 minutes	100–600 (1d6)	10 sets
20th	1 minute	100–800 (1d8)	4 minutes
25th	3 sets	100–1,000 (1d10)	5 minutes
30th	2 sets	1,000–4,000 (1d4)	5 minutes
35th	1 turn	1,000–6,000 (1d6)	5 minutes
40th	5 segments	1,000–8,000 (1d8)	10 minutes

* At fifth level or higher, any poison can be made to put a victim to sleep. The duration of the sleep is 20 times the normal poison duration.

** At 15th level, any poison can be made to cause paralysis. The duration is 20 times the poison's normal duration, and for 1 hour after the poison wears off, a victim has only 75% of his normal at-

Table 202. ADJUSTMENTS FOR TERRAIN AND TRAFFIC CLASSES

Terrain/Traffic Class	Shot Adj.	Piloting Adj.
Clear and level	None	None
1	-5%	-5%
2	-10%	-10%
3	-15%	-15%
4	-20%	-20%
5	-30%	-20%
6	-50%	-20%

Table 203. PILOTING ROAD ADJUSTMENTS

Road Condition	Adjustment
Good road	None
Fair road	-3%
Poor road	-8%
Gravel or dirt road	-13%
No road	-15%

Table 204. PILOTING ADJUSTMENTS FOR WEATHER

Condition	Adjustment
Clear and dry	None
Light drizzle or fog	-5%
Rain	-10%
Heavy rain	-15%
Rain and wind	-20%
Rain and sleet	-25%
Snow	-30%
Ice	-65%

Table 205. RESULTS OF PILOTING FAILURE

% Over Piloting Chance	Result
01–20	Lose 5% of vehicle's speed
21–30	Lose 10% of vehicle's speed
31–35	Lose 20% of vehicle's speed
36–45	Lose control of vehicle. All piloting rolls are reduced by 30% for three turns if attempting to regain control.
46–55	Lose control of vehicle. All piloting rolls are reduced by 50% for three turns.
56–64	Lose control of vehicle. All piloting rolls are reduced by 75% for three turns.
65+	Irrecoverable. All loss of control. All piloting rolls are reduced by 99% for two sets.

Table 206. CRASH CHANCES

Terrain/Traffic Class	Chance to Crash
Clear and level	5%
1	10%
2	20%
3	35%
4	50%
5	85%
6	99%

Table 208. HIT LOCATIONS

1d100 Roll	Location	LP Percent
01	Kidney^{V}	1
02–03	Lower back	8
04–07	Upper back	12
08	Groin^{LV}	1
09	Right foot^{L}	1
10–11	Right shin^{L}	1
12	Right knee^{L}	2
13	Right hand	1
14	Right forearm	2
15	Right elbow	1
16	Right upper arm	2
17–20	Right shoulder	2
21–25	Right thigh^{L}	4
26–30	Right hip^{L}	4
31–39	Upper abdomen	8
40–69	Chest	17
70–73	Lower abdomen^{L}	6
74–78	Left hip^{L}	4
79–83	Left thigh^{L}	4
84–87	Left shoulder	2
88	Left upper arm	2
89	Left elbow	1
90	Left forearm	2
91	Left hand	1
92	Left knee^{L}	2
93–94	Left shin^{L}	1
95	Left foot^{L}	1
96–97	Heart^{V}	1
98	Neck^{V}	2
99–00	Head^{V}	4

L This is a locomotion area of the body.
V This is a vital area of the body.

Table 225. COMBINED-PARTY-LEVEL ENCOUNTER DETERMINATION

Level	Encounter Types
1st–10th	Common beneficial
11th–25th	Lessers
26th–80th	Greaters
91st–160th	Major
161st and up	Any aliens, lesser beings, Lordsguard, or Immortals

Table 209. HIT LOCATIONS WITH WINGS

1d100 Roll	Location	LP Percent
01	Kidney^{V}	1
02–03	Lower back	8
04	Groin^{LV}	1
05	Right wing shoulder^{L}	3
06	Right upper wing^{L}	1
07	Right forewing^{L}	1
08	Right wing tip^{L}	1
09	Right foot^{L}	1
10–11	Right shin^{L}	1
12	Right knee^{L}	2
13	Right hand	1
14	Right forearm	2
15	Right elbow	1
16	Right upper arm	2
17–18	Right shoulder	2
19–23	Right thigh^{L}	4
24–28	Right hip^{L}	4
29–37	Upper abdomen	8
38–67	Chest	17
68–71	Lower abdomen^{L}	6
72–76	Left hip^{L}	4
77–81	Left thigh^{L}	4
82–83	Left shoulder	2
84	Left upper arm	2
85	Left elbow	1
86	Left forearm	2
87	Left hand	1
88	Left knee^{L}	2
89–90	Left shin^{L}	1
91	Left foot^{L}	1
92	Left wing tip^{L}	1
93	Left forewing^{L}	1
94	Left upper wing^{L}	1
95	Left wing shoulder^{L}	3
96–97	Heart^{V}	1
98	Neck^{V}	2
99–00	Head^{V}	4

L This is a locomotion area of the body.
V This is a vital area of the body.

Starship Sheet

Name: _____
Cost: _____
Life Points: _____
Armor: _____
Shields: _____
Advantage Bonus: _____
Shot Bonus: _____
Need To Hit: _____
Dodge Adj.: _____
System Shutdown: _____
Structural Integrity: _____

Weight: _____
Size: _____
Max. Occupancy: _____
Max. Payload: _____
Cargo Hold: _____

Thruster Type: _____
Power Source: _____
Fuel Capacity: _____
Max. Speed: _____
  Fuel Usage Per Hour: _____
Cruise Speed: _____
  Fuel Usage Per Hour: _____
Take-off Specs.: _____

Communications: _____
Sensors: _____

On-Board Computers:

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Weapons Class: _____
Weapons:

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Starship Sheet

Name: _____
Cost: _____
Life Points: _____
Armor: _____
Shields: _____
Advantage Bonus: _____
Shot Bonus: _____
Need To Hit: _____
Dodge Adj.: _____
System Shutdown: _____
Structural Integrity: _____

Weight: _____
Size: _____
Max. Occupancy: _____
Max. Payload: _____
Cargo Hold: _____

Thruster Type: _____
Power Source: _____
Fuel Capacity: _____
Max. Speed: _____
  Fuel Usage Per Hour: _____
Cruise Speed: _____
  Fuel Usage Per Hour: _____
Take-off Specs.: _____

Communications: _____
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- NOTES -

About the Author

Raven c.s. McCracken was born June 6, 1962, in Los Angeles, California. As only child of a single parent, he spent a great deal of time at one of the city's main recreation centers, where he was taken to places such as Disneyland, Universal Studios, and Marineland. At the center he gained skill in gymnastics and dreamed of one day winning an Olympic gold medal.

At age 10 he moved to Port Angeles, Washington, where he began dabbling in science, science fiction, and comics. He also studied acting, magic, and the martial arts. He longed also to be a musician, so after high school, he moved to Florida to join a rock band. It was there that he was introduced to adventure gaming.

After moving back to Seattle, he worked with several rock groups. It was then that he started creating *The World of Synnibarr*.

When times grew hard, Raven was forced to live on the streets. He sang for money at the Pike Place Market. After encountering several life-threatening situations, he managed to turn his life around and began writing *Synnibarr* in earnest. He went back to school and learned computer-aided design drafting and went to work for a major aircraft manufacturer in the area. It was there that the "physics" aspects of role playing hit him.

Most of the concepts in *The World of Synnibarr* come from Raven's real-life experiences, trying to make the gaming rules logical and as believable as possible. He has worn armor, fought with weapons, dodged arrows, rode horses, participated in live gaming, run races, acted, performed magic tricks, jumped off diving boards, flown airplanes, fought in life-and-death situations, and fired guns, all of which makes *The World of Synnibarr* ring with authenticity.

Raven currently resides in Seattle, Washington, with his wife Renee' and his best friend Dave McDougal. He is presently writing for a television program as well as comics, and he is designing an electric vehicle.

Write to the author about your experiences playing *The World of Synnibarr*. Send letters in care of the publisher: Wonderworld Press, Inc., P.O. Box 58985, Seattle, WA 98138.

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  - ***20 Traditional Character Classes*, such as a Mage Tiger who is a super martial artist spell user who never sleeps, or a psionic Bio Syntha Cyborg that specializes in demolitions.**
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