

SPYCRAFT™

ROLEPLAYING GAME
VERSION 2.0



SPELLBOUND: THE SEER



INTRODUCTION

Spellbound introduces the power of Sorcery for *Spycraft 2.0*, though it's portable to any Mastercraft product, including *Fantasy Craft*. It's designed to support any campaign, no matter how prevalent the setting's magic, and blends equally well with games set in any time period or genre. *Spellbound* products may be used in any combination, customizing magic to taste, and since they're highly modular it's trivial to incorporate the rules you want and leave the rest.

The *Spellbound* series presents several **Schools**, each an iconic approach to magic seen in myth, folklore, and fiction. Each product focuses on one School and a corresponding **Sorcerer** base class specializing in its Disciplines. Here we focus on the Seer, a student of mystery, master of secrets, and wielder of devastating words of power.

USING SPELLBOUND

Adding *Spellbound* to your game is as simple as throwing a switch. Just apply the sorcery campaign quality and choose the Schools of magic to include.

Sorcery (Seasons Only): Magic is real. Characters may gain levels in some or all of the spellcasting classes and may invest ranks in the Spellcasting skill (see page 7).

This quality unleashes powerful forces into the world so it's helpful to consider several things when it's applied: How and why does magic exist? Where does it come from and how is it harnessed? What does it look, sound, and feel like? How common is it? Who uses it, who doesn't, and why? How does magic change the world? Answering these and other questions can help you build rich and plausible environments for adventure.

Here are a few possible options to get you started.

- **Source**: Magic might be granted by evolution, a fluke of nature, nanotechnology, biological tampering, chemicals, drugs, plants, or foods. It could be a gift from the gods or a prize from deals with demons. There might be magic in words or phrases or names. Arcane power might be captured from the vibrations of crystals or minerals, or the phantom cries of creatures beyond time and space. Maybe it comes from unraveling cosmic cheat codes or simply visiting the far ends of the universe and scooping it out of an alien world's atmosphere.

- **Access**: Harnessing magical power could just be a matter of rote memorization and disciplined study — an option for anyone with enough drive — or it might demand a mental, emotional, or even physical leap, restricting it to those with enough guts and will to realize their arcane ambition. It might require one or more physical components — runes, herbs, gems, or the rendered remains of weeping virgins — and some or all of these components might be destroyed to fuel each spell. Casters might have to perform complex rituals with precise and ordered steps, or they might have to peer into other realms that are bewildering or dangerous to the naked mind.

- **Description**: Traditional fantasy magic is a flamboyant spectacle, full of sound and fury, but there's no reason spells can't be subtle or even imperceptible. Their only hallmarks might be mild weather (a sudden and unexpected breeze or rain), or they could be accompanied by the faint scent of sulfur (or a different scent for each style of magic, or even for each spell). Magic could leave a sour taste in the mouth, bring on a chill, or stand a person's hair on end. It might prompt

WHAT'S DIFFERENT ABOUT SPELLBOUND?

Players familiar with common d20 magic should be aware of a couple of changes. In most cases the rules have been simplified but a few new twists are included as well.

CHANGES TO SPELLCASTING

Skill checks to cast spells. Unleashing magic takes effort and practice... and sometimes goes astray.

One roll per participant. Casters need only roll once to cast an attack spell and determine whether they hit their target. Likewise, a target need only roll once when he's allowed a save. Spell Defense and other rules are folded into these two rolls rather than generating additional checks.

Saves based on the caster, not the spell. A spell's save DC is a function of the caster's magical proficiency, not the spell's level. Every Spellcasting feat learned makes all of a caster's magic stronger.

Universal spell Defense. There's no need to pause the game to look up whether a spell can be resisted. Spell Defense protects against all spells with one uniform rule.

CHANGES TO CASTERS

One school at a time. Each base class focuses on a single school and has its own unique role.

Flexible casting. Sorcerers don't prepare spells in advance and may cast freely from spells they know. They can cast lots of low-level spells or a few high-level spells as needed.

Unlimited Level 0 spells. Casters can unleash Level 0 spells without restriction, establishing their personal flavor as masters of magic.

Skill-based grimoire. Because sorcerers learn spells based on their ranks in the Spellcasting skill, they continue to expand their repertoire even while gaining levels in other classes.

No single key attribute. The Spellcasting check, spells known, and spell saves are all based on different attributes, making casters much more than a "one attribute wonder."

No minimum attribute scores. Characters aren't forced to pour points into a specific attribute just to receive the full benefit of their class at high levels.

No armor and weapon restrictions. Casters can wear any armor and use the weapons they like.

euphoria or flush adrenalin into the system. Any of these things might happen to the caster, observers, or both. Visual and audible cues are just as important. In one game magic might always arrive in the form of animal companions and aggressive ethereal predators, while in another it could look like psychic ability or super powers.

- **Consequences**: Magic's presence can have a profound impact on society. Laws might be created to protect a subjugated sorcerous underclass or defend against a hostile magical uprising; they might strictly govern every facet of spellcasting, regulating the sale and taxation of ritual components, or still be nascent, bucking and thrashing their way through the formative process. Magic guilds and

other organizations might already be long established with chapters for every faith and practice of the art; their emblems might appear alongside those of churches and governments, or be relegated to the cultural fringe with “the other loonies.” Magic can cut a deep, abrasive divide across the world, especially if it’s only available to a few, or it might become the great equalizer, a common thread between all people. It can shatter or bolster economies, augment or replace science, and forever change travel, health care, education, the arts, entertainment, business and marketing, and our understanding of our place in the universe.

For a complete modern setting answering these questions and more, check out the forthcoming *Vow of Silence*, where dedicated government operatives wage a desperate war against hostile spell-casting cults. Visit www.crafty-games.com for a full preview of this exciting new world.

SCHOOLS OF MAGIC

Each *Spellbound* School has a theme and consists of three Disciplines that focus on related effects or activities. Each *Spellbound* class grants access to spells from only one School, so this structure can have as great an impact on a character’s role as much as his class abilities.

THE SEER SCHOOL

The Seer School’s Disciplines are Artifice, Divination, and Word. They offer unique insight into the nature of reality and the mechanisms of the world.

Artifice: This Discipline controls machinery, up to and including constructs. Its spells create, repair, or destroy devices, but can also fundamentally affect magic, altering all spells.

Divination: This Discipline lets the character detect things and observe from a distance. It also includes many practical applications of magical knowledge, boosting skill and attack checks.

Word: This Discipline harnesses the magical power of language, which can translate, anoint, command, or even kill.

THE SEER

The Seer is a mystical visionary whose arcane insight and technological mastery lay bare the most elusive secrets of the universe. He has access to numerous spells keyed to alignment and often becomes a pious and powerful representative of his beliefs, manifesting his faith in startling and magnificent ways. Like Merlin or Gandalf before him, the Seer provides sage counsel to his companions — guidance they ignore at their own mortal peril.

Depending on the campaign, a Seer could be...

- An oracle pondering the riddles of the stars and sun to glimpse the future
- A technomancer blending magic and machinery to bring industrial dreams to life
- A kingdom’s arch-herald whose revered words bend foes and subjects to his lord’s indisputable will
- A spy with the unerring and unnerving ability to pry state secrets from any facility or mark

- An ascetic monk funneling years of meditation and heavenly ki into earth-shattering strikes and life-draining shouts

- A wizened academic who recalls the most obscure facts and makes the wildest true connections

- A tomb raider with supernatural lockpicking skill and unbeatable trap sense

- A gifted blacksmith crafting magical weapons and clockwork devices for the world’s greatest heroes

Party Role: Solver. Ever the source of practical answers for his group, the Seer is rarely without a plan, or at least a direction. In the economy of ideas, he is the richest of all.

CLASS FEATURES

Requirements: Sorcery campaign quality

Favored Attributes: Intelligence, Constitution

Caster: Each level in this class increases your Casting Level by 1.

Spell Points: (Class Level × 2) per scene

Class Skills: Analysis, Computers, Cultures, Electronics, Impress, Investigation, Mechanics, Networking, Notice, Profession, Resolve, Search, Science, Security, Sense Motive

Skill Points: 8 + Int modifier (×4 at Level 1)

Vitality: 1d8 + Con modifier per level

Starting Weapon Proficiencies: 3

CORE ABILITY

Will of the Eye: You have deep reservoirs of helpful knowledge. You learn 4 additional Level 0 spells from any School. Also, each time you spend an action die to boost a Spellcasting check when casting a Seer spell, you roll and add the results of 2 dice (e.g. a Level 1 Seer’s bonus of 1d4 becomes 2d4).

CLASS ABILITIES

Path of Mystery: At Level 1, you may purchase ranks in the Spellcasting skill, learn spells from the Seer School, and cast Level 0 spells you know. Also, when you fail a Spellcasting check while casting a Seer spell, no spell points are spent on the attempt.

If you already possess this ability from another class, you instead gain an additional Spellcasting feat.

Weave and Weft I: At Level 2, you gain Spell Defense equal to 16 + your Intelligence modifier (*see page 7*). You may suppress this resistance at any time to accept a desirable effect.

Weave and Weft II: At Level 11, your Spell Defense increases to 24 + your intelligence modifier.

Weave and Weft III: At Level 19, your Spell Defense increases to 32 + your intelligence modifier.

Circle of Power I: At Level 3, you may cast any Level 1 or lower spells you know.

Circle of Power II: At Level 5, you may cast Level 2 or lower spells you know.

Circle of Power III: At Level 7, you may cast Level 3 or lower spells you know.

Circle of Power IV: At Level 9, you may cast Level 4 or lower spells you know.

Circle of Power V: At Level 11, you may cast Level 5 or lower spells you know.

Circle of Power VI: At Level 13, you may cast Level 6 or lower spells you know.

Circle of Power VII: At Level 15, you may cast Level 7 or lower spells you know.

Circle of Power VIII: At Level 17, you may cast Level 8 or lower spells you know.

Circle of Power IX: At Level 19, you may cast Level 9 or lower spells you know.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Chance or Spellcasting feat.

Mysterious Lore: At Levels 6, 9, 12, 15, and 18, you may choose one of the following abilities. Each ability may be chosen only once.

- **Automaton Familiar:** You gain the Animal Partner feat. This companion gains the *construct* NPC quality at no additional cost. Also, you may substitute your Spellcasting feats for Terrain feats when determining this companion's maximum XP value.

- **Cross-Class Ability:** You may choose 1 cross-class ability (*see the Sycraft 2.0 Rulebook, page 40*).

- **Master of Words:** Each time you cast a Power Word spell, it affects you for only 1/2 the usual time (rounded up).

- **Seer Improvisation:** You may ignore the Gear (Kit) tag on Spellcasting checks when casting a Seer spell.

- **Poise:** Your lowest attribute score rises by 1 (you choice in the case of a tie).

- **Skill Mastery:** Choose 1 Seer class skill (but *not* the Spellcasting skill). Your error range with this skill decreases by 2 (minimum 1). Further, when you take 10 with this skill, the amount of time required is not doubled.

- **Smite Fools:** When you spend action dice to boost damage against an opponent with a lower Wisdom score than yours, you may replace the value shown on the single lowest action die rolled with 1/2 your Career Level (before other modifiers are applied to the die's result). You may only benefit from 1 'smite' ability per damage roll.

- **Turn Constructs:** Your understanding of complex machines lets you turn constructs once per scene (*see page 21*).

- **Turn Fey:** Your grasp of primordial forces lets you turn fey once per scene.

Many Roads: The Seer walks many paths in life. At Levels 10 and 20, you may choose a Specialty. You gain all the Specialty's benefits except for its bonus feat. If the Specialty has requirements, you must meet those requirements before selecting it.

The Power of Names: At Level 14, when you learn one or more hints and clues about a special character you also decipher part of that character's 'true name.' For each hint and clue learned during the current mission, the character suffers a -1 penalty with all skill checks opposing you, as well as all saves against your spells (maximum -7).

BUILDING THE SEER

The Seer is a "jack-of-all-trades" caster relying as much on his broad array of skills as his spells. He benefits from Talents and Specialties offering extra class skills, skill points, and contacts, as well as those that boost his mental attributes. Networking and Science skill bonuses are particularly useful as they let the Seer tap an even larger cross-segment of skills and abilities and also boost his crafting abilities.

Suggested Talents: Ambitious (*World on Fire*), Brainy, Intelligent (*World on Fire*), Resolute, Shrewd, Witty

Suggested Specialties: Instructor, Jack-of-All-Trades, Prodigy (*World on Fire*), Researcher, Tradesman

TABLE 1: THE SEER

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	SP	Abilities
1	+0	+0	+1	+1	+0	+1	1	1R	2	Path of mystery, <i>will of the eye</i>
2	+1	+0	+2	+2	+1	+1	2	1R	4	Weave and weft I
3	+2	+1	+2	+2	+1	+2	2	1R, 1T	6	Circle of Power I
4	+3	+1	+2	+2	+2	+2	2	1R, 1T	8	Bonus feat
5	+3	+1	+3	+3	+2	+3	3	2R, 1T	10	Circle of Power II
6	+4	+2	+3	+3	+2	+4	3	2R, 1T, 1G	12	Mysterious lore
7	+5	+2	+4	+4	+3	+4	4	2R, 1T, 1G	14	Circle of Power III
8	+6	+2	+4	+4	+3	+5	4	2R, 2T, 1G	16	Bonus feat
9	+6	+3	+4	+4	+4	+5	4	2R, 2T, 1G	18	Circle of Power IV, mysterious lore
10	+7	+3	+5	+5	+4	+6	5	3R, 2T, 1G	20	Many roads (2nd specialty)
11	+8	+3	+5	+5	+4	+7	5	3R, 2T, 1G, 1E	22	Circle of Power V, weave and weft II
12	+9	+4	+6	+6	+5	+7	6	3R, 2T, 1G, 1E	24	Bonus feat, mysterious lore
13	+9	+4	+6	+6	+5	+8	6	3R, 2T, 2G, 1E	26	Circle of Power VI
14	+10	+4	+6	+6	+6	+8	6	3R, 2T, 2G, 1E	28	The power of names
15	+11	+5	+7	+7	+6	+9	7	3R, 3T, 2G, 1E	30	Circle of Power VII, mysterious lore
16	+12	+5	+7	+7	+6	+10	7	4R, 3T, 2G, 1E	32	Bonus feat
17	+12	+5	+8	+8	+7	+10	8	4R, 3T, 2G, 1E	34	Circle of Power VIII
18	+13	+6	+8	+8	+7	+11	8	4R, 3T, 2G, 2E	36	Mysterious lore
19	+14	+6	+8	+8	+8	+11	8	4R, 3T, 2G, 2E	38	Circle of power IX, weave and weft III
20	+15	+6	+9	+9	+8	+12	9	4R, 3T, 3G, 2E	40	Bonus feat, many roads (3rd specialty)

PLAYING THE SEER

Embodying the diversity of classical wizards in fiction, the Seer has high skill points, a well-rounded class skill list, strong progressions, and a spell list that includes offensive, defensive, knowledge and crafting effects. Moreover, the Seer is equally at home in primitive or modern eras, his technological proficiency adapting to the game's time period. For this flexibility his vitality, Fortitude, and Defense progressions suffer, but if he's making the most of his options many fights will end before they start.

The Seer's class abilities showcase his knack for adapting to any situation. With bonus feats, added Specialties from *many roads*, cross-class abilities from *mysterious lore*, and *skill mastery*, he can play the field or assume a specialized role in any team. *Automaton familiar* and his turning abilities make him as forward-thinking as any spellcaster, while *will of the eye*, *weave and weft*, *master of words*, and *the power of names* all establish his dominance as a sorcerer not to be trifled with.

The Seer benefits most from feats expanding his magic and skill primacy: Basic and Chance feats like Tactical Advantage and Black Cat to back up his team, plus Advanced Skill feats like Unlocked Potential and Well-Rounded to beef up his own talent. Magic feats that speed up or conceal spellcasting are also quite useful.

When choosing gear, the Seer should take a lesson from his class abilities, skills, and spell list — prepare for anything. He'll probably get a lot of mileage out of cover identities, dossiers, first aid options, and medical assistance, while small, low-recoil firearms can help keep him out of the fray and on task.

Suggested Feats: Additional Discipline, Bandage, Black Cat, Bloodstain Resistant, Casting Basics, Hidden Spells (*Spellbound: The Channeler*), Tactical Advantage, Unlocked Potential, Well-Rounded

Suggested Gear (Caliber III mission): Colt 1911 service pistol, PR 4 cover identity, PR 3 dossier, security kit I, spellcasting kit I

SPELLCASTING

Sorcerers can spend skill points to purchase ranks in this skill, which is only available to characters specifically permitted to learn it by their character options. Spellcasting operates like any other skill except that it is not a class skill for any class and can't become one. Each new rank always costs 1 skill point and the skill's maximum rank is always the caster's Career Level +3.

Spellbook: When a sorcerer gains his first rank of Spellcasting, he immediately learns a number of spells of any level equal to his Wisdom score + his Spellcasting ranks. Once chosen, these spells may not be exchanged. Knowing a spell doesn't mean the character can use it — spellcasting limits are set by class (*see circle of power*, page 4).

Losing and Regaining Known Spells: Should a sorcerer's number of known spells decrease — temporarily or permanently — he chooses which spells are lost. Should this number later increase again the sorcerer must re-choose the lost spells first before he can gain new ones. Lost spells may be re-chosen in any order.

Spell Points: A sorcerer gains spell points from a number of sources and pays spell points equal to a spell's level each time he tries to cast it. All spell points are recovered at the beginning of each scene with one exception: if any of a sorcerer's spells with a Duration other than "permanent" are still in effect from a previous scene, those spell

CROSS-CLASS ABILITIES: THE SEER

Here are some new options for the cross-class ability (*see the Spycraft 2.0 Rulebook*, page 40).

- Seer: *Path of mystery*, *circle of power I*; *weave and weft I*; bonus feat.

Special Note: A character must possess *path of mystery* before choosing *circle of power I*.

I GET GADGETS?

Many sorcerer classes gain Gadget picks, which they can use to gain minor magical charms, fetishes, or foci. As Gadget Mechanisms aren't explained, giving them a magical "skin" is trivial. After all, Clarke's third law states that "Any sufficiently advanced technology is indistinguishable from magic."

Sorcerous gadgets, which include all "magic items" in *Spellbound*, do not work in "anti-magic fields," but otherwise function per the standard gadget rules.

points are *not* recovered, even if the spell's Duration ends during the current scene.

A sorcerer makes the following skill check to use a spell.

SPELLCASTING CHECK

(Int; Active; Concentration)

Time Varies • Base Error Range 1 • Gear (Kit)

You may only make 1 Spellcasting check per round. This check requires the caster to speak aloud; a *mute* caster may not cast.

To make a Spellcasting check, spend a number of spell points equal to the spell's level. Many spellcasting tricks require you to pay additional number spell points. If you can't, the spell automatically fails.

Your DC is listed on Table 2: Spellcasting Checks (*see below*), and the time required is determined by the spell being cast. Spellcasting is an obvious action and clearly visible to anyone who can see you; to conceal a Spellcasting attempt, you must also make a Sleight of Hand check opposed by Notice.

With success, the spell is cast and its effect occurs; otherwise, the spell is not cast and has no effect. When a Spellcasting check fails against a target, the target feels a hostile force or tingle but can't deduce the nature or origin of the sensation.

Cooperative: No

Synergy Skills: None

Retry: No

Critical Success: Your confidence soars. You gain a +5 bonus with your next Spellcasting check during the current scene.

Critical Failure: Your confidence is shaken. You suffer a -5 penalty with all Spellcasting checks until you succeed with a Spellcasting check or until the end of the current scene, whichever comes first.

TABLE 2: SPELLCASTING CHECKS

Spell Level	DC
0	13
1	16
2	19
3	22
4	25
5	28
6	31
7	34
8	37
9	40

SPELL DEFENSE

Certain characters and objects possess Spell Defense, which makes it more difficult to target them with spells. When a target has Spell Defense, the Spellcasting result must also exceed the Spell Defense or the spell fails.

COUNTERED AND SUPPRESSED SPELLS

Various game effects can counter or suppress spells. A **countered** spell's effect and Duration end; if this occurs during the Spellcasting check, the spell is still considered to have been cast but its effect and Duration end before they begin. A **suppressed** spell's effect pauses but its Duration continues; the effect resumes if any Duration remains when the suppression ends.

SPELL KITS

Sorcerers often benefit from esoteric tools and bric-a-brac when performing spells — the stuff referred to as “material components” in most d20 products. These items are cumulatively represented with special kits. Like all kits, these gear options may be requested with gear picks of any category (*see the Spycraft 2.0 Rulebook, page 213*).

GCs and players are encouraged to devise their own spell kit contents to reflect magic in their world. These choices might represent common magical archetypes like alchemists, druids, shamans, witches, technomancers, Viking runecasters, witchdoctors, and D&D-style wizards. Alternately, they might present a flavor specific to each character, region, or school. Only the weight and rough size of these kits are fixed in the rules.

Because sorcerers often have wildly different approaches to magic, the GC may determine that certain kits are less useful for certain casters, in which case the kit's Caliber is considered 1 lower.

Spell Kit I (5 lbs.): This kit satisfies the Spellcasting check's Gear (Kit) requirement. Possible contents include assorted reagents, bat scat, blessed salt, candles, dice, dried leaves, flasks of blessed or anointed liquids, metal shavings, mysterious powders, paper slips, rune stones, small crystals, a wand, a mortar and pestle, and pouches or a bag for storage.

Spell Kit II (25 lbs.): As spell kit I and +1 gear bonus with Spellcasting Checks. Possible contents include those of spell kit I + a small collection of arcane scrolls, bottles of alchemical extracts,

bundles of herbs, a ceremonial knife, chalk, mystic diagrams, palm-sized crystals, purified robes, ritual talismans, strings of beads, torches, tribal masks, a flute carved from a fairy's backbone, and a rucksack for storage.

Spell Kit III (120 lbs.): As spell kit II and increases the threat range of Spellcasting checks by 1. Possible contents include those of spell kit II + several ancient tomes, various animal bones, a carved totem, a crystal ball, a drum made from the remains of a rare animal, curtains bearing mystic sigils, freestanding candlesticks, bottles of sacred sand, a scrying bowl and enough water to fill it, a tablecloth, tarps, and crates for storage.

SPELLCASTING FEATS

These feats expand the options in games with the *sorcery* campaign quality. They let sorcerers unlock hidden arcane potential, expanding their repertoire of spells and boosting their effectiveness.

Spellcasting Tricks: Many Spellcasting feats grant tricks that may be applied to Spellcasting checks. A character may only apply 1 Spellcasting trick to each Spellcasting check.

CASTING BASICS

Your grasp of spellcasting shows remarkable promise.

Benefit: You gain a +2 insight bonus and a threat range of 19–20 with Spellcasting checks.

CASTING MASTERY

Your precise command of spellcasting is a rare and powerful gift.

Prerequisites: Casting Basics

Benefit: You gain a +3 insight bonus and a threat range of 18–20 with Spellcasting checks. Also, once per scene, you may re-roll a Spellcasting check.

CASTING SUPREMACY

Your spells impresses even the most jaded mentor.

Prerequisites: Casting Mastery

Benefit: You gain a +4 insight bonus and a threat range of 17–20 with Spellcasting checks. Also, you may activate Spellcasting critical successes for 1 less action die (minimum 0).

CONSECRATED SPELLS

You infuse your spells with the strength of your conviction.

Prerequisites: Casting Level 1+, Alignment (Chaotic, Evil, Good, or Orderly)

Benefit: Each spell you cast has your Alignment. Also, you gain a trick.

Inspired Spell (Spellcasting Trick): When you cast a spell that inflicts lethal damage, you may pay 2 additional spell points to convert the damage to divine (*see page 21*).

EXTRA DISCIPLINE

Your particular brand of magic weaves together effects that most sorcerers consider incompatible.

Prerequisite: Spellcasting 1+ ranks

Benefit: Choose 1 Discipline from any School. You immediately learn 1 spell from this Discipline and may choose spells you later learn from it as well.

PLEASURES OF A CHAOTIC HEART

You revel in bedlam.

Prerequisites: Casting Level 1+, Wisdom 15+, Chaotic Alignment

Benefit: You may substitute your Wisdom bonus for your Constitution bonus when determining your Fortitude save bonus. Also, your total spell point cost for any Chaotic spell decreases by 1 (minimum 1).

REWARDS OF A GOOD LIFE

Integrity is doing the right thing when no one is watching.

Prerequisites: Casting Level 1+, Wisdom 15+, Good Alignment

Benefit: When you spend 1 or more action dice to boost a save result, you may also add your Wisdom bonus. Also, your total spell point cost for any Good spell decreases by 1 (minimum 1).

SHELTER OF AN ORDERLY PATH

A place for everything and everything in its place.

Prerequisites: Casting Level 1+, Wisdom 15+, Orderly Alignment

Benefit: You may substitute your Wisdom bonus for your Dexterity bonus when determining your Reflex save bonus. Also, your total spell point cost for any Orderly spell decreases by 1 (minimum 1).

SPOILS OF AN EVIL MIND

It may be bad but it feels *sooooo* good.

Prerequisites: Casting Level 1+, Wisdom 15+, Evil Alignment

Benefit: You may substitute your Wisdom bonus for your Charisma bonus when determining your Wealth. Also, your total spell point cost for any Evil spell decreases by 1 (minimum 1).

SPELL DESCRIPTIONS

Each spell description consists of an effect and some or all of the following entries.

LEVEL

A spell's level ranges from 0 to 9 and defines its relative power. Following level are the spell's Discipline and possibly one or more of these terms.

Air: This spell cannot be cast underwater or in a vacuum.

Chaos (opposes Order): The Chaotic Alignment is required to cast this spell.

Darkness (opposes Light): When a damaging Darkness spell targets an undead character, that character instead heals the same amount. Also, magic darkness blocks low-light and infrared vision.

Evil (opposes Good): The Evil Alignment is required to cast this spell.

Fire: This spell cannot be cast underwater. Also, any effect or item generated by the spell is extinguished when submerged.

Good (opposes Evil): The Good Alignment is required to cast this spell.

Ice: When this spell's effect happens underwater, an ice block forms across the Area with a Damage save bonus equal to the caster's Casting Level + the Spell Level. Any character caught in this area becomes *buried* in the ice block.

Light (opposes Darkness): When a healing Light spell targets an undead character, that character instead suffers the same amount of damage.

Lightning: When this spell's effect happens underwater, the Distance becomes Personal and the Area becomes an explosive sphere with a blast increment of 2 squares. Everyone in the Area suffers the effect, including the caster.

Order (opposes Chaos): The Orderly Alignment is required to cast this spell.

Silence (opposes Sonic)

Sonic (opposes Silence): This spell may not be cast in a vacuum.

When two opposing spells occupy the same Area, the spell with the lower Casting Level + Spell Level is countered. When these values are equal, both spells are countered.

CASTING TIME

Most spells have a Casting Time of 1 free, 1 half, or 1 full action. With a longer Casting Time, the effect happens at the start of the sorcerer's first Initiative Count after the casting is complete.

In all cases, the caster makes the Spellcasting check at the moment casting is complete and chooses targets, Area, effect, and other facets of the spell at that time.

DISTANCE

This is the maximum distance at which the effect may be placed.

Personal: The effect happens at the caster.

Touch: The effect happens at a character or object the caster touches.

Close: The effect may happen at any distance up to 50 ft. from the caster.

Local: The effect may happen at any distance up to 250 ft. from the caster.

Remote: The effect may happen at any distance up to 1,000 ft. from the caster.

Unlimited: The effect may happen anywhere in the caster's current setting (per the GC).

Short Range: The effect travels from the caster up to 50 ft. away.

Medium Range: The effect travels from the caster up to 250 ft. away.

Long Range: The effect travels from the caster up to 1,000 ft. away.

When a spell is used to attack (e.g. "Touch attack" or "Long range attack"), the Spellcasting result is also the attack result. Spell attacks that inflict damage share the Spellcasting check's threat range. Ranged spell attacks are subject to deviation (*see the Spycraft 2.0 Rulebook, page 346*).

AREA

When a spell's Area is larger than 1 character or object, it's centered on 1 square and consists of a size and shape (e.g. "20-ft. sphere" or "15 ft. cube"). The size is always in feet and represents volume, distance, or radius as noted in the spell description. The caster may decrease a spell's size during casting but not thereafter.

Caster-Defined: The spell's Area may take any shape, so long as each square is adjacent to at least 1 other square (e.g. if the size is 40 ft. the caster may choose any 8 connected squares).

Cone: The spell's Area is a quarter-circle pointed away from the target square in a direction of the caster's choice (*see the Spycraft 2.0 Rulebook, page 344*).

Cube: The spell's Area is a square around the target.

Line: The spell's Area is a straight line from the target square in a direction of the caster's choice.

Pillar: The spell's Area is a vertical pillar whose bottom is a circular shape centered on the target.

Sphere: The spell's Area is a sphere around the target (*see the Spycraft 2.0 Rulebook, page 344*).

Wall: The spell's Area is a barrier through a row of squares. It may wind and curve as the caster likes.

Some Areas are also "limited" or "penetrating" (e.g. "20-ft. limited sphere" or "15 ft. penetrating cube").

Limited: The spell only affects a finite number of targets. The limit is usually defined as a total number of character levels or vitality points, beginning with those closest to the spell's target.

Penetrating: The spell affects targets even through cover (up to Damage save +20).

DURATION

Most spells have a fixed Duration measured in rounds, minutes, hours, or other common increments, though there are a few exceptions.

Instant: The effect happens and winks out in a fraction of an instant.

Permanent: The effect lingers until the spell is countered.

Concentration: The effect lasts as long as the caster concentrates (taking no other actions).

Concentration + Duration: The effect lasts as long as the caster concentrates and for a Duration thereafter.

Dismissible: The effect lasts for a Duration or until the caster voluntarily wills it to end (as a free action). A dismissible effect immediately ends when the caster is killed.

Enduring: The effect may be targeted by a Permanency spell.

Variable Duration: The effect lasts a random amount of time (e.g. "1d4 hours"). The GM rolls the Duration secretly so the caster doesn't know how long the spell will last.

SAVING THROW

When a target can make a saving throw to avoid some or all of the effect, the saving throw DC is 10 + the caster's Charisma modifier + the number of caster Spellcasting feats. Any target may willingly accept a spell's effect, making no saving throw.

Unattended objects cannot make saving throws and are automatically affected by spells cast on them. Carried objects suffer the same effects as the characters holding or wearing them.

Disbelief: The character may instead make a Sense Motive (Wis) check to save against the effect.

Negates: With success, the spell has no effect.

Negates Scene: With success, the spell has no effect and the target is immune to the spell for the rest of the scene.

Partial: With success, the effect is lessened as described.

Half: With success, the effect decreases to 1/2 (rounded down).

Harmless: The spell is usually beneficial but a target may attempt a saving throw if he likes.

Repeatable: With failure, the target may spend 1 half action during each subsequent round to try again.

Terminal: The effect is catastrophic and frequently game-ending. In the interest of fairness, special characters gain a +4 bonus with their save. This bonus increases to +8 for a mastermind.

ALIGNMENT

Many aspects of d20 magic rely heavily on the caster or target's Alignment. In *Spellbound*, Alignment consists of two pairs of mutually exclusive Interests. Characters may choose only one Interest from each pair. Alignment can be added to any setting and doesn't require a campaign quality.

Good/Evil: The character adheres to a moral standard concerning the sanctity of life (he values it if Good or dismisses it if Evil). He also exhibits a selfish or selfless attitude towards others. Characters with neither of these Interests — including the vast majority of characters in most modern settings — are considered "Neutral."

Orderly/Chaotic: The character is strongly dedicated to an ethical position supporting either the rule of law or the primacy of individual responsibility. Characters with neither of these Interests — including the vast majority of characters in most modern settings — are considered "Balanced."

Some weapons are also aligned, conveying that Alignment to attacks made with them.

PREPARATION COST

This powerful spell requires special preparation at a Reputation or Net Worth cost (representing the character calling in favors or just spending time on things other than his friends and associates). Paying this cost during the Intel Phase requires no time but paying it in the field requires 1d6 hours per Spell Level. If this cost is paid and the Spellcasting check is either failed or not made, the caster recovers the cost at the end of the current mission.

ALIGN WEAPON

Level: 2 Word (Chaos, Evil, Good, or Order)

Casting Time: 1 half action

Distance: Touch

Duration: 1 minute per Casting Level

Effect: One melee weapon or 50 ammo gains the chosen Alignment.

ANTI-MAGIC FIELD I

Level: 6 Artifice

Casting Time: 1 half action

Distance: Personal

Area: 10 ft. sphere

Duration: 10 minutes per Casting Level (dismissible)

Effect: An invisible field surrounds you, suppressing all spells and magic items within — including yours. This spell may not be countered.

ANTI-MAGIC FIELD II

Level: 9 Artifice

Casting Time: 1 minute

Area: 1,000 ft. sphere

Duration: 1 day (dismissible, enduring)

Preparation Cost: 4/\$200,000

Effect: As Anti-Magic Field I, except as noted.

ARCANESIGHT I

Level: 3 Divination

Casting Time: 1 half action

Distance: Personal

Duration: Instant

Saving Throw: Will negates scene

Effect: You determine the spells affecting a target character or object, as well as the Casting Levels at which they were produced.

ARCANESIGHT II

Level: 7 Divination

Area: 60 ft. penetrating cone

Effect: As Arcane Sight I, except for Area.

AWAKEN CONSTRUCT

Level: 9 Artifice

Casting Time: 1 hour

Distance: Touch

Duration: Permanent

Preparation Cost: 20/\$1,000,000

Effect: One target construct becomes self-aware, gaining the spark of independent thought. It becomes a special character with minimum Intelligence, Wisdom and Charisma scores of 10. The GC remains in control of the construct, which is Supportive of you and its creator but may now ignore commands.

This spell may not be countered.

TABLE 3: SEER SPELLS

Level	Energy	Force	Weather
0	Click! Detect Secret Doors Detect Snares and Pits	Detect Poison Detect Alignment Orient Self	Read Magic Whispers Write Magic
1	Identity I Jam Construct Mend I Tinker I	Deep Insight Detect Magic Scrye I True Strike I	Bless Water Command I Mage Scribe I Power Word: Tire
2	Mend II Tinker II Toughen Construct Trap Wisdom	Detect Emotion Living Library I Locate Object Status	Align Weapon Consecrate Righteous Aura Whispering Wind I
3	Construct Assembly I Energy Sink Machine Wisdom Tinker III	Arcane Sight I Scrye II See Invisible True Strike I, Snap	Power Word: Deafen Power Word: Distract Tongues I Wish I
4	Detect Traps Gremlin Wisdom Mantle of the Mundane Tinker IV	Detect Lies Locate Person Prying Eyes I True Strike II	Castigate I Mage Scribe II Power Word: Wither Whispering Wind II
5	Construct Assembly II Tinker I, Mass Wire Wisdom Spell Bind I	Living Library II Scrye III Sense Weakness True Seeing	Command II Power Word: Harm Power Word: Nauseate Telepathic Bond
6	Anti-Magic Field I Permanency Identify II Tinker II, Mass	Find the Path Hypercognition Status, Mass True Strike I, Mass	Power Word: Recall Purge Tongues II Wish II
7	Construct Assembly III Contingency Tinker III, Mass	Arcane Sight II Hindsight Scrye IV	Mage Scribe III Power Word: Anguish Power Word: Blind
8	Construct Mimicry Tinker IV, Mass Spell Bind II	Living Library III Pinpoint Prying Eyes II	Castigate II Library of Souls Power Word: Stun
9	Anti-Magic Field II Awaken Construct Construct Assembly IV	Mind Probe Scrye V True Strike II, Mass	Forced Conversion Power Word: Kill Wish III

BLESS WATER

Level: 1 Word (Chaos, Evil, Good, or Order)
Casting Time: 1 full action
Distance: Touch
Duration: 1 minute per Casting Level
Effect: One pint of water is anointed and inflicts 2d6 acid damage against outsiders and undead with the opposing Alignment.

CASTIGATE I

Level: 4 Word (Chaos, Evil, Good, or Order; Sonic)
Casting Time: 1 full action
Distance: Close
Area: 20 ft. sphere
Duration: Instant
Saving Throw: Will half (damage), Will negates (condition)
Effect: Your faith shakes those with the opposing Alignment to the core, inflicting 1d6 divine damage per 2 Casting Levels (maximum 10d6) and forcing a Will save to avoid becoming *blinded* for 1 round.

CASTIGATE II

Level: 8 Word (Chaos, Evil, Good, or Order; Sonic)
Area: 40 ft. sphere
Saving Throw: Will half (damage)
Effect: As Castigate I. except targets become *sprawled* and suffer 1d6 divine damage per 2 Casting Levels (maximum 18d6).

CLICK!

Level: 0 Artifice
Casting Time: 1 full action
Distance: Close
Duration: Instant
Saving Throw: Reflex negates (held object)
Effect: You may toggle a single button, key, or switch that could typically be operated with a single finger. This spell cannot disable locks, sensors, or traps.

COMMAND I

Level: 1 Word
Casting Time: 1 free action
Distance: Close
Duration: 1 round
Saving Throw: Will negates scene
Effect: The target character immediately performs 1 Movement Action of your choice to the best of his ability.

COMMAND II

Level: 5 Word
Duration: 1 round per Casting Level
Effect: As Command I, except that up to 1 character per Casting Level perform 1 action each.

CONSECRATE

Level: 2 Word (Chaos, Evil, Good, or Order)
Casting Time: 1 half action
Distance: Touch
Area: 20 ft. sphere
Duration: 1 hour per Casting Level

Effect: This spell anoints an Area, countering Consecrate spells with the opposing Alignment. Undead and outsiders with the same Alignment gain a +2 bonus with Morale checks, attack checks, damage, and saves, while those with the opposing Alignment suffer an equivalent penalty (–2 with these checks, damage, and saves). If the Area contains an altar, shrine, or other permanent fixture dedicated to your faith, these modifiers are doubled. You cannot consecrate an area with a similar fixture of a faith other than your own.

Characters may not be summoned into an Area consecrated with the opposed alignment.

CONSTRUCT ASSEMBLY I

Level: 3 Artifice
Casting Time: 1 round
Distance: Close
Duration: 1 minute per Casting Level (dismissible, enduring)
Effect: You summon 1 of the following constructs. With GC approval, you may modify your choice or build a new construct, so long as it has the *construct* quality and has a maximum XP value of 60.

The precise nature of this servant should match your style of magic. At the GC's discretion, it could be an animated object, a complex android, a golem crafted of flesh from many creatures, a clockwork creation, or something else entirely.

The construct may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the construct falls under the GC's control, though it continues to serve you as best it perceives it can (e.g. combat constructs attack whatever seems to be your enemy, intel constructs bring you things they think will help you, etc.).

Combat I (Standard NPC — 58 XP): Init VII; Atk VII; Def III; Resilience V; Damage Save: VI; Competence: II; Skills: Athletics VI; SZ M; Spd 30 ft.; Qualities: *Construct*, *damage reduction 2*, *feat* (Brawling Basics), *low-light vision*, *natural attack* (Slam III), *superior attribute* (Str 12, Con 12).

Intel I (Standard NPC — 57 XP): Init V; Atk III; Def VII; Resilience VI; Damage Save: II; Competence: II; Skills: Notice IV, Search IV, Sneak IV; SZ T; Spd 30 ft.; Qualities: *Construct*, *feat* (Observer, Photographic Memory), *flight 40 ft.*, *improved hearing*, *improved vision*, *low-light vision*, *superior attribute* (Int 12, Wis 12), *undersized* (Tiny).

Labor/Utility I (Standard NPC — 58 XP): Init III; Atk V; Def V; Resilience VI; Damage Save: III; Competence: II; Skills: Athletics III, Notice VII; SZ M; Spd 40 ft.; Qualities: *Feat* (Wolf Pack Basics), *fleet +10 ft. land*, *improved hearing*, *improved scent*, *improved vision*, *low-light vision*, *natural attack* (Bite III), *superior attribute* (Str 12, Dex 12, Wis 14).

Oddball I (Standard NPC — 59 XP): Init V; Atk VI; Def VI; Resilience IV; Damage Save: IV; Competence: III; Skills: Sleight of Hand III, Sneak V, Tactics IV; SZ M; Spd 30 ft.; Qualities: *Augmented I* (melee stun gun), *class ability* (*sneak attack +1d6*), *construct*, *feat* (Ambush Basics, Ghost Basics, Wolf Pack Basics), *superior attribute* (Dex 12, Wis 12).

Support I (Standard NPC — 58 XP): Init III; Atk V; Def III; Resilience V; Damage Save: VI; Competence: III; Skills: Analysis III, Medicine VI, Notice VI; SZ M; Spd 30 ft.; Qualities: *Augmented I* (first aid kit I), *augmented II* (healing gadget), *construct*, *feat* (Bandage, Examiner), *prodigy*, *superior attribute* (Str 12, Int 12).

CONSTRUCT ASSEMBLY II

Level: 5 Artifice

Effect: As Construct Assembly I, except that you gain 1 construct with a maximum XP value of 80 or 2 constructs with a maximum XP value of 60.

Combat II (Standard NPC — 76 XP): Init VII; Atk VII; Def III; Resilience V; Damage Save: VII; Competence: II; Skills: Athletics IV; SZ M; Spd 30 ft.; Qualities: *Augmented II* (IMI Uzi heavy submachine gun), *construct*, *damage reduction 4*, *feat* (Autofire Basics, CQB Basics, CQB Mastery), *low-light vision*, *superior attribute* (Dex 14, Con 14), *tough I*.

Intel II (Standard NPC — 77 XP): Init V; Atk III; Def VII; Resilience VI; Damage Save: III; Competence: IV; Skills: Search VI, Security VI, Sneak VI; SZ S; Spd 30 ft.; Qualities: *Augmented I* (lockpicking kit I), *augmented I* (consumer-grade still camera), *class ability* (flawless search), *construct*, *feat* (Burglar, Observer, Photographic Memory), *improved hearing*, *improved vision*, *low-light vision*, *superior attribute* (Int 14, Wis 14), *undersized* (Small).

Labor/Utility II (Standard NPC — 74 XP): Init V; Atk V; Def V; Resilience IV; Damage Save: VI; Competence: II; Skills: Athletics VI, Notice III; SZ L; Spd 60 ft.; Qualities: *Construct*, *feat* (Guts, Mobile Defense), *fleet +30 ft. land*, *hulking* (Large), *improved scent*, *low-light vision*, *natural attack* (Slam III), *superior attribute* (Str 16, Con 14).

Oddball II (Standard NPC — 76 XP): Init VII; Atk V; Def VIII; Resilience V; Damage Save: VII; Competence: II; Skills: Athletics III, Notice VI; SZ M; Spd 30 ft.; Qualities: *Class ability* (protect the package I, take the hit I), *construct*, *feat* (Combat Instincts, Combat Mobility, Mobile Defense), *improved vision*, *low-light vision*, *natural attack* (Slam II), *tough I*.

Support II (Standard NPC — 78 XP): Init IV; Atk V; Def V; Resilience IV; Damage Save: V; Competence: IV; Skills: Intimidate IV, Notice IV, Tactics VI; SZ M; Spd 30 ft.; Qualities: *Augmented I* (Beretta 93R service pistol), *class ability* (orders II, stratagem +1), *construct*, *feat* (Ambush Basics, Ambush Mastery, Containment Basics, Tactical Advantage), *superior attribute* (Dex 12, Wis 14, Cha 14).

CONSTRUCT ASSEMBLY III

Level: 7 Artifice

Effect: As Construct Assembly I, except that you gain 1 construct with a maximum XP value of 100, 2 constructs with a maximum XP value of 80, or 4 constructs with a maximum XP value of 60.

Combat III (Standard NPC — 97 XP): Init VII; Atk VII; Def III; Resilience V; Damage Save: VIII; Competence: II; Skills: Athletics VI; SZ L; Spd 30 ft.; Qualities: *Construct*, *damage reduction 6*, *feat* (Brawling Basics, Brawling Moves, Wrestling Basics, Wrestling Moves), *hulking* (Large), *low-light vision*, *natural attack* (Slam V), *superior attribute* (Str 16), *tough I*.

Intel III (Standard NPC — 96 XP): Init V; Atk III; Def VII; Resilience VI; Damage Save: II; Competence: II; Skills: Notice VI, Search VI, Sneak VI; SZ T; Spd 30 ft.; Qualities: *Augmented III* (commercial-grade video camera), *augmented III* (commercial-grade tape recorder), *augmented IV* (heat and motion sensor mask gadget), *class ability* (flawless search), *construct*, *feat* (Advanced Skill Mastery (Observer), Observer, Photographic Memory), *flight 40 ft.*, *improved hearing*, *improved vision*, *low-light vision*, *superior attribute* (Int 14, Wis 14), *undersized* (Tiny).

Labor/Utility III (Standard NPC — 99 XP): Init V; Atk V; Def V; Resilience IV; Damage Save: VII; Competence: II; Skills: Athletics V, Acrobatics V; SZ L; Spd 50 ft.; Qualities: *Construct*, *feat* (Guts), *fleet +20 ft. land*, *flight 100 ft.*, *hulking* (Large), *low-light vision*, *natural attack* (Slam II), *superior attribute* (Str 16, Dex 14, Con 14).

Oddball III (Standard NPC — 98 XP): Init VII; Atk V; Def V; Resilience VI; Damage Save: VII; Competence: IV; Skills: Notice IV, Sneak VI, Survival VI; SZ M; Spd 30 ft.; Qualities: *Class ability* (master tracker, stalker), *construct*, *feat* (Boxing Basics, Marksmanship Basics, Tracking Basics, Tracking Mastery), *improved hearing*, *improved scent*, *improved vision*, *low-light vision*, *natural attack* (Slam IV), *superior attribute* (Dex 14, Wis 14).

Support III (Standard NPC — 92 XP): Init III; Atk V; Def III; Resilience V; Damage Save: VI; Competence: III; Skills: Analysis V, Medicine VI, Notice VI; SZ M; Spd 40 ft.; Qualities:

Augmented II (first aid kit I), *augmented IV* (healing gadget), *class ability* (resuscitation, "stay with me!" — see next), *construct*, *feat* (Advanced Skill Mastery (Examiner), Bandage, Combat Mobility, Examiner), *fleet +10 ft. land*, *prodigy*.



Resuscitation (from World on Fire): Once per scene, the construct may revive a recently killed character between –10 and –25 wounds who must have died within a number of rounds equal to his Constitution score. The construct must tend to the character for 1 minute, after which the character recovers at 0 wounds and must consult the Table of Ouch with a result of 1d20 + double the number of negative wounds he suffered.

“Stay With Me!” (from World on Fire): When the construct fails a Medicine check that may be re-tried, he may spend 1 half action to try another approach. As long as the check DC is equal to or less than the Threat Level + 20, this automatically succeeds, yielding the lowest possible positive result. The construct may use this ability even if his initial check results in an error, but only *before* the critical failure is activated. The construct may use this ability a number of times per session based on the Threat Level: 3 for TL 1–5, 4 for TL 6–10, and so on).

CONSTRUCT ASSEMBLY IV

Level: 9 Artifice

Effect: As Construct Assembly I, except that you gain 1 construct with a maximum XP value of 120, 2 constructs with a maximum XP value of 100, 4 constructs with a maximum XP value of 80, or 2 constructs with a maximum XP value of 60.

Combat IV (Standard NPC — 119 XP): Init VII; Atk VII; Def III; Resilience V; Damage Save: IX; Competence: II; Skills: Athletics VI; SZ M; Spd 30 ft.; Qualities: *Augmented III* (RSA AK 47 assault rifle), *augmented III* (RSA LPO-50 flamethrower), *construct*, *damage reduction 6*, *feat* (Autofire Basics, Brawling Basics, CQB Basics, Flamethrower Basics, Marksmanship Basics), *hulking* (Large), *natural attack* (Slam IV), *superior attribute* (Str 16, Dex 14, Con 14), *tough I*.

Intel IV (Standard NPC — 117 XP): Init V; Atk III; Def VII; Resilience VI; Damage Save: VI; Competence: VI; Skills: Blend VII, Notice VII, Search VII; SZ M; Spd 50 ft.; Qualities: *Augmented V* (professional-grade video camera), *class ability* (*flawless search*, *spotter I* — see next), *construct*, *feat* (Advanced Skill Mastery (Observer), Mingling Basics, Mingling Mastery, Observer, Photographic Memory), *fleet +20 ft. land*, *improved hearing*, *improved vision*, *low-light vision*, *superior attribute* (Dex 14, Int 14, Wis, 14, Cha 14).

Spotter I (from World on Fire): The construct may spend 1 full action “painting” a target he can see, after which one teammate who can hear him gains a +1 bonus with their next ranged attack against the target. Also, the teammate’s threat range increases by 1 and his range increment increases by 50% (rounded down). These bonuses are lost unless used by the start of the construct’s next Initiative Count.

Labor/Utility IV (Standard NPC — 111 XP): Init V; Atk V; Def V; Resilience IV; Damage Save: VII; Competence: IV; Skills: Acrobatics V, Athletics V, Drive VI; SZ M; Spd 30 ft.; Qualities: *Augmented V* (proteus modification gadget — vehicle chosen when construct is summoned), *class ability* (*vehicle familiarity III*), *construct*, *feat* (Baby It, Daredevil, Defensive Driving, Demolition Derby, Offensive Driving), *hulking* (Large), *improved vision*, *low-light vision*, *superior attribute* (Dex 18, Int 14, Wis 14).

Oddball IV (Standard NPC — 120 XP): Init VII; Atk VI; Def V; Resilience V; Damage Save: V; Competence: IV; Skills: Athletics IV, Sneak VI, Tactics IV; SZ M; Spd 30 ft.; Qualities: *Augmented III* (silence gadget), *augmented IV* (invisibility gadget), *class ability* (*criminal mind* (master thief), *sneak attack +3d6*), *construct*, *feat* (Ambush Basics, Ambush Mastery, Executioner, Ghost Basics, Ghost Mastery), *low-light vision*, *natural attack* (Slam IV), *superior attribute* (Dex 18, Wis 16).

Support IV (Standard NPC — 115 XP): Init IV; Atk V; Def V; Resilience IV; Damage Save: V; Competence: IV; Skills: Intimidate V, Notice IV, Tactics VII; SZ M; Spd 30 ft.; Qualities: *Augmented II* (FN Five-seveN service pistol), *class ability* (*blood of heroes*, *orders IV*, *stratagem +2*), *construct*, *feat* (Ambush Basics, Ambush Mastery, Ambush Supremacy, Containment Basics, Tactical Advantage), *superior attribute* (Dex 14, Wis 16, Cha 16).

CONSTRUCT MIMICRY

Level: 8 Artifice

Casting Time: 1 hour

Distance: Touch

Duration: 1 day per Casting Level (dismissible)

Effect: One target construct gains the appearance of one familiar character. Unless the construct’s Falsify/Disguise bonus is already higher, it rises to double your Casting Level when impersonating the character. The construct’s other statistics become equal to those of the target character but the construct does *not* gain any of the character’s memories or mannerisms.

CONTINGENCY

Level: 7 Artifice

Casting Time: As target spell or 10 minutes, whichever is longer

Distance: Personal

Duration: 1 day per Casting Level (dismissible)

Preparation Cost: 2/\$100,000 × target spell’s Level (minimum 2/\$100,000)

Effect: You hold in reserve a Personal spell with a Level no higher than 1/3 your Casting Level (rounded down), spending the spell points and Preparation Costs of *both* Contingency *and* the target spell when Contingency is cast. You must also name a trigger that prompts the spell’s release (e.g. you’re attacked). If the trigger is another character’s action, your reserved spell is cast immediately before (e.g. your spell goes off before the attack). If the trigger doesn’t occur before the Contingency spell ends, you lose the reserved spell.

If a Spellcasting result is required to determine the reserved spell’s effect, generate a new one when the spell is cast. Tricks may not be applied to reserved spells at any time. You may only hold only one spell in reserve at a time.

DEEP INSIGHT

Level: 1 Divination

Casting Time: 1 minute

Distance: Personal

Duration: Instant

Effect: You gain a GC hint relating to the goals of the current scene. This spell may only be cast once per scene.

DETECT ALIGNMENT

Level: 0 Divination (Chaos, Evil, Good, or Order)
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Effect: You sense aligned characters and objects. You may learn the Alignment of a character or object you sense with a successful Sense Motive check (DC 20).

DETECT EMOTION

Level: 2 Divination
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Saving Throw: Will negates scene
Effect: You sense the Dispositions of characters. You may identify the focus of a sensed character's attention with a successful Sense Motive check (DC 20).

DETECT LIES

Level: 4 Divination
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Saving Throw: Will negates scene
Effect: You sense lies. You may determine whether a specific person in the Area is lying with a successful Sense Motive check (DC 20).

DETECT MAGIC

Level: 1 Divination
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Effect: You sense magic and magical characters and objects. You may learn the Discipline of any spell you sense with an additional Spellcasting check (DC 20).

DETECT POISON

Level: 0 Divination
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Effect: You sense poison and poisoned characters. You may identify a poison you sense with a successful Science (Pharmacology) check (DC 20).

DETECT SECRET DOORS

Level: 0 Artifice
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Effect: You sense concealed and secret doors and compartments. You may identify the method of opening a door or portal you sense with a successful Security check (DC 20).

DETECT SNARES AND PITS

Level: 0 Artifice
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Effect: You sense natural traps with a Detect DC up to 20, as well as natural hazards like quicksand, sinkholes, and unstable surfaces. You may identify the method of disabling a trap you sense with a successful Security check (DC 20).

DETECT TRAPS

Level: 4 Artifice
Casting Time: 1 half action
Distance: Personal
Area: 60 ft. penetrating cone
Duration: Concentration + 1 minute per Casting Level (dismissible)
Effect: You sense mechanical traps with a Detect DC up to 20 in the Area. You may identify the method of disabling one of these traps with a successful Security check (DC 20).

ENERGY SINK

Level: 3 Artifice
Casting Time: 1 full action
Distance: Touch
Duration: 10 minutes per Casting Level
Saving Throw: Fortitude negates (harmless)
Effect: One target construct gains resistance equal to your Casting Level + 5 against one of these damage types: acid, cold, electrical, fire, laser, sonic, or vacuum.

FIND THE PATH

Level: 6 Divination
Casting Time: 1 minute
Distance: Personal or Touch
Duration: Instant
Effect: The target learns the shortest, most direct physical route to a specified destination, even if it winds around corners or through concealed or tight spaces (but not impossible ones — the spell always reveals a route the target can traverse). This spell does reveal traps but *not* how to disable them, nor does it reveal adversaries and other hostile characters along the route.

FORCED CONVERSION

Level: 9 Word (Chaos, Evil, Good, or Order)

Casting Time: 1 minute

Distance: Close

Duration: Permanent

Saving Throw: Will negates (terminal)

Preparation Cost: 20/\$1,000,000

Effect: The target character gains your Alignment, losing its own. This new Interest may not be abandoned, though this spell may be countered, reversing the effect.

GREMLIN WISDOM

Level: 4 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +4 magic bonus with Athletics/Smash checks. As a half action, you may end this spell early to gain a +10 magic bonus with a single Disable or Sabotage check.

HINDSIGHT

Level: 7 Divination

Casting Time: 10 minutes

Distance: Personal

Area: 20 ft. sphere

Duration: Concentration + 1 minute per Casting Level

Preparation Cost: Varies (*see Effect*)

Effect: You project your vision and hearing back in time at your current location. You may observe events in real time or skim them at up to 60 times their normal rate (e.g. observing a minute in a second). The maximum time you may project back is 24 hours per 1/\$50,000 Preparation Cost.

HYPERCOGNITION

Level: 6 Divination

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +6 magic bonus with Search/Perception, Sense Motive/Detect Lie, and Sense Motive/Innuendo checks. As a half action, you may end this spell early to gain a +14 magic bonus with a single Investigation/Canvass Area check.

IDENTIFY I

Level: 1 Artifice

Casting Time: 8 hours

Distance: Touch

Duration: Instant

Preparation Cost: 1/\$50,000

Effect: You learn whether an object is magical (and if so what it does, how to activate it, and any remaining charges).

IDENTIFY II

Level: 6 Artifice

Casting Time: 1 full action

Duration: 3 rounds

Preparation Cost: 3/\$150,000

Effect: As Identify I, except targeting 1 object per round.

JAM CONSTRUCT

Level: 1 Artifice

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: Fort negates (terminal)

Effect: One target construct is *stunned* for 1d4 rounds.

LIBRARY OF SOULS

Level: 8 Word

Casting Time: 10 minutes

Distance: Personal

Duration: 1 hour

Preparation Cost: 1/\$50,000

Effect: You call upon those who have gone before to bestow temporary arcane knowledge. Choose a combination of spells with a total combined Spell Level of 8 or less. The Spell Levels of non-Seer spells are doubled for this purpose (e.g. a Level 3 Channeler spell counts as Spell Level 6). You know and may cast these spells normally for the Duration of Library of Souls.

LIVING LIBRARY I

Level: 2 Divination

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Investigation/Research checks. As a half action, you may end this spell early to gain a +6 magic bonus with a single Knowledge check.

LIVING LIBRARY II

Level: 5 Divination

Effect: As Living Library I, except that you gain a +5 magic bonus with Research checks and may end the spell early to gain a +12 magic bonus with a single Knowledge check.

LIVING LIBRARY III

Level: 8 Divination

Effect: As Living Library I, except that you gain a +8 magic bonus with Research checks and may end the spell early to gain a +18 magic bonus with a single Knowledge check.

LOCATE OBJECT

Level: 2 Divination

Casting Time: 1 minute

Distance: Unlimited

Duration: 1 hour per Casting Level

Effect: You sense the direction of a familiar object, or the nearest object of a general type (e.g. sword, gun, jewel, etc.).

LOCATE PERSON

Level: 4 Divination

Casting Time: 1 minute

Distance: Unlimited

Duration: 1 hour per Casting Level

Saving Throw: Will negates scene

Effect: You sense the direction of a familiar person, or the nearest person of a particular species.

MACHINE WISDOM

Level: 3 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +3 magic bonus with Mechanics checks other than Disable or Sabotage. As a half action, you may end this spell early to gain a +8 magic bonus with a single Mechanics check other than Disable or Sabotage.

MAGE SCRIBE I

Level: 1 Word

Casting Time: Varies (*see Effect*)

Distance: Touch

Duration: Permanent (dismissible)

Effect: You create script and images on any surface at the rate of 1,000 words or 1 image per hour, or copy an existing document at the rate of 1,000 words or 1 image per minute. The words may be written in any language you know other than arcane script (*see page 18*).

MAGE SCRIBE II

Level: 4 Word

Effect: As Mage Scribe I, except that you may embed 1 of your Interests into the script. The next character without the Interest who reads the text in full gains the Interest until the end of the current mission. The script may only transfer the Interest once; thereafter, it acts as described in Mage Scribe I.

MAGE SCRIBE III

Level: 7 Word

Effect: As Mage Scribe I, except that you may embed your bonus with 1 skill into the script. The next character with a lower bonus in the skill who reads the text in full gains the skill bonus until the end of the current mission. The script may only transfer the Interest once; thereafter, it acts as described in Mage Scribe I.

MANTLE OF THE MUNDANE

Level: 4 Artifice

Casting Time: 1 full action

Distance: Touch

Area: 5 ft. sphere

Duration: 1 round per Casting Level

Saving Throw: Will negates

Effect: All magic bonuses affecting the target and all adjacent characters and objects decrease by 1 per 5 Casting Levels (minimum 1).

MEND I

Level: 1 Artifice

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Effect: You repair a *broken* object weighing up to 1 lb.

MEND II

Level: 2 Artifice

Effect: As Mend I, except repairing a *broken* object weighing up to 1 lb. per Casting Level or 1 *destroyed* object weighing up to 1 lb.

MIND PROBE

Level: 9 Divination

Casting Time: 1 full action

Distance: Touch

Duration: 1 minute

Saving Throw: Will negates (repeatable, terminal)

Preparation Cost: 20/\$1,000,000

Effect: You telepathically bond with the target character and mentally probe their mind, forcing them to truthfully answer 1 question per round.

ORIENT SELF

Level: 0 Divination

Casting Time: 1 half action

Distance: Personal

Duration: Instant

Effect: You sense the direction of north from your current position and gain a +1 magic bonus with Knowledge checks made to navigate from your current location.

PERMANENCY

Level: 6 Artifice

Casting Time: 1 minute

Distance: Personal or Touch

Duration: Instant

Preparation Cost: 20/\$1,000,000 × target spell's Level (minimum 20/\$1,000,000)

Effect: One "enduring" spell becomes permanent and cannot be countered. Your Casting Level must exceed the target spell's Level by 8 for you to cast this spell.

PINPOINT

Level: 8 Divination

Casting Time: 10 minutes

Distance: Unlimited

Duration: Instant

Saving Throw: Will negates scene

Effect: You learn the exact location of a familiar character or object.

POWER WORD: ANGUISH

Level: 7 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice suffer 1d10 stress damage + 1 per Casting Level (maximum +16), even if they can't hear you.

POWER WORD: BLIND

Level: 7 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become *blinded* for 2d4 rounds, even if they can't hear you.

POWER WORD: DEAFEN

Level: 3 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice become *deafened* for 2d4 rounds, even if they can't hear you.

POWER WORD: DISTRACT

Level: 3 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice become *flat-footed* and cannot recover for 2d4 rounds, even if they can't hear you.

POWER WORD: HARM

Level: 5 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice suffer 1d6 lethal damage per Casting Level (maximum 12d6), even if they can't hear you.

POWER WORD: KILL

Level: 9 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Preparation Cost: 10/\$500,000
Effect: You and a special character of your choice each suffer enough damage to kill them, even if they can't hear you.

POWER WORD: NAUSEATE

Level: 5 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice become *nauseated* for 2d4 rounds, even if they can't hear you.

POWER WORD: RECALL

Level: 6 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice are teleported to one of your residences, even if they can't hear you. All objects the two of you carry or wear are teleported as well.

POWER WORD: STUN

Level: 8 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice become *stunned* for 2d4 rounds, even if they can't hear you.

POWER WORD: TIRE

Level: 1 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice become *fatigued* for 2d4 rounds, even if they can't hear you.

POWER WORD: WITHER

Level: 4 Word
Casting Time: 1 free action
Distance: Close
Duration: Instant
Effect: You and a character of your choice suffer 2 points of Strength and Dexterity damage for 2d4 rounds, even if they can't hear you.

PRYING EYES I

Level: 4 Divination
Casting Time: 10 minutes
Distance: Personal
Duration: 1 minute per Casting Level (dismissible)
Effect: You summon 2 Prying Eyes, each of which looks like a floating eyeball roughly the size of an apple. Each eye scouts an area or direction of your choice. You may only communicate with the Eyes when they're located in your square, so they must return to you to report their findings (a process that takes 1 full round).

Prying Eye (Standard NPC — 39 XP): Init VII; Atk I; Def I; Resilience III; Damage Save: I; Competence: I; Skills: Hide X, Search V, Spot V; SZ F; Spd 40 ft. (flight only); Qualities: *Construct*, *inferior attribute* (Int 8), *non-combatant*, *seek on command* (any 2 targets), *superior attribute* (Wis 12).

PRYING EYES II

Level: 8 Divination
Effect: As Prying Eyes I, except that each eye benefits from True Seeing at all times (*see page 20*).

PURGE

Level: 7 Word (Chaos, Evil, Good, or Order)
Casting Time: 1 half action
Distance: Personal
Area: 40 ft. sphere
Duration: Instant
Saving Throw: Will half (damage), Will negates (conditions, terminal)
Effect: Characters with the opposing Alignment are *sickened* for 1d6 minutes and standard characters with the opposing Alignment suffer 3d6 divine damage. Summoned characters with the opposing Alignment are *banished*.

ARCANE SCRIPT

Like thieves, spies, and other secretive sorts, spellcasters have developed their own private language. Though it appears “magical” to outsiders, arcane script is in fact just ordinary words. Mages weave messages into the fabric of their spells, translate them into code derived from complex arcane formulae, turn them invisible, and visibly jumble them with mystical “logic-locks,” among other methods. There are only so many ways to code messages, even for spellcasters, making it possible for others experienced with magic to decipher them, which is all that the Read Magic spell does.

Reading arcane script conveys a message. This message has no power and triggers no magic, even when it’s woven into a spell (a rare exception being a Curse spell, left as a warning to foolhardy script-crackers). Arcane script is completely unintelligible to those without ranks in the Spellcasting skill, appearing to them to be just another component in the elusive art of magic.

READ MAGIC

Level: 0 Word

Casting Time: 1 full action

Distance: Personal

Duration: Instant

Effect: You decipher the arcane script on one object or in one area and may thereafter read it without issue (*see above*).

RIGHTEOUS AURA

Level: 2 Word (Chaos, Evil, Good, or Order)

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Intimidate checks made against characters with the opposing Alignment. As a half action, you may end this spell early to gain a +6 magic bonus with a single Intimidate check made against a character with the opposing Alignment.

SCRYE I

Level: 1 Divination

Casting Time: 10 minutes

Distance: Long

Duration: 1 minute per Casting Level (dismissible)

Effect: You project your vision and hearing to 1 fixed, familiar location. While projecting, you cannot see and hear from your body.

SCRYE II

Level: 3 Divination

Distance: Personal

Effect: As Scrye I, except that you may alternately project your vision and hearing through a 1 in. diameter *invisible* sensor that appears next to you. While projecting through the sensor you may move the sensor with a flying Speed of 30 ft. (otherwise it hovers in place).

SCRYE III

Level: 5 Divination

Effect: As Scrye I–II, except that while projecting you may also cast spells up to Level 3 as if you’re located at your point of view.

SCRYE IV

Level: 7 Divination

Saving Throw: Will negates

Effect: As Scrye I, except that you may alternately project your vision and hearing through 1 character you can see (or any 1 character you know if you have a personal effect belonging to them).

SCRYE V

Level: 9 Divination

Effect: As Scrye I–II and IV, except that while projecting you may also cast spells up to Level 8 as if you’re located at your point of view.

SEE INVISIBLE

Level: 3 Divination

Casting Time: 1 half action

Distance: Personal

Duration: 10 minutes per Casting Level (dismissible, enduring)

Effect: You see *invisible* characters and objects as translucent shapes.

SENSE WEAKNESS

Level: 5 Divination

Casting Time: 1 half action

Distance: Close

Duration: 1 minute per Casting Level

Saving Throw: Will negates

Effect: One target character’s Spell Defense decreases by 10.

SPELL BIND I

Level: 5 Artifice

Casting Time: As target spell or 10 minutes, whichever is longer

Distance: Touch

Duration: Permanent (dismissible)

Preparation Cost: 1/\$50,000 × target spell’s Level (minimum 1/\$50,000)

Effect: You record a Level 1–4 spell you know into an object you can carry in one hand (spending the spell points and Preparation Costs of *both* Spell Bind *and* the target spell when Spell Bind is cast). Tricks may not be applied to bound spells at any time. You may cast a bound spell as a full action, generating a new Spellcasting result if one is required to determine the bound spell’s effect.

You may only Spell Bind one item at a time.

SPELL BIND II

Level: 8 Artifice

Casting Time: 1 hour

Effect: As Spell Bind I, except that you may bind a Level 1–7 spell.

STATUS

Level: 2 Divination
Casting Time: 1 half action
Distance: Touch
Duration: 1 hour per Casting Level
Saving Throw: Will negates (harmless)
Effect: You remain mentally aware of the target's relative position, damage, and conditions.

STATUS, MASS

Level: 6 Divination
Casting Time: 1 half action
Distance: Close
Duration: 1 hour per Casting Level
Saving Throw: Will negates (harmless)
Effect: You remain mentally aware of the relative positions, damage, and conditions of a number of targets up to your Casting Level.

TELEPATHIC BOND

Level: 5 Word
Casting Time: 1 full action
Distance: Close
Duration: 10 minutes per Casting Level (dismissible)
Preparation Cost: 5/\$250,000
Effect: You forge a telepathic bond between willing characters (up to 1 per 3 Casting Levels). You need not be part of this bond. Bonded characters may communicate at a range of up to 5 miles at all times, even if they don't possess a common tongue.

TINKER I

Level: 1 Artifice
Casting Time: 1 full action
Distance: Close
Duration: Instant
Saving Throw: Will half
Effect: You manipulate the inner workings of a construct, repairing or inflicting 1d8 damage + 1 per Casting Level (maximum +5).

TINKER II

Level: 2 Artifice
Effect: As Tinker I, except you repair or inflict 2d8 damage + 1 per Casting Level (maximum +10).

TINKER III

Level: 3 Artifice
Effect: As Tinker I, except you repair or inflict 3d8 damage + 1 per Casting Level (maximum +15).

TINKER IV

Level: 4 Artifice
Effect: As Tinker I, except you repair or inflict 4d8 damage + 1 per Casting Level (maximum +20).

TINKER I, MASS

Level: 5 Artifice
Casting Time: 1 full action
Distance: Close

Duration: Instant

Saving Throw: Will half

Effect: You manipulate the inner workings of a number of constructs up to your Casting Level. Each regains or suffers 1d8 damage + 1 per Casting Level (maximum +5).

TINKER II, MASS

Level: 6 Artifice

Effect: As Mass Tinker I, except that each construct regains or suffers 2d8 damage + 1 per Casting Level (maximum +10).

TINKER III, MASS

Level: 7 Artifice

Effect: As Mass Tinker I, except that each construct regains or suffers 3d8 damage + 1 per Casting Level (maximum +15).

TINKER IV, MASS

Level: 8 Artifice

Effect: As Mass Tinker I, except that each construct regains or suffers 4d8 damage + 1 per Casting Level (maximum +20).

TONGUES I

Level: 3 Word

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level (enduring)

Saving Throw: Will negates (harmless)

Effect: The target may speak, understand, read, and write 1 language of your choice except arcane script (see page 18). He must still decipher any codes present.

TONGUES II

Level: 6 Word

Duration: 10 minutes per Casting Level

Effect: As Tongues I, except that the target grasps *all* non-magical languages.

TOUGHEN CONSTRUCT

Level: 2 Artifice

Casting Time: 1 half action

Distance: Touch

Duration: 10 minutes per Casting Level

Saving Throw: Will negates (harmless)

Effect: One target construct gains DR equal to 1/3 your Casting Level (rounded down).

TRAP WISDOM

Level: 2 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Notice/Awareness and Search/Perception checks made to find sensors and traps. As a half action, you may end this spell early to gain a +6 magic bonus with a single Security/Installation check or a single Sneak/Stash Item check made to conceal a sensor or trap.

TRUE SEEING

Level: 5 Divination
Casting Time: 1 half action
Distance: Personal or Touch
Duration: 1 minute per Casting Level
Saving Throw: Will negates (harmless)
Preparation Cost: 2/\$100,000
Effect: The target sees through illusions, darkness, invisibility, concealment, and other visual effects created by spells and magic items.

TRUE STRIKE I

Level: 1 Divination
Casting Time: 1 half action
Distance: Personal
Duration: Special (*see Effect*)
Effect: The defenses of those around you are laid bare. If your next attack check is made before the end of the next round, you gain a +6 bonus and your error range decreases by 2 (minimum 0).

TRUE STRIKE II

Level: 4 Divination
Casting Time: 1 half action
Distance: Personal
Duration: Special (*see Effect*)
Effect: As True Strike I, except that you gain a +10 bonus and cannot suffer an error.

TRUE STRIKE I, MASS

Level: 6 Divination
Casting Time: 1 half action
Distance: Close
Duration: Special (*see Effect*)
Effect: The defenses of those around you are laid bare. If your next attack check is made before the end of the next round, you gain a +6 bonus and your error range decreases by 2 (minimum 0). This same effect applies to a number of your teammates and allies up to your Casting Level.

TRUE STRIKE II, MASS

Level: 9 Divination
Casting Time: 1 half action
Distance: Close
Duration: Special (*see Effect*)
Effect: As Mass True Strike I, except that you and each teammate and ally gain a +10 bonus and cannot suffer an error.

TRUE STRIKE I, SNAP

Level: 2 Divination
Casting Time: 1 free action
Distance: Personal
Duration: Special (*see Effect*)
Effect: The defenses of those around you are laid bare. If your next attack check is made before the end of the current round, you gain a +6 bonus and your error range decreases by 2 (minimum 0).

WHISPERING WIND I

Level: 2 Word (Air, Sonic)
Casting Time: 1 half action
Distance: Special (*see Effect*)
Duration: Special (*see Effect*)
Effect: You send a verbal message up to 25 words or sound up to 1 round in length to a familiar location within 1 mile per Casting Level. The wind carries the communication at any Speed up to 1 mile per 10 minutes. While en route it feels and sounds like a gentle breeze.

WHISPERING WIND II

Level: 4 Word (Air, Sonic)
Casting Time: 1 minute
Distance: Unlimited
Duration: Instant
Effect: As Whispering Wind I, except targeting a familiar character instead of a location and delivering the message without travel time (it arrives instantly).

WHISPERS

Level: 0 Word (Sonic)
Casting Time: 1 free action
Distance: Local
Duration: 1 minute
Effect: Your conversation with one character per Casting Level becomes a series of faint whispers, inaudible to others. All characters in the conversation must be within the spell's Distance; though they need don't have to see each other sound must be able to travel between them (e.g. they can't be on opposite sides of a soundproofed door).

WIRE WISDOM

Level: 5 Artifice
Casting Time: 1 half action
Distance: Personal
Duration: 1 hour per Casting Level
Effect: You gain a +5 magic bonus with Electronics checks other than Disable or Sabotage. As a half action, you may end this spell early to gain a +12 magic bonus with a single Electronics check other than Disable or Sabotage.

WISH I

Level: 3 Word
Casting Time: 1 full action
Effect: Your desire is made reality — one carefully phrased wish is fulfilled to the best of the Game Control's ability. Take heed, however! Even wishes have their limits. Your wish must be grammatically correct and may invoke no more than 1 effect. Also, poorly phrased wishes can go awry, producing unexpected results. The GC is the ultimate arbiter of what wishes can achieve and what specific wishes yield, though some common Wish I effects follow.

- Cast a single spell up to Level 3 (the wisher paying its Preparation Cost, if any)
- Create an item costing up to \$100,000 or 10 Reputation/\$500,000 Net Worth, or upgrade an existing item at up to half that amount
- Undo the effect of a single spell up to Level 3 or a single action of any character up to Level 6

- Undo a single event that occurred in the last minute

Wishes are among the most powerful magic in all creation and should only be introduced with great care. For every wish you desire, you must first complete a Long-Term Mission or Personal Mission Subplot customized to the nature of wishes in the campaign world and story (see the *Spycraft 2.0 Rulebook*, page 57).

WISH II

Level: 6 Word

Effect: As Wish I, except with these common effects.

- Cast a single spell up to Level 6 (the wisher paying its Preparation Cost, if any)
- Create an item costing up to \$250,000 or 25 Reputation/\$1,250,000 Net Worth, or upgrade an existing item at up to half that amount (rounded up)
- Undo the effect of a single spell up to Level 6 or a single action of any character up to Level 12
- Undo a single event that occurred in the current scene

WISH III

Level: 9 Word

Effect: As Wish I, except with these common effects.

- Cast a single spell up to Level 9 (the wisher paying its Preparation Cost, if any)
- Create an item costing up to \$500,000 or 50 Reputation/\$2,500,000 Net Worth, or upgrade an existing item at up to half that amount
- Undo the effect of a single spell up to Level 9 or a single action of any character up to Level 18
- Undo a single event that occurred in the current adventure

WRITE MAGIC

Level: 0 Word

Casting Time: Varies (see Effect)

Distance: Touch

Duration: Permanent

Effect: You write arcane script at the rate of 100 words an hour (see page 18).

ACTIONS

Among his other abilities, the Seer can 'turn' certain creatures using this special action.

TURN

1 Full Action • Attack Action • Requires Turning Ability

'Turning' is the process of willfully or spiritually rebuking a target, attacking its will to fight. Each turning ability targets only 1 NPC type (e.g. construct, undead, etc.), having no effect on other types.

When a character uses a turn ability, each NPC within 30 ft. with the matching quality makes a Will save (DC 10 + 1/2 the character's Resolve bonus, rounded up). Squads and hordes make only 1 save each for the whole unit. Special characters can partially resist turning actions, gaining a +4 bonus with their save.

With success, a target must move away from the character via the most direct path available, until at least 30 ft. away. With failure, the target becomes *frightened* of the character. These effects last a number of rounds equal to 1d4 + the character's Charisma modifier (min. 1).

CONDITIONS

Banished: When a character is *banished*, his body and all items in his possession dissolve, evaporating without a trace after 1d4 rounds. Thereafter, he lingers in a timeless and unaware state and may be summoned back to the physical world only by powerful magic, which usually restores both his body and all items carried when he gained this condition. Some characters possess a special ability that allows them to reappear in the physical world after a minimum time has elapsed; in a campaign featuring the *revolving door* quality, for example, a *banished* character may return at the start of the following mission at a cost of 100 Reputation or \$5,000,000 Net Worth. A summoned character ceases to exist when *banished*.

Summoned: A *summoned* character cannot summon another character. He is immediately *banished* when reduced to 0 or fewer wounds, or if the spell that summoned him is countered or ends.

DAMAGE TYPES

Various spell effects harm the target in new ways.

DIVINE DAMAGE

This rare damage type represents harm from powerful cosmic forces or even gods.

- Divine damage ignores Damage Reduction.
- When a character suffers divine damage he must also make a Will save (DC equal to the damage) or become *baffled* for 1d6 rounds.
- Action dice may *not* be spent to increase divine damage.

NPC QUALITIES

Fey (+3 XP): The character has a deep supernatural connection to the wilds and is as much a spiritual embodiment of a natural force or location as a creature of flesh and blood. His appearance, especially his skin and fur, often complement his native surroundings. Natural animals refuse to attack him and often flee from him unless they're diseased, poisoned, trained to hunt fey, or attacked by the character or his teammates. Each time the character gains an additional permanent feat, he may instead select a feat from the Terrain tree. Unless otherwise specified, he must eat, sleep, and breathe. He ignores aging penalties, remaining vigorous until death.

Outsider (+5 XP): The character is an abstract notion or ideal that appears in the physical world as either flesh and blood or an animate object. He may have a unique personality and features or be one of many copies. He might require assistance to materialize, often a summoning spell, or he might be able to appear at will. If he has an Alignment, his attacks gain that Alignment and he suffers +2 damage per die from spells with the opposing Alignment. When the character dies, he is instead *banished*. Unless otherwise specified, the character must sleep and breathe, though he doesn't have to eat.

Spell Points I (+3 XP): The character has a number of spell points at the start of each scene equal to the Threat Level.

Spell Points II (+6 XP): The character has a number of spell points at the start of each scene equal to the Threat Level × 2.

Spell Points III (+9 XP): The character has a number of spell points at the start of each scene equal to the Threat Level × 3.

Spell Points X (+15 XP): The character has an unlimited number of spell points at the start of each scene.

Spellbook (+5 XP): One or more spells follow this quality in parentheses. The character knows a number of them equal to his total Spellcasting bonus. He learns them in the order they're listed.

Undead (+5 XP): The character is a supernatural force wearing the physical or spiritual remains of a once living creature. He has the *low-light vision* and *light-sensitive* qualities at no additional cost. He can't be *paralyzed*, *sickened*, or *stunned*, and he's immune to Constitution damage, critical hits, subdual damage, stress damage, disease, and poison. He's also immune to bleeding, internal ruptures, brain damage, massive system trauma, and nerve damage, and whenever he suffers one of these critical injuries he instead suffers the next highest result to which he isn't immune (e.g. bleeding becomes a broken limb).

The character doesn't heal naturally but benefits from Medicine skill checks. He suffers damage instead of healing from Light spells and heals instead of suffering damage from Darkness spells. His wound points may not be negative and should they ever drop below 0 he dies.

He doesn't age and doesn't have to eat, sleep, or breathe.

SPELLCASTING NPCs

An NPC sorcerer must possess four qualities.

Class Ability (circle of power I–IX): This sets the maximum Spell Level the NPC may cast. His Casting Level is equal to the Threat Level or this quality's XP value, whichever is higher.

Skilled (Spellcasting): This lets the NPC make Spellcasting checks and determines how many spells he knows.

Spell Points: This sets the NPC's spell points at the start of each scene.

Spellbook: This sets NPC's spell list.

A few NPC Seers follow.

Artifice Acolyte (Standard NPC — 71 XP): Init V; Atk V; Def III; Resilience V; Damage Save: III; Competence: IV; Skills: Mechanics IV, Science (fabrication) V, Spellcasting VI; SZ M; Spd 30 ft.; Wealth: III; Weapons: 1 × Caliber I (tool hammer); Gear: 1 × Caliber I (spell kit I); Vehicle: None; Qualities: *Class ability (circle of power III, orders I, weave and weft I), feat (Hammer Basics, Tactical Advantage), spellbook (Click!, Mending I, Identify, Tinker I, Mending II, Toughen Construct, Construct Assembly I, Detect Snares and Pits, Jam Construct, Tinker II), spell points I, superior attribute (Int 12, Wis 12).*

Divination Acolyte (Standard NPC — 70 XP): Init V; Atk V; Def III; Resilience V; Damage Save: III; Competence: IV; Skills: Bluff IV, Sense Motive V, Spellcasting VI; SZ M; Spd 30 ft.; Wealth: III; Weapons: 1 × Caliber III (quarterstaff); Gear: 1 × Caliber I (spell kit I); Vehicle: 1 × Caliber I (wagon and 1 horse); Qualities: *Class ability (circle of power II, weave and weft I), feat (Black Cat, Casting Basics, Staff Basics), spellbook (Detect Poison, Orient Self, True Strike I, Detect Magic, Detect Emotion, Locate Object, Detect Alignment, Deep Insight, Living Library I, Status), spell points I, superior attribute (Wis 12, Cha 12).*

Word Acolyte (Standard NPC — 67 XP): Init V; Atk V; Def III; Resilience V; Damage Save: III; Competence: IV; Skills: Impress IV, Intimidate V, Spellcasting VI; SZ M; Spd 30 ft.; Wealth: III; Weapons: 1 × Caliber II (.40 S&W H&K P7 backup pistol); Gear: 1 × Caliber I (spell kit I); Vehicle: 1 × Caliber I (modern sports car); Qualities: *Class ability (circle of power II, weave and weft I), feat (Charmer, Marksmanship Basics), spellbook (Read Magic, Whispers, Command I, Power Word: Tire, Align Weapon, Righteous Aura, Bless Water, Tongues I, Consecrate, Whispering Wind), spell points I, superior attribute (Int 12, Cha 12).*

CREATURE TYPES

Spycraft 2.0 focuses on human and animal NPCs but magical settings often feature fantastic creatures that don't fit neatly into those two categories. These other NPCs are grouped by "creature type," each with an NPC quality that describes common features and allows various effects to target them. These qualities are often used when talking about a character, so an NPC with the *undead* quality may be referred to as an "undead character." NPCs without a type quality are "humanoids" or "natural animals," as appropriate.

Though only a couple creature types are included in this product, here's an overview of all current creature types in *Spycraft* and how they relate to those in other d20 products.

D20 SYSTEM	SPYCRAFT NPC QUALITY
Aberration	Horror
Animal	Animal
Construct	Construct or elemental
Dragon	Beast
Elemental	Elemental
Fey	Fey
Giant	No special qualities
Humanoid	No special qualities
Magical Beast	Beast
Monstrous Humanoid	No special qualities (sometimes beast)
Ooze	Ooze
Outsider	Outsider
Plant	Plant
Undead	Spirit or undead
Vermin	Animal (sometimes beast)

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