

Apport

Fatiguing

You can teleport objects and creatures to different locations. The Difficulty of the power check is based on the object's mass, modified by its familiarity to you, and the familiarity of the destination.

Difficulty	Mass
10	2 lb.
15	5 lb.
20	10 lb.
25	25 lb.
30	50 lb.
35	100 lb.
40	200 lb.
+5	x2 mass

For example, apportioning a 2 lb. object (Difficulty 10) in your line of sight (+0 modifier) to a destination in your line of sight (+0 modifier) is Difficulty 10. Apportioning the same object in your line of sight to a somewhat familiar destination (+15 modifier) is Difficulty 25.

Unwilling creatures get a Reflex saving throw to resist apportioning of themselves or any object in their possession. A successful save means there is no effect. You must apportion an entire object, not just part of it, although unattached materials may be left behind. For example, you can apportion a rope or set of manacles without affecting the creature bound by them. Targets cannot be apportioned inside other objects: attempts to do so simply fail.

Time: Apport is a standard action.

Beast Link

Fatiguing, Concentration

You can forge a mental connection with an animal, allowing you to perceive what it perceives, using its senses. Make a power check with a Difficulty of 10, modified by familiarity. If successful, you can perceive with the animal's senses and communicate with it mentally. The animal is not under your command, although you may be able to convince it, using your other skills and powers, to do things for you.

Time: Beast Link is a move action.

Bind Spirit (Blood Throne)

Fatiguing

You can attempt to bind a summoned spirit into a fetish you have prepared. You make a power check at a difficulty equal to 15 + the spirit's level. The spirit gets a Will save with a difficulty equal to 15 + your power rank to avoid becoming bound. If the spirit succeeds, it may attack you or flee. The spirit will remain in the world for a number of days equal to your adept level. If the spirit fails its save, it becomes bound to your fetish. The binding is permanent or until the fetish is broken.

Time: Bind spirit is a full action.

Blink

Fatiguing, Maintenance

You can teleport rapidly over a short distance to avoid attacks, appearing and disappearing for a number of rounds equal to your adept level. Attacks have a 50% miss chance against you and you only suffer half damage from area attacks. You can make surprise attacks while blinking, negating your opponent's dodge and parry bonuses to Defense. You can renew your Blink

power's duration when it expires by making a new fatigue saving throw (with the cumulative modifier for successive fatigue saves).

Bliss

Fatiguing, Mental Contact

While in mental contact with another creature, you can project blissful feelings of pleasure. The creature must make a Will saving throw or be dazed for 1 round, taking no action, but defending normally. Since Mind Touch is a move action, you can make mental contact and use Bliss in the same round.

Try Again: Yes, but the target gets a cumulative +1 bonus to their Will save for each new attempt in the same scene.

Time: Bliss is a standard action.

Body Control

Maintenance

You have great mental control over your body. You can make a Body Control check for a number of different tasks summarized on the following table.

Task	Difficulty
Sleep normally despite distractions	5
Sleep normally despite difficult distractions	10
Slow breathing to half normal rate	10
Ignore pain or injury	15
Body awareness	15
Resist fear	15
Speed recovery	15
Slow breathing to one-quarter normal rate	15
Willpower	15
Feign death	20
Overcome disease	Disease's Save Difficulty
Overcome poison	Poison's Save Difficulty

Sleeping: A successful Body Control check allows you to sleep in difficult conditions, including bad weather, noise, buzzing insects, and so forth.

Slow Breathing: You can deliberately slow your rate of breathing so that you consume less air, vital in situations where there is a limited amount of breathable air available.

Ignore Pain or Injury: You can ignore the effects of pain or injury while awake or asleep. If you choose, nothing can wake you, as long as you make a successful Body Control check.

Body Awareness: You can become very aware of your body while asleep or concentrating. This allows you to sense if you are touched or moved in any way while using Scrying, for example. If you are damaged, subtract the attack's damage bonus from the Difficulty of the Body Control check.

Resist Fear: You can override your body's natural response to fear. With a successful Body Control check, you gain a new saving throw against any fear effect, with a +4 bonus.

Speed Recovery: You can speed your natural healing process, gaining a recovery check in half the normal time, so long as you spend that time in a deep, healing trance.

Willpower: With a Difficulty 15 Body Control check, you can continue to act while disabled without your condition worsening to dying. You still suffer additional damage normally.

Feign Death: By exerting supreme control over your body, you

can enter a deep trance almost indistinguishable from death. A Notice check with a Difficulty equal to your Body Control check is required to determine whether you are still alive. Effects that detect life still work on you. While in this state, you also suspend the effects of any disease or poison in your system for as long as you remain in the trance.

Overcome Disease or Poison: By concentrating for a full round, you can substitute your Body Control check for your Fortitude saving throw against a disease or poison in your system. This usually means you can only use Body Control against the secondary effects of a disease or poison, unless it is slow acting and you are warned soon enough to use Body Control to resist the initial effects (in the Narrator's judgment).

Time: Body Control is a full-round action.

Boil Blood (Blood Throne)

Fatiguing, Concentration

By focusing on your target for a full round and making a power check, you cause the target's blood to boil. The target gets a Fortitude saving throw; if it exceeds the result of your power check, the attempt fails. If the initial Fortitude save fails, the subject makes another Fortitude save against your normal power save Difficulty. Failure is read as a result on the lethal damage track (i.e. a hurt result on a failure, a wounded result on a failure by 5 or more and so forth). Each round you maintain concentration, you deal additional lethal damage to the target. The target gets a new Fortitude saving throw each round. Two successful saves in a row ends the effect. This power only affects living targets that have blood; creatures like constructs, oozes and undead (for example) are immune.

Time: Boil Blood is a full action.

Calm

Maintenance, Mental Contact

You can drain intense emotion from others, calming them. The target must make a Will saving throw or be drained of all extremes of emotion. The subject is calm and incapable of taking violent action (although it can defend itself) or doing anything else destructive. Any aggressive action or damage against the subject breaks the effect. A successful Will save means the subject continues to act normally. This power suppresses (but does not dispel) powers relying on emotion, such as Heart Shaping. While the Calm effect lasts, the suppressed power has no effect, but it returns once the Calm effect lapses.

Time: Calm is a standard action. It lasts for 1 round per rank after you stop maintaining it.

Cloud Minds (Bestiary)

Fatiguing

You make yourself completely undetectable to other creatures (no matter what sense they are using) by erasing all awareness of your presence from their minds. This supernatural power has the following effects.

First, you are invisible and inaudible to any subjects failing a Will save against your Cloud Minds power. They cannot detect your presence by any means, including the use of supernatural powers.

Second, the subjects remain unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subjects' environment. If you attack a subject, the effect ends for that subject. If you take an action creating a sustained and obvious change in the subject's

environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw. An ally of

the subject able to see or perceive you can use a move action to warn the subject, granting an immediate new saving throw.

Time: Using Cloud Minds is a standard action. Each use lasts for one minute (10 rounds).

Corrupting Shadow (Bestiary)

Fatiguing, Concentration

You can wield the powers of darkness as a weapon against the forces of good. This feat allows you to do two things.

Dark Bolt: First, you can cast a supernatural bolt of darkness like an Elemental Blast (see the Powers chapter of the *True20 Adventure Roleplaying* book), except it only affects supernatural creatures of innate good (creatures with the virtue subtype) such as celestials.

Shadowy Desecration: Second, you can call forth a sinister shadow to fill an area up to 60 feet across. Maintaining the area of shadow requires concentration. Any supernatural creature with the virtue subtype must succeed on a Will save in order to enter the area of shadow, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

Both uses of Corrupting Shadow are fatiguing. You make the fatigue save after each *dark bolt* and after you stop maintaining a *shadowy desecration*.

Time: Both uses of Corrupting Shadow require a standard action.

Cold Shaping

Fatiguing, Maintenance

You can freeze things with the power of your mind. With a Difficulty 15 Cold Shaping check, you can lower the temperature of an area about a foot across, enough to deal cold damage. A targeted creature suffers cold damage equal to half your Cold Shaping rank (round down). Protective clothing has no effect.

You can freeze roughly a gallon of water into solid ice in a round. For every 2 points your check exceeds the Difficulty, you affect an additional cubic foot (or gallon of liquid).

You can also decrease the size and damage potential of a fire by 1 point and 1 square foot for every 2 points your Cold Shaping check exceeds Difficulty 10. A fire reduced to a size or damage potential of 0 or less goes out. This requires a Cold Shaping check with Difficulty 12 for a

normal square foot flame. Otherwise, the reduction in the fire requires maintenance.

Time: Cold Shaping is a standard action.

Combat Sense

Fatiguing

You can improve your ability in combat by sensing the flow of events around you. A Combat Sense check grants you a bonus to your base Combat bonus (see the accompanying table). Each round you can split the bonus between attack and defense as you see fit. You can select a bonus lower than the result you get on the table to reduce fatigue Difficulty, which is 10 + the Combat bonus gained.

Result	Combat Bonus
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Time: Activating Combat Sense is a move action. The bonus lasts for 10 rounds (1 minute) per use.

Computer Link

Maintenance

You can make mental contact with computers. Make a Computer Link check. The base Difficulty is 10, modified by familiarity. Once you are in mental contact with a computer, you can make Computers skill checks as if you were accessing that computer normally.

Whenever you need to make a Computers check, you can use your Computer Link power instead, but then each check causes fatigue (so it's generally easier on yourself to have training in Computers).

When dealing with sentient computers or robots, this power functions like Mind Touch (described later in this section) and counts as mental contact for using other powers requiring it on those subjects.

Special: You can take 10 on Computer Link checks. In cases where there is no penalty for failure, you can also take 20. Obviously, Computer Link is only useful in settings that have digital computers. In other settings, it doesn't exist (or it does and is never used).

Time: Computer Link is a move action.

Cure

Fatiguing

You can heal injuries by touch. With a full-round action, you can grant a subject an immediate recovery check using your Cure check result in place of their Constitution check. If the recovery check fails, you must wait the normal recovery time for that condition or expend a level of fatigue before trying again. You can stabilize a dying character with a Difficulty 10 Cure check.

You can use Cure on yourself. You can't cure your own staggered or unconscious conditions or stabilize yourself while dying, since you have to be conscious and able to take a full-round action to use Cure. You can use Cure on your own disabled conditions, but doing so is a strenuous action. If your recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying.

Try Again: See above. Otherwise you can retry freely.

Time: Cure is a full-round action.

Cure Blindness/Deafness

Fatiguing

You can remove blindness or deafness with a Difficulty 15 power check. If a subject is both blind and deaf, curing both requires two checks.

Try Again: You get one attempt to cure a subject's blindness or deafness. If it fails, you cannot try again until your power rank improves.

Time: Cure Blindness/Deafness is a full-round action.

Cure Disease

Fatiguing

You can cure a subject of disease. The Difficulty of the power check is the disease's saving throw Difficulty.

Try Again: You get only one attempt to cure any given patient of a particular disease. If you fail, you must suffer a level of fatigue to try again.

Time: Cure Disease is a full-round action.

Cure Poison

Fatiguing

You can cure a subject of poison. The Difficulty of the power check is the poison's saving throw Difficulty.

Try Again: You get only one attempt to cure any given patient of a particular poison. If you fail, you must suffer a level of fatigue to try again.

Time: Cure Poison is a full-round action.

Dominate

Fatiguing, Concentration, Mental Contact

You can mentally control another creature's actions. The target makes a Will saving throw. If the save fails, you control the target's actions while you concentrate and maintain mental contact. You can force the subject to perform any action you wish, within the limits of his abilities.

You're generally aware of what the subject experiences via your mental link, but you do not receive direct sensory impressions from him. Subjects forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the nature of action. A successful save breaks your control.

Time: Dominate is a full-round action.

Drain Vitality

You can drain someone's vital energy by touch. Make a Drain Vitality check against the result of the target's Will save. If you win, the target suffers a level of fatigue, while you regain a level of fatigue (if you are currently fatigued). You cannot drain targets further once they are unconscious.

Special: You can only take 10 on a Drain Vitality check if the target is helpless.

Time: Drain Vitality is a standard action.

Earth Shaping

Fatiguing

You can shape and move earth and stone. An Earth Shaping check can have one of the following effects:

Move Earth (Difficulty 10): You move dirt (soil, clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting sand dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the time required and the Difficulty. A 150-foot by 150-foot square (up to 10 feet deep), takes 10 minutes and is Difficulty 10. Each additional such square adds 10 minutes and +5 Difficulty. Earth Shaping does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and

topography. This effect cannot be used for tunneling and is too slow to trap or bury creatures unless they are helpless the entire time the earth is moved.

Soften Earth (Difficulty 10): All natural, undressed earth or stone softens. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the Toughness or resilience of the ground at that spot. Each +5 increase in Difficulty affects another 10-foot square. Dressed or worked stone cannot be affected. Earth and stone creatures are not affected either. A creature in mud must succeed on a Reflex save against your power or be caught helpless for one round. A creature that succeeds on its save can move through the mud at half speed. Loose dirt is not as troublesome, but all creatures in the area move at only half their normal speed and can't run or charge. Stone softened into clay does not hinder movement, but does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this power does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. A moderate amount of damage can be dealt to a structure by softening the ground beneath it, causing it to settle. However, most sturdy structures are only damaged by this, and not destroyed.

Stonecrafting (Difficulty 10): You can mold stone into any shape you wish. You can affect 10 cubic feet of stone. Each additional cubic foot increases the Difficulty by 1 (so at Difficulty 30 you can affect 30 cubic feet). The Narrator may require a Craft (sculpting or stonecutting) check to achieve precise results. You perform Craft checks involving stone in minutes instead of the hours of normal Craft projects. A complex project, which normally takes 24 hours, would therefore take 24 minutes.

Earthquake (Difficulty 30): An intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. An adept must make a Concentration check (Difficulty 20) to use any powers that round. The earthquake affects all terrain, vegetation, structures, and creatures in an area with a radius of adept level times 10 feet. The specific effects depend on the nature of the terrain.

- **Cave, Cavern, or Tunnel:** The roof collapses, inflicting +16 damage to any creature caught under the cave-in (Difficulty 15 Reflex save for half damage) and pinning them beneath the rubble.

- **Cliffs:** Cliffs crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in its path suffers +16 damage (Difficulty 15 Reflex save for half damage) and is pinned beneath the rubble.

- **Open Ground:** Each creature standing in the area must make a Difficulty 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25 percent chance to fall into one (Difficulty 20 Reflex save to avoid a fissure). On the round after the quake, all fissures grind shut, crushing and killing any creatures trapped within them.

- **Structure:** Any wooden or masonry structure standing on open ground is destroyed. Heavier stone buildings are damaged. Anyone caught inside a collapsing structure takes +16 damage (Difficulty 15 Reflex save for half damage) and is pinned beneath the rubble.

- **River, Lake, or Marsh:** Fissures open underneath the water, draining it away from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Anyone in the area must make a Difficulty 15 Reflex save or sink down in the mud and quicksand. At the end of the round, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

- **Pinned beneath Rubble:** Any creature pinned beneath rubble takes +2 non-lethal damage per minute. Unconscious characters make a Difficulty 15 Constitution check each minute to avoid +2 lethal damage.

Time: Move Earth takes from 10 minutes or more, depending on the size of the area. Stonecrafting depends on the project in question. Soften Earth and Earthquake are standard actions.

Elemental Aura

Fatiguing, Maintenance

Prerequisite: Cold, Energy, Fire, Water, or Wind Shaping

As a standard action, you can surround your body with a damaging elemental aura, causing no harm to you or anything you are wearing or carrying. Anyone touching you while your elemental aura is active suffers +2 damage, with the type of damage determined by the element: cold (Cold Shaping), fire (Fire Shaping), acid (Water Shaping), or electricity (Energy or Wind Shaping). Adepts trained in more than one Shaping power may choose the type of aura when activating it. Elemental Aura is fatiguing, with a fatigue save Difficulty of 14.

Elemental Blast

Fatiguing

Prerequisite: Cold, Earth, Energy, Fire, Water, or Wind Shaping

You can strike a foe with a focused blast of elemental force. Your Elemental Blast is a normal ranged attack with a range increment of adept level x 10 feet and a maximum range of ten increments (adept level x 100 feet). An Elemental Blast has a damage bonus equal to your adept level. Water and Wind Shaping strikes inflict non-lethal damage. If you have Weather Shaping, you can call lightning from storm clouds as an Elemental Blast. If you apply the Widen Power feat to an Elemental Blast, it affects all targets within a radius of adept level x 2 feet from the target point. Targets of a Widened Elemental Blast can make a Reflex saving throw. If successful, the blast only inflicts half damage on that target.

Time: Standard action.

Elemental Resistance

Prerequisite: Cold, Earth, Energy, Fire, Water, or Wind Shaping

You can resist the effects of an element you're able to shape. Choose a Shaping power you possess. You have a bonus on all saving throws against harm from its element equal to your adept level, and suffer only non-lethal damage from the element so long as you are conscious and capable of exerting the minimum will required to resist the element's effects. Water Shaping also grants Acid Resistance, and Wind Shaping also grants Electrical Resistance. You may acquire this power multiple times. Each time, it affects a different element.

Elemental Weapon

Fatiguing, Maintenance

Prerequisite: Cold, Energy, Fire, Water, or Wind Shaping

As a standard action, you can imbue a melee weapon you wield with damaging elemental energy, without harming either the weapon or yourself. The weapon does +2 damage, in addition to

its normal damage, with the type of damage determined by the element: cold (Cold Shaping), fire (Fire Shaping), acid (Water Shaping), or electricity (Energy or Wind Shaping). Adepts trained in more than one Shaping power may choose the type of energy when activating this power. Elemental Weapon is fatiguing, with a fatigue save Difficulty of 14.

Energy Shaping

Fatiguing

You can shape and direct the flow of electromagnetic energy. You can direct electricity, drain power sources, and focus magnetism to affect metallic objects.

Direct Electricity: You can direct electricity from a free-flowing power source in your line of sight, including outlets, generators, or even storm clouds. The target makes a Reflex saving throw to avoid being struck. If the save fails, the target takes +2 damage, +1 point for every 5 points your power check exceeds Difficulty 15. So a check result of 32 inflicts +5 damage, for example.

Drain Power: You can drain a power source of its energy. Unattended power sources are automatically drained, while creatures receive a Will saving throw for power sources in their possession. The power check and fatigue Difficulties are based on the size of the power source: 12 for a simple source such as a battery, 14 for a car battery or larger power pack, 18 for a powerful fuel cell or similar high-power storage device, and 22 for a generator. A generator is only drained as long as you concentrate. You can also direct drained power as above, using drain power to fuel an electrical attack the following round.

Magnetism: You can manipulate magnetic fields, allowing you to move metallic objects as if you were using the Move Object power (later in this chapter), with the same Difficulty and fatigue, based on the object's mass. You can also create a magnetic pulse that erases magnetic storage media (such as videotapes and computer disks) with a Difficulty 20 power check. The pulse affects a radius of 20 ft., +1 ft. per point the power check exceeds the Difficulty.

Special: You can take 10 on Energy Shaping checks, but you can't take 20. Energy Shaping is less useful (and poorly understood) in settings without electrical technology. In these settings, it is primarily used to direct electricity from storms and to affect metallic objects.

Time: Directing electricity and magnetism are standard actions. Draining power is a full-round action.

Enhance Ability

Fatiguing

You can improve your Strength or Dexterity for a short time. A successful Enhance Ability check adds a bonus to either your Strength or Dexterity score for 1 minute (10 rounds). The result of the check indicates the amount of the bonus. If desired, you can split a bonus of +2 or greater between Strength and Dexterity.

Difficulty Bonus	
15	+1
20	+2
25	+3
30	+4
35	+5

Time: Enhance Ability is a standard action. The bonus lasts 10 rounds (1 minute). If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase in the fatigue Difficulty.

Enhance Other

Fatiguing

This works like Enhance Ability, except you can enhance others' abilities by touch, and cannot enhance your own abilities with it.

Special: The subject of this power must also make a Fortitude saving throw against fatigue (same Difficulty as the adept) when its duration runs out, to represent the strain placed on the subject's body.

Enhance Senses

You can enhance your normal sensory abilities. An Enhance Senses check adds a bonus to your Notice, Search, and Sense Motive checks. It also adds to skill checks made to find or follow tracks. The result of the check indicates the amount of the bonus.

Difficulty Bonus	
10	+2
15	+4
20	+6
25	+8
30	+10
35	+12

Time: Enhance Senses is a move action. The bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase to the fatigue Difficulty.

Fire Shaping

Fatiguing

You can mentally start and control fires. You can make a Fire Shaping check to ignite a fire, to increase the size of an existing fire, or to create light but not heat.

Ignite Fire: You can set any flammable object in your line of sight on fire as a standard action with a successful Fire Shaping check (Difficulty 15). Targets must make a Reflex saving throw (Difficulty 15) to avoid taking +2 fire damage. The target must save each round. A successful save means the fire goes out. You can reignite it with another standard action and successful Fire Shaping check. A character on fire can automatically extinguish the flames by dousing in water (or other flame-retardant material). Spending a full round rolling on the ground grants a +4 bonus on the Reflex saving throw. In addition to using it as an attack, you can use this power to light candles (up to a dozen candles in a 5-foot square with a single skill check), torches, hearth fires, and so forth. At the Narrator's discretion, lighting small fires, like candles, is not fatiguing.

Increase Fire: You can increase the size and intensity of a fire. The Difficulty of the Fire Shaping check is 10 + 1 per square foot of increase. Every two square feet increase the fire's damage potential by +1. The fire maintains its increased size and damage as long as you concentrate, and it can even burn in the absence of fuel; smothering, however, still puts it out. While you maintain an increased flame, a victim does not get a Reflex saving throw to put the fire out (although it can still be extinguished by dousing with water), and the fire does additional damage based on your Fire Shaping check. So, an adept who makes a Difficulty 16 Fire Shaping check can spread a fire over an additional 6 square feet and it does +3 damage.

Light: You can create a glowing spot of supernatural fire that sheds light but no heat, illuminating a 20-foot radius. This requires a move action and a Difficulty 5 Fire Shaping check. You can increase the radius of the illumination by increasing the Difficulty of the check; each +5 Difficulty increases the radius of the illumination by 10 feet. The point of light moves where you

direct it within your line of sight, as a move action. Creating light is not fatiguing.

Time: Igniting fires and increasing flames are standard actions. Creating or moving light is a move action.

Flesh Shaping

Fatiguing

You can shape and mold flesh as if it were clay in your hands. The subject must be either willing or helpless for the entire duration of your work (and you can use Flesh Shaping on yourself). You make Flesh Shaping checks to alter a subject's physical features. You cannot change body mass or size, other than a few feet more or less in height by resizing the subject's bones. You can sculpt physical features largely at will. The Difficulty and time required for Flesh Shaping is shown in the table.

Difficulty	Time	Task
15	1 min.	Alter facial features or other minor cosmetic features.
20	10 min.	Alter extensive cosmetic features or overall shape.
30	1 hr.	Extensive alterations to shape, duplicating exact appearance.

Treat your Flesh Shaping check result like a Disguise check for purposes of determining if someone notices the change. Among other things, Flesh Shaping can provide alterations in eye, hair, and skin color, even creating tattoo-like patterns of pigmentation in the skin. It can greatly enhance or diminish physical appearance and attractiveness as well. Any alterations made with Flesh Shaping are permanent, unless reversed through this power or the Cure power, either of which must exceed the original check result.

Time: See table.

Ghost Touch

Fatiguing, Maintenance

You can use your power to combat usually untouchable beings. As a standard action, you can focus supernatural power to imbue yourself, or a weapon you wield, with the power to touch and affect incorporeal creatures as if they were solid. Ghost Touch is fatiguing, with a fatigue save Difficulty of 14.

Harm

Fatiguing

You can inflict injury with a mere touch, disrupting the body's natural energy and balance. You must touch the target as a standard action. Success means the target must make a Fortitude saving throw against your power save Difficulty, with failure per the **Damage Track** for lethal damage. So a failed save results in a hurt condition, failure by 5 or more means the target is wounded, and so forth. Because Harm requires a Fortitude save, armor and other bonuses to Toughness have no effect against it.

Time: Harm is a standard action.

Heart Reading

You can sense and read the emotions of others. A successful Heart Reading check allows you to determine the subject's emotional state. The target gets a Will save to resist. Use of this power is not immediately obvious. Whether you succeed or fail, the subject does not know you are reading his emotions.

If the target's save fails, you get a general idea of his emotions and mood (not precise thoughts). This grants you a bonus on the

next interaction skill check you make against the subject within the next 10 rounds (1 minute). The bonus is based on your Heart Reading check result.

Result	Interaction Bonus
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Try Again: You can only use Heart Reading on a subject once during the same scene.

Time: Heart Reading is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target, whichever comes first.

Heart Shaping

Fatiguing, Concentration

With this power, you can impose emotions on others. The target makes a Will saving throw. If the save fails, you can impose any one of the following emotional states on them:

Despair: As a weight of negative emotion floods them, the target suffers a –2 penalty on saving throws, attack rolls, checks, and damage. Despair dispels the effects of hope.

Fear: The target flees from the object of its fear (chosen by you). Fear dispels the effects of rage. It also immediately ends a use of the Rage feat.

Friendship: The target's attitude shifts to the next more positive attitude (hostile to unfriendly, unfriendly to indifferent, and so forth). See **Social Actions** in **Chapter 6**. Creatures involved in combat continue to fight back normally, however. Friendship dispels the effects of hatred.

Hatred: The target's attitude shifts to the next more negative attitude (indifferent to unfriendly, unfriendly to hostile, and so forth). See **Social Actions** in **Chapter 6**. Hatred dispels the effects of friendship.

Hope: The target gains a +2 bonus on saving throws, attack rolls, checks, and damage. Hope dispels the effects of despair.

Rage: The target gains the effects of the Rage feat from **Chapter 3**. They are compelled to fight, heedless of danger. Rage does not stack with the Rage feat or with itself. Rage dispels the effects of fear.

Time: Heart Shaping is a standard action.

Illusion

Fatiguing, Concentration, Mental Contact

You can fool the senses of others. Make an Illusion check with a Difficulty based on the complexity of the illusion, consulting the table. If successful, the illusion appears to the subject. The illusion exists solely in the subject's mind, so it can be of any size; creating the illusion of something small is just as easy as creating the illusion of something huge.

Complexity	Difficulty
Illusion affects a single sense	10
Illusion affects two senses	15
Illusion affects all senses	20
Simple (random noise, static image, and the like)	+0
Complex (coherent sound, moving images, and the like)	+5
Very Complex (multiple overlapping sounds or images)	+10

Since the illusion isn't real, it cannot produce any real effects. It cannot cause damage, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Thus, characters fall through an illusory bridge or floor if they try to walk on it, and although they can appear to eat, and taste, illusory food, it has no nutritional value.

Characters encountering an illusion do not get a saving throw against it until they study it carefully or interact with it in some fashion. For example, if characters encounter a section of illusory floor, they would receive a saving throw if they stopped and examined the floor, poked at it, and so forth. Likewise, if an illusory monster attacks the characters, they get a saving throw because they are interacting with the illusion.

A successful saving throw against an illusion reveals it to be false, but a translucent after-image remains. For example, a character making a successful saving throw against an illusory section of floor knows the floor isn't real and isn't safe to walk on, and can see what lies below it, but he can still note where the illusion is.

A failed Will saving throw means the character fails to notice anything is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. Someone who falls through an illusory floor knows something is amiss. A character who communicates this information to others gives them a +4 bonus on saving throws against the illusion.

Try Again: No. You can attempt to affect the same character after some time has passed, but not in the same scene.

Time: Illusion is a full-round action.

Imbue Life

Fatiguing

Prerequisite: Cure rank 12

You can restore the dead to life! The subject cannot have been dead for longer than your adept level in minutes, and you must make a Difficulty 25 power check, taking a minute of intense concentration. If the check succeeds, the subject's condition becomes unconscious and disabled (from which the subject may heal normally). An Imbue Life attempt is fatiguing, with Difficulty 20 + half your power rank.

Try Again: No.

Time: One minute.

Imbue Unlife

Fatiguing

You can lend animation to the dead, creating a mockery of life. Imbue Unlife may create two kinds of undead: mindless or intelligent.

Mindless: You turn the bones or bodies of dead creatures into undead skeletons or zombies, which obey your spoken commands (see **Chapter 8**). They remain animated until destroyed. A destroyed undead creature can't be imbued with unlife again. A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls from the bones when it is created. A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Regardless of the type you create, you can't make more mindless undead than twice your adept level with a single use of Imbue Unlife. The skeletons or zombies you create remain under your

control indefinitely. No matter how many times you use this power, however, you can control only four times your adept level in levels of mindless undead. If you exceed this, all newly created creatures fall under your control, and any excess from previous castings become uncontrolled. You choose which creatures are released from your control.

Intelligent: You transform a corpse into an intelligent undead creature. Unlike the mindless undead, this creature is *not* under your control; although, you can use other means, including other powers, to command it. You can create a ghost or vampire using this power (see **Chapter 8**). Creating an intelligent undead creature has a Difficulty of 18. If you fail an Imbue Unlife check to animate a corpse, that corpse is permanently immune to any further attempts by you to imbue it with unlife.

Time: One minute.

Infect (Blood Throne)

Fatiguing, Maintenance

This power allows you to infect a person or creature with a toxin or disease by touch. This attack requires an attack roll against the target. The target makes a Fortitude saving throw against your power save Difficulty. A poison does initial ability damage equal to half your adept level and secondary ability damage equal to one-third your adept level, rounded down. A disease does initial ability damage equal to one-third your adept level, and secondary damage equal to one-fourth your adept level (also rounded down). You choose the ability or abilities affected when you use the power. A disease or poison inflicted on a target with this power affects the subject normally and may be removed using the Cure Disease and Cure Poison powers. Infect only works on creatures affected by diseases and poisons.

Time: Infect is a standard action.

Light Shaping

Fatiguing

You can mentally control light. With a successful check, you can make your outline blurred and indistinct, or even become invisible. You can create realistic three-dimensional images of light occupying up to a 10-foot cube. Each additional 10-foot cube that the image occupies increases the Difficulty by 5.

Subjects seeing the image get a Will saving throw to realize it is not real if they have any reason to suspect it, such as the fact that the image makes no noise. You can also create a point of light illuminating a 20-foot radius, which you can move at will anywhere in your line of sight as a move action. For each 10 feet you add to the radius of illumination, the Difficulty increases by 5.

You can create light effects anywhere in your line of sight, and they last as long as you maintain them. Creating multiple effects at once (such as becoming invisible while also creating the illusion that you are elsewhere) counts as maintaining multiple powers.

Task	Difficulty
Illuminate	5 (+5 per additional 10-foot radius)
Visual Illusion	10 (+5 per additional 10-foot cube)
Blur	(20% miss chance) 15
Blur	(50% miss chance) 20
Invisibility	25

Special: The basic level of illuminate (Difficulty 5) is not fatiguing.

Time: Light Shaping is a standard action.

Mana Blast (Blood Throne)

Fatiguing

With this power, you unleash a blast of pure mana at your enemy. This works like an Elemental Blast (from **Chapter 4: Supernatural Powers** of *True20 Adventure Roleplaying*), except it uses pure magical energy rather than an elemental medium.

Time: Mana Blast is a standard action

Mana Shield (Blood Throne)

Fatiguing, Maintenance

With this power, you create a shield of pure mana around you or the subject of your choice. Make a power check (Difficulty 15) to bring the shield into being. It provides a Toughness save bonus equal to half your adept level. Each round you have the shield active, you must make another power check (Difficulty 15). Failure indicates the shield disperses. This is in addition to any Concentration checks required if you are distracted in any way.

Time: Mana Shield is a full action

Manipulate Object

Fatiguing, Maintenance

You can manipulate objects at a distance as if with a pair of invisible, intangible hands. Your power has the same Dexterity as you, while lifting the object has the same Difficulty as Move Object, except you cannot increase the weight lifted by suffering fatigue (Manipulate Object's fatigue comes from the extra precision required).

You can use your normal skills via Manipulate Object, but you are at a -2 penalty for having to operate remotely, and you can't perform tasks at all if you can't see your target, since your power has no sense of touch.

Remotely Wielding Weapons: An adept can wield a weapon using Manipulate Object. Picking up the weapon is a move action. Attacking with it is a standard action. Concealment is determined by the attacker and defender's positions, not the weapon's, while cover is determined by the defender and weapon's positions.

The attacker makes a normal attack roll, but with a -4 penalty for the difficulty in controlling the weapon from afar, and adds his Intelligence score to the attack roll, rather than Dexterity. The weapon deals its normal damage with no modification for Strength (as if wielded by a Str 0 attacker). An adept can take the Exotic Weapon Training feat in remotely wielded weapons to eliminate the -4 penalty to hit. A remotely wielded weapon can be struck normally by sunder attacks

(see **Sunder** in **Chapter 6**). Attempts to disarm the adept by knocking the weapon out of his supernatural "grasp" are resolved by opposed attack rolls as normal or an opposed attack roll and Manipulate Object check, if the adept's Manipulate Object bonus is greater than his attack bonus.

Time: Manipulate Object is a move action. The power use lasts for 10 rounds (1 minute).

Mind Probe

Fatiguing, Concentration, Mental Contact

You can mentally probe a subject's mind for information. Make a Mind Probe check against the result of the target's Will save. If successful, you can ask any one question and receive the answer from the target's mind. If the target doesn't know the answer,

then you know that. Especially personal or guarded information grants the target a +1 to +5 bonus on the Will save, while information the subject doesn't consciously know (because it is subconscious or forgotten due to amnesia, for example) grants a +5 to +10 bonus on the Will save. You can continue to ask questions, one per round, for as long as you maintain your Mind Probe. Each question requires a new skill check, an additional Will save, and another fatigue save (with an increasing fatigue save Difficulty).

Try Again: Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene.

Time: Mind Probe is a full-round action.

Mind Reading

Maintenance, Mental Contact

You can read another creature's thoughts. Make an opposed check against the result of the target's Will save. If successful, you can read the target's surface thoughts (whatever the target is presently thinking). Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a language. If you fail your Mind Reading check, you cannot read the target's mind. If you can interact with your subject, a successful Bluff check against the target's Sense Motive check causes the subject to think consciously about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's surface thoughts.

Try Again: Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene, and retries with Mind Reading are fatiguing.

Time: Mind Reading is a standard action.

Mind Shaping

Fatiguing, Mental Contact

Mind Shaping allows you to remove psychic influence or to alter memories and behavior. Make a Mind Shaping check, with the Difficulty determined by the task.

Remove Mental Influence: Make a Mind Shaping check with a Difficulty equal to the check result of a mind-affecting power. If you succeed, that power no longer affects the subject. Note this only removes the effects of ongoing powers, not permanent aftereffects. This means you could use Mind Shaping to remove a Dominate or Illusion effect, but not to restore damage caused by a psychic attack (for that, use the Cure power). You can undo the effects of Mind Shaping used to alter the subject's mind by equaling or exceeding the Mind Shaping check used to make the alterations.

Alter Psyche: You can make changes in the subject's mind. The Difficulty is based on the extent of the change you wish to make. False or altered memories can cause dissonance within the subject's mind, depending on how well they fit into the subject's other memories. If the subject notices a conflict between the false and true memories (Narrator's discretion), she gets an additional Will save to shake off the effect and regain her true memory. She gains a bonus of +1 to +4 on the save depending on how strong the dissonance is between the true and false memories.

Difficulty	Alteration	Time
15	Alter a single unimportant fact or brief recollection, about 5 minutes worth of memory.	1 full round
20	Alter a single fact or an hour's worth of memory. 1 min	
25	Alter a single significant fact, such as the name of the subject's spouse, or a day's worth of memory.	10 min
30	Alter a deeply personal fact, such as the subject's name, or a week's worth of memory.	1 hour
35	Alter up to a month's worth of memory.	6 hrs
40	Alter up to a year's worth of memory. Give the subject an entirely new personality, complete with false memories, or erase the subject's entire memory, causing total amnesia.	10 hrs

Special: Taking 20 requires twenty times the usual time. Generally, this means the subject must be cooperative, unconscious, or restrained in some way. Taking 20 increases the fatigue check Difficulty by +20 as well.

Try Again: If you fail a Mind Shaping check, you must wait at least 24 hours before attempting the same task on the same subject.

Time: Removing psychic influence is a full-round action. For altering a person's psyche, see the table.

Mind Touch

Maintenance

You can establish contact with another mind. The base Difficulty is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a separate Mind Touch check to overcome it. An unwilling subject also gets a Will saving throw to avoid contact. If the save is successful, no contact is made.

If you do not want the subject to know you are making mental contact, you can make a separate opposed Mind Touch check against the subject's Sense Motive, Second Sight, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, she is aware of your attempt (whether you succeed or fail in actually establishing contact).

While you are in mental contact with another being, the two of you can communicate at the rate of normal speech, hearing each other's thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other mentally, not reading each other's thoughts. Mind Touch is two-way, meaning you are in mental contact with the subject for purposes of her powers and vice versa.

If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed an attempt to eject the intruder from her mind, she can't break the contact. If your Mind Touch is broken, any other powers you are maintaining requiring mental contact are also broken.

Mentally Aiding Others: While in mental contact with another character, you can use the aid action (a standard action) to grant that character a +2 bonus on Will saving throws or on any skill check where your skill rank is equal to or greater than the subject's.

Mental Rapport: Two or more characters with Mind Touch can enter a *mental rapport* with each other, a deep and very intense state of mental contact. Each character establishes mental contact with the other, each of whom must be a willing participant. Characters in rapport are like one mind, each instantly aware of everything that the other thinks and experiences and able to share information instantly. Characters in rapport cannot deliberately lie to or deceive each other.

Deathcry: If a creature you are in mental contact with dies, you must make a Will saving throw or Psychic Shield check (Difficulty 20) to avoid being dazed for 1 round by the psychic feedback and trauma. Since mental contact is a two-way phenomenon, this applies to any creature in mental contact with another, including all the creatures involved in a Mental Rapport. A creature can deliberately avoid letting out a deathcry when it dies by making a Will saving throw (Difficulty 20).

Try Again: You can retry Mind Touch freely, but retries on the same subject within an hour's time are fatiguing.

Time: Mind Touch is a move action. It requires concentration to maintain.

Move Object

Fatiguing, Maintenance

You can move objects with the power of your thoughts. A Move Object check allows you to move an object in your line of sight. The Difficulty of the Move Object check is based on the mass of the object you want to move and whether or not you choose to risk fatigue. A fatiguing use of Move Object can move ten times the mass listed on the table (so 20 pounds at Difficulty 10, up to 2,000 pounds at Difficulty 40) and doubles the listed damage.

Difficulty	Mass	Damage
10	2 lb.	+1
15	5 lb.	+2
20	10 lb.	+3
25	25 lb.	+4
30	50 lb.	+5
35	100 lb.	+6
40	200 lb.	+7

You can move the object a distance of 5 feet times your Move Object rank per move action. If two adepts vie for control of an object, use opposed Move Object checks. The winner controls the object for that round. If a creature is holding the object, make a Move Object check opposed by the creature's Strength check.

Grappling Creatures: You can use Move Object to grapple a creature (see **Grappling** in Chapter 6). If you successfully pin your target, you can treat them as an ordinary object for purposes of moving them with this ability.

Striking with Objects: You can hurl objects at opponents. This requires a ranged attack roll and the object deals damage based on your Move Object skill check, as shown on the table. Since using Move Object is a move action, you can move an object and strike with it (as a standard action) in the same round.

Moving Multiple Objects: As a full-round action, you can attempt to move multiple objects at once. Use the Difficulty of the heaviest object, then add +2 for each additional object and increase the fatigue check Difficulty by +2 for each additional object. You cannot strike a target with multiple objects as part of the same action.

Time: Move Object is a move action. The power use lasts for 10 rounds (1 minute) and requires concentration to maintain.

Nature Reading

You are attuned to the flows of the natural world, able to read certain signs from it. You can learn the following:

- With a Difficulty 10 power check, you can immediately (as a reaction) identify any animal or plant, or tell if water in a natural environment is safe to drink.
- With a minute of observation and a Difficulty 15 check, you can accurately predict the weather for one day for every 5 points you exceed the Difficulty.
- Once per day with 10 minutes of meditation, you can learn any three facts about the following: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of animals, presence of powerful unnatural creatures, or the general state of the natural setting. This covers a 1-mile radius for every 5 points your power check exceeds Difficulty 10.

Time: See the description.

Object Reading

You can read psychic impressions from places and objects, getting images of their pasts, as if you were actually present at a particular past event.

Active Object Reading: You can attempt to see the past of a particular place or object. You must be able to touch the object. This requires a full-round action and an Object Reading check. Active Object Reading is fatiguing.

Spontaneous Visions: Your ability may also spontaneously activate at the Narrator’s discretion when you are in contact with an object with particularly strong psychic impressions. This requires an Object Reading check.

The Narrator should make Object Reading checks secretly so the player doesn’t necessarily know if a particular vision was accurate or not.

Consult the table below for the results of a vision, based on the Object Reading check.

Difficulty	Result
10	A vague vision that may not be accurate.
15	A brief and accurate vision of the events.
20	A longer vision of the events, encompassing everything that took place in a particular place and time.
25	The ability to move the vision backward or forward in time to review the event.
30	The ability to track the vision backward through time and space to trace an event to its origin.
35	Near-complete knowledge of a particular past event and everything involving it.

Impressions read from objects generally count as slightly familiar for the purposes of determining familiarity for other powers, possibly more if the vision was long or extremely accurate (in the Narrator’s opinion).

Time: Object Reading is a full-round action.

Pain

Fatiguing, Concentration, Mental Contact (see description)

You can inflict terrible pain on a target. You must touch or be in mental contact with the target, who makes a Will saving throw. If the save fails, the target is stunned. So long as you maintain concentration, the effect continues. The victim gets a new Will

save each round to overcome the pain. A successful Will save means your Pain power stops working. You must use it again to affect the target (with the usual increase in fatigue save Difficulty for successive use). A target gets a +2 Will save bonus for each successive use of Pain in the same scene.

Time: Pain is a standard action.

Phase

Fatiguing, Maintenance

You can shift yourself “out of phase” with the material world, becoming incorporeal. You are unaffected by the material world, able to pass through solid objects and creatures and move in any direction, including up or down, at your normal movement speed.

Attacks originating in the material world do not affect you, but you cannot touch or affect material things either. Supernatural powers that affect the mind or spirit still work on you and your supernatural powers of the same type work on material beings, so you can Psychic Blast a material creature while using Phase, for example, and they can Psychic Blast you, but you cannot use Move Object or other powers affecting the material world.

You remain out of phase for one round per adept level. If the power’s duration ends while you are inside a material object, you are shunted into the nearest open space and must make a Toughness saving throw against +1 damage per 5 feet you travel in this manner. You can also renew your power’s duration with a new fatigue save (including the modifier for repeated power use).

Time: Phase is a move action.

Plane Shift

Fatiguing

You can transport yourself (and perhaps others) to different dimensional planes. You make a power check to move to another plane of existence. The Difficulty is 10, modified by your familiarity with the other plane (see **Familiarity** previously in this chapter). If you carry additional mass along with you, the Difficulty is based on the amount, as follows:

Difficulty	Mass
10	up to 20 lb.
15	50 lb.
20	100 lb.
25	250 lb.
30	500 lb.
35	1,000 lb.
40	2,000 lb.

Generally, alternate dimensions are considered only slightly familiar unless you have visited before. You can also acquire knowledge of another plane using Object Reading or Mind Probe; the plane is then considered somewhat familiar to you.

If you choose to visit a random plane, the familiarity modifier is only +5, but this is quite dangerous as your destination is up to the whim of the Narrator. Of course, once you have visited another plane, you can become more familiar with it.

The Narrator may limit this power based on the alternate planes of existence in the setting. If there are none, then Plane Shift isn’t available as a power.

Time: Plane Shift is a full-round action.

Plant Shaping

Fatiguing

You can shape living plants and, to a degree, dead wood and other plant materials.

Plant Healing: You can heal injured or diseased plants. This requires you to touch the plant and make a Difficulty 15 Plant Shaping check. If you succeed, the plant is restored to health. Plants must be living and reasonably intact in order for this power to heal them.

Plant Growth: You can promote rapid growth in plants, causing an area to become filled with thick undergrowth (see **Hampered Movement** in **Chapter 6**). This affects a radius equal to your adept level times 40 feet. You can also focus the power on a specific area with a 40-foot radius. Plants there become so overgrown they entangle anyone in the area, who must make a Reflex saving throw. A failed save means the target is bound and helpless, needing a Difficulty 20 Strength or Escape Artist check to get free. A successful save means the target isn't trapped, but must still contend with the thick undergrowth created by the tangled plants. Finally, you can use plant growth to enrich an area with a radius equal to your adept level times 400 feet, increasing the yield and growth of crops there by 50 percent for the season.

Woodcrafting: You can use Plant Shaping like a Craft skill to shape objects out of wood. This takes minutes instead of the hours of a normal Craft project. You can therefore complete a simple woodcraft project in a minute and an advanced one in an hour. See **Craft** in **Chapter 2** for details.

Time: Plant healing is a full-round action. Plant growth is a standard action. Woodcrafting requires time based on the project (as noted above).

Psychic Blast

Fatiguing

You can focus your power to psychically assault a target's mind. You can affect any target in your line of sight or in mental contact. The target makes a Will saving throw against your power's save Difficulty, with the results noted on the **Damage Track** (see **Chapter 6**) as nonlethal damage. So a failed Will save results in a bruise, failure by 5 or more in a daze, and so forth. Psychic Blast cannot cause damage past unconsciousness.

Time: Psychic Blast is a standard action.

Psychic Reflection

Prerequisite: Psychic Shield

You can reflect powers blocked by your Psychic Shield back at their originator (see **Psychic Shield** in this chapter). When your Psychic Shield successfully blocks a power directed at you, you can make a Psychic Reflection check against the same Difficulty. If you succeed, the power directed at you affects the attacker instead, using the attacker's bonus. You do not suffer fatigue for the reflected power (the attacker does), but you are in control of the effect. You must maintain the power yourself (if it can be maintained), and it has its normal effect and duration. The attacker may defend and save against the reflected power normally but cannot also reflect it using Psychic Reflection. Any attempt to do so simply causes the power's effect to dissipate.

Time: Psychic Reflection is a reaction.

Psychic Shield

You can shield your mind from psychic influences. When you are the target of a power granting a Will saving throw, make a Psychic Shield check. The attacker must make a power check

using the attacking power. If your check result is higher, the power fails. If the attacker's result is higher, the power affects you normally, but you still get your normal saving throw.

You may choose to voluntarily lower your Psychic Shield as a free action, and can raise it again as a free action. Otherwise, your shield is always active, even if you are unconscious or sleeping.

Shields and Maintained Powers: Once a power has overcome your Psychic Shield, it continues to affect you as long as the user maintains it. You're still entitled to your normal saving throws, if any, but your shield no longer protects you from that power. Once the attacker needs to make a new power check, however, your shield comes into play again and must be overcome again. For powers requiring mental contact, so long as the other adept remains in mental contact with you (inside your shield), he can use those powers freely without worrying about your shield.

Overcoming Psychic Shields: An attacker can choose to suffer a fatigue result to gain a +5 bonus to overcome your Psychic Shield. This is in addition to any fatigue caused by the power used against you. If you also choose to suffer a fatigue result, the attacker loses the bonus and must roll normally to overcome your shield. This process takes no actual time; it happens as part of the check to overcome the Psychic Shield. An attacker trying to avoid notice cannot use this option, since it makes it immediately apparent that you are under psychic attack.

Time: Using Psychic Shield as a defense is a reaction; raising or lowering your shield is a free action.

Psychic Trap

Prerequisite: Psychic Shield

You can psychically act against anyone who tries to overcome your psychic defenses. When an opponent attempts to use a power against you and fails to overcome your Psychic Shield, you get an immediate power use against the attacker as a reaction. This can be any power you can use as a standard or move action, but not a full-round action. If the power requires mental contact, you are considered in mental contact with your opponent for the purposes of using it. You only get one free power use per opponent per round, regardless of the number of attempts to overcome your Psychic Shield. The reactive power has its normal Difficulty and fatigue.

Time: Psychic Trap is a reaction.

Psychic Weapon

Fatiguing, Maintenance

You can create a melee weapon out of psychic energy. Take a move action to create the psychic weapon in your hand. The appearance of the weapon is up to you; its effects are the same regardless. You wield a psychic weapon like a normal melee weapon, except you are automatically considered trained with it.

The psychic weapon inflicts +1 damage per 4 power ranks. Add your key ability for Psychic Weapon rather than your Strength to the weapon's damage. This damage ignores physical armor. You can score a critical hit with your Psychic Weapon on a natural roll of 20, inflicting +3 damage.

A psychic weapon is immaterial and only affects creatures with an Intelligence score. It has no effect on non-intelligent creatures or objects, meaning it cannot sunder or even block a material weapon. Two psychic weapons affect each other normally. If your psychic weapon is somehow knocked from your grasp or sundered by another psychic weapon, you can recreate it by

taking a move action to do so.

Creating a psychic weapon requires a fatigue save with a Difficulty of 10 + the weapon's base damage bonus (not including your key ability). The weapon lasts for one minute (10 rounds) after you summon it. To maintain it for another minute, make another fatigue save. Your psychic weapon disappears if you are stunned or unconscious.

Purifying Light (Bestiary)

Fatiguing, Concentration

You can wield the power of pure light as a weapon against the forces of evil. This power allows you to do two things.

Light Blast: First, you can cast a supernatural bolt of light like an Elemental Blast (see the Powers chapter of the *True20 Adventure Roleplaying* book), except it only affects undead and supernatural creatures of innate evil (creatures with the vice subtype) such as fiends.

Shining Ward: Second, you can call forth a shining light to fill an area up to 60 feet across. Maintaining the area of pure light requires concentration. Any undead or supernatural creature with the virtue subtype must make a Will save in order to enter the area of light, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

Both uses of Purifying Light are fatiguing. You make the fatigue save after each *light blast* and after you stop maintaining a *shining ward*.

Time: Both uses of Purifying Light require a standard action.

Scrying

Fatiguing, Concentration

You can sense distant events as if you were physically present at them. Make a Scrying check to sense a particular place, creature, or thing known to you. The base Difficulty is 10, modified by familiarity. If successful, you can observe the subject as if you were present. The vision lasts for as long as you maintain it, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere. A subject observed via Scrying is considered present in terms of familiarity, but not in your actual line of sight.

Scrying creates a psychic disturbance, which creatures with Intelligence 0 or better can sense. Any such creature under observation can make a Sense Motive or Second Sight check, opposed by your Scrying check. Creatures with no supernatural abilities get the intense feeling of being watched. Adepts see a glowing or shadowy image of you. You also have a present familiarity for any creature that senses you for the purposes of that creature's powers, meaning they may affect you in return.

Time: Scrying is a full-round action.

Second Sight

You can sense the use and lingering effects of supernatural powers. Make a Second Sight check to detect powers in use in your vicinity, to sense an attempt at mental contact, or to detect and read the supernatural "signature" left behind by powers.

Sense Powers: The Narrator makes a Second Sight check for you in secret as a reaction whenever supernatural powers are used in your general area. The base Difficulty is 10 or the user's Psychic Shield check result, whichever is greater, and the Difficulty increases by +1 for every 10 feet between you and the user or

subject of the power (whichever is closer). A successful result means you sense the power use. You also know the general direction and distance to the source of the power and its target. If you succeed by 5 or more, you know which power was used. If you succeed by 10 or more, you also recognize the user, if known to you.

Sense Mind Touch: You make a Second Sight check against the other adept's Mind Touch check to know when someone is trying to secretly get into mental contact with you. If you win the check, you sense the attempt, but you might not be able to avoid it (depending on the results of your Psychic Shield check and Will save).

Sense Supernatural Signature: If you also have the Object Reading power, you can sense old uses of supernatural powers in an area. The base Second Sight Difficulty is 15 to detect that powers were used in the area in the past, and 20 to determine what power was used and roughly when. It is Difficulty 25 to know exactly what or whom the power was used on. Sensing supernatural signatures is fatiguing.

Try Again: No.

Time: Sensing power use and mental contact are reactions, taking no time. Sensing signatures requires a full-round action.

Self-Shaping

Prerequisites: Body Control rank 12

You can reshape your body to assume the form of another creature. The new form must be a humanoid or animal, with a level no greater than your total level.

If you are slain or knocked unconscious while using this ability, you revert to your original form. You gain the Strength, Dexterity, and Constitution scores of the new form, but retain your own Intelligence, Wisdom, and Charisma scores. You also gain the new form's speed and qualities, and you retain your own base combat bonus, saving throws, and skills (modified by your new ability scores).

You can freely designate the new form's cosmetic qualities (such as hair color, hair texture, and skin color, for example) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You are effectively disguised as an average member of that species. If you use this ability to create a disguise, you get a +10 bonus on your Disguise check.

Your equipment is not affected by the transformation. Any clothing or equipment that cannot be worn by your new form drops off. Likewise, when you return to your normal form, you have only what you are carrying or wearing. This usually leaves you naked if you were in animal form. At the Narrator's discretion, some supernatural items may disappear into your changed form, reappearing when you assume your normal form.

Self-Shaping is fatiguing, with a fatigue save Difficulty of 15. It requires a full-round action to undergo a transformation, during which you can do nothing else. The transformation lasts for one hour per level, but you can make an additional fatigue save to maintain a form for another hour per level.

Assuming a shape with an average species Intelligence lower than your species poses an additional danger: each hour you must make a Will saving throw (Difficulty 15) or lose a point of Intelligence. If your Intelligence score drops to the natural level for that species, you become that creature in mind, as well as

body. The effect of your Self-Shaping becomes permanent, and your normal identity is lost. You remain trapped until someone else achieves a Difficulty 30 Mind Touch to reach and reawaken your normal self, allowing you to return to normal form.

Sense Minds

You can determine the presence and location of other minds. Make a Difficulty 15 Sense Minds check to sense the presence of any creature with an Intelligence score within 30 feet of you. For every factor of 10 you extend your sensing radius, the Difficulty increases by 5.

Difficulty	Radius
15	30 feet
20	300 feet
25	3,000 feet (about one-half mile)
30	30,000 feet (about 5 miles)
35	300,000 feet (about 50 miles)
40	3,000,000 feet (about 500 miles)

With a successful check, you sense the presence of other minds, their approximate number, their general type (animal, humanoid, and so forth), and their approximate location. The larger the number of minds, the more general the information tends to be. Psychic Shield opposes Sense Minds. A Psychic Shield check greater than your Sense Minds check allows a creature to go unnoticed.

You can focus your attempt to Sense Minds on a particular place you can see, such as a building or island within range, for example, or even a planet seen from the bridge of a spaceship.

Time: Sense Minds is a move action.

Severance

Fatiguing, Mental Contact
Prerequisites: Ward rank 13

You can remove another creature's supernatural powers. You must be in mental contact with the subject. Make a Ward check (Difficulty 30) as a full-round action to deprive the subject of powers. The target makes a Will saving throw against your power save Difficulty. If the check succeeds and the Will save fails, the subject loses use of all supernatural powers, while retaining knowledge of those abilities. The target gets an additional Will save each day to regain lost powers, and a use of Mind Shaping or another use of this power can reverse the effect (Difficulty 30). You can only take 10 or 20 on the Ward check if the target is helpless.

Shadow Shaping (Bestiary)

Fatiguing, Maintenance

This supernatural power commands the stuff of pure Shadow. It is not just the absence of light, but the darkness of spirit made manifest. It normally appears like a thick, impenetrable mist or a viscous, tarry liquid, as the adept chooses. This Shadow-stuff vanishes instantly at the touch of Purifying Light. Still, an adept can do a great deal with it.

Shroud: You fill an area with shadows, making it darker and more difficult to see. The Difficulty is 5 per 10-foot radius, creating concealment for all in the area. You are unaffected by the concealment created by this shroud. By increasing the Difficulty by 10, you create absolute blackness in the area and confer total concealment.

Stealth: You can make a Shadow Shaping check in place of a Stealth check to hide, even if you have no cover or concealment, since this power provides you with shadows in which to hide.

Shapes: You can create images or shapes of shadow. The base Difficulty is 10 for a 10-foot cube, plus 5 for each additional 10-foot cube the image occupies. Those seeing the image must succeed on a Will save to determine that the Shadow-shapes are not real.

Special: You can take 10 on Shadow Shaping checks.

Time: Shadow Shaping is a standard action.

Sleep

Fatiguing, Mental Contact

You can psychically put a target into a deep sleep. The target gets a Will saving throw. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per rank.

Sleeping creatures are helpless. Slapping or any damage awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid action). Creatures that do not normally sleep are unaffected by this power.

Time: Sleep is a standard action. It lasts for 10 rounds (1 minute) per rank.

Suggestion

Fatiguing

You can implant suggestions into the minds of others. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking a creature to shoot or stab itself, immolate itself, or do some other obviously harmful act automatically fails. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter.

If the target's Will saving throw fails, the suggested course of action is followed for up to 30 minutes per power rank, or until the course of action is complete, whichever comes first. You can also specify conditions that trigger a particular course of action, in which case the duration is counted from when the triggering event occurs. A very reasonable suggestion may impose a saving throw penalty of -1 or -2, at the Narrator's discretion.

Try Again: No. You can attempt to affect the same character after some time has passed, but not in the same scene.

Time: Suggestion is a full-round action. It lasts for 30 minutes per rank.

Summon Beasts (Bestiary)

Fatiguing

You can summon a nearby animal or animals. You can summon up to twice your adept level in animals, with no individual animal having a greater level than your adept level. Make a Beast Summoning check against a Difficulty of 10 + the total level of animals summoned.

A successful check means the animals hear your call from up to your adept level in miles away and come to you as quickly as they can under their own power. You can choose to limit your summons to a particular type of animal (only eagles or wolves, for example) or even to a particular animal known to you.

In the latter case, the check Difficulty is 10 + a familiarity modifier and the range is unlimited (although it may take the animal some time to arrive). Summoned beasts are not under your control in any way and can choose to depart, if they wish. You can use other supernatural powers to help convince the

animals to aid you or perform certain tasks.

Time: Summon Beasts is a standard action. You must concentrate to maintain it until the summoned beasts arrive.

Summon Elemental (Bestiary)

Fatiguing
Prerequisite: 6th-level adept or higher, the appropriate Elemental Shaping supernatural power.

You can summon an elemental, a spirit which animates a particular element. This requires a check using the appropriate Shaping supernatural power for that element (Water Shaping for water elementals, Fire Shaping for fire elementals, and so forth) with a Difficulty equal to 10 + twice the elemental’s level. Summoning a 5th-level elemental is Difficulty 20, for instance.

Summon Elemental is fatiguing (Difficulty 10 + the elemental’s level). The summoned elemental does your bidding for a number of rounds equal to your adept level before disappearing, leaving behind only the now-inert element it used for its body. You must have some amount of the desired element nearby to summon an elemental of that type.

Time: Summon Elemental is a full-round action.

Summon Outsider (Bestiary)

Fatiguing
Prerequisite: 6th-level adept or higher, trained in the Knowledge (supernatural) and Knowledge (theology and philosophy) skills.

You can summon outsiders, beings from other planes of existence, to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the outsider’s level. Summoning a 5th level outsider is Difficulty 20, for instance.

Summon Outsider is fatiguing (Difficulty 10 + the outsider’s level). The summoned creature does your bidding for a number of days equal to your adept level before returning to its home plane.

Time: Summon Outsider is a full-round action.

Summon Spirit (Blood Throne)

Fatiguing, Concentration

You can summon a spirit to aid or engage in combat for you. The spirit will remain with you for 1 round per rank in this power, until you stop maintaining the power, or until it is defeated or destroyed.

To summon a spirit, make a power check with a Difficulty of 10 + the level of the spirit. The summoning lasts a full round, at the end of which the spirit gets a Will save. The Difficulty is your result on the power check to summon the spirit. Failure indicates the spirit must appear. Success indicates the creature is not bound to appear, but can if it so chooses.

All spirits use the combat and saving throw progression for Warriors, have 6 points to distribute amongst their abilities and have the Improved Strike feat. A summoned spirit is immune to poison, sleep effects, paralysis, stunning, disease effects, mind-influencing effects (including Heart Reading, Heart Shaping and any supernatural powers requiring mental contact) and the Imbue Unlife supernatural power. It is immune to any effect that requires a Fortitude save (unless it also works on objects or is harmless). It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion. It cannot be healed and is immediately destroyed when reduced to “dying”

status on the damage track. A spirit with the fast healing quality still benefits from that quality.

Time: Summon Spirit is a full action

Supernatural Speed

Fatiguing
Prerequisite: Body Control.

You can move at great speed in short bursts. When you use this feat, your movement speed is multiplied by your adept level for 1 round (6 seconds). This is considered running movement (a full-round action), and it is fatiguing (Difficulty 12). Supernatural speed also multiplies your jumping distances by half your adept level.

Supernatural Strike

Prerequisite: Improved Strike.

With this power, your unarmed attacks are considered supernatural weapons for overcoming the defenses of creatures vulnerable to such weapons.

Supernatural Weapon

Prerequisite: Weapon Training or Combat +3 or greater

You can imbue any weapon you wield with supernatural power. The weapon is considered supernatural for overcoming the defenses of creatures vulnerable to such weapons. You must personally wield the weapon for it to gain this benefit.

Teleport

Fatiguing

You can move instantly from one place to another without crossing the distance in between. Make a Teleport power check, the base Difficulty is 10, plus the familiarity of your destination. If you carry additional mass along with you, the Difficulty is based on the amount, as follows:

Difficulty	Mass
10	up to 20 lb.
15	50 lb.
20	100 lb.
25	250 lb.
30	500 lb.
35	1,000 lb.
40	2,000 lb.

You choose whether objects you are touching are carried along or left behind (allowing you to teleport out of things such as rope or manacles, or your clothes, for example). You cannot teleport only part of an object or creature. All the material must be touching you or another solid object that is touching you in order to be carried along. Creatures that do not wish to be teleported can make a Will save, with success meaning they’re left behind. A failed power check means you don’t go anywhere, but still suffer normal fatigue.

Time: Teleport is a move action.

True Vision (Bestiary)

Fatiguing, Concentration

Your insight is difficult to fool. You can use your True Vision bonus in place of your Sense Motive bonus to resist Bluff attempts. You can also use it in place of your Will save bonus to overcome Illusions and other supernatural powers that fool your senses. These benefits operate automatically for you once you have learned this supernatural power. If you take a full-round action, you can make a True Vision check, opposed by the bonus of any illusory or concealing ability or the Disguise or Stealth

bonus of any creature. If you win the check, you see the subject as it truly is, ignoring the effects of any disguise, illusion or concealment. This effect is fatiguing and requires concentration to maintain.

Time: True Vision normally requires no effort to use, operating automatically

Truth-Reading

Fatiguing (see below)

You can sense when someone is lying to you. When interacting with a creature of Intelligence –3 or higher, you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom score in any given conversation. Detecting further lies in the same conversation is fatiguing (Difficulty 10, +1 per additional statement you verify; make the fatigue save at the end of the encounter). You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not).

Visions

You can get visions of the future, as if you were actually present at a particular future event. The visions you receive are by no means assured; the future can be changed by the actions of those in the present.

Spontaneous Visions: At the Narrator’s discretion, you may receive a vision when you are in contact with a subject or when there is a momentous event approaching in the future. This vision can occur while you are awake, yet spontaneous visions often take the form of dreams. You know when a dream is actually a vision, although you may not necessarily know what the vision means.

Danger Sense: Whenever you would normally be surprised in combat, you can make a Visions check (Difficulty 15). If successful, you receive a split-second warning; you are not surprised and can take an action during the surprise round.

The Narrator should make Visions checks secretly so the player doesn’t know if a particular vision is accurate or not. Consult the table for the results of a vision, based on the Visions check, or choose a suitable result, based on the hero’s Visions rank and the requirements of the story.

Difficulty	Result
10	A vague vision of the future that may be accurate.
15	An accurate glimpse of the future.
20	Awareness of how long before a event occurs.
25	Awareness of the people involved in a future event.
30	Awareness of the time, subjects, and location of a future event.
35	Near-complete knowledge of a future event and everything involving it.

Things seen in visions count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the Narrator’s opinion).

Time: Visions is a full-round action (at least).

Ward

Concentration

You can create interference with other supernatural powers and even creatures. You can affect an area around you with a radius equal to your adept level times 5 feet. Alternatively, you can choose to focus your Ward against a single creature in your line of sight. Anyone affected by your Ward must make an opposed check against the result of your Ward check to successfully use

any powers. Powers with results less than yours fail; although, the users of the failed powers still suffer fatigue, if any. Adepts can choose to suffer a fatigue result, in addition to the normal fatigue of the power used, to gain a +5 bonus to overcome your Ward. If so, you can choose to suffer a fatigue result to reinforce your ward, forcing the subject to make a normal check to overcome it (without the bonus). This takes no actual time; it happens as part of the check to overcome the Ward.

Creature Ward: You can also use Ward to “hedge out” or ward off certain supernatural creatures. The Narrator decides what type of creatures you may ward, depending on the setting. Examples include undead, fey creatures, elementals, psychic or energy beings, demons (or other extraplanar entities), and so forth. Different types of supernatural powers may ward against different types of creatures. Any creature affected by your Ward must make a Will save against the result of your Ward check to pass the boundary of the ward (a radius of adept level x 5 feet). A creature that fails the save cannot cross the boundary so long as the ward is maintained, nor can it directly affect or influence anything within the bounds of the ward.

Time: Ward is a move action.

Water Shaping

Fatiguing, Maintenance

You can shape and direct the flow of water.

Splash: You can cause as much as 10 gallons of water per Water Shaping rank to leap in an arc up to 10 feet per adept level. Hitting a creature with this watery arc requires a ranged attack roll. The creature must make a Fortitude save or be dazed for one round (taking no actions but defending normally). The splash also douses flames with a damage bonus less than your Water Shaping rank.

Shape Flow: You can direct the flow of currents, increasing or decreasing the speed of water vessels by 20 percent for every 5 points your check exceeds Difficulty 10 (at Difficulty 35 you can stop water vessels entirely or double their speed).

Lower Water: Waters lower by as much as 1 foot for every point your Water Shaping check exceeds Difficulty 10. The water lowers within an area with a 10-foot radius per adept level (a 5th-level adept can lower an area of water with a 50-foot radius). In extremely large and deep bodies of water, such as an ocean, this power creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and making them unable to leave by normal movement for the duration.

Raise Water: Waters rise by as much as 1 foot for every point your Water Shaping check exceeds Difficulty 10. The water rises within an area with a 10-foot radius per adept level (a 5th-level adept can raise an area of water with a 50-foot radius). Boats raised in this way slide down the sides of the watery hump created. If the area includes riverbanks, a beach, or other nearby land, the water can spill over onto dry land, causing floods.

Time: Water Shaping is a standard action.

Weather Shaping

Fatiguing

Prerequisite: Water and Wind Shaping

You can shape the complex forces controlling the weather. More than just commanding the winds, you can change the weather to suit your will. A use of Weather Shaping affects an area with a diameter in miles equal to your adept level, centered on you.

It takes (30 - power bonus) minutes for the effects of Weather

Shaping to manifest, with a minimum of one round (at power bonus +30). You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter Hurricane-force winds or early spring (coastal area)	

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific effects of the weather—where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for up to a number of hours equal to your adept level +4, or until you use a standard action to designate a new weather condition (which fully manifests 30 – power bonus minutes later). Weather Shaping can do away with weather conditions (naturally occurring or otherwise) as well as create them.

Wind Shaping

Fatiguing, Maintenance

You can shape and direct the wind. You can make the wind blow in a certain direction and change its speed. The new wind direction and speed last as long as you choose to maintain them. Changing them requires another use of this power. You can affect the winds in a 40-foot radius per adept level. You can create an area of calm air, up to 80 feet in diameter, at the center of the winds, if you wish, and you can limit the winds to an area less than the maximum for your level.

Wind Direction: You may choose one of four basic wind patterns to function over the area.

1. A downdraft blows in all directions, from the center outward.
2. An updraft blows from all directions, from the outer edges toward the center.
3. A rotation causes winds to circle the center (clockwise or counterclockwise, as you wish).
4. A blast causes the winds to blow in one direction across the entire area, from one side to the other.

Wind Speed: With a Wind Shaping check, you can increase or decrease the wind's speed by one level for every 5 points you exceed Difficulty 10. Each round, on your turn, anyone in the area must make a Fortitude save or suffer the effects of the current wind speed. There are seven wind speed levels:

- **Light Wind:** A gentle breeze, having no game effect.
- **Moderate Wind:** A steady wind with a 50 percent chance of extinguishing small, unprotected flames, such as candles.
- **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and Notice checks for sounds. Strong winds knock down Tiny and smaller creatures. Flying creatures are blown backwards a short distance. A strong wind can speed or slow sailing vessels by 50 percent.
- **Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as in lanterns) to dance wildly and have a 50 percent chance of extinguishing them. Ranged weapon attacks and Notice checks are at a –4 penalty. Severe winds blow Tiny and smaller creatures back a short distance and knock down Small creatures. Medium creatures are unable to move forward

against the force of the wind.

- **Windstorm:** Powerful enough to bring down branches, if not whole trees, windstorms automatically extinguish unprotected flames and have a 75 percent chance of blowing out protected ones. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Notice checks to listen are at a –8 penalty due to the howling wind. Windstorms blow away Small and smaller creatures, knock down Medium ones, and check the forward movement of Large creatures.

- **Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Notice checks to listen are impossible; all anyone can hear is the roaring of the wind. Hurricane-force winds often fell trees. These winds blow away Medium and smaller creatures, knock down Large ones, and check Huge creatures.

- **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Notice checks to hear anything. Instead of being blown away, Large and smaller creatures who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1–10 rounds (d20/2), taking +12 damage per round, before being violently expelled (falling damage may also apply). Huge creatures are knocked down, and Gargantuan creatures are checked and unable to move forward. While a tornado's rotational speed can be as great as 300 miles per hour, the funnel itself moves forward at an average of 30 miles per hour (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of devastation.

Time: Wind Shaping is a full-round action.

Wind Walk

Fatiguing, Maintenance

Prerequisites: Wind Shaping

You can “walk” on air at a speed of 5 feet times your power rank, with perfect maneuverability. The effect ends when your feet touch the ground. Wind Walk is fatiguing (make the fatigue save when your use of this ability ends). If you stop maintaining the power for any reason, you fall.

Baraka (Caliphate Nights)

Prerequisite: True Faith

You exude supernatural energy such that anyone coming in contact with you is blessed by it. This blessing confers a +1 bonus to one type of roll (e.g. professional skill checks, saving throws, Diplomacy checks, attack rolls, and so forth) for a number of hours equal to your level.

The Difficulty is determined by the current state of sin of the recipient. For every 5 points by which the check exceeds the Difficulty, you may increase the bonus by +1 or extend the bonus to another kind of roll. If you fail the check by 5 or more, no blessing is conferred and the subject has nightmares about you and is fraught with doubt. A person who is already under the effect of your blessing cannot be blessed again.

In order to use this power, you must adhere to the strictest of religious codes, taking vows of poverty, celibacy, humility, righteous conduct, and so forth. Should you sin, you immediately lose access to this power until you confess and atone.

Difficulty	Task
10	A person with very few sins (e.g. monk or devout scholar)
20	A person of moderate sin (e.g. most peasants and rulers)
35	A great sinner (e.g. executioner or tyrant)

Time: Standard action.

Djinni Summoning (Caliphate Nights)

Fatiguing

You can summon a djinni, one of the Arabian spirits born of smokeless flame. This requires a power check with a Difficulty of 10 + twice the djinni's level. If you know a djinni personally, you may call upon it by name; otherwise, you must specify which djinni house you are summoning a djinn from. You may only summon one djinni at a time. Upon being summoned, the djinn may or may not do your bidding, depending upon what you're offering, your past relationship, and the situation. The djinn, if it accepts your offer, may stay as long as it pleases.

Fails by...	Result
1-5	No result other than a shimmering curtain of light, a bit of supernatural laughter, crackling sound of flame, or other harmless side effect.
6-10	A mischievous djinn of the opposite type you intended to summon answers your call. It may disguise itself and attempt to trick you, or it may go about wrecking havoc, in which case it's your responsibility to unsummon the djinni. Alternately, the djinn is free to do as it pleases.
11+	You have offended a noble djinn who may send a djinn to punish you, curse you, throw your ship off course, drop you in the middle of the desert, or conjure you to a djinni court to demand an explanation.

Time: Full round action (at least).

True Seeing (Caliphate Nights)

Fatiguing

You sense the truth in what you see, piercing concealment and magic. You make a power check based on what you are attempting to see through.

Difficulty	Task
10	See through partial concealment (no miss chance). See through a mirage.
15	See a concealed object like a hidden weapon or a secret door.
20	See through total concealment (no miss chance).
*	See through an illusion, see something that's invisible, or determine the true form of something that's shapeshifted.

* Requires an opposed Power check

Time: Move action.

Metal Shaping (Land of the Crane)

Fatiguing

You can shape, damage and repair metal objects.

Corrode (Difficulty 15): You can damage metal objects with a thought. A targeted metal object suffers damage equal to half your Metal Shaping rank (rounded down) unless it succeeds on a Difficulty 15 Reflex save. Carried, worn or otherwise attended objects can use their possessor's saving throw, if it is better. Metallic creatures are not affected by this use of the power.

Mending (Difficulty 15): You can repair damaged metal objects.

This requires you to touch the object and make a difficulty 15 Metal Shaping check. If you succeed, the object is restored to its full Toughness.

You may also attempt to heal metallic creatures with this power. In this case, you can treat your Metal Shaping power like the Cure power.

Metalworking (Difficulty 10): You can mold metal into any shape you wish. You can affect 1 cubic foot of metal. Each additional cubic foot increases the Difficulty by 1 (so at Difficulty 30 you can affect 20 cubic feet). The Narrator may require a Craft (metalworking) check to achieve precise results.

You perform metalworking crafts in minutes instead of the hours of normal Craft projects. A complex project, which normally takes 24 hours, would therefore take 24 minutes.

Shadow Walk (Land of the Crane)

Fatiguing

You can enter the shadowy realm of Yamiji, the Black Road, where you can travel at an accelerated pace. You must have a shadow (or an area of shadowy illumination) big enough to step into and to step out of at your destination. The Narrator determines whether such a shadow exists.

You may bring other creatures with you, but the shadow you use as a gate to Yamiji must be big enough to allow the entire party egress at the same time. You also suffer the standard penalties to your fatigue save from affecting multiple subjects.

You move toward your destination at a movement rate of 10 miles. You can make a double move to move 20 miles in one round, but you cannot run along the Black Road. Once you reach your intended destination, you emerge onto solid ground in a space large enough to hold you and anyone you may have brought with you.

Your power check determines the accuracy of your navigation. The Narrator may place you anywhere within the listed radius from your intended target.

Difficulty	Radius
10	10 miles
15	1 mile
20	1000 feet
25	100 feet
30	10 feet
35	on target

Action: Shadow Walk is a move action.

Summon Spirit (Land of the Crane)

Fatiguing, Maintenance

You can summon a spirit to aid or engage in combat for you. The spirit will remain with you for 1 round per rank in this power, until you stop maintaining the power, or until it is defeated or destroyed.

The Difficulty for summoning a spirit is 10 plus the intended level of the spirit. All spirits use the combat and saving throw progression for Warriors, have 6 points to distribute amongst their abilities and have the Improved Strike feat.

Spirit Traits: A summoned spirit is immune to poison, sleep effects, paralysis, stunning, disease effects, mind-influencing effects (including Heart Reading, Heart Shaping and any supernatural powers requiring mental contact) and the Imbue Unlife supernatural power. It is immune to any effect that

requires a Fortitude save (unless it also works on objects or is harmless). It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion. It cannot be healed and is immediately destroyed when reduced to “dying” status on the damage track. A spirit with the fast healing quality still benefits from that quality.

Special Abilities: When a spirit is summoned, you choose what type of spirit answers your call. The spirit may have one or more special abilities depending on what level it is.