

TRUE 20TM ADEPT'S HANDBOOK



A HEROIC ROLE SOURCEBOOK
FOR TRUE20 ADVENTURE
ROLEPLAYING



THE ADEPT'S HANDBOOK

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TRUE20 ADVENTURE ROLEPLAYING

DESIGN: MATTHEW E. KAISER

ADDITIONAL MATERIAL ERICA BALSLEY

EDITING MICHELLE LYONS

DEVELOPMENT STEVE KENSON

ART DIRECTION HAL MANGOLD

GRAPHIC DESIGN HAL MANGOLD

COVER ART CHRISTOPHER MOELLER

INTERIOR ART KENT BURLES

EXECUTIVE PRODUCER CHRIS PRAMAS

GREEN RONIN STAFF STEVE KENSON, NICOLE LINDROOS,
HAL MANGOLD, CHRIS PRAMAS, EVAN SASS,
MARC SCHMALZ, ROBERT J. "DR. EVIL" SCHWALB,
AND BILL BODDEN

Special Thanks to: Christopher Kaiser and
Christopher Penczak

Author's Dedication: This book is
dedicated to the memory of my
ancestors who were wrongly accused
during the Salem Witch Trials.

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3815 S. Othello St, Suite 100
#304, Seattle WA 98118
www.greenronin.com
www.true20.com
custserv@greenronin.com

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INTRODUCTION

From Nostradamus and John Dee to Merlin and Morgan le Fay, history and literature are full of stories of powerful characters that were able to access the supernatural to perform amazing feats. They could achieve what others claimed was impossible. While *True20 Adventure Roleplaying* provides a complete set of rules for creating such adept characters, there are more options out there that have yet to be explored. This book seeks to delve deeper into the types of abilities, skills, and beliefs that a practitioner of the supernatural arts might possess in a *True20* game.

OVERVIEW

This book provides you with expanded rules and options for heroic and Narrator characters who make use of the adept role and supernatural powers.

Chapter 1 provides some supplemental rules for building adept characters, as well as presenting several new options and variations. It also takes a look at the kinds of roles an adept plays in a *True20* game.

Chapter 2 provides a number of skills geared towards adept characters.

Chapter 3 provides a number of feats primarily for adept characters.

Chapter 4 expands on the list of supernatural powers provided in *True20 Adventure Roleplaying* by providing a large number of new powers as well as collecting powers from other published sources and presenting them together in one place. In addition, this chapter looks

at possible advanced uses for several powers listed in *True20 Adventure Roleplaying*.

Chapter 5 expands on the supernatural item rules originally presented in **Chapter 2** of the *True20 Companion*.

Chapter 6 provides a number of optional rules that can be incorporated into any *True20* game involving adepts and supernatural powers.

Chapter 7 provides some basic guidelines for the use of adept organizations in your game, along with several example organizations written up in the same format as those found in the *True20 Companion*, though you do not need it to use the material presented here.

HOW TO USE THIS BOOK

The *Adept's Handbook* is intended as a supplement to the rules presented in *True20 Adventure Roleplaying*, specifically focusing on the character creation rules and game options for the adept heroic role. This book is intended as a toolkit, so do not feel obligated to use all the rules or options presented in this book. You may decide to use some chapters and not others, or only to allow parts of certain chapters. For example, you might find that not every power presented in **Chapter 4** fits the theme or tone of your *True20* game, so the Narrator may allow the use of some of the new powers, but not others.

Since many of the options presented in this book are available to players running an adept character, it is important for you to check with your Narrator to confirm which options they allow in their game before you incorporate them into your adept character.

CHAPTER ONE: ADEPT CREATION



BEHOLD, THE SUPERNATURAL!

Since the first age of man, there have been a select few who have gained awareness of a world beyond our own and sought ways of tapping into its mystical energies. They have puzzled over the mysteries of creation and tested the boundaries of the mortal soul. They have lifted the seven veils to reveal a hidden world of gods, spirits, fairies, and demons. They have read omens in the heavens and carved runes into the earth. These visionaries are the adepts of *True20*.

WHAT IS THE SUPERNATURAL?

If you could ask ten different adepts what supernatural powers are, you would likely get ten different answers. At its most basic level, the supernatural is that which can never be explained or accounted for by the physical laws of nature. Supernatural events are things that aren't supposed to happen, but they do happen. Supernatural powers are the ability to cause supernatural events to occur, the ability to shape these unnatural and ungoverned forces of the universe. To many adepts, the wielding of supernatural powers takes on a spiritual context. They are an expression of the adept's will towards an end, a mastery of the ego, and an extension of the self. They are both the path to enlightenment and the will to power. By mastering their supernatural powers, an adept also masters themselves.

PLAYING AN ADEPT

Adepts are, without question, wielders of great power. Along with such power comes all the trappings of power, many of which are clichéd but remain true nonetheless. With power comes great responsibility, because power has a way of laying bare the darkest parts of the soul. Power itself does not necessarily corrupt, but it can draw a person's existing vices bubbling to the surface where, if left unchecked, they can corrupt and consume their soul. Power also brings temptation. A taste of power often leads to a desire for more in even the most devout and humble of souls. When creating your adept hero or Narrator character, pay careful attention to how their virtue and vice might interact with their supernatural power use. In particular, consider vices that might relate to craving knowledge, power, or understanding.

Adepts are the bearers of mysterious gifts beyond the comprehension of the masses. Most people do not understand supernatural power, and thus, they fear it. As a result, adepts may suffer more fear and prejudice than the other heroic roles. Consider how such treatment might affect your adept. They may turn inward and become eccentric or secretive, possibly even hiding their powers from others. Conversely, they might become arrogant and believe themselves to be above those without supernatural power. The fear and distrust of others may breed fear and mistrust in the adept's own heart, or it may lead the adept on a quest to bring understanding and enlightenment to all.

ADEPTS AS PART OF A TEAM

While in a team of heroes, adepts often take up leadership positions due to their high mental attributes and propensity for problem solving. They are physically the weakest of the three roles, with the lowest combat bonus and often the lowest physical attributes as well. Because of this, an adept usually does best to keep his opponents at a distance. Keeping distance between yourself and your enemies can better allow you to blast them with the elements, cure your companions, and boost their abilities with Enhance Other. It may be a good idea to keep a few of your allies between yourself and any enemies who are closing for melee combat. If your adept does get caught up in melee, it can be invaluable to have powers like Enhance Ability and Combat Sense to give your adept a much needed boost to his combat abilities.

ADEPTS AS SOLO HEROES

Adepts can make excellent solo adventurers, due to their sheer versatility. To take full advantage of this versatility, any solo adept will want at least one good offensive supernatural power, one good defensive supernatural power, and one power for movement and escaping from dangerous situations. Adepts who work alone must be very conservative of their use of fatiguing powers, since they have no allies to help them out if they make a few bad fatigue saves. If you do choose to use fatiguing powers, a good Wisdom and the Iron Will feat are a must. Alternatively, a good Charisma and the Lucky feat can be equally effective. Careful management of Conviction is also critical, so always save a few points to let you re-roll key die rolls such as badly failed toughness and fatigue saves. Make sure one of your escape powers can be easily used even when heavily fatigued.

SUPERNATURAL BACKGROUNDS

The following backgrounds include various types of supernatural "talents" who are born with a particular power.

BIOKINETICIST

- **Bonus Feats:** Endurance, Tireless
- **Bonus Power:** Enhance Ability
- **Favored Power:** Enhance Ability (Treat total level as adept level for this power)

EMPATH

- **Bonus Feat:** Choose any one
- **Bonus Power:** Heart Reading
- **Favored Power:** Heart Reading (Treat total level as adept level for this power)

E.S.P.ER

- **Bonus Feat:** Choose any one
- **Bonus Power:** Scrying
- **Favored Power:** Scrying (Treat total level as adept level for this power.)

FAITH HEALER

- **Bonus Feats:** Dedicated, Skill Focus (Medicine)
- **Bonus Power:** Cure
- **Favored Power:** Cure (Treat total level as adept level for this power)

MEDIUM

- **Bonus Feat:** Choose any one
- **Bonus Power:** Channeling
- **Favored Power:** Channeling (Treat total level as adept level for this power)

PYROKINETICIST

- **Bonus Feat:** Choose any one
- **Bonus Power:** Fire Shaping
- **Favored Power:** Fire Shaping (Treat total level as adept level for this power)

PSYCHIC

- **Bonus Feat:** Choose any one
- **Bonus Power:** Visions
- **Favored Power:** Visions (Treat total level as adept level for this power)

PSYCHIC SURGEON

- **Bonus Feat:** Choose any one
- **Bonus Power:** Flesh Shaping
- **Favored Power:** Flesh Shaping (Treat total level as adept level for this power)

TELEKINETIC

- **Bonus Feat:** Choose any one
- **Bonus Power:** Move Object
- **Favored Power:** Move Object (Treat total level as adept level for this power)

TELEPATH

- **Bonus Feat:** Choose any one
- **Bonus Power:** Mind Touch
- **Favored Power:** Mind Touch (Treat total level as adept level for this power)

KEY ABILITIES

One of the most important choices in adept character creation is the selection of a key ability. Here are a few things to keep in mind when deciding.

INTELLIGENCE

Intelligence is the best key ability, because it provides an adept with additional skill points and adds to important Intelligence skills like Craft (alchemy), Knowledge (astrology), Knowledge (herbalism), Knowledge (religion), and Knowledge (supernatural). Intelligence skills are also important in the manufacturing of magical items.

WISDOM

Wisdom is the best key ability, because it adds to Will saves to resist fatigue and mental domination. It also aids an adept in staying alert and focused by adding to important skills like Concentration, Notice, and Prophecy.

CHARISMA

Charisma is the best key ability, because it governs all social interaction. An adept who can manipulate people through social interaction may not have to use their supernatural powers as often. In addition, an adept with a good Charisma and the Lucky feat gains an extra bonus to all Fortitude, Reflex, and Will saves.

ADEPT CORE ABILITIES

Here are some new core abilities you may select for your adept in place of the standard core ability presented in *True20 Adventure Roleplaying*. Note that all of these new core abilities are entirely optional and at the Narrator's discretion. Some core abilities do not suit some game genres or styles, or may simply not fit the Narrator's conception of adepts in the series. Narrator's willing to allow some or all of these new core abilities may wish to allow adept players to choose their character's core ability at 1st level from the list of available adept core abilities, or it may be assigned by the adept's chosen role or some other factor. In either case, a core ability is permanent; characters can only have one and it cannot be changed once it is decided.

INFLUENCE

You can spend a Conviction point to force an enemy to re-roll a successful save against one of your supernatural powers.

LORE

When making a Knowledge skill check, you can spend a point of Conviction and automatically treat your die roll as a 20.

NECROPOTENCE

When you fail a fatigue save, you can choose to resolve it like a failed toughness save against nonlethal damage instead of gaining a level of fatigue.

POWER DISRUPTION

As a reaction, you can spend a point of Conviction to attempt to counter another adept's supernatural power by making an opposed adept level check. If you win the opposed roll, the power is canceled, though the caster may still risk fatigue. This can only be done while the adept is casting the power, not afterward.

POWER THIEF

You can spend a Conviction point and make a touch attack to steal a power from another adept or supernatural creature for 1 minute (10

rounds), using it as if it was your own. They cannot use the stolen power during this time. You can choose to steal any specific power you know they have or have seen them use. Otherwise, the Narrator chooses a power at random.

SLIPPERY MIND

You can spend a Conviction point to gain a new saving throw against any sort of supernatural compulsion such as the Dominate or Suggestion powers.

RELENTLESS

After you have failed a Fatigue save, you can spend a point of Conviction to treat your die roll as though it had been a 20.

TIRELESS

You can spend a point of Conviction to remove one level of fatigue that was the result of a failed fatigue save.

ULTIMATE POWER

When making a power check, you can spend a point of Conviction and automatically treat your die roll as a 20.

UNSHAKABLE

You can spend a Conviction point to automatically succeed on any Concentration check.

UNSTOPPABLE

When making an adept level check, you can spend a point of Conviction and automatically treat your die roll as a 20.

VERSATILE

When casting a supernatural power that forces you to pick one effect from a list of potential effects for that power, you may spend a Conviction point to choose and cast two of them simultaneously. Both effects must be different and use the same power check and fatigue save.

ADEPT VARIANTS

The following variant roles present alternatives to the adept role for anyone wishing to play a different sort of character with access to supernatural powers. These roles were created using the rules from **Chapter One** of *True20 Companion*, and they include the point value for each element of the role.

SCHOLAR

Combat Progression: Slow (As adept): 2 pts
Skill Progression: 6 + Int: 1.5 pts
Save Progression: Good Will, Normal Fortitude and Reflex: 0 pts
Power Progression: Slow (half the power ranks of an adept): 1 pt
Feat Access: Expert and Adept: 0.5 point
Core Ability: Lore

The scholar is a student of the supernatural arts who also develops a broad range of skills. While they still have considerable supernatural power, they tend to focus more on the theory than the practice of supernatural powers. Examples of scholars include occultists, lore masters, alchemists, herbalists, astrologers, stage magicians, and hedge wizards.

SUPERHERO

Combat Progression: Fast (as warrior): 4 pts
Skill Progression: 2 + Int: 0.5 pts
Save Progression: One Good, Two Normal: 0 points
Power Progression: Fast (as adept), Narrow (access to about 12 powers): 1 point



Flaw (Slow Feat Progression): Only gains one feat every odd level: 0.5 pt bonus

Feat Access: Pick one group (Martial, Expert, or Adept): 0 pts

Core Ability: Relentless

Superheroes are men and women with extraordinary abilities who use their powers to fight evil. They may be superhumans or humans who have honed their skills to a point where they might resemble supernatural powers. You will probably need at least ten levels in this role to properly emulate comic-book style superheroes. If your entire campaign has a superhero comic theme, consider starting all the heroes at level 10.

TEMPLAR

Combat Progression: Medium (as expert): 3 points
Skill Progression: 2 + Int: 0.5 points
Save Progression: Medium Fortitude and Will, Normal Reflex: 0 points
Power Progression: Fast (as adept), Broad (access to 30-35 powers): 1.5 pts
Feat Access: Adept
Core Ability: Ultimate Power

A templar is a more militant version of the adept. They focus on developing only a few combat oriented powers, at the cost of the versatility of a wide selection of powers. Templar's may include holy warriors, battle mages, spell swords, psionic warriors, and mind knights.

NON-SUPERNATURAL POWERS

Perhaps the most radical change you can make to an adept is to take away the supernatural element altogether. What you are left with is a character with access to special capabilities not available to your average human, which are not magical or supernatural in nature. World War II "radio adepts" might gain "powers" giving them the skill and authority to use their personal radio to call in air strikes, "summon" paratroopers or helicopters, call in supply drops, discover classified information about the enemy's position, send out coded messages, jam enemy communication signals, or intercept and decode enemy transmissions. Similarly, a cyberpunk hacker could use "powers" to hack key information from the virtual net or give their virtual reality avatars special powers in the digital world. An anime-style campaign might include a gadgeteering super-genius adept whose "powers" are represented by eccentric gadgets they have built that nobody else seems to be able to figure out how to use properly. In a far future campaign, nanobot adepts might use nannites to produce seemingly magical effects.

It is important to note such adept variants risk losing their "powers" if they are separated from the gear they rely on for their special abilities, whether it be a radio, a computer, a gadget utility belt and high tech workshop, or an invisible army of nannites. Non-supernatural powers like these will also be unaffected by effects that block or cancel true supernatural powers, such as the Severance power. At the same time, they may be vulnerable to their own unique forms of negation that would not affect true supernatural powers such as electromagnetic pulses.

Narrators and players should exercise common sense when it comes to the "powers" of non-supernatural adepts, choosing a reasonable list of powers to fit the concept and keeping the various innate advantages and drawbacks of the choice in mind during the game.

SUPERNATURAL PHILOSOPHIES

Perhaps the most defining aspect of any adept is the way in which they relate to, interact with, and practice their supernatural powers. A supernatural philosophy is a collection of beliefs, techniques, and associated philosophical outlook that defines the way in which an adept views and uses their supernatural power.

This chapter presents a wide variety of sample supernatural philosophies your adept may adhere to that are drawn from common literary tropes and human history. The information presented here is not meant to be comprehensive, but rather presents a brief overview and simplified summary of each philosophy. These are meant to be starting points for Narrators and Players to research or create the supernatural philosophies that will become a part of their characters or settings. When importing one of these supernatural philosophies into your own *True20* game, feel free to change or ignore the historical background given for these philosophies, as it is the ideas, more so than the history, that are important.

ACQUIRING A SUPERNATURAL PHILOSOPHY

Generally an adept can acquire a single supernatural philosophy of their choice, provided they fulfill the prerequisites. An adept who starts with no supernatural philosophy may gain one by finding a practitioner or a comprehensive text about that philosophy and studying with that person or text for at least one month.

CHANGING SUPERNATURAL PHILOSOPHIES

An adept that already follows one supernatural philosophy may abandon their old philosophy in favor of a new one, but this is not a change to be taken lightly. The adept must still study with a tutor or comprehensive text in order to learn the new supernatural philosophy. At the end of this time, they must spend a Conviction point to switch philosophies, and they immediately lose all benefits associated with the old philosophy. The adept also loses access to any supernatural powers they have that are on the barred powers list for the new supernatural philosophy. The Narrator may choose to ignore the Conviction cost or reduce the study time if the adept is switching to a supernatural philosophy very similar to their old one.

ELEMENTS OF A SUPERNATURAL PHILOSOPHY

Each of the supernatural philosophies presented here is composed of a list of prerequisites, the key ability used by adepts of that philosophy, a list of powers each supernatural philosophy specializes in, a list of barred powers that members of each supernatural philosophy cannot learn or use, and a listing of any additional perks or drawbacks attached to a particular philosophy.

PREREQUISITES

Some supernatural philosophies require adepts to fulfill certain requirements in order to practice that particular philosophy, such as a particular knowledge skill or adept feat.

KEY ABILITY

Each supernatural philosophy defines the key ability of the adepts who use it. Intelligence is the key ability for supernatural philosophies that derive their supernatural power from arcane knowledge, symbols, and words. Wisdom is used for philosophies relying upon divine favor, spiritual conviction, or sheer force of will. Charisma is the key ability for philosophies that derive power from an individual's personal magnetism, force of personality, and ability to influence others.

CANONICAL POWER LIST

Each supernatural philosophy has a list of supernatural powers adepts who practice that philosophy specialize in. These powers are referred to as canonical powers. Each supernatural philosophy has at least 10 canonical powers, though many have more. An adept who adheres to a supernatural philosophy can cast any powers they know on their canonical power list as though they were one adept level higher. Due to the focus on these canonical powers, supernatural powers not on the canonical power list are cast as though the adept were one level lower.

BARRED POWERS

Each philosophy also has a list of supernatural powers that practicing adepts are unable, unwilling, or forbidden to either learn or cast. Each supernatural philosophy has at minimum two barred powers, plus one additional barred power for each canonical power the philosophy has in excess of ten.

ADDITIONAL NOTES, PERKS, AND DRAWBACKS

Some supernatural philosophies have additional benefits or flaws that are not covered in the above categories. This is where you will find any such additional features listed.

ASTRAL MAGIC

Astrology teaches the art of observing the movements of the stars and planets to discover their influence on earthly events. Astral magic takes astrology to the next level, using the power of the stars to bring about powerful supernatural effects. These magi do not simply read portents in the heavens; they manipulate and channel the cosmic power of the stars to influence earthly events. Astral magic makes heavy use of the Imbue Item feat to form temporary magical items called astral charms.

Prerequisites: Imbue Item, Trained in Knowledge (astrology)

Key Ability: Intelligence

Canonical Powers: Bless, Call Meteorites, Celestial Shaping, Cure Disease, Curse, Heart Shaping, Mana Shield, Nature Reading, Probability Shaping, Scrying, Severance, Visions, Ward, Water Shaping, Wayfinding, Weather Shaping, Wind Shaping

Barred Powers: Apport, Blink, Elemental Blast, Flesh Shaping, Imbue Unlife, Mana Blast, Mind Touch, Plant Shaping, Teleport

Perk: Astral magi do not need to spend Conviction to create single-use supernatural charms.

Drawback: An astral magi only gains the +1 caster level bonus to their canonical powers when they are being imbued into a single-use supernatural charm.

ASTRAL MAGUS HEROIC PATH

Starting Skills: Concentration, Knowledge (astrology), Knowledge (physical sciences), Knowledge (supernatural)

Starting Feats: Imbue Item

Starting Powers: Probability Shaping, Scrying, Wayfinding



BLOOD MAGIC

This supernatural tradition is shrouded in mystery. It is believed to be a form of magic originally developed by the first vampire, but there is little real evidence to support this claim. Regardless of its originator, the supernatural nature of blood has long been recognized by many cultures. This sacred fluid sustains life and connects bloodlines. It is recognized as one of the four humors that control the emotions and health of the body. It is used to define human heredity and ancestry, and it can even revitalize the undead. Blood magic taps into the power inherent in this vital liquid.

Prerequisites: Trained in Knowledge (supernatural)

Key Ability: Intelligence

Canonical Powers: Blood Reading, Blood Shaping, Body Control, Boil Blood, Calm, Cure, Drain Vitality, Enhance Ability, Flesh Shaping, Heart Shaping, Imbue Life, Life Drain, Natural Weapon Growth, Supernatural Speed, Supernatural Strike, Supernatural Weapon

Barred Powers: Apport, Blink, Energy Shaping, Enhance Other, Mind Touch, Nature Reading, Plant Shaping, Teleport

Perk: Instead of making a fatigue save, you can opt to make a Fortitude save against the same Difficulty and treat a failed check like a failed damage save. This is not an option if you are undead.

Drawback: Each time you suffer Constitution damage due to blood loss, you suffer a -1 to all power checks for each point of Constitution lost in this manner. This penalty lasts until your Constitution score is restored.

BLOOD MAGUS HEROIC PATH

Starting Skills: Concentration, Diplomacy, Knowledge (supernatural), Stealth

Starting Feats: Iron Will

Starting Powers: Blood Reading, Blood Shaping, Boil Blood

CHAOS MAGIC

Perhaps the least definable of the supernatural traditions, most scholars believe chaos magic developed in Yorkshire England in the 1970s, but this incarnation of chaos magic is only its most recent form and was based on previous traditions like Discordianism and far older and more primal supernatural beliefs and principles. Chaos magic is a very individualistic tradition, and there are as many individual philosophies as there are chaos magic adepts. One common theme in chaos magic is the emphasis on magical paradigm shifts, where the adept arbitrarily shifts between contradictory and often bizarre world views while casting supernatural powers, believing in each one wholly and to the exclusion of all others before discarding and forgetting it in favor of the next. Chaos magic adepts believe there is no objective truth outside of our perception, and therefore, all things are possible. This belief is expressed in their mantra "Nothing is true and everything is permitted."

Prerequisites: Trained in Knowledge (supernatural)

Key Ability: Intelligence

Canonical Powers: Blink, Confusion, Contagion, Disintegration, Elemental Blast, Energy Shaping, Fire Shaping, Imbue Unlife, Increase Size, Other-Shaping, Probability Shaping, Psychic Blast, Reduce Size, Reincarnate, Revelry, Self-Shaping, Severance, Water Shaping, Weather Shaping, Wind Shaping

Barred Powers: Calm, Cold Shaping, Create Equipment, Dominate, Earth Shaping, Geas, Mana Shield, Mana Wall, Oath-Binding, Psychic Shield, Synchronicity, Truth-Reading

Perk: If you roll a natural 20 on any fatigue save or power check, you may increase a single numerically measurable parameter (damage, range, area of effect) of the supernatural power you are casting by 50%.

Drawback: If you roll a natural 1 on any fatigue save or power check, you must decrease a single numerically measurable parameter of the supernatural power you are casting by 50%.

CHAOTICIAN HEROIC PATH

Starting Skills: Concentration, Knowledge (supernatural), Notice

Starting Feats: Imbue Item

Starting Powers: Confusion, Elemental Blast, Fire Shaping

DIABOLISM

Virtually every culture or religion in existence has had some form of fiend or evil spirit in its belief system. The Judeo/Christian religions have their demons and devils, the Greeks told tales of daemons, and the Japanese speak of evil oni who torment humanity. Diabolism is a magical tradition built around the lore of demonology and other evil spirits. It focuses on the act of binding the forces of demons and the lower planes to one's own will. Much of diabolism is based on the keys of King Solomon, though there is substantial evidence that diabolism predates the writings of these texts and is possibly as ancient as the abyss itself. Diabolism is perhaps one of the easiest supernatural philosophies to learn, since there are a host of fiends eager to teach unscrupulous adepts the dark arts in the hopes of condemning their souls in the afterlife.

Prerequisites: Trained in Knowledge (theology and philosophy)

Key Ability: Intelligence

Canonical Powers: Banishment, Bind Spirit, Binding, Channeling, Curse, Dominate, Elemental Blast, Fire Shaping, Mind Touch, Oath-Binding, Pain, Severance, Summon Outsider, Visions, Ward

Barred Powers: Bliss, Calm, Enhance Other, Fertility, Nature Reading, Plant Shaping, Purifying Light

Perk: Diabolists gain Fiendish as a bonus language.

Drawback: Diabolists can only summon outsiders with the vice subtype.

DIABOLIST HEROIC PATH

Starting Skills: Bluff, Concentration, Knowledge (supernatural), Knowledge (theology and philosophy)

Starting Feats: Ritualist

Starting Powers: Dominate, Elemental Blast, Fire Shaping

DIVINATION

If knowledge is power, diviners are the most powerful of all adepts. Divination covers a wide assortment of supernatural information gathering techniques. These techniques have been independently developed in many different places and among different cultures. The techniques range from gazing at stars, the flight of birds, and into crystal balls to reading entrails and tarot cards. The ultimate goal is the same. Diviners are driven by an endless quest for knowledge. Specific types of divination include numerology, geomancy, palmistry, astrology, bibliomancy, tarot, and even the earliest forms of necromancy. The sheer breadth of this field of arcane study is a testament to mankind's hunger for knowledge.

Prerequisites: Trained in Prophecy or Knowledge (astrology)

Key Ability: Intelligence

Canonical Powers: Bibliomancy, Blood Reading, Channeling, Heart Reading, Mind Reading, Mind Touch, Nature Reading, Object Reading, Scrying, Second Sight, Sense Minds, Supernatural Insight, True Vision, Truth-Reading, Visions

Barred Powers: Apport, Blink, Elemental Blast, Life Drain, Mana Blast, Psychic Blast, Teleport

DIVINER HEROIC PATH

Starting Skills: Concentration, Knowledge (astrology), Knowledge (supernatural), Prophecy

Starting Feats: Tarot Training

Starting Powers: Object Reading, Scrying, Visions

DRUIDISM

Druidism is a secretive and ancient Celtic tradition. It teaches reverence of nature and the discovery of wisdom through the solving of complex riddles and contemplation of paradoxes. Many Druids worship gods of nature, but they all hold the earth itself to be sacred and believe it to be the source of all their power. While they revere the natural world, a druid does not usually value it over his own tribe. Druids hold natural elements such as oak trees, ancient groves, hilltops, rivers, and lakes to be sacred. Mistletoe and holly are considered the most sacred of plants. Druids are stewards of the land, and they have been known to make blood sacrifices to ensure the land's fertility.

Prerequisites: Trained in Knowledge (life sciences)

Key Ability: Wisdom

Canonical Powers: Beast Link, Cure, Cure Disease, Earth Shaping, Enhance Ability, Enhance Senses, Fertility, Geas, Nature Reading, Plant Shaping, Self-Shaping, Summon Beasts, Weather Shaping, Wind Shaping

Barred Powers: Imbue Unlife, Metal Shaping, Mind Probe, Mind Shaping, Shadow Shaping, Void Shaping

Perk: Druids gain ogham as a bonus language. This is a secret language known only to those trained as Druids. Ogham has a runic written form and an associated sign language, but it is not a spoken language.

DRUID HEROIC PATH

Starting Skills: Knowledge (astrology), Knowledge (herbalism), Knowledge (life sciences), Medicine

Starting Feats: Ritualist

Starting Powers: Cure, Plant Shaping, Summon Animals

ELEMENTALISM

Elementalism draws power from the five classical elements, air, earth, fire, water, and aether. In this way, it is similar to hermetic alchemy, but elementalists seek to draw power directly from the elements in an effort to control them individually, where alchemy seeks to exploit their interactions with one another. Often, an elementalist will focus solely on a single element. For example, pyromancy is the elemental tradition focused on the creation and manipulation of elemental fire.

Prerequisites: Trained in Knowledge (physical sciences)

Key Ability: Intelligence

Canonical Powers: Aether Shaping, Earth Shaping, Elemental Ammunition, Elemental Aura, Elemental Blast, Elemental Resistance, Elemental Weapon, Fire Shaping, Summon Elemental, Water Shaping, Water Walk, Wind Shaping, Wind Walk.

Barred Powers: Illusion, Imbue Unlife, Mind Touch, Shadow Shaping, Void shaping

PYROMANCER HEROIC PATH

Starting Skills: Concentration, Knowledge (physical sciences), Knowledge (supernatural), Notice

Starting Feats: Widen Power

Starting Powers: Elemental Blast, Elemental Resistance, Fire Shaping

ENOCHIAN MYSTICISM

Enochian magic is a tradition that stems from the celestial language recorded by Dr. John Dee, though much of the groundwork was laid centuries earlier by the powerful theurge, King Solomon. Enochian magic draws from the hermetic tradition, but it is possibly most heavily influenced by its polar opposite, diabolism. Enochian magic takes many of the supernatural principles that diabolists use to communicate with, ask favors of, and summon fiends and applies the same techniques for the enlistment of aid from more benevolent outsiders such as angels.

Prerequisites: Trained in Knowledge (theology and philosophy)

Key Ability: Intelligence

Canonical Powers: Aether Shaping, Banishment, Bless, Channeling, Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Heart Reading, Light Shaping, Mind Touch, Oath-Binding, Purifying Light, Summon Outsider, Visions, Ward

Barred Powers: Confusion, Corrupting Shadow, Curse, Harm, Pain, Shadow Shaping, Sorcerer's Grasp, Void Shaping

Perk: Enochian theurges gain Celestial as a bonus language.

Drawback: Enochian theurges can only summon outsiders with the virtue subtype.

ENOCHIAN THEURGE HEROIC PATH

Starting Skills: Knowledge (supernatural), Knowledge (theology and philosophy)

Starting Feats: Ritualist

Starting Powers: Channeling, Purifying Light, Ward

HEKA

Heka is a magical tradition that began in ancient Egypt. It is the deification of magic itself, the name being both the Egyptian word for magic and the name of its patron deity. Heka unlocks the magic bound in names and words. The literal translation of heka is to activate the ka, the aspect of the soul that embodies personality, power, and influence. This supernatural philosophy assumes the use of the **True Name** rules presented in **Chapter 6** of this book.

Prerequisites: Trained in Knowledge (theology and philosophy), Must know your true name.

Key Ability: Wisdom

Canonical Powers: Aether Shaping, Banishment, Bibliomancy, Bind Spirit, Binding, Dominate, Geas, Oath-Binding, Object Reading, Suggestion, Truth-Reading, Truth-Speaking, Ward

Barred Powers: Apport, Blink, Elemental Blast, Mana Blast, Teleport

Perk: Any die rolls made in an attempt to discover a ren-heka's true name suffer a -5 penalty.

Drawback: Anyone who knows a given ren-heka's true name gains a +2 bonus to all saving throws against the ren-heka's supernatural powers.

REN-HEKAU HEROIC PATH

Starting Skills: Knowledge (supernatural), Knowledge (theology and philosophy), Notice, Sense Motive

Starting Feats: Iron Will

Starting Powers: Aether Shaping, Suggestion, Truth-Reading

HERMETICISM

Hermetic magic is based on the writings of Hermes Trismegistus, an ancient Egyptian priest and sage who some consider to be synonymous with Thoth, the Egyptian god of knowledge. While some equate hermeticism with a religion, it is actually a set of beliefs about causation that are compatible with most religions. This form of magic is based on complex formulas, ancient knowledge, special ingredients, and arcane incantations. Hermeticism states that there are three parts to supernatural wisdom, and those are alchemy, astrology, and theurgy. According to this philosophy, alchemy is the operation of the sun, astrology is the operation of the moon, and theurgy is the operation of the stars. Together, these three disciplines compose all of knowledge, and understanding one is believed to aid in mastering the other two. Of these three paths to knowledge, practitioners of hermetic magic hold alchemy to be the most important, since performing chemical purifications of the elements is also believed to purify one's soul.

Prerequisites: Trained in Craft (alchemy)

Key Ability: Intelligence

Canonical Powers: Banishment, Binding, Body Control, Cloud Minds, Change Self, Dispel, Glamour, Illusion, Light Shaping, Second Sight, Severance, Sleep, Transmutation, True Vision, Ward, Wind Shaping, Wind Walk

Barred Powers: Apport, Blink, Corrupting Shadow, Elemental Blast, Imbue Unlife, Mana Blast, Mind Touch, Phase, Teleport

HERMETIC ALCHEMIST HEROIC PATH

Starting Skills: Concentration, Craft (alchemy), Knowledge (astrology), Knowledge (supernatural)

Starting Feats: Imbue Item, Purify Earths

Starting Powers: Transmutation, Sleep

ILLUSION

Illusion is the supernatural art of deception and trickery. It focuses on fooling the senses into perceiving things that are not really there or preventing the perception of what really is present. Since humans and most other humanoids rely primarily on their vision, visual illusions are the most common variety, followed by auditory and tactile illusions. Apprentice illusionists may only be able to fool one sense at a time, but as they grow in power, they learn to manipulate multiple senses at once in order to create a more convincing illusion. Many illusionists begin learning simple visual tricks of a more mundane sort before they begin mastering supernatural illusions. The Sleight of Hand skill is essential for teaching the basics of fooling another being's perceptions.

Prerequisites: Trained in Bluff and Sleight of Hand

Key Ability: Intelligence

Canonical Powers: Cloud Minds, Enhance Senses, Fog Shaping, Glamour, Illusion, Light Shaping, Second Sight, Shadow Shaping, Sound Shaping, Suggestion, True Vision

Barred Powers: Create Equipment, Cure, Transmutation

Perk: An illusionist gains a +1 bonus to all attempts to resist or disbelieve the Illusion power.

Drawback: Due to the illusionary nature of their powers, all damage an Illusionist inflicts with their supernatural powers is nonlethal damage.

ILLUSIONIST HEROIC PATH

Starting Skills: Bluff, Concentration, Knowledge (supernatural), Sleight of Hand

Starting Feats: Supernatural Focus (Illusion)

Starting Powers: Glamour, Illusion, Light Shaping

MESMERISM

Mesmerism is a supernatural philosophy first described in the teachings of Franz Mesmer. It is the art of influencing the behavior of living beings through the manipulation of an ethereal medium. This requires less in the way of arcane knowledge than force of personality, charisma, and willpower. This supernatural tradition is often confused with hypnosis (use the Fascinate and Suggest feats to model hypnosis), but the two involve distinctly different methods, even if they may occasionally produce similar results.

Prerequisites: Trained in Diplomacy and Knowledge (supernatural)

Key Ability: Charisma

Canonical Powers: Bliss, Calm, Cloud Minds, Confusion, Dominate, Geas, Glamour, Heart Shaping, Mind Shaping, Mind Touch, Sense Minds, Severance, Suggestion

Barred Powers: Apport, Blink, Heart Reading, Mind Probe, Teleport

MESMERIST HEROIC PATH

Starting Skills: Bluff, Diplomacy, Knowledge (behavioral sciences), Knowledge (supernatural)

Starting Feats: Iron Will

Starting Powers: Dominate, Mind Touch, Suggestion

MONOTHEISM

While monotheism takes many forms, most monotheistic religions have far more in common than its practitioners like to admit. Monotheism is a supernatural tradition that stresses that all supernatural power belongs to the deity, and the individual must pray to the deity for miracles and blessings of power. These gifts of power are meant only for doing the work of the deity and expressing their will in the world as vessels for the deity's power. The deity worshiped is believed to be the benevolent creator of the world, all its inhabitants, and the universe. Faith in this deity and the following of its commandments is seen as the only path to spiritual redemption and eternal life after death.

Prerequisites: Trained in Knowledge (theology and philosophy)

Key Ability: Wisdom

Canonical Powers: Banishment, Bless, Calm, Channeling, Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Fasting, Feed the Hungry, Imbue Life, Oath-Binding, Purifying Light, Swords to Plowshares, Transmutation, True Vision, Vigil, Visions, Ward, Water Walk

Barred Powers: Corrupting Shadow, Dominate, Elemental Blast, Harm, Imbue Unlife, Mana Blast, Pain, Poison, Psychic Blast, Sorcerer's Grasp, Suffocation, Summon Elemental

MONOTHEIST PRIEST HEROIC PATH

Starting Skills: Diplomacy, Knowledge (theology and philosophy), Medicine, Sense Motive
Starting Feats: None
Starting Powers: Bless, Cure, Purifying Light, Ward

NECROMANCY

Necromancy began as a form of divination seeking to communicate with the spirits of the deceased. Since its inception, this supernatural tradition has been influenced by the darker arts such as diabolism, and it has been expanded to include the actual summoning of unliving spirits and the creation of the undead. Over the centuries, necromancy has delved more and more into the dark arts, and many of its practitioners have become corrupted by their own vices. Today, necromancy is one of the most feared supernatural traditions, as it is responsible for a wide array of undead monstrosities that now roam the world. Necromancy can be used for redeeming purposes such as healing, the mending of flesh, and the resurrection of the dead, but it is a dangerous path to walk, as the temptation of powerful and forbidden knowledge beckons at every turn. The risks are great, but the power over life and death this supernatural philosophy offers is too much for some to resist.

Prerequisites: Trained in Knowledge (life sciences) and Knowledge (supernatural)

Key Ability: Intelligence

Canonical Powers: Body Control, Cold Shaping, Command Undead, Dominate, Drain Vitality, Enhance Ability, Flesh Shaping, Ghost Touch, Harm, Heart Shaping, Imbue Life, Imbue Unlife, Life Drain, Life Extension, Pain, Phase, Shadow Shaping, Speak with Dead

Barred Powers: Apport, Blink, Bliss, Calm, Feed the Hungry, Light Shaping, Nature Reading, Purifying Light, Swords to Plowshares, Teleport

Perk: A necromancer may use Flesh Shaping like a craft skill to produce “masterwork” zombies and skeletons. A masterwork undead gains a bonus feat of the necromancer’s choice.

Drawbacks: If you are using rules for corruption, all but the most benevolent uses of necromantic magic carry a risk of corruption. Regardless of corruption rules, necromancers have a tendency to attract the attention of dark powers. Most societies have a strong stigma against necromancy.

NECROMANCER HEROIC PATH

Starting Skills: Knowledge (life sciences), Medicine, Notice, Survival
Starting Feats: None
Starting Powers: Command Undead, Imbue Unlife, Mind Touch, Speak with Dead

POLYTHEISM

Polytheism, the belief in and worship of multiple gods, is an ancient practice. Polytheism is not a single supernatural philosophy, but rather a collection of similar supernatural philosophies with a common basis for belief. Polytheists worship an entire pantheon of gods, each of which possesses multiple, sometimes unrelated realms of influence in the material world.

Polytheistic gods each have a portfolio of the parts of the universe that they embody and preside over. Each god has two or more such aspects, depending on their divine rank. Demigods have only 2 divine aspects, lesser deities have 3, intermediate deities have 4 and greater deities have 5. The gods of each setting and their corresponding aspects will vary from one setting to the next. Polytheistic adepts who gain supernatural powers through the worship and service of such gods may choose up to two of their patron deity’s divine aspects they wish to focus on. The following is a list of sample aspects a god might have, along with the

corresponding canonical and barred powers each divine aspect may have associated with it.

Prerequisites: Trained in Knowledge (theology and philosophy)

Key Ability: Wisdom

Sample Canonical and Barred Powers by Aspect:

Ability (Str, Dex, Con, Int, Wis, or Cha): Body Control, Drain Ability, Enhance Ability, Enhance Other **Barred:** None

Animals: Beast Link, Beast Messenger, Beast Speech, Dominate, Natural Weapon Growth, Summon Beasts, Summon Vermin **Barred:** Command Undead, Imbue Unlife, Speak With Dead

Chaos: Confusion, Contagion, Elemental Blast, Fire Shaping, Other Shaping, Pain, Probability Shaping, Self Shaping **Barred:** Body Control, Dominate, Oath-Binding, Synchronicity

Creation: Animate Object, Create Equipment, Earth Shaping, Metal Shaping, Plant Shaping, Transmutation **Barred:** Disintegration, Void Shaping

Death: Disintegration, Drain Vitality, Harm, Life Drain, Sleep, Speak with Dead, Suffocate **Barred:** Fertility, Imbue Life, Reincarnate

Element: Air, Cold, Earth, Water or Wind Shaping (pick one), Elemental Aura, Elemental Blast, Elemental Resistance, Elemental Weapon **Barred:** Powers using an opposed element.

Healing: Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Imbue Life **Barred:** Harm

Hearth/Life: Calm, Cure, Feed the Hungry, Fertility, Fire Shaping, Imbue Life, Revelry, Vigil **Barred:** Drain Ability, Drain Vitality, Imbue Unlife, Life Drain

Hunting: Combat Sense, Dowsing, Enhance Senses, Nature Reading, Supernatural Speed, Supernatural Weapon **Barred:** Fog Shaping, Summon Beasts

Knowledge: Scrying, Second Sight, Supernatural Insight, True Sight, Truth-Reading, Visions **Barred:** Mind Shaping, Psychic Blast

Love: Bliss, Empathic Link, Fertility, Glamour, Heart Reading, Heart Shaping, Mind Touch, Suggestion **Barred:** Harm, Pain, Sorcerer’s Grasp, Suffocation

Magic: Awe, Mana Shield, Manipulate Object, Mind Touch, Move Object, Scrying, Second Sight, Supernatural Weapon **Barred:** Dispel, Severance, Ward

Moon: Fertility, Self Shaping, Shadow Shaping, Visions, Water Shaping **Barred:** Purifying Light

Nature: Earth Shaping, Fertility, Nature Reading, Plant Shaping, Summon Beasts, Water Shaping, Weather Shaping, Wind Shaping **Barred:** Command Undead, Imbue Unlife, Speak with Dead, Summon Apparition

Order: Body Control, Combat Sense, Dominate, Geas, Oath-Binding, Synchronicity, Truth-Reading, Vigil **Barred:** Confusion, Contagion, Disintegration, Revelry

Plants: Cure Poison, Earth Shaping, Fertility, Plant Link, Plant Shaping, Poison **Barred:** Fire Shaping, Imbue Unlife

Protection: Awe, Deflection, Invulnerability, Mana Shield, Ward **Barred:** Harm

Sun: Awe, Elemental Blast, Fire Shaping, Light Shaping, Purifying Light, True Vision **Barred:** Corrupting Shadow, Shadow Shaping

Thievery: Apport, Enhance Ability, Light Shaping, Shadow Shaping, Severance, Supernatural Climbing **Barred:** Binding, Truth-Speaking

Trickery: Blink, Cloud Minds, Confusion, Illusion, Revelry, Self Shaping, Sleep, Suggestion **Barred:** Oath-Binding, True Vision, Truth-Reading, Truth-Speaking

Undeath: Command Undead, Ghost Touch, Imbue Unlife, Phase, Speak with Dead, Summon Apparition **Barred:** Fertility, Purifying Light

Vice: Corrupting Shadow, Curse, Harm, Pain, Poison, Sorcerer's Grasp, Suffocate, Summon Outsider **Barred:** Bless, Bliss, Calm, Purifying Light

Virtue: Banishment, Bless, Cure, Feed the Hungry, Purifying Light, Summon Outsider, Truth-Speaking **Barred:** Curse, Corrupting Shadow, Pain, Sorcerer's Grasp

War: Body Control, Combat Sense, Enhance Ability, Enhance Other, Invulnerability, Supernatural Weapon **Barred:** Bliss, Calm

Weather: Elemental Blast, Energy Shaping, Fog Shaping, Water Shaping, Weather Shaping, Wind Shaping, Wind Walk **Barred:** Earth Shaping, Fire Shaping, Void Shaping

PSIONICS

Psionics includes a wide variety of supernatural abilities involving the unlocking of the mind's true power and potential. Unlike many other supernatural traditions, psionics does not rely on secret knowledge, magical words and symbols, or ritualistic practices. Instead, it focuses inward, using the psyche and sheer force of will to activate supernatural powers. Beliefs and theories about the actual mechanism behind psionics vary greatly, but most agree it involves the manipulation of raw psychic energy.

Prerequisites: Trained in Knowledge (behavioral sciences).

Key Ability: Charisma

Canonical Powers: Body Control, Calm, Combat Sense, Dominate, Heart Reading, Heart Shaping, Manipulate Object, Mind Probe, Mind Reading, Mind Shaping, Mind Touch, Move Object, Object Reading, Psychic Blast, Sense Minds, Suggestion

Barred Powers: Elemental Weapon, Enhance Other, Flesh Shaping, Imbue Life, Imbue Unlife, Nature Reading, Plant Shaping, Weather Shaping

PSION HEROIC PATH

Starting Skills: Concentration, Diplomacy, Knowledge (behavioral sciences), Notice

Starting Feats: Iron Will

Starting Powers: Heart Reading, Mind Touch, Move Object

RUNE CASTING

The runes were discovered by the Scandinavian god Odin and later passed down from gods to the Germanic tribes of man sometime in the 1st or 2nd century. Not all runes are magical. There are many runic alphabets, but only those that are derived from the runes of Odin are believed to hold the key to all of wisdom. Only Odin has full mastery of all the runes, but mortals may still learn much from them. Rune magic is not a traditional supernatural philosophy that grants access to supernatural powers. Instead, rune magic uses its own set of modified power rules, which are found in **Chapter 6** of this book.

Prerequisites: Prophecy, Craft (rune carving)

Key Ability: Wisdom

Canonical Powers: None, See **Chapter 6** for more on rune magic.

Barred Powers: All

RUNECASTER HEROIC PATH

Starting Skills: Craft (rune carving), Knowledge (religion), Knowledge (supernatural), Prophecy

Starting Feats: Imbue Item, Skill Focus (Craft [rune carving])

Starting Powers: Any two runes

SHAMANISM

Shamanism is perhaps the oldest supernatural tradition known to mankind, dating back to the first healers and religious leaders of the Stone Age. Shamans are tribal spiritual leaders who learn to walk the "axis mundi," or "world axis," while in a trance, in order to channel, evoke, and develop special relationships with or control over spirits. In this way, a shaman acts as an intermediary between their tribe, the natural world, and the spiritual realm. Shamanism generally holds the land to be sacred and focuses on interaction with local nature spirits and the totemic spirits of native animals, though some shamanistic traditions also commune with the tribe's ancestral spirits.

Prerequisites: Trained in Medicine

Key Ability: Wisdom

Canonical Powers: Aura Reading, Beast Speech, Bind Spirit, Binding, Bless, Channeling, Combat Sense, Contagion, Cure, Cure Disease, Dreaming, Enhance Other, Fire Shaping, Ghost Touch, Heart Shaping, Invulnerability, Nature Reading, Second Sight, Shadow Shaping, Summon Beasts, Summon Spirit, Supernatural Speed, Trance, Visions, Ward, Weather Shaping, Wind Shaping

Barred Powers: Apport, Blink, Corrupting Shadow, Data Link, Electronics Shaping, Glamour, Illusion, Imbue Unlife, Life Drain, Manipulate Object, Metal Shaping, Mind Shaping, Move Object, Phase, Psychic Blast, Purifying Light, Summon Outsider, Teleport

SHAMAN HEROIC PATH

Starting Skills: Knowledge (herbalism), Knowledge (life sciences), Medicine, Survival

Starting Feats: Ritualist

Starting Powers: Cure, Summon Beasts, Visions

SHADOW MAGIC

Perhaps the most secretive of all supernatural traditions, shadow magic has long been a powerful tool for ninja and supernatural spies and assassins. Some whisper that this tradition was begun by the mysterious adept who served as vizier to Hasan-i-Sabbah, the grand master of one of the most feared assassin's guilds in history. Shadow magic is a closely guarded secret passed down from a master to one or two carefully chosen apprentices. Those who attempt to discover its secrets unauthorized and uninformed often end up dead or missing. What little is known about shadow magic is mostly evident from the name. It teaches the art of bending shadow to one's own will and the manipulation of darkness to infiltrate, survey, and even kill without being detected.

Prerequisites: Trained in Knowledge (supernatural) and Stealth

Key Ability: Intelligence

Canonical Powers: Cloud Minds, Combat Sense, Corrupting Shadow, Create Equipment, Illusion, Natural Weapon Growth, Phase, Shadow Shaping, Shadow Step, Summon Apparition, Supernatural Climbing, Supernatural Speed, Void Shaping

Barred Powers: Apport, Blink, Light Shaping, Purifying Light, Teleport

SHADOW MAGE HEROIC PATH

Starting Skills: Bluff, Knowledge (supernatural), Notice, Stealth

Starting Feats: Supernatural Focus (Shadow Shaping)

Starting Powers: Natural Weapon Growth, Shadow Shaping, Shadow Step

SORCERY

Sorcery is often referred to more generally as black magic, though this term is also used to refer to diabolism. This dark art is a close cousin to diabolism, in that its practitioners seek power through forbidden

knowledge and dark rites. Sorcery deals less with demonic summonings and evocations and focuses more directly on developing personal power for personal gain. Sorcery involves the extension of the will over one's peers to enslave them and the harnessing of dark energies for all manner of harmful purposes.

Prerequisites: Knowledge (supernatural)

Key Ability: Charisma

Canonical Powers: Blood Boil, Corrupting Shadow, Disintegration, Dominate, Elemental Blast, Harm, Heart Shaping, Mind Shaping, Mind Touch, Pain, Energy Shaping, Psychic Blast, Rain of Frogs and Fishes, Seizure, Sorcerer's Grasp, Sound Shaping, Suffocation, Void Shaping

Barred Powers: Bliss, Calm, Create Equipment, Feed the Hungry, Nature Reading, Purifying Light, Reincarnate, Revelry, Summon Fey, Truth-Speaking

Drawback: If you are using the corruption rules presented in **Chapter 2** of *True20 Companion*, any use of a canonical sorcery power forces the caster to make a corruption check. In addition, sorcery is a highly stigmatized supernatural philosophy whose vile practitioners are almost universally despised and outlawed, and use of sorcerous powers may attract the attention of evil beings of great power.

ELDRITCH SORCERER HEROIC PATH

Starting Skills: Bluff, Knowledge (supernatural), Notice, Stealth

Starting Feats: Lucky

Starting Powers: Energy Shaping, Elemental Blast, Sorcerer's Grasp

SPELL SINGING

To some, the wielding of supernatural power is a science, and to others, it is an art. Songs of various kinds have been used in ritual magic for as long as it has existed, and it was only a matter of time before a new supernatural discipline was developed to further explore this connection between magic and the musical arts. Spell singers combine arcane knowledge with the vocal arts, using music to shape magical forces into a crescendo of power.

Prerequisites: Knowledge (supernatural), Perform (singing)

Key Ability: Charisma

Canonical Powers: Bless, Bliss, Calm, Combat Sense, Dispel, Enhance Other, Glamour, Heart Shaping, Sound Shaping, Suggestion, Summon Beasts, Synchronicity, Time Shaping

Barred Powers: Corrupting Shadow, Elemental Blast, Mana Blast, Shadow Shaping, Void Shaping

Perk: Spell singers can double the casting time of a supernatural power to turn it into a spellsong. A spellsong has a minimum casting time of two consecutive standard actions. Spellsongs have their duration or some other single measurable dimension (range, area of effect) other than damage increased by 50%.

Drawback: If a spellsinger cannot speak, she cannot cast supernatural powers.

SPELLSINGER HEROIC PATH

Starting Skills: Diplomacy, Knowledge (supernatural), Perform (singing), Perform (wind instruments)

Starting Feats: Fascinate, Weapon Training

Starting Powers: Bless, Combat Sense

TAOISM

Taoism is a religious supernatural tradition with its roots in ancient China. It originates from the writings and teachings of philosopher Lao-Tzu in the 6th Century B.C., believed to have been the author of the *Tao Te Ching* and mentor to both Buddha and Confucius. Taoism incorporates elements of Chinese internal alchemy, astrology, Chinese traditional medicine, feng shui, qigong breath training, and several



Chinese martial arts. The word Tao means “path” or “way,” and it represents a mystical substance or realm beyond the material world that is the source of all things. Taoism teaches that the universe exists in a delicate equilibrium. Acting against nature and against the equilibrium of the universe takes one farther away from the Tao, while moving and acting in harmony with the universe brings one closer to the Tao and closer to true enlightenment. Taoist philosophy has been incorporated into several major religions such as Shinto, Buddhism, and Confucianism, leading to a wide variety of Taoist traditions.

Prerequisites: Trained in Concentration

Key Ability: Wisdom

Canonical Powers: Bliss, Body Control, Calm, Combat Sense, Cure, Cure Disease, Enhance Ability, Fasting, Invulnerability, Supernatural Insight, Supernatural Speed, Trance, Vigil, Ward

Barred Powers: Corrupting Shadow, Life Drain, Harm, Pain, Sorcerer's Grasp, Suffocation

TAOIST MONK HEROIC PATH

Starting Skills: Concentration, Knowledge (theology and philosophy), Notice, Stealth

Starting Feats: None

Starting Powers: Calm, Body Control, Enhance Ability, Invulnerability

TECHNOMANCY

As technology has developed, supernatural practices and beliefs have evolved right along with it. Technomancy refers to the manipulation of supernatural energies in a way that interacts with technological devices. It is a merging of magical tradition with technical science.

Prerequisite: Knowledge (supernatural), Knowledge (technology)

Key Ability: Intelligence

Canonical Powers: Computer Link, Digital Form, Electronics Shaping, Elemental Ammunition, EMP Blast, Energy Shaping, Enhance Vehicle, Infuse Projectiles, Metal Shaping, Phantom Projectiles, Recharge, Reprogram Construct, Supernatural Weapon

Barred Powers: Beast Link, Nature Reading, Plant Shaping, Summon Beasts, Weather Shaping

TECHNO-MAGE HEROIC PATH

Starting Skills: Computers, Concentration, Knowledge (supernatural), Knowledge (technology)

Starting Feats: Firearms Training

Starting Powers: Computer Link, Electronics Shaping, Energy Shaping

THELEMA

Thelema is the ancient Greek word for “will,” “wish,” or “purpose.” Thelema began as a fictional supernatural philosophy and was first described by Francois Rabelais in his books *Gargantua* and *Pantagruel* in the 16th century. It was first put into actual practice by Sir Francis Dashwood in the 18th century during the founding of the Monks of Medmenham (better known as the Hellfire Club) and later revived by Aleister Crowley in 1904. The philosophy of thelema is summarized in the phrase “Fait ce que voudras,” or, “Do what thou wilt.” Thelema incorporates elements of occultism, Yoga spirituality, and mystical traditions such as Qabalah. While seen by outsiders as a hedonistic practice, thelemic magic is taught as a means of finding understanding of the self and of attuning oneself to one’s own true will. Thelemic magic causes subtle changes in everyday life and does not perform miracles or break the physical laws of the universe.

Prerequisite: Knowledge (supernatural)

Key Ability: Wisdom

Canonical Powers: Bibliomancy, Bliss, Calm, Cloud Minds, Combat Sense, Dominate, Enhance Senses, Probability Shaping, Severance, Suggestion, Synchronicity, Truth-Reading, Wayfinding

Barred Powers: All powers that obviously break the laws of physics.

Perk: Thelemic adepts cannot have their powers countered or stripped from them by means such as Severance.

Drawback: Thelemic magic has many more barred powers than most supernatural philosophies.

THELEMIC ADEPT HEROIC PATH

Starting Skills: Bluff, Knowledge (supernatural), Notice, Sense Motive

Starting Feats: Iron Will

Starting Powers: Combat Sense, Probability Shaping, Synchronicity

THEURGY

Theurgy means ‘divine-working.’ It is a supernatural tradition focusing on the invoking, summoning, and binding of spirits as well as invoking god(s) in order to work miracles, commune with the divine, achieve henosis (enlightenment), and perfect oneself. Theurgy is one of the first supernatural philosophies to make heavy use of ritual magic. It is the basis for both enochian mysticism and diabolism, which are considered by many to be the two parts of theurgy, though elementalism uses theurgic rites to evoke elemental beings instead of fiends or angels. Theurgy also forms the basis for the practical magic of hermeticism. While most theurges fit into one of these supernatural traditions, others practice theurgy on a broader spectrum and use rituals to deal with all manner of spirits without specializing in a particular variety.

Prerequisites: Ritualist, Trained in Knowledge (theology and philosophy)

Key Ability: Intelligence

Canonical Powers: Banishment, Bind Spirit, Binding, Channeling, Dominate, Second Sight, Spirit Sense, Summon Elemental, Summon Outsider, Summon Spirit, Ward

Barred Powers: Apport, Blink, Teleport

THAMATURGIST HEROIC PATH

Starting Skills: Concentration, Knowledge (supernatural), Knowledge (theology and philosophy), Notice

Starting Feats: Ritualist

Starting Powers: Channeling, Dominate, Summon Outsider

VODUN

Vodun, often referred to as “Voodoo” or “Vodou,” is a complex set of religious and spiritual practices. This ancient supernatural tradition has its roots in West Africa. Tribesmen from numerous West African tribes, including the Fon and the Yoruba, were enslaved and transferred to Haiti where their supernatural talents and spiritual beliefs merged into the mystic art of Vodun. Vodun focuses on a personal relationship with, and the evocation of, both ancestral spirits and nature spirits, called Lwa. Many of the lwa are correlated with local saints, but these correlations were developed as a code for secretly invoking the lwa rather than to reflect any relationship between lwa and saint. A male practitioner of Vodun is called a houngan and a female practitioner is known as a mambo.

Prerequisites: Knowledge (supernatural), Sympathetic Magic

Key Ability: Wisdom

Canonical Powers: Banishment, Beneficial Possession, Bind Spirit, Bless, Channeling, Contagion, Cure, Curse, Elemental Resistance, Fertility, Fire Shaping, Imbue Unlife, Pain, Probability Shaping, Spirit Sense, Summon Spirit, Supernatural Insight, Trance

Barred Powers: Apport, Blink, Corrupting Shadow, Create Equipment, Elemental Blast, Mana Blast, Phase, Psychic Blast, Purifying Light, Teleport

HOUNGAN/ MAMBO HEROIC PATH

Starting Skills: Concentration, Knowledge (supernatural), Notice, Sense Motive

Starting Feats: Sympathetic Magic

Starting Powers: Beneficial Possession, Channeling, Summon Spirit

WITCHCRAFT

Witchcraft is a supernatural tradition surrounded in ambiguity, myth, and misinformation. It is a collection of magical practices, herbcraft, and ritual techniques collected from across Europe, and it is highly influenced by naturalistic religious and spiritual traditions like shamanism and Druidism. The first witches were most likely midwives skilled in herbalism and healing magics. Witches can be male or female and often gather together in covens. The term warlock is usually reserved for a witch who has become an outcast. Practitioners of witchcraft are often feared and vilified by other cultures, but witchcraft is not inherently good or evil, and practicing witches run the whole gamut from benevolent to malign.

Prerequisites: Knowledge (herbalism)

Key Ability: Charisma

Canonical Powers: Aura Reading, Body Control, Channeling, Cure, Cure Disease, Curse, Dowsing, Fertility, Glamour, Nature Reading, Other Shaping, Plant Shaping, Scrying, Self Shaping, Supernatural Insight

Barred Powers: Apport, Blink, Elemental Blast, Mana Blast, Metal Shaping, Purifying Light, Teleport

WITCH HEROIC PATH

Starting Skills: Concentration, Knowledge (herbalism), Knowledge (supernatural), Notice

Starting Feats: Ritualist

Starting Powers: Curse, Plant Shaping, Scrying

CHAPTER TWO: SUPERNATURAL SKILLS



SKILLS

The following skills are of particular interest and utility to those who use supernatural powers.

KNOWLEDGE (ASTROLOGY) (INT)

Using the Knowledge (astrology) skill requires having a set of astronomical tables and charts on hand that provide the positions of the stars and planets at various times or a high quality telescope and a clear view of the night sky. Without either of these, an astrologer cannot make a Knowledge (astrology) skill check.

The quality of the set of astronomical charts may modify the check, as shown on the following table.

Chart Quality	Purchase Difficulty	Check Modifier
Poor	10	-4
Average	12	+0
Masterwork	15	+2

Knowledge (astrology) skill checks take half an hour. If the astrologer is under pressure or interrupted, the test is not possible, so an astrologer may always take ten if she may attempt an astrology check at all. However, it is not possible to take twenty on a Knowledge (astrology) check.

Predict Natural Events: When given a specific time and a place, you can predict the weather or other natural events that will occur in that time and place. The amount of time or distance involved does not alter the Difficulty of the prediction. With a successful Difficulty 15 Knowledge (astrology) check, you make an accurate prediction. The detail of the prediction depends on how much the check succeeds by, as described on the accompanying table.

Difficulty	Result
15	Only the most important feature of the weather or other natural event, and only broad details about it. For example, “rain,” “a flood,” or “an earthquake.”
18	Only the most important feature, but some details about it. For example, “heavy rain all day,” “a small flood, about two feet over the normal level,” or “a medium size earthquake, just before noon.”
20	General details about secondary features, as well as the information about the main feature gained from an 18. For example, “... and gentle breezes,” “...and extremely cold weather,” or “... and a beautiful sunny day.”
25	Full information, at the sort of detail you would get in a report from someone after the event.
30	Fully detailed information about everything that doesn’t involve human action. For an earthquake, this would include the exact pattern of shocks.

Determine Inception: Using Knowledge (astrology), an astrologer can time an important activity such that the alignment of the heavens will be favorable to the success of her task. To calculate this favorable time, called inception, the astrologer must first define what activity she wants to start. The inception is calculated for that activity; if it changes in the process, any bonuses cease to apply.

Next, she does the astrological calculations. The base Difficulty is 20. If she succeeds on that check, she can avoid bad luck if she starts the activity on a particular day, some time in the next six days. Avoiding bad luck means that circumstances do not conspire to upset your plans. Thus, if you were planning a journey, the weather would not be too bad, and you would not meet bandits on the highway.

For every five points by which the check succeeds, the astrologer may either add a +1 astrological bonus to the activity or find other times at which she could start. Every increase devoted to increased flexibility multiplies the number of starting days by four, so with a success against a Difficulty of 40, the astrologer could avoid bad luck no matter which day she started. This flexibility comes from taking advantage of minor conjunctions, and thus the astrologer will have to do some slightly strange things as she starts. This could include standing with her feet immersed in a lake or large bowl of water to take advantage of the moon’s tidal influence, traveling to a specific location where the minor conjunction’s influence is strongest, seeking aid from people born on a specific date or with a specific star sign while avoiding others, fasting, or blindfolding herself and plugging her ears to block out her major senses so as to become more sensitive to celestial influences. To onlookers, such actions would look like insane behavior, because they do not understand how the heavens link the behavior to the desired result or end goal. However, this only applies to the beginning of the task; once she has started, she can act freely.

Both sorts of improvement can be applied to the same task, so that an astrologer who succeeds against a Difficulty of 30 could choose to have a +1 bonus and four starting days in the next sixty days. If the task involves several different kinds of die rolls at the same time, the astrologer must choose which one gets the bonus.

KNOWLEDGE (HERBALISM) (INT)

An herbalist has a broad range of knowledge about plants and how to prepare herbal creations from them for a wide variety of purposes. They can prepare herbal remedies and curatives, and they can also create sleep powders or know which roots will calm an enraged barbarian.

The Search Difficulty for finding appropriate herbs depends on the variety of herb you are looking for and the desired effects (see accompanying table). In addition to the Search check, a Knowledge (herbalism) check of the same Difficulty is required to identify the herbs, to know which parts of the plant to use, and to know how to properly preserve them. For every point you beat the search Difficulty by, you find an extra dose worth of herbs. For every 5 points you beat the Knowledge (herbalism) check by, you gain a +1 bonus to further Knowledge (herbalism) checks to create concoctions from these herbs, due to the potency of the herbs you were able to find. The listed Difficulties assume that plant life is present in reasonable abundance, and that everything is not covered in snow. The exact types of herbs found will vary by season and geographic region.

Once you have acquired the appropriate herbs, you can make a Knowledge (herbalism) check to create an appropriate herbal concoction to unleash the herb’s desired traits. Treat this skill check as though it were the power check for the supernatural power that the herbs emulate (see table), or if the power requires a save instead of a power check, use your Knowledge (herbalism) skill check for the save Difficulty. Most of these herbal concoctions must be ingested to release their effects, though healing herbs can also be made into a salve that is spread on the skin. Descriptions of some common techniques for making such herbal concoctions follow.

Infusions: The most common form of herbal infusion is hot tea. Infusion is simply the pouring of water—hot or cold—over an herb so that the water becomes infused with the oils and essences of the herb. Cold infusions can also use lighter oils made from nuts, fruits, seeds, or vegetables such as olive, walnut, sesame, or peanut oil. Infusions work best with leaves, flowers, and more delicate plant material, either in fresh or dried quantities.



HERB VARIETIES

Herb Variety	Search Difficulty	Power Emulated
Antidote	20	Cure Poison (one specific type)
Aphrodisiac	15	Bliss (Difficulty 15 Will save to avoid falling in love with appropriate partner, if one is present)
Dye/Ink	10	None
Hallucinogen	15	Visions (50% chance of false visions)
Healing	15	Cure
Narcotic	15	Bliss (Difficulty 15 Will save to avoid addiction, treat addiction as the Curse of Insatiable Hunger)
Nauseant	10	Nauseate (may induce vomiting)
Paralytic	20	Drain Ability (Dexterity)
Poisonous	15	Poison
Relaxant/Nervine	15	Calm
Remedy	20	Cure Disease (one specific disease)
Repellant (insect)	10	Ward (affects vermin only)
Repellant (lycanthrope)	25	Ward (affects lycanthropes only)
Sedative	20	Sleep

The shelf life of infusions really depends on the usage and what herbs you've infused. In general, assume that infusions have less than four days' shelf life unless otherwise stated (teas can be made and placed in a bottle for travel, but it is probably best to just bring the herbs separately and then infuse them when needed). Infusions can have extended shelf lives (of up to two weeks) if made stronger than normal—three times as much herb—and mixed with a 25% alcohol solution, though this then needs to be diluted in water for use.

Macerations: While technically a form of infusion, maceration is a longer process that produces different results and more lasting effects

in some ways. Cold maceration involves placing fresh or dried herbs into a jar or container, covering them entirely with an oil of choice, and then sealing up the container and placing it in a cool, dark place for a period of time.

If fresh herbs are used, eight weeks is a good benchmark before the oils and essences of the herbs fully seep into and saturate the oil. For dried herbs, don't bother to check the jar for at least four months. In either case, the maceration is not ready until the color and smell of the oil takes on the tint and scent of the herbs. Leaving the herbs in the oil for longer than the minimum time only creates a stronger

oil, which is hardly a problem. The final step is to separate the oil and the herbs by straining through cheesecloth or other methods, saving the macerated oil as the final product.

Maceration works best with dried herbs, as the long percolation time in the oil pulls the essence out of the dried plant matter. Fresh herb macerations should be checked more frequently and can become problematic—the moisture content in a fresh herb can introduce mold into the maceration if not carefully monitored.

Another benefit from the slow process of cold maceration is the shelf life of the oils. Barring any problems of mold or rancidity from fresh herbs or sunlight, macerated oils can remain viable for up to 5 years.

Decoctions: Decoctions are very similar to infusions, though they always involve hot water rather than cold water. The herbs are placed into cold water and heated slowly. The herbal mixture is simmered anywhere from thirty minutes to a full hour (or until the amount of water reduces by a third through evaporation) to fully percolate the herbs' oils into the water.

Decoctions obviously work best (and are necessary) when using tougher herbal parts such as barks, stalks, berries, and roots. If using fresh ingredients, they should be sliced before entering the water, while dried components are best if crushed or powdered.

Decoctions have a slightly longer shelf life than infusions, and they can remain viable for up to ten days if kept cool and out of sunlight. Like infusions, it might be best for travelers to simply take the necessary herbs with them and plan on boiling out the decoction when needed.

PROPHECY (WIS)

Use this skill to peer beyond the veil of time to witness future events and to interpret signs, omens, and the fates of people.

Check: You can glimpse the future and attempt to unravel its mysteries. The Difficulties for Prophecy checks relating to various tasks are summarized in the previous table.

Action: Varies, as noted in the table.

Try Again: See Table

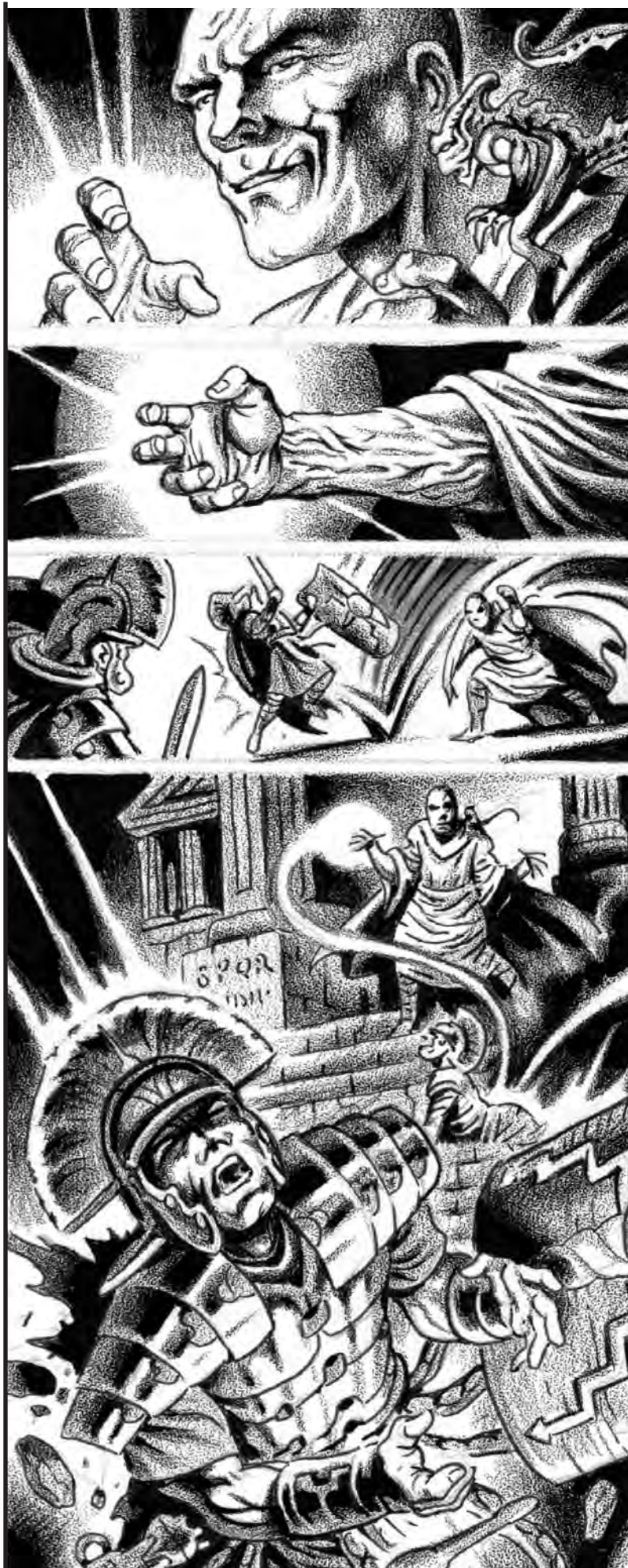
PROPHECIES

Prophecy Difficulty	Task
NA	Earn a living wage for a week's dedicated work serving as an oracle (use Prophecy as your professional skill).
10	Identify an omen sent by the gods that you witness.
13	Identify an omen sent by the gods that is related to you by others.
15	Add a +3 bonus to your Visions or Channeling power check.
15	Interpret an omen or sign. Note that you always believe you have correctly interpreted the omen or sign, so the Narrator must make this check secretly. If the check is failed, the Narrator should feel free to provide you with false or misleading information.
25	Use prophecy to "Reveal the Future" once each day. "Revealing the Future" requires you to perform a ritual of some kind, such as consulting the spilled entrails of a sacrificed animal or inspecting burnt offerings upon an altar, and it takes a minimum of ten minutes. If this check succeeds, you gain a possible insight into the near future. This can manifest as a single +2 circumstantial bonus to any one initiative check, Knowledge (supernatural) check, or saving throw that you need to make in the next 24 hours (your choice, but you need to declare your intent to use the bonus before the die is rolled). If the prophecy check fails, you have misinterpreted the signs, and you gain no insight. In extreme circumstances, your probing of the fabric of destiny can irritate the gods, causing them to punish you. If you roll a natural 1 when making your Prophecy check to "Reveal the Future," you are cursed by the gods; for the next 24 hours, you suffer a -2 penalty on all initiative rolls, Knowledge (supernatural) checks, and saving throws that you are required to make. If the +2 bonus granted by successfully "Revealing the Future" is not used within 24 hours, it is lost.
30	Beseech the gods to send you a revelation concerning a specific topic through a dream. The Narrator decides what exactly is related to you if you are successful. This task may only be attempted once a month and never more than once concerning a specific topic. Further attempts anger the gods and often result in divine retribution. You may not take 10 or 20 when attempting this task.



CHAPTER THREE:

SUPERNATURAL FEATS



FEATS

The following section provides a number of new adept feats for use in creating your own adept characters.

ACCURATE POWER (ADEPT)

You may choose a power to become especially accurate with; you get +2 on attack rolls with it. You may take this feat multiple times, selecting a new power each time.

ARTIFICER TRAINING (ADEPT)

PREREQUISITE: TRAINED IN AT LEAST ONE CRAFT SKILL, IMBUE ITEM

This feat allows an adept to choose any three powers or feats that they do not already have and imbue supernatural items with them. The adept does not gain the benefits of possessing these powers or feats; he merely gains the ability to imbue them into supernatural items. The adept need not have the prerequisites for any feats they select in this way and can select feats normally only available to Warriors or Experts in this way. The adept does not need to have the prerequisites for any powers selected in this way either, though they must be able to imbue the prerequisites of any powers they select (i.e. an artificer must be able to imbue Body Control before they can learn to imbue Combat Sense).

AUTOFIRE POWER (ADEPT)

You may choose one of your powers requiring a ranged attack roll to become an Autofire power. An Autofire power fires multiple shots in a single attack action. Autofire can apply to any power requiring an attack roll (see Autofire Attack, page 102, of *True20 Adventure Roleplaying* for details).

Applying this feat a second time reduces the Autofire interval (the amount your attack roll needs to exceed the target's Defense) to 1 instead of 2.

The maximum bonus from autofire is +5 (for exceeding the target's Defense by 10 normally) or half the attack's normal bonus, rounded up, whichever is less. Another application of this feat increases the maximum bonus to +10 or the attack's normal bonus, whichever is less.

BLOOD SACRIFICE (ADEPT)

PREREQUISITE: RITUALIST

You are skilled at drawing extra supernatural energy from a ritual sacrifice through various methods of torture. When sacrificing a living being in a ritual, you may increase the ritual's time by 50% to increase the amount of mana you gain from the ritual sacrifice by half (round up).

DIRECT TALENT (ADEPT)

PREREQUISITE: MIND TOUCH

Choose a supernatural power you already have that requires mental contact. You can now use this skill without the need for mental contact. You must still have a line of sight to the subject. The subject's Psychic Shield (if any) still affects your power check.

Special: Any supernatural power used in this way has its fatigue save Difficulty doubled.

DIVERT TELEPORT (ADEPT)

PREREQUISITES: 10 OR MORE RANKS IN APPORT, 5 OR MORE RANKS IN SECOND SIGHT.

You can focus your supernatural energy to redirect the apportation or teleportation of others. You can attempt to divert the final destination of any apportation or teleportation that you can sense. This is a reaction, but you can attempt to divert only once per round. You can divert the destination of both incoming and outgoing teleportation.



Roll an Apport power check against the teleporter's Apport or Teleport power check. If you win, you can divert the teleporter's destination by making an Apport power check against the Difficulty of the desired destination as if you were apportioning the target to that location. If the diverted subject is a creature, it gets a Will saving throw to avoid being diverted.

Special: The fatigue save Difficulty of apportioning the target to the desired destination is raised by 2.

ELECTION ASTROLOGY (ADEPT)

PREREQUISITES: NATAL ASTROLOGY, POLITICAL ASTROLOGY, KNOWLEDGE (ASTROLOGY)

You can cast election horoscopes to determine what someone would decide at a given time. To cast an election horoscope, you need the person's time, place, and date of birth, and the time, place, and date where they will make the decision. The latter is usually the place where they are now, although decisions to travel can be read in the stars, and the target then followed around.

If a successful Difficulty 30 Knowledge (astrology) check is made, the astrologer learns the decision that the person is most likely to make. With a successful Difficulty 40 check, the astrologer also knows the reasons behind the decision and the other options that are most likely to be considered. As noted under natal astrology, most people do not rule the stars, so most people take the most likely decision revealed by astrology; the main exception is if they know the result of the horoscope and thus decide to do something different.

Normal: Knowledge (astrology) cannot predict the actions of living beings.

EXTENDED REACH POWER (ADEPT)

Each time you apply this feat to a touch range power, you extend the power's reach 5 feet.

FIEND-DEVOTED (ADEPT)

PREREQUISITES: KNOWLEDGE (SUPERNATURAL) RANK 6, SUMMON OUTSIDER RANK 6

You have devoted yourself to exemplifying the vice of one of a certain variety of fiend, living up to the impossible wickedness of that being as best a mortal can. You must perform one transgression against the forces of virtue per month, in keeping with the vice embodied by your patron fiend. In return for doing so, you gain a +2 bonus to both summoning and sorcery supernatural power checks. Additionally, fiends aligned with your selected vice recognize you as kin and are unlikely to attack you; although, they may seek to embroil you in their machinations. They have an initial attitude of indifferent toward you (see **Influencing Attitudes** in *True20 Adventure Roleplaying*, page 92).

FIRE MASTERY (ADEPT)

PREREQUISITES: FIRE SHAPING

You have complete mastery of any flames under your control. You are immune to damage from any flame controlled or sustained by your Fire Shaping supernatural power.

HOMING POWER (ADEPT)

This feat grants a power an additional opportunity to hit. If a homing power's attack roll fails, it attempts to hit again on the following round on your initiative, requiring only a free action to maintain and leaving you free to take other actions, including making another attack. The homing power uses the same accurate sense as the original attack, so concealment effective against that sense may confuse the homing attack and cause it to miss.

INCURABLE POWER (ADEPT)

One of your powers does especially grievous damage, the kind that only time can heal. Each time you take this feat, it applies to one of your supernatural powers. The damage caused by that power cannot be healed by supernatural powers such as Cure; the target must recover at the normal rate.

INDIRECT POWER (ADEPT)

One of your powers can circumvent obstacles and cover to more effectively hit a target. This feat allows one ranged attack power to originate from a point other than the user, ignoring cover between the user and the target, such as walls and other intervening barriers, so long as they do not provide cover between the power's origin point and the target. The power's range modifier is based on the distance from the attacker to the target, regardless of where the power originates. An indirect power normally originates from a fixed point directed away from you. In some cases, using an indirect power may count as a surprise attack (see *True20 Adventure Roleplaying*).

If you apply this feat a second time, the power's effect can come from any point directed away from you, including behind you. If you apply it three times, the effect can also be directed *toward* you (hitting a target in front of you from behind, for example).

INNATE POWER (ADEPT)

One of your powers is an integral part of you, and is much easier for you to use. Choose a supernatural power you can cast to become an innate power. As a standard action, you can activate this power as an adept of half your effective adept level and without risk of fatigue. You can maintain the power indefinitely as a free action. Innate powers are no longer subject to the Severance, Ward, or Dispel powers. You can still use the power normally if you prefer, but in that case, the power gains no benefit from this feat.

Special: If the power you wish to apply this feat to has other powers as a prerequisite, you must make the prerequisite powers Innate powers first.

IRRESISTIBLE POWER (ADEPT)

One of your powers is extraordinarily powerful, much harder for foes to resist. Choose one of your powers. That power's save Difficulty is increased by two. You can take this feat more than once. Each time it applies to a new power.

MASTER ELEMENTALIST (ADEPT)

PREREQUISITES: CHARISMA +3, KNOWLEDGE (SUPERNATURAL) RANK 9, SUMMON ELEMENTAL RANK 9

You are skilled at cajoling the spirits of the elements into manifesting and serving you. A summoned elemental remains in your service for one hour per adept level you possess, rather than the normal one round per level.

MENTAL FORTITUDE (ADEPT)

PREREQUISITES: WIS +1.

You are particularly resistant to psychic attack. You gain a +1 bonus to your toughness saves against any damaging supernatural powers. This includes nonlethal damage, lethal damage, and ability damage, but not fatigue. Supernatural powers that don't deal damage affect you normally, and you still suffer normal damage from the indirect effects of supernatural powers, such as being struck by an object thrown with Move Object.

Special: You can take this feat up to five times. Its effects stack.

NEW ADEPT FEATS

Adept Feat	Prerequisites	Summary
Accurate Power	-	+2 attack bonus with one power
Artificer Training	Trained in at least one Craft skill, Imbue Item	You can imbue three powers you do not have into an item.
Autofire Power	-	Make autofire attacks with one of your offensive powers.
Blood Sacrifice	Ritualist	Gain extra mana from ritual sacrifice.
Direct Talent	Mind Touch	You only need line of sight to use mental contact powers.
Divert Teleport	10 or more ranks in Apport, 5 or more ranks in Second Sight	Sense and redirect the apportionation or teleportation of others.
Election Astrology	Knowledge (astrology), Natal Astrology, Political Astrology	Use astrology to determine what choices others will make.
Extended Reach Power	-	Extend a touch power's range by 5ft.
Fiend-Devoted	Knowledge (supernatural) rank 6, Summon Outsider rank 6	Gain unholy power through devotion to a fiend.
Fire Mastery	Fire Shaping	You are immune to flames under your supernatural control.
Homing Power	-	One of your ranged powers gains an additional opportunity to hit.
Incurable Power	-	Damage caused by one of your powers can only heal naturally.
Indirect Power	-	One of your powers can originate from any point you choose.
Innate Power	-	One of your powers becomes a supernatural trait.
Irresistible Power	-	Increase the save Difficulty of one of your powers by +2.
Master Elementalist	Charisma +3, Knowledge (supernatural) rank 9, Summon Elemental rank 9	Summoned elementals remain in your service longer.
Mental Fortitude	Wis +1	+1 to Toughness saves vs. damaging supernatural powers.
Mind Trap	Mind Touch, 7 or more ranks in the Psychic Shield power	Counterattack when someone fails to overcome your psychic shield.
Multitasking	Wis +1	You are skilled at maintaining multiple supernatural powers at once.

MIND TRAP (ADEPT)

PREREQUISITES: MIND TOUCH, 7 OR MORE RANKS IN THE PSYCHIC SHIELD POWER.

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

MULTITASKING (ADEPT)

PREREQUISITES: WIS +1

You can maintain multiple supernatural powers with less difficulty. Reduce the Difficulty modifier to concentration and power checks for maintaining supernatural powers by 2. This means you can maintain

one supernatural power while using another at no increase in difficulty, and maintaining multiple supernatural powers is somewhat easier for you.

Special: You can take this feat multiple times. Its effects stack, reducing the Difficulty modifier by 2 each additional time. This allows you to maintain more supernatural powers at once without any increase in difficulty.

NATAL ASTROLOGY (ADEPT)

PREREQUISITES: KNOWLEDGE (ASTROLOGY)

If you know the date, time, and place of a creature's birth, you may cast their birth horoscope. If any of these pieces of information are wrong, the attempt gives misleading information, and unless the astrologer already knows the person, there is no way to spot this. The player should make the check as normal, but the Narrator should make the answer up.

The information gained depends on the results of the power check. If the astrologer equals or exceeds a Difficulty, he also learns all information for lower Difficulties.

NEW ADEPT FEATS

Adept Feat	Prerequisites	Summary
Natal Astrology	Knowledge (astrology)	Learn about someone from the time and place of their birth.
Numerology	Knowledge (physical sciences), Prophecy	Use arcane number patterns to aid your prophecies.
Palmistry	Knowledge (life sciences), Prophecy	Improve your predictions of someone's future by viewing their palm.
Philosopher's Stone	Craft (alchemy) 8 ranks, Knowledge (physical sciences) 8 ranks, Knowledge (supernatural) 8 ranks, Purify Earths, Purify Metals, Purify Waters, Transmutation	You can achieve wonders with your mastery of alchemy.
Political Astrology	Knowledge (astrology)	Use astrology to predict the mood and actions of a group of people.
Power Chaining	-	Chain an attack power to strike multiple targets.
Power Focus Attunement	-	You know how to create your own power focus.
Precise Power	-	Gain fine control over one of your supernatural powers.
Purify Earths	Trained in Craft (alchemy)	Use alchemy to purify non-living, nonmetal solids.
Purify Metals	Trained in Craft (alchemy), Purify Earths, Purify Waters	Use alchemy to purify metallic substances.
Purify Waters	Trained in Craft (alchemy)	Use alchemy to purify and distil special liquids.
Ricochet Power	-	Bounce one of your ranged powers off solid surfaces.
Ritual Feast	Trained in Craft (cooking), Ritualist	Prepare a feast that will provide mana for a ritual.
Ritualist	Knowledge (supernatural) rank 4	You know how to draw on mana through supernatural rituals.
Split Attack	-	Split a power to affect two targets instead of one.
Sympathetic Magic	-	Use objects associated with your target to gain power over them.
Tarot Training	Knowledge (supernatural), Prophecy	Use the art of tarot to improve your prophecies.
Tireless Summoner	Charisma +1, Summon Elemental or Summon Outsider	Resist fatigue from summoning creatures.
Wellspring Adept	Knowledge (supernatural) rank 6	You know how to tap into wellsprings of mana.
Wellspring Master	Knowledge (supernatural) rank 10, Wellspring Adept	You can draw power from an attuned wellspring from any distance.
Wicker Man	Trained in Knowledge (physical sciences), Blood Sacrifice, Ritualist	Build and use a wicker man in ritual sacrifice.

NATAL ASTROLOGY

Difficulty	Information
20	Virtue and vice natures.
25	Role, profession, and heroic path (if any)
30	Abilities, broad outline of personality
35	Level, some details of personality
40	Full game statistics, detailed account of personality

Natal astrology cannot take account of free will. While, as astrologers say, "A wise man rules the stars," most men are not wise, and natal astrology is highly accurate. However, it is never perfect, and the detailed account produced by a 40+ result always contains at least one or two minor errors. Occasionally people act to overcome their nature, and in that case, the results of natal astrology can be completely wrong. This should be very rare, and only apply to some of the most important Narrator characters in the campaign.

NUMEROLOGY (ADEPT)

PREREQUISITES: KNOWLEDGE (PHYSICAL SCIENCES), PROPHECY

You can use your knowledge of supernatural number patterns to enhance your predictions of the future. If you make a successful Difficulty 15 Knowledge (physical sciences) check, you gain a +4 bonus to your next Prophecy skill check.

PALMISTRY (ADEPT)

PREREQUISITES: KNOWLEDGE (LIFE SCIENCES), PROPHECY

You can use your ability to read palms to enhance your ability to predict a person's future. If you make a successful Difficulty 15 Knowledge (life sciences) check, you gain a +4 bonus to your next Prophecy skill check, provided it relates to the person whose palm you just read.

POWER CHAINING (ADEPT)

This feat allows you to chain one of your powers that requires a ranged attack roll. If you hit your first target, you may make an attack roll at -5 to "chain" the power and attempt to strike another target within range. Each time you apply this feat, you can attempt to chain the power one



additional time, suffering a cumulative -5 penalty to each successive attack roll. Once you miss a target, the chaining ceases to work. You cannot chain a power so that it strikes the same target more than once in a single round.

PHILOSOPHER'S STONE (ADEPT)

PREREQUISITE: CRAFT (ALCHEMY) 8 RANKS, KNOWLEDGE (PHYSICAL SCIENCES) 8 RANKS, KNOWLEDGE (SUPERNATURAL) 8 RANKS, PURIFY EARTHS, PURIFY METALS, PURIFY WATERS, TRANSMUTATION

You have attained the elusive goal of the alchemist – the mastery of transformation of matter, both material and spiritual. Each time you select this feat, choose one of the following benefits, provided you meet the prerequisites.

***Panacea** (Prerequisite: Medicine 8 ranks, Cure Disease):* You have learned the secret to creating the long sought after “panacea,” a remedy that cures all disease and prolongs life indefinitely. Anyone imbibing the panacea is cured of all disease and is blessed with longevity. The imbiber appears to age at half the normal speed, can live up to twice as long as normal, and they find the normal effects of aging minimized. The imbiber gains a +10 bonus on saving throws against disease that fades at the rate of -1 bonus point each year. However, the panacea has a side effect of causing sterility. Each panacea is unique to its imbiber; thus, a panacea made for one person is ineffective for another. Making the panacea requires a Craft (alchemy) check to create an advanced masterwork alchemic preparation (Difficulty 35).

Spiritual Transformation: You have learned how to change your nature, merging your soul and body into one form. You no longer need to spend a Conviction point to change your virtue or vice; instead, you do so at will. In addition, you gain 3 ability points to distribute amongst your Intelligence, Wisdom, and Charisma as you see fit.

***Takwin** (Prerequisite: Knowledge (life sciences) 8 ranks, Imbue Life):* You have unlocked the secrets of life and are able to artificially create new life. This requires a Craft (alchemy) check taking the masterwork challenge; the results of this check are determined by the accompanying table.

Difficulty	Result
20	You have created a parody of life that dies in the laboratory. You must find a way to dispose of the body without arousing suspicion.
25	You have created an animal no larger than a dog. It has no skills and suffers from the <i>infirm</i> Complication.
30	You have created an animal, construct, or supernatural beast no larger than a horse.
35	You have created a human being with the ordinary role, -3 Intelligence, and -3 Charisma. It is genderless (and hence, it cannot reproduce).
40	You have created a human being who has the memories and abilities of a deceased person you once knew. Whether your creation is actually a deceased spirit reincarnated or a demon's trick is left up to the Narrator.

POLITICAL ASTROLOGY (ADEPT)

PREREQUISITES: KNOWLEDGE (ASTROLOGY)

You can cast political horoscopes to determine the general mood and actions of the people in a particular area. In order to use political astrology, you must know the location of the place for which you want to cast the horoscope. This is not a problem if the astrologer can visit the place, as he can then make the necessary measurements himself. Most people, however, do not know the latitude and longitude of their hometowns. Astronomical tables contain locations for major cities and other important locations, but in many cases, the astronomer must make the measurements himself.

Political horoscopes require a single check against a Difficulty of 20. On a success, the astrologer knows what sorts of actions people in the specified area will tend to undertake at the specified time. These actions can be discouraged in the normal way, so political astrology is most useful for finding potentially rebellious areas, areas particularly receptive to new teaching, or something similar.

As a rule, if an area is prone to a particular kind of action, a character may automatically incite that activity, provided that no major character actively opposes him. Thus, if an area is prone to rebellion, a character calling for a revolution will succeed in starting one, unless the king has sent troops to keep the peace in that area.

Political astrology, as its name suggests, is most useful to rulers, or to those who want to overthrow them.

POWER FOCUS ATTUNEMENT (ADEPT)

You know how to create your own power focus (See **Power Foci**, page 64).

PRECISE POWER (ADEPT)

Powers with this feat are especially precise. You can use a Precise power to perform tasks requiring delicacy and fine control, such as using a Precise Elemental Blast to spot-weld or carve your initials, Precise Move Object to type or pick a lock, Precise Cold Shaping to match a particular temperature exactly, and so forth. The Narrator has final say as to what tasks can be performed with a Precise power, and he may require a power, skill, or ability check to determine the degree of precision with any such task. An attack effect with the Precise modifier gains

the benefits of the Precise Shot feat (see page 49 of *True20 Adventure Roleplaying*), which is essentially the same thing.

PURIFY EARTHS (ADEPT)

PREREQUISITES: TRAINED IN CRAFT (ALCHEMY)

You can use alchemy to purify earths (non-living solids that are not metals) in the following ways:

Create Gems (Difficulty 15): You can create gems from ordinary rocks. The raw materials cost approximately the same as the value of the resulting gem. The main advantages of this use of alchemy are that you can make your wealth more easily portable and create exactly the type, size, and shape of gem you want.

Improve Stone (Difficulty 15): You can make stone stronger and more durable. The Difficulty and cost depend on the final Toughness of the stone. If you want to add one point of Toughness, the Difficulty is 15, and the purchase Difficulty for the materials is two multiplied by the number of cubic feet of stone to be transformed. Add two to both the power check Difficulty and the purchase Difficulty for each additional point of Toughness bonus you wish to add.

Create Glass (Difficulty 20): You can make glass. This glass is perfectly clear, and it can be made in any color. It is made as raw material, but it does not lose its color when shaped, whether into vessels or windows. The materials needed for creating a cubic foot of glass have a purchase Difficulty of 10.

Create Dye (Difficulty 20): You can make dyes in bright and persistent colors. Natural dyes tend to be rather muddy and fade quite quickly, so alchemical ones are far better. The materials to make enough dye for a single garment have a purchase Difficulty of two.

PURIFY METALS (ADEPT)

PREREQUISITE: TRAINED IN CRAFT (ALCHEMY), PURIFY EARTHS, PURIFY WATERS

Create Gold (Difficulty 20): You can create gold from base metals. The cost of the raw materials needed to make the gold have a purchase Difficulty that is two points higher than the purchase Difficulty of the gold that is produced in the process. Most alchemists only do this once, to prove they can.

Strengthen Metal (Difficulty 15): You can make metal stronger and more durable. If you want to add two points to the Toughness, the Difficulty is 15 and the purchase Difficulty is two multiplied by the number of pounds of metal you wish to strengthen. For every additional increase of two to Toughness, add three to the Difficulty and two to the purchase Difficulty.

Lighten Metal (Difficulty 18): You can reduce the weight of metal without affecting its strength. To reduce the weight by 10%, the Difficulty is 18, and the purchase Difficulty is 15 for the materials required to lighten 1 pound of metal. The best possible result is a 50% decrease in the weight of a metal object.

Enhance Metal: You improve the general properties of metal, so that it functions better in tools made from it. This procedure gives anything made from the metal an enhancement bonus, which affects attack rolls in the case of weapons, defense in the case of shields, and Toughness in the case of armor. For other metal tools, it applies

to skill checks made while using the tool. The alchemist must know the tool for which the metal is intended when he enhances it, as the enhancements differ depending on the final purpose. The Difficulty and purchase Difficulty depends on the enhancement bonus, according to the accompanying table.

Enhancement Bonus	Difficulty	Purchase Difficulty
+1	20	20
+2	25	23
+3	30	26

The maximum possible enhancement from alchemical purification is +3. This does not stack with supernatural enhancement bonuses.

PURIFY WATERS (ADEPT)

PREREQUISITES: TRAINED IN CRAFT (ALCHEMY)

You can use alchemical procedures to purify waters, which covers any kind of liquid.

Create Aqua Regia (Difficulty 25): You can create aqua regia, a liquid that dissolves all metals. It can be safely stored in glass or ceramic containers and does no damage to living tissue. A vial of aqua regia is enough to dissolve a dagger's worth of metal. The raw materials to create a vial of aqua regia have a purchase Difficulty of two.

Create Aqua Vita (Difficulty 25): Aqua vita, or living water, is good for living creatures, in moderation. A single vial can purify a barrel of water, making it safe to drink, and if a vial is poured over an open wound, it turns one lethal 'hurt' condition into a nonlethal 'bruised' condition on the damage track. The raw materials to create a vial of aqua vita have a purchase Difficulty of two.

RICOCHET POWER (ADEPT)

You can ricochet, or bounce, a single ranged attack power off of a solid surface once to change its direction. This allows you to attack around corners, overcome cover, and possibly gain a surprise attack bonus (see *True20 Adventure Roleplaying*, page 106). It does *not* allow you to affect multiple targets. The "bounce" has no effect. You must be able to define a clear path for your attack, which must follow a straight line between each ricochet. You can take this feat multiple times; each time allows you to apply this ability to a new power or to ricochet the attack an additional time before it hits.

RITUAL FEAST (ADEPT)

PREREQUISITES: TRAINED IN CRAFT (COOKING), RITUALIST

You know how to prepare, or oversee the preparation of, a ritual feast. This feast can be consumed as part of a ritual, requiring at least five participants. Consuming this feast adds an hour to the total time the ritual takes and increases the total mana generated by the ritual based on the feast's craft Difficulty:

RITUALIST (ADEPT)

PREREQUISITES: KNOWLEDGE (SUPERNATURAL) RANK 4

You have been trained in the techniques of supernatural rituals, drawing upon the inherent power in rare items, specific times, and unique places.

RITUAL FEAST

Feast Complexity	Craft Difficulty	Wealth Difficulty	Creation Time	Mana Generated	Max People Served
Simple	15	5	1 hr.	+1	10
Moderate	20	10	12 hrs.	+2	25
Complex	25	15	24 hrs.	+3	50

You are capable of creating rituals channeling no more mana than your adept level plus your Wisdom and Intelligence. You may use rituals that channel more mana, should you find a written copy of the ritual or are taught it by another ritualist. See **Supernatural Rituals** in **Chapter 6** for more information.

SPLIT ATTACK (ADEPT)

With this feat, a power normally affecting one target can split its effect between two targets. The attacker chooses how many ranks to apply to each target, up to the power's total rank. So, a rank 10 power could be split 5/5, 4/6, 2/8, or any other total adding up to 10 (whole numbers only).

If an attack roll is required, the attacker makes one roll, comparing the results against each target. The power affects the target normally at its reduced rank. Each additional application of this feat allows the power to split an additional time, so two applications of this feat allows a power to split among three targets, then four, and so forth. A power cannot split to less than one rank per target.

SYMPATHETIC MAGIC (ADEPT)

Sympathetic magic is based on the manipulation of symbols. By imitating a desired effect, or by doing something to an object associated with a person, you can affect a person. In order to use your powers, you must perform a symbolic action that represents what you're doing; for example, if you wanted to use Weather Shaping to calm ocean waves, you might take a bowl of water and place a wax model of a ship in the bowl while pouring water from the bowl. You may benefit from using objects that are connected with your target; such objects are known as *arcane connections*. Each *arcane connection* modifies your power check; the maximum bonus you can get from *arcane connections* is +8. When using an *arcane connection* that has a negative modifier with one that has a positive modifier, ignore the penalty. So long as you have an *arcane connection*, you may use powers at a distance, even if they normally require touch or the target to be immediately present; doing so follows the laws of familiarity.

SYMPATHETIC MAGIC: LAWS OF FAMILIARITY

Arcane Connection	Power Check Modifier
Bodily fluids (blood, feces, sweat, urine, spit, etc.)	+4
Hair or shed body items (teeth, nail clippings, umbilical cord, etc.)	+2
Unwashed clothing, foot track lifted from dirt, mask	+0
Family member by blood, something created by target	-2 on its own
Someone who wounded the target, Something the target owned	-4 on its own

TAROT TRAINING (ADEPT)

PREREQUISITES: KNOWLEDGE (SUPERNATURAL), PROPHECY

You are trained in the proper use of a tarot deck. With a tarot deck and a successful Difficulty 15 Knowledge (supernatural) check, you gain a +4 bonus on your next Prophecy skill check.

TIRELESS SUMMONER (ADEPT)

PREREQUISITES: CHARISMA +1, SUMMON ELEMENTAL OR SUMMON OUTSIDER

You have great practice at shunting away the energy backlashes that normally cause exhaustion among summoners. Subtract your Charisma from the summoned creature's level when determining the Difficulty for the fatigue check of a summoning.

WELLSPRING ADEPT (ADEPT)

PREREQUISITES: KNOWLEDGE (SUPERNATURAL) RANK 6

You know the techniques for drawing upon the power of wellsprings (see **Places of Power**, page 70). You must be located in a wellspring to draw from it. Using supernatural powers augmented by a wellspring is a full-round action and requires a Concentration check (Difficulty 10 + the power rating of the wellspring). You can detect wellsprings at a distance equal to your adept level times 150 feet, with no penalty for distance. You have a +5 bonus on Second Sight checks to do so.

WELLSPRING MASTER (ADEPT)

PREREQUISITES: KNOWLEDGE (SUPERNATURAL) RANK 10, WELLSPRING ADEPT

Not only are you skilled at using the natural flows of power in a wellspring, you are capable of attuning your spirit to that wellspring. Once attuned to a wellspring, you are treated as though you were constantly standing in the middle of its flows, allowing you to tap its energy and augment your supernatural powers regardless of where you are. A supernatural power can only be augmented by a single wellspring at a time. You may attune yourself to up to your adept level in wellsprings at one time. A wellspring may have any number of adepts attuned to it. Finally, with a Heart Reading, Nature Reading, or Object Reading check (Difficulty 10 + the power rating of the wellspring), you can determine how many people are attuned to a wellspring. If you personally know any of them, or have used Heart Reading or Mind Reading on them in the past, you can identify them.

WICKER MAN (ADEPT)

PREREQUISITE: TRAINED IN KNOWLEDGE (PHYSICAL SCIENCES), BLOOD SACRIFICE, RITUALIST

You know how to build, or direct the building of, a giant, hollow, wooden statue known as a wicker man, by making a craft skill check of Moderate or greater complexity (See the **Craft** skill in **Chapter 2** of *True20 Roleplaying Adventures*). The wicker man's purpose is to be filled with one or more sacrificial victims and then set aflame, burning them alive. The burning of the wicker man increases the mana generated, based on the craft check's complexity.

WICKER MAN CONSTRUCTION

Wicker Man Complexity	Craft Difficulty	Wealth Difficulty	Creation Time	Mana Generated	Size
Moderate	20	10	12 hrs.	+ 2	Large
Complex	25	15	24 hrs.	+5	Huge
Advanced	30	20	60 hrs.	+10	Gargantuan

CHAPTER FOUR:

NEW SUPERNATURAL POWERS



NEW SUPERNATURAL POWERS

The following new supernatural powers are subject to the normal supernatural power rules from *True20 Adventure Roleplaying*, including guidelines on learning and using the supernatural arts. Narrators may introduce these powers into the game as regular powers, or they may wish to make access to them more limited, revealing them to the players and the heroes as the game progresses.

ACID

FATIGUING

Acid Splash: You create and fire a small orb of acid at a target within your line of sight, with a successful ranged attack roll with an increment of adept level x 5 feet. The acid does damage equal to half your adept level (rounded down) upon impact and again at the end of the following round. Instead of tossing it, you can save the acid in a glass container. This use of Acid creates approximately one pint of acid per use.

Neutralize Acid: This use of the Acid power neutralizes up to one pint of acid per caster level, essentially turning it into salt water.

Special: This power can also be used to create and neutralize bases, using the same rules as above.

Time: Standard action

AETHER SHAPING

FATIGUING

Learn True Name (Difficulty 10): You can learn the true name of yourself or a willing target. This is the name given to a creature's soul at the time of its creation. For more on the effects of **True Names** see **Chapter 6** in this book.

Learn Virtue (Difficulty 10): You can look deep into a person's soul and discover their most virtuous compulsion.

Learn Vice (Difficulty 15): You can look deep into a person's subconscious and find the vice that their id craves to commit the most.

Compel Mortal's True Name (Difficulty 15): You can force an intelligent humanoid, monstrous humanoid, plant, or supernatural beast within 5 ft. to tell you their true name if they fail their Will save against this power.

Compel Any True Name (Difficulty 20): You can force an intelligent dragon, elemental, fey, outsider, or undead within 5 ft. to tell you their true name if they fail their Will save against this power.

Erase True Name (Difficulty 30): You can erase the true name of a creature within 5 ft. of you. If they are unwilling, they gain a Will save to resist this power. Once a true name is lost, it cannot be regained through normal means, although the Narrator is encouraged to come up with special circumstances, if necessary. Characters who have had their true name taken from them have lost a critical link to their soul. They cannot be raised from the dead with Imbue Life or similar means, and their soul cannot return to the world in the form of a ghost or other apparition, or inside their body as some form of intelligent undead.

Some paranoid adepts may seek to erase their own true name, so that others cannot discover and use it against them. You might also erase someone's true name so that you can kill them and others cannot use their true name to help return your victim to life.

Time: Standard action

ANIMATE OBJECT

CONCENTRATION, FATIGUING, MAINTENANCE

You can imbue an object in your line of sight with animation and a semblance of life, making it a construct under your control. The Difficulty to animate a given object and the animated object's level are determined by the object's size (see accompanying table). To generate the animated object's statistics, apply the following template to the object being animated. This animation lasts for as long as the adept maintains this power.

ANIMATED OBJECT (TEMPLATE)

'Animated object' is an acquired template that can be added to any nonliving object (referred to hereafter as the base object).

Type: Base object gains the construct creature type.

Level: The base object gains construct levels based on its size, as noted in the accompanying table.

Size	Construct Level	Power Check Difficulty
Tiny or smaller	0th	8
Small	1st	9
Medium	2nd	10
Large	4th	12
Huge	8th	16
Gargantuan	16th	24
Colossal	32nd	40

POWER MANIFESTATIONS

Perhaps the easiest way to modify and customize existing powers is to give them a "power manifestation." Power manifestations are superficial modifications and have no effect as far as the power's game mechanics are concerned. However, the way in which you describe a power manifesting can add a lot of flavor and individuality to adepts. When using the Visions power, an adept could be staring into an object like a fire, a crystal ball, or a bowl of water, or she could read her visions in the flight of birds, the casting of bones, tarot cards, or the spilled entrails of a sacrificial animal. When using an Elemental Blast of fire, the power could simply look like a ball of fire, or flame could shoot from the adept's mouth to engulf the affected targets. The Elemental Blast could be shaped like a phoenix flying into the target or a barrage of glowing cinders all striking at once like a swarm of fiery hornets. The color of the fire may burn green for a nature adept or black for an evil sorcerer.

Even powers that have no visual effects can be given flavor by describing how your adept looks or acts while using them. An adept using Combat Sense could be moving gracefully, almost dancing through combat, become a blur of sword-whirling speed, or they might seem to be possessed by a god or demon of war or appear to be entering a supernatural fury. The adept's face might hold a look of adrenaline-induced exhilaration, an expression of serenity, or a painful grimace.

Ultimately, any given adept's power manifestations should be determined by their player, and approved by the Narrator.

Size: The base object retains its original size, gaining the appropriate size category.

Speed: Medium animated objects that do not already have a movement rate (such as vehicles) gain a movement rate based on their size and whether or not they have legs or wheels.

Size	2-3 Legs	4 or more Legs	Wheels	No legs or wheels
Tiny or smaller	50 ft.	60 ft.	80 ft.	40 ft.
Small-Medium	40 ft.	50 ft.	70 ft.	30 ft.
Large-Huge	30 ft.	40 ft.	60 ft.	20 ft.
Gargantuan-Colossal	20 ft.	30 ft.	50 ft.	10 ft.

Abilities: Animated objects have no Intelligence or Constitution scores. The base object gains Wisdom and Charisma scores of -5. It also gains Strength and Dexterity scores based on its size. If the base object already had a Strength score (such as a vehicle), it retains its original Strength score.

Size	Str	Dex
Tiny or smaller	-1	+2
Small	+0	+1
Medium	+1	+0
Large	+3	+0
Huge	+5	-1
Gargantuan	+7	-2
Colossal	+9	-3

Skills: The base object gains no skills, but it may use any skill bonuses the item may have provided.

Feats: The base object gains no feats.

Traits: An animated object can gain one or more of the following special abilities, depending on its form.

Alternate forms of Movement: Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheet-like object can fly (clumsy maneuverability) at half its normal speed.

Blind: A sheet-like animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict: A flexible animated object such as a rope, vine, or rug deals damage equal to its unarmed damage value plus 1-1/2 times its Strength score (if it is positive) with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Trample: An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength score (if it is positive). Opponents can attempt Reflex saves (Difficulty 10 + 1/2 object's level + object's Str score) to halve the damage.

Combat: The base object gains an unarmed slam attack. The base damage for this attack varies by the base object's size. If the object



already had a damage value (such as a weapon), retain the original damage value and type. Otherwise, refer to the following table for the animated object's damage values.

Size	Unarmed Damage
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Saving Throws: Calculate the animated object's saving throws normally. Remember to add any bonuses for armor or hardness to its Toughness save. If the base object already had a toughness save, retain the original value for its toughness save.

Advancement: none

Level Lag: —

Time: Standard action

AURA READING

CONCENTRATION

PREREQUISITE: HEART READING

You gain the ability to see the bioelectric field that surrounds all living things. You can use this ability to ascertain the creature's current state of health, both mental and physical. Aura reading can tell you if a subject is injured, poisoned, diseased, or insane, and you gain a degree of insight into the exact nature of the ailment. Aura reading can also reveal the target's levels of injury (hurt, disabled, unconscious, dying,

NEW SUPERNATURAL POWERS		
Power	Prerequisites	Summary
Acid	-	Strike foes with acid.
Aether Shaping	-	Look into the soul and learn its nature and true name.
Animate Object	-	Animate and control inanimate objects.
Aura Reading	Heart Reading	See the bioelectric field surrounding all living things.
Awe	-	Cause others to cower before your supernatural might.
Banishment	-	Send outsiders and other spiritual forces back from whence they came.
Beast Messenger	-	Get an animal to serve as a messenger for you.
Beast Speech	-	Communicate telepathically with animals.
Beneficial Possession	-	Allow a friendly spirit to enter your body and aid you.
Bibliomancy	-	Use many books to divine new information not written in them.
Bind Spirit	-	Bind a spirit into an item you have prepared.
Binding	-	Imprison others with your supernatural power.
Blast Redirection	-	Redirect blasts of energy to a new target.
Bless	Cannot have the vice subtype.	Bestow a supernatural blessing on allies, water, or weapons.
Blind/Deafen	Cure Blindness/Deafness	Afflict enemies with blindness or deafness.
Blood Reading	-	Divine information about a target whose blood you have tasted.
Blood Shaping	-	Gain power over the flow of blood.
Boil Blood	-	Cause your enemy's blood to boil.
Call Meteorites	10 or more ranks in Knowledge (astrology) or Knowledge (physical sciences), Celestial, Earth, and Fire Shaping,	Strike your enemies with fiery rocks from the sky.
Celestial Shaping	8 ranks in Knowledge (astrology), Knowledge (earth sciences), Knowledge (physical sciences), and Sense Motive, Election Astrology, Natal Astrology, Nature Reading, Visions	Change the course of celestial events.
Channeling	-	Communicate with friendly gods and spirits.
Cloud Minds	-	Erase all awareness of your presence from the minds of others.
Command Undead	-	Control the actions of the undead.
Confusion	-	Cause enemies to act randomly.
Contagion	Cure Disease	Afflict foes with debilitating disease.
Corrupting Shadow	-	Ward off and smite beings of virtue.
Create Equipment	-	Summon the right tool for the job.
Curse	Cannot have the virtue subtype.	Afflict your foes terrible hindrances.
Danger Sense	-	Gain a sixth sense that helps you to avoid danger.
Deflection	-	Turn incoming attacks aside.
Disintegration	Adept Level 6	Cause objects and enemies to crumble to dust.
Digital Form	Datalink	Move through the digital information highway.
Dispel	-	Counter powers in effect or coming into effect.
Dowsing	-	Locate objects, substances, or people.
Drain Ability	Drain Energy	Atrophy one of your opponents' ability scores.
Dreaming	-	Enter and manipulate the dream world at will.
Electronics Shaping	Energy Shaping	Cause machinery to malfunction.
Elemental Ammunition	Cold, Earth, Energy, Fire, Water, or Wind shaping	Channel raw elemental energy through your guns.
EMP Blast	Energy Shaping	Disable electronic objects and constructs.
Empathic Feedback	-	Feel everything your target feels.
Energy Shield	7 or more ranks in Deflection	Protect yourself from energy attacks.
Enhance Vehicle	-	Give a vehicle a supernatural performance boost.
Fasting	Body Control	Resist starvation unhindered.
Feed the Hungry	Adept Level 5+	Multiply a small amount of food to feed many.
Fertility	-	Detect and modify reproductive potential.
Fog Shaping	-	Summon and shape supernatural mist.
Gastral Importation	Apport	Cause a foe to vomit up large quantities of a substance.
Geas	Adept Level 10 or more	Compel someone to fulfill a task.
Glamour	-	Manipulate others with supernatural trickery.
Gravity Shaping	-	Shape the attraction between different objects.
Increase Size	-	Enlarge a person or object.
Infuse Projectiles	Fire Shaping	Turn objects into grenade-like weapons.
Invulnerability	-	Become temporarily impervious to harm.
Levitate	-	Cause yourself to hover on a vertical axis.
Life Drain	Drain Vitality	Steal the life-force of others.
Life Extension	-	Supernaturally extend your own lifespan.
Linguistics	-	Read, comprehend, and speak other languages.

NEW SUPERNATURAL POWERS		
Power	Prerequisites	Summary
Magma Shaping	10 or more ranks of Knowledge (physical sciences), Earth Shaping, Fire Shaping	Control the shape and flow of molten rock.
Mana Blast	-	Strike foes with raw magical energy.
Mana Shield	-	Lessen the damage caused by incoming attacks.
Mana Wall	-	Create a barrier of supernatural force.
Metal Shaping	-	Shape and direct masses of metal.
Mindswitch	Mind Touch	Switch consciousnesses with another.
Natural Weapon Growth	-	Turn your body into a living weapon.
Nauseate	-	Cause foes to become temporarily sickened.
Oath-Binding	-	Enforce a contract or sworn agreement.
Other-Shaping	Self-Shaping	Reshape another's body into different creatures.
Phantom Projectiles	Supernatural Weapon	Cause projectiles to pass through obstacles.
Plant Link	-	Perceive the world from a plant's perspective.
Poison	Cure Poison	Infect enemies with a toxin.
Probability Shaping	-	Skew random chance in your favor.
Purifying Light	-	Ward off and smite creatures of evil and vice.
Radiation Blast	Elemental Blast, Radiation Shaping	Strike foes with harmful subatomic particles.
Radiation Shaping	-	Shape areas with a harmful subatomic aura.
Rain of Frogs and Fishes	-	Cause small animals to rain from the sky.
Recharge	-	Convert electrical energy into supernatural power.
Reduce Size	-	Shrink creatures or objects.
Reincarnate	-	Bring the deceased back to life in another body.
Reprogram Construct	Energy Shaping	Control a construct's actions.
Revelry	-	Create a feast or incite dancing and laughter.
Seizure	-	Cause a foe to convulse uncontrollably.
Shadow Shaping	-	Bend shadows to your will.
Shadow Walk	-	Jump from one shadow to another.
Snare	-	Entrap foes by binding them in a substance.
Sorcerer's Grasp	-	Crush the life out of your enemies.
Sound Shaping	-	Create, manipulate, or amplify sonic waves.
Speak with Dead	Mind Touch	Communicate with the deceased.
Spirit Sense	-	Detect hidden spiritual forces.
Suffocate	-	Prevent a foe from drawing breath.
Summon Apparition	6th-level adept or higher, trained in Knowledge (supernatural) and Knowledge (theology and philosophy)	Call incorporeal undead into your service.
Summon Beasts	-	Call animals to your aid.
Summon Dragon	8th-level adept or higher, Summon Mount	Attract a dragon ally.
Summon Elemental	6th-level adept or higher, the appropriate Elemental Shaping supernatural power	Summon and control creatures from the elemental planes.
Summon Farie Folk	6th-level adept or higher, 9 or more ranks in Knowledge (life sciences)	Call fey to your aid.
Summon Mount	-	Compel a suitable steed to offer its services.
Summon Outsider	6th-level adept or higher, trained in Knowledge (supernatural) and Knowledge (theology and philosophy)	Summon and control creatures from another plane.
Summon Spirit	-	Call forth and manifest a creature from the spirit world.
Summon Vermin	-	Cause invertebrate arthropods to help you.
Supernatural Climbing	Body Control	Scale any surface with great speed.
Supernatural Insight	-	Gain knowledge through supernatural means.
Supernatural Swimming	Body Control	Move through an aquatic environment at great speed.
Swords to Plowshares	-	Turn weapons into tools.
Synchronicity	-	Cause serendipity to work in your favor.
Time Shaping	-	Speed, slow, or freeze creatures and objects in time.
Touchsight	-	Gain the ability to "feel" your surroundings.
Trance	-	Enter a state of deep meditation.
Transmutation	-	Alter the physical properties of an object.
True Vision	-	See things for what they truly are.
Truth-Speaking	-	Force others to realize the truth you speak.
Vigil	Body Control	Shed the need for sleep.
Void Shaping	-	Create and shape the absence of all matter.
Water Breathing	Water Shaping	Impart the ability to breathe underwater.
Water Walk	Water Shaping	Move across liquids like they were solid ground.
Wayfinding	-	Gain supernatural guidance when you travel.

etc.) and the presence of any negative mental influences. Once you have read someone's aura with a Difficulty 15 power check, you gain a +1 bonus per 2 ranks of Aura Reading on all Medicine and Knowledge (behavioral science) skill checks performed on that individual to treat the injury, poison, or diseases that you detected.

Time: Full action

AWE

CONCENTRATION

At will, you may make a visual display of your supernatural power. You may use an Awe power check in place of your Intimidate skill check to make Intimidation attempts. Also, anyone who you have not taken violent action against who witnesses a use of this power must make a successful Will save against this power before they can attack you. Once you attack an individual or take other harmful actions against them, they may once again act freely, though they may still be subject to intimidation.

Time: Standard action

BANISHMENT

CONCENTRATION, FATIGUING, MENTAL CONTACT

Dispel Possession (Difficulty 10): You can forcefully expel a spirit or other dominating force that has taken possession of a person or object. The possessing spirit is forced to make a Will save against this power, or it is forced from the person or object that it is possessing and must leave the area immediately, returning from whence it came. Outsiders and elementals are forced to return to their home dimension. Earth-bound creatures are forced to flee back to their lairs. This power can be used to counter the Dominate power.

Dismiss Extraplanar Creature (Difficulty 20): This power can also be used to force an outsider, elemental, or any creature with the extraplanar subtype with fewer levels than your adept level to return to its home plane. The target may attempt a Will save to resist banishment.

Time: Standard action

BEAST MESSENGER

You encourage a Small-sized or smaller animal to go somewhere carrying a message for you. The animal cannot be one tamed or trained by someone else. Choose an animal in your line of sight. It advances toward you and awaits your bidding. You can mentally impress upon the animal a certain place known to you or an obvious landmark. You can also attach some small item or note to the messenger. The animal messenger then travels to the designated location as quickly as possible under its own power and waits there for up to one day per adept level.

While waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language she doesn't know, for example).

Time: Standard action

BEAST SPEECH

You can communicate psychically with animals. You are able to ask questions of and receive answers from animals, although this power doesn't make them more friendly or cooperative than normal. Furthermore, wary or cunning animals are likely to be terse or evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service that you ask of it.

Time: Free action

BENEFICIAL POSSESSION

FATIGUING, MAINTENANCE

This power allows the adept to call a friendly spirit to enter her body to aid her with difficult tasks. This power lasts for 1 round per adept level. While so possessed, the adept acts erratically, as she is now inhabited by both her own soul and the spirit she has called into her. The adept gains the ability to speak and understand any languages that the spirit knows, and each time the adept attempts a skill check, she may make her own skill check and a Beneficial Possession power check to represent the spirit's skill check. The adept may then use the better of the two rolls. The Narrator can set limits on what skills the possessing spirit may be able to help the adept with, based on the type of spirit it is (ancestral, nature spirit, outsider, animal totem, etc.).

Special: To simulate this beneficial possession, the Narrator may choose to take control of the character. The character's player will tell the Narrator what the character tells the possessing spirit to do, and the Narrator chooses the exact action that is taken. Any actions the spirit takes while in the adept's body will be meant to help the player, even if directions get misinterpreted, or the spirit has its own, slightly different agenda. The player may resist such involuntary action by making a Will save against their own Beneficial Possession power.

Time: Standard action

BIBLIOMANCY

CONCENTRATION, FATIGUING

This power puts you in an oracular trance as you pore through books in a library. At the end of the power's casting time, the Narrator makes a power check for the adept. With a successful Difficulty 20 power check, you uncover lore about an important person, place, or thing beyond the limits of mundane research. The Narrator may add modifiers to this Difficulty based on the type of knowledge sought.

The information gleaned through Bibliomancy isn't necessarily known to anyone, and it may not be in any of the books in the library. Nonetheless, something within the books triggers the burst of supernatural inspiration that reveals the information.

No set of rules can adequately describe how much information Bibliomancy provides, and such information is left up to the Narrator. If you have the item or person at hand, you'll learn more than if you just have a name or a cryptic clue.

If the power check fails by 10 or more, the power reveals information that seems accurate, but is actively misleading.

Time: 60 minutes (minimum)

BIND SPIRIT

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: Full action

BINDING

CONCENTRATION, FATIGUING

When casting any version of Binding other than the *hold creature* or *bind portal* effects, you must specify triggering conditions that end

the power's duration and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass (as determined by the Narrator). The conditions can be based on a creature's name, identity, or nature, but otherwise must be based on observable actions or qualities. Intangibles such as level or heroic role do not qualify. The triggering conditions must be spoken aloud during the casting of the power. Once the power is cast, its triggering conditions cannot be changed.

Bind Portal (Difficulty 10): This use of the Binding power holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. Add 5 to the normal Difficulty for forcing open the portal.

Hold Creature (Difficulty 10): The subject of this effect becomes paralyzed and freezes in place if they fail a Will save. The subject is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may, as a full round action, attempt a new saving throw to end the effect. (This is a full-round action.)

Chaining (Difficulty 30): The subject is confined by supernatural restraints. The duration is one year per adept level. The subject of this form of *binding* is confined to the spot it occupied when it was successfully targeted by the power. The subject does not need to eat or drink while *chained*, nor does it age.

Supernatural Slumber (Difficulty 30): This version causes the subject to become comatose for as long as one year per adept level. The subject does not need to eat or drink while *slumbering*, nor does it age. This form of Binding is more difficult to cast than *chaining*, making it slightly easier to resist. Reduce the power's save Difficulty by 1.

Hedged Prison (Difficulty 30): The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect lasts until dismissed or dispelled. Reduce the save Difficulty by 3.

Metamorphosis (Difficulty 30): The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The effect lasts until dismissed or dispelled. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age. Reduce the save Difficulty by 4.

Minimus Containment (Difficulty 30): The subject is shrunk to a height of 1 inch or less and held within some gem, jar, or similar object. The effect lasts until dismissed or dispelled. The subject does not need to breathe, eat, or drink while *contained*, nor does it age. Reduce the save Difficulty by 4.

Time: Standard action

BLAST REDIRECTION

FATIGUING

When you are successfully targeted by an offensive supernatural power that requires a ranged attack roll and that attack roll is successful, you may spend a Conviction point to attempt to "catch" the power in your hands by making an opposed power check against the caster. If you fail, then the power strikes you and takes effect normally, but if you win the opposed power check, you may make your own ranged attack roll to redirect the power back at the caster or some other target as though you had just cast that power yourself.

Time: Blast Redirection is a reaction



BLESS

FATIGUING, MAINTENANCE

PREREQUISITE: CANNOT HAVE THE VICE SUBTYPE

Bless Creature: By bestowing your supernatural blessing, you fill an ally with courage. That ally gains a bonus on defense and saving throws against fear effects based on your Bless power check. These bonuses last for 1 minute (10 rounds).

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

Bless Water: This use of the Bless power imbues up to 1 flask (1 pint) of water per adept level with positive energy, turning it into holy water. Holy water burns undead and creatures with the vice subtype as if it were acid. Splashing one such creature with holy water deals +2 virtue damage, while complete immersion with holy water will destroy them.

Bless Weapon: This use of Bless makes a weapon strike true against evil foes. The weapon is treated as a virtue-aligned weapon for the purpose of bypassing the damage reduction. Individual arrows or bolts can be blessed, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

Special: Bless counters and mutually negates the effects of the Curse power.

Time: Standard action

BLIND/DEAFEN

FATIGUING

PREREQUISITES: CURE BLINDNESS/DEAFNESS

This power causes one creature in your line of sight to become blinded or deafened (your choice) if they fail their Will saving throw. The duration of the power depends on how much the target failed their saving throw by.

Save Failed By	Duration
1-4	4 rounds
5-9	4 minutes
10 or more	Permanent

Time: Standard action**BLOOD READING**

Analyze Blood (Difficulty 10): By obtaining a drop of the target's blood, you can get a general indication of their level of health (including blood pressure, blood-sugar or iron levels, and white blood cell counts), and discern whether or not they have any blood-born pathogens, mutations, or other blood-based conditions such as sickle-cell anemia or diabetes.

Bloodhound (Difficulty 15): With this use of Blood Reading, you can track anyone whose blood you have tasted as though you had the Track feat and were tracking them by scent. You use your Blood Reading power check in place of Survival skill checks for purposes of tracking your query.

Discern Ancestry (Difficulty 15): By obtaining at least a drop of blood from the target creature, you can determine their lineage. You can determine whether or not they are related to another individual whose blood you have tasted and exactly how they are related (brother, cousin, grandfather etc.). This will not detect relationships forged through marriage such as spouses or in-laws that have no biological connection.

Time: Standard action**BLOOD SHAPING**

FATIGUING, MAINTENANCE

Blood Runs Cold (Difficulty 10): This use of blood shaping is treated like the *fear* effect of Heart Shaping.

Bloodlust (Difficulty 10): Victims within your line of sight who fail a Will save against this use of Blood Shaping go into a blind rage. The target suffers all the negative effects of the Rage feat without gaining any of the bonuses. Targets who have the Rage feat or the wrathful vice suffer a -2 penalty to their saves to resist this power. Targets who are already raging gain no saving throw and double their penalties for raging. The victim must make a new Will save each round or attack the nearest living creature, whether they are friend or foe.

Transfusion (Difficulty 10): You can transfer any condition on the damage track from a living target you are in physical contact with to yourself. You get to choose which conditions to transfer.

Anemia (Difficulty 15): A victim within your line of sight that is targeted by this effect of Blood Shaping must make a successful Fortitude save or become severely anemic. Each time they take damage from a weapon that does slashing, piercing, or ballistic damage, they continue to bleed for an additional +1 damage per round thereafter, until a Difficulty 20 medicine check is made on them, or they are subject to the Cure power. This damage is cumulative, so a victim that has subsequently been damaged by weapons of the

appropriate types five times after succumbing to this effect suffers +5 damage per round from blood loss.

Stigmata (Difficulty 15): You can cause a single target within your line of sight to make a successful Fortitude saving throw or develop spontaneous wounds on their arms, feet, head, and torso. The victim suffers damage equal to half your adept level (rounded down), and they suffer an additional +1 damage from blood loss on all subsequent rounds until a Difficulty 20 medicine check is made on them, or they are subject to the Cure power.

Blood Pneumonia (Difficulty 30): A living target within your line of sight must make a successful Fortitude save or else the blood vessels in their lungs rupture, causing their lungs to fill with blood. On the following round, the victim begins suffering the effects of drowning (See Suffocation in *True20 Adventure Roleplaying*, page 112). This continues until someone beats your Blood Shaping check with an opposed Cure, Cure Disease, Flesh Shaping, or Medicine check. In order for the target to be affected, it must have both blood and lungs. This version of Blood Shaping requires concentration to maintain.

Time: Standard action**BOIL BLOOD**

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: Full action**CALL METEORITES**

FATIGUING

PREREQUISITE: 10 OR MORE RANKS IN KNOWLEDGE (ASTROLOGY) OR KNOWLEDGE (PHYSICAL SCIENCES), CELESTIAL, EARTH, AND FIRE SHAPING

You can call down from the sky a shower of meteorites to strike your enemies. This power deals an amount of bludgeoning damage equal to your adept level divided equally (round down) among any number of targets, all of which must be in your line of sight. Half of this damage (rounded up) is bludgeoning damage, and the other half (rounded down) is fire damage. No single meteor can do more than a total of +15 damage. You must make a successful ranged attack roll to hit each target with a range increment of adept level x 20 feet.

Time: Standard action**CELESTIAL SHAPING**

FATIGUING

PREREQUISITE: 8 RANKS IN KNOWLEDGE (ASTROLOGY), KNOWLEDGE (EARTH SCIENCES), KNOWLEDGE (PHYSICAL SCIENCES), AND SENSE MOTIVE, ELECTION ASTROLOGY, NATAL ASTROLOGY, NATURE READING, VISIONS

A master of astrology, you can change the course of events in the celestial sphere. If any destinies or prophecies are tied to a celestial event that comes to pass through use of this power, they will come to fruition. Make a power check with a Difficulty according to what you are attempting.

CELESTIAL SHAPING

Difficulty	Event
15	Cause dawn to break or night to fall an hour earlier or later
20	Cause a minor celestial event like a full or new moon, shooting star, or solar alignment to occur out of place.
25	Cause a change to occur in the tides.
30	Cause a major celestial event like a meteor shower, a star going out, planetary conjunction, equinox, solstice, or eclipse to occur out of place.

Using this power always involves risk, as it manipulates what is traditionally the exclusive realm of the gods.

CELESTIAL SHAPING CONSEQUENCES

Fails by	Result (cumulative)
1-4	You cannot use the Knowledge (astrology) skill or any associated feats (Election Astrology, Natal Astrology, Political Astrology) for a week.
5-9	You cannot use the following powers for a week: Heart Reading, Nature Reading, Object Reading, Pattern Sense, Second Sight, Scrying, and Visions.
10+	You are automatically cursed as per the Curse power, and no magic can remove it. The Narrator may pick which curse to use.

Time: Full action

CHANNELING

FATIGUING, CONCENTRATION

You are attuned to the flows of the supernatural world, able to speak to certain entities that are a part of it, be they gods, spirits, or ghosts. You can learn the following:

- With a Difficulty 10 power check, you can immediately (as a reaction) identify any spiritual force that is trying to contact you.
- With a minute of observation and a Difficulty 15 check, you can contact a patron spirit, totem, or deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (An adept with no patron spirit or entity of any kind contacts a philosophically allied higher power.) You are allowed one such question per two adept levels (round up). The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of other planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the entity's interests, a short phrase (five words or less) may be given as an answer instead.

This power, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the power's effect immediately ends.

Time: 10 minutes

CLOUD MINDS

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: Standard action. Each use lasts for one minute (10 rounds).

COMMAND UNDEAD

FATIGUING, CONCENTRATION, MENTAL CONTACT*

*Mental contact is not required for mindless undead (those with no intelligence score).

This power allows you some degree of control over one or more undead creatures. This power works similar to the Dominate power, only it targets undead and only undead. You can seek to command a number of undead creatures with total levels adding up to no more than twice your adept level. Undead of a level greater than your adept level cannot be affected.

A non-intelligent undead creature gets no saving throw against this power. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Non-intelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) cancels the effects of this power.

Your commands are not telepathic. The undead creature must be able to hear you.

Time: Standard action

CONFUSION

MAINTENANCE, MENTAL CONTACT

This power causes a target within your sight to become *confused* if they fail a Will save, making them unable to independently determine what they will do for 1 round per adept level.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

D20	Behavior
1-2	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
3-4	Act normally.
4-10	Do nothing but babble incoherently.
11-14	Flee away from caster at top possible speed.
15-20	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes.

Time: Standard action

CONTAGION

FATIGUING

PREREQUISITE: CURE DISEASE

The caster can inflict a terrible disease on a single target if they succeed in a finesse touch attack against them. The subject contracts a disease selected from the following table, which strikes immediately (no incubation period). The Difficulty noted is for the subsequent Fortitude saves (use *Contagion's* normal save Difficulty for the initial Fortitude saving throw).

Disease	Difficulty	Damage
Blinding sickness	16	1 Str*
Cackle fever	16	2 Wis
Filth fever	12	1 Dex and 1 Con
Mindfire	12	1 Int
Red ache	15	2 Str
Shakes	13	2 Dex
Slimy doom	14	1 Con

* Each time a victim takes a point of Strength damage from blinding sickness, she must make another Fortitude save (using the disease's save Difficulty) or be permanently blinded.

Time: Standard action

CORRUPTING SHADOW

FATIGUING

You can wield the powers of darkness as a weapon against the forces of good. This power 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*.

CREATE EQUIPMENT

FATIGUING, MAINTENANCE

This power allows you to attempt to create any common tool, weapon, vehicle, or other piece of equipment from thin air. This can be done by making a power check against the piece of equipment's purchase Difficulty +5 or against its Craft Difficulty, whichever is greater. If successful, the piece of equipment remains for as long as you maintain this power. Items created in this way are of decent enough quality to be functional, but they are not perfectly formed enough to pass as valuable objects, since such items will be obvious imitations. The Narrator has final say on the limits of this power.

Time: Full action

CURSE

FATIGUING

PREREQUISITES: CANNOT HAVE THE VIRTUE SUBTYPE

Curse of Animal Enmity: If the victim fails a Will save, animals of all types act aggressively towards the victim, and they will back away or attack them if approached.

Curse of Barrenness: The victim becomes unable to conceive children if they fail a Fortitude save.

Curse of Debilitation: You place a debilitating curse on a subject in your line of sight. If they fail a Will save, they suffer a penalty to the ability score of your choice. The severity of the penalty depends on your power check, but it cannot decrease an ability below -4.

Difficulty	Penalty
15	-1
20	-2
25	-3
30	-4
35	-5

Curse of Flies: The target must make a Fortitude save or attract a cloud of flies that will incessantly buzz about them and crawl on their body.

Curse of Humiliation: If the target fails their Will save, they will be laughed at and ridiculed wherever they go.

Curse of Insatiable Hunger: The target becomes afflicted with insatiable hunger if they fail a Will save. Each time they eat, they must make another Will save against this power or eat until they are sick. Whenever they see food, they must make another Will save or immediately try to grab at it and begin eating.

Curse of Misfortune: You place a curse on a subject in your line of sight that gives them a penalty to all attack rolls, Fortitude saves, Reflex saves, Will saves, ability checks, and skill checks. As with the curse of debilitation, the severity of the penalty depends on the result of your power check. See the accompanying table for the penalties inflicted.

Curse of Lethargy: This curse causes the target to have a 50% (1-10 on a d20) chance each round of being unable to take any actions.

Curse of Painful Joy: If the target fails a Will save, they will suffer +1 damage each time they experience great joy or ecstasy.

Curse of the Sour Feast: If the target fails their Will save, food will spoil in their mouths, and drink will become rancid as it touches their lips. They will still be able to eat, but they will need to make another Will save to avoid becoming Nauseated.

Curse of Troubled Sleep: If the target fails their initial Will save, she must make a new Will save each night or be unable to sleep that night and suffer fatigue accordingly.

Curse of Unrest: If the target fails their Will save, they will become a ghost after their death.

Evil Eye: Any of the above curses may be used as a gaze attack, requiring the victim to make eye contact. Curses cast in this way are harder to resist, and the save Difficulty is increased by 1.

Special: Curse counters and mutually negates the effects of the Bless power.

DANGER SENSE

FATIGUING

Your supernatural powers allow you to sense danger before it strikes. You may add half your Danger Sense rank as a bonus to your Initiative and Reflex saves.

Time: Reaction

DEFLECTION

FATIGUING

You can create an invisible barrier of supernatural force that protects you from attacks. You can create a telekinetic field around your body that provides a deflection bonus to your defense. This is considered a force effect. The supernatural protection lasts for 1 minute (10 rounds) but requires no effort on your part to maintain once it is created. It lasts until you are rendered unconscious or the duration runs out. You can renew an existing telekinetic shield before it runs out as a move action, requiring another power check and once again risking fatigue. The result of your Deflection power check determines the amount of the deflection bonus.

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

Special: You can take 10 or take 20 on a Deflection check. If you take 20 when making this check, you spend 2 minutes and automatically gain a level of fatigue to gain the best result.

DISINTEGRATION

FATIGUING

PREREQUISITES: ADEPT LEVEL 6

When attempting to disintegrate a living target, you must make a successful ranged attack to hit. This attack has a range increment of adept level x 10 feet and a maximum range of ten increments (adept level x 100 feet). Any creature struck by the ray takes +1 damage for every adept level you have, up to a maximum of +10 damage. Any creature reduced to dying or dead status on the damage track by this power is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 5-foot cube of nonliving matter per two adept levels. Thus, this power disintegrates only part of any very large object or structure targeted.

Time: Standard action

DIGITAL FORM

FATIGUING

PREREQUISITE: DATALINK

After you have established a datalink, you can load yourself onto a computer or other electronic device in digital form. You can enter cyberspace, where you can travel at an accelerated pace. There must be another computer or other digital device at your destination, and the two devices must be linked via the internet, a local area network, direct cable connection, or some other form of data transfer. The Narrator determines whether such a destination device exists, or whether firewalls or other technology block the transfer of your digital form. Travel takes place almost instantaneously.

Once you reach your intended destination, you may form a new datalink with the destination device and survey the area through any digital cameras, if they are present. After the new datalink is established, you may then emerge onto solid ground in a space large enough to hold you.

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



DIGITAL FORM TRAVEL ACCURACY

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

Action: Full action

DISPEL

FATIGUING

You can counter the use of powers already in effect or coming into effect.

Dispel Magic: You bring a maintained power or supernatural effect to a premature end. The Difficulty is 20 + the opponent's adept level. If you succeed, the power ends immediately.

Counter: You can dispel a power after it is used but before it takes effect. In order to attempt a counter, you must ready an action or spend a Conviction point, if reacting out of turn. Make an opposed Dispel check against the opponent adept's power check. If you succeed, the power is cancelled and does not take effect.

Retry: No.

Time: Standard action.

DOWSING

CONCENTRATION, FATIGUING

Locate Object or Substance (Difficulty 10): You sense the direction of a well-known or clearly visualized object within a radius of 400 ft. + 40 ft. per adept level. You can search for general items or substances, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the power fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through Scrying or Visions).

Locate Living Being (Difficulty 15): This use of Dowsing functions as *locate object*, except this version of the power locates a known or familiar living creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

This power can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet), at least once.

Time: Standard action

DRAIN ABILITY

FATIGUING

PREREQUISITE: DRAIN ENERGY

You can reduce one of a target's ability scores. You can make a Drain Ability check to reduce the ability of a creature. You must be touching or in mental contact with the target. Each ability score requires a different Drain Ability power, which is learned and used separately. So, there is Drain Strength, Drain Dexterity, and so forth. The result of your skill check determines the amount of temporary ability damage the target suffers. A successful Will saving throw negates the effect. You can select ability damage that is less than the result you achieve to reduce the strain cost.

Result	Ability Damage
10–14	-1
15–24	-2
25–34	-3
35+	-4

Special: You cannot take 10 or take 20 on a Drain Ability check.

Time: Standard action

DREAMING

You can psychically enter the dream world by making a successful Dreaming check (Difficulty 15). You can enter the dreamscape of another person, which counts as being in mental contact with them for the purposes of other supernatural powers and for a Psychic Shield blocking you. In the dream world, you have your normal abilities, but this power allows you to influence things and events there. You can also attempt to use this power when you are asleep.

Difficulty	Task
5	Realize you are asleep and dreaming
10	Wake up from a dream or nightmare
15	Change an aspect of your dreamscape
15	Move from one dreamscape to another
20	Change your dream-self's appearance
20	Change an aspect of another's dreamscape

Changing a dreamscape allows you to alter features of the setting, such as terrain, weather, lighting, and so forth. You cannot cause harm, but you can make an otherwise pleasant dream into a nightmare. When you attempt to change someone else's dreamscape, the subject can make a Will save or Dreaming check to resist the change; you must beat a Difficulty of 20 or the subject's result, whichever is higher, to affect the dreamscape.

You can change your appearance in the dream world at will with a Difficulty 20 Dreaming check. Imitating a specific individual's appearance requires a Disguise check, but a successful Dreaming check provides a +10 bonus on the Disguise check.

Special: You can take 10 or take 20 on Dreaming checks.

Time: Entering the dream world is a full-round action. Uses of Dreaming within the dream world are move actions. Once you have entered the dream world, you remain until you choose to awaken.

ELECTRONICS SHAPING

FATIGUING

PREREQUISITE: ENERGY SHAPING

Haywire: This effect causes a single electronic device of up to 100 lb./adept level to behave randomly and erratically, defying any attempts to bring it under control. The range for this effect is 5 ft. per Electronics Shaping power rank, and the duration is 1 minute/adept level of the caster. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward and then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It is impossible to describe the exact effects of *haywire* on every device. In general, a machine subject to *haywire* functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to *haywire* doesn't work, because the power disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 2 rounds later, ending the effect.

Machine Invisibility: This effect causes one creature or object touched by the caster and weighing no more than 100 lb./adept level of the caster to become undetectable by electronic devices for 1 minute/adept level. The creature or object touched cannot be detected by video cameras, electronic sensors, or other high-tech detection machines. The creature is also invisible to mechanical constructs such as robots. If the recipient is a creature carrying gear, the gear is likewise undetectable. The subject is missing from still photos taken while the power is in effect, closed-circuit television monitors don't display the subject, and other machines are likewise fooled. The creature or object touched can stand on a scale and appear to weigh nothing. Infrared and heat sensors detect only the ambient heat levels. X-ray machines don't reveal the presence of an object with *machine invisibility*. Microphones don't pick up sounds that the subject makes directly, although they will pick up sounds that the subject makes by interacting with the environment. A hidden microphone wouldn't hear the subject's voice, but it would record the sound of that creature throwing a brick through a window.

Items dropped or put down by an affected creature become visible to machine detectors; items picked up disappear if tucked into clothing or a bag carried by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect in a photograph or video image is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The power ends if the subject attacks any creature. For purposes of this power, an “attack” includes the use of any other supernatural powers that target a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character’s perceptions.) Actions directed at unattended objects do not disrupt the power. Causing harm indirectly is not an attack. If the subject attacks directly, however, the subject and its gear immediately become visible to machines.

While machine invisibility is useful for many tasks requiring stealth, it sometimes makes the subject’s life more difficult. A spotlight sensor under an intersection might not pick up a motorcycle with *machine invisibility*. Automatic sliding doors at the supermarket won’t open for the subject of *machine invisibility*. Talking on the telephone or radio is impossible.

Mask Metal: This effect makes a single metal object weighing no more than 10 lb./adept level of the caster undetectable to metal detectors for 10 minutes/ adept level. When any creature or character makes a Notice check to detect the object, she does not gain bonuses from any device that detects metal.

Supernatural Security Pass: This effect allows the caster to bypass electronic security checkpoints that require a specialized ID card, retinal scan, or other form of electronic identification. You may use your power check in place of any disable device or computers skill checks to bypass or disable such electronic security.

Time: Standard action

ELEMENTAL AMMUNITION

PREREQUISITE: COLD, EARTH, ENERGY, FIRE, WATER, OR WIND SHAPING.

You can channel elemental energy through your guns, firing blasts of elemental energy rather than bullets or laser beams. This requires a normal ranged attack with a range increment of adept level x 10 feet and a maximum range of 10 increments (adept level x 100 feet).

This elemental ammunition has a damage bonus equal to half your Elemental Ammunition power rank. Water and Wind strikes do nonlethal concussion damage. The Widen Power feat affects Elemental Ammunition in the same way as Elemental Blast, only the blast radius is halved.

Time: Standard action

EMP BLAST

FATIGUING

PREREQUISITES: ENERGY SHAPING

This power allows you to generate an electromagnetic pulse (EMP) that disables any single electronic item, vehicle, or construct within your line of sight without any levels (including 0 level constructs) immediately. Constructs with a level greater than 0 must make a successful Will save or short out as well. EMP Blast requires 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).

EMP Blast has no effect on constructs, vehicles, or devices that are not electrical in nature. The EMP blast affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won’t start after an EMP blast, because they have electronic ignition systems.

Devices affected by an EMP blast can be fixed according to the following table.

Repair Task (Example)	Relevant Skill	Purchase Difficulty	Repair Difficulty	Time
Simple processors (cars, elevator controls)	Craft (electronics)	7	15	10 min.
Complex processors (computers, home theaters)	Craft (electronics)	10	20	1 hr.
Data recovery (scrambled hard drive)	Computers	4	25	2 hr.

Some military gear is immune to energy effects such as *electromagnetic pulse*, thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase Difficulty.

Time: Standard action

EMPATHIC FEEDBACK

CONCENTRATION, FATIGUING, MAINTENANCE

You can forge an empathic link with a subject with whom you are in mental contact. As long as the feedback link lasts, you and the subject feel each other’s pain. If one of you takes damage, the other must make a Toughness save against nonlethal damage of the same amount, using Will in place of Toughness. So, if one of you is stabbed for +3 damage, the other makes a Toughness saving throw, using Will, against +3 nonlethal damage. You and the subject also suffer the following conditions affecting the other: dazed, nauseated, shaken, and stunned.

Time: Standard action. Empathic Feedback lasts as long as it and mental contact are maintained. It requires concentration to maintain.

ENERGY SHIELD

PREREQUISITE: 7 OR MORE RANKS IN DEFLECTION.

You have the ability to psychokinetically shield yourself from harmful energy. You can harmlessly dissipate energy damage you might otherwise suffer. Make a Fortitude saving throw with a Difficulty equal to 15 plus the damage dealt. Success means you take no damage. If the save fails, you take full damage.

Time: Energy Shield is used as a reaction.

ENHANCE VEHICLE

FATIGUING

Boost Engine: You can temporarily boost the engine speed of a vehicle. You can increase the speed of a vehicle you touch by 10% per adept level for 1 round per power rank.

Enhance Capacity: You create a temporary extradimensional space within an enclosed passenger compartment of a vehicle. This space lasts for 1 hour per adept level. This effect cannot be cast on vehicles without enclosed passenger compartments, such as motorcycles. The extradimensional space allows the vehicle to hold a number of additional passengers equal to the caster’s adept level. A passenger may be up to Large size and can bring up to a medium load into the extradimensional space; creatures with more than a medium load cannot enter the extradimensional space.

Creatures that enter the extradimensional space cannot interact with anything outside of the vehicle, nor can creatures outside the vehicle perceive or interact with the occupants and contents of the extradimensional space (or even see the extradimensional space itself). Creatures within the extradimensional space effectively occupy the same space and are incapable of making attacks while so contained.

Exiting the extradimensional space requires the passengers to physically exit the vehicle as well. If the vehicle is destroyed or the extradimensional space is successfully dispelled, the extradimensional space collapses. Any creatures or objects within the extradimensional space are ejected before the space implodes. Ejected creatures fall prone adjacent to the vehicle.

Enhance Evasive Maneuverability: You may improve a vehicle's evasive ability in combat. Your power check grants a vehicle you touch a bonus to its defense (see the accompanying table). This bonus lasts for 10 rounds (1 minute) per use.

Roll	Defense Bonus
Up to 4	+1
5-14	+2
15-24	+3
25-34	+4
35+	+5

Enhance Vehicular Strength: You can improve the Strength of a vehicle you touch for a short time. A successful power check adds a bonus to your vehicle's Strength score for 1 minute (10 rounds). The result of the check indicates the amount of the bonus (see the accompanying table).

Difficulty	Str Bonus
10	+1
15	+2
20	+4
25	+6
30	+8
35	+10

Time: Standard action

FASTING

PREREQUISITES: BODY CONTROL

You can remain perfectly healthy without eating or drinking. You do not even become thin, so your constant fasting may not be readily apparent to others. You still feel hunger and thirst, but you have learned to live with these discomforts and do not suffer from the game effects of starvation or thirst. You are still capable of eating and drinking, which alleviates your hunger and thirst normally.

FEED THE HUNGRY

PREREQUISITE: ADEPT LEVEL 5+

As long as you have some food, no matter how little, you can divide it between any number of hungry people and ensure they have enough to eat. This power can only be used to relieve genuine hunger, due to poverty, famine, or being stranded somewhere without supplies. The food is nourishing and sufficiently tasty, but it is not elaborate. In addition, there is always some food left over when people have finished, so that the process can be repeated as needed.

FERTILITY

FATIGUING

You can manipulate and detect pregnancy and birth, as well as sterility and barren soil. Make a Fertility check with the Difficulty determined by the task.

Sight of the Goddess: You automatically can tell if a person or place is fertile, pregnant, or sterile; this is not fatiguing and requires no check. If the target is enchanted, make a Fertility check with a Difficulty equal to the check of the power used to enchant the person or place's fertility. If you succeed, you determine the nature of the power affecting the subject, and if you succeed by 5 or more, you know who or what is responsible for the enchantment.

Hands of the Goddess: You can make changes in the fundamental fertility of a target, whether it is in an embryo or the soil. The Difficulty is based on the extent of the change you wish to make.

HANDS OF THE GODDESS

Difficulty	Alteration
10	Avoid birth complications or induce labor. Improve target's sexual prowess, or increase the probability to conceive or bear fruit (by 25%).
15	Provide strength to an unborn seedling or baby, preventing it from injury or death within the womb/ embryo. Or, the land or mother requires more nutrients or the unborn babe/seedling will suffer.
20	Make fallow ground able to produce life, or make a sterile man or woman able to conceive children. Alternately, make a fertile target unable to bear fruit/children. In either case, you may set a specific condition which, if met, bypasses your enchantment temporarily or permanently (you decide).
25	Control the outcome of a birth, determining the child's gender, whether there will be twins, or the time of day the child is born. Hide the child's true heritage or give the child features reminiscent of a different ethnicity from its parents.
30	Store a seed (whether from a plant or a man's sperm) in a natural receptacle such as a lake or leather pouch, indefinitely. You may set a specific condition which, if met, causes the natural receptacle to plant its seed or impregnate a woman, respectively.
40	Allow two incompatible beings to have offspring (e.g. a dwarf and a human). Ensure that a child of two designated parents fulfills a prophecy set forth by someone with the Visions power.

Time: Full action

FOG SHAPING

MAINTENANCE

Fog Sculpting (Difficulty 5): You can alter the shape (but not the volume) of any sort of fog or mist, shaping it into misty images or moving it around at speeds of up to 20 ft.

Raise Fog (Difficulty 10): A bank of fog billows out into an area with a 10ft. radius per caster level from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has partial concealment (attacks miss on a 17 or higher on a d20). Creatures farther away have total concealment (Attacks miss on an 11 or higher on a d20, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. This power does not function underwater.

Solid Fog (Difficulty 15): This effect functions like the *raise fog* version of this power, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 2. A creature cannot take a 5-foot step while in *solid fog*. However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Fog of Stealth (Difficulty 15): This effect functions like the *raise fog* version of this power, but it fills an area with a radius of 20 ft. per caster level. In addition to obscuring sight, the *fog of stealth* allows creatures moving through it to move at their maximum running speeds without tiring or making a sound. Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Time: Standard action

GASTRAL IMPORTATION

FATIGUING

PREREQUISITE: APPORT

This power works much like apport, except that it teleports large amounts of some material into the stomach of a living being. The victim is allowed a Fortitude save to avoid this effect. If they fail, the caster may fill their stomach with whatever objects the caster has on hand such as dirt, rocks, or blood. The victim becomes nauseated and spends 1 full round per five adept levels of the caster vomiting up whatever was placed inside of them. If the objects teleported into the victim's stomach were sharp, they will cause damage as they exit. The exact amount of damage depends on the sharp object or objects placed in the stomach. Generally, the caster can apport enough objects to do damage equal to half their gastral importation power rank. Armor does not protect against this damage. This power is an ineffective method of delivering poison to a victim, as the imported substance(s) is immediately vomited up.

Time: Standard action

GEAS

FATIGUING, CONCENTRATION

PREREQUISITES: ADEPT LEVEL 10 OR MORE

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you and can attempt a Will saving throw to resist the effects of the geas. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through her own actions, the power remains in effect for a maximum of one day per adept level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the geas for 24 hours, the subject suffers +6 damage at the end of each day she does not attempt to follow the geas. Additionally, each day she must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the geas.

Time: Full action. Its effects last for 1 day/adept level.

GLAMOUR

FATIGUING, MAINTENANCE, MENTAL CONTACT

Charm (Difficulty 10): This glamour makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly) if it fails its saving throw. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

This use of the Glamour power does not enable you to control the *charmed* creature as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the power's hold on them and ends its effects. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Conceal (Difficulty 10): This glamour provides a single person or object with total concealment, so long as that person or object does not move from the spot where it sits or attacks an onlooker.

Distort Time (Difficulty 15): This glamour causes the passage of time to become distorted for both yourself and all around you, affecting all creatures in the current encounter. For each apparent minute of game time spent in an encounter after you have used this power, an hour has passed. This effect can cause up to 1 hour to appear as a minute per adept level.

Unearthly Beauty: This glamour causes the caster or a single designated target within the caster's line of sight to appear as a far more beautiful,



youthful, and vigorous looking version of themselves. The target gains a bonus on all Charisma checks and Charisma-based skills (but not supernatural powers with Charisma as the key ability). The magnitude of this bonus depends on the result of the caster's power check.

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

Terrifying Countenance (Difficulty 15): This glamour causes the target to suddenly appear fearsome and terrifying to all onlookers. The target gains a gaze attack from this power. Those who fail a Will save against this power fall under the effects of the 'Fear' use of the Heart Shaping power.

Time: Standard action

GRAVITY SHAPING

FATIGUING, CONCENTRATION, MAINTENANCE

Slow Gravity (Difficulty 10): The affected creatures or objects fall slowly. *Slow gravity* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the power is in effect. However, if the caster's concentration is broken, a normal rate of falling resumes.

The power affects one Medium or smaller creature (including gear and carried objects up to each creature's maximum load) or object per caster level, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. No two targets of this power can be more than 20 feet apart.

You can cast this version of the Gravity Shaping power almost instantaneously, quickly enough to save yourself if you unexpectedly fall. Casting this version of the power is a free action. You may even cast this version of the Gravity Shaping power when it isn't your turn.

This effect has no special effect on ranged weapons unless they are falling quite a distance. If this effect is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

This version of the Gravity Shaping power works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Negate Gravity (Difficulty 15): This version of the Gravity Shaping power creates a zone of zero-gravity in an area equal to one 10ft. cube per two adept levels (round up). Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Jump checks no longer apply.

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls. A creature exposed to weightlessness must make a Fortitude save (Difficulty 15) to avoid the effects of 'space sickness.' Those who fail the save are shaken, and those who fail the save by 5 or more are also nauseated. The effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero-g environment.

While in a zero-gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects.

A creature's normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy, unsecured object.

Creatures take a –4 penalty on attack rolls and skill checks while operating in a zero-gravity environment, unless they are native to such an environment.

While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if she were in full gravity—just more slowly.

For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

Reverse Gravity (Difficulty 30): This version of the Gravity Shaping power reverses gravity in an area equal to one 10ft. cube per two adept levels (round up), causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the power ends. At the end of the power's duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when this effect strikes. Creatures who can fly or levitate can keep themselves from falling.

Time: Standard action

INCREASE SIZE

FATIGUING

For a short time, you can increase the size of a person or object you touch. A successful Increase Size check increases the target's size category for 1 minute (10 rounds). The result of the check indicates the number of size categories by which the creature or object can be increased. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—this power cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by this power. Melee and projectile weapons affected by this power deal more damage. Other supernatural properties are not affected by this power. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them.

Difficulty	Number of Size Category Increases
15	+1
20	+2
30	+3
40	+4

SIZE ADJUSTMENTS TO PHYSICAL ABILITIES AND NATURAL ARMOR

Old Size	New Size	Str	Dex	Con	Natural Armor	Combat	Stealth	Toughness
Fine	Diminutive	—	–1	—	—	–1	–4	+1
Diminutive	Tiny	+1	–1	—	—	–1	–4	+1
Tiny	Small	+2	–1	—	—	–1	–4	+1
Small	Medium	+2	–1	+1	—	–1	–4	+1
Medium	Large	+4	–1	+2	+1	–1	–4	+2
Large	Huge	+4	–1	+2	+2	–1	–4	+2
Huge	Gargantuan	+4	—	+2	+2	–1	–4	+2
Gargantuan	Colossal	+4	—	+2	+3	–1	–4	+2

Time: Standard action. The size change 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.

INFUSE PROJECTILES

FATIGUING

PREREQUISITE: FIRE SHAPING

This power allows you to infuse a number of projectiles such as rocks, arrows, or bullets with explosive energy, effectively turning them into grenade-like weapons. You can infuse any such projectiles with an amount of explosive fire damage equal to your adept level divided evenly among the projectiles (round down). When a charged object is thrown or fired, they explode, dealing an additional amount of fire damage to everything within a 5 foot radius, and potentially catching flammable objects on fire.

Time: Standard action

INVULNERABILITY

FATIGUING

You can improve your resistance to all forms of physical damage for a short time, contingent on your own belief in your invulnerability. A successful Invulnerability check adds a bonus to your toughness save for 1 minute (10 rounds) or until you lose faith in your own invulnerability. The result of the check indicates the amount of the bonus.

INVULNERABILITY BONUSES

Difficulty	Bonus
10	+1
15	+2
20	+3
25	+4
30	+5
35	+6

Each time you fail a damage save, you must make a Will saving throw against the same Difficulty as the damage save you just failed. If you fail your Will save, you have lost faith in your invulnerability, and the power's effect ends immediately. This effect also ends if you fall victim to a fear effect or intimidation attempt, or if someone successfully uses the Suggestion, Dominate, or Mind Shaping supernatural powers to convince you that you are not invulnerable.

Time: 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.

LEVITATE

FATIGUING, MAINTENANCE

Levitate allows you to move yourself, another creature, or an object up and down as you wish. Levitate can affect up to 100 lb. per adept level of the caster. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1. The effect ends when the target's feet touch the ground. Levitate is fatiguing (make the fatigue save when your use of this ability ends). If you stop maintaining the power for any reason, the target falls.

Time: Standard action

LIFE DRAIN

FATIGUING

PREREQUISITE: DRAIN VITALITY

You can drain the life force of others to strengthen your own. Your Life Drain check sets the damage and saving throw Difficulties. A successful Will saving throw negates the damage. On a hit that successfully damages the target, you may automatically recover from one damage condition of the same type or of lesser severity.

Result	Damage
Up to 14	+1
15–24	+2
25–34	+3
35+	+4

Special: You can't take 10 or take 20 on Life Drain checks. You must be touching or in mental contact with the target.

Time: Standard action

LIFE EXTENSION

You can extend your natural lifespan and ignore the physical effects of aging. Each month, you can make a Life Extension check (Difficulty 20). If successful, you do not physically age for that month. If the check fails, you age normally. Keep separate track of your chronological and physical age.

Special: You cannot take 10 or take 20 on Life Extension checks.

Time: None

LINGUISTICS

CONCENTRATION

This power grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a widely used or very regional dialect. The subject can speak only one language at a time, although it may be able to understand a number of languages equal to their adept level. Linguistics does not enable the subject to speak with creatures that don't speak. The subject can make itself understood as far as its voice carries.

You can also read one otherwise incomprehensible written message per power rank. You must touch the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. Written material can be read at the rate of one page (250 words) per minute. Supernatural writing or glyphs cannot be read, though this power reveals that it is magical. This power can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Time: Standard action

MAGMA SHAPING

CONCENTRATION, FATIGUING

PREREQUISITE: 10 OR MORE RANKS OF KNOWLEDGE (PHYSICAL SCIENCES), EARTH SHAPING, FIRE SHAPING

Magma Geyser (Difficulty 20): You cause a burst of magma to violently shoot up out of the ground. This requires a successful ranged attack roll with a range increment of adept level x 20 feet and a maximum range of 10 increments (adept level x 200 feet). The target suffers +1 fire damage per adept level. Anyone lowered to "dying" status on the damage track by this power is instantly incinerated and turned to ash. Using the widen power with this effect causes a minor volcanic eruption that covers an area equal to adept level x 5 feet from the point of origin.



Raise Magma (Difficulty 15): You can raise a flow of magma to the surface, creating a pool of lava that covers a 5 foot square area per adept level. Creatures in this area can move to the closest edge of the lava pool as a free action while the magma bubbles up from the ground. Anyone remaining in the lava pool or falling into it suffers +1 fire damage per adept level for each round they remain in the affected area.

Shape Flow (Difficulty 10): You can direct the flow of lava, increasing or decreasing the lava flow's speed by 10 ft./round for every 5 points by which your check beats a Difficulty of 10.

Splash (Difficulty 10): You can cause a wave of lava to arch up to 10 feet per adept level. Striking a target with this wave requires a ranged attack roll, and the target suffers +1 fire damage per adept level. Anyone lowered to "dying" status on the damage track by this power is instantly incinerated and turned to ash.

Time: Full action

MANA BLAST

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: Standard action

MANA SHIELD

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: Full action

MANA WALL

FATIGUING

A Mana Wall creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most supernatural powers, including Dispel. However, Disintegration immediately destroys it. Breath weapons and powers cannot pass through the wall in either direction, although Teleport and similar effects can bypass the barrier. It blocks incorporeal creatures as well as material ones (though incorporeal creatures can usually get around the wall by floating under or over it through floors and ceilings). Gaze attacks can operate through a Mana Wall.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per adept level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the power fails. A mana wall lasts for one round per adept level of the caster.

Time: Standard Action

METAL SHAPING

FATIGUING

You can shape, damage, and repair metal objects.

Keen Edge (Difficulty 10): This effect makes a weapon supernaturally keen, improving its ability to deal telling blows. This effect doubles the critical threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. This effect can be cast only on piercing or

slashing weapons with metal edges. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target. Multiple effects that increase a weapon's threat range (such as *keen edge* and the Improved Critical feat) don't stack.

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.

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.

Implode Armor (Difficulty 30): This use of Metal Shaping requires both concentration and maintenance. You can cause a suit of armor that is made of metal and is within your line of sight to begin slowly crumpling in on itself. The wearer suffers +2 damage on the first round, +4 damage on the second round, and +8 damage on each round after that until they are able to remove their armor, they have died, or until the adept discontinues use of the power. This effect can be prevented with a successful Fortitude save.

Time: Metalworking depends on the project in question. Keen Edge, Mending, and Corrode are standard actions. Implode armor is a standard action that must be maintained each round that the effect continues to be active.

MINDSWITCH

FATIGUING, MAINTENANCE
PREREQUISITE: MIND TOUCH

You can exchange minds with another creature. Make a Mindswitch check with a Difficulty of 10 plus the creature's Will save bonus. The creature makes a Will saving throw. If the skill check fails or the Will save succeeds, there is no effect. If the skill check succeeds and the target's Will save fails, you and the target switch minds: your mind occupies the target's physical body, and the target's mind occupies yours.

You each retain your mental ability scores, skills, core abilities, and feats but acquire the other's physical abilities. These include natural size, Strength, Dexterity, and Constitution scores, armor, natural attacks, and similar gross physical abilities. You also acquire the natural movement capabilities and natural sensory abilities of the new form. See the Self-Shaping supernatural power for details. The switch lasts for as long as the power can be maintained or until you or another creature uses Mindswitch to reverse it. At the Narrator's option, the switch can also be reversed by certain powers such as Severance.

Retry: Once you have failed to Mindswitch with a particular creature, you cannot try again for at least 24 hours.

Special: You cannot take 10 or take 20 on Mindswitch checks. You must be in mental contact with the subject. If you become fatigued while using Mindswitch, the fatigue levels follow you into whatever body you end up inhabiting.

Time: Full action

NATURAL WEAPON GROWTH

MAINTENANCE

This power allows you to grow a natural weapon for a minute (10 rounds). A diabolist might develop demonic horns or a barbed tail, while a Shadow Adept might grow claws of solidified shadow. The exact type of natural weapon is up to the caster and can include claws, hardened fists, horns, fangs, a club-like or barbed tail, or spiked tentacles. The damage dealt by the attack is determined by your power check and is independent of your size, unlike normal natural weapons.

Difficulty	Damage
10	+1
15	+2
20	+3
25	+4
30	+5
35	+6
40	+7

Time: Move action

NAUSEATE

FATIGUING

You can inflict weakness on a target through extreme nausea or momentary illness. You must touch the target, who then makes a Fortitude saving throw. If the save fails, the target is *sickened*, suffering a -2 penalty on all attack rolls and checks. If the save fails by 5 or more, or on a second successful use of the power, the target is *nauseated*, unable to do anything other than take a single move action each round. If the save fails by 10 or more, or on a third successful use of the power, the target is *helpless*. The victim gets a new saving throw each round to recover from the effects, with a +1 bonus for each previous save.

Time: Standard action

OATH-BINDING

You can enforce oaths that others swear to in your presence, binding them to make good on their word. The subject must agree to an oath willingly or else be caught making an oath of their own (e.g. "I swear I'll never let him out of my sight again!" "Really? I'll hold you to that!"). If the subject is compelled into agreeing, the oath is not binding. If the subject is sincere, they are oath-bound. Make a power check to determine the maximum affliction you can create should the subject break the oath. If the subject ever breaks the wording or spirit of the oath, they are thus afflicted. You may use this power to bind two parties to a contractual agreement between them.

Difficulty	Maximum Affliction
10	You know when the oath is broken.
20	The subject is automatically affected by the <i>Curse</i> power (no save or power check needed); this curse cannot be removed until the oath is fulfilled or restitution is made.
30	The subject's soul has been marked as an oath-breaker; the subject's credibility is utterly ruined and no one takes the subject's testimony or vows seriously. The subject gains the Not Taken Seriously complication. In addition, anyone using the <i>Curse</i> or <i>Oath-Binding</i> powers on the subject gets a +5 bonus on their power checks.

Time: Full action

OTHER-SHAPING

FATIGUING

PREREQUISITE: SELF-SHAPING

You can forcefully reshape the body of another living being to assume the form of a different creature. The new form must be a humanoid or animal, with a level no greater than the target's level. If you are slain or knocked unconscious while using this ability, the target reverts to its original form. The target gains the Strength, Dexterity, and Constitution scores of the new form, but retains its old Intelligence, Wisdom, and Charisma scores. It also gain the new form's speed and traits, and the target retains its own base combat bonus, saving throws, and skills (modified by its 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. The target is effectively disguised as an average member of that species. If you use this power to create a disguise for the target, the target gains a +10 bonus on their Disguise check.

The target's equipment is not affected by the transformation. Any clothing or equipment that cannot be worn by the new form drops off. Likewise, when the target returns to its normal form, it has only what it was carrying or wearing. This usually leaves the target naked if it had been in animal form. At the Narrator's discretion, some supernatural items may disappear into the target's changed form, reappearing when they assume their normal form.

Other-Shaping is fatiguing, with a fatigue save Difficulty of 15. The target must use its next full-round action to undergo a transformation, during which it can do nothing else. The transformation lasts for one hour per adept level of the caster, but you can make an additional fatigue save to maintain a form for another hour per level.

A target that has assumed the shape of a creature with an average species Intelligence lower than the target's current intelligence possess an additional danger: each hour the affected creature must make a Will saving throw (Difficulty 15) or lose a point of Intelligence. If their Intelligence score drops to the natural level for that species, they become that creature in mind as well as body. The new form becomes permanent, and the target's normal identity is lost. They remain trapped until someone else achieves a Difficulty 30 Mind Touch to reach and reawaken the target's normal self, allowing them to return to normal form.

PHANTOM PROJECTILES

FATIGUING

PREREQUISITE: SUPERNATURAL WEAPON

This power turns 10 projectiles per adept level (such as arrows, bolts, bullets, or shuriken) into incorporeal ammunition that damage only their intended targets.

Phantom projectiles pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Defense. Barriers of supernatural force still stop them. Phantom projectiles count as supernatural weapons for the purpose of overcoming damage reduction. Additionally, the phantom projectiles disappear 3 rounds after being fired, making it impossible to gather ballistic evidence.

Time: Standard action

PLANT LINK

FATIGUING, CONCENTRATION

You can forge a mental connection with a plant, allowing you to perceive what it perceives, using its senses. If the plant has no senses (such as most mundane plantlife), treat it as if it had all-around vision and Night Vision. Make a power check with a Difficulty of 10, modified by familiarity. If successful, you can perceive with the plant's senses, and if it is intelligent, you may communicate with it mentally. The plant 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: Move action

POISON

FATIGUING

PREREQUISITE: CURE POISON

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful finesse touch attack (if the caster has a bite attack, they may poison with that attack form instead). The effects of the poison depend on the type of poison selected.

Debilitating Poison: This poison deals 2 points of temporary Strength damage immediately and another 2 points of temporary Strength damage 1 minute later.

Paralytic Poison: The poison deals 2 points of temporary Dexterity damage immediately and another 2 points of temporary Dexterity damage 1 minute later.

Lethal Poison: The poison deals 2 points of temporary Constitution damage immediately and another 2 points of temporary Constitution damage 1 minute later.

Each instance of damage can be negated by a Fortitude save (Difficulty 10 + 1/2 your adept level + your key ability).

Time: Standard action

PROBABILITY SHAPING

FATIGUING

Fortune: After using this power, your rank in probability shaping becomes the *minimum* result of your next d20 roll or the next die roll of someone you touch. Compare your next d20 roll to your rank in Probability Shaping. If the die comes up with a lower result, use your power rank instead. So, if you have a Probability Shaping rank of 12, your next die roll is ensured a minimum result of 12 on the die, treating any roll of less than 12 as a 12. A 20 on the die acquired through Probability Shaping is not considered a "natural 20."

Jinx: You can affect someone else with bad luck by touch (requiring a successful melee attack roll for an unwilling subject). The target gains a Will saving throw to avoid the effect. If it fails, the subject's next die roll that is below your Probability Shaping rank is treated as a 1. A roll of 1 on the die acquired through Probability Shaping is not considered a "natural 1."

PURIFYING LIGHT

FATIGUING, MAINTENANCE (SEE DESCRIPTION)

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 vice 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*.

RADIATION BLAST

FATIGUING

PREREQUISITE: ELEMENTAL BLAST, RADIATION SHAPING

This power blasts an opponent with harmful radiation. This requires a successful ranged attack roll with a range increment of adept level x 10 feet, and a maximum range of 10 increments (adept level x 100 feet). The victim must make a Fortitude save or become *nauseated* for 1 round per power rank. In addition, the victim suffers Con damage based on the casting adept's power check.

Difficulty	Con Damage
15	1 Con damage
20	2 Con damage
25	3 Con damage
30	4 Con damage

Time: Full Action

RADIATION SHAPING

FATIGUING

Radiation Shielding: The caster may substitute their Radiation Shaping power check for any saving throws made to resist the harmful effects of radiation or radiation poisoning.

Intensify Radiation: With a Difficulty 20 power check, the casting adept may increase the harmful effects of an already irradiated object or area by 50%. A Difficulty 30 power check allows them to double the harmful effects of this radiation. The maximum area that can be affected in this way has a radius of 5ft. per adept level of the caster.

Time: Standard action

RAIN OF FROGS AND FISHES

FATIGUING

This bizarre power causes animals like frogs and fish to rain from the sky. The velocity of these falling animals is such that they deal damage to anyone they fall upon, and they rarely survive the fall themselves.

Except for the casting adept, everyone in the current encounter who is under the open sky suffers nonlethal damage equal to half the caster's power rank each round, for a number of rounds equal to the caster's adept level divided by three or until they find shelter in a building or under a sturdy overhang. Damage is halved by a successful Reflex save. All creatures caught in this supernatural storm must make a Will save or become nauseated for as long as the storm lasts.

RECHARGE

CONCENTRATION

By converting electrical energy into supernatural power, you can recover quickly from debilitating physical effects. However, you must draw current from an electrical socket and make a Difficulty 15 power check to do so. The Recharge power instantly eliminates one of the following conditions per use: cowering, dazed, exhausted, fatigued, nauseated, shaken, and stunned. The caster can heal herself of some of these conditions, but others (such as stunned) don't allow power use or other actions.

In addition, Recharge instantly cures blindness or deafness caused by a supernatural power.

Time: Standard action

REDUCE SIZE

FATIGUING

For a short time, you can reduce the size of a person or object you touch. A successful Reduce Size check decreases the target's size category for 1 minute (10 rounds). The result of the check indicates the number of size categories by which the creature or object can be reduced. All equipment worn or carried by a creature is similarly reduced by this power. Melee and projectile weapons deal less damage. Other magical properties are not affected by this power. Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Difficulty	Number of Size Category decreases
15	-1
20	-2
30	-3
40	-4

Time: Standard action. The size change 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.

SIZE ADJUSTMENTS TO PHYSICAL ABILITIES AND NATURAL ARMOR

Old Size	New Size	Str	Dex	Con	Natural Armor	Combat	Stealth	Toughness
Diminutive	Fine	—	+1	—	—	+1	+4	-1
Tiny	Diminutive	-1	+1	—	—	+1	+4	-1
Small	Tiny	-2	+1	—	—	+1	+4	-1
Medium	Small	-2	+1	-1	—	+1	+4	-1
Large	Medium	-4	+1	-2	-1	+1	+4	-2
Huge	Large	-4	+1	-2	-2	+1	+4	-2
Gargantuan	Huge	-4	—	-2	-2	+1	+4	-2
Colossal	Gargantuan	-4	—	-2	-3	+1	+4	-2

REINCARNATE

FATIGUING, CONCENTRATION

You can bring back a dead creature in another body. The subject cannot have been dead for more than your adept level in days, and you must make a Difficulty 20 power check, taking a minute of intense concentration. If the check succeeds and the subject's soul is free and willing to return, they are reincarnated into a new body. If the subject's soul is not willing to return, the power does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion targeted by the power must have been part of the creature's body at the time of death. This supernatural power creates an entirely new, young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First, eliminate the subject's racial adjustments (since it is no longer of its previous race), and then, apply the adjustments found in the following table to its remaining ability scores. The subject's level is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 1. (If this reduction would put its Con at 0 or lower, it can't be reincarnated). This level loss or Constitution loss cannot be repaired by any means.

It is possible for the change in the subject's ability scores to make it difficult for it to pursue its previous heroic role. If this is the case, the subject is well advised to become a multi-role character.

The new incarnation is determined using the accompanying table.

REINCARNATION

D20	Result	Str	Dex	Con
1	Bear	+8	+1	+4
2	Boar	+2	+0	+3
3	Caliban	(See mutations on page 133 of <i>True20 Adventure Roleplaying</i>)		
4	Dwarf	+0	+0	+1
5	Deer	+2	+2	+1
6	Elf	+0	+1	-1
7	Goblin	-1	+1	+0
8	Gnome	-1	+0	+1
9	Half-Elf	+0	+0	+0
10	Half-Orc	+1	+0	+0
11	Halfling	-1	+1	+0
12	Horse	+3	+1	+2
13-14	Human	+0	+0	+0
15	Kamodon	+2	+3	+1
16	Ogre	+5	-1	+2
17	Orc	+2	+0	+0
18	Wolf	+1	+2	+2
19-20	Other (Narrator's choice)			

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

A creature that has been turned into an undead creature or killed by a death effect cannot be returned to life by this power. Constructs, elementals, outsiders, and undead creatures cannot be reincarnated. This power cannot bring back a creature that has died of old age.

Try Again: No

Time: 10 minutes

REPROGRAM CONSTRUCT

FATIGUING, CONCENTRATION

PREREQUISITE: ENERGY SHAPING

You can mentally control the actions of constructs. The target construct makes a Will saving throw. If the save fails, you control the target construct's actions while you concentrate. You can force the subject to perform any action you wish, within the limits of its abilities. Constructs with an intelligence score that are forced to take actions against their natures (such as self-destructing) receive a new saving throw with a bonus of +1 to +4, depending on the nature of the action. A successful save breaks your control, and the construct reprograms itself.

Time: Full action

REVELRY

FATIGUING, MAINTENANCE

Uncontrollable Laughter (Difficulty 10): This use of the Revelry power afflicts the subject with uncontrollable laughter if they fail their Will save. The subject collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but it is not considered helpless. The target gets a new saving throw each round to break free



of the power's influence. After it breaks free of the power or the power ends, it can act normally.

A creature with an Intelligence score of -4 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Irresistible Dance (Difficulty 15): If the subject fails their Will save, it feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. This effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Defense and a -10 penalty on Reflex saves, and it negates any bonus to defense granted by a shield the target holds. The target gets a new Will saving throw each round to break free of the power's influence.

Heroes' Feast (Difficulty 15): You can summon forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea, and becomes immune to poison for 12 hours after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes of it a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the power is ruined and all effects of the power are negated.

Time: Standard action for *uncontrollable laughter* and *irresistible dance*, 10 minutes for *heroes' feast*.

SEIZURE

FATIGUING, MENTAL CONTACT

This power causes the target's neurons to fire repeatedly, causing severe seizures if they fail a Will save against this power. Unless grappled and pinned to the ground, the subject suffers nonlethal damage each round equal to half the casting adept's Seizure power rank. The victim gains a new Will save each round to end this effect, but for each Will save they fail, they must also make a Fortitude save to avoid swallowing their tongue, at which point the victim begins to suffocate (See **Suffocation** on page 112 of *True20 Adventure Roleplaying*).

SHADOW SHAPING

FATIGUING

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: Standard action

SHADOW WALK

FATIGUING

You can enter the Plane of Shadow, 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 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 through the Plane of Shadow. 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.

SHADOW WALK ACCURACY

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

Action: Move action

SNARE

FATIGUING

You can restrain a target with bonds of ice, glue, webbing, bands of energy, and so forth (pick a description when you take this power). Make a ranged attack roll. If successful, the target makes a Reflex saving throw. On a failed save, the target is *entangled*, suffering a -2 penalty to attack rolls and Defense, and a -2 penalty to Dexterity. If the Snare is anchored to an immobile object (such as the ground), the entangled character cannot move from that spot. Otherwise, she can move at half speed, but can't move all out.

If the Reflex save fails by 5 or more, or on a second successful Snare attack, the target is *bound* and helpless. The target is unable to move, loses her defense bonus, and suffers a further -5 modifier to Defense. Each additional Snare "layered" onto a helpless target increases the Snare's Toughness by +1, to a maximum of double its normal Toughness.

Targets can break out of a Snare using Strength or an effect that doesn't require freedom of movement (this may restrict the use of some supernatural powers and equipment, for example). The Snare makes Toughness saves like an inanimate object with Toughness equal to half your power rank. If the trapped character has an attack with a damage bonus 5 or more greater than the Snare's Toughness, she can break the Snare automatically as a standard action. If the trapped character has an attack with a damage bonus greater than the Snare's Toughness +10, she can break the snare automatically as a free action. Alternately, a Snare victim can attempt an Escape Artist check to slip free as a full-round action, with a Difficulty of 20 + the Snare's power rank.

Time: Standard action

SORCERER'S GRASP

FATIGUING

You can damage other creatures internally through the means of a crushing supernatural force. You can affect any creature in your line of sight or mental contact without any need for an attack roll. Your Sorcerer's Grasp inflicts +1 lethal damage per 5 ranks or portion thereof. The target makes a Will saving throw. Success halves the damage (but cannot reduce it below +1). Sorcerer's Grasp does not affect targets without a Constitution score (such as the undead).

Time: Full action

SOUND SHAPING

FATIGUING, MAINTENANCE

You can mentally control sound and sonic energy. You can make a Sound Shaping check to deafen opponents, make an area of silence around yourself, or mimic nearly any sound imaginable.

Deafening Burst (Difficulty 20): You create a burst of sound that can deafen any living creature within 5 feet times your adept levels. Opponents are allowed a Fortitude save to resist, and are stunned and deafened for a number of rounds equal to half your adept levels on a failure. A failure on the Fortitude save by more than 10 deafens the victim permanently or until the victim can receive an application of the Cure Blindness/Deafness supernatural power.

Sculpt Sound (Difficulty 10): You change the sounds that a single creature or object makes. You can amplify sounds, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the change is made, you cannot change it without another successful use of Sound Shaping. You can change the qualities of sounds, but you cannot create words with which you are yourself unfamiliar.

Shatter (Difficulty 15): This use of Sound Shaping creates a loud, ringing noise that breaks brittle, non-supernatural objects, sunders a single, solid, non-supernatural object, or damages a crystalline creature. Used as an area attack, this power destroys non-supernatural objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces. Objects weighing more than 1 pound per your adept level are not affected, but all other objects of the appropriate composition are shattered. The widen power feat increases the radius to adept level x 5 ft. Alternatively, you can target this effect against a single solid object, regardless of composition, weighing up to 10 pounds per adept level. This requires a ranged attack roll with a range increment of adept level x 10 feet and a maximum range of ten increments (adept level x 100 feet). Targeted against a crystalline creature (of any weight), this power deals +1 sonic damage per caster level (maximum +10 damage), with a Fortitude save for half damage.

Silence (Difficulty 15): You create an area around yourself with a radius in feet equal to 10 + 5 feet for every 2 adept levels you possess. Anything within this radius makes no sound and automatically succeeds at any Stealth check related to moving silently. This use of the Sound Shaping power requires maintenance.

Sound Mimic: You can mimic any sound you've heard. Listeners must succeed on a Notice check opposed by your Sound Shaping check to detect the ruse. You can deal sonic damage when using the Elemental Blast power in conjunction with Sound Shaping.

Ventriloquism: You can make your voice or any sound that you can normally make vocally seem to issue from someplace else. You can speak in any language you know. Listeners must succeed on a Notice check opposed by your Sound Shaping check to detect the ruse.

Time: Standard action.

SPEAK WITH DEAD

FATIGUING

PREREQUISITE: MIND TOUCH

This power allows you to use your Mind Touch supernatural power on dead creatures or those with the undead creature type. The Difficulty to activate Mind Touch on a dead creature increases by one for every day the target creature has been dead. Once contact has been established, you are able to communicate with the deceased creature's spirit. The spirit is under no compulsion to answer your questions, though the caster can use other powers like Suggestion and Dominate on the spirit as though it were still alive, so long as mental contact is maintained. All the normal modifiers for Mind Touch apply.

SPIRIT SENSE

You can sense spirits normally invisible to humans, such as incorporeal creatures, the dead, or guardian angels. Make a Spirit Sense check to detect spirits in your vicinity or to detect fetters important to a spirit.

Sense Spirit: Whenever a spirit is nearby, the Narrator makes a secret Spirit Sense check for you as a reaction. The base Difficulty is 10 + the spirit's level, and the Difficulty increases by +1 for every 10 feet between you and the spirit. A successful result means you sense a spirit is nearby, you know roughly what direction it is and how far away, and you are able to hear the spirit speaking to you, and you can speak to it in return. If you succeed by 5 or more, you can pinpoint the spirit's location and type (e.g. nature spirit, angel, fiend, the family of the deceased, etc.). If you succeed by 10 or more, you can identify the spirit by name, if it is known to you. Spirits that have taken visible physical form cannot be detected as spirits with this power; however, if they are using a power to turn invisible while embodied, you *can* sense them.

Sense Possession: You can sense a spirit possessing a person. Make a Spirit Sense check against a Difficulty of 10 + the power rank of the spirit's possession power (e.g. as per the Dominate power for a ghost using *malevolence*). If you win, you realize the victim is being possessed.

Sense Fetter: If you also have the Object Reading power, you can sense a fetter. A fetter is something vitally important to a spirit's essence, such as a ghost's grave or the lamp a genie is bound to. You may make a Spirit Sense check when attempting to identify a spirit's fetter. The base Difficulty is 15 to detect a fetter and 20 to determine when the spirit was last there and the spirit's general nature (e.g. ghost, demon, etc.). It is Difficulty 25 to know exactly which spirit belongs to the fetter. This is a fatiguing use of Spirit Sense.

Retry: No

Time: Sensing a spirit or a possession is a reaction. Sensing a fetter requires a full-round action.

SUFFOCATE

CONCENTRATION, FATIGUING

You interfere with a subject's breathing. You must be touching or in mental contact with the subject, who makes a Will save against your supernatural power Difficulty. If the save fails, the subject can still continue to breathe, but only by taking a standard action each round to gasp for breath. The subject can take actions normally, instead of consciously breathing, but at the end of each round, they must succeed on a Fortitude save against the power's Difficulty. The Difficulty increases by 1 in every consecutive round after the first one that goes by without a breath; it drops back to its original value if the subject spends an action to take a breath. If the Fortitude save fails, the subject is disabled and then, on the following round, dying.

Time: Standard action

SUMMON APPARITION**FATIGUING**

PREREQUISITE: 6TH-LEVEL ADEPT OR HIGHER, TRAINED IN THE KNOWLEDGE (SUPERNATURAL) AND KNOWLEDGE (THEOLOGY AND PHILOSOPHY) SKILLS.

You can summon undead creatures with the incorporeal subtype to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the undead creature's level. Summoning a 5th level undead is Difficulty 20, for instance. Summon Apparition is fatiguing (Difficulty 10 + the undead's level). The summoned creature does your bidding for a number of days equal to your adept level before returning from whence it came.

Time: Full action

SUMMON BEASTS**CONCENTRATION, 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 Summon Beast 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: Standard action. You must concentrate to maintain this power until the summoned beasts arrive.

SUMMON DRAGON**FATIGUING**

PREREQUISITE: 8TH-LEVEL ADEPT OR HIGHER, SUMMON MOUNT

You can summon a Dragon to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the dragon's level. Summoning a 5th level dragon is Difficulty 20, for instance. Summon Dragon is fatiguing (Difficulty 10 + the dragon's level). A successful check means the dragon hears your call from up to your adept level in miles away and comes to you as quickly as it can under its own power. You can choose to limit your summons to a particular type of dragon (only mountain dragons, for example) or even to a particular dragon 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 dragon some time to arrive). Summoned dragons 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 dragon to aid you or perform certain tasks.

Time: Standard action. You must concentrate to maintain it until the summoned dragon arrives.

SUMMON ELEMENTAL**FATIGUING**

PREREQUISITE: 6TH-LEVEL ADEPT OR HIGHER, THE APPROPRIATE ELEMENTAL SHAPING SUPERNATURAL POWER.

You can summon an elemental, a spirit that 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: Standard action

SUMMON FAERIE FOLK**FATIGUING**

PREREQUISITE: 6TH-LEVEL ADEPT OR HIGHER, 9 OR MORE RANKS IN KNOWLEDGE (LIFE SCIENCES)

You can summon nearby fey. You can summon up to your adept level worth of fey. Make a Summon Faerie Folk check against a Difficulty of 10 + twice the total level of fey summoned. A successful check means the fey 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 fey (only grigs, for example) or even to a particular fey 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 fey some time to arrive). Summoned fey 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 fey to aid you or perform certain tasks.

Time: Standard action. You must concentrate to maintain it until the summoned fey arrive.

SUMMON MOUNT**FATIGUING**

You can summon an animal or supernatural beast that can serve you as an appropriate mount. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the creature's level. Summoning a 5th level mount is Difficulty 20, for instance. Summon Mount is fatiguing (Difficulty 10 + the mount's level). A successful check means the mount hears your call from up to your adept level in miles away and comes to you as quickly as it can under its own power. You can choose to limit your summons to a particular type of mount (only horses or camels, for example) or even to a particular mount 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 mount some time to arrive). The summoned creature does your bidding for a number of days equal to your adept level. After this time, the creature is no longer under any magical compulsion to serve you.

Time: Standard action. You must concentrate to maintain it until the summoned creature arrives.

SUMMON OUTSIDER**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: Standard action



SUMMON SPIRIT

FATIGUING, CONCENTRATION

You can summon a spirit to aid or engage in combat for you. The spirit will remain with you for one 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: Full action

SUMMONING A SPIRIT

When summoning a spirit, you can choose its abilities from a menu of choices. You can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant a spirit the ability to use supernatural powers. All such powers have a rank equal to your rank in this power and use

the same mental ability score you do. Because it is immune to fatigue, a spirit does not need to make a Fatigue save when using powers that normally require it. A spirit also does not need to meet the prerequisites for a feat granted by a menu choice.

SPIRIT MENU A

Spirits of level 1 to 7 have one trait from this menu.

- **Aggressive:** The spirit has the All-out Attack feat.
- **Cleave:** The spirit gains the Cleave feat.
- **Deflection:** The spirit gains a +1 bonus to Defense.
- **Fly:** The spirit can fly at a speed of 20 feet (average)
- **Improved Speed:** The spirit has the Improved Speed feat.
- **Elemental Resistance:** Choose one of the following elements: Cold, Earth, Fire, or Wind. The spirit has the Elemental Resistance power of that element.
- **Swim:** The spirit is streamlined and shark-like, gaining a swim speed of 30 feet.
- **Tough:** The spirit gains a +2 bonus to Toughness.
- **Trip:** If the spirit hits with its slam attack, it can attempt to trip the opponent as a free action. If the attempt fails, the opponent cannot react to trip the spirit.

SPIRIT MENU B

Spirits of level 8 to 14 have one ability from this menu. Alternatively, the spirit can have two special abilities from Menu A. These are typically large creatures. If you choose to summon a medium-sized spirit, you may additionally choose one power from Menu A.

- **Damage Reduction:** The spirit’s skin forms a hard carapace and gains damage reduction of 3/supernatural.
- **Elemental Slam:** The spirit’s fists are wreathed in a particular element. It does an additional +2 damage of an element you designate: Cold, Earth, Fire, or Wind.
- **Fast Healing:** As long as the spirit remains conscious, it removes one bruised or hurt condition per round.
- **Heavy Deflection:** The spirit gains a +4 bonus to Defense.
- **Improved Critical:** The spirit gains the Improved Critical feat with its unarmed attacks.
- **Improved Fly:** The spirit flies at a speed of 40 feet (good).
- **Improved Grab:** The spirit has the Improved Grab feat.
- **Improved Swim:** The spirit is streamlined and shark-like, gaining a swim speed of 60 feet.
- **Improved Toughness:** The spirit gains a +6 bonus to Toughness.
- **Infect:** The spirit has the Infect power.
- **Muscle:** The spirit gains a +2 bonus to its Strength score.
- **Poison Touch:** If the spirit hits with a melee attack, the target must make an initial Fortitude save (Difficulty 10 + half the spirit’s level + the spirit’s Constitution score) or take 1 point of Constitution damage. One minute later, the target must save again or take another point of Constitution damage.
- **Smite:** Once per day, the spirit can make one attack that increases its damage by half its level.
- **Trample:** As a standard action during its turn each round, the spirit can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to its normal damage. The target can attempt a Reflex save (Difficulty 10 + half the spirit’s level + the spirit’s Strength score) to negate the damage.

SPIRIT MENU C

Spirits of level 15 and above have one special trait from this menu. Alternatively, the spirit can have two special traits from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.) These are typically large creatures. If you choose to summon a medium-sized spirit, you may additionally choose one power from Menu B.

- **Blindsight:** The spirit has blindsight out to 60 feet.
- **Constrict:** The spirit has the Improved Grab feat. In addition, on a successful grapple check, the spirit automatically deals its normal damage.
- **Elemental Blast:** The spirit has the Elemental Blast power of the element you choose: Cold, Earth, Fire, or Wind.
- **Extra Tough:** The spirit gains a +10 bonus to Toughness.
- **Extreme Damage Reduction:** The spirit's skin forms hard, armor-like plates and provides Damage Reduction 6/supernatural.
- **Extreme Deflection:** The spirit gains a +8 bonus to Defense.
- **Natural Invisibility:** The spirit is constantly invisible, even when attacking.
- **Psychic Blast:** The spirit has the Psychic Blast power. Treat the spirit's total level as its adept level for purposes of this power.
- **On the Run:** The spirit has the Move-by Action feat.

SUMMON VERMIN

FATIGUING

You can summon nearby vermin. You can summon up to twice your adept level worth of vermin, with no individual vermin having a greater level than your adept level. Make a Summon Vermin check against a Difficulty of 10 + the total level of vermin summoned. A successful check means the vermin 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 vermin (only killer bees, for example) or even to a particular vermin 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 vermin some time to arrive). Summoned vermin 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: Standard action. You must concentrate to maintain it until the summoned vermin arrive.

SUPERNATURAL CLIMBING

FATIGUING

PREREQUISITE: BODY CONTROL.

In short bursts, you can climb up sheer surfaces and move through trees at great speed. When you use this power, you gain +8 enhancement bonus to your climb checks and a climb speed that is equal to 10ft. per adept level for 1 round (6 seconds). This movement is considered a full-round action, and it is fatiguing (Difficulty 12).

SUPERNATURAL INSIGHT

You can learn things from visions and reading omens, such as cards, sticks, or stones. You can choose to make a Supernatural Insight check in place of any Knowledge check, reading the result as if that Knowledge skill was known to you. The Narrator decides what questions Supernatural Insight can answer, but it is generally limited to what a normal person with that Knowledge check result would know. Thus, it doesn't automatically turn up secret or obscure knowledge. Still, visionaries with Supernatural Insight can know far more than their non-Supernatural studies would suggest.

Special: You can take 10 on Supernatural Insight checks, but cannot take 20.

Time: 10 minutes

SUPERNATURAL SWIMMING

FATIGUING

PREREQUISITE: BODY CONTROL.

In short bursts, you can swim at great speed. When you use this power, you gain +8 enhancement bonus to your swim checks and a swim

speed that is equal to 10ft. per adept level for 1 round (6 seconds). This movement is considered a full-round action, and it is fatiguing (Difficulty 12). Supernatural swimming does not allow you to breathe underwater if you could not normally.

SWORDS TO PLOWSHARES

FATIGUING

This power transforms weapons into similarly shaped tools or instruments. Swords become plowshares, spears and javelins become shovels, polearms become hoes, bows become harps, blowguns become flutes, guns become flare guns or flashlights, axes and hammers turn into their non-weapon equivalents, etc. The exact transformations are up to the Narrator. This power can affect up to one non-supernatural weapon per adept level of the caster. Items currently being wielded may be exempt from this effect if their wielder makes a successful Will save. Generally, melee weapons may still be used as such in their new form, but their damage is reduced by 1, and the wielder will probably suffer from nonproficiency penalties. Ranged weapons can no longer shoot harmful projectiles, though they may still be used as club-like weapons.

Time: Standard action

SYNCHRONICITY

FATIGUING

The Synchronicity power subtly rearranges reality so that the subject isn't inconvenienced by minor delays. For the subject of Synchronicity, the traffic light is always green, and there's always a waiting elevator. On a city street, Synchronicity ensures that a taxicab pulls up within 1 round of the subject standing on the curb. The subway trains always run on time for the subject of Synchronicity, and waiters and clerks promptly arrive whenever they're needed. This effect lasts for 10 minutes per adept level of the caster.

Though designed for convenience, the Synchronicity power offers advantages for a caster in harm's way. The subject of Synchronicity can run at full speed even through a dense crowd, because people subconsciously move aside.

Synchronicity is also useful during car chases. Because other cars naturally get out of the way and traffic lights always turn green, a driver with Synchronicity gains a bonus on Drive checks equal to half your Synchronicity Power rank in urban areas and can make an unlimited number of avoid hazard and hard turn stunts (drivers are ordinarily limited to one or two stunts). When engaged in vehicular hide-and-seek, the Synchronicity power provides a bonus equal to half your Synchronicity power rank on Bluff and Stealth checks (if you're being chased) or Sense Motive and Notice checks (if you're pursuing another vehicle) because other cars and pedestrians naturally aid your efforts.

Time: Standard action

TIME SHAPING

FATIGUING, MAINTENANCE

Hasten (Difficulty 15): You can cause a creature within your line of sight to move and act more quickly than normal for 1 round per adept level. This extra speed has several effects.

When attacking, a *hasted* creature may make an extra attack per round. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. If this extra attack is successfully directed at the same opponent as a previous successful attack, increase the damage save Difficulty by 2 and resolve damage for both attacks together with the same toughness save. (This effect is not cumulative with similar haste-like effects, nor does it actually

grant an extra action, so you can't use it to cast a second supernatural power or otherwise take an extra action in the round.)

A *hasted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to Defense and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase affects the creature's jumping distance as normal for increased speed.

Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Preservation (Difficulty 10): This effect can be used to indefinitely preserve one pound of food or other perishable substance per adept level.

Slow (Difficulty 10): A single creature within your line of sight is caused to move and attack at a drastically slowed rate for 1 round per adept level if they fail a Will save. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, Defense, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

Temporal Stasis (Difficulty 30): You can place a subject into temporal stasis. You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful use of Dispel Power).

Time: Standard action

TOUCHSIGHT

FATIGUING

You can extend your sense of touch to feel your surroundings out to 60 feet in all directions. Within that range, you can make Touchsight checks instead of Notice checks. You ignore the effects of invisibility, darkness, and concealment, but not cover. Comparing what your mundane senses tell you with what you learn with Touchsight is often enough to tell the difference between visible, invisible, illusory, hiding, and concealed creatures. For example, illusions are invisible to your Touchsight, telling you they aren't really there.

Time: Free action. It lasts for one minute (10 rounds) per use.

TRANCE

CONCENTRATION

You can enter a trance for up to one round per Trance power rank. While in a trance, you gain a +2 bonus to the following supernatural powers if you either already possess them or spend a Conviction point to gain access to one: Channeling, Cure (self only), Cure Disease (self only), Cure Poison (self only), Dreaming, Cure Blindness and Deafness (self only), Mind Touch, Nature Reading, Scrying, Supernatural Insight, Visions.

TRANSMUTATION

CONCENTRATION, FATIGUING

Transmute Solids (Difficulty 15): You can change 1 pound of solid material per adept level from one substance to another. The color, shape, temperature, and general appearance of the item remain

unchanged, though its physical properties such as toughness, mass, brittleness, malleability, and conductivity change to reflect the new substance.

Transmute Liquids (Difficulty 15): You can change up to 1 quart of liquid per adept level to another type of liquid. You cannot use this power to make holy water, acids, bases, or poisons, though it can render acids, bases, and poisons inert. The color, temperature, and original appearance of the liquid remain unchanged.

Transmute Solid to Liquid (Difficulty 20) You can change 1 pound per adept level of solid matter to an equivalent number of pints of liquid, or one pint of liquid per adept level into an equivalent number of pounds of solid matter.

Time: Full action

TRUE VISION

FATIGUING

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-SPEAKING

MAINTENANCE

When you speak the truth, all who can hear you must make a Will save against this power or else they can't help but to believe your words. While this means they will most likely act on what you have told them, the exact nature of their response can be unpredictable. Different people react differently when confronted by the truth. Such reactions may range from quiet acceptance to frantic panicking to outright denial.

Time: Standard action

VIGIL

PREREQUISITES: BODY CONTROL

You no longer require sleep and suffer no ill effects or penalties from lacking it. All you require is a few hours of restful meditation per day. You are still fully alert and aware during this period of meditation.

VOID SHAPING

FATIGUING, MAINTENANCE

Cancel Element (Difficulty 10): You can cancel out the effects of any other element-based power such as air, earth, fire or water shaping, elemental aura, or elemental blast with an opposed power check. Other than being specific to elemental powers, this effect works like the Dispel power.

Create Void (Difficulty 15): You create a small area of vacuum much like a miniature black hole. All objects in a 30 ft. radius are pulled towards the point at which the vacuum exists as though you were using the Move Object power (with ranks equal to your ranks in void shaping) to move them from their current location directly towards the center of the vacuum for one round. At the end of the round, the vacuum has been filled and no longer exists.

Protection from Vacuum (Difficulty 15): This effect renders the adept immune to the harmful effects of existing in a vacuum for 1 minute per power rank, though it does not provide them with an air supply.

Implosion (Difficulty 30): You create a destructive void in a corporeal creature's body within your line of sight. For each round you concentrate, you cause the creature struck to begin collapsing in on itself. Your target must make a successful Fortitude save each round or suffer crushing damage equal to your adept level up to a maximum of +10 damage per round. Once the creature reaches "dying" on the damage track, it completely implodes on itself, dying instantly and disappearing into nothingness with a sickly popping noise. *Implosion* has no effect on creatures in gaseous form or on incorporeal creatures.

Time: Standard action

WATER BREATHING

MAINTENANCE, FATIGUING

PREREQUISITE: WATER SHAPING

You can cause a single creature you touch to be able to breathe water freely for 2 hours per adept level. A separate use of this power is needed for each new target. This power does not make creatures unable to breathe air.

WATER WALK

FATIGUING, MAINTENANCE

PREREQUISITE: WATER SHAPING.

You can "walk" across the surface of water at a speed of 5 feet times your power rank. The effect ends when your feet touch solid ground once again. Water 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 into the water.

WAYFINDING

You are able to find and navigate the paths of the world more easily. You can use Wayfinding in place of Survival when making checks to navigate, track, or determine direction, and in place of Notice to detect potential dangers along your path, like ambushers. With a Difficulty 20 check, you can find the shortest or safest route to a particular place, but not a person or object. You can only focus on following one route at a time. If you change destinations, the previous route is lost to you, unless you have written it down or drawn a map of it.

Special: You can take 10 or take 20 on Wayfinding checks that substitute for skill checks, if the skill normally allows you to do so. You cannot take 10 or take 20 on a check to find a route to a place.

Time: The same as the appropriate skill, or a full-round action for finding routes.

ADVANCED POWERS

Some of the supernatural powers in *True20 Adventure Roleplaying* describe only their basic or most common uses. Masters of the supernatural arts have more advanced, complex, and difficult applications of supernatural powers, discussed here. These advanced applications are a normal part of the individual supernatural powers, requiring no special training or other prerequisites, other than the ability to use the power and a sufficiently high rank to accomplish certain difficult effects.

COLD SHAPING

Wall of Ice (Difficulty 20): You can freeze moisture in the air to create an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals double damage to the wall. Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

When forming this wall in a plane of ice, a sheet of strong, hard ice appears. The wall is 1 inch thick per adept level. It covers up to a 10-foot-square area per adept level (so a 10th-level adept can create a *wall of ice* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has its own damage track and a +1 toughness bonus. Creatures can hit the wall automatically. A section of wall that drops to disabled or lower status on the damage track is breached. If a creature tries to break through the wall with a single attack, the Difficulty for the Strength check is 15 + adept level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) suffers +1 cold damage per two adept levels of the caster (no save).

Alternatively, you can form a *wall of ice* in a hemisphere. In this case, the wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per adept level of the caster. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

In either form, a *wall of ice* lasts for 1 minute per adept level of the caster.

CURE

Restore Charisma: The Cure power can be used to restore 1 point of Charisma damage with a Difficulty 15 power check. Each 5 points the check is exceeded by allows the adept to Cure another point of ability damage. Curing ability drain works the same way, only the base Difficulty is 20.

CURE BLINDNESS/DEAFNESS

Restore Wisdom: This works just like using the Cure power to restore Charisma, only it applies to Wisdom.

CURE DISEASE

Restore Strength: This works just like using the Cure power to restore Charisma, only it applies to Strength.

Restore Intelligence: This works just like using the Cure power to restore Charisma, only it applies to Intelligence.

CURE POISON

Restore Constitution: This works just like using the Cure power to restore Charisma, only it applies to Constitution.

Restore Dexterity: This works just like using the Cure power to restore Charisma, only it applies to Dexterity.

EARTH SHAPING

Wall of Stone (Difficulty 20): You can shape earth and stone into a *wall of stone* that is 1 inch thick per four adept levels and composed of up to one 5-foot square per adept level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing earth or stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by the Disintegration power or by normal means such as breaking and chipping. Each 5-foot square of the wall has its own damage track and a +6 Toughness bonus. A section of wall that is reduced to disabled or worse status on the damage track is breached. If a creature tries to break through the wall with a single attack, the Difficulty for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

ENHANCE ABILITY

Enhance Ability and Skill Checks: Enhance Ability can also be applied in a limited fashion to Constitution, Intelligence, Wisdom, and Charisma. In these cases, the bonus rolled on your power check is not applied directly to the ability score. Instead, that bonus applies to all ability and skill checks made with that ability. It does not apply to supernatural powers, saving throws, or save Difficulties based on that ability.

ENHANCE OTHER

- See *Enhance Ability*

FIRE SHAPING

Wall of Fire (Difficulty 20): You can turn an existing fire into an immobile, blazing curtain of flame that is 20 ft. high and has a length of up to adept level x 20 feet. Alternatively, you can form a ring of fire the same height with a radius of up to half your adept level x 5 feet. This *wall* does +1 fire damage per adept level to anyone passing through it.

If you create the *wall* so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of *wall* takes +5 or more cold damage in a single attack, that length goes out. This *wall* lasts as long as you concentrate plus one additional round per adept level.

MIND SHAPING

Implant Knowledge: You can use Mind Shaping to implant knowledge of a particular skill in a subject's mind. You can implant knowledge of any skill you know, up to your rank in that skill or your Mind Shaping rank, whichever is lower. It takes one hour per skill rank to implant this knowledge. The subject uses her own ability score with the implanted skill. Implanted skills fade at a rate of one rank per hour until they are gone.

Personal Psyche Alteration: In some cases, a character may wish to perform Mind Shaping on herself. This is usually to conceal particular information or memories from a mind reader or to enhance a disguise, allowing the character to really believe she is who she claims to be, for example. The Mind Shaping check Difficulty is 10 lower than usual, since the character is performing the alterations on herself, and the character can take 10 on the check. The character may set up a particular trigger to undo the alterations, restoring her mind to normal. This may be the passage of a particular amount of time or a particular stimulus, such as a code word or seeing a particular person. When the trigger is activated, the character makes another Mind Shaping check against the original Difficulty (requiring no time or fatigue). If it succeeds, the alteration is undone immediately. If it fails, the alteration remains for 24 hours. After that, the character may be exposed to the trigger again and attempt another Mind Shaping check. On a natural roll of 1 on the check, the trigger fails entirely. The alterations are permanent unless another character uses Mind Shaping to undo them. When someone else uses Mind Shaping to undo self-imposed alterations, the Difficulty is not reduced, so it is more difficult for someone else to eliminate them than for the character to eliminate them herself.

MIND TOUCH

Psychic Grappling: You can initiate a psychic grapple with any creature you are in mental contact with, a mind-to-mind struggle. Likewise, a Mind Touch subject aware of you can initiate a psychic grapple against you. See **Psychic Grappling**, later in this section, for details.

PLANT SHAPING

Hedge Wall (Difficulty 20): You can shape local plant life to create a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *hedge wall* takes slashing damage per round of movement equal to half the adept level of the caster.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your adept level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 15, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described previously. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every full minute (10 rounds) of work. Normal fire cannot harm the barrier, but magical fire burns the entire hedge away in 10 minutes.

PSYCHIC SHIELD

Damaging Psychic Shields: In addition to using extra effort to overcome a psychic shield, a psychic attacker can directly damage a psychic shield in order to weaken it. The Psychic Blast and Psychic Weapon

powers can target an opponent's psychic shield rather than attacking the opponent directly. The target of the attack saves against it normally, but without the benefit of the shield. If the save fails, the attack's damage bonus is subtracted from the defender's Psychic Shield bonus rather than dealing damage to the target. The psychic shield operates at the reduced bonus until it recovers. A damaged psychic shield recovers one point of its bonus per minute (10 rounds) until restored to normal.

Extending Psychic Shields: You can extend your psychic shield to protect others at the cost of fatigue and a reduction in effectiveness. The subjects must be in your line of sight or in mental contact. Extending a psychic shield is a full round action and causes fatigue. Each additional subject reduces the shield's bonus by 2. A psychic shield cannot be reduced below a bonus of +1. All protected subjects receive the normal benefits of the psychic shield at the reduced bonus, and the shield user controls the entire shield. The extended shield can be maintained by making a fatigue check every additional minute (10 rounds), and you can withdraw any or all of the extended shield at will as a free action.

Deathblock: In extreme cases, a Psychic Shield user can prevent mental tampering of any sort by setting a deathblock. This requires a full-round action. Thereafter, if the character fails both a Psychic Shield check and a Will save against a mind influencing supernatural power, her mind collapses in on itself rather than bend to the invading psyche. In essence, the user dies rather than allowing the supernatural power to affect her. Among other things, this prevents the user from being psychically interrogated, controlled, or altered in any way. Deathblocks are considered a last line of defense. Another psychic who achieves mental contact with the user can tell there is a deathblock in place, unless there's a deliberate attempt to hide it, in which case a Second Sight check, opposed by Psychic Shield, is required to detect it. A psychic can set a deathblock for specific circumstances, such as to protect a specific piece of information or only to guard against specific supernatural powers (such as Mind Reading or Dominate). The character who set the deathblock always chooses whether or not to activate it and can choose to deactivate it at the last second, if necessary.

SECOND SIGHT

Psychic Eavesdropping: A character trained in both Second Sight and Mind Reading and who senses a use of Mind Touch can attempt to

listen in on the mental conversation. This requires a Second Sight check to detect the mental contact, followed by a successful Mind Reading check (Difficulty 15) to eavesdrop on the conversation. This eavesdropping isn't detectable unless one of the participants in the mental contact also has Second Sight and detects the eavesdropper's Mind Reading. This means many psychics are cautious about broadcasting their thoughts when they know other psychics are around and may be listening in.

Psychic Tracing: You can trace the origin or the target of any supernatural power use you detect. Each requires a separate check. The Difficulty is 10 or the result of the subject's Psychic Shield check, whichever is higher. Distance is not a factor, but you must have detected the psychic ability use before it can be traced. When used on psychic signatures, this gives you the ability's origin and target at the time it was used; it doesn't provide you with information as to their current whereabouts. Any subject you psychically trace is considered casually familiar to you while you maintain Second Sight (see **Familiarity** in *True20 Adventure Roleplaying*, page 55). *Psychic tracing* is fatiguing.

WATER SHAPING

Wall of Water (Difficulty 20): You can shape an existing amount of water into a curtain of water geysers that is 20 ft. high and has a length of up to adept level x 20 feet. Alternatively, you can form a ring of turbulent water the same height with a radius of up to half your adept level x 5 feet. This wall does +1 nonlethal damage per adept level to anyone passing through it.

If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. This wall lasts as long as you concentrate plus one additional round per adept level.

WIND SHAPING

Wall of Air (Difficulty 20): You can shape air currents into a circular whirlwind that is 20 ft. high and has a radius of up to half your adept level x 5 feet. This wall does +1 nonlethal damage per adept level to anyone passing through it, due to blowing debris.

If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. This wall lasts as long as you concentrate plus one additional round per adept level.

PSYCHIC GRAPPLING

Just as characters can grapple physically, characters with Mind Touch can grapple opponents psychically, initiating a struggle of two minds locked in mental combat. Psychic grappling is a useful means of occupying an opponent or of putting opponents into a position where you can more easily use other powers on them, but it involves a measure of risk, particularly where strong-willed opponents are concerned.

GRAPPLE CHECKS

In a psychic grapple, you need to make repeated opposed psychic grapple checks against an opponent. A psychic grapple check is made using your Will saving throw bonus, including your Wisdom score.

STARTING A PSYCHIC GRAPPLE

To start a psychic grapple, you must be in mental contact with the target. Attempting to start a psychic grapple is a standard action. Make an opposed psychic grapple check against your opponent. If you win, you and your opponent are locked in mental combat. If you lose, the

opponent may break off the psychic grapple or may choose to grapple you, with the normal results.

JOINING A PSYCHIC GRAPPLE

If your target is already psychically grappling with another opponent, you can attempt to psychically grapple normally. The target still gets an opposed psychic grapple check against you. Multiple characters can attempt to psychically grapple the same target.

IF YOU'RE PSYCHICALLY GRAPPLING

While you are psychically grappling, regardless of who started the grapple, you make an opposed psychic grapple check each round as a standard action. If you win that round, you can do one of the following:

- **Damage Your Opponent:** You deal nonlethal damage equal to your Wisdom score. The target makes a Will save against the damage, rather than a Toughness save.



- **Psychically Pin Your Opponent:** Your opponent is rendered immobile for 1 round. Attackers get a +4 bonus on attack rolls against your pinned opponent. Your opponent can make an opposed psychic grapple check as a standard action on the next round. If successful, your opponent escapes the pin but is still psychically grappling.
- **Psychically Influence Your Opponent:** You can use a psychic ability on your opponent requiring less than a full-round action. If the ability normally grants a saving throw, your opponent is at a -4 penalty, since you have a mental advantage.
- **Break Another's Pin:** You can break the psychic pin an opponent has over an ally.
- **Break Mental Contact:** You escape the psychic grapple and break off mental contact. You can take whatever movement you normally

get. If more than one opponent is psychically grappling you, your psychic grapple check has to beat all of them in order to escape and break off mental contact. (Opponents don't have to try to maintain contact if they don't want to.) Once you have broken mental contact, your opponent must reestablish it to psychically grapple you again.

OTHER ACTIONS WHILE PSYCHICALLY GRAPPLING

Taking any other action while psychically grappling requires a Concentration check (Difficulty 15). Failing the Concentration check means you automatically lose the opposed psychic grapple check that round. Taking another standard action while psychically grappling also means you lose the opposed psychic grapple check that round, since the psychic grapple check requires a standard action. You can attempt to use supernatural powers while psychically grappling. Doing so requires a Concentration check (Difficulty 20). A failed check means the attempt to use the power fails. A Concentration check is not required if you win the psychic grapple check that round, have your opponent psychically pinned, and use the ability on that opponent.

MULTIPLE GRAPPLERS

Multiple attackers can attempt to grapple a single opponent. Additional grapplers can aid their friends with the aid another action, granting a +2 bonus to that character's psychic grapple checks for the round.

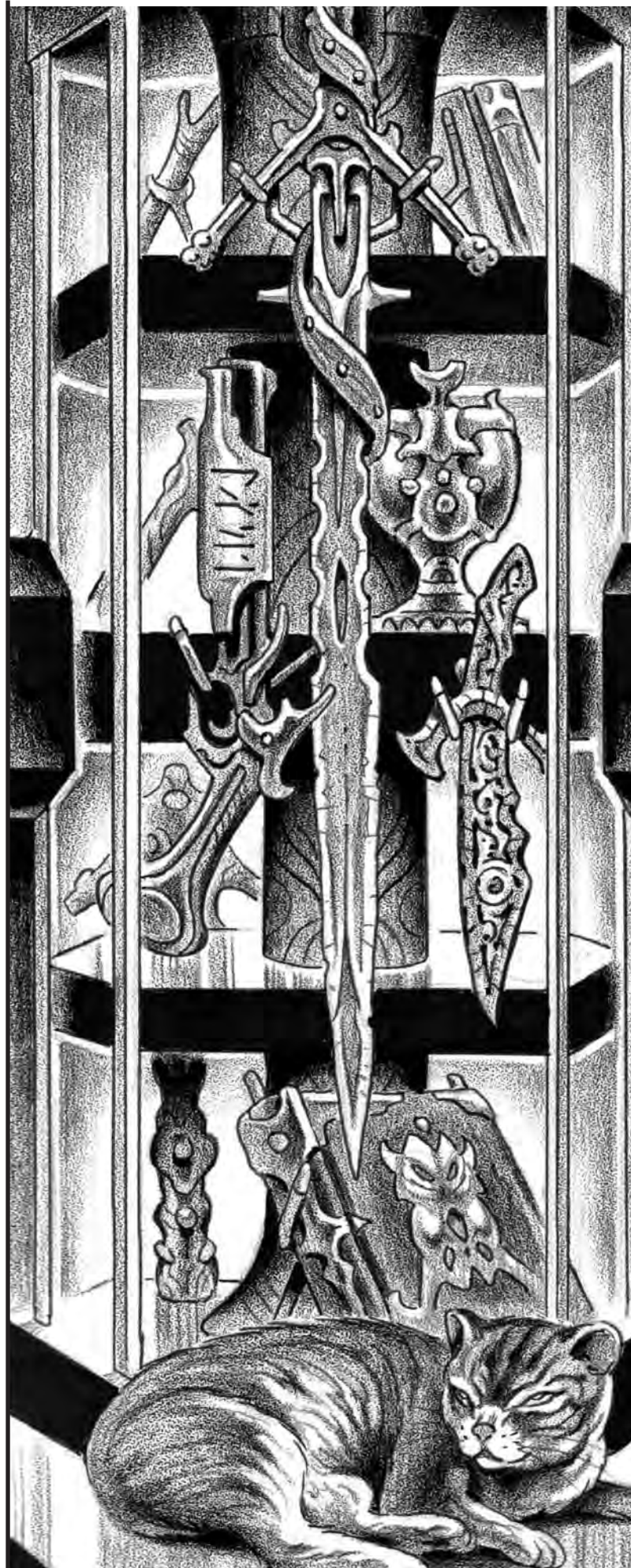
PSYCHIC GRAPPLING CONSEQUENCES

While you are psychically grappling, your ability to act, attack, and defend yourself is limited.

- **Required Standard Action:** The psychic grapple check requires a standard action each round. If you choose not to take the psychic grapple action each round, you automatically fail the opposed psychic grapple check. Since the psychic grapple check is a standard action, you can choose to take a move action before or after, but not during, the psychic grapple check. You must make a Concentration check (Difficulty 15) to do so, and failure means you automatically lose the opposed psychic grapple check that round.
- **No Dodge Bonus:** You lose your dodge bonus to Defense while you are psychically grappling. If you choose to psychically grapple on the defensive, you retain your dodge bonus but must make a Concentration check (Difficulty 15) each round. Failure means you automatically lose any opposed psychic grapple check that round.



CHAPTER FIVE: SUPERNATURAL ITEMS



CREATING SUPERNATURAL ITEMS

The following section provides guidelines for making supernatural items.

SINGLE-USE SUPERNATURAL ITEMS

A single-use supernatural item is simply the effect of a supernatural power stored in a receptacle to be released later when the item is activated. The power check is made, the save Difficulty is set, and the specific effect (if the power has more than one potential effect) is chosen at the time of the item's creation.

To create a single-use supernatural item, a character must have the Imbue Item feat and the appropriate supernatural power. First, the proper components must be purchased. The components to make a single-use item have a purchase Difficulty of 6 +1 per 5 ranks of power check bonus that the adept wishes to imbue. Next, a Difficulty 15 Craft check of the appropriate type is necessary to create the item. For example, potions require a Craft (alchemy) check, and scrolls require a Craft (calligraphy) check. The enchanting of the item takes an hour or the use time of the power (whichever is longer). After this, the adept must make a power check, including a +5 power challenge, to imbue the power's effect into the item. Finally, the adept must make a Knowledge (supernatural) check (Difficulty 15) and spend a Conviction point to seal the effect into the item until it is released. The adept may choose to take 10 on the Craft, Knowledge (supernatural), and power checks. If any of these checks fail, the process must begin anew.

ARROWS, BULLETS, AND BOLTS

Supernatural arrows, bullets, and bolts are bits of supernatural ammunition that are often created in groups. A quiver of 20 arrows or bolts or a full magazine of bullets may be enchanted at the same time. Supernatural arrows and bolts are made with the Craft (bowyer and fletcher) skill, and supernatural bullets are made with the Craft (gunsmith) skill. The effect imbued into these items is released when the ammunition is fired.

CHARMS

Charms are small ornate objects that hold the effects of a power until the bearer activates the charm. The craft skill used to create them varies with the materials that the charm is made of. Activating a charm requires either a standard or move action.

OILS

Oils are alchemical concoctions that can be poured over a weapon to temporarily imbue it with supernatural power. Oils are created with the Craft (alchemy) skill and require either a standard or move action to apply them to a weapon, at which point their supernatural effects are activated.

POTIONS & ELIXIRS

Potions and elixirs are ingestible supernatural liquids brewed with the Craft (alchemy) skill. These liquids must be ingested in order for their imbued supernatural power to take effect.

SCROLLS

Scrolls are supernatural powers inscribed on high quality paper or parchment with the Craft (calligraphy) skill. Typically, only adepts with Intelligence as their key ability can make scrolls. A scroll can have one of several modes of activation, chosen when it is created: attachment, reading, or burning.

Scrolls activated by attachment must be pinned to the person or object that they are to affect in order to activate their supernatural contents. Once the effects of the power are expended, the scroll disintegrates.

Scrolls activated by reading them can be read by adepts using Intelligence as their core ability. Anyone else attempting to read one must succeed on a Difficulty 20 Knowledge (supernatural) check to properly read the scroll. This requires a standard action. Some such scrolls can have multiple supernatural powers inscribed onto them, though each one must be imbued separately as if it were on a separate scroll. As each power is individually read and activated, the supernatural writing fades from the page. Once all powers on such a scroll are read and expended, the scroll disintegrates.

Scrolls activated by burning simply require that the scroll be touched to or cast into an open flame in order to release their magic. This requires a standard action and can be performed by anyone.

SAMPLE SINGLE-USE SUPERNATURAL ITEMS

EXPLOSIVE RUNESTONE

Single Use of an Enlarged Elemental Blast (fire) centered around the stone dealing +7 damage, activated by throwing it.

FERTILITY CHARM

Single use of Fertility with a pre-set power check of 10.

ANTI-VENOM POTION

Single use of Cure Poison with a pre-set power check of 15.

GOOD LUCK CHARM

Single use of Bless with a pre-set power check of 15.

OIL OF ACCURACY

Single use of Combat Sense with a pre-set power check of 15.

POTION OF COURAGE

Single use of Heart Shaping (Hope).

OBJECT READING AND SUPERNATURAL ITEMS

Through the use of the Object Reading power, an adept is capable of understanding a great deal about the history of an item, as well as its innate capabilities. This is doubly useful when dealing with supernatural items.

Any successful use of the Object Reading power on an item will, in addition to any other information, tell the adept if the item is imbued with magic. Once an item has been determined to be magical, the adept may attempt to probe the item to discover its supernatural traits. Success on this check gives a full understanding of the item's traits, although some artifacts and vice-tainted or cursed items are capable of giving false readings.

POTION OF STRENGTH

Single use of Enhance Ability (Strength) with a pre-set power check of 25.

HEALING CRYSTAL

Single use of Cure with a pre-set power check of 10.

SCROLL OF LIGHTNING

Single use of Elemental Blast (electricity) dealing +6 damage, activated by reading it.

SLEEP DUST

Single use of Sleep with a pre-set save Difficulty of 15, activated by throwing it on the target.

MULTI-USE SUPERNATURAL ITEMS

Multi-use supernatural items are similar to permanent magical items, except the masterwork item may only be imbued with a single supernatural power and any number of supernatural feats that modify that power. In addition, multi-use supernatural items are limited to a certain number of uses or “charges” of the effect. The item’s wielder may use a standard action to activate one of the item’s charges and gain the benefits of the imbued power as though they had just made a power check equal to their level +10. The save Difficulty for the powers of a multi-use item is equal to 10 +1/2 the wielder’s level (adepts may also add their key ability). Once these charges are expended, the item loses its supernatural qualities.

The construction of these items is similar to that of permanent supernatural items, except the enchantment process for a multi-use supernatural item takes one hour plus an additional hour per 5 charges being imbued. At the end of this time, the adept makes a power check with the imbued power (Difficulty 15 + 1 per charge to be imbued). Any fatigue save the power may require also has its Difficulty increased by +1 per charge to be imbued. The adept must then spend a number of Conviction points equal to 1 + the number of feats being imbued. The Knowledge (supernatural) check required to seal the enchantment has a Difficulty of 10 +1 per feat the item is imbued with. If any of these checks fail, the process must begin over again. This same process may be used to re-charge an item (minus the Conviction cost), but it can never be imbued with more charges than the initial total of charges the item was created with.

STAVES, WANDS, AND RODS

Staves, wands, and rods are the most common types of multi-use supernatural items. Only staves, wands, and rods of masterwork quality or better can be enchanted in this way. The Narrator may also require such items to be outfitted with a precious stone or other rare valuable component with a purchase Difficulty of 5 +1 per charge the item is capable of carrying. This is in addition to the cost of materials necessary for making a masterwork item. The craft skill required for making a staff, wand, or rod depends on the materials used. Wood and metal are the most commonly used materials for creating these items.

SAMPLE MULTI-USE SUPERNATURAL ITEM

DOWSING STICK

Masterwork wooden staff imbued with 10 charges of Dowsing.

HORN OF THUNDEROUS SOUNDING

Masterwork brass horn imbued with Widen Power, and with 15 charges of Elemental Blast (Sonic).



SCEPTER OF COMMAND

Masterwork gold scepter inlaid with jewels and imbued with 12 charges of Suggestion.

STAFF OF HEALING

Masterwork ivory staff imbued with Supernatural Focus (Cure) and 20 charges of Cure.

STAFF OF JUDGMENT

Masterwork wooden staff imbued with seven charges of Truth Reading.

STAFF OF SERPENTS

Masterwork wood staff imbued with 16 charges of Summon Beasts (snakes only). If a single snake is being summoned, the wielder may bring it to his side instantly by transforming the staff into the serpent, thereby loosing the staff for the duration of the effect.

ROD OF THE MER-KING

Masterwork coral rod imbued with 20 charges of Water Shaping.

ROD OF CHAIN LIGHTNING

Masterwork copper rod imbued with Power Chaining x2 and 15 charges of Elemental Blast (electricity)

WAND OF HOLY LIGHT

Masterwork silver wand imbued with 20 charges of Purifying Light.

WAND OF THE FROST QUEEN

Masterwork iron wand imbued with Attack Specialization (Cold Shaping) and 10 charges of Cold Shaping.

PERMANENT SUPERNATURAL ITEMS

Anyone wielding a permanent supernatural item gains the benefits of the feats and powers with which the item is imbued. When a non-adept accesses a power through a supernatural item, they do not risk fatigue or make a power check. Instead, they gain benefits from the power as though their power check had been equal to their level + 5. This means certain effects of any given power may not be accessible by lower level characters using the item. Adepts may choose to use a supernatural item this way, or they may risk fatigue to make their own power check normally, just as though they were using one of their own supernatural powers. The wielder of a supernatural item may spend a Conviction point to gain a +3 bonus to their power check as though they were using the Empower feat. The save Difficulty for any powers within a permanent supernatural item is 10 +1/2 the wielder's level (adepts may also add their key ability).

Creating a permanent supernatural item is an expensive and difficult process and requires the creator to have the Imbue Item feat and the appropriate power(s). Creation of these powerful items first requires a masterwork item specially created to serve as the receptacle for the imbued powers (See the description of the Craft skill on pages 32-33 of *True20 Adventure Roleplaying* for more on creating masterwork items). The Narrator may also decide special components are required that can only be acquired through some special quest.

The enchanting process takes 1 day per power or feat the adept wishes to imbue in the item. The adept must then succeed on a Difficulty 25 check with each power to be permanently imbued into the item. If the item being imbued is a weapon, Supernatural Weapon must be one of the powers given to it. Finally, the adept must spend a number of Conviction points equal to the number of powers and feats imbued and succeed on a Knowledge (supernatural) check (Difficulty 20 +2 per imbued power and +1 per imbued feat).

After the ordeal is over, the adept automatically acquires 1 level of fatigue, plus any additional fatigue resulting from the use of fatiguing supernatural powers. If any of the required checks fail, the process must begin again.

FETISHES

A fetish is a supernatural item that has a spirit of some sort bound within the item using the Bind Spirit power. It effectively becomes an Intelligent Item with the mental ability scores and level of the spirit bound inside (see Intelligent Items in this section).

INTELLIGENT ITEMS

Permanent supernatural items may be imbued with the Imbue Life power, granting them Intelligence, Wisdom, and Charisma scores among which they may distribute 4 ability points as the creator sees fit. An intelligent supernatural item is considered to have a level equal to that of its creator and uses its own abilities and level when casting any supernatural powers that it is imbued with. An intelligent item has all the immunities of a construct and its own Will save. An intelligent item that is being worn, wielded, or otherwise touched and used by a living being may attempt to control that being's actions for that round with an opposed Will roll. Intelligent Items imbued with the Mind Touch power may alternatively control a victim by winning a mental grapple with them.

SUPERNATURAL ARMOR

Supernatural armor is masterwork armor typically imbued with one or more defensive feats (such as Canny Dodge, Defensive Roll, Dodge

Focus, Evasion, Tough, or Uncanny Dodge) or supernatural powers (such as Deflection, Invulnerability, or Mana Shield).

SUPERNATURAL WEAPONS

Supernatural weapons are masterwork weapons imbued with the Supernatural Weapon power and sometimes one or more additional offensive feats (such as Attack Focus, Attack Specialization, or Favored Opponent) or supernatural powers (such as Combat Sense, Elemental Weapon, or Enhance Ability).

OTHER MISCELLANY

Obviously, there are many other kinds of permanent supernatural items that may exist, from flying carpets to clothing and rings. The possibilities are far too numerous to cover individually here, so use the previous guidelines when creating such items.

SAMPLE PERMANENT SUPERNATURAL ITEMS

BOOTS OF SPEED

Skill: Craft (tanner), masterwork boots imbued with Improved Speed and Supernatural Speed.

BOW OF THE ELVEN LORDS

Skill: Craft (bowyer/fletcher), masterwork composite longbow imbued with Accurate Attack, Attack Focus, Precise Shot, Combat Sense and Supernatural Weapon.

EARTH SHAKER

Skill: Craft (blacksmith), masterwork warhammer imbued with Attack Focus (Earth Shaker), Attack Specialization (Earth Shaker), Cleave, Enhance Ability (Strength), Supernatural Weapon, Supernatural Focus (Earth Shaping) and Earth Shaping

ELVEN CLOAK

Skill: Craft (tailor), masterwork cloak imbued with Cloud Minds, Hide in Plain Sight, Tough, and Skill Focus (Stealth).

FLYING CARPET

Skill: Craft (weaving), Imbued with Wind Walk and Improved Speed

PIPE OF SMOKE SHAPING

Skill: Craft (wood carver), masterwork long stem pipe imbued with a variant of Mist Shaping that creates and effects smoke.

RING OF FIRE WALKING

Skill: Craft (blacksmith), masterwork gold and ruby ring imbued with Elemental Aura (fire), Elemental Resistance (fire) and Fire Shaping.

SCRYING CRYSTAL

Skill: Craft (gemcutting), Imbued with Scrying and Supernatural Focus (Scrying)

SWORD OF THE SACRED ORDER

Skill: Craft (blacksmith), masterwork sword imbued with Attack Focus, Attack Specialization, Light Shaping, Purifying Light, Elemental Weapon (fire) and Supernatural Weapon.

WARDBLADE

Skill: Craft (blacksmith), masterwork longsword imbued with Supernatural Weapon and Ward.

BUYING AND SELLING SUPERNATURAL ITEMS

The price of a supernatural item may vary depending on their frequency in the game world. As a general guideline, you can take the price of a masterwork version of the item or the total cost of the materials and double the purchase Difficulty for each supernatural power imbued into the item, and increase it by 50% for each feat imbued into the item.

GOLEMS

Creating a golem requires the Imbue Item feat and follows a similar process to creating a permanent supernatural item. First, the golem's desired statistics must be determined, either by using an existing golem or by creating a new one with the construct creature type.

GOLEM BODY CONSTRUCTION TIME

Size	Complexity	Craft Difficulty	Time	Materials Purchase Difficulty*
Small or smaller	Moderate	20	12 hrs	10
Medium	Complex	25	24 hrs	15
Large	Advanced	30	60 hrs	20
Huge	Monumental	40	150 hrs	30

*Assuming the materials used do not include precious metals like gold and silver or precious stones.

Once the body is constructed, the enchanting process may begin. This takes 1 day per power or feat the adept wishes to imbue in the golem. First, the adept must make an adept level check with a Difficulty equal to 10 + twice the golem's level. Then, the adept must imbue the golem with the Combat Sense and Enhance Other powers. To properly imbue these powers, the adept must make a Combat Sense power check high enough to provide a combat bonus equal to one third the golem's base combat bonus and an Enhance Other power check high enough to provide a bonus equal to half the golem's combined Strength and Dexterity scores. If the golem's natural armor bonus to toughness exceeds the toughness of the materials it is made of, the adept must also succeed on an Invulnerability power check with the Difficulty required to provide the additional toughness bonus. The adept must then succeed on a Difficulty 20 check with every other power to be permanently imbued into the golem. Finally, the adept must spend a number of Conviction points equal to the number of powers and feats imbued and succeed on a Knowledge (supernatural) check (Difficulty 15 +2 per imbued power and +1 per imbued feat).

Each golem created in this way has a base speed of 20 ft., Darkvision 60 ft., Night Vision, no Constitution or Intelligence score, a Wisdom of +0, and a Charisma of -5. Each golem gains an unarmed attack that does damage based on its size (see table). Golems of 6th to 10th level gain DR 2, golems of levels 11-15 gain DR 4, and golems over 16th level gain DR 6. Note that a golem imbued with the Imbue Life power gains an Intelligence score of +0 and may distribute an additional four points between their Intelligence, Wisdom, and Charisma as the creator sees fit. Such golems may select their own skills and feats like any intelligent monster. The Narrator has the final word on a golem's exact statistics and abilities.

Golem Size	Base Unarmed Damage
Tiny or Smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5



SAMPLE GOLEMS

CLAY GOLEM (11TH LEVEL CONSTRUCT)

Craft Skill: Ceramics

Imbued Powers: Combat Sense, Enhance Other, Time Shaping (Haste)

Imbued Feats: Improved Strike, Incurable Power, Rage

Physical Abilities: Str +7, Dex -1

Natural Armor: +7

FLESH GOLEM (9TH LEVEL CONSTRUCT)

Craft Skill: Tailor or Mechanical

Imbued Powers: Combat Sense, Enhance Other, Invulnerability

Imbued Feats: Improved Strike, Rage

Physical Abilities: Str +5, Dex -1

Natural Armor: +5

HOMUNCULUS (2ND LEVEL CONSTRUCT)

Craft Skill: Alchemy

Imbued Powers: Combat Sense, Enhance Other, Poison, Wind Walk

Imbued Feats: Imbue Life

Abilities: Str +7, Dex -1, Int +0, Wis +1, Cha -2

Natural Armor: None

IRON GOLEM (18TH LEVEL CONSTRUCT)

Craft Skill: Blacksmithing

Imbued Powers: Combat Sense, Enhance Other, Poison

Imbued Feats: Improved Strike

Physical Abilities: Str +11, Dex -1

Natural Armor: +10

STONE GOLEM (14TH LEVEL CONSTRUCT)*Craft Skill:* Masonry*Imbued Powers:* Combat Sense, Enhance Other, Time Shaping (Slow)*Imbued Feats:* Improved Strike*Physical Abilities:* Str +9, Dex -1*Natural Armor:* +9

POWER FOCI

A power focus is a special supernatural item that an adept has imbued with a significant portion of their own power. A power focus may be any type of item, but common choices include a holy symbol, a spell book, a ring, a staff, or a wand. In order to create a power focus, an adept must take the Power Focus Attunement feat and perform a ritual of attunement that lasts a full day. The adept must then pick any number of their supernatural powers to store in their power focus. Powers can be added to the power focus at any time, but they can never be taken back out. The powers stored in the power focus gain one of the following benefits, chosen at the time of the power focus's creation:

CONDUCTING

This benefit only applies to power foci that are weapons. The adept can channel supernatural powers that require a touch attack or a ranged attack roll through this weapon. So, an adept with this power could heal a target by touching them with their staff or channel an Elemental Blast through the staff while they attack an enemy, adding the spell's damage to that of the weapon.

EMPOWERING

A power focus with this benefit effectively increases the adept's power rank in all powers stored within their power focus by 2.

HEIGHTENING

A power focus with this benefit increases the caster's effective adept level by one for casting purposes of all powers stored within it.

OVERWHELMING

A power focus with this benefit increases the save Difficulties of all powers stored within it by 2.

POWER FOCI LIMITATIONS

The downside to a power focus is that if the adept is not physically touching it, they cannot take advantage of its benefits, and they cannot access the powers that they stored in their power focus unless they spend a Conviction point to do so. This penalty lasts until the adept regains their power focus or attunes to a new power focus of the same type by acquiring a suitable item, performing the ritual of attunement again, and spending one point of Conviction per power they had stored in their old power focus.

ARTIFACTS

Artifacts are powerful supernatural items that were created by an immortal. There are no known limits to what an artifact's powers may be, though the great power they possess often comes at a great price to those mortals who attempt to wield them.

SAMPLE ARTIFACTS**AEGIS**

The god of blacksmiths constructed this supernatural shield. It acts as a masterwork medium bronze shield imbued with Dodge Focus, Toughness, and Light Shaping. The wielder becomes immune to fear and other mind influencing effects. The shield can also produce a bright light equivalent to that of strong sunlight. All looking upon the front side of the aegis when this happens must succeed on a Difficulty 18 Reflex save or be blinded. Blinded creatures receive a new save each round until they succeed. This light also affects creatures such as vampires as though they were in direct sunlight. The Aegis is indestructible, and cannot be broken or sundered.

HOLY GRAIL

This simple wooden cup holds great power. It neutralizes any poisons, acids or other harmful liquids that are poured into it, and can transmute any liquid inside of it into pure water, wine or blood. Those who drink from this cup are cured of all wounds and are relieved of any accumulated taint or corruption. Only creatures who gain conviction through their Virtue significantly more than their Vice (Narrator's discretion) may access the powers of the grail. Creatures with the vice subtype who touch the grail are subject to the Harm power as though it had been cast by a 20th level adept.

SCEPTER OF THE UNDERWORLD

This powerful artifact is the property of the god of the afterlife. It acts as a masterwork iron mace imbued with Attack Focus, Attack Specialization, Combat Sense, Drain Vitality and Supernatural Weapon. The wielder becomes immune to poison, sleep, fear and other mind influencing effects. They can also use the Imbue Unlife power as though they were a 20th level adept without risk of fatigue (using their highest mental trait as their key ability), and can automatically command any undead creatures and outsiders with the Vice subtype in their line of sight as though they were subject to the Command Undead or Dominate powers. Intelligent undead and outsiders receive a Will save with a Difficulty of 10 plus half the wielder's level plus the wielder's Charisma to resist, however a new save must be made each round that a new command is given.

SPEAR OF DESTINY

The spear of destiny is a mighty artifact with the power to change the course of any conflict. It takes the form of an ancient roman spear. The spear acts as a masterwork spear imbued with Attack Focus, Attack Specialization, Combat Sense, Supernatural Weapon and Harm. Once per round as a free action the spear's wielder can cause any one creature within their sight to re-roll a die roll, forcing them to accept the new result. The spear can also drain one conviction point from anyone it successfully damages with its Harm power. The wielder may then bestow that conviction point upon themselves or allocate it to one of their allies within line of sight.

THE SPHERE OF DISTORTION

This dark artifact has the power to mutate creatures within the bearer's line of sight. It can rearrange a creature's physical ability scores within the limits of its racial max and min scores and maintaining the same point total. It can also physically re-shape creatures as though using the Flesh Shaping power, but quickened to take a standard action per each use. Unfortunately, the orb's bearer is not immune to the stone's effects and becomes physically mutated and mentally corrupt.

CHAPTER SIX: OPTIONAL RULES



This chapter provides a number of optional rules for *True20* games that include adepts and supernatural powers. These include rituals, rune magic, casting by email, using true names, summoning creatures, and the use of wellsprings.

As with the other options in this book, these additional rules and systems may not suit all genres or all games, and should be used only as the Narrator sees fit to enhance the role of supernatural powers in the game.

SUPERNATURAL RITUALS

Adepts are capable of amazing feats of magic with their minds alone. They also know that it is the mind that limits supernatural powers; fatigue, the difficulty of perceiving a target, and other such limitations exist because of the limits of the mortal mind. Through the use of carefully performed rituals, an adept with plenty of time and the necessary training is capable of overcoming even these limitations. The rituals are expansive performances of supernatural rites, which take time, special materials, and sometimes require other things, such as a certain time of year, alignment of astrological bodies, or a specific place. Ultimately, ritual magic permits adepts to perform feats of magic beyond their normal capabilities.

In order to use the ritual magic rules in this section, an adept must have the Ritualist feat, introduced in this book. Ritualists incorporate a number of ritual requirements into their supernatural power in order to build up a pool of energy called *mana*, reflected by a pool of points. These points are spent on mana traits (see page 68), which augment supernatural powers in a variety of ways. Ritualists can only lead rituals involving supernatural powers that they know.

The following sections are a selection of ritual requirements that ritualists may incorporate into their rituals. Only Increased Time is required for all rituals. As more of these requirements are incorporated into a ritual, the mana available to the ritualist increases.

A ritualist cannot create a ritual that channels more points of mana than her adept level plus the sum of her Wisdom and Intelligence. However, many rituals are written down, and if a ritualist has a copy of a ritual created by a more powerful adept, she may still perform that ritual, with a Knowledge (supernatural) check (Difficulty 10 + the total mana channeled by that ritual). An adept with access to a supernatural library may gain bonuses to the Knowledge (supernatural) check to understand the rite, and no check is necessary if she is taught the ritual by someone capable of using it.

INCREASED TIME

By their very nature, every use of ritual casting is dependent on this requirement. Some rituals may take longer than others. A healer who takes a handful of heartbeats longer to focus her healing energy while working on a grievous wound and the adept performing a mighty invocation over a full day meant to read the dreams of a supernaturally defended noble are both using this ritual requirement.

This time requirement is assumed to be above and beyond any normal time necessary to activate a supernatural power, so that an adept increasing her casting of Flesh Shaping by 30 minutes and making extensive cosmetic changes with the power (10 minutes) will require 40 minutes.

Performing supernatural rituals can be exhausting. Most adepts have enough stamina for up to an hour of invocation. Rituals of an hour in length or longer, however, require a Concentration check, with a Difficulty depending on the length of time (consult the **Increased Ritual Time** table). This is a single check, and failure means that the ritual itself fails.

If the adept rolls a natural 1 on this Concentration check, not only does the ritual fail, but the gathered mana is released in a dangerous burst of raw magical energy. Such instances manifest in a variety of ways, depending on the supernatural power being ritually cast, but it inflicts

damage with a damage bonus equal to the intended gathered mana of the ritual. Thus, a ritual designed to gather 12 mana that goes awry inflicts +12 damage.

INCREASED RITUAL TIME

Increased Time	Base Mana	Concentration Difficulty
One minute	1	—
Ten minutes	2	—
Thirty minutes	3	—
One hour	4	10
Three hours	5	12
Six hours	6	14
Twelve hours	8	16
One day	10	18
Five days	12	20

RITUAL MATERIALS

Rituals may incorporate strange materials. The precise nature of those materials depends not only on the supernatural power being cast but also on the culture and magical training of the ritualist. A scholarly ritualist is likely to use a circle scribed with painstakingly researched glyphs and runes, where a tribal ritualist may use the smoke of rare herbs and woods burned in a sacred fire. In game terms, ritual materials have a Wealth Difficulty cost. The rarer and more useful the material is for rituals, the more it costs. These costs assume the use of materials in the appropriate culture; they are often more expensive elsewhere.

There are also unique materials, special materials that can't properly be expressed through the use of the Wealth mechanic. These are often unique items or materials that are only of real use in the performance of a ritual. Unique materials are rated by how much additional mana they provide to a ritual. A magical crystal ball might have a rating of Scrying (5), meaning that it adds 5 mana to any ritual casting of Scrying. Though many unique materials do nothing but add mana to a ritual, no small amount of supernatural items and artifacts act as unique materials in addition to their other abilities.

RITUAL MATERIALS

Ritual Materials	Mana Added
Wealth 10	1
Wealth 15	2
Wealth 20	4
Wealth 25	6
Wealth 30	8
Wealth 35	10
Wealth 40	12
Unique Material	1+

RITUAL TIMING

Some rituals make use of a specific time, designed to allow the adept to attune to certain flows of energy that rise and fall at various times of the day, week, month, or year. There are five basic kinds of timing, organized by how often those times occur.

Daily events occur at least once a day, sometimes twice. These include times such as sunset or sunrise, or a specific hour attuned to certain kinds of magical work. Each tradition of magical lore generally teaches its adepts a certain hour is better for a given kind of magic; players and Narrators are encouraged to decide what hour or event of the day is associated with each of a ritualist's trained powers.

Weekly and *monthly* events are similar. Working magic ritually on a particular day of the week or month is common in every magical tradition. While some focus on natural occurrences with longer cycles, such as the phases of the moon, others are based around religious calendars or days associated with particular energies or other events.

Yearly events tend to be things such as solstices and equinoxes, as well as yearly holidays. Many adepts find magic dealing with health, fertility, and animals is best performed ritually at the height of the summer solstice, while magics dealing with the dead and spirits tend to be augmented during All Hallows Eve.

Finally, *unique times* happen less frequently than once a year. These are usually cyclical events that happen in multi-year cycles, or great astrological conjunctions that only happen once every five centuries. For the purpose of gathering mana, these are considered unique times, as they are unlikely to happen more than once in a lifetime. Such times may include the coming of a millennium, the death of a god, or the birth of a special child.

Ritual Timing	Mana Added
Daily	1
Weekly	2
Monthly	4
Yearly	6
Unique Time	10

PLACE MAGICS

Many rituals are best performed at a specific location. There are three classifications of place magic requirements. The first, *common*, is easily found and almost never unique. These are requirements such as being indoors or in a forest. These are rarely difficult to find and fulfill, though specific enough that it may take some arranging to do.

Uncommon locations tend to be more specific variations on common locales (for example, being in a temple, rather than simply indoors, or beneath an oak tree, rather than simply in a forest).

Unique locations are far more specific and often noteworthy. Rather than simply any temple, the temple where a miracle of resurrection occurred might best provide mana for a ritual of healing, and beneath the lightning-struck oak in a specific sacred grove might provide powerful mana for weather or air rituals.

Places of power can be tapped for appropriate mana. A place of power is considered a unique ritual location, as long as the energies of the place are attuned to the supernatural power being worked. Thus, in a True Wellspring, any ritual can be worked and gain the mana benefit of a unique ritual location, but only a ritual casting of Visions may be worked in the crystal cavern that is a Supernatural Wellspring for the Visions supernatural power. For more information, see **Places of Power** later in this chapter.



Ritual Location	Mana Added
Common	1
Uncommon	3
Unique	5

GROUP RITUAL

Implicit in the use of ritual is the knowledge of how to channel the efforts of others who seek to aid the ritualist in the endeavor they are undertaking. The most ideal circumstance for this is a gathering of other adepts all trained in the powers to be cast. However, even those without a trace of supernatural ability can be led in focusing their will toward a ritual's success. There are three categories of participant for the purpose of this: non-adepts, adepts, and trained adepts. A ritualist can lead no more than her adept level worth of participants. A non-adept counts as one fourth of a participant, an adept counts as half, and a trained adept counts as one. This means a 4th-level adept could lead four non-adepts, two adepts, and two trained adepts in a ritual, or some other combination equaling 4.

- *Non-adepts* have no supernatural powers. They must have some kind of investment in the ritual at hand in order to be able to contribute meaningfully, whether they are loyal retainers of the adept, adherents to a religion performing a rite of faith, or patriots aiding in the performance of a ritual that aids the sovereign of their nation. As the ritual is performed, non-adepts must make a successful Concentration check (Difficulty 10).
- *Adepts* have supernatural powers, but not the power being used in the ritual. Such characters provide more than the raw will of non-adepts; they can actually augment the flow of magic in the ritual, even though they themselves do not know the powers being cast. As the

ritual is performed, adepts must make a successful Concentration check (Difficulty 12).

- *Trained adepts* know and can themselves cast the powers being performed. As the ritual is performed, trained adepts must make a successful power check (Difficulty 15). If the use of the powers has other effects, such as fatigue checks, each trained adept must make these checks individually at the end of the ritual.

Ritual Participant	Mana Added
Non-adept	0.5
Adept	1
Trained Adept	2

DRAWING UPON VICE

This option is normally only used by adepts who have given themselves wholly to their vice nature, and it often carries with it some risk of corruption or of attracting the attention of dark powers. The mana gained from such an action is utterly tainted and may even warp items and places used to perform the vice-tainted ritual.

The adept choosing to draw upon vice for mana must incorporate some transgression or evildoing into the ritual. Ritual sacrifice is one of the best-known means of accomplishing this, but lesser transgressions involve using stolen ritual items, deceiving someone into participating in the ritual, the incorporation of various drugs, or the committing of forbidden carnal acts.

If the mana gained from a transgression is greater than that gained from the use of an item or from performing the ritual in a specific location, that item or location may become tainted. To determine this, roll a d20 against Difficulty 20. If you hit the Difficulty, the item or location has become tainted. The roll has a modifier equal to the mana provided by the transgression minus that provided by the place or item. If the item or place was integral in the performance of the transgression, double the final modifier.

For example, if a unique crystal ball with Scrying (5) is used in a Scrying ritual incorporating a ritual sacrifice (a major transgression generating 10 mana), there is a +5 bonus to the check to see if the crystal is tainted by vice. If the crystal was actually used to kill the sacrifice in some manner, the bonus would double to +10.

Ritual Transgression	Mana Added
Minor (lying, petty theft, drug use)	1
Significant (torture, treachery)	5
Major (murder, rape)	10
Mortal (mass murder, betraying a loved one or familiar)	15

CHANNELING RITUAL MANA

Once the ritual has been performed and the mana gathered, the adept casts the supernatural power and channels the mana into her weaving, altering it and easing the casting, augmenting it in ways she might never be able to manage otherwise. The gathered points may be spent on any of the following mana traits. Some mana traits may be purchased multiple times.

AREA MASTERY

Each time this mana trait is purchased for a ritual casting of a supernatural power, the Difficulty increase for using the supernatural

power on multiple subjects is reduced by 2. This may be purchased multiple times to reduce the Difficulty increase to 0. This costs 2 mana per reduction.

AUGMENT CONCENTRATION

This mana trait changes a total concentration–duration supernatural power to a concentration–duration one. Powers so altered are eligible for the Maintenance Loop mana trait. This costs 3 mana.

CONJUNCTION

Each time this mana trait is purchased for a ritual casting of a supernatural power, the familiarity Difficulty (see **Familiarity** in *True20 Adventure Roleplaying*, page 55) of that use is reduced by 5. This may be purchased multiple times to reduce the familiarity Difficulty to 0. This costs 2 mana per reduction.

EXTENDED DURATION

This mana trait may only be applied to a power with a listed duration of more than 1 round (for powers with concentration durations, use the Minor and Major Maintenance Loop mana traits instead). Each time this mana trait is applied, you may increase the power's duration by half of the power's original duration. This cost's 5 mana per increase.

FATIGUE RESISTANCE

Each time this mana trait is purchased, it grants a +2 bonus to the Will save against the fatigue caused by the ritually cast supernatural power. This may be purchased a maximum number of times equal to the adept's level. This costs 1 mana per +2 bonus.

GREATER APTITUDE

Each time this mana trait is purchased, the caster gains a +1 to the power check when casting the supernatural power. This may be purchased a maximum number of times equal to the adept's level. This costs 2 mana per +1 bonus.

GREATER POWER

Each time this mana trait is purchased, the caster's adept level is considered to be one higher for the purpose of any single trait in the ritually cast supernatural power that depends on the adept's level. This can increase things like the number of beasts summoned with Beast Summoning, the area of the earthquake ability of Earth Shaping, or the radius of a Ward. This may be purchased a maximum number of times equal to the adept's level. This costs 2 mana per level.

INHIBIT RESISTANCE

Each time this mana trait is purchased, the Difficulty to resist the ritually cast supernatural power is increased by 2. This may be purchased a maximum number of times equal to the adept's level. This costs 3 mana per +2 bonus.

MAINTENANCE LOOP, MINOR

Each time this mana trait is purchased for a ritual casting of a supernatural power, the trait maintains a concentration–duration supernatural power for one hour without the adept actually having to maintain concentration. Once the purchased duration is over, the effect ends. This costs 2 mana per hour.

MAINTENANCE LOOP, MAJOR

This mana trait works like Minor Maintenance Loop, except it maintains a concentration–duration supernatural power for one day for each time the trait is purchased. This costs 10 mana per day.

POWER FOCUS

This mana trait permits the caster to take 10 on supernatural powers that do not normally permit the use of the take 10 rule. Powers so altered are eligible for the Power Mastery mana trait. This costs 1 mana.

POWER MASTERY

This mana trait augments the use of the take 10 rule for a supernatural power. When taking 10 on this power, the adept is considered to have rolled a 20, rather than a 10. This does not count as taking 20. This costs 3 mana.

Mana Trait	Mana Cost
Area Mastery	2 per reduction
Augment Concentration	3
Conjunction	2 per reduction
Extended Duration	5 per increase
Fatigue Resistance	1 per +2 bonus
Greater Aptitude	2 per +1 bonus
Greater Power	2 per level
Inhibit Resistance	3 per +2 bonus
Maintenance Loop (Minor)	2 per hour
Maintenance Loop (Major)	10 per day
Powers Focus	1
Powers Mastery	3

SAMPLE RITUALS

Many rituals have been recorded and passed down the generations. These are some of the most common rituals known.

BAPTISM

Baptism is a ritual washing or immersion of one's body in water in order to purify oneself. This ritual is also used to initiate new individuals into certain religious groups. Not all baptisms are led by a trained adept, and only those that are have supernatural game effects.

Supernatural power: Bless

Knowledge (supernatural) Difficulty: 16

Ritual Elements: Increased Time (30 minutes), Place Magics (Uncommon: temple or sacred river); *Total:* 6 mana.

Mana Traits: Greater Aptitude (+3).

BELTANE

Beltane is a Celtic holiday that is celebrated at the beginning of May and can incorporate ritual practices. It is a celebration of the coming of the growing season, the beginning of the pastoral summer, and of new life. Ritual practices include the dousing of hearth fires so that they may be re-lit from a communal festival fire, the decoration of May bushes, pilgrimages to holy wells, the crafting of rowan crosses, Maypole dancing, and a ritual enactment of the union between the May lord and lady.

Supernatural power: Fertility

Knowledge (supernatural) Difficulty: 26

Ritual Elements: Increased Time (One hour), Ritual Timing (Yearly), Group Ritual (6); *Total:* 16 mana.

Mana Traits: Greater Aptitude +7, Fatigue Resistance +4

BLACK MASS

Black Mass is a profane ritual that consists of a perversion of the Catholic mass. A black mass always incorporates sinful acts such as human sacrifice or explicit carnal acts. While there are many uses and purposes for a black mass, the most common use is for the unholy desecration of a temple or a holy site.

Supernatural power: Corrupting Shadow

Knowledge (supernatural) Difficulty: 41

Ritual Elements: Increased Time (Thirty Minutes), Ritual Timing (Monthly: a holy day such as the Sabbath), Place Magics (uncommon: holy site), Group Ritual (6), Ritual Transgressions (Significant & Major; group carnal acts, human sacrifice); *Total:* 31 mana.

Mana Traits: Fatigue Resistance (+2), Major Maintenance Loop (+3 Days)

CIRCLE OF PROTECTION

This simple ritual enhances the Ward power by incorporating a circle of inscribed runes and special materials such as candles, iron shavings, or salt.

Supernatural power: Ward

Knowledge (supernatural) Difficulty: 12

Ritual Elements: Increased Time (One Minute), Ritual Materials (Wealth 10, special candles, salt, iron shavings, etc.); *Total:* 2 mana

Mana Traits: Minor Maintenance Loop (+1 hour)

COMMUNION

Communion is the ritualistic sharing of special symbolic foods among people with a similar religious faith, for the purpose of renewing faith and cleansing the participants of their sins.

Supernatural power: Bless

Knowledge (supernatural) Difficulty: 17

Ritual Elements: Group Ritual (+2), Increased Time (10 minutes), Place Magics (Uncommon: temple or sacred river); *Total:* 7 mana.

Mana Traits: Extended Duration, Greater Aptitude (+1)

EXORCISM

Exorcisms are rituals performed to rid a person of possessing spirits or evil influences. While the old Roman ritual used by Catholic priests may be the best known, many other religions have their own exorcism rites, each with varying methods and materials.

Supernatural power: Banishment

Knowledge (supernatural) Difficulty: 17

Ritual Elements: Group Ritual (+1), Increased Time (Three hours), Ritual Materials (Wealth 10: holy book or holy symbol, holy water or incense); *Total:* 7 mana

Mana Traits: Inhibit Resistance (+4 to save Difficulty), Power Focus

GHOST DANCE

This sacred circle dance is meant to call back the ancestor spirits and animal totems of a particular tribe to aid them in achieving some great cause.

Supernatural power: Summon Spirit

Knowledge (supernatural) Difficulty: 28

Ritual Elements: Group Ritual (+6), Increased Time (5 days); *Total:* 18 mana

Mana Traits: Fatigue Resistance (+4), Greater Aptitude (+3), Major Maintenance Loop (+1 day)

HANDBASTING

Handfasting is one example of a variety of marriage ceremonies and rituals intended to bind two consenting adults, forging a lifelong partnership and creating a new family bond. In a handfasting, the couple being wedded has their hands bound together with a length of

twine to symbolize their spiritual union. During this time, the couple states their intentions and may exchange favors such as rings as a sign of their commitment to each other.

Supernatural power: Oath-Binding

Knowledge (supernatural) Difficulty: 20

Ritual Elements: Increased Time (1 hour), Place Magics (Uncommon: temple or sacred site), Group Ritual (2 non-adepts), Ritual Materials (Wealth 15: rings); *Total:* 10 mana.

Mana Traits: Greater Aptitude (+3), Inhibit Resistance (+2), Supernatural Focus.

NAMING CEREMONY

A naming ceremony is one in which the adept performing the ritual discovers the true name of a willing participant. This is a coming of age rite. The exact age it is performed at varies between thirteen and seventeen, based on local cultural practices.

Supernatural power: Aether Shaping

Knowledge (supernatural) Difficulty: 16

Ritual Elements: Increased Time (30 minutes), Place Magics (Uncommon: sacred site); *Total:* 6 mana.

Mana Traits: Greater Aptitude (+3).

RAIN DANCE

SUPERNATURAL POWER: WEATHER SHAPING

Rain dancing exists in many shamanistic cultures, from ancient Egypt to certain Native American tribes. This dance is performed to summon the rain and renew the land.

Knowledge (supernatural) Difficulty: 20

Ritual Elements: Increased Time (30 minutes), Group Ritual (6), Ritual Materials (Wealth 10: ritual dress); *Total:* 10 mana.

Mana Traits: Fatigue Resistance (+8), Greater Power (+3)

SUPERNATURAL WELLSPRINGS AND PLACES OF POWER

Many adepts know there are natural places of power where supernatural energy surges up from the earth, like a spring of water. These are referred to as *wellsprings*, for the power inherent in the land flows and shifts like water, moving around obstacles, yet changing them.

Wellsprings have power ratings between 1 and 10. Most wellsprings tend to range from 3 to 6. Weaker wellsprings are usually impermanent and eventually dry up if they do not strengthen into a greater flow. Stronger wellsprings exist, but they are rare and powerful, and their presence rarely goes unnoticed.

Wellsprings can be sensed with a Second Sight check (Difficulty 20 – the power rating of the wellspring). Every 30 feet from the center of the wellspring to the adept imposes a –1 penalty on the check.

It is the rare adept who can do anything more than sense wellsprings. These few are potent wielders of the supernatural arts, for they are capable of tapping into flows of power to augment their own casting. Adepts with the Wellspring Adept feat, introduced in this book, can draw upon the power of a wellspring either to augment their casting of a supernatural power or to wash away fatigue from wielding their arts.

An adept with the Wellspring Adept feat standing in the area of a wellspring may choose to use the wellspring to augment a supernatural power aligned with that wellspring (see **Types of Wellsprings** later in this section for more information on power alignment and wellsprings). Doing so is a full-round action and requires a Concentration check (Difficulty 10 + the power rating of the wellspring). If this check is successful, the adept gains a bonus equal to the power rating of the wellspring and applies it either to the check to use the supernatural power or to the Will save to resist fatigue, whichever the adept chooses.

RITE OF THE CANDLE-LIT ALTAR

Perhaps the best-known ritual, this rite is almost exclusively practiced by adepts that serve greater powers and act as religious leaders. This ritual augments the Cure supernatural power, casting it on the wounded faithful gathered for prayer and vigil. Though they are the subjects of the spell, the faithful also contribute as a group. It is always performed at high noon, in a temple to the god of the priest performing the rite. When the ritual is handed down, it is assumed to affect four people, who are contributing to the ritual as non-adepts.

Supernatural power: Cure.

Knowledge (supernatural) Difficulty: 21.

Ritual Elements: Increased Time (30 minutes), Ritual Materials (Wealth 15: incense and white candles), Ritual Timing (Daily: noon), Place Magics (Uncommon: temple), Group Ritual (2); *Total:* 11 mana.

Mana Traits: Powers Mastery, Fatigue Resistance (+2), Area Mastery (6); additional mana is generally used to increase Area Mastery.

RITE OF THE BLOODSTAINED ALTAR

This rite is a blasphemous perversion of the Rite of the Candle-Lit Altar. In this ritual, a necromancer establishes a black altar in a graveyard and sacrifices a bound and helpless person or large animal, while intoning the Rite of the Candle-Lit Altar backward. After an hour of this, the corpses of the dead around the altar animate and claw their way to the surface to obey the necromancer.

Supernatural power: Imbue Unlife.

Knowledge (supernatural) Difficulty: 22.

Ritual Elements: Increased Time (One hour), Place Magics (Uncommon: graveyard), Drawing upon Vice (Significant); *Total:* 12 mana.

Mana Traits: Fatigue Resistance (+8), Greater Power (+4 levels).

Because of the power wellsprings offer to adepts and others who wield powers, they are hotly contested and sought after. Sorcerers seek to gather as many under their banners as they can, and the servants of virtue seek to keep them from being used for wicked ends. Many dragons, fey, and supernatural beasts wish to keep such places from being exploited, for wellsprings are the ultimate expression of natural power.

MISCELLANEOUS WELLSPRING TRAITS

Some wellsprings manifest their flows of energy in ways other than through simple raw energy. Some sites have magical traits that manifest in the vicinity of the wellspring, traits that vary depending on the site. Not all wellsprings manifest these traits, and those that do often manifest minute changes that are hardly noticeable.

In game terms, each wellspring gives bonuses to one or more checks, usually skill checks. The total of the bonuses is equal to the wellspring's power rating. Most of the time, these bonuses are +1 or +2 to a variety of checks and are so subtle that most people don't notice them.

In rare circumstances, a wellspring will augment some check with a higher bonus than normal; these augmentations almost always manifest in some kind of distinctly supernatural manner. It is rare for a wellspring to have more than one of these manifestations. Most wellsprings have a handful of tiny bonuses, with only a single strong manifestation.

Anyone with a Wisdom score greater than 0 automatically benefits from these bonuses upon entering a wellspring. Those with a Wisdom of 0 or lower may eventually become attuned to a wellspring by spending time there; they must spend one hour in the wellspring for every point their Wisdom is below +1. For example, an adept with a Wisdom of -2 must spend 3 hours in a given wellspring before she gains its bonuses. Some common wellspring bonuses follow:

BONUSES TO SKILL CHECKS

These are the most common bonuses. When one of these bonuses is higher than +2, it is accompanied by a supernatural manifestation: trees grow handholds that grant a bonus to Climb checks, animals seem suddenly very docile in wellsprings that grant a bonus to Handle Animal, the senses sharpen to almost perfect quality in places that grant a bonus to Notice, and shadows bend and grasses silence in places that grant a bonus to Stealth.

BONUSES TO SAVING THROWS

These are fairly rare bonuses and usually do not exceed +1 or +2. These bonuses apply only to a single save type and generally are limited to a single situation in which that save is made. Examples are a wellspring of great health that provides a bonus to Fortitude saves against disease or a wellspring that blunts the sharpness of swords, granting a bonus to Toughness saves against slashing weapons.

BONUSES TO ABILITIES

These are the rarest of the bonuses. The ability bonus at a wellspring usually applies to one ability score. These bonuses are worth twice what the other bonus types are, so a +2 ability bonus would use up all the bonus points available at a wellspring with a power rating of 4. These bonuses apply to everything that the ability score applies to, including skill checks, saving throws, attack rolls, and the like.

CULTIVATING AND DESTROYING WELLSPRINGS

Wellsprings do not exist independently of the places around them. In fact, it can be said that they are manifestations of the physical world's soul. Just as proper care of a body can cause the soul to flourish, and destruction of the body can cause the soul's flight, the health of wellsprings is dependent on the condition of the physical environment.

This isn't to say that a forest fire or something similar will destroy a wellspring. Far from it, for places that contain wellsprings often renew themselves quickly. After great fires or other disasters, the first places to return to normal are wellsprings, with healing spreading out from these centers. Wellsprings maintain themselves and the land around them. Cutting down every tree in a sacred grove might lessen the power of the wellspring there, but it will be only a matter of months before that wellspring returns to normal strength.

In game terms, even the most dramatic destruction of a wellspring's environment only reduces its power rating in half. For each month that passes thereafter, it regains one point of its rating until it has returned to normal. Enacting greater change, whether to increase or decrease the power of a wellspring, requires much time, effort, and dedication. As is true with other things, creation is more difficult than destruction.

Cultivating a wellspring requires years. To increase the power rating of a wellspring by 1 requires a number of years equal to the current power rating of the wellspring. But time isn't enough. Cultivation also requires that the environment of the wellspring remain intact the entire time. Destructive storms, fires, poisoned water, and the like cause the time to reset, once the wellspring returns to full health.

Moreover, the wellspring must remain untapped by any adept during that time. All of its energy must be allowed to gather in order for it to increase.

Destroying a wellspring is much easier. To decrease the power rating of a wellspring by one requires a number of months equal to the current rating of the wellspring. This decrease requires the wellspring's environment to be defiled. The defilement must be maintained by constantly clearing away new foliage, shattering newly developed crystals in a cavern, chasing out animals, and the like. Whether or not the wellspring is tapped by an adept during this time is irrelevant. Destroying a wellspring is generally considered an evil act. Moreover, every dragon, fey, supernatural beast, and adept within a distance of one mile per power rating of the original wellspring feels the destruction of the wellspring and suffers 1 round of nausea. This is accompanied by a psychic deathcry of a part of the land itself, requiring fey, supernatural beasts, and adepts to make a Will saving throw or Psychic Shield check (Difficulty 20) to avoid being dazed for 1 round.

There are many wellsprings the world over, most of them far from civilization, although others are marked with monoliths or pyramids. Wellsprings are very difficult to create, and their formation can take centuries. Sometimes a wellspring can arise spontaneously at the site of some legendary event, but this is quite rare.

LEY LINES

The comparison of magical energy to water is apt. Often simply referred to as streams, ley lines are paths of supernatural energy that flow from one wellspring to another. Ley lines can be tapped by adepts with the Wellspring Adept feat. Ley lines are limited to no more than power rating 3, and most of them are only power rating 1. Additionally, ley lines can only be tapped to gain a bonus, equal to the ley line's power rating, to fatigue checks.



TYPES OF WELLSPRINGS

Not all wellsprings are the same. To this day, adepts do not know what causes the differences in wellsprings, but they do know that they exist. The three most common kinds of wellsprings are true wellsprings, aligned wellsprings, and supernatural wellsprings.

TRUE WELLSPRINGS

The rarest wellsprings, a true wellspring is a source of power for all supernatural powers and may be used to augment the power check or the save against fatigue for any power. Places of the purest magic, true wellsprings are usually power rating 6 or higher. These wellsprings are also the ones most likely to have obvious supernatural manifestations. All known power rating 9 and 10 wellsprings are true wellsprings.

ALIGNED WELLSPRINGS

The most common wellsprings, aligned wellsprings tend to range from power rating 3 to 8. Each aligned wellspring is associated with a single supernatural tradition and can be tapped by knowledgeable adepts to augment the casting of any powers on the canonical power list

associated with that supernatural tradition. Aligned wellsprings often have miscellaneous traits appropriate to the supernatural tradition with which they are aligned. Shamanistic wellsprings are often untamed, Druidic wellsprings often contain groves of ancient trees, Psionic and Taoist wellsprings tend to be very mysterious or serene, and Illusion wellsprings are places of deceiving mists or mirages. Supernatural wellsprings attuned to sorcerous, necromantic, or diabolic powers are often vaguely sinister in feel. The shadows tend to be a little deeper, and the wellspring's environment tends to be a little colder than the surrounding area. These wellsprings are not innately evil, however.

SUPERNATURAL WELLSPRINGS

The weakest wellsprings, supernatural wellsprings range from power rating 1 to 5. Each supernatural wellspring is attuned to a single supernatural power and can be tapped by knowledgeable adepts to augment their castings of that supernatural power. A supernatural wellspring often has traits in keeping with the supernatural power it augments. A Combat Sense wellspring may have footstep patterns in a stone floor, Fire Shaping wellsprings may have ever-burning natural flames, and reflective pools or crystals may figure prominently in Scrying wellsprings.

SUMMONING

The art of summoning is one of the most obvious manifestations of supernatural power in the minds of the common folk. The ability to read minds, heal by touch, and command beasts seems extraordinary to non-adepts, certainly, but those with the power to summon up alien intelligences and bind them into service are truly wielders of potent and terrifying forces.

Characters learn to summon elementals or outsiders through powers such as Summon Elemental and Summon Outsider. These feats are only the beginning of the potential power to be wielded by dedicated summoners.

SUMMONING SPECIFIC CREATURES

Normally, the act of summoning pulls a creature that meets the summoner's needs, without consideration of the creature's identity. Both outsiders and elementals are unique individuals, though not in a fashion mortals understand. A summoner who learns the true name of an outsider or elemental is able to shape a summoning to focus on that individual, crafting a tight bond of intention and power, rather than the broad net most summoners cast.

In game terms, as long as an adept knows the true name of the creature in question, the Difficulty to summon the creature is 10 plus the creature's level, rather than double its level. If the creature is already summoned by another adept when the summoner tries to summon it, the summoning fails, yet the adept must still resist fatigue for the effort. The creature is aware of the summoning attempt, but it does not know the identity of the summoner.

Another benefit of summoning specific entities is that they can share some of the secrets they've been privy to over the centuries. Many an adept has discovered the secrets of an ancient adept by uncovering the true name of one of the outsiders or elementals that luminary summoned and then questioning that favored servant.

The true names of outsiders and elementals can be discovered through researching supernatural lore or from other adepts who have already summoned such beings.

RITUALIST SUMMONING

Those who are skilled in ritual magic, and thus possess the Ritualist feat, are capable of using rituals to augment their summoning attempts. Indeed, powerful elementals and outsiders are only truly safe to summon ritually, for their might is overwhelming.

Ritually summoning an elemental or outsider uses the same methods as other rituals for gathering mana (which the following notes take into account). This mana is then spent on mana traits that specifically augment summoning.

GATHERING MANA

Increased Time: As normal.

Ritual Materials: As normal. There may be unique materials in your campaign world that are made specifically for the purpose of augmenting summoning.

Ritual Timing: As normal, although elementals rarely have unique times associated with them. Daily, wind elementals favor dawn, fire elementals favor noon, water elementals favor twilight, and earth elementals favor midnight. On a yearly basis, the summer solstice is best for summoning fire elementals, and the winter solstice empowers the summoning of earth elementals. The spring equinox favors wind elementals, while the autumn equinox empowers water elementals.

Individual elementals may have certain yearly ritual times, based on a variety of historical precedents. The times associated with outsiders tend to range dramatically. Generally speaking, one hour after midnight, the so-called thirteenth hour, is the best time for summoning fiends, and the hour after noontime is best for summoning celestials. There are also yearly times for summoning specific kinds of outsiders, which may be based on various holy days or the anniversaries of certain events significant to that type of outsider.

Place Magics: As normal.

Elementals tend to favor environments where their element dominates, whether that is a windswept steppe for wind elementals or deep in a cavern for earth elementals. Fiends tend to prefer sites where atrocities or extreme expressions of their favored vice have occurred.

Group Ritual: As normal.

Drawing upon Vice: Elementals and celestials can never be summoned by rituals that include drawing upon vice for mana. Most fiend summoning rites, by comparison, invariably include it in some form.

MANA TRAITS FOR SUMMONING

The following are the mana traits that can be purchased with mana generated by summoning rituals.

AREA KNOWLEDGE

The elemental summoned with this mana trait has an intimate knowledge of the area where it was summoned. It is capable of answering questions posed about the area as though it were a normal resident of it. Deeper secrets require it to make a level + Intelligence check, with the Difficulty set by the Narrator, depending on how widely known the information is. This costs 3 mana.

BINDING CIRCLE

The ritual incorporates the use of a binding circle, which lessens the entity's ability to resist it. This may only be purchased in rituals that are at least an hour in length. This mana trait reduces the base Difficulty to summon the being by 5. This costs 5 mana.

ELEMENTAL LONGEVITY

This mana trait permits the summoned elemental to remain for a number of days equal to the summoner's adept level, rather than rounds. Doing so increases the Difficulty to summon the elemental by 5. This costs 2 mana.

FAMILIAR

This mana trait empowers an outsider to aid the summoner in using sorcerous or diabolic powers. As a full-round action, the outsider may grant its summoner a bonus equal to half its level to the power check for any supernatural powers that are canonical powers for sorcerers or diabolists. Additionally, the summoner may foist the result of a failed fatigue save onto the outsider, but to do so, the summoner must succeed on a Concentration check (Difficulty 10 + double the level of the outsider). If the check fails, the outsider is released from service, becoming free to pursue its own agenda (which likely includes plans of revenge against the summoner) without being banished back to the realm of vice. This costs 5 mana.

FATIGUE RESISTANCE

Each time this mana trait is purchased, it grants a +2 bonus to the fatigue save caused by the ritually cast supernatural power. This may be purchased a maximum number of times equal to the adept's level. This costs 1 mana per +2 bonus.

FIENDISH ASSASSIN

The fiend summoned with this mana trait has a special purpose, to stealthily assassinate whomever its master wishes. Outsiders summoned with this purpose gain a +8 bonus to the Climb and Sneak skills, and their attacks are poisoned (Fortitude save Difficulty 10 + half outsider's level, initial damage 1 Constitution, secondary damage 3 Constitution). An outsider may have only one special purpose. This costs 5 mana.

FIENDISH SEDUCER

The outsider summoned with this mana trait has a special purpose: appearing as a creature of stunning beauty and seducing those indicated by its summoner. (Some summoners use the outsider for their own pleasure.) Outsiders summoned with this purpose gain a +8 bonus to Bluff, Diplomacy, and Performance (any one), and they have the ability to make themselves appear as an attractive person of either gender and of any race. They cannot use this ability to pose as

SUMMONING

Mana Trait	Mana Cost
Area Knowledge	3
Binding Circle	5
Elemental Longevity	2
Familiar	5
Fatigue Resistance	1 per +2 bonus
Fiendish Assassin	5
Fiendish Seducer	5
Greater Aptitude	2 per +1 bonus
Guardian Outsider	5
Last Word Unspoken	3
Manifestation of Air	2
Manifestation of Earth	2
Manifestation of Fire	2
Manifestation of Water	2
Mastery of Element	5
Outsider Talents	5
Soldier Outsider	5
Vizier Outsider	5



a particular person. An outsider may have only one special purpose. This costs 5 mana.

GREATER APTITUDE

Each time this mana trait is purchased, the caster gains +1 to the power check or level check when performing the summoning. This may be purchased a maximum number of times equal to the adept's level. This costs 2 mana per +1 bonus.

GUARDIAN OUTSIDER

The outsider summoned with this mana trait has a special purpose: defending its master from harm. Outsiders summoned with this purpose gain a +8 bonus to the Notice and Sense Motive skills. When adjacent to their summoner, they also have the ability to interpose themselves between the summoner and incoming attacks by succeeding on a Reflex save (Difficulty 10 + the level of the attacker). If they succeed, they become the target of the attack. An outsider may have only one special purpose. This costs 5 mana.

LAST WORD UNSPOKEN

The summoner may choose to leave the last word of the summoning unspoken. This word may be spoken at any time within the next month to complete the summoning. Many summoners who use this do so in order to have a defender on tap, ready to be called up at a moment's notice. The invocation is a full-round action, and if the summoner has another being summoned at that time, that being immediately vanishes. This costs 3 mana.

MANIFESTATION OF AIR

This mana trait may only be applied to air elementals. Air elementals summoned with this trait gain a +2 bonus to Dexterity. The Difficulty to resist their whirlwind power also increases by 2. This costs 2 mana.

MANIFESTATION OF EARTH

This mana trait may only be applied to earth elementals. Earth elementals summoned with this trait gain +1 to both Strength and Constitution and a +2 natural armor bonus to Defense. This costs 2 mana.

MANIFESTATION OF FIRE

This mana trait may only be applied to fire elementals. Fire elementals summoned with this trait gain +1 to both Strength and Dexterity and +2 to their fire damage bonus. This costs 2 mana.

MANIFESTATION OF WATER

This mana trait may only be applied to water elementals. Water elementals summoned with this trait gain +1 to both Dexterity and Constitution. The Difficulty to resist their vortex power increases by 1, and they gain +1 on the level check to dispel supernatural fire with their drench power. This costs 2 mana.

MASTERY OF ELEMENT

This mana trait may only be applied to elementals that have had the appropriate Manifestation mana trait applied to them, Manifestation of Fire for fire elementals and so forth. An elemental so empowered is capable of aiding its summoner at shaping its element. As a full-round action, the elemental may grant its summoner a bonus equal to half its level to the power check for the appropriate elemental shaping supernatural power. Additionally, the summoner may foist the result of a failed fatigue save onto the elemental, but to do so, the summoner must succeed on a Concentration check (Difficulty 10 + double the level of the elemental). If the check fails, the elemental is released from service and vanishes. This costs 5 mana.

CASTING POWERS THROUGH EMAIL

Any adept that uses Intelligence as their key ability may save a supernatural power in electronic format as email, much like scribing it onto a scroll. In order to accomplish this, the caster must have the Imbue Item feat and a minimum of 8 ranks in the Computers skill.

All the adept needs is a computer with Internet access and the ability to cast the supernatural power. First, she writes the email, which takes one minute plus the casting time of the power. At the end of that time, the adept must cast the power and succeed at a Computers skill check (Difficulty 20). If the check fails, the email is not correctly typed, the power's effect is ruined, and the adept must begin anew. If the check succeeds, the email carries the power's effects through cyberspace and delivers it to the mailbox of the target. An adept casting a supernatural power through email must expend a point of Conviction as if scribing a scroll.

There are several rules and restrictions pertaining to powers sent through email:

TARGET

The target of the power is always the person who first opens the email. Any target with 10 or more ranks in Computers, Knowledge (supernatural), or Knowledge (technology) receives a +5 competence bonus to any saving throws required by the power.

NO SPAM

The email may only be sent to a single account. If you put more than one address in the "Recipient" line, the power's effects are ruined and wasted.

SUBJECT LINE

The power's name must be typed into the "Subject" line of the email. One can attempt to disguise the name by writing it in an obscure language, an illegible font, or burying it in the middle of a larger phrase.

DURATION

All power durations begin immediately upon the email being opened. It is not possible for an adept to save the effect from an emailed power and discharge it later.

UNDELIVERABLE

If the email is not opened within 72 hours, it becomes undeliverable. The account that sent the original email will receive an email notification of this. If the target opens the email after 72 hours have elapsed, the body of the message will be blank.

OUTSIDER TALENTS

This mana trait grants a summoned outsider the ability to use one of the summoner's supernatural powers, as an adept of its level. This may only be applied to outsiders that have been summoned with the Familiar mana trait. This costs 5 mana.

SOLDIER OUTSIDER

The outsider summoned with this mana trait has a special purpose: battling the foes of its master on the field of battle. Outsiders summoned

with this purpose gain a +8 bonus to Acrobatics and Intimidate, and they gain +1 Strength, Dexterity, and Constitution. An outsider may have only one special purpose. This costs 5 mana.

VIZIER

The outsider summoned with this mana trait has a special purpose: offering the summoner advice and lore. Outsiders summoned with this purpose gain a +8 bonus on any three Knowledge skills (summoner's choice), and they have the ability to read any language. An outsider may have only one special purpose. This costs 5 mana.

TRUE NAMES

A creature's true name is the name that was given to that creature's very essence, or soul, at the time of its creation. You can learn your own true name through a ritual called a Naming Ceremony.

If an adept knows your true name, the supernatural powers they cast on you become more potent, increasing their effective adept level by 2 for the following powers:

Banishment, Bind Spirit, Binding, Bliss, Calm, Cure Blindness/Deafness, Cure Disease, Cure Poison, Curse, Dominate, Geas, Harm, Heart Reading, Heart Shaping, Imbue Life, Mind Probe, Mind Reading, Mind Touch, Pain, Reincarnate, Scrying, Severance, Sleep, Suggestion, Truth-Reading, Ward.

Knowing someone's true name also provides a +4 bonus to any Knowledge (astrology) skill checks made to discover their birth horoscope. Knowing the true name of a creature that you can summon allows you to call that specific creature to you each time you cast the power, if the caster so desires.

When someone speaks another creature's true name, they may engage the named being in an opposed Will save in which the named creature suffers a -4 penalty. If the named creature loses, they are unable to make any hostile action against the speaker of their true name for as long as the speaker does not attack them directly.

If a creature dies and is brought back to life through Imbue Life, Reincarnate, or some similar means, they are given a new true name.

POWER RANKS FOR MULTI-ROLE ADEPTS' NON-ADEPT LEVELS

In most *True20* games, adepts that gain levels in another role do not gain any additional ability with their supernatural powers. This optional rule allows adepts to advance in their supernatural powers even when taking levels in other roles. *True20 Adventure Roleplaying* explains on page 54 that adepts have a rank of adept level plus 3 in all of their supernatural powers. This optional rule gives adepts with expert and warrior levels additional power ranks equal to their total warrior and expert levels minus 1 and then divided by either 2 or 4 (Narrator's choice) and rounded down. This does *not* allow non-adepts to learn supernatural powers, but merely allows mixed-role adepts to add their power ranks for each role they possess when determining their total power rank for powers they have acquired with their adept levels. The **Power Rank** table shows these values for different levels for ease of reference.

POWER RANK

Level	Rank From Adept Levels	Bonus From Non-Adept Levels (Slow)	Bonus From Non-Adept Levels (Very Slow)
1	4	+0	+0
2	5	+0	+0
3	6	+1	+0
4	7	+1	+0
5	8	+2	+1
6	9	+2	+1
7	10	+3	+1
8	11	+3	+1
9	12	+4	+2
10	13	+4	+2
11	14	+5	+2
12	15	+5	+2
13	16	+6	+3
14	17	+6	+3
15	18	+7	+3
16	19	+7	+3
17	20	+8	+4
18	21	+8	+4
19	22	+9	+4
20	23	+9	+4

RUNECASTING

Runes are mystical symbols that can be carved or etched onto some surface such as wood, metal, stone, or leather with a knife or other suitable carving tool.

LEARNING RUNES

An adept may learn a rune by using a feat slot. Generally, an adept who uses rune magic cannot cast supernatural powers.

CASTING RUNES

A quickly scribed rune has a casting time of 1 standard action. The resulting rune becomes active immediately, lasting 10 minutes per adept level of the caster and glows faintly while it lasts. Casting a rune in this fashion requires a Difficulty 15 Craft (rune) check. A natural 1 (fumble) causes a backlash of magical energy as the runecaster is punished for attempting to manipulate the energies of the universe in such a hasty fashion.

A carefully engraved rune has a casting time of 10 minutes. The rune is inactive when finished and remains so until triggered. Once triggered, it becomes active and glows, usually lasting 10 minutes per adept level of the caster. Some runes can last indefinitely once triggered.

The rune must be activated by “risting” it, which requires some blood from the runecaster to cast it. Casting runes in this fashion costs the runecaster 1 hurt condition. The blood requirement has caused some to speculate that the power of the runes lies in one’s blood rather than in the runes themselves.



As a default, a rune is triggered whenever a creature does one or more of the following, as the runecaster selects: reads, touches, or passes over the rune, looks at the rune, or passes through a portal bearing the rune. In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. To trigger a rune, a creature must be within 60 feet of the rune.

The runecaster can set special triggering conditions of their own. These can be as simple or elaborate as the runecaster desires. Special conditions for triggering a rune can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, role, virtue, and vice don’t qualify. Once the rune is cast, a rune’s triggering conditions cannot be changed.

The caster ignores the harmful effects of her own runes and cannot inadvertently trigger them. When scribing a rune quickly, the runecaster can instantly attune any number of creatures to the rune, rendering them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and the runecaster is aware of their presence.

When creating a carefully inscribed rune, the runecaster can specify a password or phrase that prevents a creature using it from triggering the rune. The runecaster also can attune any number of creatures to the rune, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) takes 1 hour. Attuning a large group (up to twenty-five creatures) takes 1 day. Attuning larger groups takes proportionately longer, as the Narrator sees fit.

When triggered, a rune generally affects the creature that activated it or the nearest creature to the rune. A rune cast with the Widen Power feat affects all creatures within a 60-foot radius, except for the runecaster and any individuals attuned to it. If a rune has a password, anyone using the password remains immune to that particular rune’s effects so long as they remain within 60 feet of the rune. If someone leaves the radius and returns later, she must use the password again. Once triggered, a rune remains active until its duration expires. Creatures who subsequently meet an active rune’s triggering conditions suffer its effects.

A rune can be rendered permanent with the *varaktighet* rune, provided it is carefully engraved upon an item. The runecaster ignores the normal rules for imbuing the item with supernatural power and instead uses the prescribed rune in conjunction with the *varaktighet* rune. A *varaktighet* rune extends a rune’s basic duration of 10 minutes per caster level indefinitely. When triggered, a permanent rune usually glows and is active for about 10 minutes, but there is no limit to how many times it can be triggered.

Runes that are inscribed on a supernatural item suppress the item’s other supernatural qualities for as long as the rune is active.

Unless otherwise specified, all runes have the following characteristics:

Action: 1 standard action or 10 minutes

Range: Touch

Duration: 10 minutes/adept level

THE THREE ATTETS

When they were originally introduced to mortals by the god of knowledge, the runes were organized into three groups called “attets.” Each attet contains eight of the original runes. Any adept who knows all eight runes in an attet gains mastery over that attet, allowing them to cast those runes as though they were 1 adept level higher. Because

of this, many runecasters choose to focus on learning one of the attets before learning runes from another. Some runes do not belong to an attet, since they were revealed to mortals later on and do not belong to the original 32 runes. Other runes may exist as well, though it is said that only the god of knowledge has full mastery of them all.

MAAT & MAUG FORMS

Each of the runes from the original 32 has both a “maat” (beneficial) and “maug” (harmful) form. The runecaster must choose which form she is using when she casts the rune.

BEHAGARUN

Meaning: Friendship/Alliance

Attet: None

This rune can be carved into a ring, arm band, or amulet. Any humanoid of medium size or smaller wearing the inscribed article activates the rune. If they fail a Will save, they regard the rune caster as a friend and are affected as though by the charm effect of the Glamour power.



BEORC

Meaning: Renewal/Growth

Attet: 3rd

The *beorc* rune represents spring's awakening. This rune is carved into a belt.

- *Beorc-Maat*: The maat version imbues the wearer with a single use of the Cure power before fading.
- *Beorc-Maug*: The maug version afflicts the wearer with growing pains that act like a use of the Pain power.



BYTARUN

Meaning: Animal

Attet: None

This rune is carved into the fabric of a cloak. The next person to don the cloak becomes affected by the Other Shaping power, transforming them into an animal of the runecaster's choice.



DAEG

Meaning: Day/Light

Attet: 3rd

This rune can be carved into any object, and it is stored there until the runecaster activates it.

- *Daeg-Maat*: The maat version of this rune emulates the *shining ward* effect of the Purifying Light power.
- *Daeg-Maug*: The maug version can cause *blindness* as per the Blindness/Deafness power.



DOVRUN

Meaning: Death/The Dead

Attet: None

The runecaster carves the name of a specific dead person onto a pole and drives it into the earth over a grave or in front of a corpse. She may then activate the rune to emulate the Speak With Dead power.



EH

Meaning: Horse/Transportation/Speed

Attet: 3rd

The *eh* rune represents transportation and speed. Carved into a pair of boots, this rune becomes activated when the boots are next worn.

- *Eh-Maat*: The maat version of this rune gives the wearer a boost of speed, just like the Supernatural Movement power.
- *Eh-Maug*: The maug version curses the wearer with the *slow* effect of the Time Shaping power.



EOH

Meaning: Yew Tree, the World Tree

Attet: 2nd

The *eah* rune represents the yew tree, a durable, elastic wood.

- *Eoh-Maat*: The maat version conveys the advantages of the yew tree. When carved into a weapon, the maat version of this rune provides the wielder with a bonus to their Dexterity as per the Enhance Ability power.
- *Eoh-Maug*: The maug version curses the wielder with the hesitation and indecision caused by the Confusion power.



EOLH

Meaning: Defense/Protection

Attet: 2nd

- *Eolh-Maat*: When carved into a shield, the maat version of this rune provides the wielder with the benefits of the Deflection power.

- *Eloh-Maug*: The maug version curses the wielder, reducing their ability to defend themselves by draining their Dexterity as per the Drain Ability power.



ETHEL

Meaning: Home/Homeland

Attet: 3rd

The *ethel* rune represents the security of one's home. This rune can be carved on a door.

- *Ethel-Maat*: The maat version of this rune acts like the *creature ward* effect of the Ward power against undead and creatures with the vice subtype.
- *Ethel-Maug*: The maug version acts like the *creature ward* effect of the Ward power against creatures with the virtue subtype.



FEOH

Meaning: Cattle/Wealth

Attet: 1st

The *feoh* rune represents moveable wealth. The runecaster may carve this rune on any object.

- *Feoh-Maat*: The maat version of this rune causes items to appear to be made of the wealthiest materials possible and will also imbue weapons with the Supernatural Weapon power.
- *Feoh-Maug*: The maug version can be inscribed on any item of value and acts as though the Disintegration power had been cast on that item.



GER

Meaning: Harvest/Year/Wheel of Life

Attet: 2nd

The *ger* rune represents the ever-turning Wheel of Life.

- *Ger-Maat*: When carved into a helmet, the maat version of this rune confers on the wearer great insight into life and nature, giving them the benefits of the Second Sight and True Vision powers.
- *Ger-Maug*: The maug version surrounds the wearer in a thick fog that blocks a clear view of the world as per the *raise fog* version of the Fog Shaping power.



GYFU

Meaning: Gift

Attet: 1st

The runecaster inscribes the rune on a gift that is given to someone.

- *Gyfu-Maat*: The maat version of this rune protects the carrier of the item as per the Ward power.
- *Gyfu-Maug*: The maug version of this power causes the item to act as the *creature ward* version of the Ward power that keeps the intended recipient away from their present.



HEGAL

Meaning: Hail

Attet: 2nd

The *hegal* rune represents a powerful force of nature.

- *Hegal-Maat*: When carved into the runecaster's helmet, the maat version of this rune can be activated to produce rainfall as per the Weather Shaping power.
- *Hegal-Maug*: The maug version of this rune allows the runecaster to summon a lightning storm as per the Weather Shaping power. For as long as this lightning storm lasts, the runecaster has access to the Elemental Blast power for the purposes of creating lightning strikes.



HJALPRUN

Meaning: Medicine/Treatment

Attet: None

This rune is carved into an amulet. When placed on a sick person, the inscribed amulet cures all diseases that the subject is suffering from, as though they were a recipient of the Cure Disease power.



ING

Meaning: Fertility

Attet: 3rd

The *ing* rune represents the fullness of life.

- *Ing-Maat*: The maat version of this rune can be carved into a belt to provide the wearer with any of the effects of the Fertility power.
- *Ing-Maug*: The maug version of this rune will drain the belt wearer's energy just like the Drain Vitality power.



IS

Meaning: Ice/Winter

Attet: 2nd

The *is* rune represents the many aspects of winter.

- *Is-Maat*: When the maat version of this rune is carved into a belt, it provides the wearer with the benefits of the Elemental Resistance power against cold.



- *Is-Maug*: The maug version can be carved into the runecaster's belt and later activated to give the runecaster a single use of the Cold Shaping power.

KEN

Meaning: Torch/Warmth/Personality

Attet: 1st

This rune can be carved into a belt and is activated the next time the belt is worn.

- *Ken-Maat*: The maat version of this rune causes the wearer to glow with unearthly beauty, as per the Glamour power.
- *Ken-Maug*: The maug version drains away the wearer's force of personality like a use of the Drain Ability power on their Charisma score.



LAGU

Meaning: Water/Subconscious

Attet: 3rd

The *lagu* rune represents the subconscious of humanity. It may be carved into a helmet, and it activates the next time the helmet's wearer goes into battle.

- *Lagu-Maat*: The maat version of this rune provides the wearer the benefits of the Enhance Ability power to their Wisdom-based ability and skill checks, but not to Wisdom based supernatural power use or saving throws.
- *Lagu-Maug*: The maug version afflicts the belt's wearer with a use of the Drain Ability power against their Wisdom score.



MAN

Meaning: Human Being/Humanoid

Attet: 3rd

The *man* rune represents the intellect of humanity over beasts. This rune may be carved into a helmet, and it is activated the next time the helmet is worn.

- *Man-Maat*: The maat version of this rune provides the wearer the benefits of the Enhance Ability power to their Intelligence-based ability and skill checks, but not to Intelligence-based supernatural power use or saving throws.
- *Man-Maug*: The maug version afflicts the belt's wearer with a use of the Drain Ability power against their Intelligence score.



NITHRUN

Meaning: Kinslayer/Shame/Disgrace

Attet: None

This nith rune is a criminal slight against another person's honor. It is typically reserved for those who kill their own bloodkin—Nordic law allows such men to be slain on sight. The runecaster places a curse on the subject by carving a skull-topped pole that lists the transgressions of the offender along with the curse. The pole must be placed on the property of the person to be cursed. Once this is done, the target is affected by runecaster's choice of effect of the Curse power.



NYD

Meaning: Need

Attet: 2nd

The *nyd* rune represents the need to endure. It is carved onto a belt, and the rune activates the next time the wearer goes into battle.

- *Nyd-Maat*: The maat version of this rune provides the wearer with the benefits of the Invulnerability power.
- *Nyd-Maug*: The maug version of this rune acts against the belt wearer like a use of the Drain Ability power against their Constitution.



ODJURUN

Meaning: Beastfriend

Attet: None

After the runecaster carves this rune on a helmet, the wearer can comprehend and communicate with a particular animal as if they had received the effects of the Beast Speech power. The rune must be specifically carved for the animal that is to be communicated with.

The character is able to ask questions of, and receive answers from, the specified animal, although the rune doesn't make the animal any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for the character.



OLRUN

Meaning: Ale

Attet: None

This rune is carved into a drinking container. If the drink is poisoned or harmful to the drinker in any way, it discharges by shattering the drinking container.



OS

Meaning: God

Attet: 1st

This rune is carved into the fabric of a recipient's cloak or armor. This rune is activated the next time that the vestment is worn.



- *Os-Maat*: The maat version of this rune gives the wearer warnings of any impending dangers they will soon face as though they were using the Visions power.
- *Os-Maug*: The maug version of this rune subjugates the wearer to the runecaster's will as though they were subjected to the Dominate power.

PEORD

Meaning: Apple

Attet: 2nd

The runecaster carves the peord rune into an apple.

- *Peord-Maat*: The maat version of this rune causes the first person to bite into the apple to receive a use of the Cure Poison power.
- *Peord-Maug*: The maug version of this rune causes the first person biting into the apple to suffer from the Poison power.



RAD

Meaning: Journey/Horseback Riding

Attet: 1st

The *rad* rune represents a journey on horseback. This rune is carved into a pair of boots.



- *Rad-Maat*: The wearer can activate the rune to summon a horse or similar riding animal as though they had just used the Summon Mount power.

- *Rad-Maug*: The maug version of this rune stays dormant until the boot's wearer mounts a riding animal. At this point, the rune activates and afflicts the mount with the *fear* effect of the Heart Shaping power, with the rider being the object that the mount has become afraid of.

RUNSJUKDOM

Meaning: Illness

Attet: None

This rune is carved on an amulet. Anyone putting the amulet on activates the rune and contracts a disease as though they were targeted by the Contagion power.



SIGIL

Meaning: Sun

Attet: 2nd

The *sigil* rune represents the brilliance of the sun. This rune can be carved onto any object. The runecaster can activate this rune with a standard action.



- *Sigil-Maat*: The maat version of this rune imbues the object with the *illuminate* effect of the Light Shaping power.
- *Sigil-Maug*: The maug version of this rune allows the runecaster to later activate the rune to gain a use of the *light blast* effect of the Purifying Light power.

SKRIKARUN

Meaning: Doorway/Portal

Attet: None

Upon being carved on a locked item, this rune opens stuck, barred, locked, held, or supernaturally locked doors. It opens secret doors as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains, provided they serve to hold closures shut. If used to open a supernaturally locked door, the rune does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Skrikarun* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the area limits the effect. Each rune can undo up to two means of preventing egress through a portal. Thus, if a door is locked, barred, and held, or quadruple locked, opening it requires two *skrikarun* runes.



THORN

Meaning: Giant/Fiend

Attet: 1st

The *thorn* rune represents overcoming one's fears. The runecaster shapes the rune for a particular warrior and carves it on the inside of a shield. The rune is activated when the owner (and only the owner) uses the shield in combat.



- *Thorn-Maat*: The maat version of this rune provides the shield's owner with the benefits of the Bless power.
- *Thorn-Maug*: The maug version of this rune afflicts the shield's wielder with the *curse of debilitation* effect of the Curse power, targeting the wielder's Dexterity.

TIW

Meaning: Justice/Battle/Sacrifice

Attet: 3rd

The *tiw* rune represents war and martial skill. This rune is carved into a melee weapon. The next person to wield that melee weapon in battle activates the rune.

- *Tiw-Maat*: The maat version of this rune gives the wielder the benefits of the Combat Sense power.
- *Tiw-Maug*: The maug version of this rune causes the wielder to have their martial prowess stripped from them, as they become affected by the *hold person* effect of the Binding power.

UR

Meaning: Untamed Strength

Attet: 1st

The *ur* rune represents untamed strength. This rune is carved into a pair of gauntlets or gloves. The next person to wear the gauntlets into battle activates the rune.

- *Ur-Maat*: The maat version of this rune provides the wearer with a bonus to Strength based on the Enhance Ability power.
- *Ur-Maug*: The maug version of this rune weakens the subject, draining their strength with the Drain Ability power.

VARAKTIGHET

PREREQUISITE: IMBUE ITEM

Meaning: Time

Attet: None



This rune, when carved onto an object, makes certain other runes on the same object permanent. The runecaster must know and successfully carve the other rune, and she must spend a Conviction point to make the rune permanent. The runecaster then follows it with the *varaktighet* rune.

VATTENRUN

Meaning: Breath

Attet: None

This rune is carved into a helmet. The rune activates when it is worn by someone who has their head submerged in water. This rune activates, granting the wearer the benefits of the Water Breathing power.

WYN

Meaning: Glory/Joy

Attet: 1st

The *wyn* rune represents glory in deeds and war. This rune is carved into the fabric of a cloak or onto a suit of armor and activates when that article is next worn into battle.

- *Wyn-Maat*: The maat version of this rune provides the wearer with the benefits of the *hope* effect of the Heart Shaping power.
- *Wyn-Maug*: The maug version afflicts the wearer with the *despair* effect of the Heart Shaping power.



CHAPTER SEVEN:

ADEPT ORGANIZATIONS



In a setting where one person is able to achieve supernatural power, they are rarely the only person who discovers how. While some adepts may be loners, many will naturally seek out likeminded adepts to learn from and combine their supernatural power and resources for a common cause.

ADEPT ORGANIZATIONS AS A RESOURCE

One of the more obvious roles of an adept organization in your game is to have the adept heroes belong to one of them, gaining the benefits of membership. Common benefits may include access to occult libraries, access to alchemical laboratories and equipment, and knowledge of certain rituals. The Narrator may also provide adepts belonging to an organization with limited benefits similar to the Connected and Contacts feats, but only pertaining to the organization's knowledge and sphere of influence. The Narrator may even allow an adept hero

to advance rank within the society through the use of the Benefit feat, gaining new perks with each advance in station.

ADEPT ORGANIZATIONS AS ENEMIES

Using adept organizations as enemies of the heroes may prove a far more terrifying option. Organizations are based on ideologies, and ideas cannot be captured or killed. While the heroes may eventually be able to overcome even the most powerful of foes individually, an entire network of enemies will be far more difficult to defeat. Adept organizations in particular can be terrifying enemies due to the sheer amount of supernatural ability they collectively possess. The avenues of attack and methods of information gathering and reconnaissance for such a group of adepts with such extraordinary abilities are only limited by the Narrator's imagination.

SAMPLE ORGANIZATIONS

The following organizations are provided for you to use in your *True20* games or as examples for creating your own adept organizations.

COMPANIONS OF HORUS

Perhaps the oldest and most mysterious supernatural society, the Companions of Horus began in Egypt around the end of the fourth millennium BC as a society of magic-wielding, civilized aristocracy or a "master race" of adepts that invaded and gained control over all of Egypt. They claim to be descended from the Atlanteans, and while there is little evidence to support this assertion, archeological records do show that during the Amratian period there was an influx of broad-headed (brachycephalic) peoples in Egypt. All evidence points to this being the result of a foreign invasion from the north.

Supposedly, the Companions of Horus taught the Egyptians to build pyramids, introduced advanced forms of mathematics and astrology, and brought with them a highly advanced solar, lunar, and stellar calendar that focused on Sothis, the binary star now known as Sirius. The Companions of Horus also brought with them advanced embalming techniques, astral magic, and the basis for what would later become heka and hermetic magic.

Over time, their bloodline became mixed with the local populace, and the Companions of Horus went from being the ruling class to advisors and viziers, and eventually withdrawing into secrecy to pursue their supernatural studies and secret agendas out of the public eye.

- **Supernatural Philosophies:** Astral Magic, Heka, Hermeticism
- **Agenda:** To gather hidden supernatural knowledge, preserve the cult of Horus, and remain an unseen but influential power in the known world.
- **Membership:** Unknown, possibly thousands.
- **Resources:** Networks of spies, superb star-charts, alchemical laboratories, and vast archives of rare and ancient supernatural lore.

HERMETIC ORDER OF THE GOLDEN DAWN

The Hermetic Order of the Golden Dawn is a society of adepts devoted to spiritual, philosophical, and magical development in the hermetic arts. Dr. William Robert Woodman, William Wynn Westcott, and Samuel Liddell MacGregor Mathers founded the Order in 1887. These three men were Freemasons, and Westcott, the driving force behind the group's formation, also had ties to the Theosophical Society. Through

their various connections and resources, these men compiled and decoded the Cipher Manuscripts, which would become the core body of supernatural knowledge for the Golden Dawn. These manuscripts outlined rituals and learning in hermetic kabala, geomancy, tarot, astrology, and alchemy, which became the core curriculum of learning for all members of the order.

The order eventually became divided into an Inner Order of those who had mastered the Cipher Manuscripts and an Outer Order of initiates, and later split again into three 'Grades.' By the mid 1890s, the Golden Dawn had become well established in Great Britain, with its membership reaching over one-hundred adepts from all social classes and walks of life. Towards the end of the 1800s, the order split into a number of splinter groups due to internal strife, which served to both dilute and spread out the order's influence.

- **Supernatural Philosophy:** Hermeticism
- **Agenda:** Mastery of the Cipher Manuscripts and the teaching of the magic of Hermes to new generations.
- **Membership:** Around 150 adepts worldwide.
- **Resources:** Astrology charts & equipment, alchemical laboratories, and the Cipher manuscripts detailing hermetic powers and rituals.

ILLUMINATES OF THANATEROS

This society was founded in 1978 as a means for chaos magi to come together to learn from one-another and to teach the intricacies of chaos magic to future generations of chaos magi. The Illuminates of Thanateros was created by Ray Sherwin and Peter Carroll, two young British adepts who were dissatisfied with the current arcane orders. The new society they created did away with traditional hierarchy systems in favor of a meritocracy that assigned adepts ranks within the order based on their supernatural ability rather than seniority, bloodline, or appointment. They named their new order the Illuminates of Thanateros in reference to the dualism between Thanatos, the god of death and Eros, the god of love.

- **Supernatural Philosophies:** Chaos Magic
- **Agenda:** To shatter preconceived notions of the supernatural, and pioneer new ways of accessing supernatural power based on the knowledge of other supernatural traditions.
- **Membership:** Unknown, due to secrecy and the continuous formation of new "pacts" of adepts and temples. Possibly thousands of members worldwide.

- **Resources:** An extended network of like-minded individuals and access to documents covering virtually any supernatural philosophy and idea you can think of.

MONKS OF MEDMENHAM (THE HELLFIRE CLUB)

The Monks of Medmenham are more popularly known as The Original Hellfire Club. This exclusive English club was founded around 1746 by Sir Francis Dashwood, in part as a rebellious reaction against the major religious institutions of the time, whose beliefs and practices he viewed as contradictory to Nature and Reason. The different names this group went by over the years, including "The Brotherhood of St. Francis of Wycombe" and "The Order of Knights of West Wycombe," were all mockeries of the established religion. They even referred to male members as brothers and to female members as nuns, and gave Dashwood the title of abbot. The name "Hellfire Club" was most likely what the general public used to refer to the Monks of Medmenham.

The Monks of Medmenham gathered irregularly to pursue earthly pleasures, gather power and influence, and practice thelemic magic. They also engaged in rituals that were perversions and mockeries of those used by the dominant monotheistic faith. While this order would provide inspiration for the later rise of Satanism, the Monks of Medmenham were neither Satanists nor diabolists. They did engage in the worship of the gods Bacchus and Venus.

While they did not appear to have consorted with fiends as many believed, any member of a monotheistic religion would find their practices to be blasphemous to the highest degree, and many would consider members of this order to be demon worshipers in spite of any technicalities to the contrary.

The Monks of Medmenham spawned a number of other groups that called themselves the Hellfire Club after the order's more popular pseudonym. It is unclear how many of these groups were spawned by members of the original Hellfire Club, and how many of them are merely copycat operations that may have practiced diabolism or wielded no real supernatural power at all.

- **Supernatural Philosophies:** Thelema
- **Agenda:** To use the supernatural to mock established religion and achieve new heights of earthly pleasure, wealth, and power.
- **Membership:** Originally twelve members, though membership grew and copycat groups formed over time.
- **Resources:** Great wealth and political influence throughout Europe and the United States.

THULE SOCIETY

The Thule Society was originally known as the Germanenorden, which means "The German Order Walvater of the Holy Grail." This society was founded by a Freemason and Eastern mystic named Baron von Sebottendorff, in Munich. This group borrowed much of its organization, initiation rituals, and policies for secrecy from the Freemasons, but ideologically was very different. The Thule Society turned out to be more of an anti-Mason organization, dedicated to the eradication of Freemasonry itself. Sebottendorff was also heavily influenced by the writings of Hans von Liebenfels and Guido von List and their own respective secret societies, the Order of the New Templars and the List Society. These men and their occult groups provided much of the ideological inspiration for the Thule Society. The symbol for the Thule Society was a dagger over a swastika.

The Thule Society began as a gathering of pagan, anti-Semitic, right-wing, aristocratic practitioners of the supernatural arts, particularly rune magic, theurgy, and diabolism. They met to discuss runes, racial evolution, social darwinism, Nordic mythology, grail myth, and German nationalism.

They believed the Aryan race was directly descended from the mythical Atlanteans, citing the works of Madame Helena Blavatsky and a compilation of Icelandic legends known as the Edda as evidence. According to them, their Atlantean ancestors at one point possessed potent supernatural power, but they had since lost it due to mixing their bloodline with other races. It was believed the only way for the Aryan race to ascend back to the godlike state of their Atlantean ancestors was to regain their genetic purity. This racist doctrine would later be adopted by Hitler and the Nazi party in Germany. Hitler himself was probably not a full blown cultist and adept of the Thule Society, but his occult beliefs and paranoia made him a puppet of this organization. The Thule Society's other occult beliefs included the supernatural significance of the swastika and Lucifer the "Light-Bearer," and the belief that there was a cabal of spiritual "Hidden Masters" they referred to as "The Great White Brotherhood," who guided human evolution from their dwelling place in the Himalayas. It was believed these Hidden Masters would make themselves known to the Aryan race and help them ascend once the Aryans had cleansed the world of the lesser races that had come to power through what the Thule Society viewed as the "evil machinations" of Freemasonry, Christianity, capitalism, and communism.

- **Supernatural Philosophies:** Blood Magic, Diabolism, Runecasting, Theurgy
- **Agenda:** To destroy the Freemasons, bring down capitalism, exterminate the non-Aryan races, and achieve the "genetic purity" required to ascend back to the godlike status of their perceived ancestors, the Nordics.
- **Membership:** Several hundred adepts plus thousands of loyal neo-Nazi cultists.
- **Resources:** Ancient runic texts, artifacts like the Spear of Destiny, and numerous secret laboratories, libraries, and hideouts. Depending on the timeline, they will also have access to varying degrees of military power, whether through the Nazi party or their own militant cultists.



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