

ROBERT  
PRESENTS



UNOFFICIAL  
OPTIONAL RULES  
FOR  
THE PARAGON  
ROLE-PLAYING GAME  
SYSTEM

The Paragon system was created with a sense of realism in mind, but still retains many “RPG” like elements such as XP. These optional, and completely unofficial rules may help to bring further realism to your gaming experience.

## Skills Take Time, not XP

When you get XP your GM is essentially saying “Great job slaying that demon. Because of that you can increase your skill at the piano!” With this rule you instead tie advancement to time spent practicing. Also you aren’t “stuck” at a certain rating even if a month passes in game because you “ran out” of “XP.” Skills take longer to learn with this option, but you always feel you’re advancing towards the goal of raising a rating between adventures. Characters with a higher REASON learn at a faster rate, while those with lower REASON can compensate by studying longer hours.

To implement, use the formula

$(10-REA) * (\text{next rating} * 2) + (\text{number of hours it took to get to your current rating from the previous one})$

This is the number of hours practice/study you need to advance. Obviously if the character has a 10 or higher REASON simply treat (10-REA) as 1 and subtract (REA-10) from the result.

Using this method, the average person can completely master a skill (to a 10 rating) in a little less than a year. If they study every day, and do nothing else. These numbers should probably be doubled, but with XP that same person would take only 77 days. So that seems much more realistic as is.

Other points: XP can still be given for re-rolls, stat increases, etc. but only 1-2 per adventure. Character creation with XP is unchanged. You will need to keep track of hours spent practicing each skill, and number of hours needed, possibly on a separate sheet. NPCs will probably have 3-4 ratings rather than 5, as their

advancement would be slowed as well using this method. Great for long running games, like Demongate High, where you know you have 4 years of classes to get through. Teachers still halve learning time, and backgrounds such as multitasker are unaffected.

5 REASON		
Rating	# of hours	days
1	$(5) * (1 * 2) + 0 = 10$	2
2	$(5) * (2 * 2) + 10 = 30$	5
3	$(5) * (3 * 2) + 30 = 60$	13
4	$(5) * (4 * 2) + 60 = 100$	25
5	$(5) * (5 * 2) + 100 = 150$	44
6	$(5) * (6 * 2) + 150 = 210$	70
7	$(5) * (7 * 2) + 210 = 280$	105
8	$(5) * (8 * 2) + 280 = 360$	150
9	$(5) * (9 * 2) + 360 = 450$	207
10	$(5) * (10 * 2) + 450 = 550$	275

9 REASON		
Rating	# of hours	days
1	$(5) * (1 * 2) + 0 = 10$	.25
2	$(5) * (2 * 2) + 10 = 30$	1
3	$(5) * (3 * 2) + 30 = 60$	3
4	$(5) * (4 * 2) + 60 = 100$	5
5	$(5) * (5 * 2) + 100 = 150$	9
6	$(5) * (6 * 2) + 150 = 210$	14
7	$(5) * (7 * 2) + 210 = 280$	21
8	$(5) * (8 * 2) + 280 = 360$	30
9	$(5) * (9 * 2) + 360 = 450$	42
10	$(5) * (10 * 2) + 450 = 550$	55

Skill groups function the same way, simply find the time for a rating increase in a single skill and multiply that number of hours by 3. For example raising a skill group from a 4 to a 5 takes a person with a 5 REA  $150 \times 3$  hours or 57 days.

To further speed training, any “child” skills can count as  $\frac{1}{2}$  the time training the “parent” skill. For example, spending 10 hours practicing Bilocation counts as 5 hours also practicing ESP because the skills depend on one another.

### Lesser Skill Prerequisites

The main rules state you must have a certain rating in one skill to begin learning another. Like computer graphics needing computer use. I need to know obscure functions of the OS before I can learn a specific graphics package? I’ve seen people who can get around in a specific program okay, but still have trouble figuring out how to throw something in the trash. True story.

With this option you still need a rating in the previous skill, but you may begin learning the “child” skill before you have the needed rating in the “parent” skill. However, to more accurately show the “parent” skill has not been mastered you take a penalty to the “child” skill equal to the difference between that requirement and the current rating.

For example, you have a 3 in computer use and start learning how to use Paintbucket DS 5.3.2.6 Pro Ultimate Limited Edition Special. (A Microsoft app store exclusive!) You put a 2 rating into the skill. Making a skill check in “computer graphics” is done at a -2 penalty because the rating in computer use that is needed is a 5.  $5 - 3 = 2$ . You would roll HDL(INS)+2-2.

This will allow you to create a skill group using a “parent” and “child” skill, so you can learn barrier and telekinesis for example at the same time, your barrier just won’t be very good until you master telekinesis properly.

This can be extended to skills that

need a certain stat, such as Spirit Step needing a 10 speed or Spirit Shield needing a 10 RESolve. Simply apply the penalty as above to the skill roll.

### Stat Improvement

Normally, increasing a stat is never, ever done because it’s far too expensive. With this rule if you raise a skill to a 10, you may take an immediate and “free” point in the stat that skill relates to. After all, if you spend hours and hours in a pool every day becoming the best swimmer you can, your ENDurance is going to go up, it’s just how your body works.

Obviously, if you already have a ten stat for that character, you may choose a different, but related stat. To return to the swimming example, if you already have a 10 ENDurance your COOrdination or STRength may go up with all that physical activity you’re doing, so raise one of them instead.

### Improvement Pool

Instead of the above, one other option is to keep track of XP spent for re-rolling skills or stat checks. This XP is not “lost” but instead goes into a growing pool that can build up enough to allow the stat or skill to be increased. Each skill or stat is a separate pool, and resets if used for such an increase. As it is “spent” XP it cannot be used with “unspent” XP for example 2 “spent” and 3 “unspent” to raise a skill to a 5. You would need either 5 in the “spent” pool or 5 “unspent” XP.

### TR Helps Damage

In the original HDL rules the OTR of your weapon factored into damage. This made sense. Ever try to cut steak with a dull knife? It doesn’t work. But using the same amount of force with a knife that’s sharp will help a lot. Now imagine a knife that’s magically sharp, OTR 10, meaning

essentially a laser sword. It would sink through anything just from the weight of the blade!

To use this rule, add OTR onto STRength before doing the damage calculation.

### Weapons Get Dull

Weapon edge is a delicate thing. Even kitchen knives need to be sharpened just from cutting apart veggies. Ever cut a tomato with a knife you haven't sharpened in a while? Now imagine forcefully banging swords against other swords, armor, or shields!

This rule decreases weapon OTR over time in combat. Naturally weapons made of magic, or that have been fabricated and thus repair themselves immediately ignore this rule. Mundane blades lose OTR rather than decreasing DC when striking something. Every 10 damage a weapon does or blocks, lose 1 OTR from that weapon. This allows a more realistic parry, as in the parry section it states "When parried, the attacker's weapon inflicts damage to the defender's, but not vice versa." In this way both weapons have something happen from banging into each other.

### Success Over Time

The Paragon system typically allows one roll per activity, no matter how long that activity takes. This is troublesome because if I want to paint a mural on my wall, it could take me two months. I may have raised my skill by the time I'm halfway done! One way around this is to roll until you succeed, and each roll is a time increment. This optional rule is a hybrid approach.

Any skill that takes time, such as drawing, fixing your car, or even some supernatural skills like transmogrification have an initial roll determining initial

success. If not enough you may roll the skill again, which counts as an assist to your original roll. This may be done as many times as half the skill rating the character has at the start of the task.

With the above example I begin my mural and roll an 8. This is my first <time increment> of work. I'm unhappy with the result (obviously) so I keep working on it, rolling an 11, so now my total roll after two <time increments> is a 10. I've painted over the parts I was unhappy with and made it look better.

For the transfiguration example you roll and see how much mass you've changed. If not enough, you're still putting power into the object so you can keep putting power in until you decide you're attempting something too large, (you roll the maximum number of times and still fail) or you succeed. Obviously the energy cost must be paid each action, but at least each action does something. You'll end up with at least a changed object rather than something that resisted the change completely.

Cooking, for example, would not benefit from this rule. A cake may take an hour to bake, but your initial check has already determined the outcome as it slides into the oven. (Baring you being distracted and burning it, that is.) Basically this rule applies to any skill you can add to or build up to over time.

### A Master Does it Faster

This rule especially applies to settings where things just seem to take an arbitrary amount of time, like everything in Demongate High taking ten minutes. Seemingly it doesn't matter how experienced you are, whatever you're doing takes the same amount of time. This seems unrealistic, as a really good artist could sit down and dash off an amazing art piece another couldn't replicate with months of work, even with the Success Over Time rule.

With this option you may reduce the

amount of time something takes by your skill rating, to a minimum of 1. No penalty is taken for this reduction, it simply represents having a greater skill and thus, taking less time to do the same quality of work.

Spells: Usually counted in segments, your rating in the planet reduces the time by that number of segments. (Obviously you cannot go negative)

Demongate High: Most things are 10 minutes, so reduce your time by 1 minute per rating. If you can achieve a skill higher than 10 simply start breaking it down further. 1 minute at a 10 rating becomes 30 seconds at an 11 rating. 15 seconds at 12, .5 second at 17, and so on. This ties in nicely with the “skills above 10” optional rule by showing off “impossible” skill ratings to the fullest.

Naturally even with a 20 skill a character can't wave a paintbrush and paint every room in a house simultaneously in a minute. So some common sense is called for.

## Humans are not Quartz Crystals

Clocks measure time by basically “counting” the number of oscillations generated by a crystal. When enough have passed, the clock “knows” a second has passed and displays that. People like you and me don't operate with this level of precision. So to believe the swing of a sword or casting of a spell could be regulated to within a tenth of a second is unimmersive. (Yes, I know it simplifies things for us in the ‘real world’) As the RPG “most grounded in reality” we can do better, and it doesn't take much effort either.

To more accurately depict that humans exist in a linear time and cannot do things in .2 second intervals<sup>1</sup> with precision, roll a d10 for anything that would normally be measured in segments. That's how many segments it takes to recover from the action. Modify the roll by subtracting your normal reduction for the type of action you are performing. In this way an untrained person can be faster or slower than a trained person but the trained person will still have the edge. For example if

you roll a 7 on the d10 and you are striking with martial arts (with a rating of 5/close combat of 5) your actual delay for that action is 4. As in the main rules no action can be below 2 segments. No reactive can be below 1 segment.

Casting spells in segments also an impossible precision to attain. I bet just saying “paragon is the best role playing game on earth” ten times in a row would give you ten slightly different results. (measured in tenths of a second) Again for spells cast in segments decide if you are going to try and force a time reduction, then roll a d10. You take a penalty to the casting check as normal. So if you were casting a grade 7 spell and wanted to save 2 segments, and you rolled a 4, your time is a 2. So your casting is at a -5 and if your planet roll isn't enough to support that, fail or backfire as appropriate. Do the same thing to lengthen casting time, any segments over the 50% allowed bonus are simply wasted waving your hands about. Then roll the d10 to find your delay and modify by magic combat. Spells cast in increments above segments are too long to worry about a few tenths of a second so this rule does not apply to them.

<sup>1</sup>a segment is exactly .2 seconds. 20 segments/4 seconds is Xsegments/1 second solve for X

## Delay Below Zero

The main rules state (pg 69) “No Active Action can have a modified Delay less than 2, and no Reactive action can have a Delay less than 1.” Dragon Ball Z would have something to say about that. In fact a character in various Paragon universes, (Demongate High, Lucid, or Pyre) can “easily” reach “zero” delay using wards, talismans, magic, or by simply manipulating time itself. So what happens if you reach a delay, using supernatural means, below these stated values? Simply

cut time into more refined increments for each delay below those stated. In game terms, each segment of Delay below what it would be normally you get that many actions before your delay goes up to the minimum stated.

For example- A martial artist Alchemist with a 9 REASON drinks an alchemical potion which raises their REFLEXES to an eleven. They have a 5 in close combat and a 10 in martial arts. Their normal Active Delay with martial arts is (with a 5 REFLEXES normally) a 3, reactive 2. The potion has pushed their body beyond normal limits and their Active martial arts delay is now 1. (Reactive is also 1 in this case, because it is rounded up) They now strike an enemy twice for "one" delay each bringing them up to the stated 2 delay, the minimum Active delay that Paragon tracks. ( $3-1=2$ ) Had their Active delay been 0 simply double the number of Active actions to be the number of Reactive actions.

A character that cannot use all their "enhanced" actions because of only being attacked once or not having anyone in range to attack on their action loses the benefits of the enhancement for that action. They cannot attack once, move, and attack again. A character using elemental attacks or magic can target more than one opponent as long as they aren't moving. The actions really have to be a split second apart, and any movement in between would slow the character down enough to lose the benefit of being so fast.

Also, if using supernatural means, rather than magic or Surreal Time to bring delay below 0, you may wish to implement a non-lethal damage to the body part used for the action, to represent the purely physical reality of pushing your body beyond the normal limits. 1 per enhanced action.

## Damage to Objects

How much damage do you have to do to something to destroy it? The main rules simplify this by saying  $DTR*6$ . So this means a lead pipe with a DTR of 4 has a DC of 24, while a massive boulder hurtling towards you has a DC of 30. You can cut the pipe in 30 seconds with a pipe cutter but there's no way you're blowing up that rock before it squashes you like a bug. To simulate this treat objects as creatures. The pipe takes extra damage because it's a -4 size modifier while the rock takes less damage because it's a +2 size modifier.

## Spell Combining

The act of casting two spells so they combine and perform both functions. For example, combining Drench and Detect Species would cover anyone of a certain species in water. Bring Rain and Control Temperature could cause scalding rain or hail. Path Tracer and Illusion can show the path normally only seen by the caster to others. Both spells must end on the same segment and both casters must be within arms reach of each other. The casters must be of the same type. (See the Spell Combining skill later in the book)

## Pain Hurts

Ever been punched? I hope not, but I have to assume it hurts. It also breaks your concentration and makes it harder to do whatever you're doing. Most of this is covered by the wound penalty, but that's after the fact. You get wounded and your character treats it like nothing happened, even if their leg almost got blown off or whatever. So for even more realism, introduce a deferred delay after a wound. You could make it equal the damage sustained, current pain penalty, whatever you decide. People with Tough, Combatant, and the like should probably be "immune" to this even if implemented in game.

## Narrowed Focus

Consider the humble energy blast. The staple of fight manga and magical fantasy alike, and bigger is always better. Or is it? This guide would argue: no. Within every energy blast is something special, it's right there in the name: Energy. You create a large energy blast (through whatever means) and that means your power, the stuff actually making your enemy hurt and then die from it, is spread out. Sure it might hit more than one person, or more than one body location, but what would happen to that blast if the same amount of power was in a smaller space? Answer: It would be more effective. This rule is implemented in this way: Any time a person can create an energy blast of a certain size and chooses to reduce the final radius, HDL of the attack goes up by 1 for every increment compressed. (Usually this is in meters, such as for spirit energists in the Demongate High setting. "An attack is as many meters across as half the skill rating, and any targets struck are hit in as many body locations as half the skill rating (minimum 1).") So with a skill of 6 and putting 6 energy into the blast but doing a 1m called shot to the body 2d8 is rolled, not 1d12. A similar penalty is applied to the attack roll, in this case with a normal HDL[5]+5 attack, HDL[5]+2 would be used instead. (-2 for the 2m reduction and -1 for the called shot to the body)

This works for whatever means you create the attack, supernatural or magical. (Even a 1m blast is enormous, if you think about it. Go work out just how huge a meter is when you're talking about an energy blast. I'll wait. Given your hand isn't going to be above your head (and thus, not at your full height) even a 1m blast is probably going to rip the ground up if it's a circle in front of you, especially if it's not completely parallel to it. Further halving the blast is still an option: .5m, HDL[9]. .25m? HDL[10]. Piccolo special beam cannon indeed.

## Make Gun Fu Work

How does Gun Fu actually work? Pg 117 in the main rules details the style, but doesn't seem to include enough description to actually use the skill. For example: "Thus, neither MAN nor REF come into play in attack or dodge rolls, respectively, when using this style." So the question becomes, what stat does come into play? There must be one. I would argue the answer is hinted at above "...operates less on aim and movement, and more on prediction and ->insight<-."

So treat Gun Fu as having a stat of INS for the purposes of initial attack roll, your pistol skill to overcome their passive dodge, uses your math check for hit location, and the normal damage for your firearm. A typical Gun Fu action would go like this:

First decide how many times the combatant is firing, which may increase the chance to hit as normal. (see page 82)

Roll the check. For example the combatant with an INS of 6 rolls a skill of 8, 1d12+8 and gets an 11.

All opponents of the combatant roll LUCk checks against that difficulty and the first one to roll below is the one that is hit. If none do that attack action is wasted because the combatant missed, and they lose that number of bullets they declared earlier. We assume they hit someone.

Now determine how well they hit. Roll your weapon skill as normal, we'll say a 12 was rolled for the pistol check (1d6+1d8+10) on this attack. (Because they are rolling terribly tonight, it's the dice I swear they're out to get me!)

Now hit location is determined. Roll math and check the table. (Modifying it for creatures with more limbs is left as an exercise to the reader) Our example combatant has a 5 REA and 10 math so 1d10+10 and gets a 13.

11	Right Leg
12	Left Leg
13	Right Arm
14	Left Arm
15-25	Body
20-30	Head

Finally calculate number of times hit and damage as normal. If they fired 3 times and the opponent has a 10 passive dodge 2 bullets would hit because  $12-10=2$ . If they had fired 5 times the attack roll would be an effective 14, meaning  $14-10=4$  bullets would hit. Hit location is not recalculated, that's the "strike with astonishing accuracy" part of the description. (The combatant does have a 10 in pistol, after all)

Note: Yes, this means the combatant can still miss. If they roll a 11, (say  $1d12+10$ ) an opponent rolls a 6 on LUCK so has been targeted, but still has a 12 passive dodge, that means 0 shots hit them if they only fire once.

Other modifications or additions to the skill as listed:

1) There is no active dodge against bullets. (Sorry) Instead at the beginning of every turn the combatant should make an active dodge check (ranged combat, active action) and take their free 1/10 movement, getting into "the best position." This serves as an assist to their passive dodge, which is unmodified from the original description. Not taking this movement every turn decreases the bonus by 1 for every turn missed. (After all, if you're just standing there like a lump and not moving during a gunfight, someone is putting a bullet in

your head Gun Fu or no Gun Fu.)

2) As the skill is INS based there are no penalties for darkness or blindness. But only if you have seen the space you are fighting in before combat begins. (After all, if you have no idea where the cover is or how many people you're facing there's no chance to hit anything, Gun Fu or no Gun Fu, plus you'll probably trip over something)

3) This skill can be used with any method of ranged attack, not just pistols. Throwing knives, bow and arrow, even magic. As long as you have a 10 in the attack skill you are using, it's viable. There's nothing inherently special about pistols that lends itself to this method of attack.

This is a lot of skill rolls for one attack, but given the requirements each piece should affect the outcome in some way. A combatant with much higher REASON should hit the body more often, while someone with lower REFLEXES won't be able to fire as much, and so may miss more often despite shooting roughly in the direction of someone.

## The Skill Roll Matters (in Magic)

For most other checks, your result determines how well you did. Did a make a masterpiece (20) or just an ok (10) art piece? How is the bread you baked? Did your homemade explosive go off? But magic is all over the place. Some spells are a flat "the effect is your planet rating." (Armor of Magic, Elemental Blast) Some are "the effect is half the planet rating." (Augment Attack, Devastating Blow) Some are even 1/3 the planet rating. (Magical Ally) Most spells are resisted by the planet check, yes, but are you telling me I cast a spell and do extremely well (25) but I get the same effect as someone that only just managed to cast it (8)? Using this rule you replace all numeric effects in the



spell description with  $\frac{1}{3}$  the planet check. Thus, to get an OTR/DTR 10 elemental attack you would have to roll a 30. This would tend to scale magic down and also increase the power of natural magicians, which is in line with their bonkers 5 background point cost. But it's more realistic as a person with a good stat and rating should be rewarded with "stronger" spells beyond just being harder to resist. It also simplifies things so you don't have to look up every spell you cast to remember if this one is planet rating or one half or some other arbitrary formula.

## Let's talk Magic

How do characters in the world talk about how they learn magic? We in the "real world" know it's all about the "Benjamins" baby. I.e. the XP and background points spent. But what is the in game explanation about why certain people can use mana, others can't, and how people create magic? Let's go over some terms you can use in character to avoid having to either hand wave this away or use only meta speech.

**Mana:** Mana is the mystical energy that is manipulated to produce spells. This we call "doing magic." The only place it isn't magically dead areas, and in general is replaced as quickly as it is used. (so one doesn't really have to worry about "running out.")

**Mana Core:** Only those born with a mana core can manipulate mana to produce magic. Think of the core as a glass sphere, a container, that exists inside the soul. This container naturally gathers ambient mana and stores it, ready to be used. To cast a spell, the core releases mana through the formula inscribed on the surface, making the mana take a specific shape. That shape is the spell that is being cast.

**Cultivation:** This is the name for the activity of modifying the core. You cultivate to learn magic, to "forget" magic, and to increase the number of spells that will fit on the surface of the core. (spending XP) During the spell learning process the mystical writings used serve as a template, etching themselves into the sphere that serves as the core. To no longer have that spell "memorized" you must cultivate the core to smooth out that section so it can be reused. Purposefully injecting mana into the core can cause it to grow, thus increasing the surface area and allowing more spells to be engraved onto the surface. While there is no hard and fast rule for forgetting a spell as there is learning one, a narrator would be justified in saying you must cultivate a certain number of hours, perhaps equal to the difficulty, to smooth out the core. Those narrations that are cool and hip will agree to give a bonus to those with the meditation skill as assisting this effort and reducing the time needed.

**Backgrounds and Weaknesses:** So a natural magician has a core that is easily engraved and allows the user to translate their own life force into mana during the spell casting process. A scholar of magic has a more resistant core and so must spend more time cultivating to learn spells. Those who can no longer do magic, for example having the *dead magic* spell cast upon them have a cracked core that no longer holds mana. A "more powerful" magic user such as an Inferno of Magic has a greater mana pressure in their core, allowing more mana to spill out when spellcasting. And so on. Hopefully this helps you stay in character!

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## Adaptation to Other Systems

Here I'll list various other worlds of literature or movies and how their systems might be adapted to be played with Paragon.

## Wheel of Time

The main source of magic in this world is the One Power, the force that drives time forward. Those that can work with it are called channelers, and are said to "channel" the One Power. Essentially an energy that is found (almost) everywhere in the world, (like the Force in Star Wars) and people that can hold this power inside themselves can further split it into "strands." These strands are elemental forces that, combined into certain patterns, accomplish what paragon would call spells. Some people can hold more of the One Power and are thus "more powerful" than others, rather than simply being more skillful. But you can still be more skillful, by cutting the time it takes to cast "spells" or simply being more creative with what you can do. To that end, a channeler first takes the 1 point "Spark of Magic" background as normal. Then they determine what sort of channeler they are, and then if they can hold a greater amount of the One Power than normal.

## Background Costs

Channeler: Taught (2 points) - Your character has been taught to channel and begins with a capacity of the One Power equal to their energy. If their END or RES ever change, this amount adjusts accordingly. They learn complete weaves as a scholar of magic.

Channeler: Wilder (4 points) - Your character began channeling on their own, either with a block to keep them safe, or they were one of the 1 in 4 that figured enough out on their own to survive. They begin with a capacity of the One Power equal to their energy as though their RES was +2 higher. If their END or RES ever change, this amount

adjusts accordingly. They must spend 1 energy to initially make a channeling check, and every energy spent above this increases the amount of the One Power they can safely hold by 5.

They learn complete weaves as a natural magician. You may take one of the following weaves without it counting against their initial total: Alleviation, Animal Affection, Charm, Eavesdrop, Illusion, Recovery, Upheaval. They are looked down upon by non-wilders, suffering an effective -1 bad reputation. Any spells they learned on their own are treated as wild weaving but there is no -2 penalty for that character. That's just how they do the "spell."

At first I believed this was simply a derogatory name for anyone that learned to channel on their own, but then I read this line. "That was one of the blessings and the curses of being a wilder; she could do things by instinct that other Aes Sedai struggled to learn. However it was difficult for Nynaeve to unlearn some of the bad habits she's learned." Ignoring the change in tense and voice, that sounds like a natural magician to me.

Channeling Limitation (-1 to -3 points) - Your channeling is limited in some way. Canon examples and their point costs are listed below. Essentially treated as Context Dependency from the main rules, certain conditions must be met for you to channel. Most often those that begin channeling on their own develop a block to keep themselves from simply drawing too much of the One Power and dying. This block can be broken with time and effort, buying it off as though learning a skill.

-1: Your character must be in a certain emotional state in order to channel

-1: Your character must be in the presence of the opposite sex to channel

## Unofficial PARAGON

-2: Your character's range on channeling is limited to M

-3: Your character must close their eyes to channel

Dreamwalker (2 points) - Enter the World of Dreams, with training. You get access to the Dreamer skills from the Lucid campaign setting but cannot cross over into reality. The only other real difference is that in the dream, sometimes glimpses of the future can happen. While this typically takes the form of dream imagery, the Dream Analysis skill (Lucid pg 27) can be learned and used to try to discover what they mean.

Foretelling (1 point) - This background is under the narrator's control for activation, but allows the character to speak about the future. They will not remember what they have said.

Increased Capacity (1-3 points)- Safely hold more of the One Power than others. At 1 point your character's END should be treated as +2 higher. At 2 points double normal capacity, at 3 points triple it.

Ogier (3 points) - Ogier are a race of large humanoids that originally came from another world. They live in seclusion, rarely venturing out from their groves, which they call Stedding. Most that do so are stonemasons, hired to do work which they are renown for. However, working with stone is simply something they tolerate doing, as their real passion is plant life. However, not many Ogier are Treesingers any longer. The energy of the Stedding somehow sustains them, and any away for any length of time are subject to "the longing." This is an almost irresistible desire to return to a Stedding. If the Ogier does not return they will eventually sicken and die.

An Ogier has a very inhuman face and tufted ears that betray their emotions. Being so long lived they believe humans are quite excitable, and any story they tell may begin hundreds of years ago.

Ogier gain the following racial modifications:

+1 size modifier

-1 cost to Treesinger

Long Lifespan (4x normal)

The Longing (Can remain out of the Stedding without issue for END years, every week thereafter must make RES checks at increasing DIF to fight off the Longing. Failing the check 5 times in a row causes the death of the Ogier.)

LOO -2

Patient

Nightsight

Physical Weaver (-1 points) - While being trained your character learned to produce strands and weaves with physical gestures. Making a throwing motion for a fireball or passing the hands over the body while healing. If they are bound in some way and cannot move their hands, the check per strand is penalized by -4.

Special Ability (1-5 points) - Take some unique ability for your character not tied to the One Power. For example Hurin's ability to smell violence (2 points) or Min's ability to see the future as images around a person. (1 point, as nothing could be done about what she saw) Ta'veren Sight (1 point) - See those who are Ta'veren by their aura. Work with your narrator to decide what ability your character might have and what the point cost is.

Stunted Capacity (- 1 to -3 points) - The safe limit of holding the One Power is less than normal for your character. For 1 point treat their END as -2 less. For 2 points halve the safe amount. For 3 points they can only hold a quarter of the normal safe amount.

Ta'varen (1-5 point) - Your character is a person of destiny, forcing the world around them and being forced by the world around them in equal measure. The stronger Ta'varen a person is, the wider reach they have on the world. Mechanically, taking this background causes several things to happen. 1) In a radius of LUC\*point spent Km around the character chance is twisted with a 50% chance of something good happening that normally wouldn't, or something bad happening that normally wouldn't every HDL[LUC]-points spent (minimum 1) minutes. 2) The character themselves add 2x the background cost to any LUCk checks. 3) The world (i.e. the narrator) can simply railroad the character against their will into various plot points without regard for plausibility of those situations happening otherwise.

Ter'angreal Reader (1 point) - This background negates the penalty of the Ter'angreal Sense skill, allowing the character to more easily determine what a specific Ter'angreal does and how to safely power it.

Treesinger (2 point) - While anyone can learn the various songs to manipulate plant life, only the Treesinger can sing to that plant life and have it respond to them. This can allow them to shape wood, cause plants to grow, even cure disease or keep them from dying.

Wolfbrother (3 points) - Telepathically communicate with wolves. Able to enter the world of dreams. (See Dreamwalker) Typically marked with yellow eyes, and can lose themselves to become a wolf in spirit, though not in body. Wolves treat you favorably, as one of them but "on two legs" instead of four.

## Skills

Channeling (MAG)  
RES†

More or less of the One Power can be drawn by a character depending on their natural limit and skill. This is a rather organic process, the One Power being drawn into a character as though they were drinking from a hose rather than eating a vitamin. This allows the character to draw near their maximum over a short period of time without risk. They simply stop "drinking" when they feel they are "full." (If they do not, see the addiction section) As the Paragon system is based on discrete "packets" of time, this is difficult to approximate without a lot of math, because one check could result in a very low amount, then another check a very high amount, leading to an unintended overload. To fix this problem use one of the two methods here. Simplified: First, decide how much of the One Power your character wishes to draw. Your roll determines how much of the One Power your character can draw per "action" once they begin. Treat this as deferred delay, so that if interrupted, they can react defensively with whatever Power they have managed to draw. If they would go over the limit with their next "action" of drawing they may simply draw less, so as to not explode themselves. More complex: Your roll means the same, but divide it by the number of segments it will take to draw that amount of Power. (The character's magic combat delay) Still treat as deferred delay, but if interrupted this more granular approach will have allowed slightly more of the One Power to be drawn. This also allows the amount of One Power to be drawn up to the exact segment needed. In either case if the character stops drawing the One Power they must make another Channeling check to begin again, up to their intended limit.

The One Power serves to enhance the senses, granting a bonus to perception checks equal to +1 per 5 Power currently contained in the body. It also makes your character feel more alive and can be addictive. (again see the addiction section) Holding the One Power while hurt is a tricky prospect, as it increases sensation equally, from the feel of silk against the skin to the pain of a crushed finger. Pain penalties are increased by +1 per 5 Power currently held.

## Darkfriend Sense (SPI)

INS†

Sense how tainted someone is, in other words how much evil they have done in their lives. In other respects it functions as spirit sense, (Demongate High pg 142) detecting the presence of evil in a person or place rather than energy.

\*You must be the recipient of a Pair Bonding spell to learn this skill.

## Ignore Weather (PHY)

RES†

Learn to ignore hot or cold temperatures so that you suffer no penalties in cold weather and do not sweat in hot weather. This is partially a breathing technique and partially concentration. A check, DIF 10 that begins your character's concentration (causing a -1 to all active rolls while you concentrate) can keep them from sweating or shivering in cold. Eventually, if it's below freezing, they will still freeze to death because that's what happens. Canonically only those that can channel have ever succeeded in learning the technique, but we really don't know how hard anyone else tried.

## Power Sharing (MAG)

PER

Open yourself up to, or take control from, a person who has made a successful

Channeling roll. The two people trying to join must roll within 5 of each other, and success allows one person to control a greater portion of the One Power than they otherwise would be able to. The person or persons not the "leader" are unable to channel further. The "leader" of the circle, which can be passed with no further check required, adds 80% of the total each person so joined to their own potential to safely draw upon the One Power. The leader also gets to add their check to how many strands can be created. (See Strand Splitting) For example a person with 25 total capacity brings in a person with 36 total capacity, so the "leader" now has 53 total capacity. This capacity doesn't change if the leader of the group changes. Both participants roll Strand Splitting independently and the results are added together. The number of people that can be linked is quite confusing and involves a ratio of males to females. Look it up if you need to make huge circles. The leader is the only one that can break the link, so while a participant can go unconscious and remain in the link, the leader cannot.

While linked in this way the participants can vaguely feel each others emotions and physical well being as though it was their own. This could become distracting in large enough circles. Linking in this way also distributes the fatigue caused by channeling, see the fatigue section.

## Strands (MAG)

Spirit	(INS)	Fire	(END)
Water	(REA)	Earth	(STR)
Air	(REF)		

Roll these skills to see how well you channel each strand of the One Power. This can be used as an attack roll, opposed checks for two strands being forced against each other, or to see how complex a shape can be created with one strand. The base

DIF of creating a strand is 5.

Average the amounts when using more than one strand for a particular weave. (see the example rolls section) The effective grade of the spell, or HDL of the spell's effect, if applicable, is the rating of the lowest strand that makes up the weave. (See HDL of damage)

\*These skills cost double XP to raise, as Martial Arts.

### Strand Splitting (MAG)

INST†

Split the strands needed to cast more complex "spells" rather than just hitting someone with a single strand of the One Power. Or split the weaves among many "spells" either to hit multiple targets or one target with multiple strands of the One Power. When channeling, declare what order the weaves are being made in and make a check as a free action. Your character can create as many separate strands as 1/2 the check result, round down. If you do not roll high enough to create all strands they are created in the order you have declared. If your character is creating a weave that requires more than one strand that entire weave fails and no strands are created. If they are simply creating a number of identical strands (for example hitting one person with three strands of fire in three locations) they get the number of strands they would for the check result. Strands have an MR of S and an ER of INS+Rating.

Strands have a base OTR of 1, DTR of 2. Strands can be cut by the opposite element, if their OTR exceeds DTR. (Spirit, however, cuts spirit) Strands can be pushed aside by the same element if the DTR of the defender's strands exceed the attacker's. Strands created in range have a nearly unlimited length, so a person can be tied up head to toe with a single strand of air, for example. The maximum number of strands one person can have active at once is equal to their skill + INS.

Each strand check is rolled separately, in terms of called shots or just to see if the strand was even created or not.

### Strand Shaping (MAG)

REA†

A normal strand of the One Power is about the thickness of a pencil, meaning a strand of air probably won't knock anyone over. However, their thickness can be increased or decreased in size through practice. With a check in this skill as a reactive action before creating a strand, the size can be changed. Making a strand smaller increases the OTR by 1 for every 5 rolled, sharpening it into an edge. Making it larger increases the DTR by 1 for every 5 rolled, making it harder to counter or dodge. Increase effective roll by DTR for that strand to account for the greater size. Strand diameter increases by about 10cm per DTR. DTR 2 is enough to allow strands to cause knockback or tackle. See main rules.

### Tree Song (TRE)

PER†

Perform a ritual, though song, to control plant life around you. There are various songs that can be learned, each producing a specific reaction. Learning each song is as a grade 5 spell learned by a scholar. Songs are listed in the Songs section below.

\*You must be a treesinger to use this skill.

### Ter'angreal Sense (MAG)

INST†

By touching an object and making a check DIF 5 the character can tell the difference between an Angreal and a Ter'angreal. For Ter'angreal; By spending a number of turns sensing the item out and making a check, DIF equal to casting the

spell effect, they can discover the purpose of the item. If they do not possess the background Ter'angreal Reader this check is halved. If they have the background, success on this check also tells them how to activate the object safely. Those without must make a LUCK check, DIF 10, failure causes a backlash when the item is activated and possibly destroys it. For Angreal; A second check, DIF equal to 1/5 the amount the ter'angreal can hold, you can tell roughly how much. (As the characters do not think in absolute terms but "this person can hold more/less than I can") A failed roll still tells you it can hold at least that much that you did roll.

\*Requires a 5 rating in Magic Sense

### The Oneness (CMB)

RES†

Call it what you will, both men and woman have techniques to calm their minds and focus more in combat. By spending an Active action in a given type of combat in which you have a rating of 5 or more (Close, Ranged, etc.), you steady your nerve and focus your senses, gaining a bonus on all combat skill rolls, as well as RES checks to resist any combat effects (intimidation, morale, compulsions, etc.) equal to 1 for every 5 rolled on your skill check. Pain penalties are reduced by a similar amount.

\*Requires a rating of 5 in the relevant tactical skill and meditation.

### Weave Inversion (MAG)

REA†

After successfully channelling make a check to alter the weave so it is harder to detect via magic sense or perception check (if the same gender). DIF to detect that spell is increased by your skill roll. However, this adds to the drain caused by the spell, increasing its maintenance penalty by 1. Note that only men can detect

a man's strands while only woman can detect a woman's strands, no matter how high they may roll on Magic Sense.

### Weave Tying (MAG)

REA†

Make a check in this skill to separate yourself from a weave. The weave can then persist on its own as per table 5-4 of the main rules. (Page 143) DIF is equal to 5 per strand of the One Power to be tied.

### Weave Untying (MAG)

REA

Unravel a weave so that magic sense cannot later be used to read it and tell what "spell" was done. The time taken is 1 turn per grade of the spell. Each additional turn taken decreases DIF by 1, as if casting the "spell" yourself. (In other words, up to 50% extra time may be taken) DIF is equal to casting the "spell" x2. If the weave is not a "spell" but instead a single strand the grade is considered 1. Success negates the weave so it cannot be read later. Failure causes a backlash at the point of the weave, essentially a random spell of the same grade at that point. This does serve to hide the strands that made up the weave, so even a failed roll does the job, but even this is risky due to the random result. Neither weave can be read at that point.

## Relation to the main magic rules

To learn "spells" you must first determine what grade of spell you are trying to learn, which determines how many "strands" of the One Power must be used. The number of strands is equal to the grade of the spell ÷ 2. So for example a grade 10 spell will require all 5 elements. Round up.

Each strand takes 5 of the One Power to create. So a grade 6 spell requires 3 strands and a base of 15 power. This is not fifteen energy but fifteen of the One Power. The amount of the One Power held does not diminish (or more accurately it diminishes



and is refilled without any need for the channeler to make further checks).

Time to cast and difficulty are the same as Paragon spells, so for example trying to create a sword of fire would be "Elemental Weapon," grade 5, needing Fire, Spirit, and Air. (Work with your narrator to determine the exact Strands needed for each "spell" you know) It would take 5 delay and fall under Magic Combat to reduce that further. Penalties and bonuses for taking less or more time are also the same.

Range is trickier as it seems strands can pretty much reach as far as the eye can see. Treat any spell not T based as being S instead. Everyone complains working on yourself with the One Power is tricky as best, so any P spell would have to be reworked as someone else putting that spell on you, so it would then become T range.

Everything else is the same, from knowing a number of "spells" (i.e. weaves) at character creation and having to spend time and XP learning spells as a scholar or natural magician would, based on background. Use of the 5 elements directly requires no further training than acquiring them and many things can be done such as snuffing flames with water, TK like effects with air, etc. (see "free form weaving")

Depending on when the campaign is set characters may be able to take the quasi-magic skills and create both Angreal and Ter'angreal with imbuing and fabrication, respectively.

## Fatigue

While somewhat inconsistent, sometimes people channel for hours and are hardly more tired than they would be otherwise, other times are tired right away, channeling does cause fatigue. Why is unclear, what the channeler is doing has nothing to do with the body's reserves, their power comes from outside themselves. It may be more mental, simply directing elemental forces with the mind takes

concentration and mental resources, causing a fatigue like state. (It was probably more conceived of as simply a way to limit someone from channeling long periods, and the actual "why" didn't matter. That's why people can pretty much channel for as long as they needed to and they were just tired afterwards) For every ENDx20 of the One Power the character channels, they gain 1 fatigue point.

When linked with other people (see the power sharing skill) fatigue accumulates more slowly by spreading out the burden felt by all those who are in the link. Each time the One Power is spent, each person in the link "supports" a fraction of that expenditure. For example, if a group of 5 spends 150 of the One Power in one action, it's as though each person spent 30, not that the leader spent 150 and everyone else spent zero. Each participant then calculates their fatigue as normal for that action according to their own individual END. Note that members can go unconscious and still be linked.

## Expanded Magic Skills

Magic Sense:

Can be used to read the residue of weaves left behind and provide information on what strands were used. If you can sense the "spell" (See pg 170 in the main rules) you may spend 1 turn per grade and make a Magical Scripture check, DIF equal to casting the spell + number of hours that have passed, and learn what strands made up the weave at that point.

You can test someone to see if they would be able to learn to channel. This takes about a minute, concentrating on feeling the person before you to see if they resonate with a strand of the One Power. The DIF is 20 - the target's PER.

Magic Theory:

To identify someone's weave as they cast it make a check at the normal difficulty.

This check made against someone creating a 0 delay weave suffers a -2. If successful make a Magical Scripture check opposed by their casting check. Success allows your character to immediately copy the weave and use it themselves, or counter it properly with the opposite strands to cut it before it can reach them. A KNO check, DIF 5 + casting the spell, will allow you to memorize enough of the casting to later recreate it and spend XP to learn it permanently.

### Subtle Casting:

Any person of the same gender as someone using the One Power may make a perception check to notice the strands at a DIF of the casting check. As strands can bend and come at someone from odd angles, this skill can still be learned to help hide the intent to cast on someone.

## Modifications to spells

Some spells, like Dead Magic, would have to be modified for the setting. For example, Dead Magic would still work, but on a person alone, not an area. Obviously drop the grade to compensate. Use your best judgement in those cases where there is a spell that simply needs a bit of a tweak to be more in line with the books.

## HDL of damage or other effects

Effects and damage are as the HDL of One Power put into an attack, with a +1 for every 5 spent, up to the skill rating in that strand, or the lowest skill rating in a weave requiring more than one strand. 5 gets you HDL [1] so with the fire example again that's enough to start a small fire or burn someone a little, but not engulf them in flames. Putting in 20 of the gathered One Power gets you HDL[4]. This represents how one person can be both "more powerful" and more skilled than another, because they can hold, channel,

and work with more of the One Power at once.

For example a person holding 30 of the One Power could cast two "grade 6 spells" at once because each "spell" takes 3 strands. Or attack 6 targets with a single strand of HDL[1] damage or 1 target for HDL [6] damage (with a skill of at least 6.) Obviously a character can create multiple strands of the same element and do HDL[X] damage several times if they can hold enough of the One Power. (Holding 100 would allow 2xHDL[10] and so on)

Similarly the effective rating for any weave is the amount of the One Power put into each strand that makes it up. Any weave with more than one strand gains no benefit from spending more Power on only one strand, they have to be equal. A grade 3 spell of "smokescreen" for example would have a "sun rating" of 1 with 15 of the One Power, 5 with 75 of the One Power, and so on. (So you can see how the recent trend of Aes Sadai getting weaker and weaker per generation is a real concern.) To create a gateway only a meter across (you would have to almost crawl through it) would require 50 of the One Power. As the Pyre spell "Transit Window" is grade 10 and states "the portal can be up to one meter across per 2 Pluto rating" one would need 100 of the One Power to get a gateway 2m wide. (5 per strand, all 5 strands needed, base 25 power) (No wonder so few people can do it!)

In a case like this, I would "rewrite" the spell to say "the portal can be .5m across per rating in Pluto." It means the same thing, but now you can do a portal 1.5m wide with 75 of the One Power rather than straining all the way up to 100. Narrator interaction, blah, ba blah)

## Roll Failure

Failing a Channeling roll (getting less than 5) simply means your character cannot touch the Source and thus, cannot channel. Rolling above the amount they can safely

hold is not immediately fatal. As long as they haven't exceeded the amount by more than their END+Skill, it's painful (pain penalties as though non-lethal head damage equal to the amount they have gone over) but they won't die. They may push away some of the One Power they are holding with another check, or simply stop channeling it as a free action. Rolling Channeling above this limit is treated as an overdose of the One Power, see the Addiction section.

Failing to meet the DIF of the spell they are trying to cast has greater consequences than normal Paragon magic. Roll LUC, DIF equal to the difficulty of the spell. If you fail by even one, the weave collapses into a completely different "spell," of the same grade at the narrator's option, and can basically make anything happen.

## Wild Weaving

Several times in the books the characters use weaves they don't know, usually when under a great deal of stress. This later causes them problems, but hey, they're alive, right? There are two ways to do this; 1) make a PER check at the same DIF as casting the spell +5 (in essence, convincing the One Power itself to guide the flows) 2) A RESolve check DIF of casting the spell +10 (in essence forcing the power to do what you want).

If successful you spend 10 of the One Power on each strand, if you can support this amount or not. If you cannot, enough of the power is drawn so you can, which may burn you out or kill you after the spell is cast.

Either way this method "takes hold" of the caster and becomes the primary way that person must cast this spell, though it is cast differently than the "correct" way. If the caster later learns the "correct" way, all streams suffer a -2 penalty on the casting attempt. Someone getting a clear view of the streams may be able to reason out the correct way, (see above, magical theory) but attempting what they saw is still treated as Wild

Weaving should they make the same attempt.

The caster typically has no idea how they performed the spell, but after learning the correct way they may make (each time they cast it) a REASON check, DIF of casting the spell +10 and a LUCK check DIF of casting the spell +5 to work out how they did so, and "convert" the learned method to the initial method. This costs ½ the EXP of learning the spell normally, but can be paid at any time after a successful casting if they cannot afford it now. They now forever cast that spell "incorrectly" but do not suffer penalties.

They cannot teach others their way of casting the spell but can teach the correct method, which they still remember and which would still produce the -2s should they attempt that way. (The spell is no longer Wild Weaving for them, but is treated as that method for others)

## Free Form Weaving

Many times a person won't know a "spell" to achieve something, like Traveling, but may want to accomplish some goal with the One Power. For example, stack two stone blocks into a triangle and melt the edges together. As long as you can create the number of strands needed, don't feel you need to know a "spell" to do every little thing. Many times channelers need to do something and they just brute force it using simple streams together. Many of these can be used by both men and woman because they are just manipulating raw elemental forces. Some, like putting out a flame requiring men to channel Fire and put the heat elsewhere and women simply hitting it with Water would really only come into play if someone was unskilled in a certain strand. Just keep in mind that women are more likely to use water/air to accomplish something a man would use fire/earth for.

### Examples of simple weaves

Fire- Heat up water. Heat a room.  
Set something on fire.

Water- Douse fire. Dry an object.  
Move water from one place to another.

Earth- Seek for weaknesses in stone. Tell different stones or metals apart.  
Draw dirt away from something.

Air- Lift something. Create a breeze.  
Swat someone from a distance.

Spirit- Tell general health, harm undead, tell if a ghost is near.

Fire and Earth - melt rock.

Air and Water - Create fog.

Air and Fire into a pond - Create steam.

Water and Earth - Dry mud or purify a source of water.

Fire and Spirit - Create a small light.

### Example rolls

First the character rolls Channeling. They have a 7 RES and a skill of 5. They get a 10. They now have "10" of the One Power inside their bodies. Facing an enemy, the character chooses to stay with the 10 and on their next action, put all 10 Power into a simple fire Strand to try and set their hair on fire. (As they are not creating any more than one strand they need not roll Strand Splitting) They roll their fire skill, and if facing another channeler (of the same gender) that person gets a dodge or other reactive action. Otherwise it's against passive dodge to see if they hit. If they hit they do HDL[2] damage.

Their next action they roll Channeling again. They roll an 11 and now have 21 of the One Power to work with. They can now use spells up to grade 6 because a "grade six" weave of the One Power requires 3 strands (18 One Power). Or they can put that 20 Power into their fire strand for increased damage. (HDL[4])

If they choose to cast a "grade 3

spell" they roll Strand Splitting to see if they can create the three Strands required. They have an INS of 6, skill 5 and roll 12. They could create 6 strands, more than enough to create the weave. They roll each strand and average the results. Grade 3 spells have a DIF of 8, say the three rolls were 7, 15, 8. That's an average of 10, so the weave was successful.

### Differences Between Men and Woman

Women take a -1 penalty to the skills Fire and Earth while taking a +1 bonus to Air and Water. Men reverse this.

Spells for men and woman are cast opposite each other. For example, woman create gateways by making the two places they want to go identical, while men bore a hole in space between the two points. Men and women can't directly learn from each other, but can REASON out (DIF x2 the spell difficulty) how they might do something by reversing the way the other does it. (note that no character is smart enough to figure this out in the books, despite the clear evidence this is how it works. I would allow the check as a narrator, your narrator may not allow it.)

Men can somewhat sense when a woman is holding the Power, but not how much. Women cannot sense when men are doing so. Women can see another woman holding the power as a glow, with how much they are holding determining the strength of the glow. (This sheds no usable light) Men can make magic sense checks to see how much another man is holding.

Depending on timeline, men tend to go mad after channeling the One Power. Treat them as Unwilling Warlocks from the Pyre campaign setting.

Channelers have their lifespan dramatically increased. Multiply life expectancy by the total amount of the One Power a character can safely hold / 6 (for men) and / 5.8 (for women). Halve the amount if the character has sworn on the

“Oath Rod” or similar Ter’angreal.

While both men and woman use RES as their stat for gathering the One Power, men use it to force the Power into submission, while woman use it to relax and allow the power to flow through them. The numeric effect is the same, but it should be mentioned what they are doing is inherently different (and opposite).

## Ter’angreal

Very few Ter’angreal, such as the twisted “stone” ring that allows access to the World of Dreams, do not require channeling. Most relied on “standing flows” that were present in the age of legends that allowed any person to activate them. Now they must be manually activated, however incorrectly powering one can cause a backlash. See the Ter’angreal reader background and skill. Ter’angreal can be created, based on when your story takes place, using the normal rules for imbued objects. As a resources: Background, a ter’angreal can hold a spell up to 2x the background points spent. Novice and Accepted are not allowed to own these.

## Angreal

Angreal help people channel more of the One Power than they normally could, and don’t really have a difficulty to use. They are quite rare, most channelers would probably go their entire lives without the opportunity to use one, much less see one. An explanation and a little practice is usually sufficient to use one, if found, however.

Each angreal should be assigned an amount of the Power it can help the character hold, based on BGP cost or how difficult in game it was to attain. If creating one in game, roll Fabrication as though it was a Planet focus, difficulty 5 for every +1 of the One Power the angreal allows one to hold.

As a Background: Resources item an angreal can allow the character to safely hold an amount of the One Power 20x the background cost. Treat this amount as not

counting against addiction or overdose. Additionally, the angreal allows 5x background cost One Power placed into single streams, so for example a 3 BGP angreal would allow 60 more of the One Power to be safely held, and 15 more of the One Power per stand to be channeled. This allows for increasing HDL up to HDL[15], the bonus amount ignoring the skill prerequisite per strand. For example normally a single strand of fire with 5 skill can have enough of the One Power behind it to achieve HDL[5] damage. Using this angreal allows 15 more energy and thus HDL[8] is possible despite only having a 5 skill. Finally using an item such as this increases the amount that can be drawn per action, adding a bonus to channeling rolls equal to 5x the background cost. Novice and Accepted are not allowed to own these.

## Sa’angreal

For every 100 or so angreal there are sa’angreal, which are simply more potent. They are not suitable for anything but plot devices and when found, are more than likely locked away so they don’t fall into the hands of the Forsaken or other Darkfriends. Were they allowed in starting play, the amount of the One Power they can safely allow would scale at 100x background point cost. As with angreal, they allow additional One Power per stand at a bonus of 10x background cost, and the bonus to channeling is 10x as well. Their making has truly been lost in the world. Even an Aes Sedai would be grilled if one was found in her possession, novice or accepted students would be lucky to escape with a whole hide.

## Substances

Forkroot (ingestion)

Onset: Con-4 minutes

Duration (10-CON)x1 hour

Typically prepared as a tea, Forkroot was recently discovered to strongly affect those that can channel. (Despite it being essentially a weed that's probably been around for thousands of years) Taken in small doses the plant negates one's ability to draw the One Power into themselves. The amount a person can channel initially does not seem to have any bearing on how muted they become, so rather than CON checks and the like the following table is used.

Dose	% power that can be channeled	Fatigue gained
1/4 cup	1/4	2
1/2 cup	1/8	10
One Cup	1/16	20
Two Cups	1/32	30
Three Cups+	Victim Comatose	

Forkroot does not strongly affect those that cannot channel. Gain 1 fatigue point per dose.

Cuendillar - made with the power, any iron object can become cuendillar and become nearly indestructible. See the spells section.

Sung Wood - highly sought by collectors simply as virtue of being both rare and almost guaranteed to be old, sung wood hardly ever rots or is attacked by insects.

Power Worked Metal - Treat as fabricated metal. Typically only swords were made of this material, as anything else that those in the "age of legends" needed to last could be made of cuendillar. The process for making it should be similar to Fabrication in the main rules. However, the object must

be fabricated as it is created, it cannot be done after the fact.

## Addiction

One Power (magic)

Addiction: RESx10 (1 day), DIF 10

Dosage: Usage

Tolerance: 0

Overdose: END+rating

Onset: Instant

Duration: As long as the power is held

Using the One Power causes a feeling of being more alive, enhancing the senses and physical sensations while it is held. Initiates are watched very closely (often for 10-20 years) before they can be trusted to channel on their own. Those that become addicted to it rarely last long, as they simply begin drawing as much of the One Power as they can. This either kills them or cuts them off from the One Power, saving their lives at a great cost. If blocked from the Power they do have a chance to break their addiction with further checks, each day adding a +1 bonus.

Overdose: An overdose is an amount of the One Power held that falls between the amount the character can safely hold and END+rating in Channeling. This causes a pain penalty as though non-lethal damage to the head has been sustained equal to the amount the character went over their safe limit. Any amount held above END+rating and the character may make a REFlexes check, DIF 10 to take a reactive action and release the One Power. Failure burns the Spark of Magic out of the character. Holding twice END+rating worth of the power and the character may make a CON check, DIF 15 or explode themselves, doing damage to everything around them as if channeling a single strand of fire using all of the One Power that has been gathered.

Withdrawal: A person no longer able to sense the True Source falls into a deep depression, and more than likely become suicidal. Treat this as Chronic Depression as found on pg 108 of the main rules.

True Power (magic)  
 Addiction: RESx10 (1 day), DIF 25  
 Dosage: Usage  
 Tolerance: 0  
 Overdose: END+rating  
 Onset: Instant  
 Duration: As long as the power is held

The True Power stems from the Dark One, and so is only made available for use to those dedicated to furthering their aims in the world. Far more addicting than the One Power, even the strongest willed Forsaken thinks twice about drawing from this source. Other effects are as the One Power. However, all numeric effects (HDL of damage, amount that can be held, are doubled)

Using the True Power for any length of time causes a black dot to appear in the eyes, moving from one side to the other. More of these spots can occur if the user continues their use of the True Power. These have no effect on vision.

## Places

Stedding- Home of the Ogier, the One Power (for reasons unknown) cannot be used there. Few humans have ever see the inside of one, which from the outside resembles a simple forest.

The Ways- A shortcut through space, the ways were grown by Aes Sadai and previously tended by Ogier. They became corrupted when the male half of the source was, giving rise to an insubstantial creature of evil and hunger that endlessly wanders them. Now dark and crumbling, the ways are very dangerous to traverse but can cut weeks off a journey if braved.

Realm of the Aelfinn and the Eelfinn- Reached by stepping through oddly twisted gateways or opening a door on the Tower of Ghenjei with a brass knife, the Aelfinn will answer any three questions posed to them truthfully. The Eelfinn will grant three

requests, but demand a price in exchange. A person may only enter their realm once through each method.

The World of Dreams - A strange reflection of the real world, the more transitory something is the less it shows up there. Houses and buildings would appear solid, but doors may be open or closed every time they are looked at. Paper (for example) hardly ever has a reflection there. An extension of this place is the "starry" field that contains (it is rumored) all the dreams of all the people in all realities that currently exist, appearing as shining spheres of light several meters across. Those that can ward their dreams still appear, but are muted in some way relating to how the dream is warded. Some creatures like wolves and specific individuals wait there upon their death to be reincarnated by the Wheel of Time. Can be traveled to physically with specific weaves, but this is not recommended (canonically "because I said so") because of a "loss of self" that can occur. As it is unknown what exactly this means but it is known that those physically in the world of dreams have more control there. Handle all this in this way: While physically in the world of dreams add a +2 to all dreamer skill checks. However, every dreamer skill check is treated as a grade 5 spell, and the dreamer themselves as a chaos magician. (See the Pyre setting) As there is no "chaos magic" involved there is no chance for a "chaos breach" or penalties, but track "chaos points" and roll the LUC check as normal to see if madness or other effect takes hold of the character.

It is a pet theory of mine that Rand heard Lewis so clearly because of all the time he spent coming here, not any Power induced madness. Had he stayed away, Lewis wouldn't have been able to harass Rand as he did.

## Supporting Spells

Dreamworld Gateway

Planet: Pluto

Grade: 10 Resist: N/A

DIF: 15 Duration: M

Range: M Casting Time: 10

Reverse: Dismiss

Enhancer: A dream catcher with a hole cut in the strings at the center

Create a doorway to physically enter the world of dreams, having the properties of a Dimension Gate but leading to a dreamlike reflection of the real world. The skills of a Dreamer can be used untrained by anyone passing through the gateway, see the Lucid setting for more information. It is unknown (canonically) what would happen to a Dreamer if they stepped through one of these gateways. But it does seem possible for two people to work together to make this happen...

### Pair Bonding

Planet: Mars

Grade: 7 Resist: RES

Diff: 12 Duration: M

Range: M Casting Time: 1 minute

Reverse: Sever Link

Enhancer: Two pieces of paper stuck together with glue that has dried

More beneficial to the target, they gain the caster's planet rating to allocate to physical stats as bonuses. While maintained the two who are bonded can sense each other's direction and vague distance, along with their emotional and physical state. The bond also conveys the ability to learn Darkfriend Sense if the target does not have it. (Unless made permanent, this aspect is not really practical though.)

### Make Cuendillar

Planet: Uranus

Grade: 8 Resist: N/A

Diff: 13 Duration: P

Range: T Casting Time: Special

Reverse: Canonically none

As a Paragon spell Vulnerability

Enhancer: The hammer used to create the object

Transmute an iron object into cuendillar, which is DTR 10. The object becomes milky white and feels like ceramic to the touch. Canonically not everyone can create cuendillar, and those that can take varying time as well. Only one person was able to quickly turn an entire object into cuendillar at once.

### Respark of Magic

Planet: Sun

Grade: 10 Resist: N/A

Diff: 15 Duration: I

Range: T Casting Time: 10

Reverse: Destroy Magic

Enhancer: a shattered Ter'angreal

Reconnect someone to the True Source, allowing them to channel again. They essentially regain the Spark of Magic. If a person of the same gender performs this spell, the amount of the True Source the one healed can hold is reduced to 1/4 of their original amount. Cannot give the spark to someone that never had it.

## Songs:

Grow

Cause plant life to grow as you direct. Can cause plants to grow into shapes they normally wouldn't, or simply force them to grow at a much faster rate than they normally would.

Shape

Cause plant life to change how it has already grown. Tree branches can be bent



but are too anchored to move from the base. Though even normally thick trunks can be made pliant enough to bend nearly in half. The shape remains after the song ends, but the plant will then resume its normal growth patterns.

### Sculpt

Cause plant life to separate as you direct. This would allow you to harmlessly take wood from a tree, for instance, forming a staff from a trunk which is simply lifted out, leaving a smooth depression on the trunk where that wood had been.

### Healing

Cause plant life to heal as you sing. Restores up to HDL[skill] damage per turn while the song continues. Requires a like amount of energy per turn.

### Communicate

While you sing, the tree can provide you vague sensory information or answers to questions it might know. Not quite as potent as a spell that directly allows you to talk to a plant, but enough to know if a person passed by or how much rainfall has taken place recently.

## Star Wars

This one is actually very easy. Jedi are simply “incomplete” ESPers, in other words, the Jedi background is only 3 BGP, and allows access to the following skills:

- Biokinesis
- Channeling
- Combat Immersion
- Compulsion1
- Electrokinesis (dark side)
- Enhance Aptitude
- ESP
- ESPer Combat
- Healing Acceleration (light side)
- Illusion2 (to a max of 2)
- Premonition3
- Seeing

Sending (to a max of 1)  
Telekinesis

1You would think compulsion would be something only dark side warriors do, but I guess not. It's all in the intent? Remember, once you start down the dark path, forever will it dominate your thoughts!

2We see Obi Wan use Illusion once, to draw off guards by making them think they heard something down a corridor, otherwise I wouldn't include it as no one else ever does anything remotely like that again.

3Jedi use premonition mostly, and train with it extensively, from a young age, giving them the ability to block ranged blaster attacks even without a REF of 10, because they are putting their lightsaber in place before the person firing has pulled the trigger. As Jedi, even a starting one, has trained basically from birth, I don't see a problem giving them a 10 in this at creation to let this blocking ability happen. Heck, Luke could do it the very first time he tried (but that's a special case, I think). They do get to use the skill as a free action, rather than a reactive one though.

Jedi learn to make their own lightsabers, and it doesn't seem hard, Luke could do it and he was just a farmboy! So I don't think you have to pay points for one of them, it comes with the job. We are talking about a society with access to futuristic technology, so that must include fabrication technology as well. The lightsaber itself I would call TR7. Won't cut everything in half, but most things. It's basically a plasma cutting torch in the shape of a blade, with a heft of 0 (plasma doesn't weigh anything) How does it work? A wizard did it! After all, we see it melting through blast doors, so it would have cut them apart eventually.

## MLP: Friendship is Magic

First you choose what type of pony you would like to be. All ponies come with the spark of magic, they simply express that magic differently.

**Earth Pony (0 points):** +2 STR, CON. Can brew potions but their magic is channeled through nature. This allows them to kick a tree for example and have all the apples land neatly in baskets, or smash through rock like it was nothing. Simply create a skill for a single application of physical magic which relates to nature you wish to use. Potions are single use Imbuings as the main rules page 168, created from natural and magical ingredients so while learning to create a potion requires XP as if learning the spell, that spell does not need to be cast into the potion.

**Pegasus (2 points):** +2 REF, COO. Can walk on clouds or move them around in the sky. Wings make them 6 limbed creatures and give them flight, type Soar. Rain or lightning can be generated from clouds simply by kicking them. Directing lightning is a ranged weapon skill. Pegasus ponies work together to control the weather.

**Unicorn (4 points):** No bonus but do have Telekinesis as an innate spell, see the Pyre setting. Can otherwise learn and cast magic as scholars.

All ponies also have a contact telekinesis allowing them to hold onto things, or turn pages in a book. This gives them their normal MAN with no penalties, despite having no fingers.

## Superheroes

There are various ways to create superheroes, for one example see the Darkbolt setting. With this method you build a character using magic spells as the base

power. As in Darkbolt some characters are stronger than others, and so purchase Power Points using background points. These are then used to purchase abilities your character has, allowing you to create a universe where a person with no powers like Iron Man can be on a team with Thor and still be somewhat balanced.

**Power Points (1-5 points):** Power Points are purchased with the following table

- 1 – 5 power points
- 2 – 15 power points
- 3 – 30 power points
- 4 – 45 power points
- 5 – 60 power points

Powers are purchased as spells, using power points as though maintaining that grade of spell

- Spells grade 1-3 – 1 point
- Spells grade 4-6 – 2 points
- Spells grade 7-9 – 3 points
- Spells grade 10 – 4 points

## Powers and Planet Rating

As many spells reference a “planet rating” for effectiveness but the characters have no planet rating, simply take the stat the spell typically falls under as the planet rating. So for example a character purchases Elemental Bolt which states “The OTR and HDL of damage are equal to your Planet rating” so if your character takes the bolt as “fire” this falls under Mars and thus STR. With a 6 STR the character would use the roll of 1d12+6 to attack, OTR 6, and roll 1d12 for damage.

## Change Stats

Sometimes the stat doesn't match the planet. For example Creation being manipulation. As you are not manipulating “magic” another stat could be used for example REA if your character is reasoning out how something is made, or RES if they

are willing something into existence. Work with your narrator to choose an appropriate stat.

### Becoming Super

Even with a 10 STR, for example, buying the Augment STR spell is not going to get you into the realm of “super strength” as seen in the genre. The way around this is to purchase the needed spell more than once, which has a number of benefits. First you may increase any specific numeric effect in the spell description by the number of times purchased. This includes radius and weight, in effect anything that does not depend on “planet rating” as part of the description of the spell. For example a spell with a 1m radius purchased 5 times now has a 5m radius. Second you may increase the casting range the number of times the spell is purchased. For example buying a T type spell twice moves it to M range, buying that now M range spell a third time moves the range to M\*2. Buying a spell which is originally M range three times would make the range M\*3. Third you may apply the effect the number of times purchased. For example buying an augment spell 3 times gives you an effective stat/skill \* 4.

Any mention of “difficulty” becomes a flat number rather than a check. For example, telekinesis purchased once by a character with a REF of 6 means they have an effective “difficulty” of 12 and the maximum they can lift is (as seen on the table) 320kg.

### Gaining Points

Spell grades may be cheapened by taking a specific weakness relating to the effect. For example if you take a -1 you can reduce M range to T. Other restrictions to the power are also allowed. For example Telekinesis would usually be purchased at 2 points allowing any object to be lifted. Taking a -1 weakness may mean you can only lift one type of object, or the amount you can lift is halved. Taking a -1 to an Augment Stat

power would mean the stat didn't change but would be the effective rating for powers depending on that stat. For example if there was no reason your character had a ridiculously high REA but another power you purchased depended on REA to function you could buy it up for 1 point, not change the calculation at character creation for skill points, but still treat the stat as increased for the purposes of the power. Powers cannot be reduced in this way below 1 point. Always deduct the least number of points needed to drop the skill to the next lowest category, for example taking a penalty of -2 to a grade 8 spell but only a -1 to a grade 7 spell.

Another way to gain points would be if a certain “power” was a drawback for the character. For example, if they had an elemental body power that couldn't be turned off, were permanently decelerated, or when transforming with Avatar of War or Ascension they gained the “power” of the Berserk spell. In this case, the spell returns as many points as it would have cost the character. These negative qualities can be negated by buying off the weakness as if learning the spell in game. For example elemental body is a grade 9 spell. In game you would spend 9XP to negate the power and then be able to turn the elemental body off. For another 9XP you could then selectively turn the elemental body power on and off. This XP must be spent as if learning a skill.

Your narrator would need to decide if additional powers could be added this way to a character or if whatever powers you purchased at character creation were all you could take.

### I have the Power

Powers can be selectively activated, such as flight but especially dangerous ones like Elemental Body, or be “always on” like Detect Enemies or

Communication. Having multiple powers active does not impose any penalty to active rolls, for example a character that is both intangible and invisible does not take a -4 penalty to a perception check despite having two powers active. Powers can be activated and deactivated with an active action with delay reduced by taking the Power Combat skill in the same way as close/ranged/magic combat.

## Example characters:

Hawkeye 2 BG point

Augment skill archery 2\*3 pts

With a 5 stat that makes his archery skill check HDL[5]+X+15

Where X is his normal skill in archery

Augment skill ranged combat 2\*2 pts

With a 5 stat that makes his ranged combat skill HDL[5]+X+10

Where X is his normal skill in ranged combat

This drops his delay by an additional 2 as it is one for every 5

Iron Man 3 BG points

Augment skill TBR Armor: Heavy 2 pt

Augment skill TBR Cybernetics 2 pt

Augment skill TBR Firearms 2 pt

Augment skill TBR Mechanical 2 pt

Augment skill TBR Optics 2 pt

Augment skill TDE Armor: Heavy 2 pt

Augment skill TDE Cybernetics 2 pt

Augment skill TDE Firearms 2 pt

Augment skill TDE Mechanical 2 pt

Augment skill TDE Optics 2 pt

Augment skill TBR Electrical 2 pt

Augment skill TBR Electronics 2 pt

Augment skill TBR Robotics 2 pt

Augment skill TDE Computer Hdw 2 pt

Augment skill TDE Energetics 2 pt

Avatar 3 BG points

Augment skill Martial Arts

2 pt 6 skill = +12 skill bonus (2)

Elemental Sculpting Earth

1 pt \* 2 (END) 2m \* 6 \* 2 = 24m (2)

Create Magma 3 pts (3)

As the magma spell but in a single action, only works on existing earth or rock essentially melting it

Elemental Sculpting metal

1 pt \* 2 (END) 2m \* 6 \* 2 = 24m (2)

Earth Senses 2pts (2)

Equivalent to Clairvoyance through the ground to 10km (with a 5 stat)

Elemental Sculpting Fire

1 pt \* 2 (STR) 1m \* 6 \* 2 = 24m (2)

Elemental Bolt Fire 1pt \* 2 (STR) (2)

Elemental Bolt Electricity

1pt \* 2 (END) (2)

Elemental Sculpting Air

1 pt \* 2 (REF) 2m \* 6 \* 2 = 24m (2)

Elemental Sculpting Water

1 pt \* 2 (REA) 2m \* 5 \* 2 = 20m (2)

Healing 2pt – 1pt weakness (2)

(must channel through water)

Freeze 2pt (2)

Thaw 1pt (1)

Elemental Sculpting ice

1 pt \* 2 (REA) 2m \* 5 \* 2 = 20m (2)

Telekinesis 2pts – 1pt weakness (2)

(can only lift sculpted elements) \* 3

Allows lift of 320kg with 6 REF

Spider Man 3 BG points

Augment REF 2\*3 pts

Augment STR 2\*4 pts

Augment COO 2\*3 pts

Augment MAN 2\*3 pts

Cling 1 pt

Create Web 3pt- 1 pt weakness can only make webs \* 2 for distance

Of course if you want your spider man to create webs with chemistry, as was intended, you can put these points into something else.

Detect Enemies 1pt

Detect Danger 2pts

Functions as the ESPer skill

Premonition with a 5 INS the “difficulty” of 10 is met and the “check” cannot be failed.

Human Torch 2 BG points

- Control Temperature 2 pts
- Elemental Blast: Fire 2\*3pts
- Elemental Body: Fire 3 pts
- Elemental Sculpting: Fire 1\*2pt
- Flight 2 pts

Green Lantern 3 BG points

This is a “lantern” with only one power, to make constructs out of “energy.” I know the ring lets you fly around space, and learn things instantly, and open dimensional portals, and on and on but this is the primary power.

This character was particularly troublesome because I wanted them to stay at 3 points, but still be able to create useful objects. Bumping it up to 4 to do just this one thing didn’t sit right with me. “Useful” in this case meant “of a high enough DTR to be worth it.” (Especially in a world of super heroes!) Say you wanted to make a barrier of DTR 6. You want it to cover enough area to shield at least a few people so by the rules a couple of meters of plate steel (pg 79) is what you would need. But the “temporary tool” spell only gets you 1kg of material per rating in the spell! So this became an exercise in creativity. I found an online calculator that told me 3m x 3m of steel at 15mm thick had a weight of ~3,000kg. You would want this two times, to make the front/top, (1.5m high) and the sides. There was no way I could get 6,000kg of material (this gives you 4 sides of the cube 1.5m x 1.5m) with that spell. I decided on “Conjure Element” instead of “Temporary Tool” because the conjure spell does say it can be any shape, has the same 1kg restriction, and I figure if the character is concentrating (with a -2) on the object it can have the “magic” element and basically be “energy.” This got me up to a respectable weight, but your GM would have to be okay with the substitution of the spell. This lets you

buy the spell for one point rather than two, but you still need a stat boost to get to where you need. As purchased you can create the equivalent of a slightly larger than 1m<sup>3</sup> block of steel at a time. Enough for a table or a giant hammer easily, or a platform if you want to fly your team and some equipment around. But not a battleship sized object. Think about 3 elephants worth of weight.

Augment Stat (of 7) 2 pts – 1pt weakness \* 2 = 7 \* 3 = 21 effective REA (2)

The weakness here is REA is not increased, only effective REA for the purposes of later powers.

Elemental Conjunction

1 pts \* 23 = 23kg \* 21 \* 23 = 11,109kg

(23)

Telekinesis 2 pts – 1pt weakness

1 \* 5 = 6 \* 5 = 30 on the table = 67,108,864kg

(5)

This weakness is that the character can only control what is created, not just anything in general.

Needs it this high because controlling two objects increases difficulty by 1, meaning it halves the weight you can lift. Each additional object halves the weight, so creating a couple of softball sized objects and making them float around is all you can manage. But this way it starts out so ridiculous you don’t have to worry too much about doing the calculation if you’re not making a thousand ball bearings at a time.

Ice Man 3 BG points

As he can be made of ice, he can use elemental creation to add mass to himself, and then sculpt that mass to effectively shape shift into other forms. To be killed, in his ice form, would require

bringing every body location to gone before it could be regenerated. His consciousness simply goes to the largest piece of himself that continues to exist.

Control Temperature 2 pts

Elemental Creation: Ice 1\*11pts

With a 5 REA he can create ( 5 \* 11 ) = 55kg of ice at a time

Elemental Body: Ice 3 pts

Elemental Sculpting: Ice 1\*9pts

With a 5 REA he can sculpt ( 5 \* 9 ) = 45m of ice at a time

Regeneration 3 pts

Coronary Relocation 2 pts

Superman 5 BG points

Augment STR 2 pts \* 3 ( 6 \* 4 )

base STR 24

Augment REF 2 pts \* 3 ( 6 \* 4 )

base REF 24

Augment END 2 pts \* 3 ( 6 \* 4 )

base END 24

Tough Hide 2 pts \* 3

base DTR 9

Flight 2 pts \* 9 Speed

(24+24)\*5 = 2,880km/hour

Heat vision 1 pt \* 3

HDL 24 damage OTR 10

X-ray vision 2 pts

A divination effect that lets him see inside things

Telescopic Vision 2 pts \* 3

A divination effect that lets him see things far away

Super Hearing 1 pt \* 2

Perception check bonus to hearing equal to 2 \* 5 = 10

Telekinesis 2 pts – 1 pts \* 5

This last power is a solution to a problem. Superman lifts tons and tons, very improbably. He'll pick up a building or whatever or shove it to keep it falling over and not punch right through it. Thus, while stronger than a human he doesn't massively increase his lift. He has a contact telekinesis which scales much

faster than STR lift does. With his base 24 REF his lift with TK becomes  $24 * 5 = 120$  on the table. This is so far off the table he can basically lift whatever the heck he wants and it won't fall apart in his hands no matter how awkwardly he holds it.

Note that this also demonstrates a clever solution to a tricky problem using magic creatively. If your hero needs to do something out of the ordinary like Superman does, simply look for a more creative solution to the problem. I myself was trying to figure out how to raise his lift when picking up something as heavy as a tank took a near 1,000 STR stat. That's just not feasible, but this allows the character to do what I want. Lift a lot of wight, but still not destroy the block if he turns over in his sleep.

## Shadowhunters

There are five main backgrounds in the shadowhunter universe, most of which are simply modified from the main rules and Demongate High. All but warlocks are supernaturally aware and can learn SPI skills.

Shadowhunter (2 points): These are essentially artificers from Demongate High. However, they have certain restrictions. Some are physical, some are political. Shadowhunters don't make wards they put runes on themselves. Except for things like fire messages or unlocking runes that are simply drawn in the air. You can find lists of them online. How long they actually last seems to never be addressed in the books. In terms of actual rules and balance, treat each rune as a blood ward, they just aren't drawing blood to make them, they are burning the surface that holds the rune with their Stele. Creating talismans is known, but only to the "iron sisters" who make all the weapons. So there's nothing stopping a regular old shadowhunter from doing so, it's just the knowledge is secret.

Werewolf (4 points): These are not as powerful in this universe, and they can be killed pretty easily and are playable characters. Benefits: STR +4, END +2, CON +2, regeneration 1/20, nightsight. Weaknesses: Allergy: Mistletoe, Wolfsbane, Vulnerable to silver, rage transformation during the full moon, can't regenerate areas that are GONE.

The rage transformation can be bought off for 30 XP, though the werewolf still transforms during the 3 day/nights the moon is visible. This transformation is into a normal wolf as per the Paragon bestiary, with the above stat increases. After 10 XP has been spent the transformation is controllable and can be done at will. At 20 XP a partial transformation can be achieved, forming claws or fur (to protect against cold, for instance).

Vampire (5 points): These are also scaled far back in power to actually be playable. They are basically werewolves that happen to drink blood, given their similar origins as simply a demonic "disease" that humans have passed down for thousands of years. Benefits: STR +4, REF +2, PER +2, Immortality, Regeneration 1/20, Undead, Darksight, Charming Gaze. Weaknesses: Allergy to normal food. Poisoned by Alcohol or Garlic. Cursed constraints. Blood thirst and feeding. Vulnerable to; fire, holy water, iron, sunlight, running water.

Warlock: As standard magic users, 1 point spark of magic and spellcasting type. Additional point required for their immortality, and they must take a "warlock mark" which is an animal feature such as cat eyes or bunny ears.

Fey: As elves from the Pyre setting.

## The last Airbender/Legend of Korra

There's basically only two things that make up this universe that wouldn't be covered by the main rules; benders and chi-blockers. A bender is simply a person who

has taken the 2 point "bender" background which allows them one element as the "Elemental Control" spell. Your "planet rating" is the skill rating in "bending" that you increase as normal and the stat is as the planet as well. This counts as martial arts in terms of delay, as bending is done along with a martial art maneuver. If you want to play the avatar, it's 5 points and you get all four elements.

### Chi-Blocking (CMB)

COO †

Strike a critical point on the body to disrupt energy flow to the area struck. This paralyzes the area struck and denies them the ability to spend energy in that area for as many minutes as their failed CON check. Paralyzing the body paralyzes the person, while a limb simply is treated as GONE. To completely disrupt energy flow to a body location several points must be struck. Three in the arms, four in the body, four in the legs. These strikes must be done within as many segments as your skill rating, otherwise the target suffers a -1 penalty to actions with that limb for a similar number of segments, but has full mobility. Roll this skill as an attack, with a bonus of +1 for every 5 rolled on your martial arts skill, which is rolled at the same time. This is treated as martial arts for the purposes of delay.

\*Requires a 5 rating in some form of martial arts, and Anatomy or similar skill.

You will want to take Combination Attack as well, in order to do all the needed strikes in a single action. As this skill isn't about STR it's about accuracy, the STR reduction doesn't matter.

## Final Fantasy 7

The Final Fantasy 7 magic system is fairly standard, with the usual assortment of

spells that are combat focused. I suppose it's possible there's a "clean me" Materia that the characters just ignore along with other non-combat spells but who can say? The interesting part is that they can be swapped at will, and can be joined to do various things. For example, with two fire Materia joined to HP absorb and MP absorb that one fire spell will absorb both at the same time. All this presents some unique opportunities:

Overlay FF7 with Paragon: No one has the spark of magic but every spell can be purchased in shops if you know where to look. You can only have the number of spells you have slots for in your weapon or armor, 16 total, but they can be swapped out. Though I suppose if you were wielding two weapons you could bring that up to 24 total. I wonder if Yuffie ever considered that? Covering yourself in various armors would just make you look silly, and is not recommended. Compressing a spell into a Materia is an act of imbuing costing the normal amount of time and material for a 25 "charge" object that is activated with energy. Take planet rating to be a 5 in this case, as no one has planet ratings. This has no XP cost, that is paid later. All spells are thus activated with energy, but "Energy Plus" Materia exist so most people would probably have at least one or two of those around. Creating a piece of armor or a weapon that has slots is fabricating, with a difficulty of 5 per slot which is "unlinked" or 10 per slot which is linked. (Linking is always done in pairs, you cannot link all the slots on a given weapon or armor) As you are not increasing DTR or OTR there is no XP cost for this method of fabrication. Where the XP cost comes in is using these Materia. To equip a piece of armor or a weapon with slots requires 1 XP per slot if unlinked, 3 XP per pair of slots if linked. To equip a Materia into a slot you must have

at least enough XP to have learned the spell. More specifically to use one. You can put it in there and it'll stay, obviously, but trying to cast the spell won't work. This XP is then held and becomes unusable for any purpose (re-rolls, advancement, etc.) as long as that equipment and Materia is equipped. If using the "no XP" rule above (as you should) then forget all that and just equip the stuff as you please.

You could adjust how "Final Fantasy" you want the world to be, with Matera found in the wild or replicating themselves after a time instead of being made by people. This would make them very rare and super expensive, though depending if they can replicate themselves you might have people just doing that as their livelihood. So maybe it wouldn't be too bad, depending on when Matera were discovered.

Other options: You could have an MP stat separate from energy. Or some other substance is consumed, like the party learns later that using magic is killing the planet somehow. But they need magic to stop the Big Bad so what are they to do?

Paragon with a hint of FF7: Simply incorporate slots and "Materia" as just something known in the world, so if someone wants to imbue a spell into a small metal ball and fabricate something that holds it, let them. They can create, for example, a sword that drains energy when it hits or armor that absorbs an element, and the element can be changed by swapping the supporting imbued object out. Fabricating the weapon or armor is the same as the above, just another type of fabrication in that world.

### Supporting Spells:

#### Energy Plus

Planet: Pluto

Grade: 6

DIF: 11

Range: P

Reverse: Energy Drain

Resist: N/A

Duration: M

Casting Time: 6



Enhancer: A cup that is half full of water

This spell adds the potential for greater energy to your body as though your END was increased by your planet rating. Does not give energy, after casting the caster must either drain energy from others, be gifted it, or wait until their body catches up by resting or meditating to restore the usual 1/20 energy per hour. Energy over the normal maximum when the spell ends is lost at 10% per hour.

**Added Effect**

Planet: Neptune

Grade: 10

Resist: N/A

Diff: 15

Duration: M

Range: T

Casting Time: 2 minutes

Reverse: The reverse of the spell cast into the Effect

Enhancer: Any object that has some other object physically stuck into it.

This spell functions as Spell Symbol but is duration M rather than P. This allows the secondary spell cast into it to be "held" and activated as long as both spells are maintained. Any instant spell is treated as M for the purposes of this spell. For example, a sword could have Blind cast into it, and would attempt to "cast" blind on whoever it hit using the original casting check for the spell. Cast into armor it provides complete protection from that spell.

**Elemental Effect**

Planet: Neptune

Grade: 5

Resist: N/A

Diff: 10

Duration: M

Range: T

Casting Time: 5

Reverse: The opposite element cast into the Effect

Enhancer: A piece of paper with a number, a plus sign, and another number written on it as a math problem.

Bind an element to a weapon or armor, which must be cast into the object after casting Elemental Effect. A weapon then does "typed" damage, which does not

increase damage done unless the target is vulnerable to that element. Cast into armor it provides complete protection from that element.

**Mischievous Thievery**

Planet: Venus

Grade: 7

Resist: Special

Diff: 12

Duration: I

Range: M

Casting Time: 12

Reverse: Stillness

Enhancer: A pair of gloves

Teleport an item (chosen at random) that the target has on their person to the same location on your person. A pin would be pinned on, a key in their pocket would be in your pocket. If they are not holding the object dodging the spell is the only way to avoid having something stolen. If they have nothing on their person but what they are holding, they are allowed a STR check to resist. If they have nothing on their person but their clothes, well, you know.

**Runelords**

"Strong as ten regular men, definitely."

-- Genie

The premise behind the Runelords is simple enough- take attributes from others to improve yourself. We need only a single new spell to accommodate this, with a bit of a twist.

**Attribute Transfer**

Planet: STR, END, CON, RES: Mars

REF, MAN: Mercury

LOO, PER: Venus

REA, KNO, INS: Saturn

COO, LUC: Moon

Grade: 7

Resist: RES

Diff: 12 + target's stat

Duration: M

Range: M

Casting Time: 12

Reverse: Sever Link

Enhancer: See below

Transfer a target's stat to someone

else, up to your rating in the planet. Draining a stat to 0 has the usual effect of generally killing the target, which ends the spell, but they would only be “dead” a split second and so would be alive again, making the whole business a waste of time. So most leave the stat at a 1 if they want to get any benefit out of it. Note that each stat uses a different spell; Attribute Transfer REF and Attribute Transfer COO are two separate spells, and must be learned separately (even though they are in the same Planet).

Enhancers: STR: the ends of a barbell. END: Two stretchy bands. CON: Two spoonfuls of cod liver oil. REF: Two arrows caught in mid air MAN: Two drawings done by the same person at the same time with both hands. LOO: Two mirrors. PER: Two alcoholic beverages. REA: Two surfaces you could write on, such as a chalkboard or paper KNO: Two books on the same subject. INS: Two lightbulbs. (preferably LED) COO: A pair of roller skates and a brand new key. LUC: Two coins that have been flipped twice apiece and gotten the same result both times.

Note that the above spell is duration M, which I think is fair. You may want a grade 10 P version, and that’s fine. But the work that goes into a “forcible” and the ceremony of the transfer actually lends itself to a specific property of magic from the main rules. Making M spells permanent. (page 166) Honestly, this is such a powerful spell (and has an entire series built around the concept) that making someone go through the trouble of making the M spell permanent doesn’t seem so bad. The ritual will of course “negate” the spell to a certain extent, so that a single person can benefit from multiple donors of the same stat. (Normally only the most skillful casting of a spell takes hold, see the main rules, page 180) Or perhaps the Runelords world

doesn’t have that restriction? Up to you.

In the Runelord world the facilitator knows the rituals and creates the forcible to do the transfer, the person getting it simply has to sit there and spend some XP for the ritual to convert the M spell to P. So depending on the world you create, a couple of things can happen.

Straight up Runelords: Anyone getting endowments is already rich because they have to take care of the poor souls donating their attributes. So they can pay the full price for the imbuing done by the facilitator to ready the forcible (as a single use object.) As there are no “spell casters” the facilitators just do something similar (skill roll wise) but the shape of the forcible determines the effect but everything else is the same. (Time, cost, XP as a single use item or just the time if using a no XP rule)

Hybrid system: You dispense with the blood metal but still need to either hire a specialist or take the time to figure out the ritual yourself if you want to keep hold of any attributes you’ve taken from someone. Anyone can buy the service, again you need to be rich anyway, so there’s mages as normal and there’s “attributers” or whatever you want to call them. People that can’t do magic but can be many times stronger/faster/better looking than the average person.

Major plot: someone who is a spell caster decides they wouldn’t mind having a few extra stat points kicking around and are starting to get a little too powerful for anyone’s liking.

In their world you can steal other nebulous concepts such as “metabolism” and “talent” which are not stats. The spell could be adapted though, fairly easily. As far as facilitators go, apprentices probably don’t know how to do all the rituals or make all the “forcibles” but a master would... and would charge a lot for their services.

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## New Skills

### Spell Aura (MAG)

RES †

Increase your ability to extend the range of your magic, turning a normally single target spell into an aura. The base DIF is 10, and allows an aura of 1m, centered on yourself, with an increase of 1m for every additional 5 rolled on the skill. As with Spell Ranging using this skill requires a Reactive Action before casting and the casting check suffers a -2 penalty. All objects or persons within the aura become a target for the spell, and receive their normal resistance.

\*Requires a rating of 10 in *Spell Ranging*

### Semi-Permanance (MAG)

INS †

Channel a portion of the magical energy used to cast a spell into making that spell semi-permanent. Roll this skill as a reactive action before casting. For every 5 rolled on this check, a normally maintained spell can be considered permanent for 1 minute. This reduces the effective planet rating by 1 per minute. If the spell's target is allowed a check to resist, they are allowed that check every number of segments equal to your current magic combat delay.

\*Requires a rating of 5 in the planet

### Spell Combination (MAG)

REA †

Combine two spells together to create a third spell with the characteristics of both. As a reactive action before casting a spell, (or as an additional one in the case of skills such as bypassing) make a check in this skill. The difficulty is the difficulty of the

spell your spell will enhance. The person casting the first spell makes the check to “leave space” in the spell while the second person casting the spell makes the check to fit their spell into the first one. Failure of either check means the combined spell does not function, only the individual spells. This check assumes taking the full time of both spells, and a penalty equal to the number of segments saved is applied if either spell is rushed.

A target, if applicable, receives both resistance checks even though the spell is counted as only one spell. Resisting either effect resists the entire spell.

*Note 1: Not all spells can be combined in this way. Some combinations can lead to unpredictable results even if successful. Spells that cannot be combined simply have their separate effects.*

*Note 2: Requires a 5 in Magical Theory.*

## Backgrounds and Weaknesses

### Blue Collar Mage (1 point)

The 'working' mage or Blue Collar mage is a restricted spellcaster background that focuses on augmenting their chosen profession with just a bit of magic. They may learn 2 planets, and 3 spells, total. They cast and learn as a scholar of magic, but have no restrictions on quasi-magic skills or other augmenting skills such as subtle casting. Examples are found later.

\*Requires the *spark of magic* background

### Ceremonial Spellcaster (2 points)

While a normal spell caster can quickly cast spells that encompass a small area or limited targets, the ceremonial spellcaster turns spells into rituals. These rituals are far longer to enact, but cover a wider area. Nearly any spell can be turned into a ritual, and most characteristics of the spell (DIF, planet, duration, enhancer) remain the same. There are numerous benefits;

1) The ritual spell covers S area, and thus are usually done atop towers. (A normal human can see 5km in all directions on a clear day). This can be further enhanced by completing the ritual multiple times in a single session, adding this 5km increment per time.

2) The ritual can target the entire area essentially casting the spell once upon all targets. They receive their normal resistance.

3) The ritual can be cooperative. Each participant assists the selected "lead" as per the normal rules. All participants must have the background and know the ritual.

4) They cannot be reversed in the traditional way. The ritual does create magical circles in the sky for the entire ritual area and thus it is easy to track the center and stop the ritual, but simply casting the reverse of a spell is not enough, as the magical power being gathered is so much greater.

There are several drawbacks;

1) Rituals are in increments of hours for spells with a base of segments. Increase time category accordingly. Spells in minutes take days.

2) Special materials are required. Spend 1/2 the materials (in terms of cost) as though imbuing the spell into an object.

3) Failing the spell and creating a backlash is almost certainly fatal due to the sheer amount of magic that is being worked with.

4) Rituals are learned as a scholar of magic. If only the normal spell formula is available, a *magical theory* check with a DIF equal to the spell's DIF + 5 can be used to translate it. You will need the *magical scripture* skill to record the ritual at the same DIF. Learning the ritual costs the same EXP as normal for learning a spell.

\*Requires the *spark of magic* background

*This background, while not rare if allowed by narrators, would be highly regulated and anyone found to possess it would be highly "encouraged" to use it responsibly, by joining whatever organization controls magic in the setting you are in.*

### Dynamic Spellcaster (3 points)

Halfway between a natural and a scholar, the rules regarding this type of magic user have their own section. Slower to grow in power, yet with much more flexibility in tweaking their spells to fit the exact situation or even combining them to form new spells on the fly. Unless part of a narrative, this type of spellcaster background is probably not suitable for play with the other two types given how different they are.

Starts play with a number of spell points equal to (mana + aim + power + range + effect)\*2 + KNO.

\*Requires the *spark of magic* background

### **Luck 'o The Irish (1 points)**

You always roll a given check twice. Once per adventure you may choose to take the higher roll with no XP cost. Otherwise if you wish to use the second roll instead of the first, the cost is the normal 1XP.

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## Non-canon Spells (56)

### Air Step

Planet: Mercury  
 Grade: 3 Resist: N/A  
 DIF: 8 Duration: M(S)  
 Range: P Casting Time: 3  
 Reverse: Grounding  
 Enhancer: A floating seed

Allows the caster to stand on air as though it was solid ground. The spell can support whatever weight was present at the time of casting, though purposefully looking down ends the spell. Height can be adjusted upward by making a stepping motion as though one were going up stairs, or jumping. Going downward must be done carefully and can only be done with a stepping motion. The best the spell can do to save the caster from falling is to allow them to "slide" as though on a hill, increasing the distance they fall but decreasing their speed to a safe limit.

### Assemble

Planet: Venus  
 Grade: 5 Resist: N/A  
 DIF: variable Duration: I  
 Range: T Casting Time: 5 minutes  
 Reverse: Destruction  
 Enhancer: Something you have made by hand

Assemble material you have on hand into a cohesive whole in a flash of light, as though with a crafting check equal to the casting check. You must at least have some idea how to create the finished item. For example, turn a lump of iron and a thick branch into an ax, cloth and thread into a shirt, gold and gems into a ring, or bread, cheese, and meat into a sandwich. If more material is available than needed, the excess is left as it was. If less, the item will be incomplete. If missing entirely, for example trying to create an oil lamp without the correct wick the spell will simply fail.

### Clothe in Illusion

Planet: Neptune  
 Grade: 1 Resist: N/A  
 DIF: 6 Duration: 12 hours  
 Range: P Casting Time: 1  
 Reverse: Disbelieve  
 Enhancer: paper cut into a rough outline of clothes

Clothe someone in illusion. You can specify the cut, color, and style of the clothing. The clothing does not protect you from the elements and cannot be touched. However it will seem to be affected by local conditions such as getting "wet" in rain or blowing in the wind. Typically used by shape-shifters as the spell will try to conform to the new shape, if possible, no matter the form taken by the caster. If anatomy changes too radically the spell simply goes dormant until the original anatomy returns. (still counts against duration)

### Collective Minds

Planet: Saturn  
 Grade: 8 Resist: Dodge  
 DIF: 13 Duration: M  
 Range: M Casting time: 8  
 Reverse: Sever Link  
 Enhancer: a book personally owned by each initial person in range

Link the minds of those in range into a collective, allowing them to act as a cohesive unit. Each member of the collective can draw upon the skills of any member adding 1/2 of each separate rating. (For example, 5 people have a skill in research at a 5. One person makes the research check. Their skill is 5+2+1+1+1.) Whoever is making a non-physical check may use the highest stat of the collective. All members of the collective know everything about all other members, but this knowledge fades very quickly after the spell ends. Any person moving out of range leaves the collective, anyone moving into range joins it. The collective has no penalties for assisting (main rules pg 59) members of the collective.



**Create Web**

Planet: Sun  
 Grade: 3 Resist: STR/Dodge  
 Dif: 8 Duration: M  
 Range: L Casting Time: 3  
 Reverse: Destruction  
 Enhancer: a length of rope or chain

While maintained, create from your hand a magically lengthening rope that travels from you to L range at a speed of MAN \* Sun rating. The end of the rope magically adheres to whatever it hits and can only be removed with a successful STR check made against the casting check. An infinite number of ropes can be created while the spell is maintained. However, only one rope can be in existence at any one time, creating or destroying a rope is a reactive action. When created, a rope can have a single special property:

Springy: The rope attempts to contract again once it strikes the other side. The target makes a STR check against the casting check. If successful it stays in place and you go flying (assuming you hang onto the rope) towards the target. If failed the target (or some portion if a wall) flies towards you. An inanimate object uses it's DC as the result of it's STR check, if anchored. If unanchored treat as moving the object with telekinesis.

Dashwire: Both ends are sticky once anchored to a sturdy enough surface at your end. You may then move along the rope with the appropriate checks.

Super Sticky: It takes a STR check of 2 \* casting check to remove the rope from the target.

**Dimensional Slickness**

Planet: Mercury  
 Grade: 4 Resist: RES  
 DIF: 9 Duration: M  
 Range: M Casting Time: 9  
 Reverse: Stillness  
 Enhancer: Any sort of ramp

Aid in allowing the target to move through space or dimension. Any effect that

targets them that would move them (such as teleportation or a dimension step) is aided as though assisted by the check result. Being aided in this way ends the spell.

**Distant Conversation**

Planet: Jupiter  
 Grade: 3 Resist: RES  
 DIF: Distance Duration: M  
 Range: N/A Casting Time: 3  
 Reverse: Server Link  
 Enhancer: A metal can or cup and a piece of string

Speak with other individuals at another location. You must know the targets, but need not know their exact locations. You can target one person for every 5 on your casting check. The difficulty is based on the distance to the furthest target. Only targets of the spell can hear the transmitted voices, but must speak aloud in order to converse.

*\*Note: This spell should replace the spell of the same name in the main rules. Just talking to a person or two doesn't seem to justify a grade 7 spell, one page later is Dominate, which completely takes somebody over. This is just a magical cell phone replacement, not avatar of war (one grade higher).*

**Energy Lock**

Planet: Sun  
 Grade: 5 Resist: RES  
 DIF: 10 Duration: M  
 Range: T Casting Time: 5  
 Reverse: Energy Loss  
 Enhancer: A lock sitting in a caffeinated drink

Prevent the loss of energy to another trying to steal it. Completely negates the energy draining effects of the Breath Stealer, demons that steal energy, or the Energy Drain spell. All energy willingly used to increase stats, or power

supernatural abilities is not effected.

*Note that this does make make one immune to the Energy Loss spell, as that energy is not being gained by anyone.*

## Energy Loss

Planet: Pluto

Grade: 7

Resist: RES

DIF: 12

Duration: M

Range: T

Casting Time: 7

Reverse: Energy Lock

Enhancer: A bucket with water leaking out

Force the target's body to expend energy to no purpose. The target suffers a loss of energy at a rate based on half your Pluto rating, in the exact opposite fashion as regeneration (see page 299) but targeting energy total not health. The spell ends after the target's energy reaches -ENDurance and they go unconscious.

## Entwine Destiny

Planet: Jupiter

Grade: 6

Resist: RES

DIF: 11

Duration: P

Range: T

Casting time: 1 hour

Reverse: Sever Link

Enhancer: A pair of handcuffs linking the two participants together

Tie the fate of one person to that of another. In broad terms, if the "anchor" is fated to accomplish some action, the other will be there accomplishing that same thing. If the "anchor" dies, the other dies, and so on. This does not allow the transference of thoughts, sensations, or the like, but rather the destiny of the one chosen as the "anchor" supersedes the destiny of the person so linked through the spell. This can keep someone from dying until the "anchor" does, (insuring a husband and wife die together for instance) or ensure a prophesied goal is accomplished with a chosen companion. A person can only be a part of this spell once as long as the first casting remains.

## Eavesdrop

Planet: Moon

Grade: 2

Resist: N/A

DIF: 7

Duration: M

Range: M

Casting Time: 2

Reverse: Silence

Enhancer: any sort of insect

Pull conversations happening some distance away towards you. The point in space you wish the sound to be captured from must be within range but not necessarily visible to you. The volume of the voices, which emanate beside you, is unchanged.

## Ease Birth

Planet: Moon

Grade: 2

Resist: RES

DIF: 7

Duration: M(S)

Range: T

Casting Time: 2

Reverse: Impair (Stat)

Enhancer: A pair of baby shoes

When cast upon a creature undergoing labor all LUCK checks related to the birth of the child explode, as the Exploding Dice rules on page 138 of the Paragon rules. Additionally, the castor's LUCK serves to assist the target's. The spell ends one hour after the birth of the child, having been transferred to the baby and assisting their LUCK checks in a similar way. (Against such things as being born blind/deaf/etc.)

## Elemental Domain

Planet: Variable

Grade: 8

Resist: Casting Check

DIF: 13

Duration: M

Range: M

Casting Time: 8

Reverse: Elemental Domain (Opposing element)

Enhancer: a bit of the chosen element

Create an area in range using your chosen planetary element. Within this medium range area that element does double damage, while opposing elements do half damage. An opposed check higher than the original casting check is not halved.

**Elemental Orbs**

Planet: Variable  
 Grade: 6 Resist: N/A / Dodge  
 DIF: 12 Duration: M  
 Range: P Casting Time: 6  
 Reverse: Elemental Orbs (Opposing element)  
 Enhancer: Any group of small, round objects

Summon a number of small, floating orbs equal to half your planet level in a random arrangement around yourself, between eye level and 1m vertically. The orbs are size -3 and resemble their chosen element. The effective stats of each orb are equal to your planet rating -2. They have a DTR of 0 and vanish if struck. They enter combat when you finish casting and have their own delay. As part of the casting of the spell you designate a target, which each orb makes an elemental attack against as if casting Elemental Bolt with 0 casting time, using the planet rating they were created with. The orb will only make this attack if it has line of sight to the target, otherwise it holds. Upon attacking an orb is expended and vanishes.

**Elemental Modification**

Planet:  
 Wind: Mercury  
 Poison: Moon  
 Fire: Mars  
 Acid, Earth, Electricity :Uranus  
 Ice, Knockout, Magic, Water: Neptune  
 Ether, Spirit: Pluto  
 Grade: 6 Resist: Dodge  
 DIF: 11 Duration: M  
 Range: M Casting Time: 6  
 Reverse: Elemental Modification (opposite)  
 Enhancer: A bit of the chosen element

Create an area, centered on the caster and immovable. All harmful elemental effects entering or leaving the area are modified to be the chosen element instead. No other change takes place; the original size, shape, and damage of the original elemental effect still applies. Each elemental change is its

own spell, for example changing any element to fire the spell must be cast as a Mars spell.

**Entangle Books**

Planet: Jupiter  
 Grade: 3 Resist: N/A  
 DIF: 8 Duration: P  
 Range: T Casting Time: 1 hour  
 Reverse: Sever Link  
 Enhancer: The same page, ripped from two books, at the same time.

Link two blank books together such that whatever is written in one book, appears in the other. The books must be of similar size, construction, and number of pages for the spell to take hold. Destroying one book destroys the other in a similar way.

**Expand Light**

Planet: Sun  
 Grade: 1 Resist: N/A  
 DIF: 6 Duration: M  
 Range: L Casting Time: 1  
 Reverse: Suppress Light  
 Enhancer: A mirror, reflecting a source of light

Double the brightness of all sources of light within range.

**Explosive Potential**

Planet: Mars  
 Grade: 4 Resist: N/A  
 DIF: 9 Duration: M  
 Range: M Casting Time: 4  
 Reverse: Harmlessness  
 Enhancer: The remains of a balloon you popped from blowing it up

Increase the potential for damage to explode, following the Exploding Dice rules on page 138, main book. Taking a deferred delay on the attack, up to the planet rating, reduces the amount that must be rolled to allow the damage to explode by the same amount. For example, after casting the

spell a bowstring is held for 5 segments. Rather than needing to roll maximum on damage to explode (6), the attack roll now only needs a 1 or higher to explode. Damage can only explode consecutively as many times as its HDL. This deferred delay can count as aiming.

### Extend Range

Planet: Neptune

Grade: 7                      Resist: RES  
DIF: 12                      Duration: M  
Range: M                      Casting Time: 7

Reverse: Reduce Range

Enhancer: a pair of binoculars

While maintained, spells cast within range of this spell have their ranges extended by one category. T spells become M, M become L, and so on. This can be applied to individual spells by the caster as a free action as they are cast. This effect is immobile once cast.

### Fusion

Planet: Venus

Grade: 9                      Resist: RES  
DIF: 14                      Duration: M  
Range: T                      Casting time: 9

Reverse: Sever Link

Enhancer: An object split apart and brought together as the spell is cast (by both people)

Fuse two separate objects together, be they living or not. Everything physical about the two targets is averaged, including personalities, coloration, heights, DTR, etc. For two objects, the combined device has the features of both objects, as logical. For example, fusing a car and a skateboard would create a gasoline powered skateboard with large wheels and a deck much larger than normal. For an object and a living being the size is the larger of the two and the living being takes on characteristics of the object. For example a person and a computer would create a person with boxy, robotic features

that could calculate and retrieve information in their brains as a computer would. The sizes of the objects must be within 1 for every 3 rating in Venus. In terms of skills and stats for creatures, add half the lower to the higher of the two. The combined creature has all the backgrounds and weaknesses of both targets, though may gain others such as a left and right handed target now being an ambidextrous creature. Either upon death of the fused creature or simply ending the spell, each partner takes half any damage sustained and retains a like amount of energy. (If the fused creature had 50 energy and spent 25, each partner would retain half their energy) If fused with an unwilling partner, for each action a RESolve check may be made by each "half" to determine which "personality" is dominant. This does not end the fusion, simply grants that "half" control of the shared body in that instance. No energy can be spent on this check by either party, as this struggle is purely internal.

### Garden Bounty

Planet: Moon

Grade: 4                      Resist: n/a  
DIF: 9                      Duration: C(1 hour)  
Range: L                      Casting Time: 4

Reverse: Defoliate

Enhancer: A garden tool

Cause a field, which has been prepared in the normal way and watered to a moderate extent, to experience a full growing season over the course of an hour. The seeds or bulbs or roots sprout in the usual way, experience their full growth, and can be harvested at the completion of the spell. Note that repeated uses of the spell will deplete the soil in that area and the plants will be unable to attain their full growth. Normal fertilization methods can overcome this limitation.

### Hasten Biology

Planet: Moon

Grade: 3                      Resist: N/A  
DIF: 8                      Duration: I

Range: T Casting Time: 3

Reverse: Decay

Enhancer: An example of the final product

Magically hurry along a biological process. This could be used to quickly make yeast rise, ferment beer, or create leather. Other examples are to hasten digestion, turn a larva into an adult insect, or create compost. The spell can be used on a single target of normal proportions. For example a single animal skin or a crate of waste for compost.

### **Kenetic Absorbion**

Planet: Mercury

Grade: 6 Resist: RES

DIF: 11 Duration: M

Range: M Casting Time: 6

Reverse: Kenetic Absorbion

Enhancer: a piece of armor dented by a weapon

The target is surrounded by a magical field that slows and absorbs kenetic energy from attacks, transferring that energy to the target. Roll attack and damage as normal. If the attack roll is equal to or less than the casting check the attack slows to a stop. For every 2 damage that would have been done, the target gains 1 energy as per the *energy drain* spell. If the result is greater than the casting check, damage is done as normal. Note that this is effective against close and ranged attacks that have physical mass, but not attacks such as lasers, magical energy, or psychic damage.

### **Magical Ally, Micro**

Planet: Venus

Grade: 3 Resist: N/A

DIF: 8 Duration: M

Range: M Casting Time: 3

Reverse: Dismiss

Enhancer: A doll, sculpture, or realistic image of the creature.

This spell is the same as Magical Ally, Minor (pg 228 main rules) except the creature is between a -1 and -3 size modifier, chosen when the spell is learned. The

creature's stats are 1/2 your Venus rating.

### **Make Immobile**

Planet: Mercury

Grade: 4 Resist: RES/STR

DIF: Special Duration: M

Range: T Casting Time: 4

Reverse: Mobility

Enhancer: A pole cemented into the ground

Lock a target into a specific position, relative to the ground. When released the target will remain in that position until the spell ends. A successful STR check that overcomes the original caster's check can forcibly drag the target, but upon release the target returns to the original position at the same speed it was moved. The DIF is equal to the DIF of Telekinesis moving the target, and the amount of weight the target can "carry" is also determined by the Telekinesis table based on the casting check. A STR check can be attempted every turn by the target, which if successful, ends the spell. The target is not paralyzed, simply "stuck" to that x,y,z coordinate, so to speak.

### **Meeting of the Minds**

Planet: Jupiter

Grade: 5 Resist: RES

DIF: 10 Duration: M

Range: M Casting Time: 5

Reverse: Psychic Barrier

Enhancer: A hollow sphere

Bring a number of people, equal to your Jupiter rating, into a shared, mental, dreamlike construct. The construct is featureless, and allows communication via what appears to be normal speech. However, this speech takes place entirely within the minds of the participants, and so no time will have passed once the spell is released. This also has the side effect that language is not a factor to being understood, as the meaning behind all words is transmitted. No special abilities or

powers work in this space, as the bodies of the participants remain unmoving, in real space. The caster of the spell, when dropped, can allow the participants to recall the experience perfectly or as though the conversation was a dream they had meaning it will quickly fade from memory.

## Memory Photocopy

Planet: Jupiter

Grade: 3                      Resist: N/A  
DIF: 8                         Duration: I  
Range: T                      Casting Time: 3

Reverse: Hygiene

Enhancer: An object relating to the memory you wish to write

“Print” an event from your memory as a still image onto a blank surface that is touched while you cast this spell. The picture is only “photographic quality” if your INSight check, as though trying to teleport to that location as an ESPer, succeeds. Otherwise the picture is cloudy or contains elements of other memories. The size can be up to 5cm per rating in Jupiter in both length and width.

## Muffle

Planet: Moon

Grade: 2                      Resist: n/a  
DIF: 7                         Duration: M  
Range: P                      Casting Time: 3

Reverse: Amplify

Enhancer: A shoe with a pad on the bottom

Muffle ones own sounds. Gain a bonus to sneaking checks equal to the casting check.

## Multishot

Planet: Venus

Grade: 3                      Resist: Dodge  
DIF: 8                         Duration: I (Special)  
Range: M                      Casting Time: 3

Reverse: Destruction

Enhancer: A handful of gravel

A single projectile weapon becomes

momentarily able to launch a projectile that splits apart into phantom, identical copies of itself. This attack is treated as a shotgun pg 126 main rules. The projectile can split (doubling in number) as many times as your Venus rating. The main projectile must travel 1m per split. ER, MR, and OTR are unaffected, and the projectiles are treated as though they were the main projectile. (i.e. Not counted as magical unless the original projectile does) While they seem solid, disturbing these phantom copies in any way after impact causes them to crumble and vanish. After casting the spell, the attack must be made within as many segments as your Planet rating.

## Mutable Membrane

Planet: Jupiter

Grade: 5                      Resist: n/a  
DIF: 10                        Duration: M  
Range: T                      Casting Time: 5

Reverse: Shakeup

Enhancer: A square of cheesecloth

Attach a magical membrane to a hoop which can be used to sort material that is poured through it. The first object through the membrane determines what is allowed past it. For example, passing a grain of rice through the membrane will then allow rice, but not bugs, rocks, or wheat from passing through. All such material bounces off the membrane. Most typically used on top of a barrel of some sort, allowing material to be tossed into the barrel such that the excess can be scraped off. The membrane is DTR 1 and tears as easily as cheesecloth. If torn or otherwise damaged the spell ends. The membrane can be as large as 1/3 the caster’s planet rating, in meters.

## Mystical Cloaking

Planet: Neptune

Grade: 6                      Resist: Magic Sense  
DIF: 11                        Duration: M  
Range: M                      Casting Time: 6

Reverse: Mystical Senses

Enhancer: A dark cloth that has been draped over something

Make it nearly impossible to use Magic Sense to detect any maintained spells, fabricated or imbued objects, or anything else that Magic Sense would reveal about a single target. The DIFiculty of sensing magic is increased by the casting check.

**Mystical Senses**

Planet: Neptune

Grade: 6 Resist: RES  
 DIF: 11 Duration: M  
 Range: M Casting Time: 6  
 Reverse: Mystical Cloaking

Enhancer: The eyeball of a magical creature  
 The DIFiculty of sensing magic by the target is decreased by your casting check. If the target does not have magic sense then they gain it at a rating equal to 1/2 your Neptune rating.

**Property Loss**

Planet: See Description  
 Grade: 5 Resist: N/A  
 DIF: 10 Duration: M  
 Range: T Casting Time: 5  
 Reverse: Property Melding

Enhancer: Two completely similar objects  
 The target object loses a single property that could reasonably used to describe it. For example, glass could lose "transparent" and become opaque, while a fur coat could lose "warm" and no longer insulate or "soft" and become rigid. If used in the Pyre setting this would undoubtedly fall under Chaos. Otherwise Venus could be argued.

**Property Melding**

Planet: See Description  
 Grade: 5 Resist: N/A  
 DIF: 10 Duration: M  
 Range: T Casting Time: 5  
 Reverse: Property Loss

Enhancer: Two completely dissimilar objects  
 The target object assumes a single

property of another object. Both objects must be within reach while the spell is cast. For example, a piece of paper could become as hard as nearby stone, or a lead pipe could become as light as a feather. All physical effects, such as making ice "as hot as fire" are as normal. In this example, the ice would quickly melt, then the resulting water would swiftly boil. If used in the Pyre setting this would undoubtedly fall under Chaos. Otherwise Venus could be argued.

**Protective Bubble**

Planet: Sun  
 Grade: 1 Resist: STR/Attack/Special  
 DIF: 6 Duration: M  
 Range: M Casting Time: 1  
 Reverse: Destruction  
 Enhancer: A soap bubble

Create an invisible bubble around the target that deflects minor annoyances, specified when casting; such as loud sounds or minor precipitation such as rain or snow. Also cuts down high winds and even keeps insects away. Does not protect against hail larger than the size of a pea, as it has a DTR of 0, a DC of 1, and a BR equal to your planet rating. Can be as large as 1m in diameter per sun rating, and moves with you.

**Purify Liquid**

Planet: Jupiter  
 Grade: 3 Resist: n/a  
 DIF: 8 Duration: M  
 Range: T(M) Casting Time: 3  
 Reverse: Saturate Liquid

Enhancer: Salt which was dissolved in water and reclaimed

Over the course of about a minute, remove any impurity from a liquid by causing it to sink to the bottom of whatever container the liquid is contained in (up to M in diameter). If multiple contaminants exist, such as both salt and sugar dissolved into

water, the heavier of the two substances will collect first, forming a crust upon which the second heaviest contaminant will settle. This can remove gold from aqua regalia, dirt from water, and contaminants from molten metal. The contaminant will remain in the container as the liquid is poured if the spell is maintained while doing so. Contaminants are considered to be the lesser portion of the liquid, for example if a 49% oil 51% water mixture is used, the oil will collect below the water. An exact 50% mixture will be random.

### Questgiver

Planet: Jupiter

Grade: 7                      Resist: N/A  
DIF: 12                        Duration: M  
Range: P                      Casting Time: 7

Reverse: Concealment

Enhancer: An item relating to the thing the last person asked you to do.

Allow yourself to be guided to the person relevant to your current situation. Those that meet certain criteria specified as the spell is cast appear to your eyes to glow or have some kind of symbol above their heads. This marks them as people of interest rather than just people "in the way." Criteria can range from "A person in this town that will ask for my help if I present myself to them." to "The one person in town I need to find that just so happens to have the information I need about what I'm currently looking into."

### Red String of Fate

Planet: Jupiter

Grade: 3                      Resist: N/A  
DIF: 8                         Duration: M  
Range: P                      Casting Time: 3

Reverse: Mask Divination

Enhancer: A red string

A red string which only the caster can see trails from their pinky finger towards the nearest person they would be

completely compatible with, romantically. The string can be seen to L distance, then fades. If the spell is performed within L range of the one the spell points to, the string connects both pinkies and can be seen by both parties. The string is not physical in any way, simply a divination effect, and thus cannot be interacted with in any way.

### Reduce Range

Planet: Neptune

Grade: 7                      Resist: RES  
DIF: 12                        Duration: M  
Range: M                      Casting Time: 7

Reverse: Extend Range

Enhancer: a magnifying glass

While maintained, spells cast within range of this spell have their ranges reduced by one category. S spells become L, L become M, and so on. This can be applied to individual spells by the caster as a free action as they are cast. This effect is immobile once cast.

### Re-hydrate

Planet: Neptune

Grade: 4                      Resist: CON  
DIF: 9                         Duration: I  
Range: T                      Casting Time: 4

Reverse: Dehydrate

Enhancer: A saturated sponge

Instantly re-hydrate a living target using a nearby quantity of liquid. Upon successful completion of the spell the liquid vanishes, acting as if it had been consumed by the target an hour or so ago. All the tissues of the target are then saturated with the liquid.

*\*Note: While this was originally designed as a medical spell for those suffering dehydration, any liquids for example poison, acid, or even metal in a liquid form were found to be accepted by the spell. This has the obvious effect of instantly killing the target, though they would get any further checks against poison they normally receive. This spell would be highly restricted and not*



*generally known to those outside a medical profession.*

**Saturated Solution**

Planet: Jupiter  
 Grade: 3                      Resist: n/a  
 DIF: 8                         Duration: M  
 Range: T                      Casting Time: 3  
 Reverse: Purify Liquid  
 Enhancer: A spoon that has stirred coffee and sugar together

Over the course of about a minute, cause a substance to dissolve into another, as long as at least one of those substances is in a liquid form. If the substance can remain dissolved when the spell ends, such as putting sugar into water, it remains dissolved. If instead the mixture was, for example, 40% oil and 60% water, when the spell is active the mixture is homogeneous, but would quickly and naturally separate once the spell was no longer maintained.

**Selective Cloaking**

Planet: Venus  
 Grade: 4                      Resist: REA  
 DIF: 9                         Duration: M  
 Range: M                      Casting Time: 4  
 Reverse: Disbelieve  
 Enhancer: A fake mustache

Anything the target does is ignored if their actions are out of place or would cause a scene. For example, a cat talking or a person doing magic where there is no magic. The cat would still be seen, and may be heard to be vocalizing, but no one but the caster and up to planet rating others chosen as the spell is cast would hear anything amiss. Directly interacting with someone, such as the cat scratching a person and demanding belly rubs would break the spell.

**Shakeup**

Planet: Jupiter  
 Grade: 5                      Resist: n/a  
 DIF: 10                       Duration: M  
 Range: T                      Casting Time: 5

Reverse: Mutable Membrane  
 Enhancer: A can of mixed nuts. Unopened.  
 Two or more solid, granular substances that have been placed into the same container are thoroughly mixed together to the best of the spell's ability. For example, placing a single grain of rice on top of a 10cm cube of sand would result in the grain of rice being exactly placed in the center of the cube. But mixing 3 types of nuts together (100 nuts each) would result in an equal distribution in the container.

**Skill Transfer**

Planet: Saturn  
 Grade: 3                      Resist: RES  
 DIF: 8 + rating              Duration: M  
 Range: M                      Casting Time: 3  
 Reverse: Sever Link  
 Enhancer: The target's blood

Transfer a single skill that you know the target knows to another, up to your planet rating. This amount is added to their current skill, if any. If trained, prerequisites must be met or the spell fails. If your planet rating is higher than the skill level the victim's skill can go negative, but the amount under zero is not transferred, it is simply a penalty to the skill roll. While the skill is held it can be purchased up to the rating with no time spent. Ratings above a ten are only possible (to purchase) if the target has backgrounds that allow for ratings that high. Otherwise the rating is as it is. (see "ratings above 10" Paragon page 134)

**Superconductor**

Planet: Saturn  
 Grade: 4                      Resist: N/A  
 DIF: 9                         Duration: M  
 Range: T                      Casting Time: 4  
 Reverse: Disrupt Technology  
 Enhancer: a hose full of water

Induce superconductivity into the target, which must be able to normally

support it at least in part. (i.e. a magnet or conductor inside a larger system) As only the parts of the system that can support this state take it on, some knowledge of where they are in the system is required. Thus casting upon a transmission wire would fail because the end of the wire cannot be seen or known, while all the cars in a magnetically levitated train can be affected at once as the entire train is the target. This spell can enhance the *power technology* spell from the Pyre by setting dropping the effective size of the object by two categories.

## Superglue

Planet: Venus

Grade: 4

Resist:STR

DIF: 9

Duration:M

Range: M

Casting Time: 4

Reverse: Cut

Enhancer: a bottle of superglue (or any potent adhesive depending on setting)

Bond an object to another object, such as a ring to a finger, a bell to a toe or a bone in the nose. Can only be removed if the STR check of the attempt exceeds the initial casting check. This will impact the "weaker" of the two surfaces with HDL[Venus] damage.

## Suppress Light

Planet: Moon

Grade: 1

Resist: N/A

DIF: 6

Duration: M

Range: L

Casting Time: 1

Reverse: Expand Light

Enhancer: A blackened mirror

Halve the brightness of all sources of light within range.

## Suspend Aging

Planet: Saturn

Grade: 9

Resist: RES

DIF: 14

Duration: M

Range: T

Casting time: 9

Reverse: Advance Age

Enhancer: A jellyfish

Cause the target to no longer age. Does not repair any damage caused by age, such as lost stats or diseases, simply keeps the target from aging further.

*Notes on this spell: Far more convenient than Senescent Cessation (and thus why it probably wasn't included but "magic can do anything" so...) because while it is easier to negate, and only M duration, it is far easier to imbue or make permanent. Also, as Senescent Cessation is P no one in their right mind would let someone else cast it on them. (The caster then becomes the weak link, if they die, anyone they've cast it on starts aging again. Who wants that uncertainty in their life? But a ring they can just fabricate so it lasts forever and as long as they wear it they don't age? Sure, I'd put up with that. Actually that gives me an idea for another spell, see Superglue.)*

## There and Back Again

Planet: Saturn

Grade: 10

Resist: N/A

DIF: 15

Duration: I

Range: M

Casting Time: 10

Reverse: Time Flow

Enhancer: A watch that has been moved forward and back one minute

Greatly accelerate the target. This causes them to act with their normal delay but effectively suspend delay for anyone else. The target gets a number of segments equal to the casting check to act, then returns to the position they were in at the time the spell was cast. If the spell is cast upon the caster, their normal magic combat delay takes up delay as normal.

## Thief-foot

Planet: Moon

Grade: 3

Resist: n/a

DIF: 8

Duration: M

Range: P

Casting Time: 3

Reverse: Trap Enhancement

Enhancer: The severed foot of a thief

Any traps, normally triggered by stepping upon them, have an increased chance of not triggering. The crafting check of the trap must exceed your casting cast to activate. Traps can include nightingale floors, magical traps, or mechanical traps, as long as they are underfoot and would cause some action upon being stepped on.

**Trap Enhancement**

Planet: Jupiter

Grade: 3                      Resist: COO

DIF: 8                         Duration: M

Range: M                     Casting Time: 3

Reverse: Thief-foot

Enhancer: A set mouse trap

Enhance the distance a trap can be triggered from by 1/3 planet rating. For example, a simple mechanical trap is built in the form of a stone that must be stepped on. With this spell activate anyone stepping within 1/3m per planet rating of the stone triggers the trap. Only functions on traps placed into the ground, that are triggered by stepping upon them.

**Teleportation Tether**

Planet: Mercury

Grade: 7                      Resist: N/A

DIF:12                        Duration: M

Range: P                     Casting Time: 7

Reverse: Dimensional Slickness

Enhancer: A rubber band

Allow yourself to be teleported, but immediately snap back to your previous position. This can be handy for seeing inside an enemy occupied area with little risk, or teleport somewhere, drop something, and be whisked away safely again without further effort. Once you have "snapped back" this spell ends.

**Temporal Anchor**

Planet: Saturn

Grade: 7                      Resist: N/A

DIF: 12                       Duration: M

Range: M                     Casting Time: 7

Reverse: Restore Laws

Enhancer: An hourglass glued to a table

Affix objects in range of the spell in their current state so that they cannot be permanently modified. For example, a vase tipped off a table and broken repairs itself or an object removed from the area fades and returns where it was. Writing vanishes from paper and objects set alight go out and become unburned. This replacement happens at HDL[Saturn] segments per change to the local space.

**Temporal Distortion**

Planet: Saturn

Grade: 5                      Resist: N/A

DIF: 10                       Duration: M(P)

Range: M                     Casting Time: 5

Reverse: Time Flow

Enhancer: A fogged up mirror

Events that happen within M range of the target spell point are unaffected, but any means of viewing the past at that point returns a distortion. This effect, because it happened in the past, is effectively permanent and only returning to the past physically and casting the spell's reverse in the same space can undo the effect.

**Walking Library**

Planet: Saturn

Grade: 8                      Resist: N/A

DIF: 13                       Duration: C

Range: L                     Casting Time: 8

Reverse: Forget

Enhancer: A page (or pages) with the titles of every book in range written on it

While you concentrate, you may make instant research checks to know any fact contained within any book in range. When the spell ends, you recall nothing of the books you did not know before the spell was cast.

**Zone of the Zen Master**

Planet: Sun

## Unofficial PARAGON

Grade: 5

Resist: RES

DIF: 10

Duration: M

Range: M

Casting Time: 5

Reverse: Energy Drain

Enhancer: a string of prayer beads

Create a zone, centered on the caster, out to M range. Within this faintly glowing circle all creatures are considered to be meditating for the purposes of energy and fatigue recovery, with a meditation check equal to the casting check.

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### Dynamic Spellcasting

Casting spells in Paragon Proper is essentially pressing a hidden button offered by the universe which dispenses a magical effect. Powerful, yes. Easy to understand, yes. Flexible, not so much. Let's completely replace it with something a bit more dynamic.

In dynamic spellcasting, spells are considered more "parts" than completed engines of change. Perhaps you want your fire spell to knock someone back, or cast a spell that not only identifies enemies to you alone but causes them to glow. By mixing and matching the "spells" you know you can create new completed spells to better fit the situations you find yourself in.

### Skills

In this mode there are no planet ratings. Instead, there are five skills each costing 2x the usual amount, as per martial arts in the main rules. Those five skills are Mana, Aim, Power, Range, and Effect. These "skills" are tracked at the top of your spell sheet and not on your main character sheet. This is because these "skills" have no associated stat, and are not rolled directly. In universe terms they are simply practiced as a part of casting magic and can be treated as a skill group.

**Mana:** Spells are cast by gathering mana, the magical "fuel" for spells, and shaping it into the effect you wish to bring forth. Naturally a certain amount is needed for each spell, so this skill represents how much mana you can gather at any one time to cast the spell.

**Aim:** Spells travel from yourself to the target. Are you practiced enough at aiming them to hit what you're aiming at? This allows the first resistance check to the spell, the dodge.

**Power:** This skill represents how difficult the spell is to resist by the target. As the target has already gotten a dodge, unlike in Paragon Proper making a resistance check against magic does not negate the effect of the spell, but rather only half of it. You are getting hit with magic. You cannot simply "wish it away" by thinking about it hard enough. Deal with it. You got your dodge, didn't you?

**Range:** Representing how far the mana can get away from you before it degrades. A straight 1-1 ratio, in meters. It otherwise has no ER or MR.

**Effect:** Basically the HDL of damage, or otherwise the "planet rating" of the spell you have cast as listed in the spell description.

Spells are learned in the same way, with one minor change. Elemental spells are learned in two parts. First, choose the element and spend 5xp. That element can now be added to any spell to help it bypass resistances. To do damage with the element you must still learn the second part, the effect. This is learned as normal, Conjunction costing 1xp all the way up to Devastation costing 10xp.

### Delay

In this mode spells no longer have a default casting time in segments. Instead, you the caster chooses how long to spend gathering mana and how the effect of that time spent is put into the components of the spell. Take a d10 for each 2 segments spent casting and roll it. The more d10s you choose to roll, the more dice you will be able to put into your spellcasting efforts. You may choose 0d10 and cast a spell with 0 casting time, in that case the default values for each skill are used, see below. Each die represents 2 segments of deferred delay for casting the spell, so announce this amount to your narrator on your action.

As it is extremely difficult to gather mana and move at the same time, spellcasters are somewhat vulnerable when they begin casting. Any movement, such as a dodge, dissipates the gathered mana and forces the caster to begin casting again. Taking damage for example being hit and not dodging when casting, has the normal Paragon effect.

### Longer casting times

Some spells have a casting time in turns or minutes. In this case, each die rolled represents the longest duration as specified. For example, combining destination and descry object, to know the fastest way to reach an object, both have a casting time listed as 15 turns. So each die rolled represents 15 turns of effort gathering mana. To combine destination and descry owner, to see how to get to the owner of an object, the longest duration is of the descry spell, at 10 minutes. Thus each die would represent 10 minutes of effort.

### Cheese

If the caster can choose the amount of time they wish to spend and thus the number of dice they roll to produce a spell, what stops them from getting behind cover, declaring a 20 deferred delay casting time and rolling 10d10 and combining half the spells they know into one uber spell? Each component you put into the mix reduces all numeric values by 1 past the first. Naturally, an element doesn't count towards this limit, a fireball spell needs both fire and ball it is only trying to create a fireball that also slows your opponent that you would take a -1 to the values shown on the sheet.

### Combining

Any number of spell components can be combined but the DIF of the final spell is equal to the DIF of casting all the spells at the same time. As each component takes mana, naturally if you overreach and don't gather enough your spell fizzles.

Combining spells in this way does pose more of a challenge for the narrator. Not all spells can be combined, not simply because it would be silly to combine some spells; armor of magic and elemental bolt, why would you armor your opponents? The narrator is free to say certain combinations either outright do not function or produce a strange result, at their discretion.

### Maintaining

Spells can be maintained as normal. Maintaining a spell is tracked on the spell sheet, and reduces all numeric values when casting a spell by 1 for every spell maintained. Simply place some sort of token into the circle so you're not writing and erasing from there every two minutes.

### Casting

When casting, you roll a number of dice equal to 2x the deferred delay but what then? Place each die in one of the squares next to the row of the component you wish to add into the final spell. Thus, placing a die next to acceleration and another next to detect friends will create a spell to accelerate all allies in the fight. (Annoy your narrator with one simple trick) Each die rolled can be placed into any of the 5 squares next to the component to raise the potential of that aspect of the spell. The final calculated result will be the sum of the dice in the column, plus the skill rating at the top of the column, minus the number of components past the first, minus

the number of maintained spells. Yes, it's more math, but you're using optional rules so you asked for it.

### Spell Sheet

Let's fill out the spell sheet. Place your current skill into the top boxes of each column. This is how much you will add to the die placed in that column for the spell. Place each spell and element you know in the rows below. That's it, you're done.

### Example Rolls

Let's tie this together with some examples. You wish to cast an elemental blast with the ice element. You must therefore take at least 4 segments to cast the spell in order to have 2 dice, one to place on the ice row and one to place on the blast row. You roll a 10 and a 6, and your current skills are all 4s. The difficulty of elemental blast is 9 so you have to put the 6 into the ice row so you have enough mana to cast the spell. Your opponent isn't that far away so you don't need extra range, but you really, really need to hit them so you focus on aim, putting the 10 in the aim column for the blast. You are not maintaining any spells so you are not at negatives. You add 10+4 so your opponent must make a dodge of 14 to avoid being hit. They do not, with a 12. Their second resistance also happens to be dodge for the Blast component but they do not have to roll this again. As you put no die in the Power column your default is your skill, a 4, so they have automatically resisted. They take the HDL of the effect column, another 4, and so you roll roll 1d8 and take half the result. That's the damage done.

In this example had the opponent rolled a 14 or higher on their dodge the spell would have missed completely, and all

dice would be removed from the spell sheet as no other checks would be needed.

Example 2: Now let's say your skills are all an 8. You wish to cast a simple dazzle spell. You want to do this without delay. You roll no d10s, but simply take your 8 skill for Mana, Aim, Power, Range, and Effect. As the DIF is 6 you can negate the roll as your Mana skill is 8. Your opponent must beat an 8 for their dodge, and make an 8 or higher RESolve check to resist for half. If they fail to resist they delay by 8 and take a -8 penalty on reactive checks as per the usual spell. Otherwise they would delay by 4 and take a -4 penalty.

Example 3: Assume your skills are all a 5. You wish to cast a descry creature and distant conversation as one spell. You choose to cast for 15 minutes, to roll 3d10. You roll a 2, a 1, and a 3. (ouch btw) As you have no idea how far away person might be you put the 3 into the mana column of the descry creature spell, making it an 8. You put the 2 into the Power of the Distant Conversation as they may not want to talk, and the 1 into the Mana of Distant Conversation for hopefully more range. You must take a -1 because you are combining two spells, so your total Mana is now a 8. Checking the range table this gets you 100m, probably not going to work unless they happen to be in the next room. Range in this case is not a factor because the spell is essentially a personal spell. If you wanted to target someone else, such that they could talk to the person but you could not, then they could be within 4 meters of you. Had you succeeded, the target would get the normal RES check resistance vs your Effect of 4.









### Blue Collar Mage

Here are some example mages for this background.

A "transport mage" - they would handle both large shipping containers at certain times and also the mail. They would actually be pretty busy. They would take Jupiter and Mercury and work in pairs, as you can only "send object" to a person not a destination. So they would have a shipping schedule and use Distant Conversation to make sure they were in position, and then just swap items. In a more modern setting with say scales and phones they could take different spells but here's a sort of "Medieval" version

Measure (to check the weight of the package)

Send object

Distant Conversation

A blacksmith would need Mars and Uranus

Forging Heat (the spell, see Pyre)

Forge (the spell, see Pyre)

Augment Stat (STR)

Recycler - a person that turns waste of all kinds into dirt would need Saturn and Mercury, as they wouldn't want to touch their raw material now would they?

Decay - now here we run into the "what is an object?" problem because the spell specifies this works on an object. I would say a cart, with no more than one person's worth of matter, qualifies. 560 kg for the -1 on a grade 2 spell is no problem at all. Even the average mage can hit a DIF 7 without any problem.

Telekinesis

Pure Air (for the smell)

Farming mage would need moon and Uranus

Gather clouds

Bring Rain

Excavate - Uranus (a 5 cubic meter amount of dirt is a LOT if you're just making a shallow row in a field)

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### New Supernatural Backgrounds

This section lists some new backgrounds for the Pyre setting. As that mostly focused on magical backgrounds, but Demongate High backgrounds (i.e. supernatural power) still exists in the world, here are some new ones to play around with.

#### Herbalist

2 BGP

An herbalist is a master of plants, able to grow, change, and work with plants using their own spiritual energy. They can create poultices that swiftly draw out poison, close wounds, or heal disease. They can command plants to grow in a certain way, or for a specific function. An herbalist can even find seeds in nature or tell just by touch what seeds will grow into specific plants.

#### Skills

Create Poultice (HLT)

KNO †

Create a compress which has accelerated healing properties, using various parts of plants and your own spirit energy. This takes about a minute, assuming you have the materials at hand. Each compress requires the use of at least three different kinds of plants (which must be crushed and mixed together) and a sprinkling of pure water. Dried plant life, prepared beforehand can be used and increases the DIF of all checks by +2. Various, but specific plants must be used for each type of healing, for example mixing a poultice with leaves for drawing poison will do nothing to heal a sword wound. Imbuing spirit energy into the compress while it is created has a variable cost. Drawing poison from a contact site is DIF 4, and must be done within INS minutes, and costs 2 energy. The compress must be left for 1 minute to fully draw the poison. Curing a

single disease which requires the poultice be applied as a paste to the chest is DIF 8 and costs 3 energy. This use requires 10 minutes to fully cure the disease. Curing wounds requires the poultice remain in contact with the wound until healed, and has a DIF of 12 and 5 energy. The wound is healed in increments of one hour for every day it would normally require and lasts until the poultice is removed or the wound is healed.

Control Plants (HLT)

REA †

Control the growth of plant life as you desire it. This can cause plants to grow larger or smaller than they normally would, or even change their properties to a certain degree, for example making a sweeter lemon or a smaller grapefruit. These changes are minor per generation of plant, you cannot make a grape sized watermelon in one generation. However if you use the seeds from your modified plant as the base for further modification, nearly any desired result can be achieved. Completely new fruits and vegetables can be created with careful modification by focusing on changing taste, texture, size, and so on while the plant grows. For example apples could be made poisonous right off the tree, while poison ivy could be made harmless to touch. A venus fly trap could, over successive generations grow large enough to swallow a cow or vines could be grown that are as tough as ropes. Only one plant can be modified at a time, at a base DIF of 5, which must be touched while it is grown. Use of this skill costs 1 energy and must be used on a plant you have begun growing yourself. Plant life is too slow to direct otherwise. (Unless you want to stand and touch a tree for months at a time, which is your prerogative, and would, in theory, work.) Once a desired change has been reached, anyone can grow the seeds of that plant and benefit from the change, as it is now as if that plant had always existed in that form as far as the seed is concerned. The

greater the change, at the narrator's discretion, will result in higher DIF.

\*Requires a 5 in Grow Plants

Find Seeds (HTL)

INS

Sense seeds in the local area. Make a check while touching the ground, DIF equal to 5+ the number of meters you wish to sense. Success reveals the rough number and direction of any seeds in the soil that are ready to germinate. Additional checks can be used to narrow the search to specific seeds.

Grow Plants (HLT)

REA

As an active action, touch the ground and channel spirit energy to force seeds to grow at an accelerated rate. You may grow as many seeds as your KNO in a range equal to your REA at a base DIF of 5 for 1 energy. Every increase in either number of seeds or range increases both the DIF by 5 and energy cost by 1. For example, growing 3xKNO seeds and REA base is DIF 15 and 3 energy. Growing 2xKNO seeds and 3xREA range is DIF 20 and 5 energy. The plants grow to maturity with a deferred delay equal to 15 – INS.

Identity Plants (HLT)

INS †

Identify plants at a distance with your spiritual senses rather than visually. Make a check, DIF 10 and gain an impression of the sizes, types, and capabilities of all plants around you. This mostly follows the rules for Spirit Sense as you are simply “filtering” your perception for the life energy of plants rather than the life energy of creatures.

\*Requires a 5 in Spirit Sense

Identify Seeds (HLT)

INS †

Identify seeds by touch. Make a check, DIF 10 to identify a maximum of INS seeds (if different types are jumbled together), and

instantly know the type of plant each of those seeds will grow into. If the seeds are all the same type, there is no upper limit on the number that can be identified. You can exclude known seeds from this skill at a +5 increase in DIF. Naturally if trying to identify a single rogue seed in an entire grain silo you may need to concentrate on the skill for a few seconds. The maximum range you can extend your senses is your REA in meters.

\*Requires a 5 in Topic: Plants

Topic: Plants (SCH)

KNO

Identify plant life. Know which parts of the plant are edible or poisonous. Identify seeds and know how best to plant them for optimal growth.

Revive Plant (HLT)

REA †

Directly heal plant life of any sort. Make a check, DIF equal to the damage sustained, and if successful, heal HDL[energy spent] damage to the plant. This will repair holes in leaves, restore bark, and regrow roots. If the plant is not “damaged” but simply left unattended and is wilted, this skill can (with the help of water applied to the soil) instantly revive it. This has a DIF of 5 and costs 1 energy. Curing a plant's disease has a DIF of 8 and costs 3 energy.

**Fiendstone Attuner**

3 BGP

A fiendstone attuner can take a fiendstone, the magical crystal remains of a fiendstone monster, and absorb it into themselves for a time. Once absorbed, which takes a few minutes of concentration, the fiendstone's energies can be used by the attuner to transform

themselves into whatever creature the fiendstone would normally become, or use an ability of that creature in their normal, human, form. The attuning destroys the fiendstone, which is completely absorbed during the process. An attuner can, by default, have as many fiendstones attuned as their CON. As the energy of the fiendstone is used, it degrades, ultimately leaving the attuner and freeing that space up for another Fiendstone. This energy pool is calculated when the fiendstone is attuned, per stone. (See the Attuning skill) Transforming into the creature uses energy equal to the “grade” of the fiendstone, starting with 1 for miniature and ending with 7 for enormous. See page 86. It does not have a DIF or a check but does use an active action, supernatural combat. Taking and using a power of the creature in your original body costs half this amount, round up to a minimum of 1. If the fiendstone is no longer desired, or does not have enough energy to be properly used, the attuner can simply expel this excess energy with a bit of concentration. Attuning a new stone of the exact type adds to the already existing pool. For example attuning two stones which contain the creature “orc” only one space is used. A pool can have a maximum energy of CON \* RES.

The attuner becomes the creature they transform into, for the purposes of stats, size, DTR, etc. They appear as the creature they are attuned to for the purposes of all other magic or skills that target specific creatures or classes of creature. If the creature is mindless, or has mental stats below 1, they retain their normal REA. Equipment and clothing are not absorbed during this process. Returning to their original form also takes an active action. As this is an act of will if

they are knocked unconscious in another form, they remain in that form. Death will restore their original appearance. Health and energy across both forms are always proportional. For example, if the attuner has lost 50% of their energy and is wounded by 1/8 total capacity in health for the left leg, the new form will only have 50% energy and be wounded in however many left legs the new form has. If wounded in a body part such as a wing not possessed by the attuner, that damage is not transferred to any part of the attuner.

They gain whatever backgrounds and weaknesses the creature has, while losing any physical based backgrounds or weaknesses of their original form. They retain all their original skills, and gain any skills possessed by the creature. If there is overlap, the higher of the two skills is used.

### **Backgrounds:**

#### Attuner Space (1 point)

Increase the amount of “space” you have for attuned fiendstones. For each point taken, increase the available “slots” for attuned fiendstones by  $\frac{1}{2}$  CON. This background can be taken more than once, for a linear increase. It can be taken in game with narrator consent, it is encouraged to role play the acquisition by having the maximum attuned for a time, and then struggling to attune another. Examples; 1) a person with a 6 CON purchases this background twice. That person now can attune a total of 6+3+3 fiendstones. 2) The background is not purchased at character creation. 6 fiendstones are attuned. The character discovers (or can finally purchase) their first large category fiendstone, but does not wish to destroy any currently attuned stones. After several days of effort, the background is



purchased and the 7th fiendstone is added, with space for 2 more.

### Skills:

Fiendstone Attuning (ATN)

RES †

Take a fiendstone into yourself, for later use transforming into that creature or using the abilities it grants. Make a check over the course of 10 minutes. Base DIF is 5. The check result determines the amount of fiendstone energy that has been absorbed for use in transforming or using the abilities of the stored creature. Add the grade of the fiendstone to the check to determine the final energy pool for that creature.

Fiendstone Empowerment (ANT)

RES †

Absorb more energy from the fiendstone, draining it at a faster rate but allowing your transformed form to exceed the normal limits of the creature. Make a check as a reactive action before transforming. For every 5 rolled drain an additional 1 energy from the stone's pool and increase a single physical stat by that amount. This amount cannot be reduced by boosting. There is no ongoing penalty for this in the new form, as it is simply done to boost the new form as though it was always that boosted stat.

\*Requires a 5 in Fiendstone Boosting

Fiendstone Boosting (ANT)

END †

After spending energy from the base pool for a specific fiendstone, roll this skill. For every 5 rolled, decrease the energy spent from that pool by 1. This cannot reduce the expenditure by more than 50%.

\*Requires a 5 in Fiendstone Attuning

Fiendstone Sense (ANT)

INS †

Sense nearby fiendstones. A check gives you a rough idea of the number and size of any stones around you. The base DIF is 10. Subsequent checks can narrow this feeling. A check, DIF 15 while you hold a stone can provide more information about it, such as what creature it would turn into, how close it is to turning, and how many times it has regenerated itself in the past. Only one piece of information can be gained per attempt.

\*Requires a 5 in Fiendstone Attuning

Fiendstone Skill (ANT)

RES †

Extract power from an attuned stone, allowing you the use of a power that creature possesses in your normal body. The DIF is equal to 5 plus the point value of the power. If the power has no point value, such as acid from gummies which stems from a physical attribute of the creature, (the gummy has a semi-solid form), another power must first be taken. In this example, roll to activate engulf at a DIF 5, then activate acid with another check. Each active power taken from a stone applies a -2 penalty for all active checks. Powers fade at the end of a scene and each power costs as many points from the stone's pool as  $\frac{1}{2}$  the grade of the stone.

Further note in this example: as you have activated engulf in your normal body, your clothes would get in the way of any engulfing you did. In situations like this, your narrator should keep in mind how the ability works and describe the situation as not exactly as you intended. Subsequent uses of the skill you would know to take off your shirt before trying to hug someone to death and burn them with acid inside your body.

### Fiendstone Stats (ANT)

RES †

Extract power from an attuned stone, allowing you the use of a stat that creatures possesses to augment your own. Roll this check, for every 5 rolled add a point to your own stats from an attuned stone. The stat cannot exceed the normal base stat of the stat the specified creature naturally has. Multiple checks can be used to apply the same, or different stats. Each enhanced stat used by the attuner applies a -2 penalty for all active checks. Stats fade at the end of a scene and each change costs as many points from the stone's pool as  $\frac{1}{2}$  the grade of the stone.

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### Creative Spellcasting

This section lists some tricks and tips about using magic in the most effective way possible. Not so much optional rules, but rather creative uses of the main rules you might not have considered.

#### 4x Spell Damage

Most any spell can be cast on multiple targets by taking a slight penalty, equal to the number of simultaneous castings you are trying to do. (Targeting spells, pg 174) And any spell could be cast twice in quick succession by taking an off hand action. (Using an Off Hand, pg 68) Now let's take the spell description of "Elemental Bolt." "Launch a bolt of elemental energy from your hand at a single target." So, to do 4x damage with this spell simply take the -2 on your first casting to cast the spell "twice" and you will get a beam from each hand. Now follow this up with the rather alarming -4 penalty (a -2 to the planet rating + a -2 to the roll) to do another set of two bolts as cast from your "off hand." Your opponent has to take a penalty to dodge because of the multiple attacks (Dodging Multiple Attacks, pg 67) and with a good planet rating the penalties are worth making a grade 3 spell do far more damage than it might otherwise have done. Plus if you drop your first target you can choose a second with the off hand.

#### Magical Martial Arts

The special maneuver Combination Attack (pg 117) can be made far more useful with a simple spell of Elemental Touch (pg 213). As you will not care about the STRENGTH reduction due to the Elemental spell doing most of the damage, it becomes far more useful. Don't forget to roll an "off hand" action of another Combination Attack if the first isn't enough, for even more damage. (Make sure to shout "ora ora ora ora" as you do this.)

### No Reverse Needed

In this example, say you are fighting an opponent that is maintaining a spell on themselves. We will use *acceleration* as the sample spell. Assume you do not know the reverse of the spell, but you do know the same spell. How do you negate the opponent's spell? It will take two actions. Turn to page 174 in the main rules: "a single spell cannot affect any target more than once at a time." On your action, simply cast *acceleration* onto the opponent. Insure your casting check beats theirs, and their resistance check. (If, in their confusion, they even make one) Now, as your spell is the "most powerful (or numerically highest)" the opponent's maintained spell is gone, and you are maintaining the spell. On your next turn, simply stop maintaining that spell. Your opponent is no longer accelerated.

### Other Ideas

#### List Your Skills First

It sounds backwards, but I recommend you at least get a list of skills you want your character to have before you do anything else. Why? You may want a character that is insightful and strong willed but then only have one INS based skill. Once you have a list of skills you can see how many of each stat you have, make that the highest stat, go down from there, then just adjust the ratings you have accordingly once you know how skill points you end up with.