

**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	Total days@8hr/day
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	Total days@8hr/day
1	$(1) * (1 * 2) + 0 = 2$	0.25
2	$(1) * (2 * 2) + 2 = 6$	1
3	$(1) * (3 * 2) + 6 = 12$	3
4	$(1) * (4 * 2) + 12 = 20$	5
5	$(1) * (5 * 2) + 20 = 30$	9
6	$(1) * (6 * 2) + 30 = 42$	14
7	$(1) * (7 * 2) + 42 = 56$	21
8	$(1) * (8 * 2) + 56 = 72$	30
9	$(1) * (9 * 2) + 72 = 90$	42
10	$(1) * (10 * 2) + 90 = 110$	55

12 REASON		
Rating	# of hours	Total days@8hr/day
1	$(1) * (1 * 2) + 0 - 2 = 0$	0
2	$(1) * (2 * 2) + 0 - 2 = 2$	1
3	$(1) * (3 * 2) + 2 - 2 = 6$	1
4	$(1) * (4 * 2) + 6 - 2 = 10$	2
5	$(1) * (5 * 2) + 10 - 2 = 18$	5

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 150×3 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 were 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. 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 liner time and do not do things in .2 second intervals, (a segment is exactly .2 seconds. 20 segments/4 seconds is X segments/1 second solve for X) roll a d10 for anything that would be measured in segments. That's actually how many segments it takes to recover from the action. Modify the roll by subtracting your normal delay 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 is also an impossible precision. I bet just saying "paragon is the best role playing game on earth" ten times would give you ten slightly different results. 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. Then roll the d10 to find your delay and modify by magic combat.

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.

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
26-30	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

Unofficial PARAGON

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.

--	--

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

-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'veren (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'veren 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 back-

ground 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)		
Water	(REA)	Fire	(END)
Air	(REF)	Earth	(STR)

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)

INS†

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 women 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 re-worked 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 learn-

ing 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 ev-

ery 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 RE-Solve 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 oppo-

site 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
Quarter cup	1/4	2
Half a 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: 1

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, see the Darkbolt setting. Here are some other ways to do so:

Simply Better Humans (1 point)

Characters that take this type of background have no overt abilities such as teleportation or throwing energy blasts, but still can do things beyond the level of ordinary people. At character creation they may purchase skills with no upper limit to rating, and double the ratings of one skill group.

Examples:

Extraordinary Archer

Purchases Archery, Ranged Combat, Fletcher, Weaponry (TDE), Weaponry (TBR) relating to special arrows at 11 points. This gives a 22 rating in these skills.

Skilled Magistral (2 points)

Between simply better humans and super powered humans are those that need to practice with their powers to get better. Characters of this type purchase "powers" as spells, but get better at using them as skills. Spend the normal amount of skill points or EXP to purchase a spell, and this gives you a 1 rating in that skill. Skill level is considered "planet level" for spells that make reference to it, and they are "cast" with a skill check relating to that stat as per the

normal “planet.” This takes an active action and cannot backfire, but the difficulty of activating the power is the difficulty of the spell, or the grade plus 5 as normal.

Examples:

Element Master (8 SKP/EXP)

Purchases Elemental Sculpting (2 XP) 4 times, once for each element. Then they can take the skills like this:

Skill group containing:

Martial Arts

Elemental Sculpting: (Earth)

Elemental Sculpting: (Fire)

Elemental Sculpting: (Air)

Elemental Sculpting: (Water)

Magical Means (3 points)

More as an aid to creating more varied “super hero” type characters, those with “magical” sources of power exist. Magical here meaning “We don’t know where that person’s powers come from.” Or perhaps something happened to them, like they were bitten by a radioactive hamster, and that gave them powers. They purchase powers via the Paragon main rules spell list, with each power costing 1/2 the spell’s grade. (Round up.) They get 15 points to spend in this way, but can purchase more with 1 point being worth 5 SKP. All spells chosen are always active, needing no roll or energy expenditure to activate. They can be suppressed completely with a -2 penalty, or at a -2 each per power if the character wants to select some and leave others active.

Any spell which references a “planet level” should be taken to mean the character’s stat for that “planet” as they do not have a “planet level.”

Powers that allow for dodges, bypassing resistance, or have numeric effect based on “casting check” are considered to activate with a stat check, using the normal stat for the planet chosen, which can be boosted with energy as normal. This occurs for each activation of that “power.” For any effects not strictly seen in the magic section, work with your narrator to determine a grade for the effect.

This does not confer the ability to use magic or use quasi-magic skills. It is simply another method of determining powers.

Examples:

Human Spider

Acceleration (3)

Augment STR (3)

Cling (1)

Create Web* (3)

Detect Enemies (1)

See Future** (4)

*Create Web- as a Sun spell, allows a length of sticky web to be created from the user’s hand. Wielded with the whip skill, it can be used to tie people up, swing between things, even create simple shapes with a Crafting: Web check. Webs dissolve in 1 hour, and have the same difficulty to break as normal rope.

** See Future- As a Saturn spell, the user can experience up to 5 segments in the future. In game terms, within 5 segments of action the user may “rewind time” and live those segments over so they “know what’s coming.”

The Living Flame

Control Temperature (3)

Elemental Blast: Fire (2)

Elemental Body: Fire (5)

Elemental Sculpting: Fire (2)

Flight (3)

Cat of Shadows

Air/Water walk (2)

Disrupt Technology (3)

Phase (2)

Psychic Barrier (2)

Veil (4)

Swiftstep (2)

Beatdown Girl

Athletic Augmentation (2)

Damage Reflection (3)

Devastating Blow (2)

Elemental Strike (2)

Successful Strike (1)

Swiftstep (2)
Tough Hide (3)

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, nightvision. 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 Materia 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 Materia 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 Resist: N/A

DIF: 11 Duration: M

Range: P Casting Time: 6

Reverse: Energy Drain

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

Unofficial PARAGON

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.

Backgrounds and Weaknesses

Luck 'o The Irish (3 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.

Other Non-canon Spells

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.

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.

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.

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, colorations, 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.

Memory Photocopy

Planet: Jupiter

Grade: 3 Resist: N/A

Diff: 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 1cm per rating in Jupiter.

Mystical Cloaking

Planet: Nepture

Grade: 6 Resist: Magic Sense

Diff: 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 difficulty of sensing magic is increased by the casting check.

Mystical Senses

Planet: Neptune

Grade: 6 Resist: RES

Diff: 11 Duration: M

Range: M Casting Time: 6

Reverse: Mystical Cloaking

Enhancer: The eyeball of a magical creature

The difficulty 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.

Questgiver

Planet: Jupiter

Grade: 7 Resist: N/A
Diff: 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."

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.

Skill Transfer

Planet: Saturn
Grade: 3 Resist: RES
Diff: 8 + target's rating Duration: M
Range: M Casting Time: 8
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)

Selective Cloaking

Planet: Venus
Grade: 4 Resist: REA
Diff: 9 Duration: M
Range: M Casting Time: 9
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.

Superglue

Planet: Venus
Grade: 4 Resist: STR
Diff: 9 Duration: M
Range: M Casting Time: 9
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.

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*.)

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.

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.

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 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.

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.

Temporal Anchor

Unofficial PARAGON

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 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.

--	--

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" as you do this.

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.

Official Optional Rules

To more easily determine what optional rules your game will use, here is a list of the official ones, along with page numbers.

Rolling for Contacts	14
Hobbies	33
Training to Increase Stats	61
Combat Panic	69
Traumatic Head Injuries	70
Scarring	71
Damage "Soak"	72
Flat Energy Bonuses	72
Battle Fatigue	73
Scaling TR	75
Damage & Decreasing Effectiveness	80
Dodging Bullets	83
Collateral Damage	83
Stats Above 10	133
Daily Luck Checks	133
Gender-Based Stat Adjustments	133
Limiting Starting Skills	133
Untrained Skills	134
Risky Untrained Skills	134
Automatic Skill Increases	134
Intense Training	134
Practice Makes Perfect	135
Combat Awareness	135
Damage	135
Better Attacks Mean More Damage	136
Impalement	136
Assisted Healing	136
Infection	137
Life-Saving First Aid	137
"Hanging On"	137
Compensating for Lasting Damage	137
Dramatic Pause	137
Exploding Dice	137
Botches	138
Snags	138
Luck for Boosting Checks	138
Diceless Paragon: Blind Auction	138

Looks as a Social Modifier	138
Single-Power ESPers	141
Single-Planet Magicians	172
Limited Spell Knowledge	173
Energy Costs for All Magicians	173