# Core Stuff as of: Volume 5, Chapter 1

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**Samantha, Goddess of Fate & Illusion**

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**Goddess**, level 6 [55/60]; Lesser Deity

**Domains (5/5):** Mirrors, Illusion, Fate, Light, Pneuma

**Brute:** 0 [1/10]
**Saboteur:** 2 [18/30]
**Magineer (Abjurer):** 6 [57/70]
**Bard:** 2 [12/30]

**MP:** 181/181

**Special Skills:** First Aid, Tarot Reading, Meditation, Sympathetic Targeting, Swimming (Expert), Diplomacy, {W} Comprehension (Grandmaster), {R} Rogue's Luck, Priestly Ordination, Holy Relic Investiture, Create Servitor, Consecration, Magical Invention (Grandmaster), Detect Magic+2, Ritual Cast*, Draw Mana* (1/1), Tweak Spell, Inspire Ally (2/2), Musical Talent, Jack of All Trades 2, Exploit Weakness, Avoidance, Sabotage

**Special Traits:** Token User, Immortal, Demiplane Domain, Conceptual Body, Fueled By Faith, Spirit Sight, Soul Companion (Azure), Detection Ward, Split Prediction, Perfect Vision, Light Absorption, Spirit Armor

**Avatars:** Av 1 (Core): Samantha (Mental Res 3, Magic Res 1, Quick 3, PFE: 130/130; Faces: Core, Stillwater (Charisma 1, Vital Strike +1)), Av 2: Green (Mental Res 3, Magic Res 1, Quick 2, PFE: 130/130)

**Spells (MP):** Allspell Zero (1), Allspell Core (3), Hard Light Layer (4), Telekinetic Thrust (6), Seeking (8), Web (10), Delicate Touch (9), False Mind (22+), Personal Levitation (12), Pillar of Force (16+), Minor Contingency* (18), Justified Dispel (18), Breath of Spell Stasis (40)

**Powers:** FE Utilization, Grant Prayer (Illusion, Fate, Light), Mirror: (Sense, Communication, Maze, Walk, Other, Control), Intuition, Alter Fate, Create Phantasms, Grant Invisibility, Dazzling Spectrum, False Auras, Mirroring Duplicates*, Reflect Force, Light Manipulation, The Dawn Will Rise*, Removal, Channel Domain, The Unseen Animus, Purify, Phantasmal Haunt, Sheath of Light, Deific Pneumamancy

**Items:** Bound Staff/Scepter (+1 EL, Knockout, Spell Absorption 0/8), Suit of Mirrors (Relic; +2 M. Armor), Ring of Shield Projection, Ring of the Cheater, Amulet of All Defense, Dimension Closet Sack (portal DIA: 32 cm), Horn of the Wild's Vengeance, Potion of Seal Major Wound (1)

**Status:** Ascendant, Big Boss, Savior of the Fae, Sponge of Knowledge, Spirit Terror, Spells of Deja Vu (5/999), Token User Promotional Bonus (28/30), Free Minor Divine Enchantment (1/use), Free Consecration (1/use)

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# Abilities in Alphabetical Order

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## Allspell Zero (1 MP)

You have mastered all level 0 arcane cantrips, and therefore have consolidated them all into this spell.

You can perform a variety of minor acts of magic within (10 meters + 1 meter per caster level). If these are simple, non-energy-intensive, non-violent acts, such as 'magic tricks' or legerdemain, weak telekinesis, slowly manipulating an element, performing ominous physical effects, or creating light and fire, you may do any mix of them through 1 casting, at a duration of 1 minute per caster level.

Creating a small amount of a basic, physical element, performing repairs on an object, fashioning some sort of violent, temporary annoyance on a foe, causing harm by touch, or amplifying one of the lesser effects above takes a single, instantaneous casting and action.

Any of these effects can be re-flavored to any arcane/elemental theme, if relevant (such as with attacks). If an exotic theme is designed, it will default to the most logical, approved theme.

You may design up to 1 custom cantrip per [Wizard] level. These take similar time to custom spell creation (of a lower level) but do not require tests. They cannot obtain the power/impact of Core spells or greater but may err closer than default cantrips if also designed with flaws.

## Allspell Core (3 MP)

You have mastered all level 1 arcane spells, or Core spells, and therefore have consolidated the general application of them into this versatile spell. You may also cast Core spells as before, which is sometimes more ideal for particular, novel effects.

For a single casting, you may perform simple, lower-energy acts of magic within (10 meters + 1 meter per caster level). This includes animating or manipulating raw elements, levitating objects a normal person could lift with one hand, performing illusions, creating light, fire, or a small amount of a basic physical element, repairing objects, and other similar effects.

You also understand all languages, detect supernatural creatures within 20 meters, and have an [Identify (touch only)] effect perpetually active for this same casting. The duration is 3 minutes plus 1 minute per caster level.

Instant-type effects (such as specialized attacks) or any spell requiring detailed modifiers require a separate casting, including buffs or curses. Buffs can add +1 Effective Levels to logical, specific categories of tasks (for example, Strength Feats with ‘muscle reinforcement’).

Curses can inflict a -1 Effective Level penalty generically, though it must have a style or source and requires a contest (it can be combined with general damage). More novel effects require a custom spell.

You may fashion numerous styles of single-target attacks that include a logical ‘bonus’ effect (such as Firebolt’s burning, or Forcebolt’s knockback). You may also stylize touch attacks or 5-meter cone effects in the same basic way. Style requires some manner of element or similar damaging concept, such as fire or acid.

You may design any number of custom level 1 spells as normal, but your speed is improved as if jump-started by a closely related spell teaching. You may attempt a Spellbreak after only a few minutes of design.

## Afterlife Creation

An Afterlife takes up one of the Cardinal Rules of a realm — you must adapt it to define access and those who do not belong are either banned or heavily penalized if somehow still accessing.

An Afterlife also has a special cost of 1200 FE to link it as a destination for Followers and believers. Clergy and Devout or higher always enter, while lesser Followers require a 1 FE expenditure and either additional conditions or an appointed judge. Other dead mortals may be obtained by various special means.

Afterlifes have a daily upkeep of 10 FE plus 1 FE per full 20 residents. This is partially offset by active realm interaction and intellectual or emotional stimulation of some kind, assessed as 1 FE

per full 20 active. In addition, un-stimulated residents cost an additional 1 FE per day. Residents contributing toward a Domain concept also provide 1 specialized FE per full 20 doing so.

Novel quests related to Afterlifes can also offset costs.

**Realm Will Totals:** Operational total to manipulate and modify your realm — Pneumamancer 20, +4 deifically-created territory, +3 from Domain synergies (Illusion, Light, Fate), +2 from multiclass (Goddess level 6 ÷ 3), +2 from creativity/adaptability bonus (through Magical Invention Grade 4), +1 from Ascendant status; total = Effective Level 32.

Additional circumstantial bonuses may apply.

**City of Tomorrow:** AKA City of Progress, AKA Metropolis of Progress, AKA Heaven. This is the default Afterlife of Samanthian Followers.

**Cardinal Rule #1**

***The Afterlife of the mortal Followers of Goddess Samantha.*** *Only those of such status are residents here, with her Servitors servants as needed. No others are allowed without authorization by Samantha or an Archservitor.*

**Cardinal Rule #2**

***The City of Tomorrow is a place of peace.*** *None may raise the hand of violence against another who is* ***sanctioned*** *to be here, and violence* ***forced*** *is anathema. For the purposes of play, consensual mock violence and sporting combat remains permissible.*

Rules: Attempted violations must always win a contest with your Realm Will total. Failure causes a temporary paralysis canceling the action. Success still penalizes their action to half of their final, total Effective Levels, rounded down.

**Cardinal Rule #3**

***The City of Tomorrow is a forge of magical invention and engineering.*** *Such acts are improved, and through mana or faith investiture, special items capable of materialization can be produced. Tomorrow inexorably becomes Today.*

Rules: All inspired residents acquire the [Magical Invention] skill with the [Enchant] enhancement. Magical item invention and creation is improved by +33% in Effective Levels and speed (rounded up).
Investiture requires MP or FE in addition to time, which must be arranged specially as no residents generate their own energy.

## Alter Fate

Once per day, and for 1 FE (Fate) or 2 FE, you can improve a task's chances by 3 Effective Levels. If it would fail, it instead succeeds at the minimum effect of success.

Once per day, and for 1 FE (Fate) or 2 FE, you can reduce a task's chances by 3 Effective Levels. If it would still succeed, it instead fails at the minimum effect of failure.

If you use this ability contrary to your interests (i.e. making an ally/yourself fail or an enemy succeed) — at relevant cost — you may recharge the opposite effect instantly. This can be done up to 3 times per day in total.

If you use this ability more than once in a 24-hour period against an enemy for direct contest purposes, you will suffer the stackable curse debuff 'Shadows of Fate' which will only clear on its own when it forces a key failure upon you or allies, as decided upon by specialized System processes.

**Dealer's Choice (Tarot Reading Synergy):** For 1 FE (Fate) or 2 FE, as a casting action, you may create a small statistical buff or curse on any target as an action, determined by the card flavor of a random draw. Major Arcana have the most significant effects.

Only 1 buff or curse of this type can exist on a target — new replaces old. You may also affect targets in multiples of two with the same buff, for half the cost at 4 or more (i.e. one card effect for 8 targets for 4 FE (Fate) or 8 FE). The duration is 5 minutes x deity levels.

**Hoping For Daylight (Light Synergy):** You have an additional daily use to improve a task's chances by 3, but it does not automatically succeed. This cannot recharge 'uses' at all.

## Ascendant

You have faced yourself, faced your own fears and desires turned against you, and rose above them. Moreover, you have achieved a spiritual balance and harmony between contrary aspects in the pursuit of Truth.

This is nearly an ideal state for interactions with all realms of the spirit world. You may traverse them without suffering from any repulsion or attraction and cannot be trapped simply through realm rules (i.e. entities must use specific supernatural abilities on you instead).

You have +1 Effective Levels to any contest of wills and find all supernatural knowledge easier to absorb.

When you allow your divine aura to be apparent, add two additional levels of Charisma. This is blatantly supernatural, [Divine], and others will sense your enlightened state. For many entities, this may be enough that levels are irrelevant for a good reaction.

**Abyssal Dive:** Your Ascension started at the bottom of Hell itself. Though you've become something greater, to most underworld entities you're still 'one of theirs' in some sense. You are not penalized for divine, positive, or 'good' aural benefits which would normally be detrimental to demonic and infernal elements. Your presence does not disturb such energies or cause offense.

Note that if you allow your divine aura to be apparent at all, these entities will always sense this, but positively-aligned entities will not. If they discover it by other means, they may become offended intellectually, but there is no instinctual problem.

## Avatar*

This is the physical representation of your deific presence in-world. All abilities are freely usable, as are physical class invocations. [Goddess] counts as [Brute] for purposes of Strength Feats. [Goddess] also retains +1 Effective Levels for the Lethality Grade of melee attacks. You may cast spells as though a priest but do not need slots. These are considered spell-like abilities.

The physical form of an Avatar is a facsimile of life — you do not need to breathe, drink or eat, are immune to poisons and diseases, do not need blood or functioning internal organs (such as the heart) to remain animated, and cannot experience more than minor discomfort from pain. You cannot be damaged from bleeding. You can only be stunned from head or spine trauma, or by magic.

You still depend on a nervous system, musculature and bone structure, and an undamaged brain. You are vulnerable to dismemberment, decapitation, and severe brain damage. Without a coup de grace opportunity, these are difficult to perform on you, but not impossible.

For wound comparison purposes in normal combat, add +4 Effective Levels for torso, +3 for limbs or neck, +2 for head or spine, and +2 for any magic. Superficial wounds appear as wounds but do nothing to you. Minor wounds do nothing to you but may be upgraded to Major with additional attacks. Mortal wounds (except to head or spine) are downgraded to Major unless crossing an additional +3 level threshold. Lethal wounds are case-by-case but dismemberment is possible.

Your body can regenerate, downgrading a wound level once a minute on each wound that is not by fire, Burning type energy, acid, or 'high order magic' (disintegration, Entropy, etcetera). This will drain 1 PFE or FE per wound above Minor. Against the above special damage types, healing changes to a wound level per hour.

Regrowing a lost/unrecoverable limb costs 3 PFE or FE and takes 10 minutes for a full part, and 5 minutes for an extremity. External healing works normally, even if the body appears dead and is inoperable.

Avatar ‘death’ at a Lethal Wound is treated as above, but double cost and time to downgrade to Mortal. ‘Destruction’ is a condition beyond this, to indicate greater material necessary to regrow. Cost and time vary, but cost/time never gets worse than x20/x100.

Total destruction of the body is only possible through complete annihilation via the above special damage types (note that a simple normal fire would likely leave sizable remnants able to regrow). If subjected to the torso or head, regeneration becomes impossible and the Avatar is considered destroyed. Lesser damage means cannot stop this regeneration, though it will slow it down.

Your brain is considered continually possessed by your psyche/consciousness while the Avatar is in-world, and is vulnerable to mental attacks. Projection to your Demiplane does not protect you, only full Dematerialization.

Dematerialization takes 1 minute of focused concentration to perform. You are considered ‘anchored’ to that spot and can only re-materialize the Avatar there without other abilities. Re-materialization takes 1 action.

## Avoidance

So long as you are no more than Lightly Encumbered, you have +1 to Dodge OR +1 Effective Levels to Defense as a [Dodge] modifier — this can only be bypassed if you do not properly perceive the threat. In addition, if combined with Rogue’s Luck, add an addition +1 Effective Levels to the comparison.

## Big Boss

Your actions make you a major player. When invoked, others sense this earned authority and importance in interactions, making you less likely to be brushed off. You are also more likely to become the target of quests.

**Had Someone Killed:** You’ve arranged the assassination of a major figure. Your threats are especially likely to be taken seriously, and others are more likely to fear you when invoked (knowing who you’ve had killed is irrelevant). +1 Effective Levels in any matter of intimidation.

## Breath of Spell Stasis (40 MP)

(Level 8; Alteration, Conjuration, Time) You breathe out a slow, small cone of glittery blue dust that temporarily ‘freezes’ any ongoing or persistent arcane spells, arcane spell effects, and the active uses of arcane magic items. This does not remove the effects of passive statistical boosts or buffs, nor the statistical effects of curses, but it will freeze their durations. In the case of auras, it ‘sticks’ the radius in place.

All complex, non-statistical, arcane spell effects and triggers are disabled and their durations are frozen. Active effects from persistent spells or magic items are unusable. Contingencies will not activate. Everything is affected with a glow and glitter from the blue dust (it will not stick or hold to divine-based effects). If a spell happens to be cast at the time of the spell’s application, it is also delayed.

All effects make a comparison with the caster level of effect +10 to avoid the freeze. Reduce the total Effective Levels by 1 each minute and re-compare. The dust persists for a maximum of 10 minutes, at which point it goes entirely inert.

This spell takes unalterable extra time, requiring preparation and a ‘breathing-in’ phase for the first 3-5 seconds. The cone initially propagates after this for the next five seconds and is 4 meters long. An optional additional 5 seconds of application will cause it to spawn out in an additional 2-meter radius in every direction from this AoE except toward the plane of the origin point.

The dust is highly subject to physical phenomena such as wind and can be very easily rebuffed by physical barriers. It will not function through rain or other severe weather. The caster may reduce the length of the cone, or breathe downward to affect themselves if desired.

Spell Components: A small handful of fine, precious metal dust (such as silver), which is breathed in deeply to the lungs before being transmuted and expunged by the spell. Spell interruption or failure may cause a fit of coughing and lung damage.

Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes certain special classes (Note: [Goddess] adds).

## Channel Domain

(Domains: Fate, Light) You may utilize certain relic/magic item options or other receptive abilities to amplify your raw Domain energies into miraculous feats. Generally, this is to [Focus] or [Broaden] but each Domain has different options.

Use of Channel Domain costs 7 x deity caster levels desired in specialized FE (double for normal FE and cannot use PFE), drains all Grant Prayer uses (or disables core power of Domains without Grant Prayer; if Grant Prayers uses have been used, the difference will turn into debt the following day) and is on a 48-hour cooldown after use.

Domains available are one of choice at level 13, and another at levels 15 and 17.

**Fate:** You can amplify some of your Fate-related spells or abilities via [Focus] or [Broaden]. You may also be able to make a minor, believable (depending on deity level), alteration of reality in the Present. This serves as the amplification of Alter Fate, but has broader potential. If you attempt something and it fails to resolve, the Channel Domain use is not expended.

Removal (Focused) — Single target. Add +3 to Deity Caster Level for the contest. Range is changed to Line of Sight. No penalties (including Sympathetic) for range can be applied. Even on a failure or tie, deal a Minor Wound and apply [Fate Scarred]. On success by 1, double the malus of [Fate Scarred] for 24 hours. Wounds cannot be downgraded or supernaturally healed by any source and must heal naturally over time.

Deities may be targeted. However, on success by 2-4, they are only banished from reality (into a void) for 12 hours + 12 hours per success value. Their Avatar is disintegrated. Success by 5+ results in full removal of the soul (if desired — banishment for up to 100 years is also possible).

[Fate Scarred] does not provide immunity to this effect. Add +1 Effective Levels against any with this malus. Those with [Fate Scarred] can be targeted by Removal (Focused) at will regardless of distance.

**Light:** You can amplify some of your Light-related spells or abilities via [Focus] or [Broaden]. If you attempt something and it fails to resolve, the Channel Domain use is not expended.

Purify (Focused) — Single target. Add an additional +3 to Deity Caster Level for any comparison tests. Range is changed to 200 meters.

Removes all detrimental status effects, including permanent ones that have a hostile/enemy source. It cannot remove System-mandated effects or voluntarily-accepted ones. Aside from these restrictions, effects that normally allow no removal are still removed.

## Comprehension (Grandmaster)

You learn all spells of your level or lower at a 50% faster rate, with an additional 5% bonus per level lower than your level a spell is. You can also learn spells one level higher than you at the

normal, non-enhanced rate. At level 20, reduce the exp required for World Spell development by 20%.

You can always continue development with any sort of reference and a notebook by creating your own theoretical constructs, albeit at a reduced rate.

In addition, add +4 Effective Levels for the purposes of understanding any runic language or related puzzle.

**Accelerator:** Every time you learn a spell, gain 1 [Magineer] exp. You can gain a maximum of 20 exp for each spell level this way (i.e. 20 exp from 20 level 2 spells, 20 exp from 20 level 3 spells, etcetera).

## Conceptual Body

By default, your body is made of spirit-stuff and you are not anchored to a body. You may transmute bodily into spiritual realms instead of merely projecting (though you may also project from a temporarily-occupied body).

If previously a mortal, bodily limitations will be simulated in your spirit form, but are editable and can be turned off, with potential consequences to emotional response and mental outlook.

## Consecration (200 FE)

You may dedicate a specific area to become divinely blessed and sacred to you and your Followers, usually a temple or church. It cannot dedicate an entire multi-structure like a castle, only a single discrete building (or equivalent open space).

Within this area, you and your priests are at +1 Effective Levels for spellcasting and any special abilities divinely related, have +1 Magic Armor (stacking with any other), and are aided in the performance of various rituals. Add an additional +1 Effective Levels for anything directed against entities diametrically opposed to one of your Domains, or with the [Foul] tag.

Any designated as your enemies are at -1 Effective Levels (this includes outside influences reaching in as well). Entities diametrically opposed to one of your Domains or with the [Foul] tag cannot enter, attack, or influence this area unless at or above your deity level +3. Do not assess the above penalty before making this calculation.

If a shrine, altar, or similar large, stationary holy object is constructed within the area, you may temporarily activate it as a Relic for a period of 1 hour, generally for emergencies. This is on a 7-day cooldown. At levels 7, 12, and 15, you gain additional uses on 7-day cooldowns, but for (3 minutes + 2 minutes per Deity level).

This also unlocks the spell Consecrate at level 4, which can either be used by a priest to allow you to perform this where you otherwise aren't, or to make a lesser, temporary consecrated area.

Consecrated areas are blatantly divine and this cannot be hidden. Anyone walking within will sense this, though they do not automatically know the deity or advanced spirit. Certain spells and abilities will reveal this.

## Create Phantasms

You can create physical matter of varying degrees of substantiality. On your immediate person, you can fashion clothing and gear functional/believable to your world that is fully tangible while on you. As long as you maintain the same basic shape, limbs, etc., of your avatar, you may also change your appearance, and it is difficult to detect as 'fake' — add +10 Effective Levels for any relevant comparison.

Within (1 meter x deity levels), you may fashion illusions as desired that are 'partially and potentially' real. If simply interacting with matter around you uncontested, things happen as you desire unless someone has reason to resist or disbelieve (allies may always choose to believe). What appears to be real becomes fully inert if someone succeeds in a contest against you, as between an illusionist and a victim.

You may create attacks that, if believed, will become real. Actual harm must follow the results of a comparative contest, but it is possible to manufacture deeper belief that causes deeper virtual injury, potentially knocking a victim unconscious, believing themselves 'dead.' This is determined by circumstantial bonuses such as a believable scenario or tapping into a victim's fear.

Once per day for free, or for 1 FE (Illusion) or 2 FE, you may expand your range to form fully illusory constructs within (5 meters x level) all around you, as visually and auditorily desired, for up to (10 minutes x level), changeable at will during this period. These illusions have no physical effects, and their believability is determined by highest class comparison, creativity, and various circumstantial modifiers as logical (i.e. unreasonable illusions won't be believed except by the gullible).

If you have used any range expansion for standard illusions, you may ‘move’ your zone of influence that creates partially real phantasms somewhere within that radius. You may only have one zone.

Class comparison gives 1 extra level to total deity levels. Base classes to channel for creation can be [Goddess], [Bard], [Rogue], [Wizard], or some special classes. One additional class may add as normal, providing (level/3, rounded up) to the base class.

Illusions ‘disbelieved’ do not disappear without special abilities on the part of the victim, and therefore are not ‘unseen’ or ‘unheard,’ merely realized to not be real or tangible. Otherwise, it seems real to the victim until evidence presents otherwise. It does not, however, ‘make it real’ in the case of normal illusions.

This ability grants additional upgrades to capabilities with higher [Goddess] levels.

**Independence:** You may hand off up to three 'sections' or 'layers' of an illusory system to your subconscious to maintain, at your full levels of effect for up to 30 seconds, then -1 effectiveness beyond this, until 'refreshed,' but never worsening any further.

To utilize Independence with phantasms, you must first consciously create and conspire in a legal zone. Once phantasms succeed or fail, you may then hand it off for persistent continuance.

**Minor Persistent Illusion:** For 1 FE (Illusion) or 2 FE, you may create a small, persistent illusion over a discrete point within 10 meters, lasting 24 hours. The total diameter of the effect is up to 1 meter plus (0.5 meters per level above 3), though multiple castings can be integrated. This illusion is entirely still, however.

You may also create a persistent illusion on an object, having it appear as something else or altered, lasting for 24 hours. It must maintain the same basic shape and apparent mass with minor variations.

You may add phantasmal realness to a Persistent effect, in which case it will be real to those who fail to resist a contest with your caster level (at creation). This is not absolutely permanent, and regular interaction will give bonuses to eventually doubt it. Someone else seeing through and proving it for them will automatically make it no longer real to them as well.

Take note that even with phantasmal realness, the illusion cannot extend beyond its area. However, a still effect can change when interacted with. Believability is especially key in this case and the lack of it will give heavy bonuses to disbelieve.

If you spend 3 times the cost, the duration becomes permanent (but may be canceled or dispelled).

**Ranged Emission:** Instead of a continuous radius around you, you can instead anchor an illusion to a discrete point within (80 meters + 20 meters per level), where it will stay for its full duration. You must be in range to actively change it (though ‘Independent’ effects can continue). Total area covered is (3 meters x level) in radius from the point chosen.

**Sensory Expansion 1:** By spending double the FE when activated, you may add one additional sense that can be fooled by your illusions. This includes unusual senses (such as Detect Magic, Infravision, Sonar, etcetera) or existing normal senses (taste, smell, touch).

Regardless of your choice, this is still entirely illusory and cannot literally affect the real world, only fool subjects into thinking it does.

**False Heat (Light Synergy):** You may add subtle (at best 'warm') heat signatures to your illusions, thereby fooling those that rely on such senses, but note that the comparison test if failed will generally allow them to see through, though at penalty.

**Hard Light (Light Synergy):** By expending 1 FE (Light) or 2 FE, you may fashion a discrete, singular element (such as an object or a creature) of your illusion into physical 'hard light.'

This looks however it was designed, but is a substance like crystal, hollow, and exceptionally fragile — any construct is half Create Illusion levels (rounded up) for durability purposes. When damaged to any degree (or a 'fake creature' taking a wound), it will shatter quickly into a flash of light. You may puppet and move it around telekinetically within the illusion radius (if you can lift it) at 5 meters per second.

Attacks with physical force can be effective, and the hard light can create very sharp edges, but note that any creature does not have 'powers' related to their form and is entirely limited by the physical construction at the time of creation (it cannot be altered without another expenditure and conscious action).

Use the normal class comparison for Create Illusion for effectiveness. Independent hard light constructs always start at -1 Effective Levels, however, due to their lack of illusory flexibility.

A Persistent Illusion will become a fully physical hard light construct — it cannot be controlled, animated, or levitated through this effect nor via Light Manipulation. It is otherwise physical, crystalline matter.

**Phantom Constructs (Light & Pneuma Synergy):** By expending 2 (Light) FE and 2 (Pneuma) FE (or double in normal FE), you may fashion a discrete, singular element (such as an object or a creature) of your illusion into physical, phantasmal matter.

This is otherwise as the Hard Light enhancement, but the material is not crystalline and has improved durability: Use Create Illusion levels -1 for this purpose, and there is no automatic

shattering due to a single wound. However, the construct will disappear if taking a Lethal Wound.

You may optionally create many small objects instead of one discrete object with a single use, but they must all fit into a 1-meter radius with a maximum number equal to Create Illusion levels with a total mass 5 times this in kilograms.

## Create Servitor (77/44 FE)

This generates a tangible spirit entity that will serve you and to whom you may delegate deific tasks. Personality details determine independence level. The entity can take material form if summoned by you (one action, 3-minute cooldown) or an authorized clerical agent (7-minute ritual or faster with certain spells). This is possible twice per day for each entity. Dematerialization back into your demiplane domain takes 1 minute (or less by certain abilities).

You always have perfect mental communion at the maximum relationship with your Servitors. Servitors count as a [Priest] class of your deity level with a max personal FE equal to 10 + 10 per level. They cannot lead any rituals, provide FE, and are restricted from some mortal-only spells (Note: inability to provide FE means they can only recharge via your expenditure of FE; you may do this 1 additional time per day).

Servitors may have up to 4 special abilities — you may expend one of these to attune a servitor to a domain, which gives them an ability similar, but lesser, to your own core deity Power of that domain, but also reduces their spell access of domain spells not of their specialty by 1 level. They may also have 1 Special Skill.

Abilities are reasonably flexible, but must not blatantly be iconic to domains you do not possess (many abilities are not tied to a domain at all). Overall, the theme must be consistent.

Servitors are technically bodily immortal so long as you persist (though their physical forms vary in durability). If a physical body is killed/destroyed, they return to your demiplane domain, and there is a 24-hour cooldown on recreating a body — this costs 22 FE.

You may have ‘Lines’ of servitors up to your deity level — the first in a Line costs 77 FE and serves as an ‘Archservitor.’ Other servitors may be created under them for 44 FE that have the same abilities but start at level 2. Their personalities by default are individualized and may be customized further before generation. The Special Skill can vary.

One servitor may be generated per 7 Followers. If your total number falls below this threshold, you do not lose servitors.

## Dazzling Spectrum

Once per day for free, or for 1 FE (Illusion) or 2 FE, you may cause an especially intense flash of illusory imagery, in a variable but concentrated direction. At maximum effect, it is a cone to a distance of 2 meters + 2 meters per deity level OR a spherical AoE of diameter 2 meters + 1 meter per level, to a range of 30 meters + 10 meters per level. You may warp the shape within this radius to avoid allies.

Targets that do not resist will be stunned senseless for 10 seconds and completely blinded for 1 minute per deity level (alternatively, the blinding effect may be removed).

Base classes for level comparison for resistance purposes are: [Goddess], [Bard], [Wizard], or some special classes. One additional class may add as normal, providing (level/3, rounded up) to the base class. Add 1 Effective Level to class levels; if concentrated on one single target, add 2 Effective Levels instead.

**Hypnotization:** As an alternative effect, you may have the imagery strobe and Hypnotize instead, which will cause targets to do nothing for as long as you concentrate and maintain it, and for 15 seconds after.

Targets will snap out of it upon being attacked (they defend at -2 Effective Levels if applicable) or upon vigorous shaking (or similar) by an ally. If broken due to a threat, they will know they've been hypnotized, but if broken by duration running out, they will be confused and only recall zoning out. The deduction of supernatural foul play is up to the individuals.

**Lightly Empowered (Light Synergy):** Possession of the Light Domain has improved this ability. Effective Levels are +1, stunning is 10 seconds, and blinding is 1 minute per deity level. This is reflected above.

## Deific Pneumamancy

You can shape pneuma, an intermediary matter that underlies the spiritual makeup of reality, particularly in the spiritual realms before material matter forms. Unlike other entities, you can do much more radical things moment by moment, limited only by time and imagination unless something else restricts you.

While transported or fully projected into a spirit realm, you have the additional class [Pneumanancer] at an Effective Class Level of 20, providing great versatility and power within your domain. This provides no additional skills or class abilities directly, however — it is only for active task use or defense. You may combine a relevant other class with it normally.

The most effectiveness is obtained by emulating and enhancing your other existing abilities, but raw creation and destruction are possible. Within open realms with free energy, you act with relative impunity but note that the power of belief itself resists the alteration of anchored matter, particularly that which reflects from the real world. Alterations are also easily reversed in controlled realms — within the framework of their own rules.

In the spirit world, you can utilize free energy to fuel spells, potentially not needing mana depending on the resources available in the zone that you're in.

Impunity within free zones also allows you to create entire, complex spirit realms to your specifications, though it takes time and existent energy (you can almost always gather this). Infusing these with FE is required in many cases.

All spawned and anchored realms have three Cardinal Rules which can restrict or mold a realm's reality tremendously. The System must approve each as they cannot violate certain principles. Additional rules may be created but will have progressively weakening hold, power, and intensity. Realm Rules always require FE.

By modifying routes within the spirit world, you may increase the mana level of a material world location by one level, and can potentially add or change affinities. Increase takes four hours of intense manipulation to enhance a 4000 square meters zone.

From the material realm, this ability allows all of your powers to affect spirits and the intangible by default, though you cannot use the class above except from a spirit realm, to a target within the spirit realm, unless noted by a specific ability.

**Pneumanic Plasma (Light Synergy):** For 3 FE (Pneuma) or 6 FE, you can create a jet or cone of burning pneumanic 'plasma' that spews for 5 seconds, which causes wounds twice during this period.

As a jet, it forms either a torso-sized stream or a meter-wide line. The jet has a range of 100 meters, the line 60 meters. Accuracy is +4/+3/+2/+1 within 5/10/15/20 meters in both cases. It normally must be dodged but a struck target absorbs most of the intensity of damage rather than it carrying beyond. It cannot target specific locations.

As a swept cone, it has a maximum range of 4 meters plus 1 meter per deity level. It is slow enough to be dodged in some cases — penalties are circumstantial depending on any given combatant's positioning within the area. Anyone hit will mitigate wounds dealt beyond them in a cone-like gap.

Lethality Grade equals Effective Level +2. Base level is through [Goddess]. One additional class may add as normal, providing (level/3, rounded up) to the base — this includes [Wizard], [Rogue], [Scout], or certain other Special Classes. Attack type is Burning — this is a physical

attack and armor protects normally, but it counts as Armor Penetration 2. It also damages physical armor by 1 level for each attack.

If hit, the plasma will continue to stick to and burn the target, dealing a maximum of a Minor Wound in the next 5-second period, and once more 5 seconds after that. Only exotic means can staunch this — water will not quench it. Anything flammable hit will ignite.

## Delicate Touch (9 MP)

(Level 3; Telekinesis) You obtain a 0.5 meter range telekinesis of very fine manipulation, at a 'hand strength' equivalent to a level 1 Brute. It is directed with the hands and fingers. Duration is 1 minute per caster level.

This force can reach through solid objects or inside of complex mechanisms, but cannot reach inside of living things unless already through an opening. It can perform basic physical actions such as reaching through a door to unlock a latch or safely pick up something that fell into a dangerous substance.

If used for fine mechanical manipulation, it is superior to utilizing one's hands, adding +2 Effective Levels as a circumstantial bonus, to such things as sewing, mechanical repair, surgery, sleight of hand, lock-picking, and various other meticulous crafts.

This spell is not very effective as a weapon, acting at best as an attack by a level 1 Brute, though it technically can bypass physical armor and is a physically invisible force.

Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Bard] as well as certain special classes (Note: [Goddess] adds).

## Demiplane Domain

You have a separated, spiritual-mental deific realm you have total control over, which is connected to Calrenazzod Atka. You may create separate sub-realms within this greater realm (for variable cost), or focus your power and influence and interface with your various means of extension to the world through your deific throne.

## Detection Ward

Power (Divine). Against scrying, divination, and other forms of supernatural detection, a user must beat a contest comparison to which you have +3 Effective Levels added. Failure blocks

any information, unless False Auras is relevant to the effect, superior, and configured to give false information instead.

**Anyone, Everyone (Fate Synergy):** As an on/off ability, casual identification of your person in all forms will fade from the minds of anyone lower level than you that you do not exempt by special cue, either verbally or via eye contact, or who converses with you at length (to befriend). This also provides a variable circumstantial bonus to stealth in many situations.

This can be countered by others remembering and reminding a given subject. This ability attempts to persist believably rather than absolutely (for example, it will not keep causing forgetfulness that would make the superior of an otherwise mindful servant suspicious).

Level comparison is continuous, but retroactive applications will integrate believably, so in some cases may take days to fully resolve.

## Detect Magic +2

You can passively detect the use of overt magic or spell-like abilities (not including all supernatural abilities) within a certain range from the effect point and the casting point, with a vague understanding of its nature. Threats are quickly discernable, allowing reactions to avoid or counter, if available. Note that some magic is [Subtle] and ignores Detect Magic. Informational spells are also automatically exempt. In some cases, individual perception/alertness is relevant.

The base range is 10 meters for a level 0 spell by a level 1 Wizard — add 10 meters for each level beyond and 10 meters for the spell level of the effect. Halve this for obstructions between (such as walls).

Information about the precise details of the magic is not discerned and no analysis is available through this ability. Detect Magic cannot detect aura residues (spells already resolved). The above is only for casting and immediate, present spell resolution, and does not detect persistent spells at this range (i.e. ongoing buffs).

Magic items OR enchanted subjects can be detected by touch, or by range equal to (combined levels of Wizard and Effective Level of enchantment - 6) x 2 meters, minimum 0. This informs only of the Effective Level.

A successfully detected effect gives +2 Effective Levels to any further interactions between you and the spell, such as to resist/counter a harmful effect directed at you or to analyze with an appropriate spell/ability. The resistance bonus counts as Magic Resistance to the specific spell, and stacks with all other forms.

**Analysis Mechanism:** You can utilize some Foci related to vision such as a pair of glasses, goggles, spyglass, or similar, to improve your detection capabilities when it comes to spells.

You must spend 5 seconds focusing on a spell you in some way have already detected that is within ([Saboteur] OR [Magineer] levels x 3 meters). You will then understand fully what the spell does and the caster level. You may spend another 5 seconds to know more intimate numerical details, though the full spell description is not available.

This has no effect on enchantments unless the enchantment casts a spell, in which case the spell is detailed.

If a spell can resist such analysis with a comparison contest, add +2 to your Effective Levels for such purposes.

## Diplomacy

You may invoke social classes at +1 Effective Levels for the purposes of steering negotiations, coming to compromise, and otherwise influencing others ‘on their level’ in an apparently honest way. This may still be used for social engineering, albeit subtle and generally requiring compromise.

When invoking with Diplomacy, you present an aura that makes you seem like a very reasonable and fair sort of person used to balancing the interests of others. This gives a special weight to your words, particularly when simply calling for negotiations with hostile parties. They are likely to sense it is at least worth listening to what you have to say unless fanatically committed to their existing decision (or simply immune to standard sapient social niceties) or disdainful of the concept.

## Draw Mana*

On a 48-hour cooldown, you can strain your mind and spirit to draw mana more quickly into you from the ambient surroundings. Over 1 minute of concentration, add 10% of your maximum MP, rounded up, to your current MP (not to exceed actual maximum MP). Enhancements from local mana sources amplify as normal.

This is an overt act that counts as a spell of your level +5 for Detect Magic purposes and lasts as a detectable aura for 2 hours (base).

**Mark of Serateia:** If you perform this in an area aspected as [Water], or fully submerged in a sea or ocean, double your MP gained after all modifiers, and this MP may go over your maximum MP. The cooldown becomes 36 hours.

If performed in a sea or ocean at high tide during spring tide (or king tide), and MP gains go at least over 5% Maximum MP, increase your MP by 1 permanently. Increase it by 2 MP permanently if performed at any time during a solstice.

These areas also count as 1 level higher for mana level, up to Saturated.

In addition, [Water] aspected or strongly connected entities will sense your own connection and may be more favorable to you. Add +1 Effective Levels to any social skill or ability use on them, as if you had a specialized Charisma.

## Exploit Weakness

You find it easier to target vitals in order to deal more severe wounds or bypass armor. You may ignore -2 in penalties to accuracy for these purposes. You may also Look For Weaknesses as a free action rather than full. If the weakness exists in a mechanical object or construct, or due to a physically-observable weak point or flaw, this succeeds automatically. Otherwise, add +3 Effective Levels to the test.

You always have +1 Effective Levels for the purposes of leveraging an exposed weakness if any sort of contest or comparison is involved.

## False Auras

You may insert lies about all of your supernatural power or magic uses, for the purposes of divination/information abilities. If a party has reason to be suspicious, they may detect lies absolutely by a level comparison, but your lies are at +2 Effective Levels for this purpose. Additional time and investigation can reveal the truth, but this requires another 'contest' at +3 Effective Levels or it is inconclusive.

You may generically 'cloak' power or ability use as well, requiring a level comparison for even passive detection, of which you are at +1 Effective Levels. Cloaking in this way also halves the duration time of any aura to be detected.

For 1 FE (Illusion) or 2 FE, you may manufacture a false magical aura on an object or living target. This is permanent for an object or lasts 3 days on a living target. Detecting its falseness is subject to the same rules above (but in some cases may be obvious).

**Self-Deception:** You may edit your own personal aura and information at will with lies as desired. These double the Effective Level bonuses: +4 to detect lies, +6 to reveal the actual truth.

## False Mind (MP 22, Illusion FE 1, Fate FE 1)

(Level 3; Protection, Illusion, Mind) You layer a false 'copy' of your mind like a shroud over your actual mind. Its primary purpose is to absorb a mind-based spell effect or negate any form of psychic wound, which it will do once and then disappear. Fate-based distortions are obvious to any entities sensitive, and this spell will fail if cast within 5 minutes of a successful spell absorption.

Additionally, the hostile effect will appear to be successful instead of absorbed unless the caster/user's effective level for the effect doubles that of yours.

If you have also successfully identified the effect (such as through Detect Magic), you may attempt to 'fake' the consequences of failure, such as being charmed, frozen by a hold, or knocked out by damaging injury. This is a class/skill contest in which you have a circumstantial +2 EL bonus (only if you know the spell).

The duration of False Mind is 10 minutes per caster level. Casting time is 15 seconds, requiring uninterrupted meditative focus with eyes closed throughout.

Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Bard] as well certain special classes (Note: [Goddess] adds).

## Faith Energy Utilization

You can perform a variety of acts utilizing Faith Energy (FE) obtained from Followers and Deity-related quests. This includes but is not limited to: power use, spell-like ability use, various 'Investiture' abilities, and Demiplane Domain customization.

FE has three forms: generic, domain-specialized, or personal (for Avatar or priestly use).

**Avatarhood:** You may convert generic FE (only) into PFE (Personal Faith Energy) invested into an Avatar at the rate of 1:5, to a maximum PFE of 10 + (20 x deity levels). Conversion requires focused concentration as an Avatar for 1 minute. PFE may be used for Avatar-related power use and spell-like ability use.

## First Aid

You can provide basic first aid to the injured at +1 Effective Levels from the highest level class you possess. This can staunch bleeding and stabilize *most* normal wounds less than [Mortal] from getting worse, and delay a [Mortal] wound's 'countdown' to death depending on your success level.

This also provided limited diagnosis capabilities when it comes to injury.

## Fueled By Faith

You require faith as generated from mortal believers, or [Followers]. There are three Intensity Grades: Follower, Devout, and Fanatic, which provide 1 FE per day per grade level. [Devout] requires additional dedication and commitment though the details are determined by you. [Fanatic], however, requires extensive experience under your religious organization as well as legitimate faith in you, as judged by the System.

Through [Priestly Ordination], Priests can be raised which provide an additional 1 FE per day. Higher benefits require an organizational structure and hierarchy as well as individual experience and perceived status.

There are various other ways of acquiring Faith Energy including from novel quest rewards.

**Faith Energy Deterioration:** Daily deterioration of FE and equivalent Max FE is at a rate of 10 - Follower count per day. If your Current FE is 0, Max FE is instead reduced by x5. It cannot go into negatives.

As Max FE is reduced, the overall percentage of your deific interface with reality is as well, dulling perception, senses, and the psyche as a whole as you are detached. When Max FE reaches 200, you are disconnected entirely from any world and will begin to fade from existence at a slow rate of -1 Max FE per 100 years.

If a deity left artifacts or hidden knowledge, it is possible for them to be resurrected by new believers, though the deity's state of consciousness can be questionable by that time.

When eventually Max FE reaches 0, the deity is reincarnated elsewhere within System reality, assigned a random class and likely having no memory.

**Priesthood Heads:** You may register new communities by setting up one of clerics as a head there. They must obtain 3 Followers from the existing local denizens.The lead priest of a successfully registered, qualifying community provides 1 additional FE per day.

A [Regional High Cleric] may also be set up. This requires an existing community head, two other clerics, 12 separate Followers (3 of them Devouts) in the central location, as well as 24 additional Followers in an overall location (this could be in the same location or scattered in the region). These clerics provide 2 additional FE per day.

You may change the labels ‘Community Head’ and ‘Regional High Cleric’ if desired, as suits the flavor of your organization.

**Fanatic Upgrade:** [Fanatics] have +1 caster levels (and +1 per 5 total class levels in [Priest], [Crusader], or a similar divine-infused class) to any buffs or curses with divine spells. In addition, Fanatics have the duration of Religious Experience buffs or Prayer Boon buffs on their person increased by 50%.

## Grant Invisibility

Once per day for free, or for 1 FE (Illusion) or 2 FE, a target at touch range (or self) becomes invisible. For double this value, you may affect everyone within 2 meters of you. This only affects normal vision and lasts 1 hour per deity level. You may stack the cost for additional duration, a number of times equal to your level. Any attack or hostile spell or spell-like ability use by the subject on a foe ends the effect immediately.

This may be used on an object as well, in which case attacking with it specifically ends the effect immediately.

## Grant Prayer (Fate)

3 times per day, or for 1 FE (to a total maximum of 10+level times per day), you may grant aid to any mortal conducting in matters related to your [Fate] domain. In matters of raw guessing, you may bestow an Intuition-like effect improving their odds by 1/2 until the matter is fully resolved or 10 minutes pass.

The statistical bonus of 2 Effective Class Levels is possible, if the subject can manage to leverage it (note that not everyone is creative enough to in all situations).

You may also potentially answer questions related to the future in general guidance, intuitively drawing insight or sometimes having premonitions come to the surface. You may translate this

directly as desired. This effect can draw blanks (hidden test) but will not generate lies. It returns the FE (but not the daily use) if failed.

Only 1 use per day on a given mortal is allowed in each case.

The mortal will sense a divine presence granting the boon, and a nascent two-way communication will persist for 24 hours (at the same level as an initial Follower).

## Grant Prayer (Illusion)

3 times per day, or for 1 FE (to a total maximum of 10+level times per day), you may grant aid to any mortal conducting in matters connected to your [Illusion] domain. This adds 2 Effective Class Levels for the purposes of the request and can remove circumstantial negative modifiers to the success of a task (i.e. from lacking proper tools).

The mortal will sense a divine presence granting the boon, and a nascent two-way communication will persist for 24 hours (at the same level as an initial Follower).

Only one such Prayer Boon buff may persist on a target and this is not compatible with a Religious Experience buff. Either will cancel the other.

## Grant Prayer (Light)

3 times per day, or for 1 FE (to a total maximum of 10+level times per day), you may grant aid to any mortal conducting in matters connected to your [Light] domain. This adds 2 Effective Class Levels for the purposes of the request and can remove any *normal* (non-supernatural), detrimental mental status effects on the subject (such as from fear or stress).

This prayer may also grant normal, physical light (equivalent to a bright lantern) to emanate in a 10-meter radius, from an object within 2 meters of the mortal, or centered on their area. This lasts for 1 hour per deity level. If desiring both prayer effects, double the FE cost (ignore for free uses).

The mortal will sense a divine presence granting the boon, and a nascent two-way communication will persist for 24 hours (at the same level as an initial Follower).

Only one such Prayer Boon buff may persist on a target and this is not compatible with a Religious Experience buff. Either will cancel the other.

## Hard Light Layer (4 MP)

(Level 1; Light, Illusion, Conjuration) Adds a protective layer of solidified magic over a discrete creature or object (as a classification), including other temporary conjured targets, so long as they have a physical form. When the target is struck physically, the layer shatters into nothing but absorbs the blow, counting as a wound negation.

Range is 0 (touch) and duration is 1 hour plus (10 minutes x caster level).

The appearance may be customized but cannot be, in and of itself, invisible. ‘Mimic’ may be chosen, in which case it looks like the creature or object underneath and mimics features. The layer always has a telltale crystalline sheen and glitter, obvious to any form of magical detection. However, separate illusions or invisibility may still hide it.

Up to two layers may be present on an object by casting this spell twice.

## Holy Relic Investiture (250 FE)

You may create a special divine magical item, or adapt an existing item into one. You may also create 2-7 ‘pieces’ that have reduced effect until brought together. You may have up to 2 full ‘assemblies’ at level 1, 3 at level 3, and a max of 4 at level 7. The item must be a discrete, continuous object in its whole form, following the normal limitations of magic items. It must have thematic elements of one or more of your domains.

You may experience the sensory information of anyone wielding (or otherwise intimately interfacing with) the relic, and have a mental link at the maximum relationship possible if the target is receptive. Non-receptive wielders may still be sent impressions and communications, warnings, etc. You may bestow REX buffs on the wielder (if willing) even if not a Follower, other buffs, or any [Curse] effects known. This does not count as a relic ‘use.’

Holy Relics allow limited but direct access to the world for the purposes of powers, spells, or applicable abilities with origin points. Your origin point for these effects is centered on the relic.

Total relic power/ability uses are 3 times per day for each ‘whole’ relic. This is split up between relic pieces if separated. If 2 pieces, one is 2 per day, the other 1. If separated into 3 or more pieces, they are evenly divided, and pieces must add up to ‘1’ or more to function for ability use.

Each use allows (3 minutes + 2 minutes per Deity level) of access, as desired. In Whole form, relic use effects are at +1 Effective Levels, if relevant to the effect. This also aids the spells of any priestly wielder. Multiple relics don’t stack for this purpose. Effective Level bonus for a Whole relic also applies to wielder effects, if relevant. Increase buff/curse intensity by 20%.

Relics are destructible, though of improved durability. If exposed to a shattering effect, it will break into pieces. It can be brought back together or repaired. If fully destroyed, only a special quest can replace or generate a new relic for that ‘slot’, subject to world limitations.

Relics may have up to one major and two minor thematic enchantments related to the nature of the object and the deity. Activating enchantments can only be done by Followers (or you).

## Icebolt (3 MP)

(Level 1; Evocation) You fire a dart or bolt of potentially lethal freezing magic out from your hand straight at a target within (200 meters + 10 per Caster Level). You have +4/+3/+2/+1 to Effective Caster Levels within 10/25/50/100 meters, for accuracy purposes only.

The attack cannot be parried and ignores all non-magical armor as well as all [Physical Defense] modifiers. A successfully interjected non-magic shield will be damaged and the target’s arm suffers a wound at 2/3rds Lethality Grade, rounded down.

Lethality Grade is Effective Caster Level +1. Base level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this only includes certain special classes (Note: [Goddess] adds).

Any target wounded by Icebolt will suffer the malus [Chilled] for 2 minutes, which varies based on location. A standard torso hit reduces effectiveness at all actions.

The magical burst of Icebolt will extinguish any flames, or any magical flames of Effective Caster level equivalent or lower. You may cast Icebolt as a non-damaging spell for this purpose as well.

## Identify (5 MP)

(Level 1; Informational) You may cast this on an item, person, enchanted area, or targetable persistent spell within (1 meter + ½ relevant levels, rounded down). Details of any magic or supernatural effects upon the subject will be revealed, including the Effective Level of the effect, along with any source and flavor information. This only includes ‘active’ effects or enchantments — it does not reveal information related to a supernatural creature’s nature or abilities. It also does not read auras of spells already cast.

Identify is sometimes required to compare levels with a stealthing effect — in this case base class is [Wizard], [Priest], [Shaman], or other special spellcasting classes, One additional class may add as normal, providing (level/3, rounded up) to the base class.

Add 1 Effective Level if touching the source. Add 1 Effective Level if the exact caster of the effect/enchantment and/or the item/subject/area is known and familiar to you (these bonuses stack). You must subtly adjust the spell beforehand to enact this bonus.

## Immortal

You cannot age under any circumstances, and cannot die conventionally/bodily. Your spirit and psyche will go somewhere else that you are anchored (rather than annihilated or reincarnated) if a body you temporarily inhabit is ‘killed’ or destroyed.

Your spirit and psyche is still vulnerable to certain attacks in free realms or the realms of other entities.

## Inspire Ally (2/day)

You may encourage and bolster any ally that can hear you speak at least one line of inspiration, in whatever form you desire, so long as it has an auditory component. This is not instantaneous but can be combined with other actions if feasible.

This adds 1 Effective Level to the next attack the ally makes, or potentially to another immediately imminent action that is subject to raw motivational inspiration. It cannot aid any form of long-term task nor something that requires calm, mental focus. For 30 seconds (1 minute if a performing Bard), the ally also has advantage on any ties qualifying for the bonus (i.e. turns ties into full success).

In addition, add +2 Effective Levels to any courage or morale-based level comparisons, such as resisting [Fear] effects. If already under such an effect, the ally may re-compare, potentially breaking its hold.

## Intuition

You often guess right. This improves the odds of flat % guesses by 1/2 — 50% becomes 75%, for example. For 1 FE (Fate) or 2 FE, you can increase the modifier to plus 67%. Odds out to 1 of 33 have a minimum of 22% (33% for FE-improved), Odds out to 1 of 78 have a minimum of 17% (28% for FE-improved), and odds out to 1 of 200 have a minimum of 9% (13% for FE-improved).

Otherwise, this qualifies for +2 Effective Levels on any task where guesswork can be leveraged, but unless obvious, it requires an action (or possibly longer) to 'feel through it' and develop a list of possibilities (at least 3 distinct ones). It cannot assist raw comparison tests.

In addition, you can get 'vibes' about people with strong personalities, or other hunches about scenarios. The quality of information is random and may not be reliable.

**Inspired Intuition:** Once per day, you may expend 3 FE (Fate), or 6 FE, to multiply your odds of guessing right by 2 AFTER all calculations — thus, if you obtain 50%, you automatically guess right. In addition, odds out to 1 of 1000 have a minimum of 7% (11%), not doubled.

**The Eyes of Beyond (Mirrors Synergy):** Your 'vibes' through mirrors are strongly enhanced. Potential allies and friends can be detected and vice versa — strong compatibility will be flagrant one or both ways.

Potential enemies are also clear (but only to you). You always get at least a mild 'yea' or 'nay' with respect to otherwise neutral personas upon meeting, indicating future potential. This can 'update' after interference or relational changes. You also can have contrary, layered vibes, i.e. overall good with a bad undercurrent.

**Instinct For Fear (Illusion Synergy):** With a hidden test on a subject through observation, you can acquire a vibe about one of their fears, for use with your illusion crafts. The vibe will just give a 'nothing' result if it fails. Even on a wild guess, you have a 50% chance (not improved by Intuition) of guessing something right if they have any common fears at all.

## Jack of All Trades 2

For anything in which you have a 0 or less total to do, you have Class 1 in, instead, essentially allowing you to at least attempt any given skill task, whether you understand what you are doing or not. You also have Class 1 for the purposes of combining with an existing class action for which you have no other multiclass option.

## Justified Dispel (18 MP)

(Level 5; Abjuration, Antimagic) Choose a target spell effect you are aware of within (30 meters plus 5 meters per caster level). On a successful comparison of your caster level +3 to the caster level of the effect, the effect is dispelled and cannot be used again or recast for 10 seconds.

If the effect is something you authentically find abhorrent, add up to a +10 Effective Level modifier to the contest depending on your offense level. In addition, such an effect allows you to

target permanent curses, geases, and the like, which would otherwise be immune to dispelling. The base spell level of the effect must be 10 or lower, however.

Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Rogue] or certain special classes (Note: [Goddess] adds).

## Light Absorption

Power (Divine). You are immune to any [Light] based attack and can in fact absorb it as temporary, virtual FE that can fuel your abilities. This will resonate around you as an obvious glowing aura, at up to 3 FE (Light) per deity level, and bleed off at 1 FE per minute.

You are also resistant to any effect with some sort of energy component. This includes most spells. Add an additional +1 Effective Levels to such resistances.

## Light Manipulation

You can create and manipulate light. You may create 'normal' light at will, up to the intensity of sunlight. This is however desired in a radius around you up to 20 meters x deity levels. You may also create a cone (100 meters x deity levels) or a beam up to a meter wide (distance continuous until inhibited by other matter). Mild heat is also generated. All manner of colors within the visible light spectrum are possible. Concentrated effects can create the semblance of 'fireworks' and the like.

This can be used to blind or stun similar to normal light (i.e. temporarily) with relative impunity — effectiveness is determined by a normal level comparison test, modified by prevalent lighting conditions (i.e. less effective in better lighting). Stunning is for 5 seconds, and blindness is 5 seconds plus 5 per additional level of failure.

Any form of magical darkness in radius of your light is dispelled immediately. Only a deity power or spell specifically designed to resist divine light can persist against this. Add +5 Effective Levels in any comparison test of this nature.

Once per day for free, or for 1 FE (Light) or 2 FE, concentrated intense light may be formed into a laser-like searing blast. This must be visible as a pulse of glowing white or some combination of red, green, and/or blue, but it is utterly silent.

You may attempt to attack any discrete target for full intensity to a range of 400 meters plus 100 meters per deity level. This is a range category — reduce Lethality Grade by 1 at a range

exceeding this, and by 1 at additional multiples (for example, -2 LG beyond double the range category, -3 LG beyond triple, and so on). Accuracy is +8/+6/+4/+2/+1 within 10/50/100/200/500 meters.

Lethality Grade equals Effective Level +1. Base level is through [Goddess]. One additional class may add as normal, providing (level/3, rounded up) to the base — this includes [Wizard], [Rogue], [Scout], or certain other Special Classes. Attack type is Beam (Burning) — this is a physical attack and armor protects normally, but it counts as Armor Penetration 2.

Alternately, the blast may form a kinetic explosion at the impact point — this forgoes Armor Penetration, location targeting, and silence, but causes a small AoE Crushing attack that reduces in LG per meter from the impact point.

Alternately, you may form a blinding attack that causes no wounds but forces a comparison test at +3 Effective Levels for you if you accurately 'hit'. Failure stuns for 5 seconds and blinds either for 1 hour or permanently (you must choose per attack) due to catastrophic eye damage. This is still a physical effect.

For 2 FE (Light) or 4 FE, an AoE of searing light may be generated. At maximum effect, it is a cone to a distance of 2 meters + 2 meters per deity level OR a spherical AoE of diameter 2 meters + 1 meter per level, to a range of 30 meters + 10 meters per level OR a Line 1 meter wide to a range of 60 meters + 20 meters per level.

You may warp the shape within this radius to avoid allies. Attack type is Burning, with Lethality Grade the same as the searing blast above. Armor Penetration is 2. This also causes stunning and blindness to those within, by a normal level comparison test.

**Twisted Light (Illusion & Pneuma Synergy):** You can drape your various effects in fake imagery instead of the default 'look' of Light Manipulation. For example, a light blast could look like a magical bolt of flame or ice instead of pure energy. You may also add or alter sounds. You may also 'dim' effects (up to half intensity), but you cannot make them invisible or inaudible.

For 3 FE (Pneuma) or 6 normal FE, you may completely convert the wounding type of Light Manipulation attacks from (Light; Burning) to another element. This replaces the source primarily for resistance benefits and does not provide the typical secondary benefits. The ignition benefits of (Burning) are only retained if the element is changed to (Fire). Blinding and stunning effects are lost.

**Pneumanic Empowerment (Pneuma Synergy):** By adding 1 FE (Pneuma) or 2 normal FE to a Light Manipulation attack, you can intensify the effect. Add +1 Effective Levels to the Lethality Grade or any other comparison test involving the power.

Alternately, you may forgo this combination for damaging effects and convert the attack entirely into energetic pneuma lacking the above bonus. Its wounding type changes to (Pneuma;

Burning) and it always ignites anything flammable hit. Any sort of resistance or immunity to fire is ignored.
Pure energetic pneuma effects do not cause blindness and stunning.

## Magical Invention (Grandmaster)

You understand magic on an intrinsic level, and can translate abstracts of reality manipulation in whatever way is most functional to your tastes. Runes are not specifically required but may still be used. Any spell which requires a rune can have such requirements substituted. If script is required, you may use your own custom version.

Your spells, enchantments, invested items, and so on are difficult to identify, analyze, understand, or counter. A contest of caster levels is always required, to which you add +6 Effective Levels. You may ‘front-face’ a prepared description (false or otherwise) if desired, which will display if you win.

You only need to commit a few motions or words to cast a spell. This could be through a wand, hand motion, eye movements, clicks of the tongue, etc. Spells with emanation point requirements will still partially telegraph their path. Your speed is significantly enhanced if you desire (but requires more MP) — at Grandmaster, add +3 to all [Tweak Spell] modifications to signify your efficiency.

You may also cast a spell by thought alone, allowing spellcasting even while paralyzed. This takes an extra full 5 seconds of complete concentration, which can be interrupted. It is also possible to design a custom spell for thought-casting and sacrifice other advantages to suppress this restriction.

You learn the first half of rigid existing spells very easily and can retain the ideas for accelerating other spells (namely custom spells), but the second half of such spells takes twice as long as normal.

At Grandmaster, you learn custom spells +40% faster than normal spells. Add +4 Effective Levels to any Spellbreak test, and you never suffer penalties for lack of materials (but may still gain bonuses).

You may Invest your arcane spells into items. No more than 4 spells may be invested at a time. [Tweak Spell] effects are not possible and the activation requires the standard casting time of a wizard. The item may be configured to allow anyone to cast it, however.

**Enchant:** You can enchant items permanently. This has varying spell, MP, material, and time requirements depending on the enchantment. You may utilize Ritual Cast to fuel the enchantment, but you must meet the spell requirements yourself. Only a Synchronized ritual

spell can add caster levels — under most circumstances this cannot exceed 1.5 times your level.

**Mana Items (Pneuma Synergy):** Through your understanding and special abilities of energy use, you can easily and quickly fashion mana storage items. You must be in a High Mana or greater area and must still contribute MP. Up to your item caster level -4 in MP in a regenerative mana storage item may be fashioned in 1 hour, at a cost of 10 MP per 1 MP in the item. Add 1 MP capacity to the item per additional 30 minutes additional time spent.

The item must be of a hard, physical matter at least equal to wood and must weigh at least 2 grams per MP. Its appearance will become partially crystalline if not already. If you utilize a precious gemstone, this will add to the total caster level at a variable amount depending on rarity, and weight minimums are waived. If you utilize precious metal, weight minimums are reduced depending on rarity.

Alternately, you may fashion a non-regenerating crystalline item out of some type of salt or other logical crystal-making material. This is capable of caster level x 2 storage, with 2 MP added per additional 30 minutes, and cost is 6 MP per 1 MP in the item. The crystal will gradually deteriorate through use, finally dissolving when expended.

You may also fashion stationary mana items. It will become tied to a 2000-meter square zone (in, roughly, a square, rectangle, or circle) and must weigh 100 kilograms + 10 per MP. Triple the above capacity and double time spent; cost is 2 MP per 1 MP in the item. If the item ever leaves the area, it will become inert, the MP escaping.

You may only tie one such item to an area. It regenerates 5 times as fast but suppresses all mana item regeneration in its zone until fully charged. Any ‘authorized’ within the zone may draw from it.

## Mana Points (MP)

Used for casting non-Divine spells, this is a reflection of psyche focus and energy honed to a specific purpose: will over reality. Its expenditure is a kind of mental fatigue, but this does not have direct effects upon the body or resistive willpower.

Current MP regenerates at the rate of 5% of Maximum MP (rounded down, minimum 1) every 2 hours, under any conditions. Dedicated meditation or restful sleep obtains the same amount in 1 hour. Skilled meditation can increase this further, as can various other effects.

## Meditation

You can achieve a state of sublime meditation, potentially eliminating temporary, minor, *normal*, detrimental status effects (such as caused by stress). Your ability to enter trance states (such as to project mentally) is also improved, allowing deeper interfacing.

Double the percentage of Mana Points gained while meditating.

## Minor Contingency (18 MP)*

(Level 5; Alteration, Time) You must begin to 'cast' another Core spell (level 1) that targets you specifically when you cast this spell — Minor Contingency captures the spell to be cast at a later date. Upon meeting a single condition stated at the time of casting, such as 'when attacked,' the captured spell will be cast automatically and instantaneously. This does not require your awareness to trigger unless you specify it must.

You may add "or when I mentally trigger it" to any stated condition.

Casting time is 1 minute and requires drawing an invisible rune on your uncovered flesh, then sprinkling it with a small amount of silver dust, which will stick and 'absorb' through transmutational effects over the course of 1 hour. The spell is active during this time but must remain uncovered. After 1 hour the dust is absorbed and the rune is not (physically) visible.

Duration is 7 days (or 33 days if caster level 10+) — if the spell has not been triggered by that time, the Contingency and captured spell will fizzle. It can be renewed with all specifications retained, for the MP cost of this spell paid again, before this duration is up. This saves the cost of the original spell.

Only 1 Minor Contingency can be in duration upon an individual at a time, at levels 1-9. 2 Minor Contingencies can be in duration upon an individual at level 10+.

Contingencies are vulnerable to dispelling, but add +2 Effective Levels to resist any 'blanket' (i.e. not targeting it specifically) dispel effect.

## Mirror Communication

You can send sound (such as speech) or visual imagery (such as your own form) through mirrors of the material world, replacing their normal reflection as desired. Full portal interface provides a real-time, two-way transfer. This ability does not vary with level.

**Illuminate the Other Side (Light Synergy):** For 1 FE (Light) or 2 FE, you may generate normal light through a mirror portal, as through your Light Manipulation power, though you cannot use the intense FE-costing attacks (but the lesser stunning and blinding effects are possible within range). You may do this for up to 10 minutes per deity level.

**Befuddle the Other Side (Illusion Synergy):** For 2 FE (Illusion) or 4 FE, you may create illusions through a mirror portal, similar to Create Illusion, but at -1 Effective Levels for the contest, and the illusion only faces 1 direction out from the portal, unable to reach 'behind' it's resting plane. Anyone outside the plane sees nothing.

Otherwise, it affects a 'half circle' of (1 meter per level) outward, for a duration of (10 minutes x level). Not compatible with: Ranged Emission or Hard Light.

## Mirror Control

Any high quality *actual physical mirror* you are interfaced with may be levitated and moved around 3-dimensionally, at will, at 1 meter per second per [Goddess] level. Any mirrors within 33 meters of your interface mirror (that you can also interface with) may also be moved. This may be done simultaneously but is subject to feasible, mental multitasking capabilities, making more than a few at once chaotic or potentially destructive.

You may perform crude attacks this way subject to the limitations of the material, at -1 Effective Levels in addition. As soon as a mirror is damaged or marred, it can no longer be levitated.

A normal mirror can support weight if used as a platform, but no more than 5 times its own weight. Magical mirrors with load-bearing durability can support weight equivalent to a [Brute] of half your Goddess levels. Speed is reduced, in any case.

No ‘incidental’ mirror reflection can be used with this ability. However, ‘dual-purpose’ mirrored items (i.e. a mirror shield) can be, based on their intention and purpose upon manufacture. No ‘shrouded’ or otherwise inaccessible mirror may be moved (you *must* be able to interface with the mirror).

**Spiritual Spy (Pneuma & Illusion Synergy):** You can generate and move personal mirrors around in the spirit world, and they are exceptionally cloaked as part of the pneumanic background, effectively invisible ripples. See Invisible is no aid and spell-effects such as True Sight only give a circumstantial bonus — raw spirit world perception is needed to detect them. You always use [Pneumamancer] as a base for these contests.

You may either spend 1 FE (Pneuma), 2 normal FE, or spend 1 minute of concentration in a free

zone to create a [Spiritual Spy].

Movement is up to half your own movement in the specific realm (generally very swift due to the specialized class). They also aid as reference points and anchors for movement — double your own speed while traveling to a place a [Spiritual Spy] is and has been for at least 10 minutes.

## Mirror Maze

Once per day for free, or for 1 FE (Mirrors) or 2 FE, you may attempt to 'maze' a target that is looking into a mirror you are looking through. This is a battle of wills.

If the target resists, they'll merely suffer a momentary distraction as they feel their mind almost slip as if into a vision (they will also feel as if they looked into a being's eyes). They are immune to the effect for 24 hours afterward. A second attempt requires your eyes visible and direct eye contact; a third requires your face. 3 resists makes them immune forever.

If they fail to resist, they are bodily paralyzed as their mind is caught in a bewildering maze of mirrored surfaces, subject to your active alterations (Note: thanks to the Illusion domain, you may alter the maze however you desire).

Class comparison gives 1 extra level to total deity levels. Base class is [Goddess] for level comparison for resistance purposes. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Bard], [Wizard], or some special classes.

The effect duration is for a minimum of 10 seconds per deity level. At this time, they are allowed the chance to resist and free themselves by the same level comparison (subject to the state of their willpower). If they do so, they will return to their body and be afflicted with the debuff [Shaken] for up to 8 hours.

If they fail, they are stuck within for 5 more minutes and allowed another chance, if still mentally cognizant. Failing this, the duration becomes 7 years. You may voluntarily release them at any time.

At deity level 7+ this power receives a special upgrade.

## Mirror Other

Avatar-only. Once per day for free, or for 1 Mirror FE, 1 Illusion FE, or 2 FE, you may either emulate a convincing disguise (including voice, if you have heard them) of another person within

10 meters, replacing your current disguise, OR place a disguise of your current disguise (or non-disguise appearance) on another within 10 meters. This lasts for 1 hour per deity level on others. You may stack the cost for additional duration, a number of times equal to your level.

If convincing acting is required against others familiar to the individual, add 5 extra levels to the comparison test (note that the target may have familiarity bonuses). Base classes to channel for this purpose can be [Goddess], [Bard], [Rogue], [Wizard], or some special classes. One additional class may add as normal, providing (level/3, rounded up) to the base class.

**Reflect the Reflection:** For double the cost, you may conduct this through a mirror portal instead, on a fully visible target within 5 meters of it.

## Mirror Sense

All open mirror faces in the material world are a part of you, your sense of them increasing with their clarity and your deliberate focus. You can see and hear through each mirror. Subjects can be focused on to narrow a search. An enshrouded or hidden mirror can only be very vaguely sensed and provides no input. Level determines versatility and sensitivity.

**Level 6:** See/hear through mirrors of poor or better reflection quality and manufactured design, or other not-roughly-disturbed mirrored surfaces at least able to show a 13x13 centimeter square picture (such as a polished shield or reflective water surface). Passive awareness is moderate, requiring relevant engagement or activity. Familiarity (with a mirror or subject) increases sensitivity.

**Avatarhood:** You may utilize a tangible mirror in-world to convert into a view portal similar to those within your Demiplane, with all the same restrictions.

Levitation effects are deferred to the (superior) Mirror Control power.

**Merely a Mirror (Detection Ward Synergy):** While you are simply observing through a mirror, you may, as a switchable effect, make yourself completely undetectable as scrying through it. Active or passive spells, enchantments, or abilities cannot detect you or target you through it under any circumstances. You cannot ‘trip’ alarms or wards, though access-blocking wards still inhibit you unless you win the contest.

However, this goes both ways for supernatural detection — all you may do is see or hear, and extrasensory feeds or magical aid is blocked. Physical eyesight or hearing improvement is nonetheless allowed.

You must switch this off to perform any actions beyond normal observation, including Mirror Communication.

If this is switched off, double Detection Ward's bonus against any form of scrying, divination, or detection by means of the mirror. Your mirrors never (directly) provide the means to perform Sympathetic Targeting against you.

**Spirit View (Pneuma Synergy):** Any given mirror can be switched to give a portal viewpoint into the spirit world at that location instead. The change is total and takes 5 seconds to shift from one to the other. Perception level always uses [Goddess] as the primary class, but may use [Pneumamancer] as multiclass.

You may also have mirrors fully in a spirit realm. In this case, they cannot look into the real world, but you may use [Pneumamancer] as a primary class.

## Mirror Walk

Avatar-only. Once per day for free, or for 1 Mirror FE or 2 FE, you may take a full action to transport from one mirror/reflective surface you can normally access in a world to another, distances limited by level. You will appear to shrink and re-grow as you phase into and out of smaller mirrors.

**Level 6:** Range is within 12 kilometers. The interface between the portals appears two-way but is not except to you. Only your person and gear you can carry may transport through. For triple the cost, you may bring one other individual with you.

## Mirroring Duplicates

Once per day for free, or for 1 FE (Illusion or Mirrors) or 2 FE, a target at touch range (or self) gains (2 + 1/2 deity level, rounded up) illusory duplicates that (basically) mimic the target's actions perfectly, visually and auditorily. This makes it unclear which is the real combatant.

Duration is 3 minutes + 1 minute per deity level. These illusions do not offer level comparison to disbelieve and only special senses can ignore them. If 'wounded,' a duplicate will vanish. Duplicates 'defend' at ⅔ skill levels of the target, rounded up (minimum -1 level).

**Hard Light (Light Synergy):** By expending 1 FE (Light) or 2 FE in addition (at the time of activation) you may make one duplicate made of 'hard light' which is capable of inflicting harm, at the same level that they defend.

If you use this on yourself, this duplicate may be given partial autonomy (tied to your subconscious orders similar to the Independent enhancement on Create Illusion) and can move

up to (5 meters per level) from you, if desired. You may switch which duplicate is made of hard light once per 5 seconds, including if the prior one was destroyed.

**Strange Phantasm 0:** In lieu of a self-cast autonomous hard light construct, you may create this enhanced autonomous construct for double the normal cost of the Hard Light enhancement use of this ability (total cost: 4 FE (Light) or 8 FE).

The construct has its own unique programming and acts largely on its own but takes commands. It can exist up to (5 meters per level) from you at any time. If you exceed this distance, it will disappear as if destroyed (but can be switched to another duplicate).

It has no special durability and performs physical actions poorly (level 1), but can be given control of one layer of additional [Create Illusion] Independence (with or without Hard Light access) if within the radius of an application, operating at -1 Effective Levels to normal. It must actively maintain this with continuous concentration.

Each new Hard Light application drains your raw FE (never PFE or specialized FE) at the normal cost, and also reduces Mirroring Duplicates duration by 1 minute.

Alternately, it may cast ‘custom versions’ of your arcane spells, at -1 of your normal spell access and caster levels. These often have illusory additions. While spellcasting, it must maintain continuous concentration and cannot defend itself without interrupting the spell being cast.

Spells drain your raw FE (never PFE or specialized FE) at a flat (5 FE x spell level) and any at level 2 or above also reduce Mirroring Duplicates duration by 1 minute. Level 0 spell effects are free.

## Musical Talent*

You may invoke the [Bard] class to sing and compose competently without a skill. In addition, you learn musical instruments much more quickly, obtaining Familiarity under this skill. Higher-level specialty is obtained through additional commitment, practice, and learning.

You may expend an Inspire Ally use and take at least 1 action (5 seconds) of uninterrupted time to begin a musical performance that instead applies the benefits of Inspire Ally on every ally in range of hearing and capable of being ‘moved’ by it.

For up to 2 minutes per [Bard] level, you may refresh this continuously for as long as you continue performing (but bonuses do not stack). If you can feasibly do other things while performing (such as while singing), you may, but you are at -1 Effective Levels and risk situational interruption. Any break in concentration will end the effect completely. Wounds of any level always break concentration.

Musical instrument specialization allows additional Inspire Ally uses of this nature equal to the highest level obtained in all instruments, for use only by instruments. [Singing] and other non-instrument musical methods do not provide this benefit.

## Perfect Vision

Power (Divine). You cannot be blinded or stunned by any form of light, whether natural, magical, or illusory (but note you can still be fooled by illusions). Except in absolute darkness, you can see perfectly as if it were daylight. For any test/comparison to notice something involving sight (including discerning illusions), add +1 Effective Levels.

**Behind the Veil (Illusion Synergy):** Permanently see through normal Invisibility per the spell See Invisible. Add an additional +3 Effective Levels for detecting illusions. If you win a contest by 2 or more, you may see entirely through and ignore them, even if physical.

## Personal Levitation (12 MP)

(Level 4; Movement, Telekinesis) Choose any autonomous target within 20 meters — that subject may levitate or 'fly' at will for the duration, at up to 2 meters per second. While aloft, reaction time and reflexes are inhibited and the subject is at -1 Effective Levels to attacks, defenses, and most other physical actions.

If you cast this on yourself, you may move up to 2 meters per second plus (1 meter per second per 2 caster levels). You do not suffer any penalties to physical actions.

Movement is otherwise conducted as easily as jogging and does not require focus. Facing is as desired (i.e. the subject can levitate in a standing position, sitting, face-forward, etcetera). Duration is 1 minute per caster level.

Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Bard] as well as certain special classes (Note: [Goddess] adds).

## Phantasmal Haunt

(Fate, Illusion, Light) For 2 (Fate) & 2 (Illusion) & 2 (Light) FE (or double in normal FE), you may afflict a single target (at a range of 80 meters plus 20 meters per level) with a quasi-real

phantasm (or phantasms) drawn from a combination of your imagination, intuition, and their own subconscious fears.

You are not fully in control of this phantasm but may banish it at will or 'call it off' to wait. It can cover any distance after use at will, to return to the vicinity of its target. It is physically immune to damage. No one other than you and the target can see it. The natural duration is up to 1 minute per level.

While it operates, it attempts to 'kill' the target as if a creature equal to your Effective Levels in a will-based contest. The phantasm can have various circumstantial bonuses depending on fears or phobias. Failure inflicts up to 1 (Mental) Major Wound, which will upgrade in severity each time it's inflicted until the target is dead.

For those with severe phobias, the trauma of seeing a phantasm related to it, or especially being dealt a wound, may also cause severe terror effects, including a heart attack. This is a special comparison against Morale.

The second time anything less than a Major Wound is inflicted after an attack, the phantasm will disappear. If the target runs away before it is 'fought off,' the phantasm will pursue, and any further contests are at +2 Effective Levels for the phantasm. The effect will persist on the target at any range and maintain speed enough to attack (i.e. running cannot succeed). You may choose to have it pursue and never catch the target instead.

The phantasm will mimic taking wounds if fought physically (if appropriate), but this is illusory and does nothing. Anyone who wins a contest of wills will know the phantasm for what it is, but before this, there are no tells.

Base level is through [Goddess]. One additional class may add as normal, providing (level/3, rounded up) to the base — this includes [Wizard], [Bard], or certain other Special Classes.

## Pillar of Force (16 MP, Optionally 1 Light FE OR 1 Pneuma FE)

(Level 3; Evocation, Force) A gout of pulverizing magical force erupts from a horizontal portal 5 meters in diameter, up to (20 meters plus 4 meters per caster level) away. It forms a bright blue energetic pillar pushing downward up to 40 meters. Those caught within may dodge for avoidance or mitigation (depending on reaction speed) at -1 for each meter from the ‘edge’ of the AoE they are.

The quasi-physical attack ignores non-magical armor and Armor values but not special [Physical Defense] modifiers. It damages armor by one level — completely non-magical metal armor that is damaged also causes the condition [Crushed Armor], inhibiting mobility.

Lethality Grade is equal to the Effective Caster Level. Base level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this only includes certain special classes (Note: [Goddess] adds).

Any combatant hit must make a physical contest with an appropriate class (such as Brute) or other class at penalty, against your Effective Caster Levels +3 as though they were [Brute]. Failure causes knockdown.

A flying combatant hit will be sent crashing to the ground as though a fall of doubled velocity. If over 20 meters in height, they are allowed a second dodge chance to move out of the radius at the halfway mark, potentially avoiding impact or mitigating their fall.

This spell may be maintained round-to-round for one-fourth the MP cost and full concentration, in which case its point of effect may be moved anywhere within range.

**Alternate Effect (Pillar of Brilliance):** By expending 1 Light FE in addition, the wounding type shifts from (Force) to (Light), adds a [Blinding] effect, and acts as a dispel effect against invisibility, illusions, and magic-based shapeshifting, equal to your caster level +2. Any 'basic' Invisibility is automatically dispelled. Wounding remains quasi-physical and there is no burning effect.

**Alternate Effect (Pillar of Scouring):** By expending 1 Pneuma FE in addition, the wounding type shifts from (Force) to (Pneuma) and becomes purely magical, ignoring all Physical Defense modifiers. Lethality Grade is +1 Effective Levels. All knocking effects are removed, and damage becomes Burning with enhanced ignition. Any targets wounded suffer the pain-like malus [Scoured] until healed.

## Priestly Ordination (25 FE)

Grants the level 0 [Priest] class to a Devout or higher Follower and unlocks quests for advancement. A priest may only obtain a level up to the level of the deity. Priests obtain their own FE equal to [10 + 10 x level] for each FE provided by prayer/worship to their deity. Maximum FE is at a minimum of twice this value and is otherwise increased by quest rewards. A priest that goes 24 hours without providing FE to their deity will be reduced to 0 personal FE.

Priests select divine spells from a list based on their deity (with some flexibility) during prayer, placing them into slots determined by level, taking a minimum of 30 minutes to set up. Priests also have access to special spells based on a deity's powers that are always available.

A deity cannot ordain a new priest if priests make up a third or more of all Followers. 80% of FE invested in a priest is returned if ordination is revoked.

## Purify

For 2 (Light) FE, or 4 normal FE, you may take an action to remove all temporary [Drain], [Weakness], or [Blind] status effects, any [Darkness], [Shadow], or [Foul] tagged status effects, as well as one temporary, detrimental status effect of choice — or a permanent Lesser curse — all on a single target within 2 meters. Some effects may require a level comparison to remove.

The chosen malus must be known, whether by name or by the apparent symptoms — otherwise, it removes one at random.

They are bathed with a warm, comforting light like a small cone from some emanation point on your person. Divinely imbued melee weapons (such as a wand or staff) and similar items can extend the 2-meter reach by becoming the emanation point.

Any comparison tests are at +2 Effective Levels. Base level is through [Goddess]. One additional class may add as normal, providing (level/3, rounded up) to the base — this includes [Wizard] or certain other Special Classes.

## Reflect Force

Once per day for free, or for 1 FE (Mirrors) or 2 FE, you may interpose a mirrored surface (that you are capable of communicating through) in front of an attack, and reflect 100% of the force back upon the attacker if it strikes the mirror soundly. Melee attacks suffer a wound based on the ideal of the attempted strike, but it must still penetrate any armor over the location. Ranged attacks against a mirror will literally send the attack back at an equivalent level of skill (note that surprised combatants will be at a disadvantage).

This power has a 1-minute cooldown between uses. A failed interposition does not count as a use. This power does not absorb or reflect the rest of the damage of an area of effect spell or ability, only what impacts the mirrored surface. Some exceptions apply (for example: a giant's club, if blocked at the first point of contact, will be fully reflected).

**All Light Reflects Me (Light Synergy):** You may use this ability for free, at will, without cooldown, against any [Light] based attack, and your attack may use your own levels to calculate, if higher.

Add +2 Levels for accuracy only, regardless, to any reflected pure energy or magic. This does not include anything utilizing a hard projectile.

## Removal

For 3 FE (Fate) or 6 FE, you may attempt to directly remove a target with a soul entirely from existence by cutting their ties to Fate. This always has an echo of injury to the body as well. You may target spirits, but not deities.

This is a simple Will vs. Will contest to a target within 120 meters plus 60 per deity level. This ignores most resistances aside from [Fate] or [Time] anchorage effects or certain soul protections. Ties always go to the defender. Success by 1 will cause a soul-based Major Wound and the permanent malus [Fate Scarred], though this status has immunity to further Removal attempts.

Success by 2-4 causes the removal of the soul from the world and universe into the System lottery, without any chance at in-world reincarnation, any memory retention from that world, or the possibility of an in-world Afterlife. A husk of a lethally wounded body is left over.

Success by 5+ also disintegrates the body completely.

Success by 2+ may be downgraded to the effects of success by 1 if desired.

Base class is [Goddess] for level comparison for resistance purposes. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Wizard] or some special classes.

**Shunt (Pneuma Synergy):** Instead of ripping a soul out of reality entirely, you may extract a target into an Afterlife you control — or one in which you are allowed to send to by agreement. They are trapped there for at least days equal to your deity level. Their body is otherwise dead as normal for Removal.

You always retain perfect control of whether this soul obtains any ‘second chances’ or access back to the world (but this gives no special means of doing so). They count as [Fate Scarred] but you may suppress and make this dormant at will any time after the above trapped period, ‘fixing it’ for as long as you prefer (this allows targeting again with Removal).

A successful [Shunt] triggers a 4-hour cooldown. This does not affect normal [Removal] use.

## Ritual Cast*

You may cast spells directly out of a spellbook designed for such — you do not need to have your own runic form in memory to do so. Ritual spells require a minimum of 1 hour per base level of the spell, in preparations (this can be shortened by additional wizards assisting, to a

total minimum of 10 minutes per level), and add 5 minutes to casting time, or double casting time, whichever is longer.

Ritual spells always require expendable material components and/or valuable material foci to perform, custom to the design within the spellbook. Exceptions or substitutions beyond what is listed are impossible.

Ritual spells cost, at base, ½ the MP of the spell, rounded down, if it were memorized. Multiple wizards may participate to add caster levels to the effect or contribute MP. Added caster levels increase the MP cost by a certain multiple listed below (which can be shared as desired among participants, dictated by the primary caster).

Level 1-9 wizard helpers that do not have the below requirements all contribute the same. Level 10+ helpers may count as 2 if there is at least one other helper. Trained level 0 Apprentices may contribute MP if they possess any, but do not count as casters.

If all ‘counted’ spellcasters are 1) coordinated with one another (have affinity, are spiritually compatible, and train to cast together), 2) know the spell and are capable of ritually casting it competently, and 3) have this Special Skill, then double the below bonus and cost.

This is known as a Synchronized spell and can be thought of as all members casting it together, tremendously boosting the maximum caster levels possible. Two new ‘total caster’ targets are possible. Synchronized spells must have the exact number of casters (level 10+ cannot count as 2).

Caster level bonuses operate on diminishing returns as follows (listed as total casters, including primary):

2 casters: +1 caster level (x2 cost), Synchronized: +2 caster levels (x4 cost)
3 casters: +2 caster levels (x3 cost), Synchronized: +4 caster levels (x6 cost)
7 casters: +3 caster levels (x5 cost), Synchronized: +6 caster levels (x10 cost)
12 casters: +4 caster levels (x8 cost), Synchronized: +8 caster levels (x16 cost)
33 casters: +5 caster levels (x15 cost), Synchronized: +10 caster levels (x30 cost)
77 casters: +6 caster levels (x30 cost; maximum), Synchronized: +12 caster levels (x60 cost)
111 casters (Synchronized Only): +14 caster levels (x200 cost)
333 casters (Synchronized Only): +18 caster levels (x1000 cost)

## Rogue’s Luck

Once per day, you may add 1 Effective Level (as a Luck modifier) to any task, doubled if used in pursuit of something with inherent randomness, such as most gambling tasks (that still involve

skill or partial cheating), or if the end result of a contest would be a tie. Some other skills and abilities see enhanced benefits from Rogue's Luck as well.

## Sabotage

You can attempt to damage, cause to malfunction, or break any sort of complex 'object of technology,' which does include magically enchanted items. Rather than simply attacking an object, you utilize a method of destructive finesse through some sort of foci such as tools or runic spellcraft, generally of low profile.

Spellcasting potential improves your versatility with this ability. To sabotage enchantments, you must understand the functions of that enchantment specifically first.

To have a chance at permanent or semi-permanent breaking, you must conduct a sabotage for 10 seconds of uninterrupted, constant concentration on the act of your foci. If you spend a full minute, add +1 Effective Levels to the attempt, or +2 with an hour. Rushed Sabotage attempts at 3-5 seconds are at -2 Effective Levels and at most can only cause brief malfunctions, dependent on success level (you will know a range of time that it lasts).

Sabotage requires a contest (such as against craftsmanship or caster levels) under many scenarios but not all. If a complex mechanism has a fairly obvious flaw you might see it immediately or detect it upon inspection with Look For Weaknesses. The sabotage may then be automatic to apply. A detected weakness gives at least +2 Effective Levels when leveraging it for Sabotage.

Base class for comparisons is [Saboteur]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Wizard] or certain other Special Classes (Note: [Goddess] does NOT add).

This ability will upgrade its range of applications with further levels.

## Savant of Language (4 MP)

(Level 1; Informational) You can understand any non-supernatural language, including sign-based languages or that of suitably sophisticated animals. It doesn't allow speaking, however. Duration is 30 minutes per caster level.

Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Bard] as well as certain special classes (Note: [Goddess] adds).

## Savior of the Fae

You have prevented the destruction of numerous Servitor Fae, the suffering of free Fae spirits with certain origins, and the diminishing of various protections and improvements to wildlife and nature, by saving the life of the goddess [Redberry].

This provides two extra levels of Charisma for any sort of reaction or social effects in relation to aligned entities, and they are likely to sense you for who you are or, at least, as a friend to Fae kind. You also have a natural aural dominion over fae, giving +1 Effective Levels to any contest against them.

In addition, on a 24-hour cooldown, you may summon a fae being of your choice, appropriate for your total caster levels (use any highest class, plus second highest class for the standard bonus). This is a protected phantasmal projection and the fae cannot come to lasting harm, though can be banished (by damage or various other means) to return to their normal life. Duration is 5 minutes per caster level or may be unsummoned at will.

## Seeking (8 MP)

(Level 2; Divination, Information) Locate the distance and direction of a defined or well-conceptualized object specified at casting — or a closely tied combination of objects (i.e. ‘my school books,’ or ‘his shining suit of armor’). You may also choose a ‘type’ of object, and the spell will take you to the nearest that fulfills the condition.

You may also target an ‘avatar’ if any form of equipment is worn by an individual, but any alteration (i.e. discarding an item, changing clothes, etc.) will void the spell.

Maximum range to detect is 140 meters + 20 meters per caster level (100 meters per caster level above 20). Connection to an object can add 100, 200, or 300 meters to the range, depending on intensity. Duration is 3 minutes plus 1 minute per caster level.

Caster level base class is [Wizard], [Priest], [Shaman], or other special spellcasting classes. One additional class may add as normal, providing (level/3, rounded up) to the base class (Note: [Goddess] applies).

## Sheath of Light

For 5 (Light) FE or 10 normal FE per minute, you encase yourself in a protective sheath of energy. It is always blindingly bright and cannot be blocked by any covering or illusion, nor will any form of invisibility work on you. Anyone other than your Followers/Servitors are subject to normal blindness and stunning if attempting to look at you. Those able to will see an outline of your form rather than details while the sheath is over you.

Sheath of Light acts like an improved *Armor of Light* spell, giving 2 wound negations, +3/+5 Magical Armor/Magical Armor against supernatural entities or against [Darkness] or [Shadow] effects, and transmutes worn armor into a minimum of Full Plate protection at +3 Physical Armor. If already wearing Full Plate equivalent, add +1 physical armor to the existing armor.

However, Sheath of Light cannot be damaged, the transmuted physical armor cannot be bypassed through gaps (it is uniform), the protection is impermeable to non-corrosive liquids and gasses, and the protection lasts as long as you maintain it (aside from spent wound negations).

The sheath can be penetrated but each successive attack must (generally) deal with full protection, as if it heals over instantly once a weapon pulls free.

In addition, your Light-based and melee attacks are at +1 Effective Levels as a [Body Form] modifier, and any melee attacks have the [Light] tag as they are covered by the Sheath.

You move at double speed by whatever personal means you have available (a spell or utilized object *is* affected by the Sheath for this purpose). This also provides +1 to Dodge as a [Body Form] modifier.

Once Sheath of Light is dropped or the duration is allowed to expire, it has a cooldown of 1 hour.

## Soul Companion (Azure)

The User Azure is intimately tied to you in mind and spirit. You both always know where the other is in relation to each other as well as any Status effects present. There is no method to squelch or suppress this information — any magic or abilities attempting to do so fail absolutely.

She may project to your mental realms at will, her body remaining in a trance for the duration in whatever state it was left in — she is still vaguely aware of her body. You may also project to her mental realms similarly (or do so while dematerialized as normal).

Wherever your perspective is within an Avatar, User Azure can ‘phase’ her physical body (or simulation therein, for some realms) to it with 1 minute of concentration on both of your parts,

using your body as a portal. If either of you transfer through a transportation portal or conduct teleportation, you may take the other for no additional costs, if touching.

Range for targeted spells or abilities is always considered 0 for your companion, as if you have perfect Sympathy.

**Chameleon's Reflection (Mirrors Synergy):** Azure always counts as a Holy Relic mirror construct for you, composed of near-infinite facets/facings. Effective Level bonus applies when physically touching Azure. Includes the Channel Domain option.

You may always take Azure through mirrors with you via Mirror Walk.

## Spells of Deja Vu (?/999)

Your numerous past life memories of spellcraft and wizardry assist you with epiphanies in advancing your knowledge in all manners. For the duration of this special status, add +20% exp to any experience gains in [Wizard], and +20% speed of learning for spell development and research, intellectual Special Skill advancement, and any other pursuit for which [Wizard] can be invoked for 'absorption.'

This effect has a maximum duration of 999 days.

## Spirit Armor

You wrap a shroud of pneuma permanently around your spirit and psyche, making you more difficult to affect and wound in this way. Against [Fate] or spirit-based attacks, such as most [Curse] effects, add +4 Effective Levels to resist. It will also assist against most attacks utilizing Sympathetic Targeting.

Any spirit-based Mortal or worse wounds are reduced to Critical, giving you some chance at survival.

In addition, you are immune to any form of possession or direct mind-based body control/puppetry. Add +2 Effective Levels to resist any suggestions, charms, mind-based holds, blackouts, memory destruction, hypnotism, unwanted telepathy, and other such effects.

The bonuses from [Spirit Armor] count as a (Ward) and will not stack with the same type of bonuses from another source.

## Spirit Sight

You can ‘see’ into or sense the spirit world at will. The two worlds can be fully overlaid with your eyes open. This can be circumstantially confusing, sometimes giving a -1 penalty to both/either, but is not universally applied. Usually, the spirit world is shunted into the subconscious for threat recognition while interacting with the material realm.

Optionally, you may utilize your Third Eye while closing your real eyes, which allows your perceptions in the spirit world to invoke [Pneumamancer] and thus operate at level 20 for these specific purposes.

This will not improve any active use of abilities (you must be fully projected and out-of-body for this), but your higher state of awareness will allow you to resist any will-based attack utilizing your [Pneumamancer] class as a normal, multiclass additive (thus, +7 Effective Class Levels to primary resisting class).

Your functionality with your eyes closed depends on the divide at a given location, but you are never blind. At worst, you suffer -4 Effective Levels to real-world perceptions and actions. Except in very special locations, the best will be at -1 Effective Levels.

**Triangulation (Pneuma & Fate Synergy):** If you can locate someone’s soul in the spirit world — generally only possible if they are in a place of a thin divide — and identify them through [Fateful Realities], and know their physical location in some way (depending on the spirit world thinness, this may be synchronized), you can act as if Triangulated in targeting them.

This adds +2 Effective Levels as a unique (Triangulation) type bonus to any ability or spell use against them, and provides maximum Sympathy automatically. You may target them while in the spirit world, but note that virtual [Pneumamancer] levels cannot aid you if their psyche is anchored in the real world.
If they are asleep and not warded effectively enough, it is possible (with other abilities) to find their dream realm, where [Pneumamancer] could be fully utilized.

## Spirit Terror

Within the spirit world, you’ve slain multiple entities, destroyed permanent structures and spells, and defeated a major figure of high level and power within such realms, all in dominance and mystery. Within them, you are a terror and your presence can leverage this identity if you so desire.

When emanating this identity, you have +2 Effective Levels for intimidation purposes and may use your full [Pneumamancer] totals as a base. Furthermore, those that succumb to this or any

other fear type effects you use on them suffer an additional -1 Effective Levels unique malus to all tasks, as the fright takes over local spiritual reality. This malus is overt.

This is only usable within a spirit realm. If used on those with prior knowledge of your past deeds, they will likely realize the connection.

## Spirit Ward (6 MP)

(Level 1; Protection) This spell provides immunity to any form of possession or direct mind-based body control/puppetry.

Suggestions, charms, mind-based holds, blackouts, memory destruction, hypnotism, and other such effects are not prevented but you have +2 Effective Levels to resist them. Add +1 Effective Levels to resist most other supernatural status effects with a spirit component, such as most [Curse] effects. Add also for any form of unwanted telepathy. Those with more physical effects (such as [Slow]) are unaffected.

Duration is 5 minutes per caster level. Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Bard] as well certain special classes (Note: [Goddess] adds).

## Split Prediction

Power (Divine). You predict physical reality slightly better and faster by a split moment. This entitles you to +2 Effective Levels to matters of pure reflex, such as defenses, an additional +1 to Dodge OR +1 Effective Levels to Defense as a [Dodge] modifier, and +1 Effective Levels to nearly any physical or perceptual task. This aids against any magic that creates physical, aimed effects (like most evocation spells) but cannot assist with purely mental attacks.

You can still be surprised but have a lowered chance to react whereas others have no chance at all. This is a circumstantially reliant effect.

## Sponge of Knowledge

You have an insatiable thirst for information and knowledge and this drive motivates and inspires you to make the most of every nugget you find. There is no experience you do not extract more out of.

Add +20% exp to any experience gains, an additional +20% exp to any experience gains in [Magineer], and +20% speed of learning for spellcraft/magical development and research, intellectual Special Skill advancement, and any other pursuit for which [Magineer] can be involved for 'absorption.'

In addition, add +1 Effective Levels to any information-gathering task, spell, or ability, if comparison or level of success is relevant (it does not add to caster level directly).

## Swimming (Expert)

You have +2 Effective Levels for the purposes of swimming, movement in the water, and resistance to natural hazards or complications while in the water. Your speed is double what you are otherwise entitled to and you are not penalized (as normal) for dodging underwater.

You can perform various tricks and advanced maneuvers without penalty. Dolphins will typically react especially favorably to you after displaying your prowess.

## Sympathetic Targeting

Instead of normal targeting for single-target spells and abilities, you may operate by Sympathy, i.e. having some other link to the target, whether by having an aura-retaining personal item, by them having your personal aura-retaining item, a body sample (blood, hair), a physical, artistic representation, having access to an inherent mystical link to the target (portal, detected point of clairvoyance), an analyzed aura, or the like.

The penalty varies, but starts high for minor links (-5 Effective Levels penalty); multiple links reduce the penalty. At this level of Sympathetic Targeting, the maximum Effective Level is up to a -1 penalty after any other bonuses.

If a spell or ability is physically damaging, the contest is converted into a Will vs. Will curse-like effect. Location targeting and physical armor become irrelevant (anything that protects against the magic still applies). A successful resistance (which avoids any wounds) or a failure by only 1 will eliminate that specific link being utilized again. If using an artistic representation, you must improve the quality grade used before the last.

If a spell/ability is restricted to an external element being manipulated — rather than created — to attack a target, Sympathetic Targeting is normally not possible. Only targeting the element directly is.

Certain wards interfere with Sympathetic Targeting, generally by specific methods/types of links.

This may also be used for a bonus with normal/default targeting, for [Curses] and Will vs. Will contests where such a connection is logically beneficial. At this level of Sympathetic Targeting, up to 1 Effective Level may be gained, by either a major link or two minor links.

## Tarot Reading

Access the System Deck to reveal the past, present, and future of a willing target, based on card selection. Must speak the words, “Would you submit to fate and change your fortune for better or worse, User?”

Cannot be used on Transplants. After use, the target must gain 2 levels before they may be targeted again. 24-hour cooldown between uses.

An upright draw is positive; upside down is negative.

**Past:** Reveals a scene of a past life. Can add Special Skills or mental complexes (can be temporary or permanent). Can also have no statistical effects.

**Present:** Alters immediate circumstances with an instant effect or powerful 1-hour buff/curse. Does not directly include permanent buffs or curses.

**Future:** Adds a permanent transmutational effect, buff, or curse, triggered on a hidden timer.

**Vision of a Bright Future (Light Synergy):** Once per lifetime per person to whom you have a close connection (Relationship Grade 6 or higher), you may expend a Tarot Reading 'use' on them to instead do a one card draw that reveals a potential, positive future. This vision is very unlikely to actually occur exactly as seen and may not occur at all. Though it may be inspirational as a benchmark, it should not be construed as any form of guarantee, as the future is exceptionally fluid.

The future scene is always positive and always gives a permanent benefit suiting the card, with High Arcana of greatest benefit. It is however not as extreme as the standard Future buffs of this ability if comparing two similar effects.

You must target as normal for the ability, but the words used are, “Would you deign to see a vision of your future and be illumined by it, User?”

## Telekinetic Thrust (6 MP)

(Level 2; Movement, Telekinesis) You fire a powerful, vaguely visible, fist-like telekinetic force magic out of your hand at a target within (50 meters + 5 meters per caster level). You have +3/+2/+1 to Effective Caster Levels within 3/10/25 meters, for accuracy purposes only.

The attack counts as a physical crushing attack with Armor Penetration 2. Magic Resistance does not help, but Magic Armor counts as usual. It cannot be parried. A successfully interjected non-magic shield will be damaged and the target's arm will suffer a wound at 2/3rds Lethality Grade, rounded down.

Lethality Grade is Effective Caster Level +1. Base level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this only includes certain special classes (Note: [Goddess] adds).

Any target struck soundly by Telekinetic Thrust must make a physical contest with an appropriate class (such as Brute) or other class at penalty, against your Effective Caster Levels as though they were [Brute] (do not add +1 as above). Failure will cause knockback and knockdown depending on the failure grade.

Alternatively, the Telekinetic Thrust may deal no damage and affect a larger surface area like a powerful 'push.' This can be a 1-meter wide Line out to 10 meters, or a cone out to five meters (you may extend the origin of effect by special means, including slightly by pointing an enchanted staff). In either case, this effect is an Emission with a specific trajectory. Targets behind strong cover (such as a wall) are immune.

The push effect is at Effective Caster Level +2, and any assessed knockback distance due to a failed contest is doubled.

## The Dawn Will Rise*

(Fate, Light) At will, you may resonate an aura that reflects the positive outlook of the future. Any allies within this aura are filled with hopefulness, optimism, warmth, and energy (if they so receive it).

This affects all within a radius of 5 meters per deity level, centered on you. They have +1 Effective Levels to accomplish any active task you encourage them toward, and +3 for resisting fear, morale effects, charm and mental control effects, or stunning/pain/shock effects (the two effects cannot stack). This bonus does not apply to you.

Double all effects other than radius against any opposing supernatural force, or against any combatant/source aspected to [Darkness], [Shadow], or that has the [Foul] tag. This always applies against undead or spirits, but not against magic performed by mortals without the listed aspects, whatever the source.

## The Unseen Animus

(Fate, Illusion) For 2 (Fate) & 2 (Illusion) FE (or double in normal FE), you may curse any target within Line of Sight with the general banality of Fate. You may do this without an action but can only do so once per 5 seconds.

This is a hidden contest of Will that you have +2 Effective Levels for. Base level is through [Goddess]. One additional class may add as normal, providing (level/3, rounded up) to the base — this includes [Wizard] or certain other Special Classes.

If you win, the target is at -1 Effective Levels to any task for 1 month, not stackable with other general [Curse] penalties. This manifests subtly, but eventually will seem like bad luck. With success by 3+, you may optionally make all their [Luck], [Fortune], or [Fate] Effective Level bonuses be reduced to 0 and their odds at 'matters of chance' be reduced by 1/3rd.

This effect is normally undetectable except through analysis of Fate (i.e. by fortune tellers and the like) and only removable by specific ritual spell methods — Remove Curse does nothing. The source is always undetectable, as it is wound through Fate itself. It will appear the target's own actions at some point caused the stain on their luck.

Anyone who has removed this curse is immune to this ability for 1 month and has +2 Effective Levels (stackable per removal) to resist it.

**Curse From Reflection (Mirrors synergy):** You may target others through mirrors for double the cost. This does not count as an overt ability use, never generates an aura, and cannot be detected as through the mirror by any means at any level.

## Token User

You utilized a Promotional Token to arrive within the System. This entitles you to the 30-day Token User Promotional Bonus as well as any future additive promotions for prior Token Users (note: there are no additive promotions for prior Token Users).

# Tweak Spell (Expert)

If you spend double the amount of time for casting a spell, doing nothing but focusing mentally on it, you may add +1 Effective Caster Levels to the final result. A spell that is Instant becomes 5 seconds (i.e. a full action).

You can modify the parameters of your arcane spells, customizing on the spot as you cast them. All modifications require adding spell levels, effectively making lower-level spells count as higher. You must have effective [Magineer] levels to cover casting, and the MP cost always rises by a flat amount of 5 per level unless otherwise noted.

Modified Magineer Levels: 6 (base), +1 from Expert, +3 from Magical Invention (Grandmaster) = 10.

This ability unlocks different modifications depending on your [Magineer] level and/or from various abilities or rewards. The spell level modifier is indicated in ( ). At (Expert) you may combine up to two of these options into a spell.

**Intensify (+3/+4/+5):** Harder, stronger, or more energized. Add +1 caster levels to the spell for the purposes of enhanced physical effects only. Add +2 (spell level +4) instead at a base caster level of 7-14, or +3 (spell level +5) at levels 15+. This can apply to any non-spiritual, non-mental contest. Never adds to duration or range.

**Prolong (+2):** Simply last longer. Double the spell duration.

**Farcast (+2/+4):** Simply reach further. Double the spell range. Alternately, if it requires touching/grasping, change to +4 and range becomes 10 meters. An attack must still be made.

**Clandestine (+2):** Extra subtlety. Only usable on spells without the necessity of an emanation (such as directed attack spells). Cannot be combined with other Tweaks.

You perform the spell through normal interactions, speech, and movement, and it cannot be noticed with [Detect Magic]. Against other means of detection such as active spells or greater supernatural abilities, a contest is still required, of which you are at +2 Effective Levels.

**Pacify (+1):** Convert to non-lethal. Spells that cause permanent harm instead perform stunning and ‘incapacitation’ versions in some facsimile of the original spell.

**Expand (+6):** Bigger area. Double the AoE of the spell.

**Quicken (+4):** Cast a bit quicker. Usable only on standard casting time spells. This reduces spell-casting time without attempting to cram in another spell immediately after, which reduces the difficulty and mana strain. It is almost impossible to interrupt. Cost change: 7 MP.

**Expedite (+7):** Cast very, very fast. Usable only on standard casting time spells. This is added to two spells which are prepared semi-simultaneously, to cast immediately one after the other. Cost change: 20 MP on each.

**Spirit-Affecting (+0):** Ghostly touch. The spell affects targetable immaterial spirits and intangible entities. This is a free option that does not take up an 'option' slot.

**Elemental Conversion (+2):** Changes elemental source. The elemental wounding type of a spell is changed to another. Its secondary effects are retained but change to the new element in some way, potentially making it exotic.

**Pneumanic Conversion (+4):** Changes an elemental source to (Pneuma; Burning), replacing any secondary effects with the ignition of flammables and persistent plasma (Burning) wounds if a target is hit. This is a contest able to deal up to a Minor Wound in the next 5 seconds, and again 5 seconds after.

## Web (10 MP)

(Level 2; Conjuration, Entangling) This creates a huge mass of sticky strands as thick as those of a giant spider. This affects a (5 plus ½ caster level) meter radius area, which must be anchored between two solid points, such as two walls, or a building face and the ground. Any forest area will also work effectively.

Range is (30 meters + 3 meters per level). Duration is (5 minutes per caster level).

Anyone in the radius may dodge against the Effective Level of your effect to avoid immediate entanglement — normal armor, shield, and physical defensive bonuses do nothing, but Magic Defense adds as normal.

Entanglement prevents movement and greatly inhibits actions (-3 Effective Levels to physical actions other than breaking free, Dodge impossible, spells with casting gestures become impossible).

They may break free as a Strength Feat or Escape, only against your Effective Level +5, but this degrades with each turn with effort: 30% chance at reducing by -1 EL for the first turn. If this fails, the second attempt has a 50% chance. The third attempt is automatic. After a reduction, this resets to 30% and repeats this format.

Those not entangled may move through — carefully — at 1 meter per 5 seconds while taking other actions (-1 Effective Levels penalty to physical actions, -2 to most ranged attacks due to obstructions). They may also move through at 2 meters — if their break-free test is 1 or more

levels above your Effective Levels for the effect they may do this without penalty. If not, there is a 50% chance they get entangled (their progress before entanglement is random).

Any sort of knock effect while within will force entanglement on the victim.

The webs are very flammable and weak to fire or acid.

Base caster level is [Wizard]. One additional class may add as normal, providing (level/3, rounded up) to the base class — this includes [Bard] as well certain special classes (Note: [Goddess] adds).