

The Path of the Wheel

“Draesis ti Heron”

(Shadowrun SE: 15 pt Quality)

The elves of Tir na nOg study the *Path of the Wheel*. Any elf can study one of the five Paths, but to be considered a true *follower* requires buying the 15pt Quality. If this quality is taken, the character cannot have the *spirit mentor* quality (one is rolled into each Path). At character creation, only the path of the warrior, the steward, the bard, or the druid can be taken. To take the *Path of the Righ* requires game master approval.

Joining a Path

To become a follower, the character must be an elf, and must join the appropriate magical order. The follower cannot initiate without a member of the Path assisting in the process, and until she gains her first level of initiation, she gains no benefits from being a follower of the Path. She does gain the benefits of the mentor spirit that supports the order.

Cyberware and Bioware

Members of the Path of the Wheel will attempt to avoid reducing Essence if possible, and when selecting augmentations, most elves on these paths will search for the least invasive augmentations possible - even if it means accepting a reduced bonus. For example, an elf will choose *muscle augmentation* bioware before considering *muscle replacement* cyberware if the option is available. Each Path has a specific restriction on how low a follower's Essence is allowed to be. For the Path of the Bard and the Path of the Steward, an elf cannot have her essence fall below 2.0. For the Path of the Warrior, an elf cannot reduce her essence below 1.5. Followers of the Path of the Druid are banned from gaining cyberware or bioware augmentations.

Attributes and Skills

Each Path possesses two *core attributes*. These attributes are considered vital to the Path, and the follower gains the *exceptional attribute* quality for both of these core attributes. The cost multiplier for these attributes is reduced to Next Level x 4. All other attributes require an additional two karma to increase each level.

Each Path also possesses a number of *core skills*. These skills are considered important to the Path, and through a combination of special mentors, spirit guides, and memories from prior incarnations aid the follower in developing these skills. The follower gains *aptitude* in one core skill the first time she initiates, and chooses a different core skill each time she gains a new level of initiation. Each active core skill she chooses has the cost multiplier for increasing it reduced by one, while all knowledge or language core skill costs half the normal karma amount. All skills that are not covered by the Path's core skills is increased by one. A follower cannot replace these core skills by using skill wires or other augmentations, but can accept methods of gaining skill bonuses.

Jonas gains his first level of Initiation, and chooses the Blades Skill from his list of Core Skills. To increase his Blades skill from 2 to 3 will now cost 3 karma. He decides to increase his Etiquette skill, which is not a core skill for his Path. Raising it from 3 to 4 would normally costs 8, but costs 9 instead.

Changing Paths

A follower can choose to move to another Path, but this is not a minor undertaking. It requires the follower to commune with the *bright shining spirits*, and petition for their permission to allow her to move along the Wheel. The follower must have at least one core attribute and three core skills at 6 before she will be considered for a change in Paths. When a follower is promoted, she can move to any other Path except the *Path of the Righ*, which can only be gained via reincarnation. All Path benefits are lost, and are replaced by the benefits of the new Path.

Tradition

While each Path has significant differences, the tradition of summoning is similar for all four paths. Earth (Combat), Guidance (Detection), Air (Health), Water (Illusion), and Fire (Manipulation). In addition, the follower rolls Willpower + Charisma for Drain.

Paths of the Wheel

Path of the Warrior (Order of Cu Chulainn)

Mentor: Cu Chulainn Type of Order: Dedicated Strictures: Attendance (Sacred Dates), Belief, Exclusive Membership, Exclusive Ritual, Fraternity, Obedience, Secrecy, Limited Membership (Elf), Material Link, Oath, Patron (Danaan Families) Resources: Luxury, with special access to high-tech weaponry. Core Attributes: Strength / Intuition Core Skills: Acrobatics, Automatics, Blades, Clubs, Gymnastics, Longarms, Pistols, Swimming, Unarmed Combat. In addition, the follower may choose 3 combat skills, 3 physical skills, and 4 other skills as core skills. A magician or mystic adept following the Path of the Warrior adds the following core skills: Banishing, Binding, Counterspelling, Ritual Spellcasting, Spellcasting, and Summoning. Special: Followers of the Path of the Warrior reduce the essence cost for augmentations by 50%, provided these augmentations are directly related to her Path and do not simulate Path core skills. All other augmentations have normal essence cost.	Bonus: All followers of the Path of the Warrior gain a +2 die bonus to either Leadership or to Instruction skill tests, chosen when this Path is taken. Followers gain a bonus dice if resisting Combat spells equal to the magician's bonus to casting combat spells (below). This bonus includes conditional modifiers, such as location, time, and season. Adept: An adept follower gains one level in <i>Improved Ability</i>, and must choose a combat skill for this adept power. In addition, the adept gains 2 power points. If the adept leaves this Path to join another Path, these power points are not lost. Magician: A magician follower gains +2 dice for spells, preparations, and spell-rituals in the Combat category, and an additional +1 die bonus in winter, within 72 hours of Imbolc (Feb 2nd), when in Ulster, or when in the hills or mountains, plus an additional +1 for every 2 grades of Initiation. She suffers a -2 die penalty for spells, preparations, and spell-rituals in the Illusion category. Disadvantage: If the follower acts dishonourably or without courtesy, whether by choice or by accident, she suffers a -1 die pool modifier to all actions until she atones. A follower also suffers a -3 die penalty when resisting illusion spells. Metamagic: Followers cannot centre for any action directly related to combat. Metamagic techniques involving Combat spells grant a +2 bonus to resisting drain, while techniques that involve Illusion spells impose a +2 drain penalty.
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Path of the Steward (Order of Etain)

Mentor: Etain Type of Order: Initiatory, Dedicated to Followers Strictures: Attendance (Sacred Dates), Belief, Exclusive Membership, Fraternity, Obedience (Limited), Secrecy, Limited Membership (Elf), Oath, Patron (Danaan Families) Resources: Luxury, with special access to communication systems and commercial sensitive data on foreign companies. Core Attributes: Logic / Reaction Core Skills: Computer, Cybercombat, Electronic Warfare, Etiquette, Hacking, Hardware, Leadership, Negotiation, Software. In addition, the follower may choose 2 social skills, 4 knowledge skills, and 4 non-combat skills as core skills. A magician or mystic adept following the Path of the Steward adds the following core skills: Alchemy, Artificing, Counterspelling, Disenchanting, Ritual Spellcasting, and Spellcasting. Special: Followers cannot accept a geas restricting the use of Health spells.	Bonus: All followers of the Path of the Steward gain a +2 die bonus to First Aid tests. Followers gain a bonus dice if resisting combat spells equal to the magician's bonus to casting Health spells (below). This bonus includes conditional modifiers, such as location, time, and season. Adept: An adept follower gains <i>empathic healing</i>. Magician: A magician follower gains +2 dice for spells, preparations, and spell-rituals in the Health category, and an additional +1 die bonus in spring, within 72 hours of Beltane (May 1st), when in Leinster, or when in the air, plus an additional +1 for every 2 grades of Initiation. She suffers a -2 die penalty for spells, preparations, and spell-rituals in the Manipulation category. Disadvantage: Followers gain <i>combat paralysis</i> as a negative quality. This quality can be overcome by succeeding in a Charisma + Willpower (3) test at the beginning of combat. A follower also suffers a -3 die penalty when resisting Manipulation spells. Metamagic: Metamagic techniques involving Health spells grant a +2 bonus to resisting drain, while techniques that involve Manipulation spells impose a +2 drain penalty.
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Path of the Bard (Order of Brigid)

Mentor: Brigid Type of Order: Initiatory, Dedicated to Followers Strictures: Attendance (Sacred Dates), Belief, Exclusive Membership, Fraternity, Limited Membership (Elf), Material Link, Oath, Patron (Danaan Families) Resources: Luxury, with special access to artistic materials, musical instruments, and raw materials for creative works. Core Attributes: Agility / Charisma Core Skills: Art History, Con, Composition, Impersonation, Performance. In addition, the follower may choose 4 social skills, 4 knowledge skills, and 4 language skills. A magician or mystic adept following the Path of the Bard adds the following core skills: Banishing, Binding, Counterspelling, Ritual Spellcasting, Spellcasting, and Summoning. Special: Followers cannot accept a geas restricting the use of Manipulation spells.	Bonus: All followers of the Path of the Bard gain a +2 die bonus to either Artisan or Alchemy skill tests. Followers also gain bonus dice if resisting Manipulation spells equal to the magician's bonus to casting Manipulation spells (below). This bonus includes conditional modifiers, such as location, time, and season. Adept: An adept gains one level in <i>Improved Ability</i>, and must choose a non-combat skill for this adept power. In addition, the adept gains 2 power points. If the adept leaves this Path to join another Path, these power points are not lost. Magician: A magician follower gains +2 dice for spells, preparations, and spell-rituals in the Manipulation category, and an additional +1 die bonus in summer, within 72 hours of Lughnasad (August 1st), when in Munster, or when within 10 feet and in line of sight of a fire of at least campfire size, plus an additional +1 for every 2 grades of Initiation. She suffers a -2 die penalty for spells, preparations, and spell-rituals in the Health category. Disadvantage: If someone sincerely asks for aid, the follower cannot refuse without first succeeding in a Simple Charisma + Willpower (3) test. Metamagic: Metamagic techniques involving Manipulation spells grant a +2 bonus to resisting drain, while techniques that involve Health spells impose a +2 drain penalty.
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Path of the Druid

Mentor: Ogma Type of Order: Initiatory, Dedicated to Followers Strictures: Attendance (Sacred Dates), Belief, Exclusive Membership, Exclusive Ritual, Fraternity, Obedience, Limited Membership (Elf), Material Link, Oath, Patron (Danaan Families) Resources: Middle to Luxury - most are ascetic, though the order can get any resources required by members. Core Attributes: Body / Willpower Core Skills: Negotiation. The follower cannot specialize in this skill. In addition, she must choose 12 knowledge skills and 4 physical skills. A magician or mystic adept following the Path of the Druid adds the following core skills: Alchemy, Artificing, Banishing, Binding, Dispelling, and Summoning. Special: Followers cannot accept a geas restricting the use of Illusion spells. In addition, if a follower casts an invisibility spell on herself or a fellow follower within a rural region, an additional two hits are required to penetrate the spell.	Bonus: All followers of the Path of the Druid gain a +2 die bonus to Negotiation skill tests. Followers also gain bonus dice if resisting Illusion spells equal to the magician's bonus to casting Illusion spells (below). This bonus includes conditional modifiers, such as location, time, and season. Adept: An adept gains <i>Traceless Walk</i>. Magician: A magician follower gains +2 dice for spells, preparations, and spell-rituals in the Illusion category, and an additional +1 die bonus in autumn, within 72 hours of Samhain (November 2nd), when in Connaught, or when on or in water, plus an additional +1 for every 2 grades of Initiation. She suffers a -2 die penalty for spells, preparations, and spell-rituals in the Combat category. Disadvantage: Followers are not known for being forthcoming. To reveal information the follower knows to another, or to disclose a secret requires her to succeed in a Simple Charisma + Willpower (3) test. This test is required even if the information is crucial. Metamagic: Metamagic techniques involving Illusion spells grant a +2 bonus to resisting drain, while techniques that involve Combat spells impose a +2 drain penalty. Druids are masters of the <i>masking</i> metamagic, and opponents who attempt to penetrate a follower's mask require an additional two hits to succeed.
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Path of the Righ / The Path of Lords (Order of the Sun, Moon, and Stars)

Mentor: Dagda and Morrigan Type of Order: Initiatory, Dedicated to Followers Strictures: Attendance (Sacred Date), Belief, Exclusive Membership, Exclusive Ritual, Fraternity, Obedience, Secrecy, Limited Membership (Reincarnated Elf Only), Material Link, Oath, Patron (Danaan Families) Resources: Luxury - if a follower needs it, they can have it. Core Attributes: All Attributes and Edge. In addition, followers of this path can increase Charisma to 11 rather than 9, but still begin with a Charisma of 3. Core Skills: Blades, Clubs, Etiquette, History, Leadership, Magical Theory, Negotiation, Unarmed Combat. The follower must also choose 2 combat skills, 2 physical skills, and 2 knowledge skills as core skills. A magician or mystic adept following the Path of the Righ adds the following core skills: Alchemy, Artificing, Banishing, Binding, Counterspelling, Disenchanting, Ritual Spellcasting, Spellcasting, and Summoning Special: Followers cannot accept a geas restricting any form of spellcasting. In addition, when a follower first initiates within this order, she gains a point of Magic for free. When a follower performs ritual magic, she gains a +2 die bonus on casting and resisting drain.	Bonus: All followers of the Path of Righ gain a +2 die bonus to Leadership skill tests. Followers also gain bonus dice if resisting spells equal to the magician's bonus to casting spells (below). This bonus includes conditional modifiers, such as location. Adept: An adept gains <i>Improved Potential (Physical, Mental, and Social)</i>. Magician: A magician follower gains +4 dice for spells, preparations, and spell-rituals, and an additional +1 die when in Meath, plus an additional +1 for every 2 grades of Initiation. Disadvantage: If a follower is insulted in any way, she must succeed in a Simple Charisma + Willpower (3) test or aggressively confront or retaliate against the source of the slight, and suffers a -1 die penalty when attempting to resist Con attempts when flattered. Metamagic: Metamagic techniques involving spells grant a +2 bonus to resisting drain. If the follower uses dispelling metamagic, she gains an additional +2 dice.
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