



ROLEMASTER
THE STANDARD SYSTEM

Companion

CHANNELING COMPANION™



Rules options for expanding the realm of
Channeling in your game.

PART I

CONCEPTS AND PREMISES

PART I CONTENTS

1.0 Introduction.	6
2.0 Sources Of Mortal Power.	8
2.1 Divine Power	8
2.2 Demonic Power	8
2.3 Natural Sources	8
2.4 Spheres of Influence	8
2.5 Worshipers	8
3.0 Sources Of Immortal Power.	9
3.1 Spheres Of Influence	9
3.2 Worshipers	9
3.3 Examples	9
4.0 Religion.	10
4.1 Followers And Minions	10
4.2 Worshipers	10
4.3 Chancellors and Priests	10
4.4 Champions and Saints	11
4.5 Creations and Servitors	11
4.6 Avatars	11
4.7 Religious Orders	11
4.8 Religion and the Character	12

Grog, holding a large club-like bone, looked to the sky in awe. A mysterious object had begun to block out the sun's light, covering it and all the land in a growing darkness. The unplanned attack they had decided to make on the neighboring clan was receiving help from an unexpected and obviously very powerful being. A crooked smile spread across his dirty face as he grunted to the others that they would wait until the darkness was at it's deepest, then they would attack in the confusion of the other clan. Tonight they would celebrate around the campfire the coming of their newfound benefactor.



CHANNELING
COMPANION

Part I

Section 1.0

Introduction

INTRODUCTION

As its name implies, Channeling is a process of receiving power from other beings into one's self, then channeling that power to "cast spells." Channeling magic is spiritual and religious in nature. A user of the Channeling realm does not get his power points and spells in the same way as an Essence user. An Essence user pulls energy directly from the Essence around him and molds it into spells. A Channeler is, in effect, petitioning his deity for the power to cast Channeling spells and for the spells themselves. This does not often require active cooperation of the deity, especially when the Channeling user is using relatively weak or subtle spells. More powerful and significant spells (death spells, or the revival of the dead) may require the active cooperation of the deity.

The Channeler derives his power from another being, and is in its debt. If not for his deity, the Channeler would have no power himself. This is how a Channeling spell user should view his power and ability.

The *Channeling Companion's* main focus will be on Channeling characters. The purpose of the book is twofold. The first purpose is to provide additional flavor and uniqueness to Channeling spell users by allowing Gamemasters to tailor the professions of a given deity's religion to reflect the nature of the deity itself.

The second purpose is to provide a series of rules that relate to Channeling magic that make the realm unique. For example, Channeling is the only realm that requires the caster to behave in a very specific way, according to the dictates of another being. Sections covering divine status have been included to make sure that the character is acting in line with the wishes of the being that provides the Channeler with his power. Channelers are watched by their respective deities, sometimes watched very closely, and will fall under rules that will measure their conduct. If they behave and serve their deity well, it will become worthwhile for reasons other than just role playing their character correctly.

Divine intervention is the next major subject that will be covered. Within, you will find some rules to use as guidelines for when a character or party gets themselves into such a deep hole that no mortal help is going to get them out. You will also discover how a character's situation, actions, attitude, and intent will affect that plea for help.

There are four new professions included. There are two hybrid spell users (one for each other realm) and one semi-spell user. Rules for creating Priests of different religions are also introduced. To support the concept that all Priests should not look alike, a large set of Priest base lists has been included. They are usable by Channeling characters to make their Priest unique to the deity they serve.

Also included, are 12 new training packages, a discussion of Fate Points, a treatise on the spirit world, and new talents and flaws especially for Channeling characters.

Also, two new Holy Critical Strike Tables are included. They will have many uses within the realm of Channeling magic, including corruption, holy spells, and criticals against specific enemies.

One last word of warning before you jump in. The *Channeling Companion* is written with the "good" Channeling character in mind. There are a few examples of evil (Necromancers, Witches, etc.), but the evil or neutral view of topics presented herein are not always discussed specifically. You may have need to use this material for an 'evil' religion, and for the evil Channelers in it. In addition, in most worlds there are not only good and evil, but many shades of gray that will need to be addressed as well. Just change what you read to reflect any outlook, whether neutral, evil, or other. Holy could be read as unholy. Creatures "of darkness" would become creatures "of light," etc.



CHANNELING
COMPANION

THE ORIGINS OF CHANNELING MAGIC

Where the deities came from no one really knows. The stories of how they came to be are widely varied. They may have been born in the fiery furnace of creation. Perhaps they were mortals that gained great magical knowledge and achieved their position on their own. Some of them may be embodiments of the forces of nature. Maybe they were created by the first worshipers of the world by the unknowing mental power and worship of people's beliefs. They could simply be extraordinarily intelligent beings for their time or maybe they are of a different world. Depending on what world, religion, or even person you ask there will be a different explanation. It seems that the deities have always existed. It seems that they were there before the races covered the world and will probably always be here.

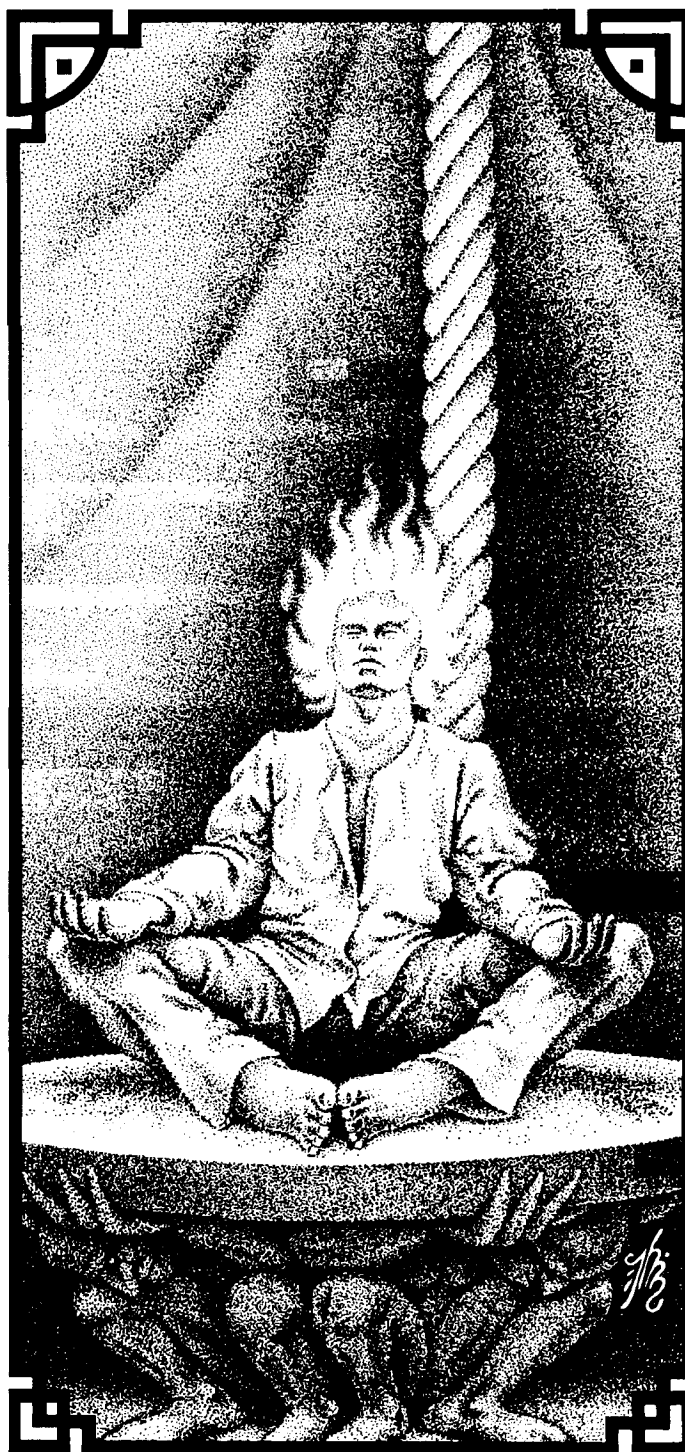
Deities in many worlds are often grouped into pantheons (groups of deities with similar beliefs and purposes) or sometimes they all have independent goals. It is the GM's job to decide how many and what deities there are in the world, and what their roles are. When a GM has a diverse and interesting group of deities present and working in his world, it adds a great flavor to the campaign.

The most common definition of Channeling magic follows: At some point in the history of the world, a relationship arose between mortals and deities. This relationship is called worship. It is the main means by which deities gain their power. The Channeler, as he worships, actually gives part of his Essence to the deity through daily prayer, sacrifice, and other forms of worship. The more worshipers that a deity has, the more powerful he is.

The deities can be thought of as incredibly powerful beings, independently powerful and needing no external source for their spells and abilities. A deity has the natural ability to gather this collective Essence from his worshipers and direct that power outward to affect the physical world. He is also able to channel this power out to his followers in the form of spells. In rare instances, he will use his power to directly intervene in the affairs of one of his worshipers.

This relationship grew down through the years and eventually developed into the realm of Channeling. Today, there are highly structured churches where anyone can go, and become a follower of a deity. The followers are offered protection, instruction, and social cohesion with other followers of the faith. If properly invested, a follower can become a Channeling spell user, entering into the above relationship with a deity.

The relationship between worshiper and deity has grown as the years have gone by. The Channeler must adhere to the principles and practices of the deity. They also must spread the word of the deity's power, gain new worshipers, watch over and protect the current ones, and perform special missions as the deity directs. The deity is expected to give a portion of his power to his invested followers and guide the church through its leaders. It becomes a cyclical process, more followers provide more power for the deity, which in turn grants more power to his followers, etc.



CHANNELING
COMPANION

Part I

Sections

2.0, 2.2, 2.3,
2.4, 2.5Source of
Mortal Power

Divine Power

Demonic
PowerNatural
SourcesSpheres of
Influence

Worshippers

SOURCES OF MORTAL POWER

Phadan Mac Lir stood in the center of his grove, drawing power from the plants and animals of the forest. As he pulled the power into himself and channeled it into a viable force the Druid's enemy entered the clearing. Black clouds began to roil above and thunder rolled across the skies as the dark drake came fully into view. Suddenly Phadan threw his hands forward, fingers outstretched towards the drake and a trio of lightning bolts burst from the clouds and struck the creature in unison...

The source of Channeling power for characters is always some form of higher power. In most cases, this is a deity, but other sources can be used by a character to gain his power. There are three main sources of Channeling power: Divine Power, Demonic Power, and Natural Sources. Other sources of power will be discussed as well. Without one of these sources of power, a Channeler is without any way to cast spells.

2.1

DIVINE POWER

Most of the time, characters will be receiving their power from a deity of a particular Sphere of Influence (see Section 2.4). This is what is called divine power. The character is one of the worshipers of a particular deity who channels them power and the ability to cast their spells. Many of these spells will reflect the nature of the deity, while others will be generic spells that are often sent to worshipers of any deity. Most Channeling characters described in the *RMSS* will draw power this way from a divine being.

2.2

DEMONIC POWER

Deals are often struck with Demons or other supernatural forces to gain or obtain power. This can range anywhere from promising monetary or sacrificial offerings to serving the entity and doing its bidding. The problem with this source of power is that the Demon may grow to see this person as expendable, and might fail them or betray them when it is convenient to do so. There are also Demons who hold and maintain a large group of worshipers in the same manner as a deity.

This kind of power can range to other sorts of supernatural beings besides Demons; it could include elemental servants or any other powerful being from another plane. Rarely will a player character draw power from a Demonic source (but perhaps a Sorcerer or a Summoner might). Most of the time, those that utilize Demonic power are evil.

2.3

NATURAL SOURCES

This is the area of the Animist, Druid, and shaman-type characters. This area is very dependent on the world view of the Gamemaster. Depending on how he sees it, the Channeler may draw power from, and worship, a nature deity or spirit in the same way as a divine power. The GM may also rule that the Channeler may actually be drawing power from the environment itself (plant life, animal life, spirits, etc.). In this case, the Channeler is said to be drawing power from a Sphere of Influence, in a similar way that a deity does (see Section 3.1).

Treat this type of Channeler as any other for the purposes of casting spells, but there is one drawback. There is obviously no real being to intervene and help the Channeler if he should ever ask for help. This type of Channeler may have a bit more flexibility with his behavior, but suffers a severe penalty when calling for Divine Intervention.

2.4

SPHERES OF INFLUENCE

There are a few last ways in which a Channeler can gain power. The first is if a Channeler worships a general idea or theme such as "good" or "love." The Channeler is said to be drawing power directly from a Sphere of Influence, in a similar way as that of a deity. Treat this type of Channeler as any other for the purposes of casting spells. However, not only is there no real being to intervene and help the Channeler, but if the idea that he worships ever disappears from his world, or grows weak, his power will vanish with it. For example, if a world is becoming increasingly cold hearted, and love begins to disappear, then a Channeler that worships the Sphere of Influence of love will suffer from a lack of power.

2.5

WORSHIPERS

The last Channeling source of power for mortals is the same source that would allow someone to gain power and grow to become a deity themselves. If the Gamemaster subscribes to the theory that deities were mortals that have ascended to their position, a being's power could be in the growing and learning phase, somewhere between mortal and deity. Such a being could have a mass of worshipers supporting him, slowly learning to use that power to his advantage while still a mortal. This source should never be utilized by any characters, but could be in use by a very powerful creature, being, or person.



SOURCES OF IMMORTAL POWER

Ares, the God of War, viewed the battle that raged below, in exhilaration. Such an immense conflict could only bring him more power. Nevermind who won, that was irrelevant although worthy of some attention. After all, great warriors would make great followers. The Crusaders each would swallow up dozens of the undead army's troops over course of the battle. But in the end, sheer numbers could win the day. It would be interesting to see which would prove the greater advantage...

The sources of power for deities are Spheres of Influence and worshipers. Spheres of Influence are an idea that a deity represents from which he receives power. Worshipers are external beings whose collective Essence is given to a deity through worship.

3.1

SPHERES OF INFLUENCE

Whether a deity, a Demon, or something else, a higher power will usually have a Sphere of Influence. A Sphere of Influence is, in its simplest form, a theme, idea, or subject. Some good examples would be Magic, Nature, Fortune, Travel, Life, Death, Fire, Luck, Fear, War, Wind, Love, Peace, or a host of other themes. Deities can gain power from these Spheres of Influence. The act of war could create and "channel" power to the deity of War just as all the wilderness (and its inhabitants) covering much of the world could provide the deity of Nature with a large power base.

This can create countless deities and pantheons in a world without the prerequisite of having followers or worshipers. The drawback is that deities without worshipers would tend to be weaker or less powerful, as they would not have the ability to bring about direct change into a world without doing it themselves. A deity of Nature, if he had no followers, would have to rely on the devices of his plants, animals, and other natural elements.

A Sphere of Influence will not always reflect the nature of the deity. A deity of Death may not necessarily be evil; all souls must find their ultimate resting place in death, and that deity might only be there to help in that journey. Likewise, a deity of Fortune may not necessarily be good or evil; that deity may seek to keep everyone from getting everything they want, and therefore only doles out bits and scraps of good fortune here and there with potentially just as much, if not more, misfortune along the way.

3.2

WORSHIPERS

Worshipers are a much more powerful and direct way of receiving power. Most deities have a large following of humanoid worshipers who, when added together in large numbers, give the deity an enormous amount of power.

What a deity's worshipers receive in return for worship (in addition to spells) can vary greatly from deity to deity. For example, a deity of Sustenance may ensure that farms and fields are kept well watered and keep insects from eating the crops. A deity of Life may allow his worshipers to live just a bit longer. The benefit of having direct worshipers, as opposed to only a Sphere of Influence, is that worshipers can bring about immediate change in the world, by starting wars, retrieving lost objects, and even converting more followers so the deity may gain a larger power base.

The one drawback to receiving power from worshipers is that they are targets for a plague or a rival religion's crusade against them. They can also be converted to another faith.

3.3

EXAMPLES

Amalia, the deity of Life gains her power from both her Sphere of Influence and her followers. Her Sphere of Influence (Life) gives her power as her worshipers give of their lives to further her goals and save the lives of others. Amalia's followers give her power not only in the form of worship and prayer, but also in the form of sacrifices and actions that protect life. Sacrifices take form in time, money, or great deeds. All this power is channeled to Amalia, who gives most of it back to her worshipers in the form of spells to heal, combat Undead, and perform lifegiving rituals. These followers then use that power to further protect life, thereby serving their deity and securing their own source of power.

Maetaran, the deity of Luck, Fate, and Fortune, gains his power as the fate of the world is played out. His is a large sphere, and as such it gives him immense power to rule over the fate of others. His followers worship and serve him, and provide him with further power. Maetaran gives this power back to his followers and also uses this power to control the destiny of certain people that he sees as instrumental to the fate of the world, whether they are good or evil, and whether they worship him or not.

Brakkas, the deity of Combat, gains great power from the wars of the world. His Sphere of Influence gives him power whenever there is war. His followers give him power as they bravely charge into combat, the highest form of worship to Brakkas. He gives this power back to his followers in the form of spells and guidance during battles. His followers use this power to battle the enemies of their deity.

Part I

Sections
3.0, 3.1,
3.2, 3.3

Sources of
Immortal
Power

Spheres of
Influence

Worshipers

Examples



CHANNELING
COMPANION

Part I

Sections

4.0, 4.1,
4.2, 4.3

Religion

Followers and
Minions

Worshippers

Chancellors
and Priests

RELIGION

Zemindar entered the temple after praying at the columned entrance. He held his head low as he crossed the threshold. He then paid his respects at the altar of his deity, Londarin, silently mouthing prayers of forgiveness and supplication. He made his way to the High Priest, an older man with a lifetime of experience and wisdom. Zemindar recounted his adventures of the past month, pointing out where he could have done better. The High Priest nodded, and gave council to the young priest. Then they both made their way to the High Priest's chambers. The crusade against the invaders of the north was going badly, and Zemindar would be needed there...

Every character has a religion, even if that religion is believing in nothing and no one. The broadest definition of a religion is how each person deals with issues of morality, the possible existence of divine beings, and phenomena that cannot be normally explained. Your religion is the collection of your beliefs.

Most deities will have a formal religion set up to support their worshippers. A formal religion is one which has set rituals in their meeting and collectively worship a deity. Each of these religions will probably look different from each other. The following section will explain a few terms usually associated with religions (and how these terms will be used in this book), and then provide a set of guidelines for creating a religion. A complete example of a religion will also be provided. Finally, the effects of a religion on a character will be explored.

CHANNELING
COMPANION

4.1

FOLLOWERS
AND MINIONS

Followers is a broad term for all the people who believe in a particular deity. This term covers everything from those in church for the first time to the deity's most powerful champions and servitors. Followers do not necessarily have to attend services or go to meetings regularly, but they do look to the deity for inspiration, help, and protection, even if infrequently. Any intelligent being can be a potential follower, and he does not have to be a Channeling spell user or have Channeling as his realm. Non spell users and spell users of another realm may be followers. Followers also do not have to be particularly dedicated or have a great amount of faith.

As most followers do not formally worship, they gain no external benefits from being just a follower. The deity may gain a bit of power from their worship, but they have not yet entered the formal relationship of worship, and so most followers gain nothing from the deity.

Minions are the servile followers of an evil cult, religion, or other movement. A minion is also not necessarily a Channeling spell user. An evil deity may, along with his priests, have a mass of brainwashed minions that will obey his every command, sometimes against their natural instincts. Minions also include any creatures that a religion has summoned or called to serve it. Any creature that is a servant to the cause of evil could be considered a minion, but the term is usually reserved for the low level followers.

4.2

WORSHIPERS

Worshippers are invested followers. They almost always have Channeling as at least one of their realms (though there are rare exceptions). This group normally includes Channeling spell users, Arms users with Channeling as their realm, and Arcane spell users. Worshippers actively participate in services regularly to venerate their deity. Worshippers must work for and obey their deity to keep their power. If they do not follow the tenants of their religion, they will lose any spell casting abilities that rely on their Channeling source of power.

4.3

CHANCELLORS
AND PRIESTS

Chancellors comprise the administration of a religious organization. A chancellor is often one of the leaders or figureheads of a religion, and he has usually dedicated his life to service within the church. A chancellor is usually a mid- to high-level Channeling spell user. The abilities of a chancellor can vary greatly depending on his status before being appointed, but he will always have a very deep understanding of the organization's beliefs and practices.

Priests are the elite of a religion's worshippers. They are the adventurers, protectors, and miracle workers in direct service to their respective deity. They are given powers of a nature that directly correspond to the powers of the deity and his Sphere of Influence. Adventuring player characters will often be priests to their deities.

4.4 CHAMPIONS AND SAINTS

Champions are those figures of a religion that have done something extraordinary for their deity, and are well-known for it. Champions can be anyone from Paladins to Healers to Fighters, and do not necessarily have to be Channeling spell users. They are usually very well known within a faith, and often by many people outside the religion. A champion is famous and respected usually for something he has done: enemies he has defeated, a grand quest he has accomplished, etc.

On the other hand, a saint is famous for things that he has written. Saints are scholars and philosophers within a religion that have heavily influenced the beliefs of the worshippers. While sometimes revealing new teachings, saints often only shed new light on existing religious texts. Saints are often only given recognition posthumously, when the genius of their work is explored by other worshippers.

Champions and saints can be people who have represented an idea or theme in such a manner that they have become a symbol of that ideal or theme. They may be symbols of values and beliefs that people look to for help, receive inspiration from, or even fear, thereby giving their deity support through his Sphere of Influence. In addition to the above reasons, the titles of champion and saint are sometimes conferred on any person who has performed some great miracle for the faith.

4.5 CREATIONS AND SERVITORS

These two types of creatures represent the "otherworldly" side of a religion, and hence, they are rarely seen. Creations are beings that have been directly created by the deity. An example of a creation might be a Unicorn. Unicorns may have been created by the deity of the forest to protect its inhabitants. A creation can be almost anything, as most deities have great power. They can be anything from a ghost to a unicorn to an artificial construct such as a statue.

Servitors are the powerful, extra-planar servants of a deity. Servitors manifest themselves as Angels, Demons, Spirits, or other types of beings. A servitor is usually immortal, and might even be a minor deity in his own right. In some cases, a servitor may once have been a mortal who was promoted to or awarded with the honor of becoming a servant of his deity. While any powerful deity is still infinitely more powerful than a servitor, the latter is extremely powerful when compared to mortals.

A servitor's powers and abilities will vary greatly depending on their purpose, and the corresponding deity's needs and wants. Some of them will be sent to directly affect the mortal world, while others are prevented from interfering directly in the affairs of mortals. The Angels mentioned in the short story at the beginning of this book are also examples of servitors. See Creatures and Monsters for examples of creatures that would make suitable servitors.

4.6 AVATARS

An avatar is perhaps the most powerful entity next to the deity itself. An avatar is one of two things. It is either a physical representation of a deity itself, or it is a mortal who has been temporarily invested with the power of a deity. For a deity to assume or create an avatar, there must be some extraordinary reason such as a major war, a possible loss of thousands of followers, or other such catastrophic event. The appearance of an avatar is one of the most important events that can happen to a religion. Such an event would surely be the origins of a holy day or yearly celebration such as a feast or other festival.

The avatar of a deity will have many of the powers and abilities that the deity possesses, as it has a direct channel to its deity. However, an avatar is not a deity. Though the manifestation is mortal, and capable of taking physical damage and dying, it will be vastly more powerful than even the strongest creation or servitor.

It may be possible to destroy the avatar's body, but there is never any real threat to the deity's true life force. Such an occurrence may lead the offending party to believe they have defeated a deity when in reality, all they have done is incited its wrath.

4.7 RELIGIOUS ORDERS

Most deities will have a formal religious order that serves many purposes. Religious orders provide Channelers with rules and regulations. A Gamemaster should design each of the religions of his world, keeping the Sphere of Influence of each deity in mind. The Sphere of Influence and the personality of a deity will influence what constitutes worshiping the deity, what types of spells it will give to its followers, and what the religion will be like in general.

A few areas that will need to be covered by a Gamemaster creating a religion are the following: How much of a worshiper's wealth is required to be donated to the religion? What is forbidden to the members of the religion? What is the method for punishing those who stray from the faith? How is the religion governed? What special ceremonies, holidays, and clothing does the religion have? What do they use for holy symbols? Is there any special clothing that members wear? What is the relationship between the religion and the state or country where the religion exists? How do outsiders view the religion and its followers? How does the religion view outsiders and other religions? Are there official canonized works of the church? Who are the church's main enemies? What is the history of the religion?

Part I
Sections
4.3, 4.4, 4.5,
4.6, 4.7
Chancellors
and Priests
Champions
and Saints
Creations and
Servitors
Avatars
Religious
Orders



Part I

Sections
4.7, 4.8

Religious
Orders

Religion and
the Character

EXAMPLE

Azayan is the deity of Justice. His sphere of influence includes punishment and obeying the law. The religion follows a generally good philosophy, but can be vigilante at times. By nature, the religion has a close relationship with the local governments, with many of its priests serving both within the church and the government. The only problems with the law arise when a guilty man is set free and the church of Azayan ensures that the criminal does not make it out of town alive.

The religion is very strict. Members are required to pay a tithe (10% of their wealth) to the church, which uses this money to build churches and temples, help the state build prisons, and even to track down murderers and thieves. Those who stray from the faith are given a fair church trial, but will be cast out if the church deems it necessary.

Members of the church wear amulets with the symbol of balance on them, symbolizing fairness and justice for all. The church celebrates on the day the religion was founded, and the days that famous criminals were caught or killed. Outsiders (that obey the law) generally view the religion and its members as a welcome sight.



4.8 RELIGION AND THE CHARACTER

The religion of a character will not only cover how the character will act, it will also give distinction to that character's spells and special abilities. The character's religion will often have an effect on many aspects of a character:

SUMMONING SPELLS

In addition to getting their very power from another being, sometimes that help will actually come in the form of another being. Many Channeling spell users cast explicit summoning spells to bring creatures to help the caster. Other times, a deity will answer a call for help by sending a creature to help the Channeler.

In all cases, the type of creature that arrives will be related to the character's religion. In the case of good characters, they could be Angels, Fairies, or other creatures of good. Characters of evil might summon Demons, Undead, or any of many evil types of creatures. Other characters might summon Genii, animals, or Elementals. Priests of wind might summon flying creatures, etc. The GM should generate well ahead of time the various types of creatures that the character might receive help from.

CRITICALS

A character's religion will also affect the type of criticals he does with his spells. Many spells that now read "gives a holy critical," or "gives a fire critical" could be changed to deliver a type of critical of a type more appropriate to the character's religion. For instance, a Priest of Fire might have the Holy Wrath spell list, yet use Heat criticals with it. A Paladin to a Fire deity might deliver a Heat critical instead of a Holy Critical with his Holy Aura spell, etc.

SKILLS

A character's religion might also affect how some of his skills are used. For example, the skill Power Perception might detect his religion's or an opposing religion's spells only, or detect whether an item or site is holy. Evil characters might use the Seduction skill differently than a good character. The Divination skill might be used for discerning the past, present, or the future, depending on which one your faith focuses the most on. These are only suggestions, GM's are encouraged to determine ways in which skills can be specialized to each character's religion.

SPELLS

A character's spells might also be cast differently, depending on their religion, or require different components. One religion may require a holy symbol to cast its spells, while another may require you to close your eyes and pray as each spell is cast. All religions venerate their deity in different ways, and the means and methods of how they cast their spells will vary.

DIVINE INTERVENTION

Your deity and religion will determine what, if any, help that your deity will send to you. It may be that you worship a deity that wants its followers to fend for themselves, and he will take care of them in the afterlife. You might also have a deity that demands more of you by way of sacrifice and rules, but will help you more often.

TALENTS AND FLAWS

Your religion might not determine all of your talents, but it might determine some special talents that others would not have. The character also may well have found a religion that matches his talents and joined it. GMs are encouraged to tailor the talents and flaws to the character's religion.



CHANNELING
COMPANION

PART II - THE RULES

PART II CONTENTS

5.0 Using this Companion	14	10.0 Training Packages	30	13.0 Talents and Flaws	50
5.1 The RMSR	14	10.1 Chancellor (V)	31	13.1 New Talents	50
5.2 Spell Law	14	10.2 Cultist (L)	32	13.2 New Flaws	51
5.3 Arcane Companion	14	10.3 Inquisitor (V)	33	14.0 Restricting Channeling	52
5.4 Talent Law	14	10.4 Medic (V)	34	14.1 Inside the Realm	52
5.5 Other RMSS Books	14	10.5 Medium (L)	35	14.2 Outside the Realm	52
6.0 Divine Status	15	10.6 Minister (V)	36	14.3 No Deity	52
6.1 Status Levels	15	10.7 Missionary (L)	37	15.0 Miscellaneous Topics	53
6.2 Grace	15	10.8 Pilgrim (L)	38	15.1 Channeling Rituals	53
6.3 Corruption	15	10.9 Protector (L)	39	15.2 Enemies, Darkness, and Evil ..	54
6.4 Temptation	18	10.10 Templar (L)	40	15.3 Holy Items	55
6.5 Redemption	18	10.11 Theurgist (L)	41	15.4 Holy Sites	57
7.0 Divine Intervention	19	10.12 Witch (L)	42	16.0 Specialty Priests	58
7.1 The Prayer	19	11.0 Fate Points	43	16.1 Selecting the Template	58
7.2 Divine Status	19	11.1 The Story and the Luck	43	16.2 Selecting Base Lists	58
7.3 Sacrifices	20	11.2 Why Use Fate Points?	43	16.3 Profession Bonuses	59
7.4 Covenants	20	11.3 The Source of Fate Points ...	43	16.4 Skill Classification	59
7.5 The Maneuver	20	11.4 Acquiring Fate Points	44	16.5 Special Abilities	59
7.6 Answered Prayers	21	11.5 Uses of Fate Points	44	16.6 Training Packages	59
7.7 Obligations	21	11.6 Fate Point Optional Rules ...	45	16.7 Specialty Priest Templates ...	59
8.0 The Professions	22	11.7 Usefulness of Fate Points ...	45	16.8 Priest Examples	61
8.1 Summoner	23	12.0 The Spirit World	46		
8.2 Warlock	24	12.1 Spirit World Description	46		
8.3 Mythic	25	12.2 Taint	46		
9.0 Priests	26	12.3 Spirit Descriptions	46		
9.1 The Template	26	12.4 Spirit Combat	48		
9.2 Sphere of Influence	26	12.5 Totem Familiars	49		
9.3 Spell Lists	26				
9.4 Training Packages	26				



Part II

Sections

5.0, 5.1, 5.2,
5.3, 5.4, 5.5Using this
Companion

The RMSR

Spell Law

Arcane
Companion

Talent Law

Other RMSS
Books

USING THIS COMPANION

The rules in this book are each individually optional. They can each be used by the Gamemaster as he needs them, and as he feels they will add to his game. The following is how to use this companion with other products in the *RMSS* system.

5.1

THE RMSR

The following is a summary of the changes the *RMSR* that are necessary when using this book.

PROFESSIONS

Four new professions are presented in this book. Two hybrid spell users (the Summoner and the Warlock) and one semi spell user (the Mythic), and a pure spell user (the Priest).

THE REALM OF CHANNELING

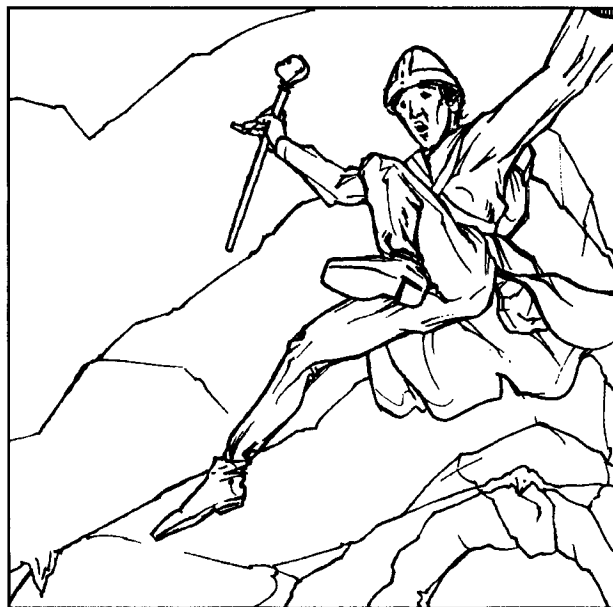
The Priest is actually a variant of the Cleric. He is a specialized form of a leader, custom-made to fit a particular religion. See Section 9.0 for more on building custom Priests.

THE REALMS
OF CHANNELING AND ESSENCE

Summoner—The Summoner is a hybrid spell user who specializes in summoning creatures from the surrounding areas and from other planes. His spells help him master the art of summoning as well as enhance the creatures he has summoned. He may also contact and summon his friends if the need arises.

THE REALMS
OF CHANNELING AND MENTALISM

Warlock—The Warlock is a hybrid spell user who specializes in mental and physical terror. Their variety of spells can destroy a person's faith, toy with their fate, cause them to flee in terror, or curse them. They can also manipulate their bodies into various forms.

CHANNELING
COMPANION

THE REALMS

OF CHANNELING AND ARMS

Mythic—The Mythic is a religious agent. They perform missions for their churches and deities of which the church members are often unaware. Their spells deal with stealth, tracking and hunting specific targets, and other spells to accomplish their varied missions.

TRAINING PACKAGES

The *Channeling Companion* presents new training packages to reflect lifestyles and vocations within the realm of Channeling. Refer to section 10.0 for more information on these new training packages.

5.2

SPELL LAW

The *Channeling Companion* presents several new spell lists that are all to be considered Channeling base lists (for Priests). All of these spell lists are presented in Sections 16 and 17.

5.3

ARCANE COMPANION

Throughout this book, there have been efforts made to define and clarify the relationship between Arcane magic and Channeling magic. Where applicable, special rules have been included that deal with that relationship. None of the rules in the *Arcane Companion* have been changed.

5.4

TALENT LAW

Section 13.0 presents new talents and flaws for characters to use.

5.5

OTHER RMSS BOOKS

The *Channeling Companion* does not present any other special rules for any other book within the *RMSS*.

DIVINE STATUS

Dirnen left the temple, and went straight to the tavern. How dare they accuse him of taking matters into his own hands? Decisions made in the heat of battle cannot be judged by those who were not there. He had his reasons for killing who he did, and still the church questioned him. They even warned him that if he continued to act contrary to the church's will, there would be problems. Dirnen sat at the bar, and contrary to the tenants of his religion, ordered a tall glass of wine. That was when he entered. The Magician that had killed Dirnen's best friend a year ago. Dirnen rose from his seat and called forth the power of his deity to prepare for the battle. Nothing. No power came forth. Cursing his deity, Dirnen attacked his enemy. Alone.

All Channelers receive their power to cast spells from a either a deity or some other, external source. Unlike the natural or learned talents of Essence and Mentalism, Channeling magic is a given ability. Channelers are given their power from another being and are asked to do certain things to keep that power. There are many duties that deities will require of their followers, and these duties will differ from religion to religion. How well a follower is living up to the requirements of his religion is called Divine Status. The Gamemaster should let the player know well ahead of time what will be required of his Channeler to maintain good divine status.

DIVINE STATUS

Divine Status is a measure of how well a character is looked upon in the eyes of his deity. For a good deity, it might be a composite measure of how well the character treats other people, how well they live up to their responsibilities, and how well they pay homage to their deity. Of course, for a deity of chaos, it might be a measure of how much chaos and confusion that the character has caused. It is necessarily different for every distinct religion. Divine Status is more than just symbolic. It can affect how well the character casts the spells that he receives from his deity. It can also have a great effect on how well petitions for Divine Intervention are received.

Part II

Sections
6.0, 6.1,
6.2, 6.3

Divine Status

Status Levels

Grace

Corruption

6.1 STATUS LEVELS

Divine Status is measured on a scale. Characters will almost always start with a Divine Status level 5. There may be exceptional circumstances that warrant otherwise. Perhaps a player may want to play a character that has lost his faith and is trying to get it back. This character may start out with a lower status. The status levels are explained below.

6.2 GRACE

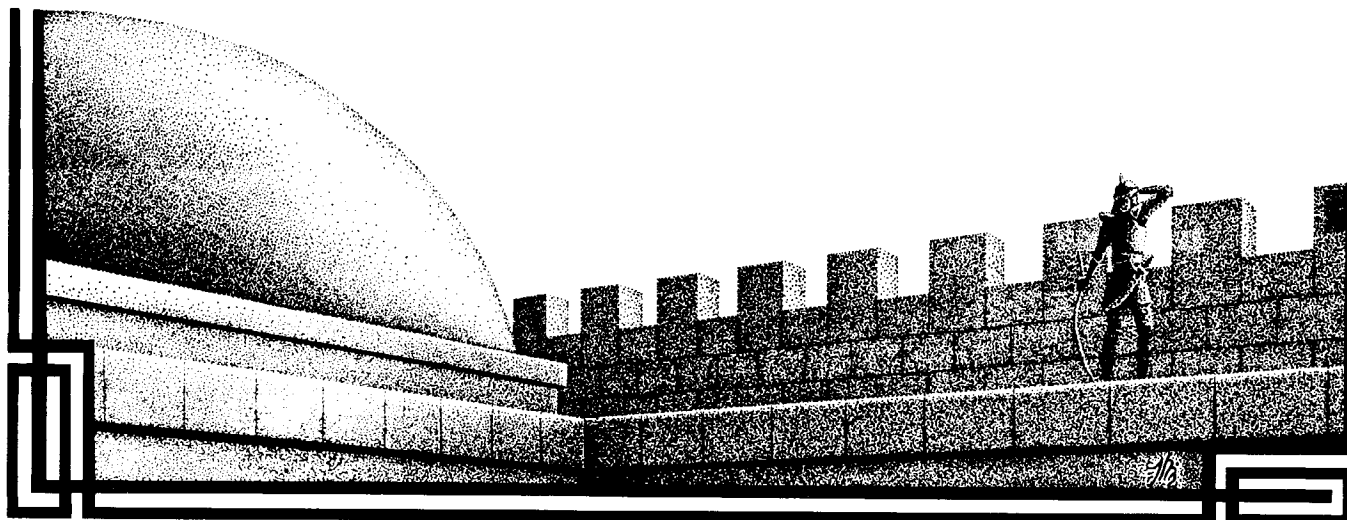
Grace points are a concrete method of keeping track of how loyal a character is to his deity's rules and laws. When a character does something that is important which is in line with his religion the GM should award him with grace points. The act must be important. It cannot be something that the character is supposed to do anyway, like to go church. There must be some significant choice involved in the matter, where the character chose to follow his deity.

Grace points are removed when a sin toward the religion is committed. If the character has no grace points, corruption points will be awarded instead. If the character only commits a small sin, then he should not incur a major penalty.

Grace points are not linked with experience points, they are linked with a character's good actions. Grace points can be given for small acts, like helping those people around the character. They are also given for acting appropriately in a given situation. The GM should give out many more grace points for any heroic or highly altruistic actions of the character.

6.3 CORRUPTION

Members of different religions are always trying to sway each other to their beliefs. In addition, "great evil forces" sometimes actively seek to corrupt spell users. The following rules on corruption points are different than those in Section A-9.3 of the *RMSR* dealing with a "great evil force" that corrupts Essence spell users. However, they do not prevent a Gamemaster from using both sets of rules together (using these rules for Channeling spell users, and the *RMSR*



DIVINE STATUS CHART

Level 10 [Translated]—Character has served his deity with all of his heart and soul. He has looked death and temptation in the eye and remained faithful through both. He has solidified his faith to the point that either his deity or one of his servitors visits the character personally, and tells him that his reward in the hereafter has been assured. The character's entire physical makeup is slightly altered. He is no longer classified as a mortal and will not age normally. A person with this status is a candidate to be taken up to serve his deity as a servitor.

Bonuses: Any character with this status receives a special bonus of +25 to all Spell Casting Static Maneuvers, gains +30 protection verses "evil" creatures, and receives a special bonus of +8 to his Intuition. He gains back PP at three times normal rate.

Grace point equivalent: 5,000 grace points.

Level 9 [Transfigured]—Character has fought the good fight, and has served his deity to the absolute best of his ability. No temptation or obstacle has swayed his faith in the slightest. The character has proven himself and his worth to his deity many times over, and has become a legend within his faith.

Bonuses: Any character with this status receives a special bonus of +15 to all Spell Casting Static Maneuvers, gains +20 protection verses "evil" creatures, and receives a special bonus of +5 to his Intuition. He gains back PP at two times normal rate.

Grace point equivalent: 1,000 grace points.

Level 8 [Worthy]—Character has proven his usefulness and dedication to his deity. He has risked his life for the faith many times, and has served the church well for many years. He is well-respected and even revered within his faith.

Bonuses: Any character with this status receives a special bonus of +10 to all Spell Casting Static Maneuvers, gains +15 protection verses "evil" creatures, and receives a special bonus of +3 to his Intuition. He gains back PP at one and a half times normal rate.

Grace point equivalent: 300 grace points.

Level 7 [Faithful]—Character has been through many challenges for his deity and performed many successful missions. He has remained faithful throughout. His deeds are well-known, and his faithfulness is not in question.

Bonuses: Any character with this status receives a special bonus of +5 to all Spell Casting Static Maneuvers, gains +10 protection verses "evil" creatures, and receives a special bonus of +2 to his Intuition. He gains back PP at one and a quarter times normal rate.

Grace point equivalent: 100 grace points.

Level 6 [Pure]—Character has shown that he has pure desires. He always tries to act on them even if he does not succeed. This character always tries to do what is right, and has been shown to firmly believe in the principles of his religion.

Bonuses: Any character with this status gains +5 protection verses "evil" creatures, and receives a special bonus of +1 to his Intuition.

Grace point equivalent: 30 grace points.

Level 5 [Normal]—Starting status, and the status of most of a deity's ordinary worshippers. When a character is first invested with Channeling power, he will start here.

Level 4 [Impure]—Character has had many impure thoughts and perhaps a few impure actions. He receives no real penalties. This status is a warning phase for things to come if the character continues down this path.

Corruption point equivalent: 5 corruption points.

Level 3 [Unfaithful]—Character has done something to incur the disfavor of his deity (broken a rule, committed sin, etc.). Steps will have to be taken to regain normal status.

Penalties: Any character with this status has a special penalty of -10 to all Spell Casting Static Maneuvers. He cannot cast any spells higher than 15th level. He gains back PP at three-quarters normal rate.

Corruption point equivalent: 10 corruption points.

Level 2 [Unworthy]—Character has strayed far from the path of his faith. He has repeated many acts of unfaithfulness to his religion. A major change of heart will have to take place along with some sincere repentance for the character to find his way back.

Penalties: Any character with this status has a special penalty of -20 to all Spell Casting Static Maneuvers. He cannot cast any spells higher than 10th level. He gains back PP at half normal rate.

Corruption point equivalent: 20 corruption points.

Level 1 [Banished]—The character has been banished from the presence of all churches and other holy ground of the religion. The only good point of status level of "1" is that some small fragment of status still remains, and there is a chance, however remote, that the character could regain good status.

Penalties: Any character with this status has a special penalty of -30 to all Spell Casting Static Maneuvers. This character will not be able to cast any Channeling spells at all unless they are being used to find his way back to the faith (e.g., he is on a mission for the church, he is fighting against the enemies of the church, etc.). He gains back PP at one-quarter normal rate.

Corruption point equivalent: 30 corruption points.

Level 0 [Damned]—This character has committed some form of an "unforgivable sin" toward his religion that has left him with no status with his deity, and no chance for redemption. This character receives no spells whatsoever and is shunned by the members of his former faith. Many other deities know of his faithlessness and shun him as well. Still, other deities need just such a person for their schemes...

Corruption point equivalent: 50 corruption points.

Special Notes

- 1) See Section 15.2 for more details on "evil" creatures.
- 2) "Protection" constitutes a bonus to DBs and RRs.
- 3) The penalties to the Spell Casting Static Maneuver are equal to the number of corruption points a character gains. If the GM wishes for a steadier decline in power, he can give the character a penalty toward spell casting for each corruption point the character has.



CHANNELING
COMPANION

for Essence spell users). The way corruption works with Channeling magic, and how corruption points are acquired, are different from the Essence corruption rules. The following section will explain.

First, the Gamemaster may feel that even if there is a "great evil force" that is corrupting magic in his world, that a Channeling character may still cast his spells normally. Channeling magic does not work the same way as Essence magic. A channel opens between the character and his deity, allowing him to cast the spell. No other power need be able to sense that a spell was just cast. The "great evil force" would not be able to interfere at all.

Second, corruption points should not only be given for spell failures, but also spell success as well. It does not really matter if the Channeling spell was cast successfully or not. The deity knows what the Channeler was attempting. What matters to the caster's deity is if the spell was cast for "pure" goals (i.e., directly working against or fighting evil, protecting the weak and helpless, healing the sick and injured, etc.). The GM should apply a number of corruption points to a Channeler based on how evil an act is, and perhaps also on how high level of a spell was used. The difference is that a "great evil force" does not know everything, but a deity may. It does not matter if a spell fails or succeeds, the corruption points still apply.

HYBRID SPELL USERS

These corruption point rules can combine to make life difficult for a Channeling hybrid spell user, such as a Sorcerer or a Summoner, in a world with a "great evil force" that corrupts the Essence. If the GM wishes, he could just combine the character's Channeling corruption points together with his Essence corruption points for purposes of the Divine Status table above, and for the rules in the *RMSR*. The character could then corrupt himself, by committing acts of evil against his religion, and at the same time be corrupted by way of spell failures, by the "great evil force" through the Essence. No one ever said that being a hybrid was easy.

The penalties for casting his spells and method for acquiring corruption points from his two realms are different. His purely Channeling lists would follow the rules in this section, his purely Essence lists would follow those in the *RMSS*. Casting spells from his hybrid base lists, however, would leave him susceptible to both types of corruption. In addition, all spell casting penalties from corruption apply to their base lists. The only good news is that hybrids may still use Open and Closed spells from their non-Channeling realm without any penalties, even if their Divine Status level drops.

ARCANE SPELL USERS

Arcane spell users are treated a bit differently than those with Channeling as a realm. Even though Arcane spell users utilize a Channeling source of power for their spells, they can still cast their spells without the aid of a deity. If a deity ever withdraws his support from a character of the Arcane realm, the following will happen.

First, apply only half of the spell casting penalties to the Arcane spells cast by the Arcane spell users if they lose Divine Status, as they try and pull the power from the Essence and their own mind. Second, the

Arcane spell user will gain double the number of all Channeling (and other) corruption points than a normal Channeling spell user would gain. Arcane magic is ancient, powerful, and addictive. Use all other rules found in the *Arcane Companion* Section 9.4 as written.

CORRUPTION POINTS

Corruption points represent a moving away from a character's faith and a separation from the Channeler's deity. When a Channeler gains corruption points, they begin to change, and to fall away from the teachings and beliefs of their faith. Good characters might grow evil and rebellious. For someone who is evil, they might start to lose the belief that their ways of evil are right. They could be drawn a step toward good or some other belief system. They might also begin to believe that the powers that they have been given are inadequate. For example, a Healer with corruption points will begin to feel that healing is worthless and that goals can be accomplished only through harming. A Summoner with corruption points would feel that he needs no additional help to solve his problems and he will try to do everything himself. Corruption often turns an individual into the opposite of what he currently is.

The end result is that Channelers with a lot of corruption points face two problems. First, their deity will take away their spell casting ability in direct proportion to their corruption points, as they are no longer worshiping the deity as well as they should. Second, such a Channeler becomes more like his enemies with each corruption point he gains.



Part II

Sections 6.3, 6.4, 6.5

Corruption

Temptation

Redemption

In the *RMSR*, 100 corruption points indicates that someone is a totally evil person. As shown above, 50 points gets you kicked out of your religion forever. A total of 100 Channeling corruption points would indicate that you have become corrupted to the opposite of what you once were.

GAINING AND LOSING DIVINE STATUS

Progress upward through the levels of Divine Status is different than progress down. Progress upward through the levels takes a much longer time. The character must work hard to show his deity that he is unwavering in his faith. The process of moving upward through the levels of Divine Status usually takes many years, and many experience levels. Divine Status levels of 9 and 10 should take most of (if not all of) a character's life to attain, as well as some great and heroic accomplishments.

Moving down the Divine Status levels is different. One grace point is not worth one corruption point, in the same way that one evil act is not worth four good acts. When dealing with sins, it is hard to quantify things into numbers, but the GM should determine a grace or corruption point penalty for each wrong act of a Channeling character. If the character commits any sin the GM feels should land the character in the Unfaithful level, or below, the character should just go straight there; losing any and all grace points in the process. It is entirely possible, that with one wrong act, the character can go to the Banished level.

6.4

TEMPTATION

GMs are encouraged to put Channeling characters in tempting situations that may lead them astray and result in a loss of grace points or a gaining of corruption points. Tempting situations are not always easy choices like saving someone's life versus running after someone who stole a bag of copper pieces from the character. Examples follow.

EXAMPLE

Validian has been told to donate one of his better items to his church. He might be tempted to give them his +5 robes. He might also choose to give them his +10 quarterstaff, but he really should give the church his +15 Amulet of Protection that has additional magical properties. Depending on what he gives the church, the following could happen:

Give the robes: +3 corruption points

Give the quarterstaff: +1 corruption point

Give the amulet: +5 grace points

EXAMPLE

Bonham is chasing an enemy he has been hunting for years. During the chase, he spots a man surrounded by three thieves down a side street. Bonham is unsure what the outcome of that battle would be. The man could be robbed, or perhaps killed if left unaided. Bonham takes a quick moment to decide.

Leave the man and chase his enemy: +6 corruption points

Watch to see that it is a fair fight,
then leave: +3 corruption points

Help the man: +8 grace points

EXAMPLE

Kaja the Druid and his enemy both learn at the same time of an item which would be helpful to either of them. He must leave immediately if he is to beat his enemy to the item. Soon after, Kaja learns of a possible forest fire in the area.

Go after the item and ignore the fire: +10 corruption points

Send others to help with the fire: +4 corruption points

Go to the fire: +4 grace points

These are only examples. Every situation should be different depending on the character and the circumstances that he is in at the time of the temptation. The GM will be the final arbiter of how many grace or corruption points will be awarded, and any new status levels awarded to the character.

6.5

REDEMPTION

After a character has strayed from his religion, it becomes very difficult to work his way back. The Channeler has an uphill battle to fight, as he must not only act in accordance with his religion, but must make up for his past transgressions at the same time.

Each religion will have different ways of dealing with transgressors. Some religions do not forgive at all, while many faiths will obviously hear the cries of forgiveness from an errant worshiper and let them know how to find their way back. However, if a character has reached the Damned level of Divine Status, he may not be redeemed at all.

Redemption and the removal of corruption points is accomplished by action. It is possible to remove some kinds of corruption points and outside influences with skills and spells. But any action that a character purposely and willfully committed must be redeemed by the atonement and repentance of the sinning character.

There are two things that a Channeler must do to regain his faith. The first is to perform whatever service his church requires of him as restitution. This could include many hours of service for the church. It could include special missions. Keep in mind that doing things that the character would normally do is not a punishment. The church may also require some sizable monetary payment, hard work, or some great sacrifices from the Channeler to show remorse for his sins.

The second thing that the Channeler must do is to appease his deity. After the character has cleared things up with the church, he may then attempt to regain his spell casting powers in full, and lose his corruption points. The deity will not usually talk to the Channeler in person, so the character must do his best to work his way back into good favor, and wait until his power returns. The time spent in repentance will be in proportion to the amount of corruption points that the character has accumulated. The day he casts a spell without any penalties is his day of his atonement.



CHANNELING
COMPANION

DIVINE INTERVENTION

Silvak cursed as his final ally fell to the skeletal hands of his attackers. How were they to know that this small cave would produce so many Undead? Though he had great power over these unholy creatures, his friends did not. They had all fallen within the last few moments, and if he stayed, soon he would follow. Running was not an option. Silvak was true to his friends, and would stay that way until his death. Never had he asked his deity for anything before, but the lives of all his friends were at stake. How could he show his deity that he needed his help? He reached for his father's amulet, a precious keepsake of over a decade. He held it aloft with his magical morning star, offering them up to his deity, while the remaining Undead gathered to smother the life from him. "Jensia, my lord, I humbly call for your help in this time of need..."

There come many times in the lives of some adventurers when it is certain that death has come to claim them, and they will look to higher powers for help. Channeling is a strict realm, with many rules to follow and abide by. The payoff to following all of the rules and restrictions may be that once in a very great while, a loyal follower may be able to get some help from the being supplying him with power (beyond normal spells). This kind of extra help is called Divine Intervention.

Each Gamemaster will allow a different amount of Divine Intervention in their game. Divine Intervention should always be used very sparingly. Divine Intervention is rare, but not because the deity lacks the power to help his followers all the time. It happens sparingly for a few reasons. First, when a deity gets involved directly with the mortal world, other deities may interfere in the situation as well, perhaps escalating into a power struggle that neither deity really wants. Second, just as you can spoil a child, you can spoil a Channeler by always giving them what they want. For these and other reasons, Divine Intervention is rare, and usually subtle (although some campaigns will be exceptions to this).

There are three levels of frequency of Divine Intervention: Active, Passive, and Dormant. In the Dormant intervention game, Channelers are given their spells, and are otherwise left alone for the rest of their lives. The deity generally never helps his worshipers out in any special way. Channeling spells are almost the entire extent of that deity's intervention in the mortal world. In a Passive intervention game, Divine Intervention will be given rarely, and usually only in dreams or symbols, and perhaps a minor display of power once in a great while. In an Active intervention game, the character's deity helps him out once in a while by sending either his servitors to help, or by sending the Channeler special powers. On these worlds, the deities play a greater role in mortal affairs. Even on these worlds, intervention is still rare, and the deity will never show up "in person."

Divine Intervention will definitely occur when the deity stands to lose a great many followers, for if he loses them, his power slips. Gamemasters should use their best judgment as to when Divine Intervention should be allowed to happen.

7.1

THE PRAYER

To ask a deity for help, a Channeler must pray and make a Divine Intervention Static Maneuver. This maneuver is usually done by kneeling down, (or whatever action represents venerating your deity), humbly letting the deity know that the situation is beyond your control, and humbly asking for his help. Usually the character must be in some sort of dire need to receive aid from his deity. The character rolls d100 (open-ended high) and adds his Channeling skill bonus. The roll is modified by the character's Divine Status (see below), any sacrifices he makes (see below), any covenants he offers (see below), and the following modifiers.

PRAYER MODIFIERS

	Active	Passive	Dormant
Non-Channeling profession	-120	-150	-200
Arcane spell user	-90	-120	-180
Non-spell user w/Channeling	-70	-90	-150
Semi-Channeling spell user	-60	-75	-120
Hybrid Channeling spell user	-50	-70	-100
Pure Channeling spell user	-40	-65	-90

7.2

DIVINE STATUS

The Gamemaster will further modify the Divine Intervention Static Maneuver according to how a character has been abiding by the precepts of his religion. The Gamemaster should look at the character's Divine Status and give the character either a bonus or a penalty according to how they have performed their duties and kept their faith. These bonuses for Divine Status and appropriate conduct can range anywhere between -50 to +50. The exact bonus is up to the GM.

Example: *Orrissa, a Priest of Fire, has been a bad girl, accruing 12 corruption points. The GM decides to subtract 2 times her corruption points from her prayer for aid. A -24 is applied to her Divine Intervention maneuver.*



Part II

Sections 7.3, 7.4, 7.5

Sacrifices

Covenants

The Maneuver



7.3 SACRIFICES

As an aid in asking for help, a character may wish to increase the chances that his deity hears his call by sacrificing something of value. Sacrifices are worth more when they are very important to the character. The GM will be the final arbiter on what is truly valuable to the character.

A common sacrifice is a magic item. Sacrifices of important magical items can give a bonus to the Divine Intervention Static Maneuver from +5 to +50, depending on the magical power of the item and its worth to the character. A ring of +5 to Cooking maneuvers will probably not get you quite the same bonus as a +35 Deathsword will. The actual worth of the item is not important; the relative worth of the item to the character making the sacrifice is what is measured. The bottom line is that a deity will hear your call when you sacrifice something to him that is very meaningful to you. It is not that the deity needs the item, it does not. The deity simply wants you to have faith in him and his power.

Example: *Elera sacrifices her valuable magic holy symbol, a special gift from her husband, to her deity with a plea for help. The GM chooses to add +15 to her Divine Intervention maneuver.*

7.4 COVENANTS

There are times that a Channeler may get stuck fighting forces vastly superior to his; yet he may have no magic items to offer, or he may be a new Priest that has not yet proven himself. What can such a character do then, what options does he have?

He can commit himself. Promising no end to the great deeds that will be done in the name of his deity for years to come. The Channeler can covenant with his deity that he will do something for the deity, if he helps the character. With nothing else to offer, this is all a character has. The GM, of course, will be the arbiter of whether the deity will think that a covenant holds weight. He will also decide how

much will be added to the Divine Intervention maneuver based on what he thinks the covenant is worth. Covenants will add between +5 and +20 to the Divine Intervention maneuver.

Example: *Anborn promises his deity that he will dedicate the next two years of his life to protect and serve at his deity's temple. The GM decides to add +5 to his Divine Intervention maneuver.*

7.5 THE MANEUVER

There are a few rules associated with the Divine Intervention Static Maneuver. First, in combat, the Divine Intervention static maneuver is a 100% action. This maneuver is not modified by the amount of hits taken or the amount of exhaustion points expended. The maneuver is modified only by what is listed in this section, and any power or ability that specifically states that it affects calling on your deity for help.

Second, the Channeler must be in good graces with his deity to receive any help at all. There is no way that a character can receive help by just rolling very high on the dice. Even if he makes the maneuver, the GM is the one to determine if he receives any help based on his situation and Divine Status. An easy way to measure this is whether the character has a Divine Status of 5 or greater. If he does, it is likely that he has enough favor to call for help. If the character's Divine Status is below 5, there should be some very serious sacrifices or covenants offered to the deity to make up for the low status.

Third, it is possible to modify the Divine Intervention maneuver roll after it has been made, by any of the means mentioned above. Sacrifices and Covenants might be accepted by the deity after the roll, but they will be given only half of their value. In other words, if a character could have sacrificed his Wand of Water Bolts for a +10 to the roll before the maneuver, then it is only worth +5 after the roll. In the case of a promise, twice as much will have to be promised to equal what he would have gotten had he promised it before the roll. This is to represent that a true believer gives and promises with total faith in his deity.

The GM will know how close a character is to success when he makes the Divine Intervention maneuver roll. Based on how close he is, and what he can offer the deity by way of items or promises, the GM will consider having the deity accept a sacrifice or a covenant at that point.

The total result of the character's Divine Intervention Static Maneuver is applied to the Divine Intervention Static Maneuver table below.

It is recommended that a character be allowed to try for Divine Intervention only once in a certain time period such as a month or a year. It is also suggested that after help is given, no help be given for a certain space of time, perhaps between one and three years. It can also be set up like a reserve that slowly fills back up after use. If the character calls for help soon after receiving it, even if the roll is made, very little help will be given. Or perhaps the more often a call is made, the larger a penalty will be applied to roll (with many years between calls for help resulting in a positive modifier).



CHANNELING
COMPANION

DIVINE INTERVENTION STATIC MANEUVER CHART

-26 down—Spectacular Failure:

Is there a great sin in your past? Your call goes unnoticed by your deity. You may not call on your deity for help for one year, and you must perform a special quest for your deity or never receive help again. Other powers are willing to answer your call though. You are at -20 to all actions for one day due to minor trauma.

-25-04—Absolute Failure

Perhaps your deity is sleeping, and must be awakened. Your call goes unheeded at this time. You are at -10 to all actions for the next d10 rounds due to feelings of unworthiness. Furthermore, you will receive a -10 to any other attempts to call your deity for a month.

05-75—Failure

Who are you? Your deity does not hear your call. You feel that more service and prayer to your deity is required.

UM 66—Unusual

Your call is answered as in Near Success (see below). However, if you are in combat, your foe's deity becomes aware of the given help, and aids one enemy in a similar manner. The plot thickens.

76-90—Partial Success [Minor Help]

Your deity is aware of your call, but aids you only slightly. Be grateful.

UM 100—Special

This result may only be obtained if you have a status of 7 or higher (otherwise, treat as Near Success). You are temporarily transformed into an Avatar to your deity, granting you powers in line with your deity's Sphere of Influence, and an additional +30 to all Spell Casting Static Maneuvers. You receive a +10 to your next call for help.

91-110—Near Success [Moderate Help]

Your deity is pleased with your service and feels that you are worthy of his attention. He hears your call for help and moderately helps you. All those within 500 feet of you feel the presence and influence of your deity.

111-175—Success: [Major Help]

May his name be praised. Your deity hears your call and directly affects the situation you are in. Your deity's presence is made known to all those within a mile of where you are, either by voice or natural event (e.g., earthquake, storms, etc.).

176 up—Absolute Success [Greater Help]

The wrath of your deity is poured out on your enemies. The deity imparts a portion of his divine power to help you with what you asked for. Your deity's presence is made known to all those within 10 miles of where you are, either by voice or natural event (e.g., earthquake, storms, etc.). You receive a +5 to your next call for help. GM's discretion. With a deity, nothing is impossible.



ANSWERED PRAYERS

This area is very character dependent, religion dependent, and profession dependent. The exact nature of the help that a Channeler will receive will take various forms that reflect his deity's Sphere of Influence. The examples that follow are appropriate for a Druid type character. What is presented here is only a template to be emulated, using results obtained from the Divine Intervention Maneuver table. The exact help will be different for each type of Channeler, and it will be different for the levels of intervention present in the world that the Channeler lives in.

Most often, a deity will send help very indirectly, by way of servants or blessings to the caster's actions. Rarely will anything come from the deity himself, though his presence might be felt. Divine help should always fit the situation that a Channeler is in. This may often be in a combat situation, but may just as likely be when the Channeler is facing unknown dangers or making crucial decisions.

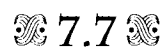
Minor Divine Help—Deity sends direct help to the Druid in the form of protection spells, added DB, OB, or replenished hits or power points. The deity could also send the Druid intuitions and insights related to his situation, which might be delivered to him by animals or plants, or in a vision.

Moderate Divine Help—Deity sends help in the form of the environment. Perhaps nearby rocks animate as Earth Elementals under the control of the Druid. If in a forest, the trees may animate for the caster. The wind may carry the Druid to a safe place, etc.

Major Divine Help—Deity sends primary forces to protect the caster from danger. This may take the form of the wind blocking all attacks against the caster, rocks suddenly rolling off nearby hills and into enemies, water from a nearby pond drowning an enemy or forming a wall around the caster, etc.

Greater Divine Help—Deity sends some of his personal power to the caster to defeat his enemies. Those present (or nearby) may hear the voice of the deity, as well as be affected by it. The Channeler may take on some aspects of his deity that reflect the deity's Sphere of Influence.

A few further examples follow. A Healer could receive extra healing powers, or protections. A Paladin's deity might inspire all of the Paladin's allies to fight better. A Ranger's deity might guide him out of danger, or send animals to help. A Summoner's deity may send powerful extra-planar entities to help. A Sorcerer could receive different kinds of help in destroying his enemies. For the Priests of any religion, aid would conform to the standards of their religion.



OBLIGATIONS

After intervention has occurred (and the Channeler has thanked his deity many times), it is not over. The character may be obligated to return the favor to his deity. The deity may ask for a sacrifice, or that the Channeler perform some mission in return. Missions could range from going to an evil temple and smashing it to pieces to recovering stolen gold from a group of thieves and then donating it to the needy.

The deity might even let his worshiper know what will be required of him before he gives the help, and let the worshiper decide whether or not to accept the offer and receive the help. The deity might also just give help, then require service later. It depends on the deity's disposition toward his followers. In the end, the Channeler had better sacrifice the required items and perform the requested missions if he ever wants help again.

Example: *Jadan has just received Divine Intervention. Back at his temple, the High Priest tells Jadan that he must spend the next 6 months working for the church.*

Part II

Sections 7.6, 7.7

Answered Prayers

Obligations



CHANNELING
COMPANION

THE PROFESSIONS

Part II
Section 8.2
Warlock

8.2 WARLOCK

The Warlock is a hybrid spell user who combines the realms of Channeling and Mentalism. The Warlock is a manipulator of people and of their fates. His base spells deal with inflicting harm on others, toying with their fate, ruining their faith, instilling fear and doubt, and transforming himself.

Zalic entered the dark tavern without a sound, but somehow everyone still knew that he had entered. Many left quickly, and within a minute, many others had found some excuse to quietly leave. Let them leave, Zalic thought, I am here for another purpose. At the other end of the room, five men stirred and one rose. Zalic glared at him and he sat back down. The four others hesitated before attacking, giving Zalic the time he needed...

Prime stats: Intuition, Presence and Self Discipline.

WARLOCK SPELL LISTS

The Warlock has six base lists. The full description of all the spells on these lists can be found later in this book.

Doom's Law: Bringing death to the enemies of the caster.
Faith Destruction: Destroying the target's faith in deities and others.

Look of Terror: Using the caster's presence and reputation to command and scare others.

Revening Law: Exacting revenge on those who have wronged the caster.



Transformations: Changing the caster's body in useful and deadly ways.

Wyrd Mastery: Manipulating the fate and luck of caster and others.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+10
Influence	+5	Power Point Development	+5
Lore - Magical	+5	Self Control	+5
Power Awareness	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor Heavy	7/77	Outdoor Animal	3
Armor Light	4/44	Outdoor Environment	3
Armor Medium	6/66	Power Awareness	2/5
Artistic Active	2/5	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Development	6
Athletic Brawn	7	Science Basic	1/4
Athletic Endurance	3	Science Specialized	6/14
Athletic Gymnastic	3	Self Control	5
Awareness Perception	4	Special Attacks	14
Awareness Searching	3	Special Defenses	35
Awareness Senses	3/7	Subterfuge Attack	15
Body Development	15	Subterfuge Stealth	5
Combat Maneuvers	18	Subterfuge Mechanics	7
Communications	22/2	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	3	Technical Vocational	5/12
Influence	1/4	Urban	3
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/5	Weapon Category 2	20
Lore Obscure	3/7	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Strikes	6	Weapon Category 5	20
Martial Arts Sweeps	6	Weapon Category 6	20
		Weapon Category 7	20

Everyman Skills: Time Sense, Meditation, Channeling, Divination, Religion

Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/33	Closed list (1-5)	4/44
Open list (1-10)	4/44	Closed list (6-10)	6/66
Open list (11-15)	6/66	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25
First 5 lists developed in a given level			x1 cost
6th - 10th lists developed in a given level			x2 cost
11th - up lists developed in a given level			x4 cost

TRAINING PACKAGES

Adventurer	47	Highwayman	36
Amateur Mage	28	Hunter	51
Animal Friend	40	Knight	75
Assassin	66	Loremaster	22
Berserker	76	Martial Artist	52
City Guard	40	Mercenary	73
Cloistered Academic	23	Performer	25
Con Man	28	Philosopher	31
Crafter	24	Sailor	22
Crusading Academic	31	Scout	36
Cut Purse	40	Shaman Priest	30
Detective	28	Soldier	49
Diplomat	25	Spy	40
Doctor	26	Traveller	27
Explorer	38	Wanderer	33
Guardian	62	Weapon Master	192
Herbalist	26	Zealot	29

This section contains a one page description for each character profession. However, the Priest profession is explained and detailed fully in Section 9.0.

PROFESSION ENTRIES

The following information is provided for each profession:

- 1) Profession Name:** The name of the profession is at the top of the page.
- 2) Introductory Paragraph:** A short paragraph describing the profession. When appropriate, some literary examples of the profession are given.
- 3) Prime Stats:** Listed here are the two (or three) prime stats. These stats must have a starting Temporary value of at least 90.
- 4) Special Notes:** Listed here are any special skill bonuses or other notes that are applicable to the profession.
- 5) Spell Lists:** Listed here are summaries of the base lists that are available to the profession. In addition, a listing of the other commonly available spell lists is given.
- 6) Profession Bonuses:** Listed here are the bonuses that this profession gets in specific skill areas. These bonuses modify the indicated skill category(s) bonus(es).
- 7) Skills and Skill Categories:** Listed here are the standard skill category costs. After the skill category costs, a list of the skills that classified as Everyman, Occupational, and Restricted (see Section 15.2 in the *RMSR*) for the profession are given. See Section 15.2 (in the *RMSR*) for a full discussion of Everyman, Occupational, and Restricted skill categories (and their associated DP costs).
- 8) Spell Development:** Listed here are the development point costs for developing skill for certain spell lists at various ranks. The numbers in parentheses are the ranges for the rank(s) being developed.
- 9) Training Packages:** Listed here are all of the training packages and how many development points each costs. Some training packages are indicated as typical for the profession. Some packages are not normally available to this profession (though the GM may decide to allow them).



CHANNELING
COMPANION

◆ 8.1 ◆ SUMMONER

Summoners are hybrid spell users who combine the realms of Channeling and Essence. Their base spells deal with the communication with, and summoning of, various creatures ranging from animals to extra-planar beings to their friends. He can also enhance the creatures he has summoned.

Shodan uttered a quiet "oops", and the whole party quickly prepared for the worst. Shodan had a talent for summoning only the largest creatures, the ones that he could not control yet. When the Demon came, Shodan and his companions were long gone, knowing that it was time to leave. The rest of the town was not so fortunate.

Prime stats: Empathy, Intuition, and Self Discipline

SUMMONER SPELL LISTS

The Summoner has six base lists. The full description of all the spells on these lists can be found later in this book.

Animal Summons: Summoning animals to help the caster.

Planar Summons: Summoning Angels, Demons, or other extra-planar creatures.

Summoning Bond: Enhancing the caster's summoned creatures.

Summoning Circles: Summoning and controlling creatures; and imbedding spells.

Summoning Mastery: Enhancing summoning spells and abilities.

Teleportals: Communicating and summoning other people and creatures over distances.

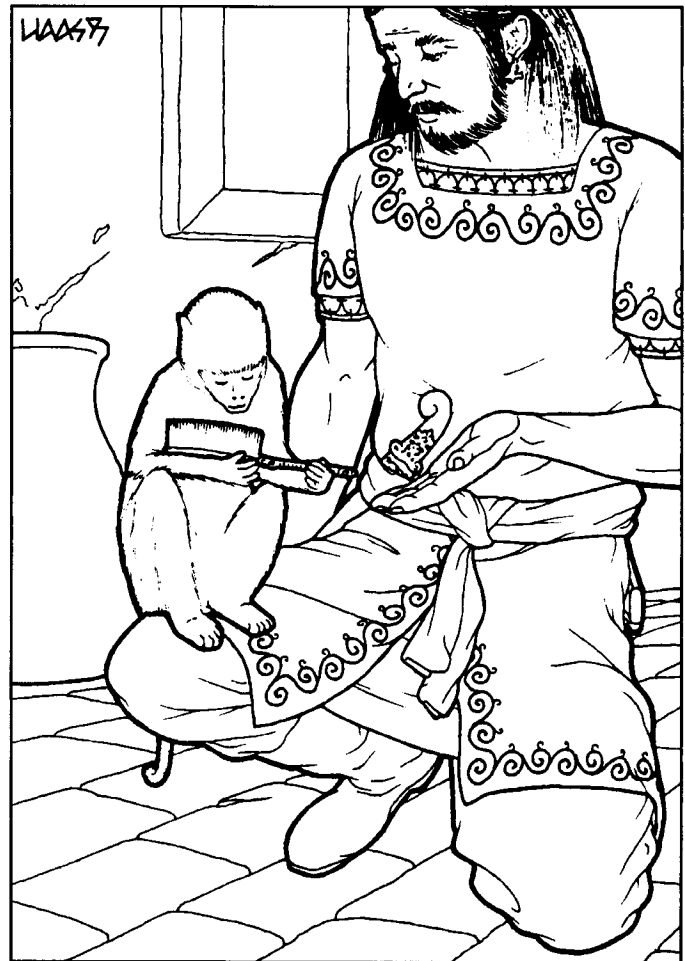
PROFESSION BONUS

Lore Magical	+10	Power Manipulation	+10
Lore Obscure	+10	Power Point Development	+5
Power Awareness	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor Heavy	11	Outdoor Animal	2/5
Armor Light	9	Outdoor Environment	3
Armor Medium	10	Power Awareness	2/4
Artistic Active	2/5	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Development	6
Athletic Brawn	7	Science Basic	1/4
Athletic Endurance	3	Science Specialized	6/14
Athletic Gymnastic	3	Self Control	6
Awareness Perception	6	Special Attacks	15
Awareness Searching	3	Special Defenses	40
Awareness Senses	3/7	Subterfuge Attack	15
Body Development	15	Subterfuge Stealth	6
Combat Maneuvers	18	Subterfuge Mechanics	7
Communications	2/2/2	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	3	Technical Vocational	5/12
Influence	2/6	Urban	3
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/4	Weapon Category 2	20
Lore Obscure	3/5	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Strikes	9	Weapon Category 5	20
Martial Arts Sweeps	9	Weapon Category 6	20
		Weapon Category 7	20

Everyman Skills: Time Sense, Magic Ritual, Spell Mastery, Meditation, Channeling, Circle Lore



Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level x1 cost

6th - 10th lists developed in a given level x2 cost

11th - up lists developed in a given level x4 cost

TRAINING PACKAGES

Adventurer	49	Highwayman	37
Amateur Mage	28	Hunter	51
Animal Friend	38	Knight	82
Assassin	68	Loremaster	22
Berserker	79	Martial Artist	66
City Guard	40	Mercenary	78
Cloistered Academic	23	Performer	26
Con Man	30	Philosopher	31
Crafter	24	Sailor	22
Crusading Academic	32	Scout	35
Cut Purse	42	Shaman Priest	29
Detective	31	Soldier	57
Diplomat	26	Spy	43
Doctor	26	Traveller	26
Explorer	38	Wanderer	32
Guardian	70	Weapon Master	192
Herbalist	26	Zealot	31



CHANNELING
COMPANION

◆ 8.2 ◆ WARLOCK

The Warlock is a hybrid spell user who combines the realms of Channeling and Mentalism. The Warlock is a manipulator of people and of their fates. His base spells deal with inflicting harm on others, toying with their fate, ruining their faith, instilling fear and doubt, and transforming himself.

Zalic entered the dark tavern without a sound, but somehow everyone still knew that he had entered. Many left quickly, and within a minute, many others had found some excuse to quietly leave. Let them leave, Zalic thought, I am here for another purpose. At the other end of the room, five men stirred and one rose. Zalic glared at him and he sat back down. The four others hesitated before attacking, giving Zalic the time he needed...

Prime stats: Intuition, Presence and Self Discipline.

WARLOCK SPELL LISTS

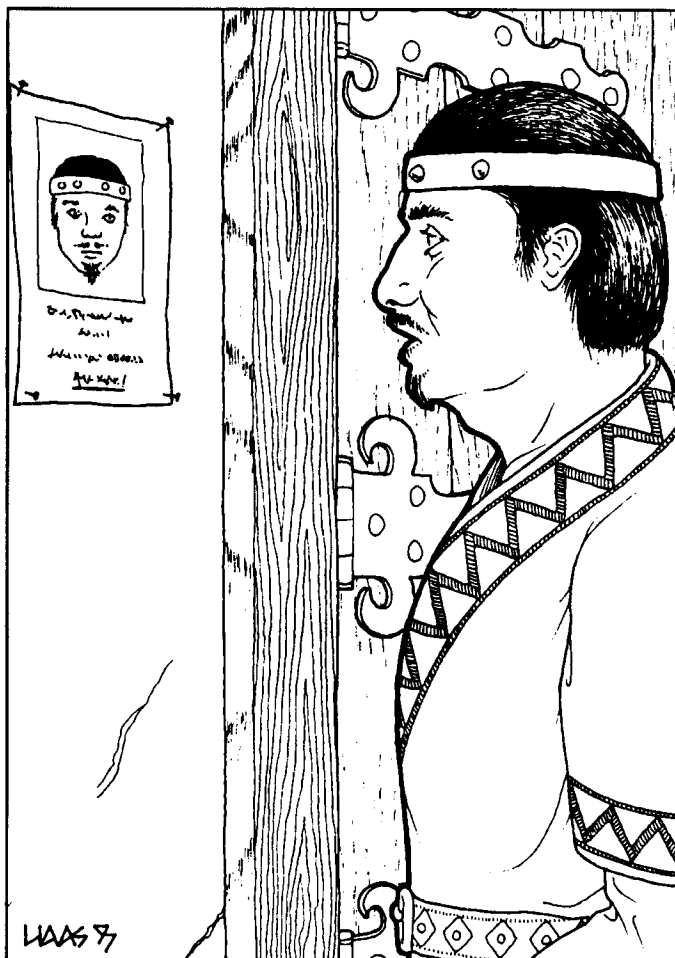
The Warlock has six base lists. The full description of all the spells on these lists can be found later in this book.

Doom's Law: Bringing death to the enemies of the caster.

Faith Destruction: Destroying the target's faith in deities and others.

Look of Terror: Using the caster's presence and reputation to command and scare others.

Revening Law: Exacting revenge on those who have wronged the caster.



Transformations: Changing the caster's body in useful and deadly ways.

Wyrd Mastery: Manipulating the fate and luck of caster and others.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+10
Influence	+5	Power Point Development	+5
Lore - Magical	+5	Self Control	+5
Power Awareness	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor Heavy	7/7/7	Outdoor Animal	3
Armor Light	4/4/4	Outdoor Environment	3
Armor Medium	6/6/6	Power Awareness	2/5
Artistic Active	2/5	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Development	6
Athletic Brawn	7	Science Basic	1/4
Athletic Endurance	3	Science Specialized	6/14
Athletic Gymnastic	3	Self Control	5
Awareness Perception	4	Special Attacks	14
Awareness Searching	3	Special Defenses	35
Awareness Senses	3/7	Subterfuge Attack	15
Body Development	15	Subterfuge Stealth	5
Combat Maneuvers	18	Subterfuge Mechanics	7
Communications	2/2/2	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	3	Technical Vocational	5/12
Influence	1/4	Urban	3
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/5	Weapon Category 2	20
Lore Obscure	3/7	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Strikes	6	Weapon Category 5	20
Martial Arts Sweeps	6	Weapon Category 6	20
		Weapon Category 7	20

Everyman Skills: Time Sense, Meditation, Channeling, Divination, Religion

Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level x1 cost

6th - 10th lists developed in a given level x2 cost

11th - up lists developed in a given level x4 cost

TRAINING PACKAGES

Adventurer	47	Highwayman	36
Amateur Mage	28	Hunter	51
Animal Friend	40	Knight	75
Assassin	66	Loremaster	22
Berserker	76	Martial Artist	52
City Guard	40	Mercenary	73
Cloistered Academic	23	Performer	25
Con Man	28	Philosopher	31
Crafter	24	Sailor	22
Crusading Academic	31	Scout	36
Cut Purse	40	Shaman Priest	30
Detective	28	Soldier	49
Diplomat	25	Spy	40
Doctor	26	Traveller	27
Explorer	38	Wanderer	33
Guardian	62	Weapon Master	192
Herbalist	26	Zealot	29

◆ 8.3 ◆ MYTHIC

Mythics are semi-spell users who combine the realm of Arms with the realm of Channeling. Their base spells deal with detection, stealth, protection, and impersonating members of other faiths. Often standing outside normal church hierarchy, they perform secret missions for their religion and their deity.

Mirak entered the temple silently. The ceremony had just begun. Were he caught, he would claim that he was only in need of spiritual repentance and divine guidance. But forgiveness was not what he wanted. He silently made his way towards the altar, all the while playing the part of a true believer. He was here for the pendant. Its power was legendary, and if only the leaders of his church had it...

Prime stats: Agility and Intuition

MYTHIC SPELL LISTS

The Mythic has six base lists. The full description of all the spells on these lists can be found later in this book.

Holy Mission: Contacting the caster's religion and deity, and for accomplishing missions.

The Defender: Increasing protections of the caster.

The Eye: Gathering information for missions, as well as spying on targets.

The Mask: Keeping the caster's actions secret, and allowing the caster to blend in with other faiths.

The Will: Healing and enhancing the caster.

Vengeance: Combating foes and hunting specific enemies.

PROFESSION BONUSES

Athletic Group	+5	Self Control	+5
Awareness Group	+5	Subterfuge Stealth	+10
Body Development	+5	Urban	+5
Influence	+5	Weapon Group	+10

SKILLS AND SKILL CATEGORIES

Armor Heavy	7/7/7	Outdoor Animal	2/6
Armor Light	3/3/3	Outdoor Environment	2/6
Armor Medium	5/5/5	Power Awareness	5
Aesthetic Active	2/5	Power Manipulation	6/12
Aesthetic Passive	2/5	Power Point Development	8
Athletic Brawn	3/7	Science Basic	2/5
Athletic Endurance	2/5	Science Specialized	8
Athletic Gymnastic	2/5	Self Control	2/6
Awareness Perception	3/10	Special Attacks	2/8
Awareness Searching	1/4	Special Defenses	40
Awareness Senses	2/5	Subterfuge Attack	6/12
Body Development	4/12	Subterfuge Stealth	2/4
Combat Maneuvers	5/12	Subterfuge Mechanics	2/8
Communications	3/3/3	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	20	Technical Vocational	5/12
Influence	1/4	Urban	2/4
Core General	1/3	Weapon Category 1	3/9
Core Magical	3/6	Weapon Category 2	5/8
Core Obscure	3/7	Weapon Category 3	6
Core Technical	2/6	Weapon Category 4	6
Martial Arts Strikes	5	Weapon Category 5	6
Martial Arts Sweeps	5	Weapon Category 6	9
		Weapon Category 7	9



Everyman Skills: none

Occupational Skills: Religion

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level x1 cost

6th - 10th lists developed in a given level x2 cost

11th - up lists developed in a given level x4 cost

TRAINING PACKAGES

Adventurer	36	Highwayman	25
Amateur Mage	36	Hunter	32
Animal Friend	28	Knight	45
Assassin	30	Loremaster	24
Berserker	34	Martial Artist	47
City Guard	24	Mercenary	42
Cloistered Academic	27	Performer	27
Con Man	18	Philosopher	36
Crafter	24	Sailor	19
Crusading Academic	30	Scout	23
Cut Purse	24	Shaman Priest	32
Detective	20	Soldier	29
Diplomat	27	Spy	26
Doctor	26	Traveller	23
Explorer	32	Wanderer	30
Guardian	41	Weapon Master	66
Herbalist	23	Zealot	26



CHANNELING
COMPANION

Part II

Sections

9.0, 9.1, 9.2,
9.3, 9.4

The Priests

The Template

Sphere of
Influence

Spell Lists

Training
Packages

PRIESTS

This section discusses how to create priests for a specific religion (and have them be unique in a given game setting). Note that Section 16.0 provides a more detailed system for creating "specialty" priests. It should be noted that the process of creating a "priesthood" should be left to the hands of the Gamemaster (though Gamemasters may allow the players to design their religions' priesthood with some specific guidance).

9.1

THE TEMPLATE

When designing a priesthood, the first thing that should be noted is that all priests will be Pure Channeling users (unless using the alternate system as presented in Section 16.0). As such, they will all have the same prime requisites and as such, they will use the development point costs as shown below.

Prime Requisites: Intuition and Memory

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3/6
Armor • Light	3/3/3	Outdoor • Environment ...	3/6
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Development ..	4
Athletic • Brawn	5	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized ...	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	11
Awareness • Searching	2/7	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	12	Subterfuge • Mechanics	7
Combat Maneuvers	12	Subterfuge • Stealth	5
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational ..	5/12
Influence	2/4	Urban	3
Lore • General	1/3	Weapon Category 1	7
Lore • Magical	2/4	Weapon Category 2	10
Lore • Obscure	2/5	Weapon Category 3	12
Lore • Technical	2/6	Weapon Category 4	12
Martial Arts • Strikes	9	Weapon Category 5	12
Martial Arts • Sweeps	9	Weapon Category 6	20
		Weapon Category 7	20

9.2

SPHERE OF INFLUENCE

After establishing the basic template, you must establish which Sphere of Influence the religion's diety covers. Use the chart on the subsequent page (a more complete listing of spheres can be found starting on page 120) to determine which Sphere of Influence is appropriate to the concept for the diety. A given Sphere of Influence will determine what specialities the religion will have.

If the Gamemaster deems it appropriate, a given diety may have more than one Sphere of Influence. If this is the case, the Gamemaster should average the Profession Bonuses from the table (rounding up to the nearest +5; making sure that the total bonuses do not exceed +50). In addition, all skill classifications should apply (except where contradictory skill classifications are given; in which case, take the most restrictive of the set).

Note: If the Gamemaster thinks that it is too generous to give all of the skill classifications for both Spheres, he can take half of the skill classifications (round up) from each (though he will have to make some judgement about which half to take).

The Sphere of Influence chosen dictates the additions to the template that will complete the Priest profession. This includes Profession Bonus, Skill Classifications, Spell Lists, and other special notes. Also listed is an alternate prime requisite (if the GM so desires to vary the prime requisites by religion); this prime requisite should replace Memory as a prime requisite.

9.3

SPELL LISTS

All of the spell lists that Priests have access to are base lists. Many of the spell lists may be found in Section 17.5 of this book. That section gives a plethora of new spell lists that are specifically designed for use by priests. For non-Priests, these spell lists may be developed as any other Channeling base lists (Same/Other Realm • Other Base List). The same is true for Priests who want access to lists that are not part of their definition. It should be noted that the Cleric Base lists are often awarded to Priests as Base lists (as are certain other profession base lists).

GMs should feel free to adjust the lists given to a specific religion. Those listed in the table on the following pages are meant to act as a guide (and are typically considered balanced). GMs should examine each religion carefully and adjust the spell lists that religion has access to accordingly.

9.4

TRAINING PACKAGES

For all priests, the following training packages costs should be used (unless using the alternate priest system presented in Section 16.0).

TRAINING PACKAGES

Adventurer	44	Highwayman	33
Amateur Mage	28	Hunter	44
Animal Friend	37	Knight	71
Assassin	60	Loremaster	22
Berserker	60	Martial Artist	66
Burglar	34	Mercenary	58
City Guard	34	Merchant	20
Cloistered Academic	24	Performer	26
Con Man	26	Philosopher	31
Crafter	21	Sailor	22
Crusading Academic	31	Scout	32
Cut Purse	36	Shaman Priest	31
Detective	29	Soldier	38
Diplomat	25	Spy	37
Doctor	26	Traveller	26
Explorer	36	Wanderer	32
Guardian	57	Weapon Master	123
Herbalist	26	Zealot	30

CHANNELING
COMPANION

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
Agriculture	Profession Bonuses: Body Development (+5), Crafts (+5), Lore group (+10), Outdoor • Animal (+5), Outdoor • Environmental (+15), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> Horticulture; <i>Everyman:</i> all skills in the Outdoor • Environmental skill category, History; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Nature Domination, Protections, Summons, Tree Mastery. Special Abilities: +15 to all RRs involving naturally occurring poisons and food poisoning. Prime Requisite: Constitution.	Competition	Profession Bonuses: Armor group (+10), Athletic group (+5), Influence (+10), Power Point Development (+5), Self Control (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> choice of one skill in the Athletic • Endurance skill category; <i>Everyman:</i> Religion, all Athletic game skills, choice of one weapon skill; <i>Restricted:</i> None. Spell Lists: Ceremonies, Channels, Communal Ways, Divine Magic, Protections, Spiritual Visions Special Abilities: A special bonus of +25 to any attempts to discern cheating in a competition (applies to many possible skills in the Awareness group). Prime Requisite: Reasoning.
Ancestors	Profession Bonuses: Communication (+10), Influence (+5), Lore group (+15), Power Awareness (+5), Power Point Development (+5), Science/Analytic • Basic (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> History; <i>Everyman:</i> Heraldry, Religion, choice of one ancient language (written, not spoken); <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Divine Magic, Life Mastery, Proselytizing. Special Abilities: +15 to all RRs involving effects from Undead creatures (fear, loss of Constitution, etc.). Prime Requisite: Memory.	Darkness, Night	Profession Bonuses: Awareness group (+10), Power Point Development (+10), Subterfuge group (+15), Spell group (+10), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Star Gazing, Astronomy; <i>Everyman:</i> Religion, Spell Lore, all skills in the Subterfuge • Stealth skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +5 to all skills in the Awareness group. A special bonus of +15 to all skills in the Subterfuge • Stealth category. Prime Requisite: Reasoning.
Animals	Profession Bonuses: Crafts (+5), Outdoor • Animal (+15), Outdoor • Environmental (+10), Power Point Development (+5), Spell group (+5), Subterfuge • Stealth (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Animal Handling; <i>Everyman:</i> all skills in the Outdoor • Animal skill category, Religion, Fauna Lore, Tracking, Read Tracks; <i>Restricted:</i> None. Spell Lists: Channels, Communal Ways, Divine Magic, Proselytizing, Summons, GM selects one following (Horse Mastery, Serpent Law, Insect Mastery, Aquatic Forms, Land Forms, or any other base list based upon the nature of the religion). Special Abilities: Animal Mastery is classified as a Normal skill. A special bonus of +25 to all Animal Mastery maneuvers. Prime Requisite: Self Discipline.	Dawn	Profession Bonuses: Awareness group (+10), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+10), Spell group (+10), Weapon • Missile (+5). Skill Classifications: <i>Occupational:</i> Direction Sense; <i>Everyman:</i> Religion, all skills in the Lore • Magical skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +15 on all RRs versus effects generated by Undead (fear, loss of Constitution, etc.). Prime Requisite: Self Discipline.
Arts	Profession Bonuses: Artistic group (+15), Crafts (+15), Athletic • Gymnastic (+5), Awareness • Senses (+5), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> choice of one skill in the Artistic group; <i>Everyman:</i> Religion, all other skills in the Artistic group, choice of one skill in the Crafts skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Divine Magic, Holy Element, Protections, Spiritual Vision, Summons Special Abilities: Can make an Sense Reality maneuver to detect illusions (or invisible objects). Prime Requisite: Reasoning.	Death	Profession Bonuses: Influence (+5), Lore • Magical (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+10), Spell group (+10), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Religion; <i>Everyman:</i> None; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Proselytizing, Protections, Repulsions, Spiritual Vision. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Memory.
Birth, Children	Profession Bonuses: Influence (+5), Lore group (+5), Power Point Development (+5), Science/Analytic group (+10), Spell group (+5), Technical/Trade • Vocational (+10). Skill Classifications: <i>Occupational:</i> Midwifery; <i>Everyman:</i> First Aid, Herb Lore, Use Prepared Herbs, Religion; <i>Restricted:</i> None. Spell Lists: Proselytizing, Protections, Life Mastery, Repulsions, Spiritual Vision, Summons. Special Abilities: None. Prime Requisite: Memory.	Earth	Profession Bonuses: Armor group (+5), Awareness group (+10), Influence (+5), Lore group (+5), Power Awareness (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> any of the following skills (at the GM's discretion): Horticulture, Brewing, Mining, and/or Stone-crafting; <i>Everyman:</i> History, Religion, choice of one ancient language (written only); <i>Restricted:</i> None. Spell Lists: Divine Magic, Faith's Shield, Holy Element, Nature Domination, Protections, Summons. Special Abilities: A special bonus of +25 to any Awareness maneuver involving the earth or stone (detecting secret doors, sloping passageways, depth underground, etc.). Prime Requisite: Memory.

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
Fate, Destiny	Profession Bonuses: Armor group (+5), Awareness group (+10), Influence (+10), Power Awareness (+10), Power Point Development (+5), Spell group (+10). Skill Classifications: <i>Occupational:</i> Star Gazing, Divination, Astronomy; <i>Everyman:</i> History, Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Channels, Communal Ways, Death Mastery, Protections, Summons Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Memory.	Justice, Revenge	Profession Bonuses: Armor group (+10), Awareness group (+5), Influence (+10), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Tracking; <i>Everyman:</i> Religion, Lie Detection, Sense Ambush; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Holy Defenses, Holy Element, Holy Wrath, Life Mastery. Special Abilities: A bonus of +15 to the Influence skill category. Prime Requisite: Constitution.
Fertility	Profession Bonuses: Armor • Light (+10), Communication (+5), Influence (+15), Outdoor • Animal (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Herb Lore, Use Prepared Herbs; <i>Everyman:</i> Horticulture, Animal Handling, Brewing, Dancing, Play Instrument, Religion; <i>Restricted:</i> None. Spell Lists: Death Mastery, Divine Magic, Life Mastery, Proselytizing, Protections, Summons. Special Abilities: Animal Mastery is classified as a Normal skill. A special bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.	Light	Profession Bonuses: Awareness group (+5), Influence (+10), Lore group (+10), Power Point Development (+5), Spell group (+5), Weapon • Missile (+10), Weapon • Thrown (+5). Skill Classifications: <i>Occupational:</i> Direction Sense; <i>Everyman:</i> First Aid, Navigation, Religion, Spell Lore; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Proselytizing, Repulsions, Summons. Special Abilities: All priests have <i>Nightvision</i> (50') if their race does not normally have <i>Nightvision</i> . Prime Requisite: Reasoning.
Fire	Profession Bonuses: Armor group (+10), Influence (+5), Lore (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Foraging; <i>Everyman:</i> Religion, Spell Lore; <i>Restricted:</i> None. Spell Lists: Divine Magic, Death Mastery, Holy Element, Holy Wrath, Proselytizing, Protections. Special Abilities: A special bonus of +15 to all RRs involving fire and heat attacks. Prime Requisite: Reasoning.	Literature, Poetry	Profession Bonuses: Artistic group (+10), Communications (+10), Influence (+10), Lore group (+10), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> None; <i>Everyman:</i> all skills in the Communications skill category, Tale Telling, Religion; <i>Restricted:</i> None. Spell Lists: Communal Ways, Faith's Shield, Holy Element, Proselytizing, Protections, Summoning. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.
Fortune, Luck	Profession Bonuses: Awareness group (+5), Influence (+10), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+5), Subterfuge group (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> Star Gazing, Astronomy; <i>Everyman:</i> Gambling, Religion; <i>Restricted:</i> None. Spell Lists: Communal Ways, Holy Element, Proselytizing, Protections, Summons, Wyrd Mastery. Special Abilities: None. Prime Requisite: Self Discipline.	Love	Profession Bonuses: Awareness group (+5), Influence (+20), Lore group (+5), Power Point Development (+5), Self Control (+5), Spell group (+10). Skill Classifications: <i>Occupational:</i> Herb Lore, Use Prepared Herbs; <i>Everyman:</i> Religion, Dancing, all skills in the Influence skill category; <i>Restricted:</i> Body Development. Spell Lists: Divine Magic, Life Mastery, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.
Healing	Profession Bonuses: Awareness group (+5), Influence (+10), Lore group (+10), Power Point Development (+5), Self Control (+5), Spell group (+5), Technical/Trade group (+10). Skill Classifications: <i>Occupational:</i> First Aid; <i>Everyman:</i> Herb Lore, Use Prepared Herbs, Foraging, Religion; <i>Restricted:</i> None. Spell Lists: Communal Ways, Life Mastery, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +10 to all RRs versus diseases and poisons. Prime Requisite: Reasoning.	Magic	Profession Bonuses: Influence (+5), Lore • Magical (+15), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+10), Spell group (+10). Skill Classifications: <i>Occupational:</i> Spell Lore; <i>Everyman:</i> Religion, choice of one skill in the Power Manipulation skill category, choice of one skill in the Power Awareness skill category, choice of one skill in the Spell group; <i>Restricted:</i> all skills in the Armor group, Body Development. Spell Lists: Communal Ways, Holy Element, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A bonus of +15 to the Influence skill category. Prime Requisite: Reasoning.
Hunting	Profession Bonuses: Awareness • Searching (+10), Influence (+5), Lore group (+5), Outdoor • Animal (+10), Power Point Development (+5), Spell group (+5), Weapon • Missile (+5), Weapon • Thrown (+5). Skill Classifications: <i>Occupational:</i> Hunting; <i>Everyman:</i> all skills in the Outdoor skill group, Direction Sense, Religion, Read Tracks, Fauna Lore, Distance Running, Trap Building, Set Traps, Tracking; <i>Restricted:</i> None. Spell Lists: Communal Ways, Crusade, Hunting Mastery, Protections, Summons, The Hunter. Special Abilities: None. Prime Requisite: Agility.	Messengers	Profession Bonuses: Armor • Light (+10), Communication (+10), Influence (+10), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> None; <i>Everyman:</i> all skills in the Communication skill category, all skills in the Influence skill category, Heraldry; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Holy Defenses, Holy Element, Proselytizing, Protections. Special Abilities: None. Prime Requisite: Self Discipline.

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
Metalwork	Profession Bonuses: Armor group (+10), Crafts (+10), Influence (+5), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> choice of anyone metal-crafting skills; <i>Everyman:</i> all skills in the Crafts skill category that involve metal-crafting, Foraging, Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Channels, Divine Magic, Faith's Shield, Holy Element, Holy Weapon. Special Abilities: A special bonus of +10 to Warhammer skill. A special bonus of +10 to any attempt to determine the value of any object crafted (wholly or partially) from metal. Prime Requisite: Constitution.		Special Abilities: A special bonus of +25 to any Awareness maneuvers performed underwater. <i>Watervision</i> with a range of 50'. Prime Requisite: Memory.
Subterfuge, Stealth	Profession Bonuses: Awareness group (+10), Influence (+10), Lore group (+5), Power Point Development (+5), Spell group (+5), Subterfuge group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Disguise, Duping; <i>Everyman:</i> all skills in the Influence skill category, all skills in the Subterfuge • Stealth skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Holy Element, Holy Defenses, Proselytizing, Protections, Summons. Special Abilities: None. Prime Requisite: Reasoning.	Oracles,	Profession Bonuses: Communications (+10), Influence (+5), Lore group (+5), Power Awareness (+15), Power Manipulation (+5), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> Divination; <i>Everyman:</i> Star Gazing, Weather Watching, Astronomy, History, Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Holy Element, Proselytizing, Summons. Special Abilities: None. Prime Requisite: Self Discipline.
Navigation	Profession Bonuses: Armor group (+5), Influence (+10), Lore group (+10), Outdoor • Environmental (+5), Power Point Development (+5), Spell group (+5), Weapon • Missile (+10). Skill Classifications: <i>Occupational:</i> Navigation, Star Gazing; <i>Everyman:</i> Astronomy, Religion, Spell Lore; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Holy Element, Proselytizing, Summons. Special Abilities: <i>Nightvision</i> with a 50' range (unless the character has <i>Nightvision</i> from his race). Prime Requisite: Memory.	Strength	Profession Bonuses: Armor group (+10), Athletic • Brawn (+10), Athletic • Endurance (+5), Influence (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> choice of one skill in the Athletic • Brawn skill category, choice of one skill in the Athletic • Endurance skill category; <i>Everyman:</i> Religion, all skills in the Athletic • Brawn skill category, all skills in the Athletic • Endurance skill category, all skills in one Weapon skill category; <i>Restricted:</i> None. Spell Lists: Death Mastery, Holy Element, Holy Symbol, Holy Weapon, Holy Wrath, Repulsions. Special Abilities: +15 to all RRs versus effects generated by Undead (loss of Constitution, Fear, etc.). Prime Requisite: Constitution.
Music, Dance	Profession Bonuses: Armor group (+5), Artistic group (+15), Communications (+10), Influence (+5), Lore group (+5), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> any one skill in the Artistic group; <i>Everyman:</i> all other skills in the Artistic group, History, Religion, Juggling, Tumbling; <i>Restricted:</i> None. Spell Lists: Ceremonies, Divine Aura, Divine Magic, Holy Element, Repulsions, Summons. Special Abilities: None. Prime Requisite: Agility.	Sun	Profession Bonuses: Armor group (+10), Awareness group (+5), Influence (+5), Lore group (+10), Power Awareness (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> First Aid; <i>Everyman:</i> Herb Lore, Use Prepared Herbs, Navigation, Religion, Spell Lore, all skills in the Outdoor • Environmental skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Holy Element, Holy Wrath, Life Mastery, Protections, Repulsions. Special Abilities: A special bonus of +15 to all Awareness • Searching maneuvers. Prime Requisite: Reasoning.
Nature	Profession Bonuses: Armor group (+5), Influence (+10), Lore group (+5), Outdoor group (+15), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Horticulture, Flora Lore, Fauna Lore; <i>Everyman:</i> all skills in the Outdoor group, Herb Lore, Religion; <i>Restricted:</i> None. Spell Lists: Divine Magic, Holy Element, Holy Wind, Nature Domination, Protections, Repulsions. Special Abilities: A special bonus of +25 to all Flora Lore and Fauna Lore maneuvers. Prime Requisite: Memory.	Thunder	Profession Bonuses: Armor group (+10), Athletic • Brawn (+5), Influence (+10), Outdoor • Environmental (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Weather Watching; <i>Everyman:</i> Religion, all skills in the Outdoor • Environmental; <i>Restricted:</i> None. Spell Lists: Divine Magic, Faith's Shield, Holy Weapon, Holy Wrath, Nature Domination, Protections. Special Abilities: None. Prime Requisite: Constitution.
Oceans, Rivers	Profession Bonuses: Armor group (+5), Awareness group (+5), Influence (+5), Lore group (+5), Outdoor • Environmental (+15), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Swimming; <i>Everyman:</i> Rope Mastery, Sailing, Boat Piloting, all skills in the Outdoor • Environmental group, Religion; <i>Restricted:</i> None. Spell Lists: Aquatic Forms, Channels, Communal Ways, Holy Element, Proselytizing, Protections.	War	Profession Bonuses: Armor group (+10), Athletic group (+5), Influence (+10), Power Point Development (+5), Spell group (+5), Weapon group (+15). Skill Classifications: <i>Occupational:</i> Military Organization, choice of one skill in the Combat Maneuvers skill category; <i>Everyman:</i> Animal Training, Riding, Heraldry, Religion, choice of one skill in the Armor group, Fletching, Metal-crafting, Driving, Hunting, choice of one weapon skill; <i>Restricted:</i> None. Spell Lists: Battlefield Healing, Death Mastery, Faith's Shield, Holy Weapon, Holy Wrath, Protections. Special Abilities: A special bonus of +25 to all influence maneuvers made during a battle. Prime Requisite: Constitution.

Part II

Section 10.0

Training Packages

TRAINING PACKAGES

The standard rules for Training Packages apply to all Training Packages presented here. For convenience, the key to the Training Package Entries is repeated here.

Four of the following Training Packages are labeled Lifestyle, but they reflect training gained from the various schools of magic. If a character wishes to choose one of these Lifestyle Training Packages, the GM should still allow them to choose any other Lifestyle Training Package if they so desire. This is because these Training Packages reflect the knowledge they would have gained as a basis for learning spell casting, and should not limit the caster from other Lifestyle Training Packages like Demonologist.

TRAINING PACKAGE ENTRIES

Each training package gives a character one or more of the following benefits/disadvantages. In addition, each training package costs a number of development points (based upon the character's profession).

Time to Acquire: This is the amount of time the character needs to train before gaining the benefits of the package. This time should be modified by a percentage equal to triple the character's SD bonus (expressed as a percentage).

For starting characters, total the amount of time spent in training packages and add it to the normal starting age to determine the starting age of the character (See Section 17.1 in *RMSR*).

Starting Money: Some occupations (or lifestyles) have more or less starting money than others. Most packages list a modification to the "normal" starting money. This includes the starting type of coins (silver, gold, bronze, etc.). For example, if the normal starting money is 10 silver, the Adventurer package would have 10 silver plus d10 (open-ended) silver.

Note: *There is one notation unique to the packages: d10 (open-ended). This means roll d10; if the result is 1 to 9, keep the result; if the result is a 10, roll d10 again and add it to 9; continue until a 10 is not the result.*

If the training package is developed after the Apprentice level, the starting money does not apply. When generating starting money, either the GM should make the rolls; or the player can simply take 51 (for each d100 roll) or 6 (for each d10 roll).

Special: The GM should make a d100 roll (open-ended) for each item, adding the number in parenthesis after the item (the items should be rolled for in the order that they are presented). If the result is over 100, the character gains the special item or quirk. After successfully gaining one item, the chances of gaining any further items is halved (i.e. the number in parenthesis is halved). After successfully gaining another item, the next chance is halved again (repeating each time an item is gained). If no items are gained, the last item on the list is automatically gained (if the GM is unavailable to roll, the player should take the last item). If the package is developed after Apprentice level, the benefits gained here may be inappropriate (GM's discretion).

Note: *The GM may choose to allow every character who develops a training package to have the last item in the list (even if previous items were gained).*

Skill and Skill Category Ranks: All packages give some skill ranks and/or skill category ranks to the character. These skill ranks represent special training that comes with the occupation or lifestyle. Occasionally, the package will list Weapon/Attack. This means that the character can choose either a weapon skill rank or martial arts skill rank. In addition, a Training Package cannot raise a skill rank above 10th rank.

Training Package Spell Lists: Certain training packages give ranks in training package spell Lists. Training package spell lists are a new category of skills in the *RMSS*. All training package spell lists are classified as Restricted skills unless the character is currently associated with the training package that awards ranks in that spell list. Note that "associated with" has no firm definition. The GM should judge whether it is reasonable for the character to still have normal access to the spells or not.

All training package spell lists are part of the Spell group (and will receive any profession bonuses appropriate to that group). There are two new categories that must be added to the Spell group to accommodate these new spells: Spells • Own Realm Training Package and Spells • Other Realm Training Package. The cost to develop Spells • Own Realm Training Package is 8/8/8 for non-spell users, 4/4/4 for pure and hybrid spell users, and 6/6/6 for semi-spell users. The cost to develop Spells • Other Realm Training Package is 16/16 for non-spell users, 8/8 for pure and hybrid spell users, and 12/12 for semi-spell users.

Stat Gains: Some Training Packages allow the character to make extra stat gain rolls. This section shows which stats get the extra rolls.

Background Options: You may spend a background option to decrease the cost of a training package for the Apprenticeship Development period only.

Professional Qualifiers: This is a set of requirements that, if the character possesses all of the requirements prior to purchasing the training package, the character pays a lesser cost for the training package. The discount to the normal cost is shown after the qualifier.

Lifestyle Skills: Normally, a training package cannot raise a skill above tenth rank. However, if a skill is designated as a Lifestyle skill, the training package ignores this limit and instead may raise the skill as high as fifteen ranks.

Cost by Profession: This section shows how much the Training Package costs (in development points) for each profession. The professions are grouped by the books they were published in (starting with the professions in the *RMSR*, then *Arcane Companion*, then *Treasure Companion*, then *Martial Arts Companion*, then *Essence Companion*, then *Channeling Companion*, then *Black Ops*, then *Pulp Adventures*).



CHANNELING
COMPANION

◆ 10.1 ◆ CHANCELLOR (V)

A Chancellor handles the administrative affairs of a religion. He is also a spiritual leader of a congregation of believers. The Chancellor's job is to provide support and inspiration to the followers of his religion. He also handles and presides over many of the religion's ceremonies. Acting as the actual teaching to ministers, a Chancellor handles the major decisions that a religion has to face.

Gather the assembly, there are important matters I must discuss with them.

Time to Acquire: 64 months

Starting Money: normal

Special:

Holy symbol (+10 to spell casting)	50
Relic of the faith (+10 Influence skills)	40
Spell adder (+2)	30
Favor owed by a Mythic	30
Favor performed for faith (one time +10 to Divine Intervention)	30
Daily III item	30
Sketchy map with notes on the location of a powerful religious relic	20
Noble patron	0

Category or Skill	# of ranks
Communications skill category	1
Influence skill category	3
Propaganda	2
Public Speaking	3
General skill category	4
Religion	3
Philosophy	1
Specific lore related to the religion	1
Power Awareness skill category	1
Divination	1
Power Manipulation skill category	n/a
Channeling	2
Own Realm, Open skill category	n/a
Ceremonies*	2
Choice of one spell list	3
Technical/Trade • Vocational skill category	n/a
Administration	3

* This spell list may be developed as an Open spell list if desired.

Stat Gains: none

Professional Qualifier: At least 12 ranks in Religion [-4 points]

Lifestyle Skills: Religion

COST BY PROFESSION

Fighter	76	Lay Healer	32
Thief	64	Healer	32
Rogue	57	Mystic	30
Warrior Monk	66	Sorcerer	32
Layman	45	Ranger	42
Magician	32	Paladin	32
Illusionist	32	Monk	40
Cleric	32	Dabbler	40
Animist	32	Bard	38
Mentalist	32	Magent	38
Arcanist	31	Chaotic	43
Wizard	31	Magehunter	44
Channeling Alchemist	32	Mentalism Alchemist	32
Essence Alchemist	32		
Taoist Monk	40	Zen Monk	40
Runemage	32	Warrior Mage	40
Mana Molder	31		
Priest	32	Warlock	30
Summoner	32	Mythic	39
Academic (Modern)	181*	Scientist (Modern)	168*
Fighter (Modern)	553*	Technician (Modern)	205*
Layman (Modern)	244*	Thief (Modern)	436*
Rogue (Modern)	361*	Warrior Monk (Modern) ..	454*
Academic (Pulp)	85†	Warrior Monk (Pulp)	108†
Fighter (Pulp)	128†	Healer (Pulp)	41
Layman (Pulp)	66†	Mystic (Pulp)	38
Noble Savage	134†	Sorcerer (Pulp)	41
Rogue (Pulp)	90†	Bard (Pulp)	58
Technician (Pulp)	51†	Monk (Pulp)	60
Thief (Pulp)	103†	Ranger (Pulp)	63

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



Part II

Section 10.1

Chancellor (V)



CHANNELING
COMPANION

◆ 10.2 ◆ CULTIST (L)

A cultist studies the ways of summoning and conjuring. They can be either the leader of a strange cult, a follower of such a cult, or a character with extensive knowledge of such cults sent to destroy them. In all cases, they are experts on finding signs of the supernatural and extra-planar, and how to deal with the creatures that are summoned from other planes.

You cannot cross the wards placed about the circle and you will answer the questions I ask before I allow you to return to your own plane.

Time to Acquire: 129 months

Starting Money: normal + d10 (open ended)

Special:

Book (+15 to one Magic Lore)	50
Enemies with a rival cult	40
Book (+5 to one Magic Lore)	30
Book (+5 to one Obscure Lore)	30
Daily II item	20
Summoner (friend or enemy; GM's discretion)	20
Special training (+10 OB vs. specific creature)	10
Special ward (+10 protection vs. specific creature) 0	

Category or Skill	# of ranks
Awareness • Senses skill category	1
Reality Awareness	2
Lore • General skill category	2
Religion	1
specific lore related to the religion	1
Lore • Obscure skill category	3
Demon/Devil Lore	2
choice of up to two skills	3 (total)
Lore • Magical skill category	2
choice up to two skills	2 (total)
Power Awareness skill category	1
Power Perception	2
Spells • Own Realm, Open List skill category	n/a
choice of one spell list	2
Weapon / Attack skill category (choice)	1
choice of one skill	1

Stat Gains: Reasoning

Professional Qualifier: none

Lifestyle Skills: One Lore • Obscure skill may be chosen as a Lifestyle skill.



COST BY PROFESSION

Fighter	60	Lay Healer	38
Thief	52	Healer	40
Rogue	50	Mystic	40
Warrior Monk	58	Sorcerer	40
Layman	43	Ranger	43
Magician	38	Paladin	40
Illusionist	37	Monk	43
Cleric	38	Dabbler	39
Animist	38	Bard	36
Mentalist	38	Magent	40
Arcanist	36	Chaotic	41
Wizard	36	Magehunter	38
Channeling Alchemist	38	Mentalism Alchemist	38
Essence Alchemist	35		
Taoist Monk	43	Zen Monk	43
Runemage	38	Warrior Mage	39
Mana Molder	38		
Priest	39	Warlock	40
Summoner	40	Mythic	43
Academic (Modern)	140*	Scientist (Modern)	119*
Fighter (Modern)	360*	Technician (Modern)	145*
Layman (Modern)	178*	Thief (Modern)	279*
Rogue (Modern)	255*	Warrior Monk (Modern) ..	328*
Academic (Pulp)	64†	Warrior Monk (Pulp)	88†
Fighter (Pulp)	93†	Healer (Pulp)	48
Layman (Pulp)	56†	Mystic (Pulp)	47
Noble Savage	95†	Sorcerer (Pulp)	48
Rogue (Pulp)	73†	Bard (Pulp)	46
Technician (Pulp)	45†	Monk (Pulp)	56
Thief (Pulp)	77†	Ranger (Pulp)	57

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



◆ 10.3 ◆ INQUISITOR (V)

The inquisitor has a focused mission; discover any who are not believers in his faith. His reasons for doing this will differ from religion to religion. He might be simply checking up on the church in a particular region, sent to straighten things out, or he can be sent to root out and torture those who do not believe.

It is useless to resist, we have ways of making you talk...

Time to Acquire: 55 months

Starting Money: normal

Special:

List of "non-believers"	40
Well-known reputation	30
Elusive target	20
Knows a secret about local clergy member	20
Torturing Tools (+5 non-magic to Interrogation)	0

Category or Skill	# of ranks
Awareness • Searching skill category	3
Lie Perception	2
Observation	1
Influence skill category	3
Interrogation	3
Public Speaking	1
Lore • General skill category	2
Religion	1
specific lore related to the religion	1
Power Awareness skill category	2
Power Perception	2
Urban skill category	1
contacting	1
Weapon skill category (choice)	1
Choice of one skill	1

Stat Gains: none

Professional Qualifier: none

Lifestyle Skills: none



COST BY PROFESSION

Fighter	35	Lay Healer	33
Thief	30	Healer	35
Rogue	32	Mystic	30
Warrior Monk	38	Sorcerer	35
Layman	31	Ranger	31
Magician	34	Paladin	32
Illusionist	34	Monk	32
Cleric	31	Dabbler	28
Animist	30	Bard	27
Mentalist	33	Magent	24
Arcanist	32	Chaotic	30
Wizard	32	Magehunter	27
Channeling Alchemist	31	Mentalism Alchemist	32
Essence Alchemist	30		
Taoist Monk	32	Zen Monk	32
Runemage	34	Warrior Mage	29
Mana Molder	34		
Priest	32	Warlock	33
Summoner	35	Mythic	28
Academic (Modern)	68*	Scientist (Modern)	54*
Fighter (Modern)	133*	Technician (Modern)	57*
Layman (Modern)	80*	Thief (Modern)	104*
Rogue (Modern)	118*	Warrior Monk (Modern) ..	136*
Academic (Pulp)	35†	Warrior Monk (Pulp)	49†
Fighter (Pulp)	46†	Healer (Pulp)	38
Layman (Pulp)	36†	Mystic (Pulp)	33
Noble Savage	61†	Sorcerer (Pulp)	38
Rogue (Pulp)	41†	Bard (Pulp)	31
Technician (Pulp)	30†	Monk (Pulp)	36
Thief (Pulp)	38†	Ranger (Pulp)	38

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.

Part II
Section 10.3
Inquisitor (V)



CHANNELING
COMPANION



◆ 10.4 ◆ MEDIC (V)

Trained in the use of herbs, first aid, and the magic of his deity, the Medic has learned healing in many forms. He is often found in the temple, in a battle or on a mission to defend and watch over anyone that his religion asks to be protected and healed.

This is going to hurt me as much as it does you...

Time to Acquire: 51 months

Starting Money: normal

Special:

d5 Concussion Repair herbs	50
d5 Poison Antidote herbs	40
d5 Burn Repair herbs	40
d10 General Purpose herbs	30
d5 Muscle/Cartilage Repair herbs	30
d5 Bone Repair herbs	20
d5 Organ Repair herbs	20
Superior medical kit (+10 non-magical)	20
Medical kit (+5 non-magical)	0

Category or Skill	# of ranks
Lore • General skill category	3
Religion	3
specific lore related to the religion	1
Self Control category	1
Healing Trance	1
Spells • Own Realm, Open list skill category	n/a
Concussion's Ways*	3
Technical/Trade • General category	2
First Aid	4
Using Prepared Herbs	2
Technical/Trade • Professional	n/a
Diagnostics	1
Second Aid	1
Technical/Trade • Vocational	n/a
Preparing Herbs	2

Stat Gains: none

Professional Qualifier: none

Lifestyle Skills: none

COST BY PROFESSION

Fighter	38	Lay Healer	34
Thief	46	Healer	34
Rogue	44	Mystic	36
Warrior Monk	48	Sorcerer	36
Layman	39	Ranger	38
Magician	36	Paladin	33
Illusionist	36	Monk	38
Cleric	36	Dabbler	38
Animist	36	Bard	38
Mentalist	34	Magent	38
Arcanist	36	Chaotic	43
Wizard	36	Magehunter	40
Channeling Alchemist	36	Mentalism Alchemist	34
Essence Alchemist	36		
Taoist Monk	38	Zen Monk	38
Runemage	36	Warrior Mage	38
Mana Molder	36		
Priest	36	Warlock	36
Summoner	36	Mythic	38
Academic (Modern)	90*	Scientist (Modern)	90*
Fighter (Modern)	250*	Technician (Modern)	106*
Layman (Modern)	116*	Thief (Modern)	188*
Rogue (Modern)	160*	Warrior Monk (Modern) ..	205*
Academic (Pulp)	58†	Warrior Monk (Pulp)	61†
Fighter (Pulp)	70†	Healer (Pulp)	33
Layman (Pulp)	44†	Mystic (Pulp)	34
Noble Savage	80†	Sorcerer (Pulp)	34
Rogue (Pulp)	52†	Bard (Pulp)	40
Technician (Pulp)	39†	Monk (Pulp)	40
Thief (Pulp)	57†	Ranger (Pulp)	40

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



CHANNELING
COMPANION

◆ 10.5 ◆ MEDIUM (L)

A medium works towards becoming a spiritual link between himself and his deity. He claims to know the will of his deity on many subjects. The medium is adept at all kinds of trances, and spends much time lost in his own world of meditation.

Please leave me now, I must be alone to commune with my deity.

Time to Acquire: 127 months

Starting Money: normal

Special:

Holy symbol (+5 Spell Casting Static Maneuvers)	50
Special focus item (+10 to entering trances)	40
Daily III item	30
Spell adder (+1)	20
Favor from a high priest	10
Special religious token/sigil	0

Category or Skill	# of ranks
General skill category	3
Religion	2
Philosophy	1
specific lore related to the religion	1
Power Awareness skill category	2
Divination	2
Power Manipulation skill category	n/a
Channeling	3
Self Control skill category	4
Adrenal Stabilization	1
Cleansing Trance	2
Healing Trance	2
Meditation	2
Own Realm, Open List skill category	n/a
Holy Trances*	2
choice of one spell list	2

* This spell list may be developed as an Open list regardless of the caster's chosen realm.

Stat Gains: Intuition

Professional Qualifier: At least 10 ranks of skills in the Self Control skill category [-3 points]

Lifestyle Skills: Meditation



Part II
Section 10.5
Medium (L)

COST BY PROFESSION

Fighter	80	Lay Healer	38
Thief	69	Healer	34
Rogue	61	Mystic	44
Warrior Monk	67	Sorcerer	44
Layman	48	Ranger	45
Magician	46	Paladin	40
Illusionist	46	Monk	42
Cleric	44	Dabbler	41
Animist	44	Bard	42
Mentalist	38	Magent	42
Arcanist	42	Chaotic	56
Wizard	42	Magehunter	44
Channeling Alchemist	44	Mentalism Alchemist	38
Essence Alchemist	46		
Taoist Monk	42	Zen Monk	42
Runemage	46	Warrior Mage	41
Mana Molder	46		
Priest	44	Warlock	44
Summoner	48	Mythic	45
Academic (Modern)	204*	Scientist (Modern)	182*
Fighter (Modern)	582*	Technician (Modern)	212*
Layman (Modern)	264*	Thief (Modern)	474*
Rogue (Modern)	396*	Warrior Monk (Modern)	482*
Academic (Pulp)	90†	Warrior Monk (Pulp)	113†
Fighter (Pulp)	135†	Healer (Pulp)	45
Layman (Pulp)	72†	Mystic (Pulp)	55
Noble Savage	138†	Sorcerer (Pulp)	55
Rogue (Pulp)	98†	Bard (Pulp)	66
Technician (Pulp)	52†	Monk (Pulp)	66
Thief (Pulp)	112†	Ranger (Pulp)	71

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



CHANNELING
COMPANION

◆ 10.6 ◆ MINISTER (V)

Ministers are responsible for the teaching within a religion. They are some of the most versed students of the doctrine and teachings of their religion that can be found. They spend their time sharing their thoughts with others of their own religion, and inviting all to attend their uplifting sermons.

We are gathered here today to witness a holy event.

Time to Acquire: 63 months

Starting Money: normal

Special:

Holy symbol (+5 Spell Casting Static Maneuvers)	50
Relic of the faith (+10 Influence skills)	40
Original church text	30
Favor performed for deity (one time +10 to Divine Intervention)	30
Spell adder (+2)	20
Close friends with a former student	20
Daily III item	20
Religious rival	10
Special religious token/sigil	0

Category or Skill	# of ranks
Communications skill category	3
choice of one skill	2
Influence skill category	4
Propaganda	1
Public Speaking	3
Leadership	2
Lore • General skill category	3
Religion	3
Philosophy	1
specific lore related to the religion	1
Power Manipulation skill category	n/a
Channeling	2
Spells • Own Realm, Open List skill category	n/a
Proselytizing*	2
choice of one spell list	2
Technical/Trade • Vocational skill category	n/a
Administration	1

* : This spell list may be developed as an open list regardless of the caster's chosen realm.

Stat Gains: none

Professional Qualifier: at least 10 ranks in Religion [-3 points]

Lifestyle Skills: Religion

COST BY PROFESSION

Fighter	67	Lay Healer	32
Thief	59	Healer	32
Rogue	52	Mystic	28
Warrior Monk	59	Sorcerer	32
Layman	42	Ranger	40
Magician	32	Paladin	31
Illusionist	31	Monk	40
Cleric	32	Dabbler	38
Animist	32	Bard	34
Mentalist	32	Magent	34
Arcanist	32	Chaotic	42
Wizard	32	Magehunter	43
Channeling Alchemist	32	Mentalism Alchemist	32
Essence Alchemist	32		
Taoist Monk	40	Zen Monk	40
Runemage	31	Warrior Mage	40
Mana Molder	32		
Priest	32	Warlock	29
Summoner	32	Mythic	37
Academic (Modern)	143*	Scientist (Modern)	137*
Fighter (Modern)	432*	Technician (Modern)	166*
Layman (Modern)	191*	Thief (Modern)	348*
Rogue (Modern)	276*	Warrior Monk (Modern)	348*
Academic (Pulp)	72†	Warrior Monk (Pulp)	89†
Fighter (Pulp)	106†	Healer (Pulp)	89
Layman (Pulp)	56†	Mystic (Pulp)	34
Noble Savage	114†	Sorcerer (Pulp)	39
Rogue (Pulp)	75†	Bard (Pulp)	50
Technician (Pulp)	47†	Monk (Pulp)	54
Thief (Pulp)	88†	Ranger (Pulp)	54

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



◆ 10.7 ◆ MISSIONARY (L)

The missionary is a peaceful emissary sent into far away lands to proselytize and convert. They travel a great deal, and teach many people in their journeys. While traveling, they encounter many different types of people and cultures. Many ignore the missionary, while others are searching for something that he might have to offer them.

The next house will be the one...

Time to Acquire: 149 months

Starting Money: normal

Special:

Holy symbol (+5 Spell Casting Static Maneuvers)	50
Rival missionary (follows and destroys work)	30
Daily III item	30
Map of region (with historic notations)	30
Favor performed for deity (one time +10 to Divine Intervention)	30
Traveling companion/familiar (GM's choice)	20
Covenant with deity (yet to be fulfilled)	20
Spell adder (+1)	20
Special religious token/sigil	0

Category or Skill	# of ranks
Artistic • Active skill category	0
Tale Telling	1
Communications skill category	4
choice of two skills	5 (total)
Influence skill category	6
Diplomacy	1
Propaganda	2
Public Speaking	3
Lore • General skill category	3
Culture Lore (specific to location)	2
Religion Lore (specific to location)	3
specific lore related to the religion	1
Outdoor • Environmental skill category	2
Foraging	1
Survival	1
choice of one skill	1

Power Manipulation skill category	n/a
Channeling	2
Spells • Own Realm, Open list skill category	n/a
Proselytizing*	3

* : This spell list may be developed as an Open list regardless of the caster's chosen realm.

Stat Gains: Intuition

Professional Qualifier: none

Lifestyle Skills: Public Speaking

COST BY PROFESSION

Fighter	70	Lay Healer	42
Thief	64	Healer	42
Rogue	57	Mystic	35
Warrior Monk	63	Sorcerer	42
Layman	48	Ranger	46
Magician	42	Paladin	39
Illusionist	38	Monk	48
Cleric	40	Dabbler	45
Animist	38	Bard	38
Mentalist	42	Magent	38
Arcanist	41	Chaotic	49
Wizard	41	Magehunter	49
Channeling Alchemist	40	Mentalism Alchemist	42
Essence Alchemist	42		
Taoist Monk	48	Zen Monk	48
Runemage	39	Warrior Mage	48
Mana Molder	41		
Priest	42	Warlock	38
Summoner	42	Mythic	44
Academic (Modern)	133*	Scientist (Modern)	126*
Fighter (Modern)	367*	Technician (Modern)	147*
Layman (Modern)	169*	Thief (Modern)	304*
Rogue (Modern)	241*	Warrior Monk (Modern)	295*
Academic (Pulp)	73†	Warrior Monk (Pulp)	87†
Fighter (Pulp)	100†	Healer (Pulp)	48
Layman (Pulp)	59†	Mystic (Pulp)	41
Noble Savage	108†	Sorcerer (Pulp)	48
Rogue (Pulp)	75†	Bard (Pulp)	52
Technician (Pulp)	52†	Monk (Pulp)	59
Thief (Pulp)	87†	Ranger (Pulp)	58

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



CHANNELING
COMPANION

◆ 10.8 ◆

PILGRIM (L)

The pilgrim has lost his place of worship and is seeking another. His deity is still with him, but his church and religion have either been forcefully denied him or have been destroyed. He has had to wander the world looking for a place to freely practice his religion, perhaps being persecuted along the way. His life has become a search for his promised land.

Just over the next ridge will be the promised land.

Time to Acquire: 121 months

Starting Money: normal

Special:

Weapon (+5 non-magical)	50
Shield (+5 non-magical)	40
Armor (+5 non-magical)	30
Favor from a Ranger	30
Holy symbol (+5 Spell Casting Static Maneuvers)	20
Map of region (with historic notations)	20
Spell adder (+1)	20
Special religious token/sigil	0

Category or Skill	# of ranks
Armor • Light skill category	1
choice of one skill	1
Body Development skill category	n/a
Body Development	1
Lore • General skill category	4
Culture Lore (specific to location)	2
Religion Lore (specific to location)	2
specific lore related to the religion	1
Outdoor • Environmental category	3
Foraging	1
Survival	1
choice of one skill	1
Power Manipulation skill category	n/a
Channeling	2
Spells • Own Realm, Open List skill category	n/a
choice of one spell list	3
Weapon / Attack skill category (choice)	1
choice of one skill	1

Stat Gains: Memory

Professional Qualifier: none

Lifestyle Skills: none

COST BY PROFESSION

Fighter	65	Lay Healer	43
Thief	60	Healer	43
Rogue	51	Mystic	47
Warrior Monk	66	Sorcerer	51
Layman	45	Ranger	39
Magician	51	Paladin	34
Illusionist	51	Monk	48
Cleric	40	Dabbler	44
Animist	37	Bard	42
Mentalist	44	Magent	42
Arcanist	50	Chaotic	46
Wizard	50	Magehunter	45
Channeling Alchemist	40	Mentalism Alchemist	42
Essence Alchemist	42		
Taoist Monk	48	Zen Monk	48
Runemage	51	Warrior Mage	46
Mana Molder	50		
Priest	43	Warlock	47
Summoner	51	Mythic	42
Academic (Modern)	153*	Scientist (Modern)	148*
Fighter (Modern)	425*	Technician (Modern)	168*
Layman (Modern)	194*	Thief (Modern)	352*
Rogue (Modern)	275*	Warrior Monk (Modern) ..	351*
Academic (Pulp)	81†	Warrior Monk (Pulp)	97†
Fighter (Pulp)	105†	Healer (Pulp)	50
Layman (Pulp)	61†	Mystic (Pulp)	54
Noble Savage	108†	Sorcerer (Pulp)	58
Rogue (Pulp)	76†	Bard (Pulp)	59
Technician (Pulp)	51†	Monk (Pulp)	66
Thief (Pulp)	92†	Ranger (Pulp)	56

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



CHANNELING
COMPANION



◆ 10.9 ◆ PROTECTOR (L)

Protectors are holy warriors that are sent into the world by their church with the specific mission of protecting people from one specific sort of creature (Demons, Elementals, etc.). They will hunt this type of creature down with a fanatical zeal, and stop at nothing to see these creatures erased from the land.

Demons? You'd better let me handle this.

Time to Acquire: 95 months

Starting Money: normal

Special:

Weapon (+10 non-magical)	50
Weapon (+5 non-magical)	40
Armor (+5 non-magical)	40
Shield (+5 non-magical)	30
Charm (+5 protection against specific creature) ...	20
Enemies with a Summoner	10
Close friends with a Paladin	0

Category or Skill	# of ranks
Armor Light skill category	2
choice of one skill	2
Armor Medium skill category	1
choice of one skill	1
Body Development skill category	n/a
Body Development	1
Lore General	2
Religion	1
specific lore related to the religion	1
Lore Obscure	1
lore related to specific creature	3
Spells Own Realm, Open/Base list skill category	n/a
The Hunter*	2
Weapon / Attack skill category A	2
choice of one skill	2
Weapon / Attack skill category B	1
choice of one skill	1

* : This spell list may be developed as an Open list regardless of the caster's chosen realm.

Stat Gains: Strength

Professional Qualifier: none

Lifestyle Skills: none

COST BY PROFESSION

Fighter	50	Lay Healer	53
Thief	50	Healer	68
Rogue	44	Mystic	73
Warrior Monk	74	Sorcerer	84
Layman	45	Ranger	45
Magician	84	Paladin	35
Illusionist	56	Monk	68
Cleric	55	Dabbler	57
Animist	58	Bard	45
Mentalist	85	Magent	46
Arcanist	85	Chaotic	59
Wizard	85	Magehunter	54
Channeling Alchemist	56	Mentalism Alchemist	50
Essence Alchemist	52		
Taoist Monk	67	Zen Monk	69
Runemage	84	Warrior Mage	61
Mana Molder	84		
Priest	61	Warlock	73
Summoner	84	Mythic	47
Academic (Modern)	98*	Scientist (Modern)	114*
Fighter (Modern)	230*	Technician (Modern)	115*
Layman (Modern)	117*	Thief (Modern)	180*
Rogue (Modern)	152*	Warrior Monk (Modern) ..	218*
Academic (Pulp)	70†	Warrior Monk (Pulp)	90†
Fighter (Pulp)	70†	Healer (Pulp)	71
Layman (Pulp)	51†	Mystic (Pulp)	76
Noble Savage	82†	Sorcerer (Pulp)	88
Rogue (Pulp)	56†	Bard (Pulp)	50
Technician (Pulp)	55†	Monk (Pulp)	74
Thief (Pulp)	64†	Ranger (Pulp)	51

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



Part II

Section 10.9

Protector (L)



CHANNELING
COMPANION

◆ 10.10 ◆ TEMPLAR (L)

The Templars are holy warriors that defend temples and other holy ground. Often without any magic of their own, they nevertheless will give their lives for the cause. At a moment's notice, they are willing to drop everything and join a crusade for the faith.

None shall pass!

Time to Acquire: 94 months

Starting Money: normal

Special:

Weapon (+10 non-magical)	50
Weapon (+5 magical)	40
Armor (+10 non-magical)	40
Armor (+5 magical)	30
Shield (+10 non-magical)	30
Promotion or award	30
Promotion or award	20
Close friends with a Paladin	0



Category or Skill	# of ranks
Armor • Medium skill category	2
choice of one skill	2
Armor • Heavy skill category	1
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Lore • General skill category	3
Religion	1
Heraldry	1
specific lore related to the religion	1
Technical/Trade • Professional skill category	n/a
Military Organization	1
Technical/Trade • Vocational skill category	n/a
Tactics	1
Weapon / Attack skill category A	2
choice of one skill	2
Weapon / Attack skill category B	1
choice of one skill	1
Stat Gains: Strength	
Professional Qualifier: none	
Lifestyle Skills: none	

COST BY PROFESSION

Fighter	50	Lay Healer	53
Thief	50	Healer	68
Rogue	44	Mystic	73
Warrior Monk	74	Sorcerer	84
Layman	45	Ranger	45
Magician	84	Paladin	35
Illusionist	84	Monk	68
Cleric	56	Dabbler	57
Animist	55	Bard	45
Mentalist	58	Magent	46
Arcanist	85	Chaotic	59
Wizard	85	Magehunter	54
Channeling Alchemist	56	Mentalism Alchemist	50
Essence Alchemist	52		
Taoist Monk	67	Zen Monk	69
Runemage	84	Warrior Mage	61
Mana Molder	84		
Priest	61	Warlock	73
Summoner	84	Mythic	47
Academic (Modern)	48	Scientist (Modern)	114
Fighter (Modern)	230	Technician (Modern)	115
Layman (Modern)	117	Thief (Modern)	180
Rogue (Modern)	152	Warrior Monk (Modern)	218
Academic (Pulp)	70	Warrior Monk (Pulp)	90
Fighter (Pulp)	70	Healer (Pulp)	71
Layman (Pulp)	51	Mystic (Pulp)	76
Noble Savage	82	Sorcerer (Pulp)	88
Rogue (Pulp)	56	Bard (Pulp)	50
Technician (Pulp)	55	Monk (Pulp)	74
Thief (Pulp)	64	Ranger (Pulp)	51



◆ 10.11 ◆ THEURGIST (L)

A Theurgist is the battlefield medic of religious troops. They normally travel with the regular troops and are sometimes even part of them. Many standing religious armies have at least two or three of these "miracle workers" within their ranks, sometimes with as many as one per unit. They are the fighting healers, using their talents out on the battlefield to help those who would otherwise not survive the trip to the infirmary.

The wounded men! Do not retreat without bringing one of the wounded with you!

Time to Acquire: 116 months

Starting Money: Normal

Special:

Holy symbol (+5 Spell Casting Static Maneuver) .	50
Spell Adder (+1)	50
Daily I item	40
Weapon (+5 non-magical)	30
Armor (+5 non-magical)	30
Promotion or award	30
Promotion or award	20
Superior medical kit (+10 non-magical)	20
Medical kit (+5 non-magical)	0

Category or skill	# of ranks
Lore • General skill category	2
Herb Lore	1
Religion	3
specific lore related to the religion	1
Power Manipulation skill category	n/a
Channeling	3
Spells • Own Realm, Open list skill category	n/a
Concussion's Ways*	3
choice of Battlefield Healing or Holy Defenses*	3
Technical/Trade • General skill category	1
First Aid	3
Technical/Trade • Professional skill category	n/a
Diagnostics	1
Second Aid	1

* : These lists may be developed as Open lists regardless of the caster's chosen realm.

Stat Gains: Constitution and Intuition

Professional Qualifier: none

Lifestyle Skills: First Aid

COST BY PROFESSION

Fighter	90	Lay Healer	39
Thief	77	Healer	39
Rogue	66	Mystic	39
Warrior Monk	77	Sorcerer	39
Layman	54	Ranger	48
Magician	39	Paladin	39
Illusionist	39	Monk	48
Cleric	39	Dabbler	48
Animist	39	Bard	48
Mentalist	39	Magent	48



Arcanist	38	Chaotic	52
Wizard	38	Magehunter	54
Channeling Alchemist	39	Mentalism Alchemist	39
Essence Alchemist	39		
Taoist Monk	48	Zen Monk	48
Runemage	39	Warrior Mage	48
Mana Molder	38		
Priest	39	Warlock	39
Summoner	39	Mythic	48
Academic (Modern)	206*	Scientist (Modern)	197*
Fighter (Modern)	638*	Technician (Modern)	240*
Layman (Modern)	278*	Thief (Modern)	512*
Rogue (Modern)	404*	Warrior Monk (Modern) ..	512*
Academic (Pulp)	100†	Warrior Monk (Pulp)	123†
Fighter (Pulp)	148†	Healer (Pulp)	48
Layman (Pulp)	76†	Mystic (Pulp)	48
Noble Savage	156†	Sorcerer (Pulp)	48
Rogue (Pulp)	102†	Bard (Pulp)	71
Technician (Pulp)	60†	Monk (Pulp)	71
Thief (Pulp)	122†	Ranger (Pulp)	71

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



CHANNELING
COMPANION

◆ 10.12 ◆ WITCH (L)

A Witch is a Channeler that usually stays away from civilized society as a recluse that only leaves his or her home with definite goals in mind. A Witch often has a Demon as his Channeling source of power. Witches are in contact with Demons or other supernatural creatures often, for their own hidden and questionable purposes.

Let them scorn and scoff. I will turn their precious homeland into a swamp and a wasteland.

Time to Acquire: 162 months

Starting Money: normal

Special:

True Familiar	20
d5 potions (third level spells)	50
Book (+15 to Demon Lore)	40
Book (+15 to one Lore * Magical skill)	50
Favor from a lesser Demon	40
Daily III item (candle)	40
Hunted by a Mythic	30
Covenant with Demon (yet to be fulfilled)	20
Daily II item (candle)	20
d5 potions (second level spells)	0

Category or Skill	# of ranks
Lore • General skill category	2
Religion	1
specific lore related to the religion	1
Lore • Obscure skill category	4
Demon/Devil Lore	3
choice of one skill	1
Lore • Magical skill category	4
Artifact Lore	1
Circle Lore	2
Symbol Lore	1
Warding Lore	1
choice of one skill	1
Outdoor • Environmental skill category	2
choice of one skill	2
Power Awareness skill category	1
Divination	2
Power Manipulation skill category	n/a
Magic Ritual	2
Spells • Own Realm, Open list skill category	n/a
Liquid/Gas Skills*	2
Nature Domination*	3

* : These lists may be developed as Open spell lists regardless of the caster's chosen realm.

Stat Gains: Empathy

Professional Qualifier: none

Lifestyle Skills: none



COST BY PROFESSION

Fighter	99	Lay Healer	43
Thief	84	Healer	43
Rogue	74	Mystic	43
Warrior Monk	90	Sorcerer	43
Layman	58	Ranger	54
Magician	39	Paladin	48
Illusionist	39	Monk	53
Cleric	42	Dabbler	49
Animist	41	Bard	45
Mentalist	43	Magent	53
Arcanist	39	Chaotic	52
Wizard	39	Magehunter	52
Channeling Alchemist	42	Mentalism Alchemist	43
Essence Alchemist	39		
Taoist Monk	53	Zen Monk	53
Runemage	39	Warrior Mage	49
Mana Molder	39		
Priest	43	Warlock	43
Summoner	43	Mythic	55
Academic (Modern)	269*	Scientist (Modern)	227*
Fighter (Modern)	761*	Technician (Modern)	288*
Layman (Modern)	350*	Thief (Modern)	608*
Rogue (Modern)	506*	Warrior Monk (Modern)	662*
Academic (Pulp)	106†	Warrior Monk (Pulp)	153†
Fighter (Pulp)	173†	Healer (Pulp)	60
Layman (Pulp)	88†	Mystic (Pulp)	60
Noble Savage	173†	Sorcerer (Pulp)	60
Rogue (Pulp)	122†	Bard (Pulp)	70
Technician (Pulp)	65†	Monk (Pulp)	84
Thief (Pulp)	141†	Ranger (Pulp)	86

*: This profession cannot normally develop this training package because it is inappropriate to the genre of the profession.

†: This profession is only allowed to develop this training package if the GM is not running a No Magic campaign in the genre.



FATE POINTS

Part II

Sections
11.0, 11.1,
11.2, 11.3

Fate Points

The Story and
the Luck

Why Use
Fate Points

The Source of
Fate Points

This section discusses the nature of Fate Points and how GMs can use them in their game.

11.1 THE STORY AND THE LUCK

In many great books and movies, the fictional characters seem to live a life of constant danger, surviving a hair's breath from death over and over again, but always living to complete their story.

As every *Rolemaster* player knows, an unlucky die roll can end that story quickly. Such unfortunate die rolls can lead to disenchantment with an otherwise enjoyable game. The constant fear of an unlucky demise may keep players from forming an attachment to their character, thus inhibiting them from role playing and developing their character fully.

The other side of the coin is that a game without danger is no challenge, no fun, and ultimately without interest. Fear of death can make a game exiting.

One solution might be for the Gamemaster to just decide that because this is his game, that he will alter the events so they help the players. This is called the "Controlling the Story" or "Fudging the dice" method of Gamemastering. This could lead to frustration or boredom on the players part. The players may begin to think that the GM will save them every time something goes terribly wrong by altering the dice.

Presented here is an optional method of dealing with bad luck and unfortunate die rolls that the GM may not want in his game. The use of Fate Points, or the Gamemastering method of "Controlling the Luck" is a new way to deal with this. These rules are optional. Whether they are used will depend on the type of game being played. If a GM has an austere game, where characters are constantly faced with death at every turn, he may use very few of these rules. However, a GM who has very intricate plot lines worked out far in advance, but sees his players drop like flies to unlucky critical hits, may be more inclined to use these rules. Again, the use of these rules is entirely optional and will ultimately depend on the GM and the gaming style he uses.

11.2 WHY USE FATE POINTS?

A GM might want to control the luck with Fate Points for many reasons that are outlined below.

The first reason is that the *RMSS* can be deadly. One look at any *Rolemaster* critical table will tell you that the chances of dying when you suffer a 'D' or an 'E' critical are quite high. Depending on the type of campaign you are playing in, a fierce and pitched battle (even if you play defensive) could possibly inflict a few 'C' and 'D' criticals, and maybe even an 'E' critical on your favorite character. The odds of that character surviving that one battle are not

very good. Now think of that character surviving many battles that session. How about multiple sessions? The GM may be looking for a way to tone down the deadliness of the game.

The second reason, is that not everyone always wants to play a healing character. Healers can work very well healing the wounds that the critical hit charts inflict, but to cure some of the deadlier criticals, they have to be very high level. There are some criticals that they will never be able to cure. Not every gaming group has a player that wants to be of a healing profession. How many times have you been choosing a profession, only to have the rest of the party members (who have already chosen their professions) clamor that the group really needs a healing character? Should you be forced to play a Healer when you have really been wanting to play a Magent? The GM may not want to force anyone to play a healing character, and thus he may want some additional control over the luck of his game.

The third reason, is that the players might always seem to kill the enemy that the GM wants to use in future story lines and plots. This can frustrate a GM's well laid plans. Fate Points are for NPC's as well. The GM may want to ensure that a particular NPC stays alive for use in later storylines.

11.3 THE SOURCE OF FATE POINTS

What is the source of Fate Points? If something does stop a death critical from happening, what force did it? Combat with deadly weapons and spells is just as deadly (if not more so) than the *Rolemaster* critical hit tables depict it. A GM could just say that it was just a character's destiny, or part of that characters luck, that saved him from death. However, that theory plays down the accuracy of the *Rolemaster* system.

All of a character's abilities are assumed to be included in his profession, talents, etc. If something stepped in, and stopped the critical from happening, it was some sort of outside source like a deity or some other sort of higher power protecting a character's fate. At the very least it was some mystical, unknowing spiritual force that sometimes helps people when they need it.

The concept presented here is that when someone uses a Fate Point, they are using up some of their divinely granted fate, which all beings have. Exactly what deities or beings are in charge of fate, and how much fate each being gets, is up to the GM.

Whether a character has a religion or not, they have Fate Points. Every mission that a character performs is likely to be of interest to some kind of deity. There may be a deity of Fate or Luck that controls everyone's destiny, giving all mortals Fate Points as he sees fit. Most fantasy campaigns have the characters as heroes, affecting the lives of many others. This would not go unnoticed to certain deities, that may want these characters alive for many different reasons. It may also be that the main deities of "good" and "evil" in a world are in charge of fate.



CHANNELING
COMPANION

11.4 ACQUIRING FATE POINTS

How many Fate Points should characters begin with? It might depend on how much time your group spends fighting. If they are going to spend many sessions in all-out war, they may need many. If you have a game more geared towards role playing, then you may not need to give out as many. Use the chart below to determine how many Fate Points to award starting characters.

STARTING FATE POINTS

Combat sparse	2
Normal combat	3
Combat intensive	4

You may also want to let your players acquire new Fate Points as they adventure. A GM has many options to giving out new Fate Points. You may want to give out a certain number of starting Fate Points and let them stand for the entire campaign. You may want to give out one Fate Point per experience level, or one every other level. Another option is to give them out when a character does something truly heroic, or fulfills a lifetime goal. You could, on rare occasions, give one to each party member when the party has finished an extraordinary mission together. Use the chart below to determine how often to award additional Fate Points as the game progresses.

FATE POINT AWARDS

Combat sparse	1 / heroic event
Normal combat	1 / mission
Combat Intensive	1 / session

Note: If more than one mission is typically accomplished in one session the GM may wish to swap the normal combat and combat intensive amounts.

An additional way to give out Fate Points is to give them to any PC that forces an NPC to use one to save his life. Important NPC's will have Fate Points as well as the PC's. It can be frustrating for a player, if they inflict a great critical to an important NPC that the Gamemaster has given Fate Points, for the NPC will just use his Fate Points to avoid it. If a player gives a critical to an NPC, and the NPC uses a Fate Point to survive, the GM could award that Fate Point to the character. The reverse should also apply; an NPC should gain the Fate Points that he makes the PC's use. This system rewards the characters when they fatally wound an NPC, who would otherwise have died.



CHANNELING
COMPANION

11.5 USES OF FATE POINTS

When a player uses a Fate Point, they can re-roll a roll which has to do with a critical hit or spell or other maneuver that might kill his character. Specifically, Fate Points are usually used for the following: re-rolling a critical, re-rolling a resistance roll, or re-rolling a maneuver roll. They can also be used in situations where it is sure that they would die, if the roll is not made.



EXAMPLES

- Kalon receives an unlucky "100" critical while defending his homeland from goblins. He uses one of his Fate Points to have the critical re-rolled.
- Jerion fails his RR vs. an Absolution spell cast by an evil Priest. He is the last member of his party standing. Should he fall, he would die, and all of his companions would be killed as well. He spends a Fate Point and gets to re-roll his RR.
- Gauge is making a climbing roll to get away from some wolves that he has happened upon. He is almost near the top, when he rolls a bad result that might result in his death (by the fall or by the wolves). The GM allows him to re-roll the maneuver roll with a Fate Point.

Fate Points cannot help in all situations and with all rolls. First, Fate points are not to be used in a directly offensive manner. The idea is that Fate Points are a way to keep the character from dying, not to give them power over their attacks and critical hits that they give to others. Second, they do not help with situations that do not have to do with the survival of the character.

EXAMPLES

- Mozad's last attack against his enemy is a fumble, where his weapon flies from his grasp. He knows that he is running away with his friends next round, and asks the GM if he can re-roll his attack with a Fate Point to keep his weapon. The GM tells Mozad to get another weapon back in town.
- The "Giant Slayers," a well-known group of adventurers enters a Fire Giant stronghold. They use a few Fate Points to re-roll criticals, but their party starts to die off due to the great concussion hit damage from the Fire Giant's swords. Fate Points do not help. Better chose wiser next time.
- Burrik is tired and wounded. He engages his mortal enemy in combat, but cannot hit him due to his wounds and fatigue. Fate Points will not help with his attacks. He will have to fight him another day.

If the players get into a situation where they will all die if they do not kill an enemy, then they should not be fighting him in the first place. If they get trapped in an evil Magician's tower, and need to escape, they should have never ventured into the tower in the first place. There are a hundred ways for characters to die, that have nothing to do with unlucky die rolls. These ways to die have more to do with the bad decisions of the characters, and Fate Points will not help at all. GMs that use Fate Points are encouraged to keep death a very real factor in games, while at the same time easing the burden of bad luck the game can sometimes put on their shoulders.

11.6 FATE POINT OPTIONAL RULES

There are a few more optional rules and decisions associated with Fate Points.

The first, is the "Two Fate Point" rule. When the dice are rolled for the second time, they could come up unfavorable again for the character. If a PC or an NPC uses a second Fate Point on the same critical, RR or other roll, the effect is simply canceled, not rolled a third time. All concussion hit damage from any attack still applies.

The second, is "Control Over the Use of Fate Points." Will the players be allowed to decide for themselves when to use their Fate Points? The GM could set up strict guidelines for Fate Point usage, or they could be allowed to decide for themselves if and when to use them. One such control rule could be that players can only use their Fate Points when they are going to die instantly from a critical. However, sometimes a character receives a critical that states that they are stunned until eternity, bleeding a river, or are at negative infinity to attack. Sure, they will survive the critical, but will they survive the rest of the battle? That character might want to use a Fate Point to re-roll that critical.

Giving the players the choice of when to use Fate Points will give them more control over the game. A GM should be prepared for that. Ignoring criticals can obviously be used in an indirectly offensive way. If the characters all decide that a certain Sorcerer just has to die, they may all use their Fate Points to resist him, and to quickly kill him. The GM should make these major decisions about Fate Points early on in his game.

11.7 USEFULNESS OF FATE POINTS

Fate Points are extremely useful to the GM for story purposes, and very helpful if you want a plot that flows like your favorite movie or book. Fate Points will allow fights with the main enemies of the campaign, or with very powerful beings to happen without the creatures slaughtering the whole party. A few Fate Points may be spent as the party runs away, or the party Magician prepares Teleport V, but the party will have built up an interesting history with the evil villains of the campaign.

There are also times that the GM just throws too many monsters at the party. No GM is perfect, and sometimes he makes mistakes. Gamemasters do not have to fudge any dice rolls if they have given out Fate Points. The PCs can just use them as they need to, so that they can win the fight or run away. Fate Points can act as a cushion against situations where otherwise the whole party would be massacred.

Fate Points can also be a great way for the GM to protect those NPC villains that he wants to be a long-lasting part of the campaign. There are obviously times where, as a GM, you do not want a certain NPC to die, as he may be crucial to future story lines, or you just plain do not want him to die with a lucky PC attack roll. Give him Fate Points and he will become more difficult and challenging to defeat.

What Fate Points will not do, is give the PC's a free ride, by removing danger from a game. Dangerous campaigns can be very fun. If your players like danger, you certainly do not want to remove it from the game. You just want to give the players a bit of freedom from terrible luck.

The goal of Fate Points is not to remove the elements of bad luck or danger from a game. The goal is to protect the game at certain spots, while retaining the element of danger in others.

Optimally, Fate Points should be used in such a way that in routine situations, not directly relevant to the story, such as wandering monsters, unimportant encounters, etc., death is not very probable. However, you want to make sure that in situations key to the story, death is a very real danger. For specific and excellent advice on plot and story development, the authors recommend *Gamemaster Law*.

Part II

Sections
11.5, 11.6,
11.7

Uses of
Fate Points

Fate Points
Optional Rules

Usefulness of
Fate Points



CHANNELING
COMPANION

Part II

Sections

12.0, 12.1,
12.2, 12.3The Spirit
WorldSpirit World
Description

Taint

Spirit
Descriptions

THE SPIRIT WORLD

Each GM must examine the material presented in this section and compare it to his concept of his campaign world. If it works, then he should be able to use this section as is. If it does not mesh with his campaign world, then he must examine each part to see what can be used, or modified for use.

There is hidden in the shadows of the universe, a plane of existence known as the "spirit world." Upon this plane dwell many spirits. It is these spirits that a Shaman deals with on a regular basis. Spirits have various forms and abilities, many of which are described below. This plane and its inhabitants are referred to in the Priest base lists Chants, Spirit Law, and Spirit Domination.

12.1 SPIRIT WORLD DESCRIPTION

The spirit world is a conceptual plane. This makes any description of the spirit world dependent upon the person describing it. However, it does have some things that are common to all perceptions of it. The air is always filled with a swirling mist that scintillates with ever-shifting colors (some that are unique to the spirit world). The landscape appears to be a reflection of the physical world, but it will vary slightly with each visitor.

The spirit world is also filled with crossover points, or windows, to other worlds or planes. For the most part, the spirits tend to avoid these locations, as travel through these portals can taint the spirit. The spirits of the dead will pass through the Spirit World on their way to the final resting place of their religion.

A character who visits the spirit world will appear, to himself, as he believes himself to appear. To anybody else on this plane, he will appear as they view him, differently for each person. The spirits themselves may appear in any form that they wish, though most of the time, that form is related to the abilities of the spirit. A Fire Spirit may appear as a humanoid figure of flame, but its size is determined by its power (i.e., level). As a spirit grows in power, it also grows in size.

The mist that covers this plane is actually filled with various spirits who have not taken a form yet. These spirits do not interact with visitors to the spirit world. These spirits are seen as only a quick flash of color.

12.2 TAINT

Spirits are interested in purity, be it of thought, emotion, ideal, or action. They continually strive to achieve this purity. Contact with physical beings can taint this purity. When a spirit receives taint the taint will start to alter that spirit's personality. The more taint a spirit has, the closer it is to becoming an Angry Spirit (see below). A spirit can have a total number of taint levels equal to twice its level before it becomes angry (e.g., a third level spirit can sustain six levels of taint, at which point it is turned into an Angry Spirit).

Whenever a spirit comes into contact with a person or object in the physical world, it must check to see if it has been tainted. Each time that a spirit interacts with something or somebody from the physical world, the spirit must make a RR versus its own level. This roll is modified by -5 for every interaction above the first encountered at one time, and by -5 for every level of taint already incurred.

When a character casts Cleansing Chant upon himself, it gives the spirit an additional +50 to his RR versus any tainting from contact with the Shaman.

The character can remove taint from a spirit by casting Purification Chant upon the spirit. Each level of taint that a spirit has gives it a +5 to its resistance roll to this purification attempt. This RR is required, even if the spirit is willing, and it does not get the normal -50 modifier for a willing target under any circumstances. It can be difficult for a powerful Angry Spirit to be purified and calmed.

12.3 SPIRIT DESCRIPTIONS

This section will give a more detailed description of several types of spirits. This list is not exhaustive by any means, but it will give the GM a fair idea of some of the possibilities.

Spirits can be found both in the spirit world and the physical world. Those found in the physical world are those who are either tied to a physical location (see below), or those who are lost and wandering aimlessly. The spirits found in the spirit world most often will be those that live there, but it is possible that those who visit this realm may encounter each other.

All spirits from the spirit world will have a wavering, insubstantial form when on the physical plane. When in the spirit world, their forms will seem solid, just as that of a Shaman's feels solid. The actual shapes and details of a spirit are determined by the nature of the spirit.

Certain spirits do have a physical form when walking the mortal realms of the physical world. These spirits are most often tied to a specific location. These include some rural spirits (e.g., Dryads or Nixies). Most of these types of spirits have specific entries in *Creatures & Monsters*.

Please note that some spirits may fall into more than one category of description. It is up to the GM to determine the details of each spirit, as they will always be unique, even if they are of the same type as another spirit. It is also important to note that while there are multitudes of spirit types, there is also an almost limitless number of spirits for each type.

ANGRY SPIRITS

When a spirit gains a level of taint equal to or greater than twice its level, it is turned into an Angry Spirit. An Angry Spirit is one that has been twisted by the taint received by interacting with the physical world. These spirits will do their best to destroy everything and everyone they encounter. Their form will always be a warped version of their normal form. An Angry Spirit will attack using either possession or an innate ability (see Section 12.4).

CHANNELING
COMPANION

CONCEPTUAL SPIRITS

Sometimes a special concept can seem to have a life all its own. This is quite possible when dealing with the spirit world. Conceptual Spirits are those spirits that embody the goals and ideals of a certain concept, which can include almost anything (such as Christmas Past), or even a single event (such as a murder or a marriage ceremony). These spirits will attack either by using possession or emanation (see Section 12.4).

ELEMENTAL SPIRITS

Earth, Fire, Water, Air, Light, and Dark (the elements found in nature) each have their own spirits. While being of an elemental nature, they are not Elementals. They will come in many various shapes and sizes and embody the essence or nature of the elements, rather than the force of the elements themselves. These spirits will make attacks by either emanation or inundation (see Section 12.4).

EMOTIVE SPIRITS

Primitive, raw emotions are embodied by these spirits. Those who fall prey to these spirits are overcome by that single emotion driving the spirit. These spirits attack using possession or emanation (see Section 12.4).

HAUNTS

These spirits are full of distress, rage, and grief. They are usually brought into being after a traumatic experiences during life: a violent death, a betrayal, or a tortured existence. These poor spirits are often tied to the location of their creation. Yearning for release to the spirit world and cessation of their pain, they will attack any who come within range. Using possession and emanation to attack (see Section 12.4), they can be very dangerous. Those affected by the attacks of these spirits suffer the re-enactment of the event that created this spirit.

RATIONAL SPIRITS

Cold, hard logic defines these spirits. They are rarely swayed once they have decided upon a course of action. The bane of all emotion, these spirits may be swayed only through the use of logic. When attacking, these spirits will almost always use possession (see Section 12.4).

SHAMAN SPIRITS

In some cases, a Shaman will enter the spirit world never to return to the physical world. These Shamans may do this for a variety of reasons, be it on purpose or by accident. The spirits of past Shamans retain all abilities and skills they had when alive. Fortunately for those who travel the spirit world, the Shaman Spirits have little to do with anybody else in the spirit world. They believe themselves to be above the concerns of the mortal world.

If a Shaman Spirit decides to attack, it will use all of its abilities as well as possession (see Section 12.4). If a Shaman Spirit successfully possesses a physical body, he can use his abilities through that body, and has access to the thoughts and memories of his host. This acquisition of knowledge is unique to the Shaman Spirit (other spirits using possession cannot do this).

STANDARD SPIRITS

Standard Spirits are often called Unborn Spirits by Shaman. These spirits have no focus or theme that defines them. They will actually change into a spirit of an appro-

priate type if they encounter enough taint from the physical world, or even from other spirits. It is important to note that Unborn Spirits can only receive a number of levels of taint equal to its level, rather than twice its level, before transforming into another type of spirit. Unborn Spirits have no attacks until they become another type of spirit.

THEMATIC SPIRIT

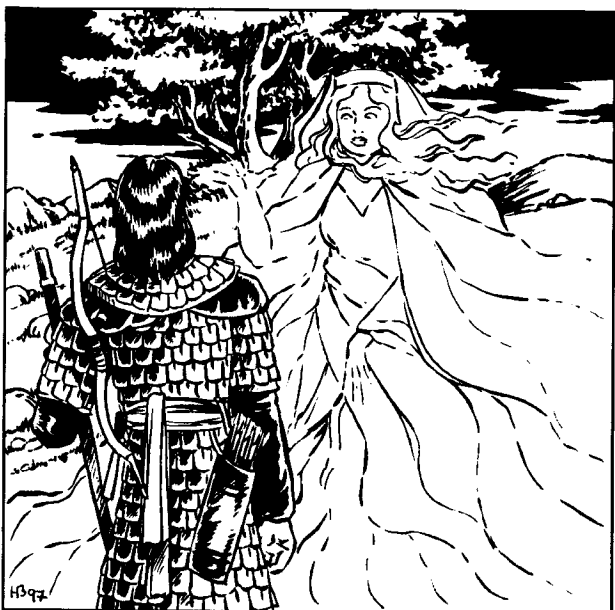
Thematic Spirits are tied to specific locations on the physical world. Highly complex spirits, they exemplify individual themes or ideals. These spirits are usually found at points where the physical world and the spirit world cross over and connect. When they appear on the physical world, these spirits assume physical forms. The forms that a Thematic Spirit takes on determines its method of attack on the physical world. In the spirit world, these spirits are treated just like Conceptual Spirits.

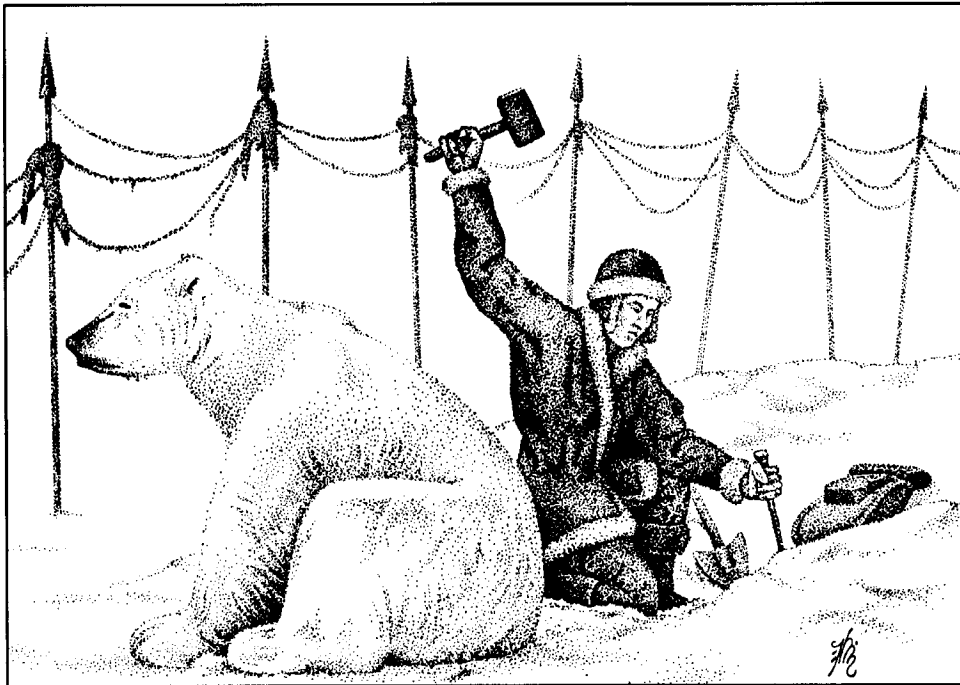
TOTEM SPIRITS

Totem Spirits are of the most complex spirits ever encountered by any anyone. They represent a given goal, theme, and/or ideal. Theoretically, there is a Totem Spirit for every idea ever conceived, but these spirits are active in cycles, each totem having dominance only on certain occasions, and only in certain locations.

Totem Spirits have the unique ability to travel freely from the spirit world to the physical world. While in the physical world, they take the form of the animal or creature that might represent their ideology. A Totem Spirit in its physical manifestation has all of the strengths and weaknesses of the form it takes. It also has the natural enemies and allies of that form. While on the physical world, the only attacks a Totem Spirit has are the natural attacks of their form (though a few are capable of bringing a few mystical abilities to use on the physical world). When they travel to the spirit world, they retain a spirit form that matches their physical form. In the spirit world, they may only use possession to attack (see Section 12.4).

Totem Spirits also grant special abilities to the character that they choose to follow when they become Totem Familiars. These special abilities are dependent upon the ideology of the totem.





12.4 SPIRIT COMBAT

Spirits have several forms of combat. Not every spirit may use every type of attack. Usually, a spirit will be limited to one or two attack forms. While spirits use similar forms to attack, the results of those attacks will depend upon the spirit who is attacking. The attack forms are listed below, with a short description of each.

Emanation—When a spirit attacks by emanation, it creates an area equal to 10' radius per level of the spirit centered on the spirit, in which all persons and creatures must make a Channeling RR versus the level of the spirit or be overcome by the attack of the spirit, (e.g., if a Spirit of Hunger makes an emanation attack, all who fail the RR will be overcome by feelings of hunger).

Inundation—This attack form is limited to Elemental Spirits. An Elemental Spirit may make this type of attack at a range of up to 100' away, and it covers an area equal to a 1' radius per level of the spirit. If any creature or person within that radius fails a Channeling RR versus the level of the spirit, they will be affected by the attack of the spirit. Each Elemental Spirit has its own method of inundation. An example of the types of effects generated by this attack form are listed below. Each element has several aspects, and the examples presented do not form a complete list, they only show possibilities.

1) An Elemental Spirit of Earth could cause all within the area of effect to feel the solidity and weight of the world bearing down upon their every sense, slowing down thought and actions to almost nothing. This might have an effect similar to that of a Hold Kind spell.

2) An Elemental Spirit of Fire could cause all within the area of effect to feel the quick, mercurial nature of a flame. Thoughts, feelings, and actions are all impulsive and reactionary. This could have the effect of driving all within the area into a berserk frenzy.

3) An Elemental Spirit of Water could cause all within the area to feel the flexibility and compromising nature of the depths. Any decisions made while affected by this spirit might seem to be most reasonable.

4) An Elemental Spirit of Air could cause all within its effect to feel the clarity, conciseness, and rapidity of thought. Translating thought into action might be easy, thus enabling those affected to spring into action at a greater speed than those not affected.

5) An Elemental Spirit of Light could bring with it the harmony and tranquility of oneness with the universe, an acceptance of circumstances, and the sureness of inner peace.

6) An Elemental Spirit of Dark could bring with it the coldness and the despair of things shadowy, thus making action of any sort seem futile at best.

Possession—Some spirits will try to take over the corporeal form of a person. To do this they will try to possess that person's body, removing the target's mind from command. The spirit will try to enter the body of the target and take over. When this occurs, the target must make a Channeling RR versus the level of the spirit. Once a spirit has successfully taken over a target, he may use the body of the target for up to ten minutes per level of the spirit, at which point the effort of controlling another's form becomes too much.

During this time, the target of the possession may make an additional RR for every ten minutes that he is under the control of the spirit, and also if his body gets injured in any way.

While in control of the target's body, the spirit has no access to the target's knowledge or skills (except the Shaman Spirit as noted above). The target is also aware of all actions taken by the spirit.

SPIRIT STATISTICS

While there are a great multitude of types of spirits that may be encountered, they all have several things in common. Use the following set of stats as a base for developing a spirit. The stats given are in Creatures & Monsters format and refer to the charts given therein.

Name: Spirit

Level: varies (to be determined by the GM)

Base Move: 100'

Max Pace/MM Bonus: Spt/+30

Speed MS/AQ: BF/FA

Size/Crit: M/# (magical weapons are required)

Hits: 10/level (Constitution code E)

AT(DB): 1(100)

Attacks: varies (see above)

Encountered: 1 (varies if in the spirit world)

Treasure: —

Bonus XP: varies (GM's discretion)

Outlook(IQ): varies



CHANNELING
COMPANION

12.5 TOTEM FAMILIARS

When a character casts the spell Totem Familiar, it sends a call out to the spirit world. This call contains a blueprint of the personality and ideology of the caster. This call may be answered by a Totem Spirit of a similar mentality (roll on the Totem Familiar chart below for the type of familiar). If answered, it will always be a first-level spirit that appears before the caster. This Totem Familiar will again level each time the caster gains a level. Should the caster ever lose his Totem Familiar, and recast this spell, he will always gain another Totem Familiar of the same type, again at first level of ability.

A Totem Familiar grants the character special abilities, as well as having abilities of its own to use for the benefit of the character. These abilities need not be the same as what it grants the character. These conferred powers are granted to the Shaman for use in pursuit of its ideology and goals. Each Totem grants a different conferred power that grows in strength as the Totem Spirit grows in power. These powers are highly subjective in nature, and should be considered carefully by the GM so as not to unbalance his game.

Examples of conferred powers could include any one of the following list. But it is important to remember that the Totem Familiar only grants one power to the character, and if that Totem Familiar is ever lost, the character would lose that ability.

Stat bonuses—These should start out at +1 to the stat bonus and increase by +1 for every three levels the Totem Spirit gains.

Skill bonuses—This should be a +2 per level of the totem for some skill related to the ideology of the totem. This should not affect skill categories, and should be limited to only one skill per level of the totem.

Spell ability—Certain totems may grant a spell list to the character. This should be a very rare occurrence, and the character should only have access to the list up to the level of the totem. It is also very important to ensure that all spells on a list adhere to the ideology of the totem. If a spell doesn't fit, the totem will not grant a spell for that level.

Trait enhancement—The character could have a certain trait enhanced by his totem. This is very subjective and should only apply to situations when the character was furthering the cause of the totem. For example, the totem may increase a character's fearlessness to help counteract a fear-causing spell, if doing so helped further the totem's cause.

This is just a sample of what a totem could grant to a character. The actual possibilities expand much further. The totem could grant an ability that was spell-like in nature that started off small and grew with the totem. These granted abilities are accessible to the character only when the totem is within range. This range is equal to 10' per level of the totem.

The totem and the character also share a couple of combined abilities. The first is that the character and Totem Familiar will each know in which direction the other is, no matter the distance. The second is that with concentration, the Totem Familiar and the character may view the world using each others' senses. This can be initiated by either, and only works as long as they are within range of each other.

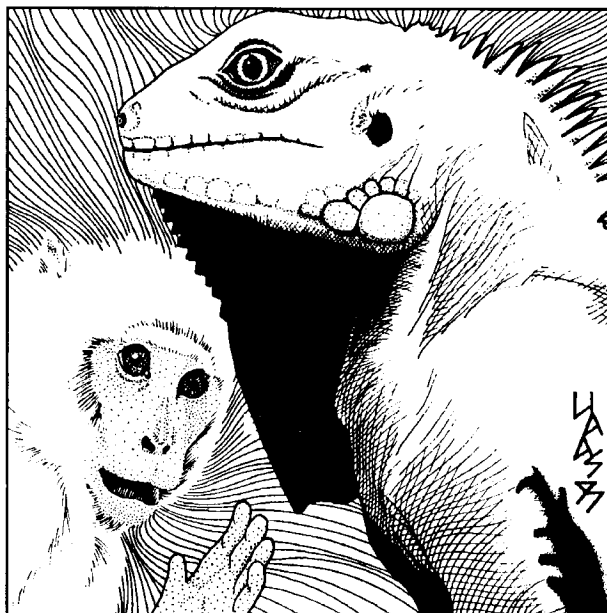
The totem will have its own special abilities, which could mirror those granted to the character or could be completely different.

It is important to note that while the totem will often do as the character asks, it is dedicated to furthering its ideology. This could cause the character some problems, as the Totem Familiar will always be working towards its own ends. It is also important to note that while the Totem Familiar will understand everything that the character says, it is limited by its physical form when communicating with the character.

TOTEM FAMILIAR CHART

01-05	Failure, no totem	51-55	Hawk
06-10	Rabbit	56-60	Wolverine
11-15	Bat	61-65	Horse
16-20	Deer	66-70	Snake
21-25	Lion	71-75	Wolf
26-30	Beaver	76-80	Badger
31-35	Buffalo/bull	81-85	Eagle
36-40	Otter	86-90	Bear
41-45	Moose	91-95	Owl
46-50	Lynx	96-100	Choice*

* : The GM should choose a totem or allow the player to select one.



Part II

Sections

13.0, 13.1

Talents and
Flaws

New Talents

TALENTS AND FLAWS

Talents and flaws of characters can be explained in a variety of ways, from natural ability, to special training, and in the case of a Priest, possibly a granted power or ability bestowed by a deity. Flaws could be explained the same way. When selecting talents and flaws for a character, the GM and player should keep in mind the general nature and purpose of the Channeling spell user. Talents which would obviously go against that nature should not be selected. For example, a Priest of Magic would probably never have the "Unbeliever" talent, but might be much more likely to have the "Aura" talent.

Flaws are a bit more objective. It is entirely possible that a Druid may have the 'Animal Bane' flaw or a Priest of Light may have the "Blind" flaw. Such instances could make for some great role-playing as the character strives to work with his flaw. Naturally the "Priestly Investment" talent would be a good choice for any Priest profession variant. A Priest of Light may have both the "Flare" talent and the "Visible Aura" flaw. Further suggestions could include a Priest of Fire that has the "Power Absorption (Fire)" talent yet is more susceptible to forms of cold, which could be simulated by the "Cold Sensitive" flaw and even by going so far as to reverse the "Power Absorption" talent so that it works in the opposite manner versus cold (i.e., it becomes a flaw of equal status; maybe called it "Power Susceptible"). Be creative.

Some flaws may be overcome over the course of a character's career, but others he will be stuck with for life. In the case of a Priest of Fire, he may have the above mentioned "Power Susceptible" verses cold flaw and the "Pyromaniac" flaw. Over time, the character could learn to control his fascination with fire and stop himself from setting fires at random, but so long as he is a Priest of Fire, he will never be rid of the "Power Susceptible" flaw. If GM's allow PCs to "overcome" a flaw, a new flaw should be given to the character (equal in weight to the old flaw) or, optionally, an equal talent may be lost.

As always, if players have picked flaws that do not actually restrict their characters in any real way, the Gamemaster should feel free to have the player choose or roll for another flaw or choose one for them.



13.1

NEW TALENTS

The new talents and flaws listed (alphabetically) in this book are usable with both the background options system in *RMSS* and with the talent point system in *Talent Law*. Following each talent and flaw is the corresponding talent point cost and the degree of the talent or flaw (i.e. from Lesser to Greater).

Benevolent Order—You are the follower of an order which is widely respected and known for its acceptance of, and kindness to others causing the general population to initially have a favorable reaction to you. [10 points; Lesser]

Champion—You have done something to become a Champion or Saint of your religion and will be well known to both your own religion and others. It is not unlikely that people of an unrelated faith (or none at all) may know of you (by reputation only). [30 points; Major]

Chancellor—You are a former Chancellor of your faith and have taken it upon yourself to go out adventuring for one reason or another. All within the faith will recognize and have a high respect for you. [25 points; Minor]

Dark Aura Sense—You can sense the level of corruption within a creature or object. Range of 1 foot per level. The corrupted target receives a special modification of -50 to his RR if the detecting character is touching the target. [30 points; Major]

Dedicated Follower—You are very dedicated to your cause and receive a special bonus of +50 to RR's verses Corruption. In addition, halve the number of points the character would normally receive from any corruption source. [20 points; Major]

Former Domicile—You have a former domicile where you will be welcomed and well tended to free of charge. [5 points; Lesser]



Fortunate Fate (Minor)—Your deity is looking out for you. Start with one more fate point than normal. [20 points; Minor]

Fortunate Fate (Major)—Your deity is looking out for you. Start with two more fate points than normal. [30 points; Major]

Fortunate Fate (Greater)—Your deity is looking out for you. Start with three more fate points than normal. [40 points; Greater]

Good Graces (Minor)—You are in very good standing with your deity or religion and will start with a Divine Status of 6. [30 points; Major]

Good Graces (Major)—You are in very high standing with your deity or religion and will start a Divine Status of 7. [45 points; Greater]

Invested Follower—You have been given special access to one Channeling Base List. This list may be developed as a base list (Own Realm). [35 points; Major]

Summoner Friend (Minor)—You are friends with a low level Summoner who has some of the necessary spells to communicate with you, and summon help for you. [20 points; Minor]

Summoner Friend (Greater)—You are friends with a high level Summoner who has all the necessary spells to communicate with you, and summon help for you. [40 points; Greater]

13.2 NEW FLAWS

The new talents and flaws listed (alphabetically) in this book are usable with both the background options system in *RMSS* and with the talent point system in *Talent Law*. Following each talent and flaw is the corresponding talent point cost and the degree of the talent or flaw (i.e. from Lesser to Greater).

Bad Graces (Minor)—For one reason or another you are in somewhat poor standing with your deity or religion and will start with a Divine Status of 4. [20 points; Minor]

Bad Graces (Major)—For one reason or another you are in fairly poor standing with your deity or religion and will with a Divine Status of 3. [35 points; Major]

Dark Attraction—You are tempted to make use of the dark side of magic and will gain all corruption points twice as fast in addition to suffering a special modification of -20 to any RR's versus corruption (including spells that cause corruption). [25 points; Major]

Decimated Religion—For some reason or another your religion has been virtually exterminated and existing members are still being (if not actively hunted) killed upon discovery by the offending force. [20 points; Major]

Demonic Ties—Your power is gained via a dark source such as Demons or some other evil force. How this effects the character is left to the GM (everything from a constant guard against inevitable corruption to performing periodic duties for the dark force). [30 points; Greater]

Malevolent Order—You are the follower of an order which is feared and shunned (whether for good reason or not) by those of the general population. [10 points; Minor]

Outcast—You are being hunted by someone from a religion for being either banished from a church or being a rogue (false) follower. [30 points; Major]

Religious Enemy—You are wanted by a group of fanatics from an opposing religion. [30 points; Major]

Set fate (minor)—Your fate seems to be decided and you will start with one less fate point than normal. [15 points; Lesser]

Set fate (major)—Your fate seems to be decided and you will start with two less fate points than normal. [25 points; Minor]

Set fate (greater)—Your fate seems to be decided and you will start with three less fate points than normal. [35 points; Major]

Part II

Sections 13.1, 13.2

New Talents

New Flaws



CHANNELING
COMPANION

Part II

Sections

14.0, 14.1,
14.2, 14.3

Restricting
Channeling

Inside the
Realm

Outside the
Realm

No Deity

RESTRICTING CHANNELING

One of the hallmarks of the *Rolemaster Standard System* is the ability to develop ranks in any skill regardless of profession or race. This gives players the opportunity to individualize a character in any way that player wants, which results in endless possibilities for potential character types. Overall, there should be no official system rules on the availability of any particular skill to any one profession or race. However, other factors decided by the gamemaster, may take into account the availability and difficulty to learn those skills.

The one possible exception to this theory are the spell lists in the realm of Channeling. The following is a set of optional rules for restricting the availability of Channeling magic. The deciding factors on who can be allowed access to Channeling magic will be the character's realm, his "religiousness" and his devotion to his deity. The following rules cover the all the ways that characters can access Channeling magic (i.e., using Development Points, purchasing training packages, etc.).

Note: *GM's who want to avoid absolute restrictions can simply make certain skills Restricted for development.*

14.1

INSIDE THE REALM

What if a Channeling spell user desires to learn another Channeling spell user's base lists? What if a Necromancer wants to inspire his Undead minions using the Paladin's Inspirations base spell list?

The first proposed restriction is that Channeling spell users not be allowed to develop ranks in other Channeling spell user's base lists, if they are diametrically opposed to their deity's nature. For example, a deity of death and destruction might not grant his followers access to healing spell lists. The character's deity would simply not channel him the power for those spells.

The second restriction is that a GM might want to restrict access to all Channeling base lists because those Channeling base lists reflect the power given to those Channelers who dedicate their whole lives to worshipping the one deity that can provide those spells. The GM is thus ruling that the only source of power for those Channeling base list spells is the one deity that provides them. Thus, no one else can access the source of power for those spells without worshipping that deity. It is also possible that a character's deity may not want a Channeler learning spells that are not part of the religion, and he may prevent the Channeler from learning them. It depends on the Gamemaster's worldview. If the deities in his world are the only source of a Channeling base list, then the matter is settled.

14.2

OUTSIDE THE REALM

There may be times where a character does not have Channeling as his realm, yet is a very religious person. They worship a deity on a regular basis, and serve that deity's causes. If that character has entered the relationship of worship with that deity, and that character desires to learn Channeling spells, the GM must chose how to restrict his access to Channeling magic.

Option 1: The deity will grant the character access to open and closed Channeling spells only.

Option 2: The deity will grant the character access to one Channeling base list and also the open and closed Channeling lists. This character must make some sacrifice or perform some quest to gain the indicated base list.

14.3

NO DEITY

Channeling magic comes from worshipping a deity, sphere of influence or other source, and Channeling the sources power into spells. How can one, who does not even believe in the existence of such forces, Channel power from them? Channeling spells are not something that a character learns out of a textbook or in a school. You cannot study, and simply "learn" a Channeling spell. The power is given to you by another force. This is one (perhaps the only) area that a GM is recommended to completely block a set of skills from a character.



CHANNELING
MAGICIAN

MISCELLANEOUS TOPICS

Part II

Sections 15.0, 15.1

Miscellaneous Topics

Channeling Rituals

This section covers a variety of other miscellaneous topics that pertain to various aspects of Channeling magic.

15.1

CHANNELING RITUALS

When a Channeling spell user wants to accomplish an extraordinary feat of magic using the channeled power of their deity, they will be required to perform a magic ritual. These magic rituals take longer to perform normal spells, but can be much more powerful.

If the ritual is required by the deity to cast a certain spell, it is called a standard ritual. If the ritual and channeled power has been requested by the character, it is a non-standard ritual.

The following rules have been created to be compatible with Section 9.0 in the *Essence Companion*, while trying to reflect the difference between the two realms. Unless indicated below, use all of the rules from the *Essence Companion*. The only major change is to remove the negative modifiers to all Channeling rituals given in that section if the magic ritual is being performed by a Channeling spell user.

STANDARD RITUALS

Many deities may require that certain high level spells be accompanied by a ritual every time they are cast. Only extraordinary spells should require a ritual. In addition, only spells from base lists would require a ritual, never spells from an open or closed list.

The following is a list of spells that the GM might consider requiring a magic ritual roll to succeed:

Lifegiving, Animal Reviving, Holy Bridge, Ritual of Black Eternity, Gate, City Curse, Kingdom Curse, Quake, Time Walk, and Forest's Cause, though there are many other spells that a GM might consider adding to this list depending on the power level of the spell.

These are existing spells, and as such, do not change any natural spell effects. However, many of these spells perform extraordinary effects that require a ritual and the direct cooperation of the caster's deity.

NON-STANDARD RITUALS

There may arise times where a Channeler or a group of Channelers with the same religion may want to perform a spell or spell-like effect that goes further than their normal abilities and powers.

The reasons that a Channeler might want to perform this type of magic ritual are many. First, they may want to produce an effect that is not covered by any spell. Second, they may want to stretch the bounds of an existing spell to perform a special task. Third, they may want to perform some feat of magic that goes well past what one Channeler alone can normally do with his spells and power.

In all cases, a ritual is what is called for, because a sudden burst of Channeled power from a deity might kill a character, while the slow build up of the power involved in a ritual can be handled by a mortal, or group of mortals.

When a Channeler attempts to perform a magic ritual of this type, they are asking a deity to give them something

more than their normal spells. In a very minor way, they are asking for Divine Intervention. They are not asking a deity to directly help, but they are asking for additional power, and for control over their spells. Thus, if the GM feels that the Channeler is asking for too much power, he may make him resolve the ritual as a Divine Intervention Maneuver instead.

INFLUENCES AND DISTRACTIONS

Influences and Distractions work the same as they do in the *Essence Companion*, adding to and subtracting from the Magic Ritual Maneuver. What should be included as Influences and Distractions will be different for each religion. One example follows:

INFLUENCES FOR DIETY OF JUSTICE

Influences	Mod	Note
Holy Water	+5	
Holy Symbol	+5	
On Holy Ground	+15	Can vary depending on strength of site
On a Religious Holiday	+10	
High Divine Status	+5	+5 per rank above Normal
Sacrifices	varies	Depend on worth of the sacrifice
Covenants	varies	Depends on the strength of the promise
Group of followers ...	varies	Depends on the size and faithfulness of the followers
Distractions	Mod	Note
Disharmony	-5	Unresolved disagreements between participants
Low Divine Status	-10	-10 per rank below normal
Stress	-10	Stress on any participant (life depends on ritual).
Bad Environment	-15	Lawless area, corrupt town

This example only shows one religion. Each religion will have different Influences and Distractions appropriate to their faith and their deity's Sphere of Influence. For example, a Lifegiving ritual might work better if friends and family of the deceased were present. A Priest of nature would require herbs and seeds for his rituals, and a Priest of death might need skulls.

In addition, if a Channeling ritual matches closely with an Essence spell category, then feel free to use modifications from that category. For instance, any ritual that changes a Darkness spell could use the Dark category influences and distractions.

MULTIPLE SPELL USERS

If multiple spell users are to be used in the ritual, they must be of the same religion as the spell user who is to be the performer of the ritual. All participants expend the same number of power points as the performer of the ritual. A performer of a Channeling ritual can only include as many spell users in his ritual as he has levels of Ritual magic divided by 3 (i.e., with 12 ranks, he may include 4 extra spell users in his ritual). If the Divine Status of the spell users is low, the GM may deem that no bonus is gained.



CHANNELING
COMPANION

Part II

Sections 15.1, 15.2

Channeling Rituals

Enemies, Darkness, and Evil

The bonus for including additional participants in the ritual is as follows.

MULTIPLE SPELL USERS MODIFICATIONS

Has Channeling as his realm	+5
Pure/hybrid Channeling user	+10
Same profession as the ritual performer	+15

RITUAL SKILL

In the realm of Essence, there are many different ritual classes in which an Essence user must develop skill separately. For the realm of Channeling, the Channeler has to develop skill in each and every type of ritual that he wants to perform (e.g., Lifegiving, City Curse).

If the ritual is a standard ritual, and is on the character's base lists, then the skill for this ritual is classified as an Everyman skill. Any ritual done with another profession's base lists is to be considered a Restricted skill.

HYBRID SPELL USERS

Hybrid spell users will use the Essence ritual magic rules for when they want to perform a ritual that only uses a spell or spell-like effect from the realm of Essence. Similarly, for any Channeling list, they will use these rules only.

When they want to perform a spell or spell-like effect with their base lists, they are able to use their Essence skills to perform the ritual, as they are also able to use both the Influences and Distractions from their Essence ritual class and their specific religion's Influences and Distraction. They are also be able to use multiple participants in the ritual.

15.2 ENEMIES, DARKNESS, AND EVIL

Throughout the *RMSS*, there are references to "enemies," creatures "of darkness," and "evil" creatures. They usually refer to who or what can be affected by certain types of spells and abilities. This section will explain what is meant by these three terms.

ENEMIES

This term is very specific. The Gamemaster has final say on what is meant by an "enemy" to each particular faith. Those who actively oppose a religion or its deity on a regular basis are certainly enemies, as are Channelers of diametrically opposing faiths. For a Priest of Fire, creatures of ice or cold may qualify as enemies, as well as Priests of Ice. For a Priest of Life, Undead would be enemies, etc.

Example: *Dalinor is a Priest of Light. His enemies would be any Priest of Darkness, and any who are directly working with that faith to fight against his. Also enemies to Dalinor, are any creatures composed entirely of shadow.*

CREATURES "OF DARKNESS"

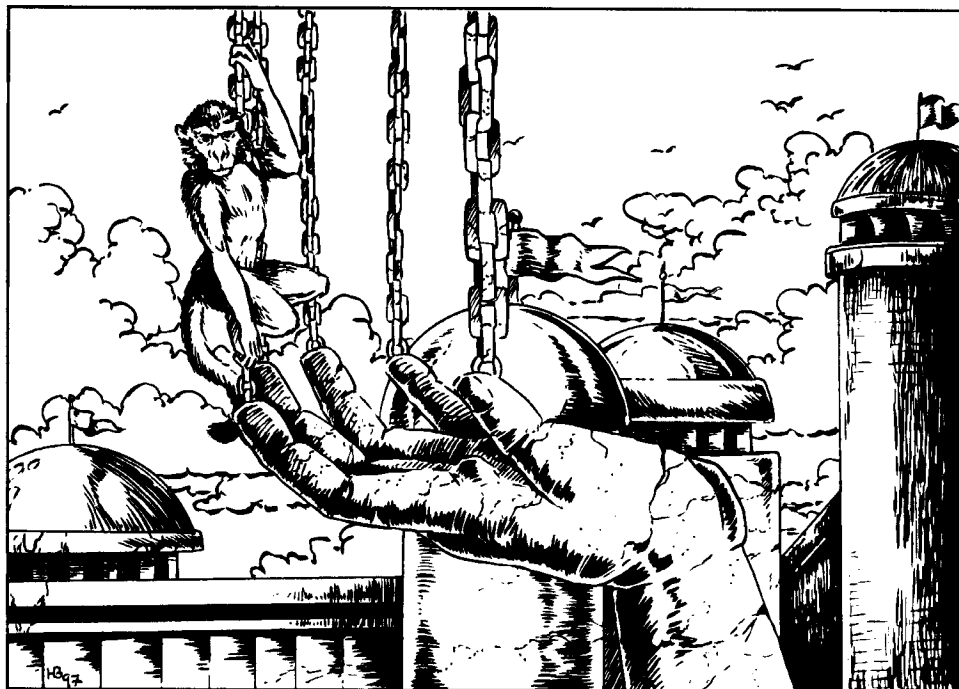
This term is much broader than "enemies." Creatures "of darkness" can be specific to each GM's world, but a few should probably be constant. *Spell Law* defines "of darkness" as something that is of "evil" origins (regardless of whether the thing itself is evil or not). Undead should always be considered creatures of darkness. Demons should almost always be considered creatures of darkness. The GM could also consider some Channelers of opposing faiths to be "of darkness." Other such creatures as the GM dictates could also be creatures "of darkness." Note the character's enemies are not necessarily "of darkness."

As an optional rule, treat creatures or characters with corruption points as creatures of darkness. If 100 corruption points represents a totally evil or corrupt creature, a d100 roll could be used to resolve a spell effect that involves creatures of darkness. Roll d100 (not open-ended) and add the creature/character's corruption points. If the result is over 100 the target is considered "of darkness." This roll should be made as often as the effect requiring the roll dictates. For example, Holy Aura I requires a roll every round.

Example: *To Dalinor, all his enemies are "of Darkness." In addition, all Undead and Demons are also "of Darkness."*

EVIL CREATURES

This is the broadest term of the three. If the cleric is good, his "enemies" and creatures "of darkness" would both qualify as evil, as well as a number of other evil beings. *Spell Law* defines 'Evil' as something that causes intentional suffering or destruction and strives to overthrow good. Bad intentions do not count as evil. If an animal is trying to kill the Channeler, but is only hungry, it is not evil.



CHANNELING
COMPANION

All three of these definitions can be altered to fit the GM's particular view of the concepts, and also to fit well within the world of the campaign.

Example: An evil creature to Dalinor could be a group of Orcs, a corrupt Paladin, or a Dragon, as well as his "enemies" and all creatures "of darkness".

15.3 HOLY ITEMS

Holy items include such things as holy swords, armor, rods, staves, vestments, chalices, arks, scrolls, etc. How these items are created and what their purpose is will vary from game to game and from world to world. Many Channeling magic items can be created by Channeling Alchemists (see the *Treasure Companion*), either through their normally acquired spells, or by way of special, more powerful spells channeled to them from their deity. Alternately, a deity may have actually created a powerful Channeling item himself. This section will explain different types of Channeling magic items and how their connection to the realm of Channeling makes them unique.

TYPES OF HOLY ITEMS

A distinction should be made between those items that have been made simply by the power of a deity, those that have been imbued with the will of the deity, and those that channel power directly from a deity.

The weapons or items that any character can use are those that have simply been made by the power of a deity. Any Fighter or Mentalist can pick up these weapons and use them without a problem. They radiate Channeling magic, but retain no active connection to the deity whose power made the item. The power of the deity was used to make the item, and the item's power exists independently after that.

Some weapons are made so as to retain the will of their deity in them. These items retain a connection to the deity whose power created it. These items will try to prevent certain people from using them. This type of item will normally be intelligent, and will initiate a Will Contest against anyone who it believes is not worthy to wield it. If the item is of a more generic nature (e.g., "Good" or "Evil"), the "General Alignment Reactor" is recommended. If the item is more religion specific in nature, then the "Critical Alignment Reactor" is recommended. The rules for Will Contests are presented here for your convenience. Be careful to note the differences in determining a character's and an item's will.

WILL FOR CHARACTERS

A character's will is determined by his five "will" stats (or more accurately, the stat bonuses for his will stats). The five will states are: Reasoning, Self Discipline, Empathy, Intuition, and Presence. Add together the stat bonuses for these five stats and then multiply by three. This is the character's will bonus. This bonus will add to all Will Contests.

WILL FOR ITEMS

To determine the will for items, you must first derive the item's will stats. Before using the table below, the GM must assign an intelligence level for the item (Empathic, Low Intelligence, Medium Intelligence, High Intelligence, Very High Intelligence, Artifact, or Legendary Artifact). If an intelligence level is not obvious, simply use Medium Intelligence. Roll d100 (open-ended) on the chart below (using the appropriate column for item's intelligence level). Roll once for each of the five will stats. Add the five results together (do not triple) to determine the item's will.

MENTAL STATS FOR ITEMS CHART

Roll	Empathic	Low Int.	Medium Int.	High Int.	Very High Int.	Artifact	Legendary Artifact
(-96)	-36	-27	-18	-6	+3	+12	+21
(-91)-(-95)	-33	-24	-15	-3	+6	+15	+24
(-61)-(-90)	-30	-24	-12	+0	+9	+18	+27
(-31)-(-60)	-27	-21	-9	+0	+12	+21	+30
05-(-30)	-27	-18	-6	+0	+12	+24	+30
06-14	-24	-15	-3	+0	+15	+27	+33
15-24	-24	-12	+0	+3	+18	+27	+36
25-49	-21	-9	+0	+6	+21	+30	+39
50-74	-18	-6	+0	+9	+24	+30	+42
75-82	-15	-3	+0	+12	+27	+33	+45
83-89	-12	+0	+3	+12	+27	+36	+48
90-93	-9	+0	+6	+15	+30	+39	+51
94-95	-6	+0	+9	+18	+30	+42	+54
96-110	-3	+0	+12	+21	+33	+45	+57
111-120	+0	+3	+15	+24	+36	+48	+60
121-150	+0	+6	+18	+27	+39	+51	+63
151-180	+0	+9	+21	+27	+42	+54	+66
181+	+3	+12	+24	+30	+45	+57	+69

Part II
Sections
 15.2, 15.3
 Enemies,
 Darkness,
 and Evil
 Holy Items



CHANNELING
COMPANION

Part II

WILL CONTESTS

Sections

15.3, 15.4

Holy Items

Holy Sites

An item does not always communicate its will or direction in a clearly discernible form (e.g., by voice or telepathic contact). Instead, an item sometimes reveals its direction in the way in which it can slowly but dramatically alter the persona of the individual wielding the item. This assumes that the item is able to gain control of the individual, and that the intents of the item are different from those of the person.

Before a Will Contest can be resolved, a "control situation" must exist. A control situation is defined as anytime a character is touching an item and attempts to use the item in a way that is contrary to its purpose and/or alignment (sometimes this is simply wielding the item).

Whenever a control situation arises, a special RR should be made. Use the item's level as the attack level and the character's level as the target level. However, the only other modifiers to this roll are:

- The target character's racial modifier (see chart below).
- Any modifiers that result from previous Will Contests.

WILL CONTEST RACIAL MODIFIERS

Race	Modifier
High Man	-15
Wood Elf	-15
Grey Elf	-15
High Elf	-15
Half-elf	-15
Dwarf	+80
Halfling	+90

TRUE CHANNELING MAGIC ITEMS

The last type of item is called a True Channeling magic item. This kind of item has power in itself to create effects drawing on the power of a deity and the character. Spell lists have been included in this companion to simulate one way to do this. The caster is required to exert power points, and the holy item allows the caster to use the spells from that list through the holy item.

Other types of True Channeling magic items could be created by the Gamemaster, giving various types of powers and abilities to the user. The item is actually channeling power from a deity (just like a character) and is using this channeled power to shape the character's power points into effects. This type of holy item will do absolutely no good to anyone that is not a worshipper of the deity that the item is made for, and would very likely initiate a Will Contest with anyone unworthy who attempts to pick it up.

EFFECTS OF HOLY ITEMS

Holy items of all types normally will have abilities that reflect the Sphere of Influence of the deity whose power created it, in addition to common bonuses given to items (e.g., bonuses to OB, DB, etc.). What these special abilities are and how they are manifested will be left to the individual GM's discretion. Some suggestions for holy items might include:



CHANNELING
COMPANION

RESULTS FROM WILL CONTEST

Fails by 150 or more—Item masters the character. The character is completely under the sway of the item and will pursue its purpose (or be overcome by its influence). The character suffers a permanent -25 penalty to all future Will Contests with this item.

Fails by 66 to 149—Item is in control of the character. The character is influenced by the item. He begins to act in accordance with the item's desires (although the influence is not absolute). The character may initiate another Will Contest under certain circumstances (GM's discretion; usually only allowed when separated from the item, or some traumatic experience caused by the item). Note that controlled characters will not voluntarily be separated from the item. The next Will Contest with this item suffers a penalty of -25.

Fails by 51 to 65—Character struggling. Although presently influenced by the item, the character realizes that his mind is effected and makes a valiant effort to resist the item. The effected character may immediately initiate another Will Contest (with no extra modifications).

Fails by 26 to 50—Item gains. The item is gaining influence over the character. Although not compelled to comply, the character feels biased by the item's will. Friends may notice a change in personality. The next time a Will Contest occurs with this item, it suffers a penalty of -10.

Fails by 1 to 25—Contest is in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

Succeeds by 1 to 25—Contest is in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

Succeeds by 26 to 50—Character gains. Character is gaining influence over the item. Although not compelled to comply, the item is biased by the character's will. For the moment the character may wield the item as he desires. The next time a Will Contest occurs with this item, it suffers a bonus of +10.

Succeeds by 51 to 65—Item struggling. The item makes a strong effort to resist the character, but it remains under the control of the character. The item may initiate another Will Contest immediately (with no extra modifications).

Succeeds by 66 to 149—The item falls under the strong influence of the character. The character may wield the item as he desires. The spirit will begin to act in accordance with the character's desires, although the control is not absolute. The spirit receives taint through interaction with the PC. The item may initiate another Will Contest under certain circumstances (GM's discretion). The next time a Will Contest occurs between the character and this item, there is a +25 bonus.

Succeeds by 150 or more—The item is completely under the control of the character. The spirit is overcome by the character's influence and obeys his will insofar as possible. The character receives a permanent modifier of +25 bonus to all future Will Contests with this item.



HOLY ITEMS CHART

Sphere of Influence:	Item:	Powers:
Combat	Weapon	Could inflict additional holy criticals in combat. These criticals would be more powerful against enemies of the weapon's wielder.
Healing	Amulet	In addition to casting various healing spells, it could be imbued with intelligence and cast these spells when the wearer is unconscious.
Knowledge	Book	Could help the character research important information or help to recall a fact from the character's past.
Magic	Ring	Could help the caster with his Spell Casting Static Maneuvers, the range or duration of his spells, or help to reduce the effects of spell failure.
Nature	Staff	Could help the caster to locate herbs better. Could also help with controlling and befriending animals.
Protection	Shield	Could grant the shields defensive powers to those standing near the caster, or protect the caster from multiple attacks or attacks that he is unaware of.
Spirit World	Pearl	Could help to guide a traveler through the spirit world better. Could also help the holder in dealing with the spirit world's inhabitants.
Undeath	Skull	Could help with the controlling of Undead, or help his minions under his control to resist being Repelled.

POWERFUL RELICS

Relics are items created by either an extremely powerful deity or some other, equally powerful force. These items are invariably quite old, sometimes dating back to the "creation" of a world, plane, or universe. On occasion, such an item may even be sentient and have an intelligence of its own apart from the deity that created it. In the hands of a mortal, relics are generally ineffective, as they cannot fully bring their power to bear. These items are often powerful enough to instantly dominate the wielder's mind or even kill them due the high amount of power imbedded in the item. Their power is usually beyond mortal ability, though this does not stop mortals from questing after them.

WRITTEN CHANNELING MAGIC

Although Channeling magic is primarily available through channeling power from a deity, there are some forms of written Channeling magic. First, runes are not uncommon, but will tend not to have very powerful spells on them. Runes normally hold healing, protection, detection, and other spells usable by most Channeling characters (those found on the open and closed Channeling lists). In these cases, the source of power to cast the spell is stored in the magic of the written word, and released upon reading. Channeling runes are often created by priests of a religion to be given to a person with limited or no power points, to perform things such as healing in a distant village or other such services for the church.

There are always exceptions, and in major temples or religious libraries there may be some more powerful writings containing high-level spells, but characters would be hard pressed to lay hands on them even if they are trusted members of the church. There may also be some works and tomes of Channeling magic buried deep within the vaults of an ancient temple. These tomes could contain ancient rituals, ceremonial writings, or the works of a lost religion. These more powerful forms of Channeling magic normally require the active cooperation of the deity to work; though some do not.

15.4 HOLY SITES

A site becomes holy when a deity imparts a portion of its power to a place that has become very important to that deity's religion. The cause of this importance can originate many ways. The first might be a supernatural or spectacular event that was caused by divine power (e.g., a place where a divine being has visited). The second might be sites made holy by mortals, for the express purpose of worshiping or contacting their deity better. In this case, the worshiper has usually used a spell to make the site holy, and the deity has agreed. In any case the GM should carefully consider the effects of holy sites in his world.

The powers and effects of such a holy site are as different as the religion of the deity that they are dedicated to. Worshipers of the deity of the site are much more likely to gain more benefits than non-worshippers from any of the site's powers. Members of the religion may merely be considered to be under the effects of "Bless" or "Protection" spells of various magnitudes when near a holy site. Other, more powerful sites could potentially give the religion's worshipers more power to draw on, thereby increasing the amount of power points available to them. They may receive bonuses to RRs or their spells may be treated as a higher level when someone is attempting to resist them. A temple dedicated to a healing deity could possibly increase the healing rates of all those within it, while a temple dedicated to death would keep people from healing naturally.

The power of holy sites can vary with the distance that a worshiper is from it if the GM wishes. This means that a holy site to a deity of magic might grant that religion's worshipers increasing bonuses to spell casting in relation to how close they are to the site. A site dedicated to an evil deity might start off by sending chills down a person's spine. As they get closer, they would get a feeling of terror; and as they get even closer, eventually result in the character making a fear RR just to remain in the area.

Holy sites will also likely have guards and wards against spells cast by those not of the religion. More powerful sites could even cause damage to those not of the faith or to those who are enemies of the faith. They might even repel members of other or opposite religions. A church or temple to the deity of life could have the effect of a permanent Repel Undead spell on it. A pyramid dedicated to a Priest of Fire might repel Ice Elementals, etc.

A holy site can take many forms, from a clearing in a forest, to a temple, to a graveyard. Normally, most churches are considered to be holy ground for the religion, but they may or may not hold the importance of being a holy site. Temples and other such clearly religious structures will almost always qualify as holy sites.

For more information on protection of holy sites and possible effects of holy sites and altars, see the Sacred Grounds spell list in the *Castles and Ruins* sourcebook. The benefits from holy sites can take many and varied forms. Gamemasters are encouraged to make the effects reflect the Sphere of Influence of the deity to whom the site is dedicated.



CHANNELING
COMPANION

Part II

Sections
16.0, 16.1,
16.2

Specialty
Priests

Selecting
the Template

Selecting
Base Lists

SPECIALTY PRIESTS

The town meeting was convened the moment it was known that the army was on its way. Priests from various religions were in attendance, the town grateful for each of their help. A Priest of the church of Azayan was here, his robe and amulet depicting symbols of justice. A Priest of Londarin was here as well, quiet and somber. The powerful warriors of that faith would be needed in the coming struggle. A Priestess of Lessara had made a great journey and sacrifice to get here. As a follower of a nature deity, she would lend her wisdom of the lands surrounding the city to the council. Finally, a Priest from the Temple of Eternal Night was here as well, his deep blue robes flowing as he walked. No one knew his exact reasons for being at this meeting, but he was welcomed. The general beheld this array of vastly different abilities and powers, and considered how it could be best used to defeat their common enemy...

If the Gamemaster wants further specialization among his priests, this section provides another set of templates to use in creating specialty priests. However, the Gamemaster should be careful as this method requires a significant amount of moderation on his part (to ensure that the specialty priest does not overpower other professions).

This section is highly geared toward Gamemaster and player interaction during character creation. The following section will use the phrases like the GM will do "this and that," but in reality, the GM and player can work together on creating a new Priest, though the GM's word is always final on any subject.

16.1

SELECTING THE TEMPLATE

When creating a new Specialty Priest, the first thing that a GM and player will want to do is choose one of the Priest profession templates to use as a starting point. Which of these templates the character will use is going to depend on what kind of Priest is to be created.

Select a template which best suits the religion of the character. A Priest of Combat or Warfare may be a pure arms user similar to a Fighter; a Priest of Guardianship may be a semi-spell user similar to the Paladin; a Priest of Death or Destruction may be a hybrid-spell user similar to the Sorcerer; and lastly a Priest of Nature or the Forest may be a pure spell user similar to the Animist. By identifying the nature of the Priest to be created a template can be chosen which best represents his purpose.

If the Priest is to be a pure spell user, use the rules as presented in Section 9.0. Note that the Training Package costs are all calculated using the Priest as presented in Section 9.0. If the Gamemaster decides to use any of the templates in this section, he will probably want to adjust the costs of some training packages (to reflect the slightly different skill costs for the templates presented in this section).

16.2

SELECTING BASE LISTS

The next step in creating a new Priest profession is to select what spell lists that the character will have access to as base lists. The Gamemaster will have the final word on what combination of base lists would be appropriate for the profession. The GM should keep in mind the effects on game balance that certain combinations of lists will have. The original Cleric profession had only two or three lists that were very powerful. If you allow your players to take all of the most powerful lists, then there will likely be a game balance concern. The new Priest lists are not allowed as any of the four extra base lists that pure spell users may select.

Keep in mind that there are some of the original Cleric's lists that would be good for almost any Priest, like the Communal Ways and Protections lists. The Paladin's Communion could also be used this way.

The next item you may wish to change are the profession bonuses. The GM may redistribute the fifty profession bonus points to reflect the Priests purposes. For example, a Priest of War or a Crusader may get an added bonus in the Weapon group, while a Priest of Defense would likely get a bonus to his Armor group.

OTHER CHANNELING SPELL LISTS

The list of possible Priest base lists is larger than only those included in this book. Possible base lists for Priests include all the Channeling base lists in Spell Law. It also includes any other Channeling base lists from any book that could apply to a Priest profession, such as Holy Wards from *Treasure Companion* and Sacred Grounds from *Castles & Ruins*, as well as Channeling base lists in future Rolemaster products.

OTHER REALM SPELL LISTS

There may be an instance where you want to use a list from another realm as a Priest base list. For example, a deity of thievery may give his worshipers access to the Dabbler's Thieving Law, or a deity may have illusion as its Sphere of Influence, and give some of the Illusionist base lists to his followers.

Whatever the case may be, the GM will be the final arbitrator as to what lists that Channelers can gain access to. These lists are then treated in all ways as Channeling spell lists. GMs should take a close look at any lists that are not Channeling, and check them for game balance problems before using them as Priest lists in his game.

If a list in question is too powerful, then many options could be chosen to tone the list down. One, all spells on the list could be two or three levels higher than normal. Two, the list could be made to cost extra development points (e.g., 4/4/4, or 5/5/5 for a pure or hybrid spell user, and 7/7/7 or 8/8/8 for a semi spell user). Three, some limiting factor or flaw can be attached to the list, such as each spell on the list causing the caster to take as many hits as the level of the spell. Various other options could be invented.



CHANNELING
COMPANION

When including other realm spell lists with a priest, you may have to decide whether or not to give Channeling spell users powers that they normally do not have. There are three notable abilities that the realm of Channeling does not have: *Flying*, *Haste*, and *Invisibility*, though there are others. There may come a time where you have a deity of wind, speed, or stealth, and you may want to provide your priests with these types of spells.

It is the recommendation of the authors, that if a GM finds that he wants to give his Channeling characters access to lists of this nature, that they make doubly sure that the created Priest is well balanced. There is no conceptual reason that Channelers cannot cast these types of spells, especially if their deity's Sphere of Influence calls for it.

16.3 PROFESSION BONUSES

A set of profession bonuses will need to be selected at this point. These bonuses should, as always, reflect the nature of the Priest. In many instances certain existing profession bonus combinations are adequate, such as the Paladins for the Crusader and the Animists for the Druid.

16.4 SKILL CLASSIFICATION

The next consideration is which skills should be allowed as Everyman, Occupational, or Restricted. These skills should reflect what type of Priest the character is playing. Use caution when choosing them. Everyman and Occupational skills can greatly affect game balance. In the above Priest of War example, the GM may want to assign Tactics or Military Organization as Everyman skills. Likewise, the GM should determine appropriate Restricted skills. In the Druid example the GM may wish to assign certain skills in the Outdoor groups as Everyman skills, or possibly those skill categories in their entirety.

16.5 SPECIAL ABILITIES

Other details about the character such as the prime stats may also be changed as the GM feels the need. Special bonuses or penalties similar to the Paladin's +20 to Transcend Armor skill or the Chaotic's -10 to spell casting may be added as well. If *Talent Law* is available, the Priest could be granted extra bonuses appropriate to his religion for the expenditure of talent points or the acquisition of flaws.

16.6 TRAINING PACKAGES

Lastly, the cost of any training packages the character selects should be decided upon by the GM; he may decide that the costs for the Channeling profession template are appropriate. He may also create an entirely new training package for the Priest using Section 9.2.3 in *Gamemaster Law*.

Option 1: The GM may require that the new profession choose certain open and closed Channeling lists as either part of their four extra base lists (for pure spell users only) or as normal base lists. Where appropriate, this is noted in the examples below, but this should be done sparingly.

Option 2: The GM may encourage or require a player to purchase a specific training package that goes well with the concept of the Priest being generated. Where appropriate, this is noted in the examples.

16.7 SPECIALTY PRIEST TEMPLATES

This section contains all of the templates for the various different types of priests.

16.7.1 • HYBRID CHANNELING

Provided below, are costs for a hybrid of Channeling and each other realm. One of the classic examples of a hybrid spell user as a Priest is the Necromancer example (shown as one of the examples below). While part of their profession deals with Channeling magic and sources, the other half draws power from the Essence.

In the case of a hybrid, any new Priest base lists are treated as belonging to both the realm of Channeling and the hybrid's other realm.

CHANNELING/ESSENCE HYBRID TEMPLATE

Armor Heavy	11	Outdoor Animal	3
Armor Light	9	Outdoor Environment	6
Armor Medium	10	Power Awareness	2/5
Artistic Active	2/5	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Development ..	6
Athletic Brawn	7	Science Basic	1/4
Athletic Endurance	3	Science Specialized	6/14
Athletic Gymnastic	3	Self Control	5
Awareness Perception	6	Special Attacks	15
Awareness Searching	3	Special Defenses	40
Awareness Senses	3/7	Subterfuge Attack	15
Body Development	15	Subterfuge Stealth	6
Combat Maneuvers	18	Subterfuge Mechanics	7
Communications	2/2/2	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	3/6	Technical Vocational	5/12
Influence	2/6	Urban	3
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/5	Weapon Category 2	20
Lore Obscure	3/7	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Strikes	9	Weapon Category 5	20
Martial Arts Sweeps	9	Weapon Category 6	20
		Weapon Category 7	20

Part II
Sections
16.2, 16.3,
16.4, 16.5,
16.6, 16.7
Selecting
Base Lists
Profession
Bonuses
Skill
Classification
Special
Abilities
Training
Packages
Specialty
Priest
Templates



CHANNELING
COMPANION

Part II

Section 16.7

Specialty
Priest
Templates

CHANNELING/MENTALISM HYBRID TEMPLATE

Armor Heavy	10	Outdoor Animal	3
Armor Light	4/4/4	Outdoor Environment	6
Armor Medium	7/7/7	Power Awareness	2/5
Artistic Active	2/5	Power Manipulation	4/10
Artistic Passive	2/5	Power Point Development ..	6
Athletic Brawn	7	Science Basic	1/4
Athletic Endurance	3	Science Specialized	6/14
Athletic Gymnastic	3	Self Control	3/9
Awareness Perception	5	Special Attacks	14
Awareness Searching	3	Special Defenses	35
Awareness Senses	3/7	Subterfuge Attack	15
Body Development	15	Subterfuge Stealth	6
Combat Maneuvers	18	Subterfuge Mechanics	8
Communications	2/2/2	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	3/6	Technical Vocational	5/12
Influence	3/6	Urban	3
Lore General	1/3	Weapon Category 1	9
Lore Magical	2/5	Weapon Category 2	20
Lore Obscure	3/7	Weapon Category 3	20
Lore Technical	2/6	Weapon Category 4	20
Martial Arts Strikes	6	Weapon Category 5	20
Martial Arts Sweeps	6	Weapon Category 6	20
		Weapon Category 7	20

16.7.2 • SEMI CHANNELING

In the case of a semi spell user, keep in mind that a semi spell user's spell lists are on average, generally weaker than those of a pure spell user or a hybrid spell user. Remember this as you create any semi-Priests. Try to keep the profession balance with those that already exist.

CHANNELING SEMI TEMPLATE

Armor Heavy	4/4/4	Outdoor Animal	2/6
Armor Light	2/2/2	Outdoor Environment	2/6
Armor Medium	3/3/3	Power Awareness	6
Artistic Active	2/5	Power Manipulation	6/12
Artistic Passive	2/5	Power Point Development ..	8
Athletic Brawn	3/7	Science Basic	2/5
Athletic Endurance	2/7	Science Specialized	8
Athletic Gymnastic	3/7	Self Control	2/7
Awareness Perception ...	4/14	Special Attacks	3/9
Awareness Searching	2/5	Special Defenses	40
Awareness Senses	3/6	Subterfuge Attack	15
Body Development	4/10	Subterfuge Stealth	5
Combat Maneuvers	4/10	Subterfuge Mechanics	7
Communications	3/3/3	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	20	Technical Vocational	5/12
Influence	2/6	Urban	3
Lore General	1/3	Weapon Category 1	2/7
Lore Magical	3/6	Weapon Category 2	3/9
Lore Obscure	3/7	Weapon Category 3	4
Lore Technical	2/6	Weapon Category 4	4
Martial Arts Strikes	6	Weapon Category 5	4
Martial Arts Sweeps	6	Weapon Category 6	6
		Weapon Category 7	6

16.7.3 • PURE ARMS

There may be religions where the worshippers of a deity are all treated as Arms professions. Thus, a template for this type of priest has been provided.

This type of non spell user priest has no base lists. Only in very special cases should a non spell user be allowed to take a Priest base list, and even then there should be some major sacrifice (or talent point cost) to gain access to it. For example, a Fighter may have Channeling as his realm and be a worshiper of the deity of the forest; the GM may allow him access to one Ranger spell list. That character should be treated like all other Channeling spell users with regard to their source of power. See Section 14.0 for rules on the restricting of Channeling magic.

PURE ARMS PRIEST TEMPLATE

Armor Heavy	3/3/3	Outdoor Animal	2/5
Armor Light	1/1/1	Outdoor Environment	2/5
Armor Medium	2/2/2	Power Awareness	8
Artistic Active	2/5	Power Manipulation	10
Artistic Passive	2/5	Power Point Development ..	10
Athletic Brawn	3/6	Science Basic	2/5
Athletic Endurance	2/7	Science Specialized	8
Athletic Gymnastic	2/6	Self Control	2/7
Awareness Perception	3/9	Special Attacks	5/11
Awareness Searching	2/6	Special Defenses	40
Awareness Senses	2/6	Subterfuge Attack	6/12
Body Development	3/9	Subterfuge Stealth	2/6
Combat Maneuvers	4/10	Subterfuge Mechanics	3/6
Communications	2/2/2	Technical General	3/7
Crafts	4/10	Technical Professional	8
Directed Spells	10	Technical Vocational	5/12
Influence	2/5	Urban	2/5
Lore General	1/3	Weapon Category 1	2/6
Lore Magical	3	Weapon Category 2	3/7
Lore Obscure	3/7	Weapon Category 3	4/9
Lore Technical	2/6	Weapon Category 4	5
Martial Arts Strikes	3	Weapon Category 5	6
Martial Arts Sweeps	3	Weapon Category 6	7
		Weapon Category 7	7

16.7.4 • NON-CHANNELING

ARCANE SPELL USERS

Arcane spell users would only be Priests in very rare circumstances. They do follow the rules of the realm of Channeling as outlined in Section 2.6, and could be Priests if the GM allows it. It is recommended that if they do, then only one or a maximum of two Priest lists be switched with their base lists. These base lists would then be classified as Arcane base lists.

In the rare case that an entire deity's worshippers are Arcane spell users, then these restrictions can be eased.

OTHER REALM SPELL USERS

Those without the realm of Channeling can nearly never become Priests of any deity. They may have and worship a deity, and may receive a few spells, but they are only followers and worshippers of that deity, they will not be classified among the deity's Priests. See Section 14.0 for rules on the restricting of Channeling magic.



CHANNELING
COMPANION

16.8 PRIEST EXAMPLES

The following section will provide two examples of specific Priests. Some of them were professions in previous editions of Rolemaster. Some were previously training packages in the RMSS. A list of possible base lists to choose has been included with each profession, as well as some possible modifications to the template profession. Skills will be rated Occupational (O), Everyman (E) or Restricted (R).

These examples represent only a few possible Priest possibilities.

16.8.1 • CRUSADER

The Crusader is a holy warrior that is sent on a crusade against infidels and pagans, or against specific enemies of his church. His spell lists help with convincing others of the wisdom of his religion, and with fighting in large scale battles.

Durathor looked over the valley into the city below. Pagans, all of them. They would soon learn of his ways, of his faith. There was no need for violence just yet. He would teach classes, instruct the masses, and even serve them so that the people could see his religion in action. But if those rumors of a secret army being formed to invade his homeland were true, then he would have to resort to other, less peaceful methods of changing their ways.

Template: Semi-Channeling Priest

Prime stats: As Paladin

Possible Base Lists: Crusade, Horse Mastery, Faith's Shield, Holy Weapon, Proselytizing, Paladin base lists

Special Skills: Military Organization (O), Leadership (E), Public Speaking (E), Tactics (E)

PROFESSION BONUSES

Armor Group	+10	Combat Maneuvers	+10
Athletic Group	+5	Influence	+5
Awareness Group	+5	Weapon Group	+10
Body Development	+5		

16.8.2 • NECROMANCER

A Necromancer is a Priest dedicated to the raising of the dead and the destruction of the living. He is armed with all manner of evil power, including darkness, disease, aging, and necromancy.

Dazzoreth surveyed the famous city of Eldrania. With most of the troops off fighting the war with their neighbors, taking the town should be easy. He nodded to his wraith servant, the signal to begin the attack. Skeletons, Zombies, and Wights all poured from the hillside as night fell across the land. As long as the Priests were away with the army, the town would be his. He smiled and joined the attack.

Template: Channeling/Essence Hybrid Priest

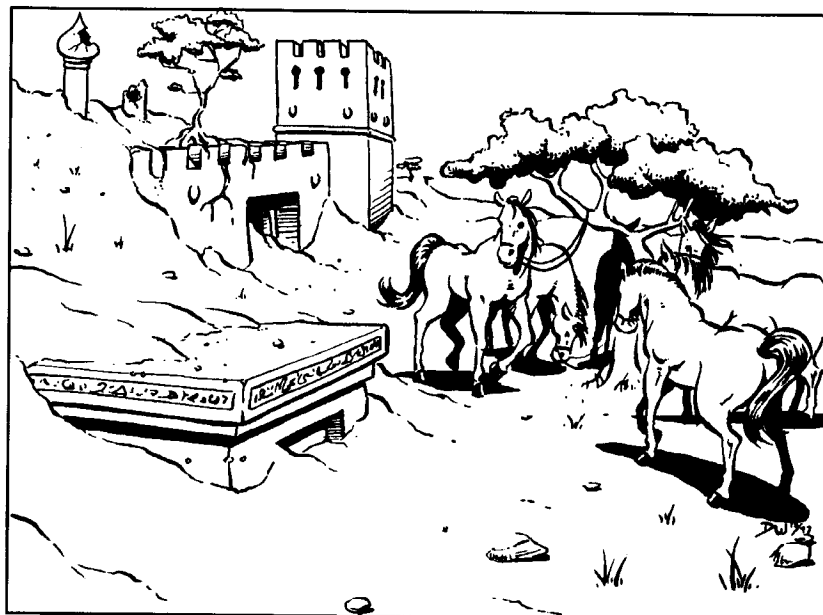
Prime stats: As Sorcerer

Possible Base Lists: Evil Channeling lists, Death Mastery, Darkness (Evil Essence)

Special Skills: As Sorcerer, and Surgery (E), Anatomy (E), Undead Lore (O)

PROFESSION BONUSES

Influence	+5	Power Manipulation	+15
Lore Magical	+10	Power Point Development	+5
Power Awareness	+10	Spell Group	+5



CHANNELING
COMPANION

PART III

LISTS AND TABLES

PART III CONTENTS

17.0 Profession Base Lists	63	17.4 Priest Base Lists	83	17.4.22 Land Forms	104
17.1 Summoner Base Lists	65	17.4.1 Aquatic Forms	83	17.4.23 Nature Domination	105
17.1.1 Animal Summons	65	17.4.2 Banishments	84	17.4.24 Proselytizing	106
17.1.2 Planar Summons	66	17.4.3 Battlefield Healing	85	17.4.25 Serpent Law	107
17.1.3 Summoning Bond	67	17.4.4 Ceremonies	86	17.4.26 Spirit Domination	108
17.1.4 Summoning Circles	68	17.4.5 Chants	87	17.4.27 Spirit Law	109
17.1.5 Summoning Mastery	69	17.4.6 Crusade	88	17.4.28 Spiritual Vision	110
17.1.6 Teleportals	70	17.4.7 Death Mastery	89	17.4.29 Stone Mastery	111
17.2 Warlock Base Lists	71	17.4.8 Divine Aura	90	17.4.30 The Hunter	112
17.2.1 Doom's Law	71	17.4.9 Divine Magic	91	17.4.31 Time Lore	113
17.2.2 Faith Destruction	72	17.4.10 Faith's Shield	92	17.4.32 Tree Mastery	114
17.2.3 Look of Terror	73	17.4.11 Holy Defenses	93	17.4.33 Voodoo Magic	115
17.2.4 Revenging Law	74	17.4.12 Holy Discipline	94	18.0 Critical &	
17.2.5 Transformations	75	17.4.13 Holy Element	95	Failure Tables	116
17.2.6 Wyrd Mastery	76	17.4.14 Holy Symbol	96	18.1 Holy Weapon	
17.3 Mythic Base Lists	77	17.4.15 Holy Trances	97	Critical Strike Table	118
17.3.1 Holy Mission	77	17.4.16 Holy Weapon	98	18.2 Holy Spell	
17.3.2 The Defender	78	17.4.17 Holy Wind	99	Critical Strike Table	119
17.3.3 The Eye	79	17.4.18 Holy Wrath	100	Spheres of Influence	120
17.3.4 The Mask	80	17.4.19 Horse Mastery	101	Amendment to Training Package	
17.3.5 The Will	81	17.4.20 Hunting Mastery	102	DP Cost Table T-2.7	127
17.3.6 Vengeance	82	17.4.21 Insect Mastery	103		



CHANNELING
COMPANION

PROFESSION BASE LISTS

Part III
Section 17.0
Profession
Base Lists

This section lists all of the spells associated with the Channeling realm. All of the standard rules, restrictions, and notations from *Spell Law* are used here. For convenience, the spell description key is repeated here.

THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

Special Spell Codes

[RR Mod #] — Any RRs against the effects of this spell are modified by #.

- * — Instantaneous; spell does not require preparation rounds.
- — Spell does not require power points.
- ‡ — Part of a set of spells that must be thrown in conjunction with other spells continuously to be effective (or fully effective).

Spell Types

- E** — Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a "wall" spell) or the sense of the target (e.g., an "illusion" spell). Because the elements are real, no Resistance Rolls are normally allowed.
- BE** — Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements.
- DE** — Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on one of the "bolt" attack tables.
- F** — Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell's force. If the spell has a target capable of resisting, the caster makes an attack roll on the *Spell Law* Basic Spell Attack Table 5.1 to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table 5.10 in *Spell Law*, using the target's level and the attacker's level as the indices).
- P** — Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM's discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.

U — Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM's discretion), but it is modified by -50 (i.e., he mostly likely will not resist successfully). Most healing spells are of this type.

I — Informational spell. These spells involve gathering information through means that do not require RRs.

Spell Sub-Types

s — Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell; and if he is unconscious (or is asleep or in a trance), a spell of this type can be cast by the subconscious as necessary (starting with the highest level spell needed). An exception to this is the *Stun Relief* spell. This spell may (at the option of the caster) be cast by the subconscious while the caster is stunned.

m — Mental Attack spell. These spells affect the target's mind and are subject to mental defenses.

Spell Areas of Effect

x target(s) — The spell affects x number of targets.

x target(s)/lvl — The spell affects a number of targets equal to the caster's level times x.

distance R — The spell affects all within a radius equal to distance in size.

distance R/lvl — The spell affects all within a radius equal to distance times the caster's level in size.

area — The spell affects all within a fixed area of effect. Sometimes area will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).

caster — The spell affects only the caster.

"—" — The spell has no area of effect.

varies — The exact size of the area of effect depends upon some other aspect of the spell.

Spell Durations

time — The spell has a fixed duration equal to time.

C — Concentration is required. Concentration takes 50% of the caster's normal activity. The caster cannot cast any other spells while concentrating.

duration (C) — Concentration is required, except the period of concentration cannot exceed the duration given. The caster can stop concentrating and the spell effect will stop. If the duration has not expired, the caster can concentrate again and the spell effect will resume.

P — Permanent. The spell has a permanent effect (in the sense of creating a "permanent" physical or mental condition). The effects of permanent spells that manipulate matter and require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be affected by outside forces.



CHANNELING
COMPANION

For example, the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.

varies — Variable. The exact duration depends upon some other aspect of the spell.

— — No duration. The effects of this spell required no duration and are applied immediately.

time / level — The duration is the *time* multiplied by the level of the caster.

time / # fail — The duration is based upon the difference between the target's modified RR and the minimum roll required to resist the spell (see *RMSR* Section 23.6). The duration is equal to this difference divided by # and then multiplied by *time*.

Example: 1 rnd/10 fail would mean that if the RR is failed by 20, the spell would last for 2 rounds.

Spell Ranges

self — The spell can only be cast upon the caster himself.

touch — The caster must touch the target to create the effect.

distance — The caster can be no further than *distance* to the desired area of effect.

distance / lvl — The distance to the area of effect can be no further than *distance* times the caster's level.

unlimited — There are no limitations placed upon the distance to the area of effect.

varies — The distance to the area of effect depends upon some other aspect of the spell.

WHAT'S ON A SPELL LIST

- 1. Spell List Name**—The name of the spell list appears in two places on the page; above the descriptions and above the listing.
- 2. Spell List Number**—Each spell list is given a unique identifier that combines its classification and the equivalent of a section number.
- 3. Listing**—In one of the upper corners of the page is a listing of all the spells on the list, sorted by level. This listing also shows important spell parameters.

- 4. Check Box**—Beside each spell in the listing is a check box. Use this box to indicate the level two which your character currently knows spells on the list.
- 5. Spell Level/Name**—The level and name of each spell appears in two places on the page; in the listing and in the descriptions. In all cases, if the name of two spells are the same (except for perhaps a roman numeral), the spells should be treated as the same.
- 6. Area of Effect**—This is the area affected by the spell. If "varies" appears here, check the description for the exact area of effect.
- 7. Duration**—This is the duration that the spell will remain active. If "varies" appears here, check the description for the exact duration.
- 8. Range**—This is the range from the caster to the area of effect. If "varies" appears here, check the description for the exact range.
- 9. Type**—This is the type of spell. The type of spell will determine what kind of resistance roll the target of the spell will get (if any).

1 HOLY TRANCES

- Channeling Trance I**—Caster goes into a trance that adds a special bonus of +10 to any Channeling maneuver.
- Focus Trance II**—Caster goes into a trance this round, contemplating a moving maneuver. In the following round, he may perform that maneuver with a special bonus of +20.
- Self Control I**—Caster receives a special bonus of +20 to one maneuver performed this round using a skill from the Self Control category.
- Vision Trance I**—This chant places the caster into a trance for one hour. During this time the caster will have a vision related to a topic chosen prior to this spell being cast. A single topic may be the subject of one vision per day; additional attempts will end up repeating the previous vision. Note that this spell will always take an hour, even though the visions created by it may seem to last but a moment, or an eternity.
- Healing Trance II**—For as long as the caster concentrates, any wounds he has will heal at double normal rate. This spell will also stop fatal (non-instantaneous) criticals from killing the caster, providing he stays in the trance long enough to heal the death dealing damage. Note that healing time is based upon the guidelines presented in *RMSR* section 32.2. This spell will not effect any form of healing other than normal, mundane time.
- Channeling Trance II**—As *Channeling Trance I*, except the bonus is +20.
- Cleansing Trance**—Caster goes into a trance this round which relieves the caster of one corruption point per five full experience levels. These corruption points can not have been attained by any voluntary acts of the caster.
- Focus Trance III**—As *Focus Trance II*, except the bonus is +30.
- Self Control II**—As *Self Control I*, except the bonus is +30.
- Divine Trance**—Caster goes into a trance for one round. During this round, he may make a Divine Intervention maneuver with a special bonus of +10.
- Vision Trance III**—As *Vision Trance I*, except that the caster can have up to three visions, lasting one hour each. Each vision must be on a separate topic.
- Healing Trance III**—As *Healing Trance II*, except that all wounds are healed at a rate of three times normal.
- Channeling Trance III**—As *Channeling Trance I*, except the bonus is +30.
- Focus Trance IV**—As *Focus Trance II*, except the bonus is +40.
- Self Control III**—As *Self Control I*, except the bonus is +40.
- Vision Trance V**—As *Vision Trance III*, except that the caster may have up to 5 separate dreams.
- Healing Trance IV**—As *Healing Trance III*, except that the caster may heal at up to four times his normal healing rate.
- Cleansing Trance True**—As *Cleansing Trance*, except that it will remove one corruption point per level.
- Channeling Trance True**—As *Channeling Trance I*, except the bonus is +40.
- Vision Trance True**—As *Vision Trance V*, except that the caster may have visions relating to up to ten different topics.
- Self Control True**—As *Self Control I*, except the bonus is +50.

PRIEST BASE LIST 17.4.15

1 HOLY TRANCES

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Channeling Trance I	caster	1 min/lvl	self	U
2	Focus Trance II	caster	1 round	self	U
3	Self Control I*	caster	—	self	U
4	Vision Trance I	caster	1 hour	self	U
5	Healing Trance II	caster	C	self	U
6	Channeling Trance II	caster	1 min/lvl	self	U
7	Cleansing Trance I	caster	—	self	U
8	Focus Trance III	caster	1 round	self	U
9	Self Control II*	caster	—	self	U
10	Divine Trance*	caster	1 round	self	U
11	Vision Trance III	caster	varies	self	U
12	Healing Trance III	caster	C	self	U
13	Channeling Trance III	caster	1 min/lvl	self	U
14	Focus Trance IV	caster	1 round	self	U
15	Self Control III*	caster	—	self	U
16	Vision Trance V	caster	varies	self	U
17	Healing Trance IV	caster	C	self	U
18	Cleansing Trance True	caster	—	self	U
19	Channeling Trance True	caster	1 min/lvl	self	U
20	Vision Trance True	caster	varies	self	U
25	Self Control True*	caster	—	self	U
30	Healing Trance True	caster	C	self	U
50	Communion Trance	caster	C	self	U

30. **Healing Trance True**—As *Healing Trance IV*, except that the caster may heal himself at five times his normal healing rate.

50. **Communion Trance**—Caster enters a trance in which he receives a detailed answer from his deity on one question.

SPECIAL NOTE

Unless otherwise stated, the caster must remain in a trance for the duration of all spells on this list. While in a trance, the caster is limited to 50% activity.



CHANNELING COMPANION
97





ANIMAL SUMMONS

1. **Summons I**—Caster magically summons a first level, non-intelligent animal from the surrounding area, which arrives at the end of the round. The GM will determine the type of creature that answers the summons. If the creature can understand the caster, the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration by the caster. If the creature summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level (which may already have expired).
2. **Summons III**—As *Summons I*, except caster chooses two of the following options: a) the level of the summoned creature is increased by one, b) an extra 1st level creature can be summoned, or c) the duration can be doubled. The same option may be chosen more than once.
3. **True Familiar**—The caster can attune himself to a small creature (of creature intelligence) to serve as his familiar. The caster must obtain the creature through normal means and cast this spell on the creature once per day for 2 weeks (concentrating for 4 hours per day). The caster can then control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50 feet per level). See Section 10.2 in the *Essence Companion* for more information about True Familiars.
4. **Summons VI**—As *Summons III*, except 5 options are chosen.
5. **Companion I**—The caster can make a semi-intelligent being a companion. The companion can be no more than 50% of the caster's mass. The companion cannot be more intelligent than the caster. The relationship between the caster and the companion is not magical (and the caster must strive to maintain good relations with the companion or it will leave him). The relationship should be treated as a parent/child relationship. The companion will almost always obey a "do not" command (e.g., "Do not drink that potion"); but the companion may make a RR to resist a "do" command (e.g., "Go and steal the eggs from the chickens"). The GM should determine when a command is a "do not" command and when a command is a "do" command (i.e., the commands do not have to have "do" or "do not" in them - it is the intent of the command that should be examined).
6. **Fantastic Summons IV**—Caster issues a magical summons to the nearest intelligent fantastic creature of no greater level than 4. If the creature fails its RR, it will do everything within its power to move to the caster. If it hasn't found the caster in four days, it will abandon the summons. When the creature arrives, it will not be hostile to the caster.
7. **Summons X**—As *Summons III*, except 9 options are chosen.
8. **Summons XIII**—As *Summons III*, except 12 options are chosen.

SUMMONER BASE LIST 17.1.1 ANIMAL SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Summons I	varies	varies	100'	U
2	Summons III	varies	varies	100'	U
3	True Familiar	1 animal	P	touch	U
4	Summons VI	varies	varies	100'	U
5	Companion	1 creature	varies	100'	U
6	Fantastic Summons IV	1 target	varies	100'	Fm
7	Summons X	varies	varies	100'	U
8	Summons XIII	varies	varies	100'	U
9	Summons XV	varies	varies	100'	U
10	Fantastic Summons VI	1 target	varies	100'	Fm
11	Summons XVII	varies	varies	100'	U
12	Companion II	1 creature	varies	100'	U
13					
14	Lord Summons	varies	varies	100'	U
15	Fantastic Summons X	1 target	varies	100'	Fm
16					
17	Summons XXV	varies	varies	100'	U
18					
19	Companion True	1 creature	varies	100'	U
20	Summons XXX	varies	varies	100'	U
25	Lord Fantastic Summons	1 target	varies	100'	Fm
30	Summons XXXX	varies	varies	100'	U
50	Summons True	varies	varies	100'	U

9. **Summons XV**—As *Summons III*, except 14 options are chosen.
10. **Fantastic Summons VI**—As *Fantastic Summons IV*, except that the creature may be up to 6th level and it will attempt to answer the summons for six days.
11. **Summons XVII**—As *Summons III*, except 16 options are chosen.
12. **Companion II**—As *Companion I*, except the companion can be up to 100% of the caster's weight. The companion can also be intelligent (but not as intelligent as the caster), with the relationship being treated as a parent/young adult relationship.
14. **Lord Summons**—As *Summons III*, except 20 options are chosen.
15. **Fantastic Summons X**—As *Fantastic Summons IV*, except that the creature may be up to 10th level and it will attempt to answer the summons for ten days.
17. **Summons XXV**—As *Summons III*, except 24 options are chosen.
19. **Companion True**—As *Companion I*, except there is no size limitation. The companion can also be very intelligent (but not as intelligent as the caster), with the relationship being treated as one between equals, the companion acting on its own without commands from the caster.
20. **Summons XXX**—As *Summons III*, except 29 options are chosen.
25. **Lord Fantastic Summons**—As *Fantastic Summons IV*, except that the creature may be up to 20th level and it will attempt to answer the summons for twenty days.
30. **Summons XXXX**—As *Summons III*, except 39 options are chosen.
50. **Summons True**—As *Summons III*, except 50 options are chosen.



CHANNELING
COMPANION

SPECIAL NOTES

Fantastic creatures are intelligent creatures of the caster's plane (i.e., fey creatures, Elves, Lycanthropes, etc.)

SUMMONER BASE LIST 17.1.2

PLANAR SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Planar Entity	5'R	1 rnd/lvl	50'	P
2	Planar Summons I	1 entity	2 rnds	10'	E
3	Control Entity I*	1 entity	C	10'/lvl	E
4	Entity Lore	caster	1 rnd/lvl	self	U
5	Planar Summons II	1 entity	2 rnds	10'	E
6	Entity Mastery I*	1 entity	varies	10'/lvl	E
7	Control Entity II*	1 entity	C	10'/lvl	E
8	Planar Summons III	1 entity	2 rnds	10'	E
9	Entity Mastery II*	1 entity	varies	10'/lvl	E
10	Control Entity III*	1 entity	C	10'/lvl	E
11	Planar Summons IV	1 entity	2 rnds	10'	E
12	Entity Mastery III*	1 entity	varies	10'/lvl	E
13					
14	Control Entity IV*	1 entity	C	10'/lvl	E
15	Entity Mastery IV*	1 entity	varies	10'/lvl	E
16	Planar Summons V	1 entity	2 rnds	10'	E
17	Order Entity	1 entity	1 hr/lvl	10'	E
18	Contain Entity	1 entity	1 yr/lvl	10'	E
19	Control Entity V*	1 entity	C	10'/lvl	E
20	Entity Mastery V*	1 entity	varies	10'/lvl	E
25	Planar Summons True	1 entity	2 rnds	10'	E
30	Control Entity VI*	1 entity	C	10'/lvl	E
50	Entity Mastery VI*	1 entity	varies	10'/lvl	E

PLANAR SUMMONS

- Detect Planar Entity**—Detects the presence of any extra-planar creatures within the area of effect. Caster can concentrate on a different 5'R each round.
- Planar Summons I**—Caster summons an extra-planar entity that gradually appears over the course of 2 rounds. Roll d100 (not open-ended) for Type. A result of 01-80 is a Type I; a result of 81-100 is a Type II.
- Control Entity I**—Allows the caster to totally control a Type I Entity (the chance of non-control is the Entity's Type X 2%). The Entity leaves when the caster stops concentrating. The Entity will not speak with the summoner. This spell will take control of the entity regardless of its present state of control (mastered/controlled by another spell user, free, berserk, etc. If the entity was being controlled or mastered by another spell user, the original spell may make a RR to prevent this spell from taking control.
- Entity Lore**—Gives the caster a +15 bonus for the duration to lore skills that apply to the particular type of entity summoned by the spells on this list (e.g., Demon Lore, Elemental Lore, etc.)
- Planar Summons II**—As *Planar Summons I*, except roll using the following results: (01-50) Type I, (51-90) Type II, (91-100) Type III.
- Entity Mastery I**—As *Control Entity I*, except that the caster need not concentrate to control the Entity. The chance of failure is 5 times the Entity's Type. The Entity will remain and obey the caster until the caster is killed or the Entity is outside the range limit or the caster releases him. One caster may master a maximum of two Entities at one time.
- Control Entity II**—As *Control Entity I*, except Type II Entities can be controlled.

- Planar Summons III**—As *Planar Summons I*, except Type IV Entities can be summoned: (01-60) Type II, (61-90) Type III, (91-100) Type IV.
- Entity Mastery II**—As *Entity Mastery I*, except Type II Entities can be mastered.
- Control Entity III**—As *Control Entity I*, except Type III Entities can be controlled.
- Planar Summons IV**—As *Planar Summons I*, except roll using the following results: (01-50) Type III, (51-85) Type IV, (86-95) Type V, (96-100) Type VI.
- Entity Mastery III**—As *Entity Mastery I*, except Type III Entities can be mastered.
- Control Entity IV**—As *Control Entity I*, except Type IV Entities can be controlled.
- Entity Mastery IV**—As *Entity Mastery I*, except Type IV Entities can be mastered.
- Planar Summons V**—As *Planar Summons I*, except roll using the following results: (01-50) Type IV, (51-90) Type V, (91-100) Type VI.
- Order Entity**—The target of this spell is any Mastered Entity. The Entity can be given a simple, straightforward task that it will attempt to complete within the duration of the spell. When this spell expires, the Entity returns to its plane.
- Contain Entity**—The target of this spell is any Mastered Entity. The Entity is contained within an object (must be within 50% of the Entity's actual size). A specific trigger (specified by the caster at the time of casting) will release the Entity. Possible triggers include touching the object, proximity to the object, specific words spoken, etc.
- Control Entity V**—As *Control Entity I*, except Type V Entities can be controlled.
- Entity Mastery V**—As *Entity Mastery I*, except Type V Entities can be mastered.
- Planar Summons True**—As *Planar Summons I*, except roll using the following results: (01-50) Type V, (51-90) Type VI, (91-100) Something bigger (an Elemental Savant, Demon Lord, Demon Beyond the Pale, etc.; GM's discretion). Note that no method has yet been found to master Entities of Types greater than VI.
- Control Entity VI**—As *Control Entity I*, except Type VI Entities can be controlled.
- Entity Mastery VI**—As *Entity Mastery I*, except Type VI Entities can be mastered.

SPECIAL NOTES

- Spells from this list should summon and control/master entities/creatures that are appropriate to the caster's faith. An entity for the purposes of this is any extra-planar creature. They could be Angels, Elementals, Demons, Genii, or any other such creatures that a deity could send to help the caster. These spells will only work on that specific type of creature.
- The actions of any uncontrolled Entity will depend on the nature of the creature. For example, Demons will likely attack their summoner, Elementals will go berserk and attack the nearest creature, Genii might demand some sort of payment, Angels might think the caster is unworthy of their service and leave, etc. See Section 7.1.31 in *Spell Law* for more information.
- If no type for an entity is given, use the following table to determine an entity's type.

Level	Type	Level	Type
1-2	I	16-20	V
3-4	II	21-40	VI
5-6	III	41+	No Type



SUMMONING BOND

1. **Bond**—Caster bonds himself with a creature for use with the spells on this list. To create and maintain this bond, the creature must have been summoned or befriended by the caster, and the caster must be in control of the creature. For the purposes of this list, control means any Mastery spell, any creature summoned with Summon spell, or any familiar or companion of the caster. The caster can only bond with one creature per level.
2. **Location**—Caster knows the exact distance and direction to any one bonded creature.
3. **Strength Sharing**—Allows the caster and one bonded creature to freely exchange exhaustion points for the duration.
4. **Summons Speech**—The caster may communicate with any bonded creatures.
5. **Summoned Sense I**—Caster is able to use one of his senses (sight, hearing, etc.) through any bonded creature. If the caster has access to sense affecting spells, they will work on the sense.
6. **Bodyguard I**—One of the caster's bonded creatures will take 30% of any concussion hits inflicted on the caster. Caster will also gain 1/2 of any innate protections that the creature has.
7. **Endowment**—One of the caster's intelligent, bonded creatures is given the ability to cast one spell of the caster's. This spell cannot be greater than half of the caster's level. All power points for this spell will come from the caster.
8. **Armoring**—Allows the caster to take on the natural AT of any bonded creature.
9. **Sacrifice**—All concussion damage delivered this round to one of the caster's bonded creatures is transferred to the caster instead.
10. **Strengthen**—One of caster's bonded creatures is strengthened. The creature retains all of its old abilities and it gains special abilities. The creature will take on a new, minor physical characteristic appropriate to the caster and his religion. For example, the OB might change for a religion of combat, the DB or AT might change for a religion of protection, the creature might grow wings for a religion of the wind, or its color might become more camouflaging for a religion of nature. The exact changes will be determined by the GM.
11. **Status**—Caster is made aware of the status of all bonded creatures (i.e., fine, barely wounded, seriously wounded, unconscious, dead, etc.).
12. **Summoning Gate**—Caster can either teleport to the side of one specified bonded creature, or he can teleport the creature back to him.
13. **Talent Loan**—Caster is given the ability to cast a spell that one of his bonded creatures has the innate ability to cast. The spell may not be greater level than half the caster's level. All power points for this spell will come from the caster.
14. **Summoned Sense II**—As *Summoned Sense I*, except two senses may be used.
15. **Bodyguard II**—As *Bodyguard I*, except the caster's bonded creature will take 50% of any concussion hits inflicted on the caster. Caster will also gain all the innate protections that the creature has.
16. **Protect**—One of caster's bonded creatures may share the effects of one of caster's protection spells (i.e., Blur, Shield, Protection II, etc.). This spell ends when the protection spell ends.
18. **Summons Speech True**—The caster may mentally communicate with any bonded creatures.
20. **Strengthen Creature True**—As *Strengthen Creature*, except the creature will take on a new, major physical characteristic appropriate to the caster and his faith.
25. **Summoned Sense III**—As *Summoned Sense*, except three senses may be used.
30. **Soul Guard**—If the caster dies, his soul goes into the body of the target bonded creature. If the creature is from another plane, it remains on the caster's plane. Caster's soul is stored there until it can be restored to a condition where it can survive again or until 1 day per level of the caster has elapsed. If the creature dies while carrying the caster's soul, both souls depart as normal.

SUMMONER BASE LIST 17.1.3

SUMMONING BOND

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Bond	1 creature	P	10'	U
2)	Location	1 creature	—	100'/lvl	U
3)	Strength Sharing	caster	1 min/lvl	50'/lvl	U
4)	Summons Speech	caster	1 hr/lvl	self	U
5)	Summoned Sense I	caster	10 min/lvl	50'/lvl	U
6)	Bodyguard I	caster	10 min/lvl	10'/lvl	U
7)	Endowment	caster	1 rnd/lvl	10'/lvl	U
8)	Armoring	caster	1 min/lvl	10'	U
9)	Sacrifice*	caster	—	varies	U
10)	Strengthen Creature	1 creature	P	10'	U
11)					
12)	Summoning Gate	1 target	—	50'/lvl	U
13)	Talent Loan	caster	1 rnd/lvl	10'/lvl	U
14)	Summoned Sense II	caster	10 min/lvl	50'/lvl	U
15)	Bodyguard II	caster	10 min/lvl	10'/lvl	U
16)	Protect	1 creature	varies	10'/lvl	U
17)					
18)	Summons Speech True	caster	1 hr/lvl	self	U
19)					
20)	Strengthen Creature Tr.	1 creature	P	10'	U
25)	Summoned Sense III	caster	10 min/lvl	50'/lvl	U
30)	Soul Guard	caster	10 min/lvl	10'/lvl	U
50)	True Bond	caster	1 hr/lvl	10'	U

50. **True Bond**—Caster and one bonded creature share their PPs, hits, exhaustion points, innate protections and protection spells for the duration. In addition, if the caster dies, his soul goes into the body of the target bonded creature, and the caster's soul takes total control over the creature's body until his soul can be restored to a condition where it can survive again or until 1 week per level of the caster has elapsed.

SPECIAL NOTES

For familiars and companions, the GM will determine if using these some of the spells on this list will cause the familiar or companion to leave the caster. Usage depends on the relationship that the caster has created and maintained with the being.



CHANNELING
COMPANION

SUMMONER BASE LIST 17.1.4

SUMMONING CIRCLES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Circle of Summoning	varies	1 min/lvl	touch	F
2)	Circle I*	varies	1 min/lvl	touch	F
3)	Circle of Containment I	varies	1 min/lvl	touch	F
4)	Circle of Control I	varies	1 min/lvl	touch	F
5)	Circle III*	varies	1 min/lvl	touch	F
6)	Multi-Circle II*	varies	1 min/lvl	touch	F
7)	Circle of Summoning II	varies	1 min/lvl	touch	F
8)	Circle V*	varies	1 min/lvl	touch	F
9)	Circle of Containment II	varies	1 min/lvl	touch	F
10)	Multi-Circle III*	varies	1 min/lvl	touch	F
11)	Circle VII*	varies	1 min/lvl	touch	F
12)	Circle of Binding	varies	1 min/lvl	touch	F
13)	Circle of Summoning III	varies	1 min/lvl	touch	F
14)	Circle X*	varies	1 min/lvl	touch	F
15)	Waiting Circle*	varies	1 min/lvl	touch	F
16)	Circle of Containment III	varies	1 min/lvl	touch	F
17)	Circle XV*	varies	1 min/lvl	touch	F
18)	Circle of Summon. Tr.	varies	1 min/lvl	touch	F
19)	Multi-Circle IV*	varies	1 min/lvl	touch	F
20)	Lord Circle*	varies	1 min/lvl	touch	F
25)	Circle of Contain. Tr.	varies	1 min/lvl	touch	F
30)	Power Circle Matrix	varies	1 min/lvl	touch	F
50)	Circle True*	varies	10 min/lvl	touch	F

SUMMONING CIRCLES

- Circle of Summoning I**—When a *Circle of Summoning* is drawn, it is dedicated to a type of creature (e.g., animal, Demon, Elemental, faerie, etc.). While the caster is within this circle, he receives a special +25 to his Summoning skill for that particular creature. He also receives a +5 on all Spell Casting Static Maneuvers for Summoning spells that summon the specified type of creature.
- Circle I**—Allows the caster to imbed one 1st level spell into a circle. The spell is then activated through the circle, having an area of effect based on the size of the circle. The spell to be imbedded into the circle must be cast within one minute of the Circle spell.
- Circle of Containment I**—When a *Circle of Containment* is drawn, it is dedicated to a type of creature (e.g. human, animal, Demon, Elemental, Faerie, etc.). Whenever such a creature tries to cross the border of the circle, it must make an RR with a special modification of -50 or take a 'C' Impact critical. If the creature makes his RR, the Circle is canceled. The caster can summon creatures into a *Circle of Containment*.
- Circle of Control I**—When a *Circle of Control* is drawn, it is dedicated to a type of creature (e.g. animal, Demon, Elemental, Faerie, etc.). While the caster is within this circle, he receives a special +5 on all Spell Casting Static Maneuvers for spells to control creatures he has summoned (*Control* and *Mastery* spells). In addition, the chances for the creature to resist the controlling spell are halved (round up) and summoned animals will always remain for 10 minutes per level (even if placed in dangerous situations).
- Circle III**—As *Circle I*, except up to 3rd level, non-attack spells can be imbedded.
- Multi-Circle II**—Allows the caster to place two circles around each other, thereby combining their effects without negating each another. If this spell is not used, where two or more circles of any type intersect or overlap in physical location or effect, both will be canceled.
- Circle of Summoning II**—As *Circle of Summoning I*, except the bonus to Summoning skill is +35, and the bonus to Spell Casting Static Maneuvers is +10.

- Circle V**—As *Circle I*, except up to a 5th level spell can be imbedded.
- Circle of Containment II**—As *Circle of Containment I*, except the creature's RR modification is -75, and the effect is an 'E' critical.
- Multi-Circle III**—As *Multi-Circle II*, except up to three circles may be placed in conjunction.
- Circle VII**—As *Circle I*, except up to a 7th level spell can be imbedded.
- Circle of Binding**—Any creature summoned within a Circle of Binding must answer one question or perform one task for the caster. This spell does not grant the caster the ability to communicate with the creature, but does bind the target to follow the first suggestion the caster commands.
- Circle of Summoning III**—As *Circle of Summoning I*, except the bonus to Summoning skill is +45, and the bonus to Spell Casting Static Maneuvers is +15.
- Circle X**—As *Circle I*, except up to a 10th level spell can be imbedded.
- Waiting Circle**—The caster's next *Circle* spell with an imbedded spell can be delayed for up to one day per level of the caster or until triggered by one of the following (decided at the time of casting): specified movements, touch, or a specific action.
- Circle of Containment III**—As *Circle of Containment I*, except the creature's RR modification is -100, and the effect is two separate 'E' criticals.
- Circle XV**—As *Circle I*, except up to a 15th level spell can be imbedded.
- Circle of Summoning True**—As *Circle of Summoning I*, except the bonus to Summoning skill is +55, and the bonus to Spell Casting Static Maneuvers is +20.
- Multi-Circle IV**—As *Multi-Circle II*, except up to four circles may be placed in conjunction.
- Lord Circle**—As *Circle I*, except up to a 20th level spell can be imbedded.
- Circle of Containment True**—As *Circle of Containment I*, except the creature's RR modification is -125, and the effect is three separate 'E' criticals.
- Power Circle Matrix**—Allows the caster to "link" multiple circles (all within a mile of each other) for the transfer of power points or spells. A caster in any linked circle may send spells or power points to any other spell user in a circle within the matrix. The recipient of any spell must cast the spell immediately as an instantaneous spell. The recipient still may only cast one spell per round, and if multiple spells are transferred to him, he will cast each in the order that they were sent to him (each one round apart). Any spell sent to a recipient must include the appropriate number of power points, and both the sender and recipient must make Spell Casting Static Maneuvers to check for spell failure.
- Circle True**—As *Circle I*, except up to a 30th level spell can be imbedded for a longer duration.

SPECIAL NOTES

- Circles can be up to one foot radius per level of the caster in size. The caster must take one minute per one foot radius to draw the circle. Drawing the circle consists of inscribing the circle onto a solid surface; for example, tracing it in dirt or sand (very fragile), drawing it with chalk on stone, painting it on wood, chiseling it into stone (very resistant), etc. After the circle is drawn, the circle spell is cast (as well as any imbedded spell). All circles are immobile once activated. A character may only draw a circle if he has an equal number of ranks in the Circle Lore skill as the level of the Circle spell for which he wishes to draw the circle.
- Spells imbedded into circles will either have a duration equal to the duration of the circle spell or the normal duration of the spell imbedded, whichever is greater. Only Passive, Utility, Force, and Information spells may be imbedded into circles. Elemental spells cannot be bound into a circle.
- When a Circle is drawn, the caster can choose to have the spell radiate inward or outward. Circles that radiate inward have double effect where appropriate and all targets receive a -50 to RRs (if applicable). Circles that radiate outward have a radius effect equal to five



CHANNELING
COMPANION

feet per one foot radius of the circle; any targets have an additional -25 to RRs (if applicable). All targets within the area of effect are treated as targets for the spell and receive the benefits or penalties of the spell for as long as they are within the area of effect.

- 4) All effects from a circle will extend to their full area regardless of obstacles in the way, organic or inorganic. Once the radius exceeds the height of the caster, the circle becomes a sphere.
- 5) Crossing a circle inflicts one quarter of the trespasser's remaining hits if he fails an RR. If the circle is broken at any point (i.e. its inscription is even partially erased or destroyed), the spell is canceled and the caster must roll for spell failure roll with a special modification of +25 in the resulting backlash of power.



SUMMONING MASTERY

1. **Detect Summoning**—Caster can tell if there has been any *Summoning* spells cast within the area of effect and within 1 hour per level into the past.
2. **Specify Creature I**—When caster casts any spell from the Animal Summons list, and desires a specific creature, he will get it 15% of the time. The *Summons* spell must be cast within a minute of this one.
3. **Distance II**—Caster can double the range of any active *Control* or *Mastery* spell.
4. **Block Summons**—This spell will only work between the time a *Summons* spell has been cast, and when the creature arrives. It allows the caster to prevent the creature from arriving if it fails a RR versus the caster's level. Will only work on creatures that are not higher level than the caster. The target of this spell can be either the summoner or the creature (if it is visible and still forming).
5. **Servitude II**—Caster's next summoned creature (arriving within one minute of this spell) will serve the caster for twice as long as normal.
6. **Specify Creature II**—As *Specify Creature I*, except the chance is 30%.
7. **Quick Arrival**—The caster's next summoned creature will arrive at the end of the round that he casts the *Summoning* spell (within one minute of this spell).
8. **Distance III**—Caster can triple the range of any active *Control* or *Mastery* spell.
10. **Legion**—While this spell is active, all *Summoning* spells become Instantaneous, and each controlled creature only requires 25% activity to control.

SUMMONER BASE LIST 17.1.5

SUMMONING MASTERY

LM	Spell	Area of Effect	Duration	Range	Type
☐	1) Detect Summoning	50'R	1 min/lvl	caster	P
☐	2) Specify Creature I	1 spell	—	self	U
☐	3) Distance II*	1 spell	1 min/lvl	20'/lvl	U
☐	4) Block Summons*	1 spell	—	50'	F
☐	5) Servitude II	1 spell	—	self	U
☐	6) Specify Creature II	1 spell	—	self	U
☐	7) Quick Arrival	caster	—	self	U
☐	8) Distance III*	1 spell	1 min/lvl	30'/lvl	U
☐	9)				
☐	10) Legion	caster	1 hr/lvl	self	U
☐	11) Potent Summons	1 spell	varies	self	U
☐	12)				
☐	13) Servitude III	1 spell	—	self	U
☐	14) True Control	1 spell	1 hr/lvl	self	U
☐	15) Waiting Summons	varies	varies	10'	U
☐	16) Distance IV*	1 spell	1 min/lvl	40'/lvl	U
☐	17) Potent Summons True	1 spell	varies	self	U
☐	18) Legion True	caster	1 hr/lvl	self	U
☐	19)				
☐	20) Specify Creature True	1 spell	—	self	U
☐	25) Distance True*	1 spell	1 min/lvl	50'/lvl	U
☐	30) Waiting Summons True	varies	varies	10'	U
☐	50) Legion True	1 spell	P	self	F

11. **Potent Summons**—Caster's next summons spell from the Planar Summons spell list has all rolls for how powerful of an entity is summoned modified by +10.

13. **Servitude III**—As *Servitude II*, except the creature will serve for three times as long as normal.

14. **True Control**—The next creature summoned by the caster will serve the caster for the duration of this spell.

15. **Waiting Summons**—This spell is cast before a *Summoning* spell (that cannot be higher than 10th level) is cast. It will delay the arrival of the summoned creatures up to 1 day per level of the caster or until triggered by one of the following (decided at the time of casting): specified movements, touch, or a specific action. The caster may specify (at the time of casting) a single task for the creature(s) to perform when it (they) arrive.

16. **Distance IV**—Caster can quadruple the range of any active *Control* or *Mastery* spell.

17. **Potent Summons True**—As *Potent Summons*, except the modifier is +20.

18. **Legion True**—As *Legion*, except controlled creature only requires 10% activity to control.

20. **Specify Creature True**—As *Specify Creature I*, except the chance is 70%.

25. **Distance True**—Caster can quintuple the range of any active *Control* or *Mastery* spell.

30. **Waiting Summons True**—As *Waiting Summons*, except it can be cast with any level *Summons* spell.

50. **Legion True**—Caster gains permanent control of the next creature he summons and controls. This creature will receive a RR against this spell. If the creature fails the RR, it is permanently bound to the caster's plane, and is placed under the control of the caster and will unfailingly obey him. The caster can have as many of these creatures under his control as he wishes.



CHANNELING
COMPANION

SUMMONER BASE LIST 17.1.6

TELEPORTALS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Knowing	1 target	P	10'	U
☐ 2)	Locate I	caster	—	100'/lvl	U
☐ 3)	Calling I	1 target	1 rnd/lvl	100'/lvl	U
☐ 4)	Detect Gate	500'R	—	100'	U
☐ 5)	Locate II	caster	—	1000'/lvl	U
☐ 6)	Teleportal I	1 target	1 rnd/lvl	100'/lvl	F
☐ 7)	Calling II	1 target	1 rnd/lvl	1000'/lvl	U
☐ 8)	Enhance Teleportal III	1 spell	1 min/lvl	self	U
☐ 9)	Locate III	caster	—	1 mi/lvl	U
☐ 10)	Teleportal II	1 target	1 rnd/lvl	1000'/lvl	F
☐ 11)	Calling III	1 target	1 rnd/lvl	1 mi/lvl	U
☐ 12)	Gate Origin	1 gate	—	100'	U
☐ 13)	Teleportal III	1 target	1 rnd/lvl	1 mi/lvl	F
☐ 14)	Locate IV	caster	—	10 mi/lvl	U
☐ 15)	Gate Block	1 gate	1 min/lvl	100'	F
☐ 16)	Calling IV	1 target	1 rnd/lvl	10 mi/lvl	U
☐ 17)	Locate True	caster	—	unlimited	U
☐ 18)	Teleportal IV	1 target	1 rnd/lvl	10 mi/lvl	F
☐ 19)	Enhance Teleportal X	1 spell	1 min/lvl	self	U
☐ 20)	Calling True	1 target	1 rnd/lvl	unlimited	U
☐ 25)	Teleportal True	1 target	1 rnd/lvl	unlimited	F
☐ 30)	Enhance Teleportal Tr.	1 spell	1 min/lvl	self	U
☐ 50)	Gate True	1 target	1 rnd/lvl	unlimited	U

TELEPORTALS

- Knowing**—Caster knows one target for the purposes of the *Calling* and *Teleportal* spells on this list. The caster can only "Know" one target per level of experience.
- Locate I**—Caster learns the distance and a direction to one target that he "Knows." The target must be within the range of this spell or only the direction is learned.
- Calling I**—Caster is able to call on someone that he "Knows" and is within range of this spell. Caster gains no power to make the target do anything; he only gains the power to talk to him for the duration (one way communication only).

- Detect Gate**—Caster learns whether there are any magical gates, teleportals, or other magical portals in the area of effect.
- Locate II**—As *Locate I*, except for range.
- Teleportal I**—Caster opens a gate within 10' of someone that the caster "Knows," and is within range of this spell. The spell provides no communication with that person, it only provides transportation. The teleportal will only remain open for the duration of this spell. If the person steps through (it is his choice), the teleportal immediately disappears and another gate opens within 10' of the caster, and the summoned person arrives and the gate disappears. The spell can be re-cast (within 1 hour) to automatically return the target to where he was before.
- Calling II**—As *Calling I*, except for range.
- Enhance Teleportal III**—Caster's next *Teleportal* spell that he casts (within 1 minute of this spell) will allow three appropriate targets to step through before it closes.
- Locate III**—As *Locate I*, except for range.
- Teleportal II**—As *Teleportal I*, except for range. Alternatively, the caster may use the range of *Teleportal I* and force one target that he "Knows" to move through the gate. The target may make an RR, but if he fails, he is forced through the portal.
- Calling II**—As *Calling I*, except for range.
- Gate Origin**—Caster learns to where the target gate or magical portal leads.
- Teleportal III**—As *Teleportal II*, except for range. The range for forcing a target is as in *Teleportal II*.
- Locate IV**—As *Locate I*, except for range.
- Gate Block**—Caster sets up a magical field around the target gate, teleportal or other magical portal. Beings attempting to pass through the gate must make a RR versus the level of the caster with a special modifier of -30. Failure indicates that the being takes a 'C' Impact critical and does not pass through the gate.
- Calling IV**—As *Calling I*, except for range.
- Locate True**—As *Locate I*, except for range.
- Teleportal IV**—As *Teleportal II*, except for range. Range for forcing a target is as in *Teleportal III*.
- Enhance Teleportal X**—As *Enhance Teleportal III*, except it allows up to ten targets to enter the teleportal before it closes.
- Calling True**—As *Calling I*, except for range.
- Teleportal True**—As *Teleportal II*, except for range. The range for forcing a target is as in *Teleportal IV*.
- Enhance Teleportal True**—As *Enhance Teleportal III*, except it will allow one target per level of the caster to enter the teleportal before it closes.
- Gate True**—The caster can open up a teleportal next to any target that he "Knows" (regardless of range). Alternatively, the caster can open a gate in any location that he is very familiar with. This spell is accompanied with a visual image of the caster that can verbally and visually communicate two-way with anyone on the other side of the teleportal.

SPECIAL NOTES

The *Calling* spells on this list should be considered a form of scrying.





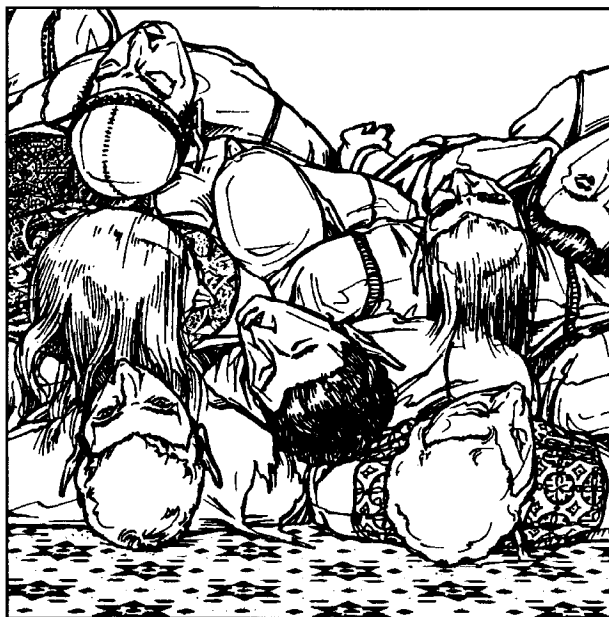
DOOM'S LAW

1. **Weaken I**—Target loses 1d10 exhaustion points.
2. **Reduce Resistance I**—All of target's RR's suffer a penalty of -5 for the duration.
3. **Puncture I**—Target suffers an 'A' Puncture critical.
4. **Nerve Impair I**—Target suffers an 'A' Electricity critical.
5. **Skin Burn I**—Target suffers a 'B' Heat critical.
6. **Bone Break I**—Target suffers a 'B' Impact critical.
7. **Weaken II**—Target loses 2d10 exhaustion points.
8. **Reduce Resistance II**—All of target's RRs suffer a penalty of -10 for the duration.
9. **Puncture II**—Target suffers a 'C' Puncture critical.
10. **Nerve Impair II**—Target suffers a 'C' Electricity critical.
11. **Skin Burn II**—Target suffers a 'D' Heat critical.
12. **Bone Break II**—Target suffers a 'D' Impact critical.
13. **Weaken III**—Target loses 3d10 exhaustion points.
14. **Reduce Resistance III**—All of target's RRs suffer a penalty of -15 for the duration.
15. **Puncture III**—Target suffers an 'E' Puncture critical.
16. **Nerve Impair III**—Target suffers an 'E' Electricity critical.
17. **Skin Burn III**—Target suffers an 'E' Heat critical.
18. **Bone Break III**—Target suffers an 'E' Impact critical.
19. **Weaken True**—Target loses 5d10 exhaustion points.
20. **Reduce Resistance True**—All of target's RRs suffer a penalty of -25 for the duration.
25. **Puncture True**—Target suffers two 'E' Puncture criticals.
30. **Nerve Impair True**—Target suffers two 'E' Electricity criticals.
50. **Law of Doom**—Caster can use any one of the lower level spells on this list once per round.

WARLOCK BASE LIST 17.2.1

DOOM'S LAW

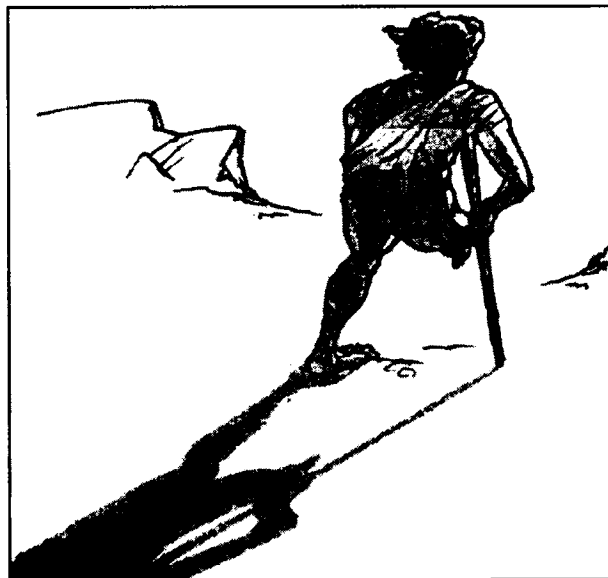
Lvl	Spell	Area of Effect	Duration	Range	Type
1	Weaken I	1 target	—	100'	F
2	Reduce Resistance I	1 target	1 rnd/lvl	100'	F
3	Puncture I	1 target	—	100'	F
4	Nerve Impair I	1 target	—	100'	F
5	Skin Burn I	1 target	—	100'	F
6	Bone Break I	1 target	—	100'	F
7	Weaken II	1 target	—	100'	F
8	Reduce Resistance II	1 target	1 rnd/lvl	100'	F
9	Puncture II	1 target	—	100'	F
10	Nerve Impair II	1 target	—	100'	F
11	Skin Burn II	1 target	—	100'	F
12	Bone Break II	1 target	—	100'	F
13	Weaken III	1 target	—	100'	F
14	Reduce Resistance III	1 target	1 rnd/lvl	100'	F
15	Puncture III	1 target	—	100'	F
16	Nerve Impair III	1 target	—	100'	F
17	Skin Burn III	1 target	—	100'	F
18	Bone Break III	1 target	—	100'	F
19	Weaken True	1 target	—	100'	F
20	Reduce Resistance True	1 target	1 rnd/lvl	100'	F
25	Puncture True	1 target	—	100'	F
30	Nerve Impair True	1 target	—	100'	F
50	Law of Doom	caster	1 rnd/lvl	self	F



CHANNELING
COMPANION

FAITH DESTRUCTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Holy/Unholy	5'R	1 min/lvl(C)	100'	U
2)	Corruption I	1 target	P	100'	F
3)	Faith Destruction I	1 target	1 min/5 fail	100'	Fm
4)	Guilt	1 target	P	100'	Fm
5)	Block Channel*	1 target	1 hr/5 fail	50'	F
6)	Paranoia	1 target	P	100'	F
7)	Corruption III	1 target	P	100'	F
8)	Faith Destruction III	1 target	1 min/5 fail	100'	Fm
9)	Disfavor	1 target	1 hr/5 fail	50'	Fm
10)	Alienate	1 target	P	100'	Fm
11)	Excommunication	1 target	1 day/5 fail	100'	F
12)	Faith Destruction V	1 target	1 min/5 fail	100'	Fm
13)	Block Intervention*	1 target	1 hr/5 fail	50'	F
14)	Corruption V	1 target	P	100'	F
15)	Black Channel I	1 target	varies	varies	F
16)	Block Channel True*	1 target	1 day/5 fail	50'	F
17)	Corruption VII	1 target	P	100'	F
18)	Faith Destruction True	1 target	1 min/5 fail	100'	Fm
19)	Greater Paranoia	1 target	P	100'	Fm
20)	Corruption X	1 target	P	100'	F
25)	Black Channel II	1 target	varies	varies	F
30)	Corruption True	1 target	P	100'	F
50)	Black Channel III	1 target	varies	varies	F



10. **Alienate**—Target loses all faith in other beings. He believes that no one can or should help him in any way and that he should face all his problems alone. He refuses to accept help from anyone.

11. **Excommunication**—Target loses all Channeling power points. He cannot cast any Channeling spells (even through bonus items). A hybrid spell user of Channeling would only lose half of his PPs. Certain Channelers with high Divine Status may gain a bonus to their RRs versus this spell.

12. **Faith Destruction V**—As *Faith Destruction I*, except the penalty is -50 (-25 for hybrids; and -15 for Arcane users).

13. **Block Intervention**—Target may not call upon his deity for help for the duration.

14. **Corruption V**—Target gains 5 corruption points.

15. **Black Channel I**—One of the *Black Channel I* spells may be used (see Section 7.1.23 in *Spell Law*).

16. **Block Channel True**—As *Block Channel*, except for the duration.

17. **Corruption VII**—Target gains 7 corruption points.

18. **Faith Destruction True**—As *Faith Destruction I*, except the penalty is -80 (-40 for hybrids; and -20 for Arcane users).

19. **Greater Paranoia**—As *Paranoia*, except target will never put his safety in the hands of others and will believe that everyone is out to get him.

20. **Corruption X**—Target gains 10 corruption points.

25. **Black Channel II**—One of the *Black Channel II* spells may be used (see Section 7.1.23 in *Spell Law*).

30. **Corruption True**—Target gains 15 corruption points.

50. **Black Channel III**—One of the *Black Channel III* spells may be used (see Section 7.1.23 in *Spell Law*).

SPECIAL NOTES

- 1) See Section 6.3 for more information on the effects of corruption.
- 2) GMs who want corruption to be more prominent should consider increasing the effects of the corruption spells.

FAITH DESTRUCTION

1. **Detect Holy/Unholy**—The caster senses the presence of any Holy or Unholy objects in the area. Caster may concentrate on a different area each round.

2. **Corruption I**—Target gains 1 corruption point.

3. **Faith Destruction I**—Target Channeling spell user loses some of his faith in his church, religion, deity, etc. For the duration of this spell, all of target's spells will require a Spell Casting Static Maneuver with a special penalty of -20 (-10 if target is a Hybrid spell user, -5 if target is an Arcane spell user).

4. **Guilt**—Target becomes guilty over some action in his past. The GM should choose some significant event in the target's past. He will not perform similar actions again and must take steps to alleviate the guilt.

5. **Block Channel**—The target may not send or receive spells or power points for the duration. In addition, target may not "regain" spent PPs for the duration.

6. **Paranoia**—Target will trust no one absolutely. When in a life threatening/dangerous situation, there is a 50% chance (modified by Self Discipline bonus x 3) that he will not put his safety in the hands of others.

7. **Corruption III**—Target gains 3 corruption points.

8. **Faith Destruction III**—As *Faith Destruction I*, except the penalty is -30 (-15 for hybrids; and -10 for Arcane users).

9. **Disfavor**—The target believes he has fallen into disfavor with his lord, church, religion, deity, etc. The target will take irrational actions to regain favor.



LOOK OF TERROR

1. **Look of Disfigure I**—Causes the target's appearance to be adversely affected. All rolls dealing with communicating and interacting with other beings suffer a special penalty of 10.
2. **Glare of Avoidance**—This spell influences the target's decision about who to attack. If the target of this spell is (or will be within 2 rounds) choosing his melee opponent, this spell will influence that decision 20% away from the caster. Other opponents must be available for this spell to work.
3. **Unnerving Eye I**—The caster causes the target to believe that he is being watched all the time and puts him at -10% to activity.
4. **Look of Disfigure II**—As *Look of Disfigure I*, except the penalty is -25.
5. **Glare of Fright**—The target will not attack the caster.
6. **Mark of Doom**—The target receives a mark on his forehead or cheek. Each caster has his own "mark" that this spell always gives.
7. **Unnerving Eye II**—As *Unnerving Eye I*, except the penalty is -20.
8. **Glare of Horror**—Target will flee in terror as fast as he can from the caster.
9. **Look of Terror I**—The target has a permanent fear of the caster. Target is at -10 to all actions that might affect the caster in any way.
10. **Look of Disfigure III**—As *Look of Disfigure I*, except the penalty is -50.
11. **Glare of Command**—The target must obey the caster's suggestions as long as the suggestions are not alien to him (e.g., suicide, blinding himself, etc.).
12. **Unnerving Eye III**—As *Unnerving Eye I*, except the penalty is -30.
13. **Look of Terror II**—As *Look of Terror I*, except the penalty is -20.
14. **Look of Disfigure IV**—As *Look of Disfigure I*, except the penalty is -75.
15. **Glare of Questing**—Target is given one task; failure results in a penalty to be determined by the GM.
16. **Unnerving Eye IV**—As *Unnerving Eye I*, except the penalty is -50.
17. **Look of Terror III**—As *Look of Terror I*, except the penalty is -30.
18. **Glare of Paralyzation**—Target is paralyzed with fear for the duration.



WARLOCK BASE LIST 17.2.3

LOOK OF TERROR

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Look of Disfigure I	1 target	1 day/5 fail	100'	F
2	Glare of Avoidance	1 target	1 rd/5 fail	100'	Fm
3	Unnerving Eye I	1 target	1 min/5 fail	100'	Fm
4	Look of Disfigure II	1 target	1 day/5 fail	100'	F
5	Glare of Fright	1 target	1 rnd/5 fail	100'	Fm
6	Mark of Doom	1 target	P	touch	F
7	Unnerving Eye II	1 target	1 min/5 fail	100'	Fm
8	Glare of Horror	1 target	1 rnd/5 fail	100'	Fm
9	Look of Terror I*	1 target	P	50'	Fm
10	Look of Disfigure III	1 target	1 day/5 fail	100'	F
11	Glare of Command	1 target	1 min/5 fail	100'	Fm
12	Unnerving Eye III	1 target	1 min/5 fail	100'	Fm
13	Look of Terror II*	1 target	P	50'	Fm
14	Look of Disfigure IV	1 target	1 day/5 fail	100'	F
15	Glare of Questing	1 target	varies	100'	Fm
16	Unnerving Eye IV	1 target	1 min/5 fail	100'	Fm
17	Look of Terror III*	1 target	P	50'	Fm
18	Glare of Paralyzation	1 target	1 rnd/5 fail	100'	Fm
19	Look of Disfigure V	1 target	1 day/5 fail	100'	F
20	Unnerving Eye True	1 target	1 min/10 fail	100'	Fm
25	Look of Terror IV*	1 target	P	50'	Fm
30	Look of Disfigure True	1 target	1 day/5 fail	100'	F
50	Glare of Death	1 target	P	100'	Fm

19. **Look of Disfigure V**—As *Look of Disfigure I*, except the penalty is -100.

20. **Unnerving Eye True**—As *Unnerving Eye I*, except the penalty is -75.

25. **Look of Terror IV**—As *Look of Terror I*, except the penalty is -40.

30. **Look of Disfigure True**—Target's appearance is so revolting that almost no one will deal with him. Resolve as *Look of Disfigure I*, except the penalty is -150.

50. **Glare of Death**—Target must resist or die.

SPECIAL NOTE

The *Look of Terror* spells utilize the caster's reputation to work properly. The target must know who the caster is, or know his reputation for those spells to work, otherwise the target will only get a bad feeling about the caster. The caster's reputation must be one that gives cause for the target to fear the caster.



CHANNELING
COMPANION

WARLOCK BASE LIST 17.2.4

REVENGING LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Research Curse	caster	24 hours	self	I
2)	Detect Curses	1 target	—	100'	U
3)	Curse of Gab	1 target	P	100'	F
4)	Curse of Silence	1 target	P	100'	F
5)	Curse Craft I	1 target	P	100'	F
6)	Unquenchable Thirst	1 target	P	100'	F
7)	Curse Tales	1 curse	—	10'	I
8)	Ravenous Hunger	1 target	P	100'	F
9)	Room Curse	1 room	P	100'	F
10)	Curse Craft II	1 target	P	100'	F
11)	Miser's Curse	1 target	P	100'	F
12)	Uncurse	1 curse	—	10'	F
13)	Back Spasm	1 target	P	100'	F
14)	Dwelling Curse	1 dwelling	P	100'	F
15)	Curse Craft III	1 target	P	100'	F
16)	Hex	1 target	P	10'	F
17)	Uncurse True	1 curse	—	10'	F
18)	Unhex	1 hex	—	10'	F
19)	Curse Craft IV	1 target	P	100'	F
20)	Town Curse	1 town	P	100'	F
25)	Curse Craft True	1 target	P	100'	F
30)	City Curse	1 city	P	100'	F
50)	Kingdom Curse	1 kingdom	P	100'	F

REVENGING LAW

- Research Curse**—Gives the caster a +10 to his Research skill for any activity that involves researching new curses, researching for a magic ritual that involves a curse, etc.
- Detect Curses**—Detects any curses on the target.
- Curse of Gab**—Target will get the compulsion to talk and talk. The target will get this compulsion whenever he hears someone else talking.



- Curse of Silence**—Target does not wish to talk at all. He must be motivated heavily to get him to talk.
- Curse Craft I**—Target is limited in a certain skill that the caster chooses. All attempts to use that skill are at -10. Also, when the target increases in level, a rank is lost in that skill (to a minimum of zero ranks).
- Unquenchable Thirst**—Target cannot get enough to drink. He will empty any container of drinkable fluid, then want more.
- Curse Tales**—Caster can determine the nature and origin of any one curse including the name of the one who bequeathed it.
- Ravenous Hunger**—Target will eat until he passes out if there is enough food.
- Room Curse**—Places a curse on one room. Some options for the curse might include: a decline in business, room becomes haunted, room falls into disrepair, etc. (GM's discretion).
- Curse Craft II**—As *Curse Craft I*, except the penalty is -20 and the target loses 2 ranks upon gaining a level.
- Miser's Curse**—Target will be very reluctant to spend any of his money. He will hoard it and defend it with all his resources.
- Uncurse**—Dispels a curse if the curse fails a RR.
- Back Spasm**—Anytime the target rolls a 66 or a 100, his back will spasm causing him to be paralyzed for 2d20 rounds.
- Dwelling Curse**—As *Room Curse*, except for the area of effect.
- Curse Craft III**—As *Curse Craft I*, except the penalty is -30 and the target loses 3 ranks upon gaining a level.
- Hex**—Target is Hexed and misfortune befalls him and his companions. A Hex is an invisible mark magically written on a target. The target will slowly become enveloped in things going wrong (e.g., weapons breaking, ropes being cut in two, stepping on a branch while stalking, slipping on a dry floor, etc.). Hex is removed by discovering and removing the mark. The Hex has power in it, and improper removal of it will deliver a 'C' Impact and 'B' Heat critical to all within a 30' foot radius.
- Uncurse True**—[RR Mod: -50] Dispels a curse if the curse fails an RR.
- Unhex**—Safely removes a Hex.
- Curse Craft IV**—As *Curse Craft I*, except the penalty is -40 and the target loses 4 ranks upon gaining a level.
- Town Curse**—As *Room Curse*, except for it can curse a small town.
- Curse Craft True**—As *Curse Craft I*, except the penalty is -60 and the target loses 6 ranks upon gaining a level.
- City Curse**—As *Room Curse*, except for it can curse an entire city.
- Kingdom Curse**—As *Room Curse*, except for it can curse an entire kingdom (GM's discretion).

SPECIAL NOTES

- Certain spells are meant to encourage interesting role-playing situations. Their permanent duration means that they can be cured in the same fashion as any normal mental condition/disease (or by *Remove Curse*, *Uncurse*, or similar spells).
- See *Spell Law*, Section 7.1.30 for more information on dispelling curses.
- For all the *Curse* spells on this list that affect a room, town, or other area: Those who live in the town/area in question must have wronged the caster somehow. The caster must also successfully perform a magic ritual for the curse to work, with the difficulty of the ritual being determined by the size of the area to be cursed.





TRANSFORMATIONS

1. **Shifting Defense**—Allows caster to make his body somewhat malleable and flexible to avoid attacks. Gives +5 to DB. The bonus only applies to attacks that the caster perceives.
2. **Talon Fingers I**—The fingers on one of the caster's hands transform into sharp talons. The caster can make Small Claw attacks with these talons.
3. **Minor Body Switch**—Caster can move one small part of his body to another location. For example, an eye could be moved to the tip of a finger to look down a small hole, a finger could be moved to the wrist to untie a rope bond, etc. This spell can only be used to move a small body part.
4. **Viper Jaw I**—Caster's mouth fills with razor-sharp teeth. Caster may make Small Bite attacks.
5. **Bat Wings**—Caster grows a set of large bat-like wings that he can use to fly at 50 feet per round. While doing so, the caster expends exhaustion points as if moving at a running pace.
6. **Talon Fingers II**—As *Talon Fingers I*, except caster may make Medium Claw attacks.
7. **Horn**—Caster grows an 8-inch spine somewhere on his body. Suggested areas include the forearm, the backhand, or the palm. Caster may make Medium Horn attacks with the horn.
8. **Demon Wings**—As *Bat Wings*, except movement rate is 100 feet per round.
9. **Viper Jaw II**—As *Viper Jaw I*, except caster may make Medium Bite attacks.
10. **Tongue Whip**—Caster's tongue becomes a 3-foot-long whip that can make a Large Grapple attack.
11. **Snake Arm**—One of the caster's arms transforms into a snake that can make Large Grapple attacks.
12. **Major Body Switch**—As *Minor Body Switch*, except that any part of the body (excepting the head) can be moved to a different location. For example, an arm could be moved to a place where it could be more useful.
13. **Talon Fingers III**—As *Talon Fingers I*, except caster may make Large Claw attacks.
14. **Dragon Wings**—As *Bat Wings*, except movement rate is 200 feet per round.
15. **Shifting Defense True**—As *Shifting Defense*, except bonus is +10.

WARLOCK BASE LIST 17.2.5

TRANSFORMATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Shifting Defense	caster	1 min/lvl	self	U
2	Talon Fingers I	caster	1 min/lvl	self	U
3	Minor Body Switch	caster	1 rnd/lvl	self	U
4	Viper Jaw I	caster	1 min/lvl	self	U
5	Bat Wings	caster	1 min/lvl	self	U
6	Talon Fingers II	caster	1 min/lvl	self	U
7	Horn	caster	1 rnd/lvl	self	F
8	Demon Wings	caster	1 min/lvl	self	U
9	Viper Jaw II	caster	1 min/lvl	self	U
10	Tongue Whip	varies	1 min/lvl	100'	F
11	Snake Arm	caster	1 min/lvl	self	U
12	Major Body Switch	caster	1 rnd/lvl	self	U
13	Talon Fingers III	caster	1 min/lvl	self	U
14	Dragon Wings	caster	1 min/lvl	self	U
15	Shifting Defense True	caster	1 min/lvl	self	U
16	Viper Jaw III	caster	1 min/lvl	self	U
17	Death Horn	caster	1 min/lvl	self	F
18	Snake Arm True	caster	1 min/lvl	self	U
19	Talon Fingers True	caster	1 min/lvl	self	U
20	Phoenix Wings	caster	1 min/lvl	self	F
25	Viper Jaw True	caster	1 min/lvl	self	U
30	Gorgon Eyes	100'	1 min/lvl	self	F
50	Metamorphosis	caster	P	self	U

16. **Viper Jaw III**—As *Viper Jaw I*, except caster may make Large Bite attacks.
17. **Death Horn**—As *Horn*, except it is coated in poison, and if it inflicts a critical, target must make an RR versus caster's level or be paralyzed.
18. **Snake Arm True**—As *Snake Arm*, except caster can make Huge Grapple attacks.
19. **Talon Fingers True**—As *Talon Fingers I*, except caster may make Huge Claw attacks.
20. **Phoenix Wings**—As *Bat Wings*, except movement rate is 300 feet per round. In addition, anyone who makes contact with the caster must make a RR or take a 'B' Heat critical.
25. **Viper Jaw True**—As *Viper Jaw I*, except caster may make Huge Bite attacks.
30. **Gorgon Eyes**—Target that meets the caster's gaze must make an RR or be turned to stone for 1 minute per 5% failure level. Caster can only gaze at one such target per round.
50. **Metamorphosis**—Caster can make any one of the lower level changes on this list permanent. Once per year, the caster can choose another effect to make permanent.

SPECIAL NOTES

The caster may develop skill with the attack forms gained via spells on this list. These skills are in the Special Attacks category and are developed as Everyman for the Warlock (Restricted for all other professions). Each attack form must be developed separately (e.g., one for *Talon Fingers*, one for *Viper Jaw*, etc.).



CHANNELING
COMPANION

WARLOCK BASE LIST 17.2.6

WYRD MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Detect Fate	1 target	—	100'	U
☐ 2)	End	caster	1 min/lvl	self	U
☐ 3)	Luck*	caster	—	self	U
☐ 4)	Read Fate	1 target	—	100'	F
☐ 5)	Blessing	1 target	1 min/lvl	100'	U
☐ 6)	Unlucky	1 target	1 rnd/lvl	100'	U
☐ 7)	Boon	caster	1 rd/lvl	self	U
☐ 8)	Anticipations*	1 target	—	100'	U
☐ 9)					
☐ 10)	Wyrd	caster	10 min/lvl	self	U
☐ 11)	Bane	1 target	—	100'	F
☐ 12)	Charmed	caster	10 min/lvl	self	U
☐ 13)	Luck*	caster	—	self	U
☐ 14)	Karma	caster	P	self	U
☐ 15)	Doom	1 target	P	100'	F
☐ 16)	Fate	caster	1 min/lvl	self	U
☐ 17)	Fortune	1 target	1 min/lvl	100'	U
☐ 18)					
☐ 19)	Luck True*	caster	—	self	U
☐ 20)	Favor	caster	1 rnd/lvl	self	U
☐ 25)	Boon True	caster	1 min/lvl	self	U
☐ 30)	Failure	1 target	1 rnd/lvl	100'	F
☐ 50)	Success	target	—	100'	U

WYRD MASTERY

- Detect Fate**—This spell allows the caster to determine if a particular location, object, or person has any kind of connection with the caster's fate. A connection with the caster's fate is anything that the caster would consider important to his future.
- End**—Caster causes any fate, omen reading, or other such spells to fail on him when tried.
- Luck I**—Caster improves his luck for one action. This spell may only be cast once per action that requires a die roll. The die roll has +1 added to it (and this modification may make the roll open-ended). This spell may not be cast after the dice are rolled, does not require any separate action or activity, and it is considered part of the action that is being resolved.
- Read Fate**—Caster is able to determine the target's remaining Fate Points. If the target makes his RR, or cancels this spell, the caster will still know whether or not the target has any Fate Points at all.
- Blessing**—Caster places a blessing on the target. Target gains a special bonus of +10 on his next action.
- Unlucky**—Caster worsens the luck of the target. The target suffers a special penalty of -1 per level of the caster for all his actions.

7. **Boon**—Caster alters his own luck. After caster's next action and dice roll are made, he may choose which die is the "tens" die and which one is the "ones" die.

8. **Anticipations**—Predicts the most probable actions of the target in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on targets or what spell). This results in the caster being able to declare his statement of intent after hearing what the target has decided to do.

10. **Wyrd**—Causes the caster to be excluded from random rolls made concerning a group of which the caster is a member. If the GM rolls randomly for the group concerning encounters, surprise attacks, random spell effects, random choosing of targets, etc., the caster is excluded from all such rolls, and his presence does not affect his group's rolls.

11. **Bane**—Caster causes terrible luck to come upon one target. Causes the target's next action to be resolved as if he rolled a 01.

12. **Charmed**—Caster's luck versus one spell is altered. Caster may re-roll any one RR within the duration.

13. **Luck II**—As *Luck I*, except roll is modified by +2.

14. **Karma**—Caster gains a Fate Point. This can only be done once per level.

15. **Doom**—Caster separates one target from destiny. This causes the target to lose one Fate Point.

16. **Fate**—Caster alters his own fate. Caster can cause any one roll made within the duration that is directly related to him to be re-rolled.

17. **Fortune**—Brings good fortune to one target. Causes the target's next action to be modified by +d100.

19. **Luck True**—As *Luck I*, except roll is modified by +3.

20. **Favor**—Caster gains a +1 per level bonus to the next Divine Intervention maneuver that he makes.

25. **Boon True**—As *Boon*, except for duration.

30. **Failure**—Brings horrible luck to the target. Causes all the target's actions to be treated as if he rolled a 01.

50. **Success**—Causes the target's next action to be resolved as if the target rolled a 100.



HOLY MISSION

1. **Urban Lore I**—Caster receives a special bonus of +10 to his next maneuver using a skill in the Urban skill category.
2. **Question I**—Target must answer a single concept question (presuming that the target can understand the question).
3. **Holy Vision**—Caster has a dream about what mission his deity or church might have for him next. The dream is vague, and the caster must figure out what the dream means.
4. **Guess**—When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll a 1-100: correct on 26-100, incorrect on 01-25).
5. **Silent Spell**—Caster's next spell within the duration is cast as if the caster were shouting, but the spell does not make a sound.
6. **Cloud Perception**—Causes a target to be preoccupied, thereby lowering his awareness. (In many cases this could be handled with a special penalty between -20 and -40 to the target's Awareness group skills.)
7. **Intuitions I**—Caster gains a vision of what will probably happen in the next minute if he takes a specific action.
8. **Faith's Wisdom**—Caster receives a special bonus of +30 to all maneuvers using the Religion skill for the duration.
9. **Urban Lore III**—As *Urban Lore I*, except the bonus is +30.
10. **Stunning**—Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is stunned.
11. **Question X**—As *Question I*, except the target must respond to up to 10 single concept questions.
12. **Death's Tale**—Caster gets a vision of the events surrounding the death of any one dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10 feet of the corpse. The corpse must have died within a number of years equal to the caster's level.
13. **Channel Opening**—Caster can make contact with any one known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being.
14. **Intuitions V**—As *Intuitions I*, except caster may gaze 5 minutes into the future.
15. **Holy Vision True**—As *Holy Vision*, except the caster is shown details about the mission, and the place to begin.
16. **Blinding**—As *Stunning*, except the target is blinded for the duration.



MYTHIC BASE LIST 17.3.1

HOLY MISSION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Urban Lore I	caster	1 min/lvl	self	U
2	Question I	1 target	varies	100'	Fm
3	Holy Vision	caster	varies	self	U
4	Guess	caster	—	self	I
5	Silent Spell	caster	1 min/lvl	self	F
6	Cloud Perception	1 target	1 rnd/lvl	100'	F
7	Intuitions I	caster	—	self	I
8	Faith's Wisdom	caster	1 min/lvl	self	U
9	Urban Lore III	caster	1 min/lvl	self	U
10	Stunning	1 target	1 rnd/10 fail	50'	F
11	Question X	1 target	varies	100'	Fm
12	Death's Tale	caster	—	self	I
13	Channel Opening	1 being	C	1 mile/lvl	U
14	Intuitions V	caster	—	self	I
15	Holy Vision True	caster	varies	self	U
16	Blinding	1 target	1 min/10 fail	10'	F
17	Commune I	caster	C	self	U
18	Misperception	1 target	1 rnd/lvl(C)	100'	F
19	Absolution	1 target	1 day/10 fail	50'	F
20	Death's Tale True	caster	—	self	I
25	Commune True	caster	C	self	U
30	Absolution Pure	1 target	P	50'	F
50	High Prayer	caster	C	self	U

17. **Commune**—Caster receives (usually from his patron deity) a "yes" or "no" answer to a question on a single topic. This spell may be used a maximum of once per day.

18. **Misperception**—Causes target to misperceive events. Caster can choose whether the target sees nothing or just something vague and different from an actual event. The spell cannot make out of place events seem normal (e.g. fighting will always be seen for what it is), but an intruder could be misperceived as a passing sentry.

19. **Absolution**—[RR Mod: -20] Target's "soul" is torn from his body; it remains in whatever place souls go for the duration of the spell. The soul can be returned early only through Lifegiving. Target is unconscious until soul is restored. Even subconscious activities (i.e., healing, etc.) suffer a -75 penalty.

20. **Death's Tale True**—Caster gets a vision of the events surrounding the death of any one dead target within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.

25. **Commune True**—As *Commune*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only one concept.

30. **Absolution Pure**—As *Absolution*, except "soul" can only be brought back through Lifegiving.

50. **High Prayer**—Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTES

- 1) See *Spell Law* Section 7.2 for more information on the effects of soul destruction.
- 2) See *Spell Law* Section 7.1.19 for more information on vision and the effects of blindness.
- 3) See *Spell Law* Section 7.1.2 for more information on dreams and symbology.



CHANNELING
COMPANION

MYTHIC BASE LIST 17.3.2 THE DEFENDER

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Protection I	caster	1 min/lvl	self	U
☐ 2)	Fear Defense	caster	1 min/lvl	self	U
☐ 3)	Poison Defense	caster	1 min/lvl	self	U
☐ 4)	Shield*	caster	1 min/lvl	self	U
☐ 5)	Protection II	caster	1 min/lvl	self	U
☐ 6)	Combat Defense I	caster	1 min/lvl	self	U
☐ 7)	Deflections I*	1 missile	—	10'	U
☐ 8)	Mythical Armor I	caster	1 min/lvl	self	U
☐ 9)	Bladeturn I*	1 attack	—	10'	U
☐ 10)	Protection III	caster	1 min/lvl	self	U
☐ 11)	Conversion Defense	caster	1 hr/lvl	self	U
☐ 12)	Mythical Armor II	caster	1 min/lvl	self	U
☐ 13)	Deflections II*	2 missiles	—	10'	U
☐ 14)	Combat Defense II	caster	1 min/lvl	self	U
☐ 15)	Protection IV	caster	1 min/lvl	self	U
☐ 16)	Bladeturn II*	2 attacks	—	10'	U
☐ 17)	Mythical Armor III	caster	1 min/lvl	self	U
☐ 18)	Soul Defense	caster	1 min/lvl	self	U
☐ 19)	Combat Defense III	caster	1 min/lvl	self	U
☐ 20)	Mythical Armor IV	caster	1 min/lvl	self	U
☐ 25)	Protection True	caster	1 min/lvl	self	U
☐ 30)	Combat Defense True	caster	1 min/lvl	self	U
☐ 50)	The Defender	caster	1 rnd/lvl	self	U

THE DEFENDER

- 1. Protection I**—Subtracts 5 from elemental attack rolls against the caster, and adds 5 to all of the caster's RRs versus spells. If the spells are cast by a Channeling spell user that is a member of the caster's current studied faith (see "The Mask" spell list), the bonuses become +10.
- 2. Fear Defense**—For the duration, the caster receives a special bonus of +15 to any fear RRs.



- 3. Poison Defense**—For the duration, the caster receives a special bonus of +15 to any poison RRs.
- 4. Shield**—Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a real shield.
- 5. Protection II**—As *Protection I*, except the bonuses are +10 and +15 respectively.
- 6. Combat Defense I**—Grants +10 DB versus melee and missile attacks. Not cumulative with Aura or Blur spells.
- 7. Deflections I**—Caster can deflect any one missile that passes within 10 feet of him (caster must be able to see the missile). This causes 100 to be subtracted from the missile's attack.
- 8. Mythical Armor I**—Caster's clothing is enchanted to protect as AT 3.
- 9. Bladeturn I**—Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
- 10. Protection III**—As *Protection I*, except the bonuses are +15 and +20, respectively.
- 11. Conversion Defense**—For the duration, the caster gains a bonus of +30 against any attempts by others to convert him. The same bonus applies to the caster's RRs vs. spells of any other religion that attempt to convert or corrupt him.
- 12. Mythical Armor II**—Caster's clothing is enchanted to protect as AT 8.
- 13. Deflections II**—As *Deflections I*, except affects two missiles.
- 14. Combat Defense II**—As *Combat Defense I*, except the bonus is +15.
- 15. Protection IV**—As *Protection I*, except the bonuses are +20 and +30, respectively.
- 16. Bladeturn II**—As *Bladeturn I*, except affects two attacks.
- 17. Mythical Armor III**—Caster's clothing is enchanted to protect as AT 12.
- 18. Soul Defense**—Gives the caster a bonus of +20 against any Absolution spells or against any Black Channel spells. This bonus is cumulative with other protection spells.
- 19. Combat Defense III**—As *Combat Defense I*, except the bonus is +20.
- 20. Mythical Armor IV**—Caster's clothing is enchanted to protect as AT 20.
- 25. Protection True**—As *Protection I*, except the bonuses are +30 and +50, respectively.
- 30. Combat Defense True**—As *Combat Defense I*, except the bonus is +30.
- 50. The Defender**—Caster can use any lower level spell on this list once per round.

SPECIAL NOTES

For more information on multiple target spell (e.g., *Deflections II*, etc.), see *Spell Law* Section 7.1.16.



CHANNELING
COMPANION

THE EYE

1. **Detect Holy/Unholy**—The caster senses the presence of any Holy or Unholy objects, consecrated ground, or other works of Channeling in the area. Caster may concentrate on a different area each round.
2. **Detect Enemies I**—Detects the total number of “enemies” in the area of effect (giving approximate direction and distance). This spell also reveals the most heavily represented type of enemy (by total levels). Caster can concentrate on a different area each round. Will also reveal if caster’s “Mark” is among the enemies.
3. **Mark**—Caster places a mental mark on one target within range, enabling him to use some of the spells on the “Vengeance” spell list against him, as well as spells on this list. The caster can only have one “Mark” per three levels (round up).
4. **Detect Magic**—Detects any active spell or item from any realm; caster can concentrate on a different 5’R each round. Caster will learn the realm of magic and the type of any spells in the area.
5. **Detect Traps**—Caster has a 75% chance of detecting a trap in the area of effect (trap sophistication may modify this chance). The caster can concentrate on a different area each round.
6. **Tracking**—All of the caster’s Tracking maneuvers receive a bonus of +50.
7. **Detect Invisible**—Detects all invisible objects or beings in the area of effect. Caster can concentrate on a different 10’R each round. All attacks against something so detected are modified by -50. See *Spell Law* Section 7.1.10 for rules on invisibility.
8. **Detect Illusion**—Caster can check one object or place (up to a 10-foot-radius) and tell if it is an illusion or has an illusion on it.
9. **Perceive Power**—As *Detect Magic*, except it will also give an estimate of the power (i.e. the level) of the person, item, or spell examined.
10. **Detect Enemies II**—As *Detect Enemies I*, except for range and area of effect.
11. **Detect Poison**—Detects any poisons on a single object or a single being.
12. **Detect Holy/Unholy True**—As *Detect Holy/Unholy*, except for range and duration.
13. **Direction**—Caster learns the direction and distance to any one of the caster’s “Marks.”
14. **Detect Status**—Attempts to learn from the target’s mind what Divine Status level he has. See Section 6.0 for more information on Divine Status.
15. **Memory’s Path**—Caster can remember an exact route he traveled, whether or not he was without one or more of his senses when he made his original journey (e.g. a 12th level caster could remember the course of 12 hours of a trip even if he had been blindfolded). To be effective, this spell must be cast within one month of the journey.
16. **The Eye**—Caster receives a divine vision of one of the caster’s “Marks” specified at the time of casting. The vision will only reveal general activities of the target (i.e., target is fighting, target is sleeping, target is gambling, etc.). The caster’s “Mark” must be within range of this spell, location of the “Mark” will not be revealed.
17. **Tracking True**—As *Tracking*, except the bonus is +75.
18. **Perceive Power True**—As *Perceive Power*, except for range and area of effect.
19. **Location**—Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail. The caster must have the dimensions of the object exact within 10% of actual size and know at least two other attributes that make the item unique (e.g., color, texture, weight, etc.). Note that sometimes the caster must know more than two other attributes to make the item unique.

MYTHIC BASE LIST 17.3.3

THE EYE

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Holy/Unholy	5’R	1 min/lvl(C)	100’	U
2	Detect Enemies I	10’R	1 min/lvl(C)	50’/lvl	P
3	Mark	1 target	—	50’	P
4	Detect Magic	5’R	1 min/lvl(C)	50’	P
5	Detect Traps	5’R	1 min/lvl(C)	50’	P
6	Tracking	caster	C	self	I
7	Detect Invisible	10’R	1 min/lvl(C)	100’	P
8	Detect Illusion	10’R	—	100’	P
9	Perceive Power	5’R	1 min/lvl(C)	50’	P
10	Detect Enemies II	50’R	1 min/lvl(C)	100’/lvl	P
11	Detect Poison	1 target	—	50’	P
12	Detect Holy/Unholy Tr.	500’R	1 min/lvl(C)	500’	U
13	Direction	caster	—	self	I
14	Detect Status	1 target	—	100’	Fr
15	Memory’s Path	caster	1 hr/lvl	self	U
16	The Eye	caster	varies	100’	I
17	Tracking True	caster	C	self	I
18	Perceive Power True	50’R	1 min/lvl(C)	500’	P
19	Location	caster	—	300’	P
20	Detect Enemies True	100’R	1 min/lvl(C)	500’/lvl	P
25	Divine Sight	caster	1 min/lvl	self	U
30	Divine Eye	caster	varies	self	I
50	True Eye	caster	1 rnd/lvl	self	F

20. **Detect Enemies True**—As *Detect Enemies I*, except for range and area of effect.
25. **Divine Sight**—Caster sees through any illusions, facades, invisibility, or other misrepresentations of the truth.
30. **Divine Eye**—As *The Eye*, except the caster does not need to know exactly where the target is located.
50. **True Eye**—Caster can use any one of the lower level spells on this list once per round.



CHANNELING
COMPANION

MYTHIC BASE LIST 17.3.4

THE MASK

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Study Faith	caster	P	self	P
☐ 2)	White Lies	caster	1 min/lvl	self	U
☐ 3)	Study Faith's Spell*	1 spell	P	100'	P
☐ 4)	Shade	50'R	10 min/lvl	touch	F
☐ 5)	Deception I	caster	10 min/lvl	self	U
☐ 6)	Silence I	10'R	1 min/lvl	self	E
☐ 7)	Study Follower	1 follower	P	100'	P
☐ 8)	Divine Secrecy	caster	10 min/lvl	self	F
☐ 9)	Spell Facade	varies	varies	varies	F
☐ 10)	Shadow	caster	10 min/lvl	self	U
☐ 11)	Deception II	caster	10 min/lvl	self	U
☐ 12)	Mist	50'R	1 min/lvl	100'	E
☐ 13)	Divine Obscurity	caster	1 hr/lvl	self	F
☐ 14)	Silence II	50'R	1 min/lvl	self	E
☐ 15)	Follower Facade	caster	1 hr/lvl	self	E
☐ 16)	Deception III	caster	10 min/lvl	self	U
☐ 17)	True Lies	caster	1 min/lvl	self	U
☐ 18)	Divine Mystery	caster	1 hr/lvl	self	F
☐ 19)					
☐ 20)	Spell Facade True	varies	varies	varies	E
☐ 25)	Mist True	100'R	1 hr/lvl	100'	E
☐ 30)	Deception True	caster	10 min/lvl	self	E
☐ 50)	The Mask	caster	1 hr/lvl	self	F

THE MASK

- Study Faith**—Caster studies the books, teachings, and churches of a given faith. A faith needs to be studied with this spell every day for a week. The caster may only have one faith studied in this way at a time.
- White Lies**—This spell can either be cast as a spell to tell whether one is lying to the caster (granting a special bonus of +15 to Lie Detection maneuvers), or as a spell to lie better to others (giving a special penalty of -15 to the Lie Detection maneuvers of those using the skill against the caster). Also provides a special bonus of +15 to resist spells designed to get the truth from the caster (*Question* spells, etc.).
- Study Faith's Spell**—Caster studies a Channeling spell he can see, storing the image of it so that he can use it with the *Spell Facade* spells on this list. The caster can have as many spells studied as he has levels.
- Shade**—All shadows in the area of effect deepen. All Hiding maneuvers gain a bonus of +25 (+10 to Stalking maneuvers).
- Deception I**—For the duration, all skills used to infiltrate other faiths gain a bonus of +10. Examples include, Acting, Duping, Diplomacy, Public Speaking, etc. "Infiltrating another faith" is defined as making others believe that you are a member of, or are sincerely interested in joining, their religion.
- Silence I**—All sounds originating within the area of effect cannot be heard outside the area of effect. This results in a +25 bonus to Stalking maneuvers.
- Study Follower**—[RR Mod: -50] When this spell is cast on a person, it reveals the mannerisms and habits of a faith's follower to the caster, storing the images and knowledge of the target for use with the *Follower Facade* spell on this list. The caster can only have one such studied follower per three levels (round up).

8. **Divine Secrecy**—For the duration, all "incoming" magical detection spells must make an RR versus the level of the caster or fail. In addition, all deeds performed while this spell is active are "shadowed" to divination spells. The information gained about the caster will be shrouded in shadows.

9. **Spell Facade**—This spell is used to simulate the effects of another religion's "studied" spells. For example, if an order of Rangers wants proof that the caster is on their side, this spell can be used to simulate a Ranger spell (i.e. starting a fire, darkening an area). The simulated spell has no other property than to convince people. (This spell is purely an illusion and is subject to normal illusion rules.) This spell lasts as long as the "studied" spell or 1 minute per level (whichever is less).

10. **Shadow**—Caster and objects on his person appear to be a shadow, and are thus almost invisible in dark areas. In many situations, this could be handled with a Stalking and/or Hiding bonus between +25 and +75.

11. **Deception II**—As *Deception I*, except the bonus is +20.

12. **Mist**—Creates a thin fog in the air up to the area of effect (caster can choose to make it smaller). Normal visibility in the mist is about 3 feet.

13. **Divine Obscurity**—As *Divine Secrecy*, except that if the incoming spell fails its RR, the caster of the incoming spell learns false information about the caster. (GM's discretion as to exactly what is learned.) In addition, all deeds performed while this spell is active are completely masked to divination spells.

14. **Silence II**—As *Silence I*, except for area of effect.

15. **Follower Facade**—Allows the caster to appear as any one type of follower that he has studied. Caster retains his size, and will not smell or feel like the follower. Caster will not appear as a specific person, only as a general follower, looking nothing like his normal self (i.e. this is purely a visual illusion and is subject to normal illusion rules).

16. **Deception III**—As *Deception I*, except the bonus is +30.

17. **True Lies**—As *White Lies*, except the bonus is +50, or -50, as appropriate.

18. **Divine Mystery**—As *Divine Obscurity*, except that if the incoming spell misses its RR, then the caster of the incoming spell learns very misleading information about the caster. (GM's discretion as to exactly what is learned.)

20. **Spell Facade True**—As *Spell Facade*, except that caster Channels power straight from his deity to actually create the physical effects of the spell. This will provide such effects as giving heat to a fire or sound to a vacuum refilling, but the created effects will not deliver damage as the simulated spell (e.g., a simulated Fire Bolt will be hot, but not do damage).

25. **Mist True**—As *Mist*, except for area of effect and duration. In addition, if the caster concentrates, he can see through the mist normally.

30. **Deception True**—As *Deception I*, except the bonus is +50.

50. **The Mask**—For the duration, caster cannot be the target of detection spells, and his deeds performed while this spell is active cannot be learned through any divination spell, nor can they be learned from the caster at a later date by another person (they cannot be learned by any spell, skill, torture, etc.).

SPECIAL NOTE

See *Spell Law* Section 7.1.27 for specific limitations on illusions (i.e., *Facades*).



CHANNELING
COMPANION



THE WILL

1. **Inner Focus I**—Adds +10 to one maneuver the round after this spell is cast. No other action can be performed until this maneuver is resolved.
2. **Frost/Burn Relief I**—Caster is healed of one area of up to mild frostbite or first degree burns.
3. **Tolerance I**—Caster can ignore up to -10 in accrued penalties from injuries or concussion hit loss.
4. **Clotting I**—Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; for 1 hour, caster can move at no more than a walking pace, or bleeding will resume at prior rate.
5. **Stun Relief**—Caster is relieved of one round's worth of accumulated stun effects.
6. **Unpain I**—Caster is able to sustain an additional 25% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.
7. **Regeneration I**—Will reduce damage to the caster by 1 hit every minute as long as the caster concentrates. If the caster is unconscious this spell will operate on him without concentration.
8. **Clotting III**—As *Clotting I*, except that caster can stop bleeding in a wound that is bleeding up to 3 hits per round.
9. **Tolerance II**—As *Tolerance I*, except up to -20 in accrued penalties can be ignored.
10. **Inner Focus III**—As *Inner Focus I*, except the bonus is +30.
11. **Unpain II**—As *Unpain I*, except an additional 50% can be sustained.
12. **Regeneration II**—As *Regeneration I*, except caster's damage is reduced by 2 hits per minute of concentration.
13. **Frost/Burn Relief III**—As *Frost/Burn Relief I*, except caster can heal three areas of mild damage or one area of mild and one area of moderate damage, or one area of severe damage (e.g., third-degree burn).
14. **Unparalysis**—Caster can cure any one paralysis problem.
15. **Clotting True**—As *Clotting I*, except that all blood loss (i.e. hits per round) from one wound is stopped.
16. **Unpain III**—As *Unpain I*, except an additional 75% can be sustained.

MYTHIC BASE LIST 17.3.5

THE WILL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Inner Focus I*	caster	1 rnd	self	U
2)	Frost/Burn Relief I	caster	P	self	U
3)	Tolerance I*	caster	1 rnd/lvl	self	U
4)	Clotting I	caster	—	self	U
5)	Stun Relief*	caster	P	self	Us
6)	Unpain I*	caster	1 min/lvl	self	Us
7)	Regeneration I*	caster	C	self	Us
8)	Clotting III	caster	—	self	U
9)	Tolerance II*	caster	1 rnd/lvl	self	U
10)	Inner Focus III*	caster	1 rnd	self	U
11)	Unpain II*	caster	1 min/lvl	self	Us
12)	Regeneration II*	caster	C	self	Us
13)	Frost/Burn Relief III	caster	P	self	U
14)	Unparalysis	caster	—	self	U
15)	Clotting True	caster	—	self	U
16)	Unpain III*	caster	1 min/lvl	self	Us
17)	Tolerance III*	caster	1 rnd/lvl	self	U
18)	Stun Relief True*	caster	P	self	U
19)	Unpoison	caster	—	self	U
20)	Inner Focus True*	caster	1 rnd	self	U
25)	Regeneration True*	caster	C	self	Us
30)	Tolerance True*	caster	1 rnd/lvl	self	U
50)	Divine Will	caster	1 hr/lvl	self	Us

17. **Tolerance III**—As *Tolerance I*, except up to 30 points in accrued penalties can be ignored.
18. **Stun Relief True**—As *Stun Relief*, except relieves all accrued stun.
19. **Unpoison**—Caster can remove any one poison from his system.
20. **Inner Focus True**—As *Inner Focus I*, except the bonus is +50.
25. **Regeneration True**—As *Regeneration I*, except caster's damage is reduced by 5 hits per minute of concentration.
30. **Tolerance True**—As *Tolerance I*, except up to -50 in accrued penalties can be ignored.
50. **Divine Will**—The caster is aided by his deity for the duration of one mission (GM's discretion as to what a mission constitutes). The caster ignores all penalties from wounds and hit loss, and he can take double his normal hits total before falling unconscious. He is also at +10 activity to all actions that further the mission.

SPECIAL NOTES

- 1) See *Spell Law* Section 7.1.1 for more information on subconscious spells.
- 2) See *Spell Law* Section 7.2 for more information on healing.



CHANNELING
COMPANION

MYTHIC BASE LIST 17.3.6

VENGEANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Silent Approach	caster	1 min/lvl	self	U
2)	Silent Strike	caster	1 min/lvl	self	U
3)	Summon Weapon*	1 weapon	—	50'	U
4)	Holy Strike I*	caster	—	self	F
5)	Blessed Attack I	caster	1 rnd/lvl	self	U
6)	Phantom Strike I	caster	1 rnd/lvl	50'	F
7)	Mythical Fear I	1 target	1 rnd/lvl	100'	F
8)	Block Channel	1 target	1 min/lvl	50'	F
9)	Faith Chains I	1 target	1 rnd/lvl	100'	F
10)	Holy Strike II*	caster	—	self	F
11)	Blessed Attack II	caster	1 rnd/lvl	self	U
12)	Phantom Strike II	caster	1 min/lvl	100'	F
13)	Holy Avenger	caster	1 rnd/lvl	self	F
14)	Mythical Fear II	1 target	1 rnd/lvl	100'	F
15)	Faith Chains II	1 target	1 rnd/lvl	100'	F
16)	Holy Strike III*	caster	—	self	F
17)	Blessed Attack III	caster	1 rnd/lvl	self	U
18)	Phantom Strike III	caster	1 min/lvl	200'	F
19)	Vendetta	1 target	—	50'	F
20)	Mythical Fear True	1 target	1 rnd/lvl	100'	F
25)	Holy Strike True*	caster	—	self	F
30)	Phantom Strike True	caster	1 min/lvl	10'/lvl	F
50)	Holy Avenger True	caster	1 rnd/lvl	self	F

VENGEANCE

- Silent Approach**—Caster gains a special bonus of +20 to any Ambush maneuvers made within the duration. This spell adds no ranks to caster's Ambush skill, it only helps to succeed in the Ambush maneuver roll.
- Silent Strike**—Caster gains a special bonus of +20 to any Silent Kill maneuvers made within the duration.
- Summon Weapon**—Caster can summon a weapon within range to his hand. The weapon travels at 100 feet per round (with no acceleration), avoiding obstacles if possible. If the weapon is restrained, it cannot break free.



CHANNELING
COMPANION

4. **Holy Strike I**—The next attack against the caster's "Mark" (see The Eye Spell List) or against an "enemy" of the caster's religion inflicts an additional Holy Weapon critical that is two levels less severe than any normal critical delivered (i.e., a 'C' critical would inflict an additional 'A' Holy Weapon critical, a 'B' critical would deliver an additional 'A' Holy Weapon critical with a special modification of -25, an 'A' critical would deliver an additional 'A' critical with a special modification of -50.) The attack must occur in the round this spell is cast.

5. **Blessed Attack I**—Any attacks made by the caster receive a special bonus of +10.

6. **Phantom Strike I**—The caster can strike one target up to 100 feet away with a melee weapon. The weapon never leaves the caster's hands; the caster swings the weapon through the air and the wounds mysteriously appear on the target. The caster must have an unobstructed line of sight to the target. Normally, this attack cannot parry or be parried. The target will be without his shield defensive bonus (and perhaps without other DB modifications at the GM's discretion). The caster may only use one quarter of his normal OB. Spells that modify the caster's melee attack will work with this spell, but melee combat skills (such as Ambush) may not be used.

7. **Mythical Fear I**—Target gets an illogical fear of the caster. The target will be at a -10 on all actions that affect the caster.

8. **Block Channel**—The target may not send or receive spells or power points for the duration.

9. **Faith Chains I**—Target suffers a 'B' Holy Spell critical strike each time he tries to cast a Channeling spell or use the Channeling skill. If the target fails his RR by more than 20, he is unaware that this spell has been cast upon him.

10. **Holy Strike II**—As *Holy Strike I*, except the critical is one level less severe.

11. **Blessed Attack II**—As *Blessed Attack I*, except the bonus is +20.

12. **Phantom Strike II**—As *Phantom Strike I*, except for range, and that the caster may use one half of his normal OB.

13. **Holy Avenger**—Caster is covered in holy flames. If the caster's "Mark" or an "enemy" of the caster's religion is within 10' of the caster or makes contact with the caster, he must make an RR or suffer a 'C' Holy Spell critical.

14. **Mythical Fear II**—As *Mythical Fear I*, except the penalty is -20.

15. **Faith Chains II**—As *Faith Chains I*, except that the effect is a 'C' critical.

16. **Holy Strike III**—As *Holy Strike I*, except the critical is of equal severity.

17. **Blessed Attack III**—As *Blessed Attack I*, except the bonus is +30.

18. **Phantom Strike III**—As *Phantom Strike I*, except for range, and that the caster may use three quarters of his normal OB.

19. **Vendetta**—The target of this spell must be an "enemy" of the caster's religion, and also be one of the caster's current "Marks." Caster causes holy fires to envelope the target. The target suffers an 'E' Holy Spell critical and takes d10 hits for every 5 points the RR failed by.

20. **Mythical Fear True**—As *Mythical Fear I*, except the penalty is -30.

25. **Holy Strike True**—As *Holy Strike I*, except the critical is one level greater in severity (with a maximum of an 'E' critical).

30. **Phantom Strike True**—As *Phantom Strike I*, except for range, and the caster may use his full normal OB.

50. **Holy Avenger True**—All attacks made by the caster versus the caster's "Mark" or against one "enemy" of the caster's religion are resolved as "slaying" attacks.

SPECIAL NOTES

See Section 15.2 for more information about "enemies."



AQUATIC FORMS

1. **Jellyfish Form**—Allows caster to take the physical form of a Jellyfish (the caster gains the abilities of this new form). The transformation takes ten complete rounds of concentration to occur.
2. **Starfish Form**—As *Jellyfish Form*, except caster takes the form of a normal Starfish, and the transformation takes only nine rounds.
3. **Fish Form**—As *Jellyfish Form*, except caster takes the form of a small fish, and the transformation takes only eight rounds. Upon reaching 5th level the caster may use the medium variety and upon reaching 10th level the caster may use the large variety.
4. **Crab Form**—As *Jellyfish Form*, except caster takes the form of a normal Crab, and the transformation takes only seven rounds.
5. **Sea Snake Form**—As *Jellyfish Form*, except caster takes the form of a Sea Snake, and the transformation takes only six rounds.
6. **Eel Form**—As *Jellyfish Form*, except caster takes the form of an Eel, and the transformation takes only five rounds. Upon reaching 5th level use Moray Eel stats, upon reaching 10th level use Conger Eel stats and upon reaching 15th level use Electric Eel stats.
7. **Turtle Form**—As *Jellyfish Form*, except caster takes the form of a Turtle. Upon reaching 10th level use large Turtle stats, and the transformation takes only four rounds.
8. **Octopus Form**—As *Jellyfish Form*, except caster takes the form of an Octopus, and the transformation takes only three rounds. Upon reaching 10th level use Medium stats and upon reaching 15th level use Large stats.
9. **Man-o-war Form**—As *Jellyfish Form*, except caster takes the form of a Portugese Man-o-war, and the transformation takes only two rounds.
10. **Seal Form**—As *Jellyfish Form*, except caster takes the form of a Seal, and the transformation takes only one round. Upon reaching 10th level the caster may use the Walrus stats.
11. **Dolphin Form**—As *Seal Form*, except caster takes the form of a Dolphin. Up to 9th level use River Dolphin stats. Upon reaching 10th level use Dolphin stats, upon reaching 15th level use Porpoise stats and upon reaching 25th level use Killer Whale stats.
12. **Ray Form**—As *Seal Form*, except caster takes the form of a Ray. Up to 5th level use Manta Ray stats, upon reaching 10th level use Sting Ray stats, upon reaching 15th level use Electric Ray stats and upon reaching 20th level use Sawfish stats.

PRIEST BASE LIST 17.4.1

AQUATIC FORMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Jellyfish Form	caster	10min/lvl(C)	self	U
2	Starfish Form	caster	10min/lvl(C)	self	U
3	Fish Form	caster	10min/lvl(C)	self	U
4	Crab Form	caster	10min/lvl(C)	self	U
5	Sea Snake Form	caster	10min/lvl(C)	self	U
6	Eel Form	caster	10min/lvl(C)	self	U
7	Turtle Form	caster	10min/lvl(C)	self	U
8	Octopus Form	caster	1min/lvl(C)	self	U
9	Man-o-war Form	caster	1min/lvl(C)	self	U
10	Seal Form	caster	1min/lvl(C)	self	U
11	Dolphin Form	caster	1min/lvl(C)	self	U
12	Ray Form	caster	1min/lvl(C)	self	U
13	Water Hound Form	caster	1min/lvl(C)	self	U
14	Swordfish Form	caster	1min/lvl(C)	self	U
15	Merman Form#	caster	1min/lvl(C)	self	U
16	Shark Form	caster	1min/lvl(C)	self	U
17	Lake Worm Form	caster	1min/lvl(C)	self	U
18					
19	Whale Form	caster	1min/lvl(C)	self	U
20	Sea Troll Form#	caster	1min/lvl(C)	self	U
25	Mergryph Form	caster	1min/lvl(C)	self	U
30	Dragon Salamander@	caster	1min/lvl(C)	self	U
50	Sea Drake Form@	caster	1min/lvl(C)	self	U

13. **Water Hound Form**—As *Seal Form*, except caster takes the form of a Water Hound.

14. **Swordfish Form**—As *Seal Form*, except caster takes the form of a Sailfish or Swordfish.

15. **Merman Form**—As *Seal Form*, except caster takes the form of a Merman.

16. **Shark Form**—As *Seal Form*, except caster takes the form of a Shark. Up to 15th level use Small stats. Thereafter use Large stats.

17. **Lake Worm Form**—As *Seal Form*, except caster takes the form of a Lake Worm.

19. **Whale Form**—As *Seal Form*, except caster takes the form of a Whale. Up to 15th level use Toothed, Small stats, upon reaching 30th level use Toothed, Large stats and upon reaching 50th level use Baleen stats.

20. **Sea Troll Form**—As *Seal Form*, except caster takes the form of a Sea Troll.

25. **Mergryph Form**—As *Seal Form*, except caster takes the form of a Mergryph

30. **Dragon Salamander Form**—As *Seal Form*, except caster takes the form of a Dragon Salamander.

50. **Sea Drake Form**—As *Seal Form*, except caster takes the form of a Sea Drake.

SPECIAL NOTES

- 1) If the spell is marked with a "@", the caster may use any spells he knows while in this form.
- 2) If a spell is marked with a "#", the caster may use any skills he knows while in this form.
- 3) See *Creatures & Monsters* for specific stats of the new forms.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.2

BANISHMENTS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Detect Entities	5'R	1 min/lvl	100'	U
☐ 2)	Entity Protection I	1 target	1 min/lvl	touch	U
☐ 3)	Repel Entity I	5'R/lvl	C	10'	F
☐ 4)	Banish Entity I	1 entity	1 year	10'	F
☐ 5)	Entity Protection II	1 target	1 min/lvl	touch	U
☐ 6)	Repel Entity II	5'R/lvl	C	10'	F
☐ 7)					
☐ 8)	Banish Entity II	1 entity	1 year	10'	F
☐ 9)	Repel Entity III	5'R/lvl	C	10'	F
☐ 10)	Entity Protection III	1 target	1 min/lvl	touch	U
☐ 11)					
☐ 12)	Banish Entity III	1 entity	1 year	10'	F
☐ 13)	Repel Entity IV	5'R/lvl	C	10'	F
☐ 14)	Entity Protection IV	1 target	1 min/lvl	touch	U
☐ 15)	Gate Block	1 gate	1 min/lvl	100'	F
☐ 16)	Banish Entity IV	1 entity	1 year	10'	F
☐ 17)	Repel Entity V	5'R/lvl	C	10'	F
☐ 18)	Entity Protection V	1 target	1 min/lvl	touch	U
☐ 19)					
☐ 20)	Banish Entity V	1 entity	1 year	10'	F
☐ 25)	Repel Entity True	5'R/lvl	C	10'	F
☐ 30)	Banish Entity True	1 entity	1 year	10'	F
☐ 50)	Endless Banishment	1 entity	P	10'	F

14. **Entity Protection IV**—As *Entity Protection I*, except the modifier is 20.

15. **Gate Block**—Caster sets up a magical field around the target gate, teleportal, or other magical portal. Beings attempting to pass through the gate must make a RR versus the level of the caster with a special modifier of -30. Failure indicates that the being takes an 'E' Impact critical and does not pass through the gate.

16. **Banish Entity IV**—[RR Mod: -20] As *Banish Entity I*, except affects up to a Type IV entity.

17. **Repel Entity V**—As *Repel Entity I*, except the critical is of severity 'E', and it affects up to a Type V entity.

18. **Entity Protection V**—As *Entity Protection I*, except the modifier is 25.

20. **Banish Entity V**—[RR Mod: -20] As *Banish Entity I*, except affects up to a Type V entity.

25. **Repel Entity True**—As *Repel Entity I*, except the critical is of severity 'E', and it affects up to a Type VI entity.

30. **Banish Entity True**—[RR Mod: -20] As *Banish Entity I*, except affects up to a Type VI entity.

50. **Endless Banishment**—[RR Mod: -20] As *Banish Entity I*, except affects any one entity, and lasts forever.

SPECIAL NOTES

1) Entities are assumed to be beings of another plane who are brought into the caster's plane through magical means. See *Creatures & Monsters* for a full description of different types of entities. If no type for an entity is given, use the following table to determine an entity's type.

Level	Type	Level	Type
1-2	I	16-20	V
3-4	II	21-40	VI
5-6	III	41+	No Type

2) This list can be used to reflect a Channeler's power over various types of entities. They could be Demons, Elementals, Genii, Angels, or any other type of entity that a particular faith may want to rid the world of. The spells on this list will only affect or target that type of entity.

3) *Controlled* entities get a +10 and *Mastered* entities get a +15 to their RRs vs. the spells on this list.

4) The GM may want to give special modifications to certain very powerful entities.

BANISHMENTS

1. **Detect Entities**—Detects the presence of all "entities" that this spell list affects that are within the area of effect. Caster may concentrate on a different area each round.

2. **Entity Protection I**—Subtracts 5 from all attacks against the target made by entities.

3. **Repel Entity I**—All Type I Entities in the area of effect take an 'A' Holy Spell critical. Furthermore, as long as the caster concentrates, Type I entities that are in the area of effect may not leave without making an RR, and Type I entities that are outside the area of effect may not enter without making an RR.

4. **Banish Entity I**—[RR Mod: -20] Banishes the target Type I entity from this plane of existence for the duration of the spell. The caster also learns the name of the entity and may ask it one question which it must answer truthfully.

5. **Entity Protection II**—As *Entity Protection I*, except the modifier is 10.

6. **Repel Entity II**—As *Repel Entity I*, except the critical is of severity 'B', and it affects up to a Type II entity.

8. **Banish Entity II**—[RR Mod: -20] As *Banish Entity I*, except affects up to a Type II entity.

9. **Repel Entity III**—As *Repel Entity I*, except the critical is of severity 'C', and it affects up to a Type III entity.

10. **Entity Protection III**—As *Entity Protection I*, except the modifier is 15.

12. **Banish Entity III**—[RR Mod: -20] As *Banish Entity I*, except affects up to a Type III entity.

13. **Repel Entity IV**—As *Repel Entity I*, except the critical is of severity 'D', and it affects up to a Type IV entity.



CHANNELING
COMPANION





BATTLEFIELD HEALING

1. **Marker**—Leaves an invisible marker on a specific target. Caster will always know the distance and direction of marked individuals. This marker also alerts the caster if any 'marked' target is currently dying. Caster may only have one marker per level.
2. **Endurance I**—Restores d10 exhaustion points to target.
3. **Conveyance**—Creates a magical 'stretcher' that can be used to 'float' a given number of bodies. Will carry one body (no larger than man-sized) for every three levels of the caster.
4. **Channels I**—When this spell is cast, a first-level spell that the caster begins to cast the next round will be channeled to another spell user of the Channeling realm. The channeled spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately (i.e., the receiving spell user is now treated as the caster of the spell). All normal restrictions apply to the transmitted spell. The caster of the Channels spell must be able to see the receiver of the spell or know exactly where he is (direction and distance, or specific location). The receiver must know exactly what spell is coming. For example, if a spell-user was at a certain altar at midnight of a full moon ready to receive a spell; then another spell user who knew this could use Channels to send him a spell.
5. **Healer's Knowledge**—Caster receives knowledge of one target on which he has used the Marker spell. This spell provides detailed information about the target's health.
6. **First Aid**—Gives the caster a special bonus of +25 to any First Aid static maneuvers.
7. **Endurance III**—Restores 3d10 exhaustion points to target.
8. **Channels III**—As *Channels I*, except up to a third-level spell may be transmitted.
9. **Herb Mastery II**—Caster can double the potency of any one herb (growing or dead). This spell may be employed only once per herb. May not be combined with Herb Enhancement.
10. **Healer's Vision**—Caster receives a quick vision of one target on which he has used the Marker spell. The vision will also show a 10'R area surrounding the target.
11. **Second Aid**—Gives the caster a special bonus of +25 to any Second Aid static maneuvers and +50 to any First Aid static maneuvers.
12. **Channels VII**—As *Channels I*, except up to a seventh level spell may be transmitted.

PRIEST BASE LIST 17.4.3

BATTLEFIELD HEALING

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Marker*	1 target	10 min/lvl	50'/lvl	U
2	Endurance I	1 target	P	touch	U
3	Conveyance	1 target/3lvls	1 rnd/lvl(C)	touch	U
4	Channels I*	1 spell	—	varies	U
5	Healer's Knowledge*	1 target	—	100'/lvl	U
6	First Aid	caster	1 min/lvl	self	U
7	Endurance III	1 target	P	touch	U
8	Channels III*	1 spell	—	varies	U
9	Herb Mastery II	1 herb	P	touch	U
10	Healer's Vision*	caster	—	1 mi/lvl	U
11	Second Aid	caster	1 min/lvl	self	U
12	Channels VII*	1 spell	—	varies	U
13	Herb Mastery III	1 herb	P	touch	U
14	Healer's Call	caster	—	1 mile/lvl	U
15	Surgery	caster	10min/lvl	self	U
16	Endurance V	1 target	P	touch	U
17	Herb Mastery V	1 herb	P	touch	U
18	Item Call	1 object	varies	sanctuary	U
19	Channels X*	1 spell	—	varies	U
20	Sanctuary*	caster	—	self	U
25	Lord Channels*	1 spell	—	varies	U
30	Sanctuary True*	caster	—	self	U
50	Common Cause	100'R/lvl	1 battle	self	U

13. **Herb Mastery III**—As *Herb Mastery II*, except potency is three times normal.
14. **Healer's Call**—Caster may send any vision previously gained by Healer's Vision to anyone of whom he knows the exact location, or anyone on whom has used a Marker spell.
15. **Surgery**—Gives the caster a special bonus of +25 to any Surgery static maneuvers, +50 to any Second Aid static maneuvers, and +75 to any First Aid static maneuvers.
16. **Endurance V**—Restores 5d10 exhaustion points to target.
17. **Herb Mastery V**—As *Herb Mastery II*, except potency is five times normal.
18. **Item Call**—Target item (weighing no more than 10 pounds) will return to or from the casters predefined Sanctuary.
19. **Channels X**—As *Channels I*, except up to a tenth level spell may be transmitted.
20. **Sanctuary**—Caster is returned to a predefined place (this is a type of teleportation). Caster must have lived in the place for at least 30 days (meditating for 16 hours each day) to define this as his "sanctuary." A spell user may only have one such place defined at any one time.
25. **Lord Channels**—As *Channels I*, except up to a twentieth level spell may be transmitted.
30. **Sanctuary True**—For up to 1 round per level after he has used Sanctuary, the caster may cast this spell and be returned to within 20' of the point at which he used Sanctuary.
50. **Common Cause**—Allows the caster to mentally "link up" with all other 'Marked' targets in the given area of effect. The linked targets may freely transfer power points, spells, and information to each other via this link.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.4

CEREMONIES

Lvl	Spell	Area of Effect	Duration	Range	Type
☐	1) Religious	caster	1 min/lvl	self	U
☐	2) Dedicate	varies	1 hr/lvl	varies	Uv
☐	3) Marriage	2 targets	P	touch	Uv
☐	4) Holy Vestment	1 vestment	P	touch	Fv
☐	5) Coming of Age	1 target	P	touch	Uv
☐	6) Vestments of Combat	1 vestment	1 min/lvl	touch	Fv
☐	7) Vow	1 target	varies	10'	U
☐	8) Holy Water I	4 oz.	P	touch	Fv
☐	9) Disfellowship	1 target	P	touch	Uv
☐	10) Holy Investiture	1 target	P	touch	Fv
☐	11) Vestments of War	1 vestment	1 min/lvl	touch	Fv
☐	12) Holy Water II	4 oz.	P	touch	Fv
☐	13) Ordination	1 target	P	touch	Uv
☐	14) Excommunicate	1 target	P	10'	Uv
☐	15) Exalt	1 target	P	touch	Uv
☐	16) Divine Protection	50'R	C	self	U
☐	17) Coronation	1 target	P	10'	Uv
☐	18) Anathematize	1 target	P	100'	Fv
☐	19) Holy Ritual	caster	1 min/lvl	self	Uv
☐	20) Divine Prayer	caster	1 min/lvl	self	Uv
☐	25) Holy Water III	4 oz.	P	touch	Fv
☐	30) Holy Crusade	varies	varies	varies	Fv
☐	50) Invocation	1 being	varies	varies	Fv

CEREMONIES

- 1. Religious**—Allows caster to communicate with his deity on how best to conduct his divine duties. He will receive a general feeling about how best to run the ceremonies of his religion so as to increase the faith and dedication of its members. Will also add a special bonus of +10 to any Religion static maneuvers.
- 2. Dedicate**—Puts the blessing of the caster's church on an important event. Any activities at the event will receive a special bonus of +5 to appropriate maneuvers.
- 3. Marriage**—Seals marriage vows and renders the union acceptable by the caster's deity.
- 4. Holy Vestment**—Consecrates a vestment for usage of many spells on list.
- 5. Coming of Age**—Initiates a boy or girl into adult society.
- 6. Vestments of Combat**—The target's vestment becomes AT 3 with a special bonus of +10 to DB. For the duration of the spell, the vestment will resist all soiling. Will not clean a dirty vestment. The vestment must first be consecrated with Holy Vestment.
- 7. Vow**—Places the target under a vow to accomplish a goal for the church. Violation will result in penalties and consequences to be determined by the church (i.e., the GM). Success or failure may also result in changes in the target's Divine Status.
- 8. Holy Water I**—Converts 4 ounces of clear spring water to holy water. Holy water is used for ceremonies and to combat Undead. Undead take 'B' Holy Spell criticals when splashed. The water should be stored in as pure a container as possible or it will lose its potency quickly.

- 9. Disfellowship**—Errant member of caster's faith is placed under a probation. Target may still attend ceremonies, but is prevented from participating and gaining benefits of attending. This spell can be cast again on target to reverse the effects.
- 10. Holy Investiture**—Target becomes officially recognized as a priest of his faith.
- 11. Vestments of War**—As *Vestments of Combat*, except the vestment is treated as AT 4 with a special bonus of +20 to DB.
- 12. Holy Water II**—As *Holy Water I*, except the holy water inflicts a 'C' Holy Spell critical against Undead.
- 13. Ordination**—Makes a Channeling spell user the proper leader of a congregation. This leader is blessed with special divine knowledge about the worshipers under his watch. He will generally know the Divine Status of all people for whom he is responsible.
- 14. Excommunicate**—Errant member of caster's faith is removed from caster's church. He is banned from all ceremonies. This spell can be cast again on target to reverse the effects.
- 15. Exalt**—This ceremony is used to advance a member of caster's faith one level of Divine Status. It may take more than a mortal to grant the higher ranks of status (GM's discretion).
- 16. Divine Protection**—Creates a protective, immobile, hemispherical shell with a 50'R around the caster. Creatures "of darkness" in the sphere must make an RR each round or they will take a 'C' Holy Spell critical.
- 17. Coronation**—Target is made the church-sanctioned ruler of a people.
- 18. Anathematize**—Apostate member of caster's faith is branded with a symbol of the church's displeasure with a mark on target's palm, cheek, forehead, etc. He is banned from all ceremonies, and loses all Channeling PPs. This spell can be cast again on target to reverse the effects.
- 19. Holy Ritual**—Caster gains a special bonus of +25 to any Magic Ritual maneuver made to further the goals of his faith. The maneuver must be made before this spell expires.
- 20. Divine Prayer**—Caster gains a special bonus of +20 on his next Divine Intervention static maneuver. Caster must be of at least Faithful Divine Status to use this spell, and the maneuver must be made before this spell expires.
- 25. Holy Water III**—As *Holy Water I*, except the holy water inflicts a 'D' Holy Spell critical against Undead.
- 30. Holy Crusade**—Summons crusaders, Paladins, Priests, and other Channelers of the caster's faith to fight against a common enemy, infidels, etc. The result may be a crusade. GM's discretion.
- 50. Invocation**—Opens a direct channel to the caster's deity. Results depend on the deity's personality, motives, and powers.

SPECIAL NOTES

- Certain spells (marked with a 'v' in the sub-type) require that the caster wear a vestment that has been consecrated by *Holy Vestment*. A caster may only have one vestment at a time, and to be usable it must be clean (i.e., excessive dirt, sweat, etc. will make the vestment unusable until cleaned and the vestment is consecrated again with the *Holy Vestment* spell). If the vestment is worn into battle in connection with *Vestment of Combat* or *Vestment of War*, the vestment will remain clean for the duration of those spells.
- Vestments created by this list can normally only be worn by members of the caster's faith.
- For level purposes, treat holy water as having a level equal to the level of the *Holy Water* spell used to create it (i.e., either eighth, twelfth, or twenty-fifth).
- For more information on *Holy Water* and *Vestment* spells, see *Treasure Companion* Section 4.2.



ENELING
PANION

CHANTS

1. **Cleansing Chant**—Caster cleanses his thoughts and spirit to reduce the chance of him tainting a summoned spirit. This spell reduces the chance of the caster tainting the spirit by 50%. This spell must be cast prior to summoning a spirit.
2. **Purification Chant**—Caster removes d10 levels of taint from a given spirit. This spell is used usually after, and sometimes before, a spirit will do something requested by the caster. Each level of taint that a spirit has gives it a special bonus of +5 to its RR.
3. **Spirit Walk I**—Caster's spirit leaves his body to wander the physical world, and can travel at normal walking speed for the duration of this spell. While in spirit form, the caster is invisible, and cannot affect the physical world in any way. The caster's spirit cannot do anything that his normal physical body cannot do (e.g. fly, walk through walls, etc.). If the caster's spirit has not returned to the caster's body before the end of the spell, the caster must make an RR versus his own level or he will die. This RR must be made every minute past the end of the spell in which the caster's spirit is not back in his body.
4. **Vision Chant I**—The caster will have a vision related to a topic chosen prior to this spell being cast. A single topic may be the subject of one vision per day, additional attempts will repeat the previous vision. Note that this spell will always take an hour, even though the visions created by it may seem to last but a moment, or an eternity.
5. **Healing Chant II**—For as long as the caster concentrates, any wounds he has will heal at double normal rate. This spell will also stop fatal (non-instantaneous) criticals from killing the caster, providing he stays in the trance long enough to heal the death-dealing damage. Note that healing time is based upon the guidelines presented in RMSR Section 32.2. This spell will not affect any form of healing other than normal, mundane time.
6. **Warning Chant**—When cast prior to another chant from this list, the caster may specify one condition per every five full levels that will cause this chant to alert him. Any trigger condition set must be limited to a ten-foot radius around the caster. If the caster has multiple conditions set, this spell will not tell the caster which one caused the warning. This spell lasts as long as the next chant the caster casts (must be cast within one minute of casting this spell).
7. **Spirit Travel**—The caster's spirit travels to the spirit world. His totem familiar may freely travel with him. While in the spirit world, the caster may only cast spells from the Spirit Law list and this list. Movement rate in the spirit world is limited to normal movement rate, and then caster must return to his point of entry prior to leaving the spirit world or he will be trapped. (See Section 12.0 for more information on the spirit world and its inhabitants.)
8. **Multi Chant**—When cast prior to any other chant from this list, (which must be cast within one minute of finishing this spell) the caster may include in the chant up to one additional target per every five full levels of the caster. Each participant must be touching at least one other participant of the spell.
9. **Spirit Walk II**—As *Spirit Walk I*, except that caster may move at double his normal walking pace, and he may float/fly at a rate of 10 feet per round.
10. **Awareness Chant**—As *Warning Chant*, except that the caster will know exactly what condition was broken. This will give the caster all information that he would be able to normally detect using his senses (e.g., if a person entered the radius of the Awareness Chant, he would know who entered and from what direction, but if that person were invisible, he would only know that the radius of the spell had been crossed and where it was crossed; he would not be able to tell who broke the condition of the spell).
11. **Vision Chant III**—As *Vision Chant I*, except that the caster can have up to three visions, each lasting one hour each. Each vision must be on a separate topic.
12. **Healing Chant III**—As *Healing Chant II*, except that all wounds are healed at a rate of three times normal.

PRIEST BASE LIST 17.4.5

CHANTS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Cleansing Chant	self	1 hr/lvl	self	U
☐ 2)	Purification Chant	1 spirit	—	10'	Fm
☐ 3)	Spirit Walk I	self	10 min/lvl	self	U
☐ 4)	Vision Chant I	self	1 hour	self	I
☐ 5)	Healing Chant II	self	C	self	U
☐ 6)	Warning Chant	10' R	varies	self	I
☐ 7)	Spirit Travel	self	10 min/lvl	self	U
☐ 8)	Multi Chant	varies	10 min/lvl	touch	U
☐ 9)	Spirit Walk II	self	10 min/lvl	self	U
☐ 10)	Awareness Chant	10' R	varies	self	I
☐ 11)	Vision Chant III	self	1 hr/vision	self	I
☐ 12)	Healing Chant III	self	C	self	U
☐ 13)	Returning Chant *	self	—	self	U
☐ 14)	Spirit Walk III	self	10 min/lvl	self	U
☐ 15)	Dual Chant	self	varies	self	U
☐ 16)	Vision Chant V	self	1 hr/dream	self	I
☐ 17)	Healing Chant IV	self	C	self	U
☐ 18)	Spirit Walk IV	self	10 min/lvl	self	U
☐ 19)					
☐ 20)	Vision Chant True	self	1 hr/dream	self	I
☐ 25)	Spirit Walk True	self	1 hr/lvl	self	U
☐ 30)	Healing Chant True	self	C	self	U
☐ 50)	Spirit Travel True	self	1 hr/lvl	self	U

13. **Returning Chant**—When cast, this spell instantly returns the caster's spirit to his body without penalty. This works for both Spirit Walk and Spirit Travel spells.

14. **Spirit Walk III**—As *Spirit Walk II*, except that the caster may move at up to triple his normal walking pace, and may pass through non-magical substances (e.g. walls) at a rate of one foot per round.

15. **Dual Chant**—When cast prior to either a *Spirit Walk* or a *Spirit Travel* spell, the caster can freely split his percentage activity between his spirit and his physical body (though each must be assigned at least 10% activity each round).

16. **Vision Chant V**—As *Vision Chant III*, except that the caster may have up to five separate dreams.

17. **Healing Chant IV**—As *Healing Chant II*, except that the caster may heal at up to four times his normal healing rate.

18. **Spirit Walk IV**—As *Spirit Walk III*, except that the caster may move at up to four times his normal walking pace, and he may float/fly at a rate of up to 100 feet per round.

20. **Vision Chant True**—As *Vision Chant III*, except that the caster may have visions relating to up to ten different topics.

25. **Spirit Walk True**—As *Spirit Walk IV*, except that the caster may move at up to five times his base walking rate, and he is able to pass through non-magical solid matter at a rate of up to 10 feet per round.

30. **Healing Chant True**—As *Healing Chant IV*, except the caster may heal himself at five times his normal healing rate.

50. **Spirit Travel True**—As *Spirit Travel*, except for the duration. The caster is also able to cast any spell he knows while in the spirit world. The caster may also bring his physical form to the spirit world, if he so desires.



CHANNELING
COMPANION

SPECIAL NOTES

Unless otherwise noted, all chants put the caster in a trance for the duration of the spell.

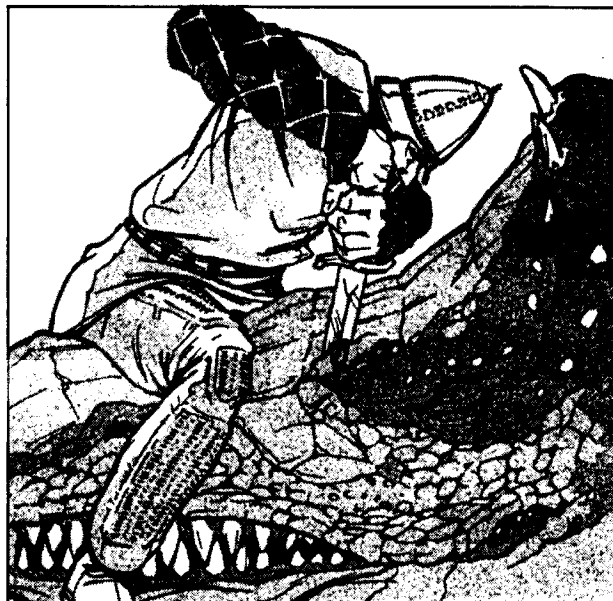
PRIEST BASE LIST 17.4.6

CRUSADE

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Battle Lore	caster	1 min/lvl	self	U
2	Troop Forming	varies	10 min/lvl	varies	U
3	Clarion Call	1 town	1 day	varies	U
4	Count	1 army	—	varies	P
5	Tactics	caster	1 min/lvl	self	U
6	War Cry I*	1 unit	—	varies	F
7	Leadership	caster	1 rnd/lvl	self	U
8	Battle Awareness	caster	1 min/lvl	self	U
9	Battle Rapture	caster	1 rnd	self	F
10	Morale	1 unit	1 rnd/lvl	varies	U
11	Troop Forming True	varies	10 min/lvl	varies	U
12	War Cry II*	1 unit	—	varies	F
13	Battle Voice	10'R/lvl	1 min/lvl	self	F
14	Clarion Call True	1 town	1 day	varies	U
15	Regroup	1 unit	—	varies	U
16	Tactics True	caster	1 min/lvl	self	U
17	Battle Awareness True	caster	1 min/lvl	self	U
18	War Cry III*	1 unit	—	varies	U
19	Leadership True	caster	1 rnd/lvl	self	U
20	Vantage	caster	1 rnd/lvl	varies	F
25	Inspire	1 unit	1 rnd/lvl	varies	U
30	War Cry True*	1 unit	—	varies	F
50	Avatar	caster	1 rnd/lvl	self	F

CRUSADE

- Battle Lore**—Grants the caster a special bonus of +10 bonus to his History (Battles) maneuvers.
- Troop Forming**—Grants the caster a special bonus of +10 bonus to on his Military Organization maneuvers.
- Clarion Call**—Grants the caster a special bonus of +10 bonus to all recruitment activities in one settlement.
- Count**—Caster learns the exact number of men in one troop or army.
- Tactics**—Caster gains a special bonus of +10 to his Tactics maneuvers.



CHANNELING
COMPANION

6. **War Cry I**—Caster's entire unit gains a special bonus of +5 to all melee attacks and morale maneuvers this round.

7. **Leadership**—The caster becomes more easily recognizable as the leader of a unit. Commands from the caster carry more weight. This adds a special bonus of +10 to the caster's Leadership maneuvers.

8. **Battle Awareness**—All maneuvers using skills in the Awareness group that relate to battle are made with a special bonus of +15.

9. **Battle Rapture**—Caster gains a special bonus of +25 to any Frenzy maneuver performed the round after this spell is cast.

10. **Morale**—Caster's unit gains a special bonus of +25 to any morale maneuvers for the duration. This bonus also applies to RRs versus fear and influence effects.

11. **Troop Forming True**—As *Troop Forming*, except the bonus is +30.

12. **War Cry II**—As *War Cry I*, except the bonus is +10.

13. **Battle Voice**—Caster's voice is amplified so that it can be heard over the din of battle in the given area. This spell confers no command ability, but merely allows the caster to be heard.

14. **Clarion Call True**—As *Clarion Call*, except the bonus is +30.

15. **Regroup**—Causes the members of caster's unit to become aware of the next battle maneuver that the caster performs as their leader (that is performed within one minute of completing this spell). They will be notified of an impending regroup, rally, or retreat and their part in it, granting a special bonus of +30 to the maneuver.

16. **Tactics True**—As *Tactics*, except the bonus is +30.

17. **Battle Awareness True**—As *Battle Awareness*, except that caster is also aware of the general health (unwounded, lightly wounded, seriously wounded, unconscious, dying) of each of the members of his unit.

18. **War Cry III**—As *War Cry I*, except the bonus is +15.

19. **Leadership True**—As *Leadership*, except that the bonus is +30.

20. **Vantage**—Allows the caster to perceive a battlefield area from a different perspective. This should be an extremely good view of the situation and may grant the caster bonuses to his Tactics maneuvers and other maneuvers as the situation dictates and as the GM allows. For example, General Durathor casts this spell and is able to observe the battle from a height of 500 feet over the center of the battle.

25. **Inspire**—Causes caster's unit to have perfect morale and be immune to fear and influence effects for the duration. The caster must be alive and visible to the unit for the benefits to be received.

30. **War Cry True**—As *War Cry I*, except the bonus is +25.

50. **Avatar**—Caster takes on the appearance of (or temporarily becomes at the GM's discretion) an Avatar to his deity. This causes friendly troops within sight to have perfect morale, and also gain a special bonus of +30 to OB, DB, and RRs. The caster gains the same bonuses. The spell also opens a channel to the caster's deity, in which the deity can direct the caster in battle if it is necessary.

SPECIAL NOTE

A "unit" for the purposes of this spell list can refer to a group of any size that the Gamemaster feels the caster could lead. The size of the unit can be changed to affect the power level of the spells on this list.

DEATH MASTERY

1. **Aging I**—Target is physically aged d10 months in one minute.
3. **Touch of Death**—Caster touches target and destroys his life force. If the target fails his RR by 1-10, he takes an 'A' Cold critical; by 11-20, he takes a 'B' Cold critical; by 21-30, he takes a 'C' Cold critical; by 31-40, he takes a 'D' Cold critical; by 41+, he takes an 'E' Cold critical.
4. **Destroy Life Essence I**—Target loses some of his life Essence. Target subtracts d10 points from his temporary Constitution. If the target's temporary constitution drops below 0, his soul has withered away and he becomes a Class I Created Undead.
5. **Lesser Death**—Target suffers a 'B' critical strike on any spell critical hit table of the caster's choice. (The Gamemaster has discretion as to what tables are available for the caster to use.)
6. **Destroy Life Essence II**—As *Destroy Life Essence I*, except 2d10 points are lost, and target may become a Class II Created Undead.
7. **Aging II**—As *Aging I*, except target ages d10 years.
8. **Minor Death**—As *Lesser Death*, except critical is of severity 'C.'
9. **Destroy Life Essence III**—As *Destroy Life Essence I*, except 3d10 points are lost, and target may become a Class III Created Undead.
10. **Death's Call**—All wounds on the target will take twice as long to heal. (Note: Healing time is based upon the guidelines presented in RMSR Section 32.2. This spell will not affect any form of healing other than normal, mundane time.)
11. **Major Death**—As *Lesser Death*, except critical is of severity 'D.'
12. **Aging III**—As *Aging I*, except target ages 3d10 years.
13. **Destroy Life Essence True**—As *Destroy Life Essence I*, except 1 temporary constitution point per level of the caster is lost, and target may become a Class IV Created Undead.
15. **Greater Death**—As *Lesser Death*, except critical is of severity 'E'.
16. **Death's Call True**—As *Death's Call*, except wounds will take four times as long to heal.
17. **Long Death**—Any spell up to 10th level may be cast from this list, with a range of 300 feet.
18. **Aging IV**—As *Aging I*, except target ages 10d10 years.
19. **Mass Death**—Any spell up to 10th level may be cast from this list, except it may be cast upon as many targets as the caster has levels.
20. **Death True**—As *Lesser Death*, except target takes 1-3 'E' criticals. The criticals can be of different types.
25. **Lord Aging**—As *Aging I*, except target ages 20d10 years.
30. **Aging True**—As *Aging I*, except target ages 2d10 months per minute until dead.
50. **Death Spell**—Target must resist or die. "Soul" is utterly destroyed.

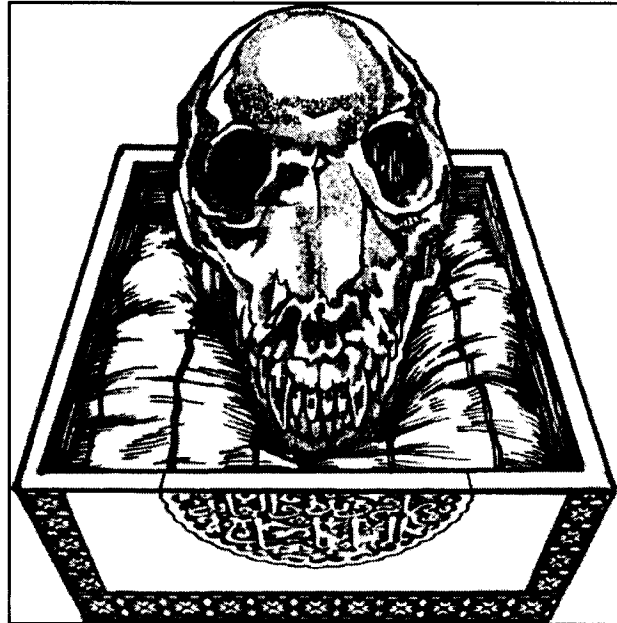
SPECIAL NOTES

See *Spell Law* Section 7.2.2 for more information on the effects of draining constitution points.

PRIEST BASE LIST 17.4.7

DEATH MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Aging I	1 target	P	100'	F
☐ 2)					
☐ 3)	Touch of Death	1 target	—	touch	F
☐ 4)	Destroy Life Essence I	1 target	P	100'	F
☐ 5)	Lesser Death	1 target	—	100'	F
☐ 6)	Destroy Life Essence II	1 target	P	100'	F
☐ 7)	Aging II	1 target	P	100'	F
☐ 8)	Minor Death	1 target	—	100'	F
☐ 9)	Destroy Life Essence III	1 target	P	100'	F
☐ 10)	Death's Call	1 target	P	100'	F
☐ 11)	Major Death	1 target	—	100'	F
☐ 12)	Aging III	1 target	P	100'	F
☐ 13)	Destroy Life Essence Tr.	1 target	P	100'	F
☐ 14)					
☐ 15)	Greater Death	1 target	—	100'	F
☐ 16)	Death's Call True	1 target	P	100'	F
☐ 17)	Long Death	caster	—	self	U
☐ 18)	Aging IV	1 target	P	100'	F
☐ 19)	Mass Death	caster	P	100'	U
☐ 20)	Death True	1 target	—	100'	F
☐ 25)	Lord Aging	1 target	P	100'	F
☐ 30)	Aging True	1 target	P	100'	F
☐ 50)	Death Spell	1 target	P	100'	F



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.8

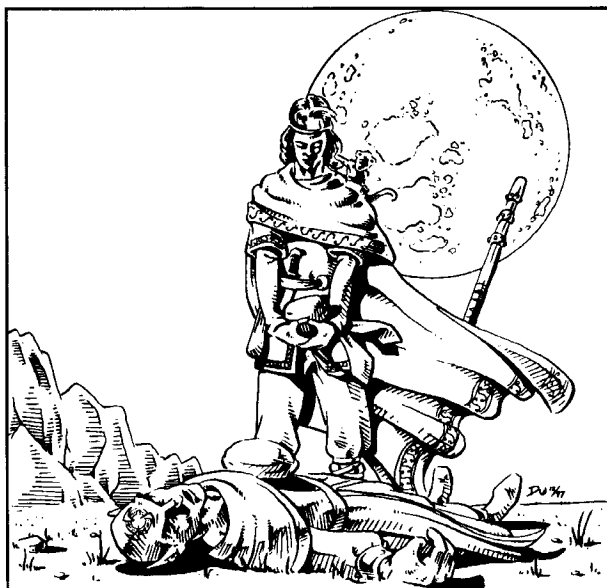
DIVINE AURA

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Aura Sight	caster	1 min/lvl	100'	U
2	Aura Light	20'R	1 min/lvl	self	U
3	Aura I	1 target	10 min/lvl	10'	U
4	Courage Aura	10'R	1 min/lvl	self	U
5	Aura of Life	10'R	1 min/lvl	self	U
6	Aura II	1 target	10 min/lvl	10'	U
7	Aura Share I	5'R	1 rnd/lvl	self	U
8	Aura of Combat	10'R	1 min/lvl	self	U
9	Holy Aura I	10'R	1 min/lvl	self	U
10	Aura True	1 target	10 min/lvl	10'	U
11	Aura Blaze I	10'R	1 rnd/lvl	self	F
12	Aura Share II	10'R	1 rnd/lvl	self	U
13	Aura Light True	100'R	1 min/lvl	self	U
14	Aura of Resistance	10'R	1 min/lvl	self	U
15	Holy Aura II	10'R	1 min/lvl	self	F
16	Divine Aura	1 target	10 min/lvl	10'	U
17	Aura of Power	10'R	1 min/lvl	self	U
18	Aura Blaze II	10'R	1 rnd/lvl	self	F
19	Aura Share True	20'R	1 rnd/lvl	self	U
20	Holy Aura True	10'R	1 min/lvl	self	F
25	Alkar	1 target	10 min/lvl	10'	U
30	Angelic Aura	10'R	10 min/lvl	self	F
50	Deify	1 target	10 min/lvl	10'	U

9. **Holy Aura I**—A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make a RR each round or receive an 'A' Holy Spell critical.
10. **Aura True**—As *Aura I*, except the modifier is -15.
11. **Aura Blaze I**—A holy blazing light surrounds the caster. All within the area of effect that are not allied with the caster must make an RR each round or suffer an 'A' Holy Spell critical.
12. **Aura Share II**—As *Aura Share I*, except for area of effect, and will work with *Aura II*.
13. **Aura Light True**—As *Aura Light*, except for area of effect, and the created light will nullify all magically created darkness for the duration.
14. **Aura of Resistance**—All within the area of effect, including the caster, receive +15 bonuses to their RR rolls.
15. **Holy Aura II**—As *Holy Aura I*, except it delivers a 'B' critical.
16. **Divine Aura**—As *Aura I*, except the modifier is -20.
17. **Aura of Power**—All spells or spell effects entering the radius of this spell must make an RR. For RR purposes, each spell uses a level equal to its caster's level. If the incoming spell passes the RR, it may proceed normally; otherwise the incoming spell is canceled while in the area of effect.
18. **Aura Blaze II**—As *Aura Blaze I*, except it delivers a 'B' critical.
19. **Aura Share True**—As *Aura Share II*, except for area of effect, and will work with *Divine Aura*.
20. **Holy Aura True**—As *Holy Aura I*, except it delivers a 'C' critical.
25. **Alkar**—As *Aura I*, except the modifier is -25.
30. **Angelic Aura**—As *Holy Aura I*, except it delivers a 'D' critical, and as *Aura Blaze I*, except it delivers a 'C' critical.
50. **Deify**—As *Aura I*, except that caster seems as a deity, and the modifier is -45.

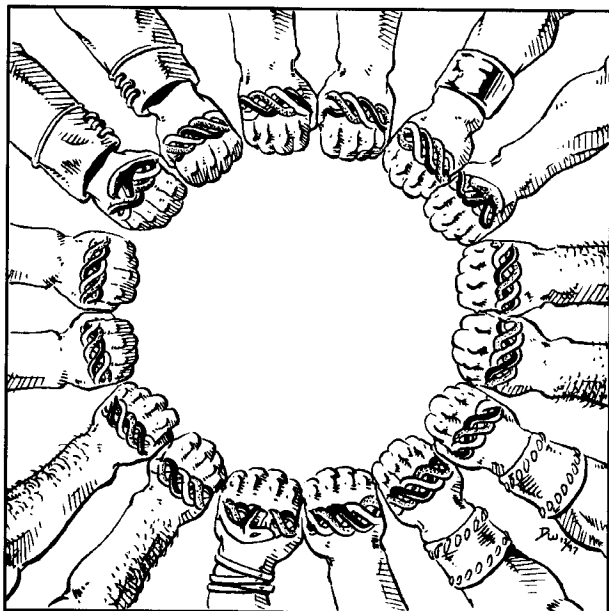
DIVINE AURA

1. **Aura Sight**—Caster can see the aura of any person within range of this spell. This spell will tell the caster the purpose of any aura type spells active on the target, as well as the general skills of the target, and his general demeanor.
2. **Aura Light**—Caster's aura gives off light in a 20-foot radius.
3. **Aura I**—Creates a bright aura around the target, making him appear more powerful and subtracting 5 from all attacks against the target.
4. **Courage Aura**—All within the area of effect, including the caster, receive a special bonus of +20 to any fear or influence RRs.
5. **Aura of Life**—All within the area of effect, including the caster, are immune to any life draining effects of Undead.
6. **Aura II**—As *Aura I*, except the modifier is -10.
7. **Aura Share I**—The caster may extend the radius of his aura, bestowing the effects of any *Aura I* spell that the caster has going on those within the area of effect.
8. **Aura of Combat**—All within the area of effect, including the caster, receive a special bonus of +5 bonus to their melee and missile OBs for the duration.



DIVINE MAGIC

1. **Detect Magic I**—Detects any active spell from any realm and its area of effect, but it does not reveal anything about the nature of the spell.
2. **Spell Blessing I**—Caster gains a special bonus of +5 on any Spell Casting Static Maneuvers he makes.
3. **Cancel Channeling**—When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make a RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell passes the RR, it may target the caster normally; otherwise the incoming spell has no effect on this target.
4. **Cancel Essence**—As *Cancel Channeling*, except affects spells from the realm of Essence.
5. **Cancel Mentalism**—As *Cancel Channeling*, except affects spells from the realm of Mentalism.
6. **Spell Blessing II**—Caster gains a special bonus of +10 on any Spell Casting Static Maneuvers he makes.
7. **Detect Magic II**—As *Detect Magic I*, except caster learns realm(s), type, and profession of the target spell's caster, as well as the realm and level of the spell.
8. **Dispel Magic**—Any active spell that is on the target must make an RR (use the level of that spell's caster as its level). If the RR fails, the spell is dispelled.
9. **Spell Shield I**—Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal attacks (base and elemental) from a chosen realm of magic. If the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.
10. **Holy Spell I**—The caster's next attack spell that is cast within the duration is given a +10 on the Spell Casting maneuver, a special +10 on its basic attack roll, and any spell failure is resolved with a modifier of -20.
11. **Realm Armor I**—Target gains protection from a specific realm of magic (chosen at the time of casting). All RRs and DB versus spells of that realm receive a bonus of +20.



PRIEST BASE LIST 17.4.9

DIVINE MAGIC

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Magic I	10'R	1 min/lvl	50'	P
2	Spell Blessing I	caster	1 rnd/lvl	self	U
3	Cancel Channeling	caster	1 min/lvl	self	F
4	Cancel Essence	caster	1 min/lvl	self	F
5	Cancel Mentalism	caster	1 min/lvl	self	F
6	Spell Blessing II	caster	1 rnd/lvl	self	U
7	Detect Magic II	50'R	1 min/lvl	100'	P
8	Dispel Magic	1 target	—	10'	F
9	Spell Shield I	caster	1 min/lvl	self	U
10	Holy Spell I	caster	1 min/lvl	self	U
11	Realm Armor I	1 target	1 min/lvl	touch	U
12	Spell Blessing III	caster	1 rnd/lvl	self	U
13	Dispel Magic Sphere	10'R	—	50'	F
14	Spell Shield II	caster	1 min/lvl	self	U
15	Holy Spell II	caster	1 min/lvl	self	U
16	Realm Armor II	1 target	1 min/lvl	touch	U
17	Spell Shield True	caster	1 min/lvl	self	U
18	Unpower	1 target	1 day	100'	F
19	Spell Blessing True	caster	1 rnd/lvl	self	U
20	Dispel Magic True	100'R	—	100'	F
25	Holy Spell True	caster	1 min/lvl	self	U
30	Mass Shield	1 target/lvl	1 min/lvl	touch	U
50	Realm Armor True	caster	1 min/lvl	self	U

12. **Spell Blessing III**—Caster gains a special bonus of +15 on any Spell Casting Static Maneuvers he makes.
13. **Dispel Magic Sphere**—As *Dispel Magic*, except for area of effect and range.
14. **Spell Shield II**—As *Spell Shield I*, except it is effective against two realms of the caster's choice.
15. **Holy Spell II**—As *Holy Spell I*, except that the modifiers are +20, +15, and -30, respectively.
16. **Realm Armor II**—As *Realm Armor I*, except that two realms may be chosen, and the bonus is +30.
17. **Spell Shield True**—As *Spell Shield I*, except all three realms are affected.
18. **Unpower**—Target loses all remaining PPs for 24 hours (including any PPs derived from bonus items).
19. **Spell Blessing True**—Caster gains a special bonus of +25 on any Spell Casting Static Maneuvers he makes.
20. **Dispel Magic True**—As *Dispel Magic*, except for area of effect and range.
25. **Holy Spell True**—As *Holy Spell I*, except that the modifiers are +30, +20, and -40, respectively.
30. **Mass Shield**—As *Spell Shield I*, except that caster may shield up to one target per level.
50. **Realm Armor True**—As *Realm Armor I*, except that all three realms are affected, and the bonus is +50.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.10

FAITH'S SHIELD

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shield Lore	caster	—	10'	I
2)	Shield Bond	1 shield	P	10'	U
3)	Shield Defense I	caster	1 min/lvl	self	U
4)	Shield Block I*	caster	—	self	U
5)	Shield History	caster	—	10'	I
6)	Blessed Shield	caster	1 rnd/lvl	self	U
7)	Shield Defense II	caster	1 min/lvl	self	U
8)	Missile Parry	caster	1 rnd/lvl	self	U
9)	Returning Shield*	1 shield	—	500'	F
10)	Shield Block II*	caster	—	self	F
11)	Awareness Shield	caster	1 rnd/lvl	self	U
12)	Shield Defense III	caster	1 min/lvl	self	U
13)	Resistance Shield	caster	1 rnd/lvl	self	F
14)	Shield Protection	1 shield	10 min/lvl	10'	F
15)	Power Shield	caster	1 rnd/lvl	self	F
16)	Divine Shield	caster	1 rnd/lvl	self	E
17)	Shield Block III*	caster	—	self	F
18)	Shield Defense IV	caster	1 min/lvl	self	U
19)	Defender Shield	caster	1 rnd/lvl	self	F
20)	Returning Shield True*	1 shield	—	1 mi/lvl	F
25)	Shield Defense True	caster	1 min/lvl	self	U
30)	Shield Block True	caster	1 min/lvl	self	F
50)	Shield of Faith	caster	1 min/lvl	self	F



FAITH'S SHIELD

- Shield Lore**—Caster can tell the purpose and bonus of any one magical or non-magical shield.
- Shield Bond**—Caster enchants a shield which is to become his "Faith's Shield".
- Shield Defense I**—Caster's shield DB is improved by +5.
- Shield Block I**—Allows the caster to use his shield to automatically intercept an attack made against him. The caster must be aware of the attack and it may not be from behind. Any resulting critical hit will be reduced by one level of severity (an 'A' critical becomes an 'A' with a special modification of -25).
- Shield History**—Caster is able to determine the exact abilities, properties, powers and history of any one shield.
- Blessed Shield**—Cakes holy fires to dance around caster's shield. Any critical taken in melee combat causes the attacker to make an RR. Failure results in the attacker taking a Holy Spell critical one level lower in severity to the one inflicted on the caster (an 'A' critical becomes an 'A' with a special modification of -25).
- Shield Defense II**—As *Shield Defense I*, except the bonus is +10.
- Missile Parry**—Caster's missile parry DB bonuses (see RMSR Section 23.2.6) performed while the caster is holding his shield are increased by 50% for the duration.
- Returning Shield**—Caster's Faith's Shield will return through the air to the caster's hand at the rate of 100 feet per round with no acceleration. If the shield is restrained, it cannot break free.

- Shield Block II**—As *Shield Block I*, except the critical is reduced two degrees (a 'B' critical becomes an 'A' with a special modification of -25, an 'A' critical becomes an 'A' with a special modification of -50).
- Awareness Shield**—Caster has all "must parry," "stun," and "stun no parry" critical result times halved (round down).
- Shield Defense III**—As *Shield Defense I*, except the bonus is +15.
- Resistance Shield**—Caster gains +20 to all RRs and DB against frontal spell attacks.
- Shield Protection**—Caster's shield gains a special bonus of +100 to all breakage checks.
- Power Shield**—Caster's DB from any spell parries (see Spell Law Section 2.1.9) performed while the caster is holding his shield are increased by 50%.
- Divine Shield**—As *Blessed Shield*, except it delivers a Holy Spell critical strike one level of severity greater than the one inflicted on the caster (an 'E' critical becomes an 'E' with a special modification of +10).
- Shield Block III**—As *Shield Block I*, except the critical is reduced three degrees.
- Shield Defense IV**—As *Shield Defense I*, except the bonus is +20.
- Defender Shield**—Caster's melee parry bonuses are increased by 50%.
- Returning Shield True**—Returns caster's shield to his hand, via teleport, from any place up to 1 mile away per level of the caster.
- Shield Defense True**—As *Shield Defense I*, except the bonus is +25.
- Shield Block True**—As *Shield Block III*, except it works on the next three attacks made against him.
- Shield of Faith**—As *Awareness Shield*, *Power Shield*, *Divine Shield*, and *Defender Shield*.

SPECIAL NOTES

- Only one shield per caster may be enchanted through the use of this spell list.
- All of these spells (except *Shield Lore* and *Shield History*) deal directly with the caster's Faith's Shield and will only work when used with it.





HOLY DEFENSES

1. **Blur**—Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
2. **Shield**—Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a real shield.
3. **Airwall**—Creates a wall of dense churning air up to 10'x10'x3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
4. **Prayer**—Target gets a +5 bonus to his RRs and maneuver rolls. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is dispelled. If caster is the target, the duration is 1 minute per level.
5. **Deflections I**—Caster can deflect any one missile that passes within 10 feet of him (caster must be able to see the missile). This causes 100 to be subtracted from the missile's attack.
6. **Self Cloaking**—Caster blends into surrounding terrain. This results in a +75 bonus to Hiding attempts. Caster may not move (appreciably) without losing this bonus.
7. **Earthwall**—Creates a wall of packed earth up to 10'x10'x3'. This wall can be chopped through or toppled (if not propped up somehow).
8. **Prayer II**—As *Prayer I*, except the total the bonus is 10 and may be spread over 1-2 targets. One target would get +10 and two would get +5 each.
9. **Bladeturn I**—Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
10. **Aura**—Creates a bright aura around the caster, making him appear more powerful and subtracting 15 from all attacks against him.
11. **Deflections II**—As *Deflections I*, except it will deflect up to two missiles.
12. **Prayer III**—As *Prayer II*, except the bonus is +15 and may be spread over 1-3 targets. One target would get +15, three would get +5, etc.
13. **Stonewall**—As *Earthwall*, except the wall is made of stone and has a size up to 100' cubic feet. It can be chipped through.
14. **Spell Shield I**—Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal spell attack rolls from one realm chosen at the casting of this spell. If the caster performs no other actions during a round (i.e. a 100% action),

PRIEST BASE LIST 17.4.11

HOLY DEFENSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Blur*	1 target	1 min/lvl	touch	U
2	Shield*	1 target	1 min/lvl	touch	U
3	Airwall	10'x10'x3'	1 min/lvl	50'	E
4	Prayer I	1 target	varies	100'	U
5	Deflections I*	1 missile	—	10'	U
6	Self Cloaking	caster	1 rnd/lvl(C)	self	U
7	Earthwall	10'x10'x3'	1 min/lvl	50'	E
8	Prayer II	1 target	varies	100'	U
9	Bladeturn I*	1 attack	—	10'	U
10	Aura	1 target	1 min/lvl	touch	U
11	Deflections II*	2 missiles	—	10'	U
12	Prayer III	1 target	varies	100'	U
13	Stonewall	10'x10'x1'	1 min/lvl	50'	E
14	Spell Shield I	caster	1 rnd/lvl(C)	self	U
15	Bladeturn II*	2 attacks	—	10'	U
16	Aura True	1 target	1 min/lvl	touch	U
17	Prayer IV	1 target	varies	100'	U
18	Deflections III*	3 missiles	—	10'	U
19	Bladeturn III*	3 attacks	—	10'	U
20	Spell Shield II	caster	1 rnd/lvl(C)	self	U
25	Curved Wall	varies	1 min/lvl	50'	E
30	Mass Deflections	1 missile/lvl	—	10'	U
50	Defense Mastery	caster	varies	self	U

he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.

15. **Bladeturn II**—As *Bladeturn I*, except it affects 2 attacks.
16. **Aura True**—As *Aura*, except the bonus is +20.
17. **Prayer IV**—As *Prayer I*, except the bonus is +20 and may be spread over 1-4 targets.
18. **Deflections III**—As *Deflections I*, except it will deflect up to three missiles.
19. **Bladeturn III**—As *Bladeturn I*, except it affects up to three attacks.
20. **Spell Shield II**—As *Spell Shield I*, except it is effective against two realms of the caster's choice.
25. **Curved Wall**—As any one of the lower level *Wall* spells on this list, except the wall can be curved up to a semi circle.
30. **Mass Deflections**—As *Deflections I*, except it will deflect one missile per level of the caster.
50. **Defense Mastery**—Caster may cast any one of the spells of 20th level or lower on this list per round. Any spells with a range of 'self' may now use a range of 'touch.'

SPECIAL NOTES

- 1) All *Wall* spells created by spells on this list must rest (i.e. stand) on a solid surface.
- 2) All *Wall* spells require that at least 1 cubic foot of the material that the wall consists of being within 50' of the caster.
- 3) With all *Wall* spells, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions. If the caster is attempting to 'fill' a space with the wall, the wall will not fit perfectly (i.e., not snug).
- 4) A *Wall* cannot be created in the same space as other solid material. It can only displace liquids and gasses.
- 5) See Section 7.1.13 in *Spell Law* for more information on walls.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.12 HOLY DISCIPLINE

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Divine Strength I	caster	1 rnd/lvl	self	U
☐ 2)	Touch of Corruption I*	target	—	touch	F
☐ 3)					
☐ 4)	Holy Strike I*	caster	—	self	F
☐ 5)	Touch of Corruption II*	target	—	touch	F
☐ 6)	First Strike	caster	1 round	self	U
☐ 7)	Divine Strength II	caster	1 rnd/lvl	self	U
☐ 8)	Touch of Corruption III*	target	—	touch	F
☐ 9)	Divine Armor II	caster	1 rnd/lvl	self	U
☐ 10)	Holy Aura I	caster	1 rnd/lvl	self	F
☐ 11)	Righteous Heart	caster	1 min/lvl	self	U
☐ 12)	Holy Strike II*	caster	—	self	F
☐ 13)	Divine Strength III	caster	1 rnd/lvl	self	U
☐ 14)	Touch of Corruption V*	target	—	touch	F
☐ 15)	Holy Aura II	caster	1 rnd/lvl	self	F
☐ 16)	Divine Armor IV	caster	1 rnd/lvl	self	U
☐ 17)	First Strike True	caster	1 round	self	U
☐ 18)	Holy Strike True*	caster	—	self	F
☐ 19)	Divine Strength IV	caster	1 rnd/lvl	self	U
☐ 20)	Holy Aura True	caster	1 rnd/lvl	self	F
☐ 25)	Divine Strength True	caster	1 rnd/lvl	self	U
☐ 30)	Divine Strike	caster	—	self	F
☐ 50)	Holy Martyr	caster	—	self	F

HOLY DISCIPLINE

- Divine Strength I**—Caster gets a special bonus of +5 to his martial arts attacks. This bonus does not affect weapon attacks.
- Touch of Corruption I**—The caster's next attack inflicts 1 corruption point on the target if a critical strike result is achieved. The attack must occur in the round this spell is cast.
- Holy Strike I**—The caster's next unarmed attack inflicts an additional Holy Weapon critical that is two levels less severe than any normal critical delivered (i.e., a 'C' critical would inflict an additional 'A' Holy Weapon critical, a 'B' critical would inflict an 'A' Holy Weapon critical with a special modification of -25, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -50). The attack must occur in the round this spell is cast.



- Touch of Corruption II**—As *Touch of Corruption I*, except target gains two corruption points.
- First Strike**—Caster may roll one extra die for initiative and chose the ones he wants to use.
- Divine Strength II**—As *Divine Strength I*, except bonus is +10.
- Touch of Corruption III**—As *Touch of Corruption I*, except target gains three corruption points.
- Divine Armor III**—For the duration of this spell, the caster's skin is treated as AT 3 (this is only effective if the caster is wearing no armor at all).
- Holy Aura I**—A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive an 'A' severity Holy Spell critical.
- Righteous Heart**—The caster may ignore the effects of the first critical strike made against him. At the end of this spell's duration, all effects are applied normally. Only one critical can be ignored in this fashion at a time (i.e., that caster cannot have more than one Righteous Heart spell active at any given time).
- Holy Strike II**—As *Holy Strike I*, except critical is one level less severe. (i.e., a 'B' critical would inflict an additional 'A' Holy Weapon critical, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -25).
- Divine Strength III**—As *Divine Strength I*, except bonus is +15.
- Touch of Corruption V**—As *Touch of Corruption I*, except target gains five corruption points.
- Holy Aura II**—As *Holy Aura I*, except delivers a 'B' critical.
- Divine Armor IV**—For the duration of this spell, the caster's skin is treated as AT 4 (this is only effective if the caster is wearing no armor at all).
- First Strike True**—As *First Strike*, except caster may roll two extra die.
- Holy Strike True**—As *Holy Strike I*, except critical is equal in severity.
- Divine Strength IV**—As *Divine Strength I*, except bonus is +20.
- Holy Aura True**—As *Holy Aura I*, except delivers a 'C' critical.
- Divine Strength True**—As *Divine Strength I*, except bonus is +25.
- Divine Strike**—The next attack made by the caster within one minute of casting this spell is treated as holy against its target.
- Holy Martyr**—The caster exposes all within the area of effect to the raw power of his deity. All in the area of effect suffer a +100 Fireball attack (centered on the caster). All concussion damage is doubled and an extra Slaying Critical (on the Large Creature Critical Strike Table) is delivered. The caster acts as the center-point for the blast and is not immune to any of the damage. For the caster, no objects, spells, etc. will protect him from the blast.



CHANNELING
COMPANION

HOLY ELEMENT

1. **Resist Element**—Caster is totally protected from all naturally occurring forms of his element and he receives a special bonus of +10 bonus to his DB and RR against all attacks of his element.
2. **Control Element**—Caster can control the natural forms of his element (e.g., campfires, snow, water, etc.) within the radius, controlling their path, size, and temperature.
3. **Element Shield**—Caster creates a magical shield formed of his chosen element. This shield occupies a hand as a normal shield does. It acts as, and has the general shape of, a normal shield in all respects. The shield will give an additional +5 to DB and RR against attacks of its element. If anyone comes in contact with the shield other than the caster, they must make a RR or take an 'A' critical of the appropriate element. There is a 50% chance that, with every attack of the opposite element against the caster, the shield will be destroyed.
4. **Element Wall**—Caster forms a wall created from his chosen element. Anything passing through the wall will take an 'A' critical of the appropriate type.
5. **Turn Elemental**—Caster causes up to a Type II elemental of the caster's chosen element to flee from the caster for the duration.
6. **Element Strike I**—The caster's melee weapon flares with the power of his chosen element. The caster's next melee attack inflicts an additional critical strike of the appropriate type that is two levels lower than any normal critical delivered (i.e., a 'C' critical would inflict an additional 'A' critical, a 'B' critical would inflict an 'A' critical with a special modification of -25, an 'A' critical would inflict an 'A' critical with a special modification of -50). The attack must occur in the round this spell is cast.
7. **Element Protection**—As *Resist Element*, except it gives +20 protection.
8. **Banish Elemental**—Causes up to a Type III elemental of the caster's chosen element to be banished back to its place of origin.
9. **Element Shroud**—Caster is covered in his chosen element. Anyone who comes in contact with the caster will take a 'C' critical of the appropriate type. The caster is not harmed by this spell.
10. **Element Cloud**—Creates a cloud of the caster's chosen element. The cloud takes one round to form, and anyone in the radius when the cloud starts to form may make a maneuver to move out of the area of effect without taking a critical. Those caught within the area of effect will take a 'C' critical of the appropriate element.
11. **Element Armor**—Caster takes only half damage from his chosen element, and all criticals of that element are reduced by one degree in severity (an 'A' critical would become an 'A' critical with a special modification of -25).
12. **Element Strike II**—As *Element Strike I*, except the critical is one level lower in severity (i.e., a 'B' critical would inflict an additional 'A' Holy Weapon critical, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -25).
13. **Element Shield True**—As *Element Shield*, except that it acts as a wall shield, the bonus is +15, and those that make contact with the shield will take a 'B' critical of the appropriate element. There is a 25% chance that, with every attack of the opposite element against the caster, the shield will be destroyed.
14. **Element Wall True**—As *Element Wall*, except the caster can either make a wall that forms a circle around the caster, or will form a semi-circle around him. In either case, the wall will not move with the caster.
15. **Dissolve Elemental**—Causes up to a Type IV elemental of the caster's chosen element to be completely dissolved.
16. **Element Absorption**—Attacks against the caster by his chosen element are partially absorbed by the caster. The caster gains half of the power points used to cast any spell of his element that hits him.

PRIEST BASE LIST 17.4.13

HOLY ELEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Resist Element*	caster	1 min/lvl	self	U
□ 2)	Control Element	10'R	1 min/lvl	self	E
□ 3)	Element Shield*	caster	1 min/lvl	self	U
□ 4)	Element Wall	10'x10'x1'	1 min/lvl	100'	E
□ 5)	Turn Elemental	1 elemental	1 min/lvl	100'	F
□ 6)	Element Strike I*	caster	—	self	E
□ 7)	Element Protection	caster	1 min/lvl	self	U
□ 8)	Banish Elemental	1 elemental	1 min/lvl	100'	P
□ 9)	Element Shroud	caster	1 rnd/lvl	self	E
□ 10)	Element Cloud	10'R	1 rnd/lvl	100'	E
□ 11)	Element Armor	caster	1 min/lvl	self	U
□ 12)	Element Strike II*	caster	—	self	E
□ 13)	Element Shield True*	caster	1 min/lvl	self	U
□ 14)	Element Wall True	20'x10'x1'	1 min/lvl	100'	E
□ 15)	Dissolve Elemental	1 elemental	1 min/lvl	100'	E
□ 16)	Element Absorption	caster	1 rnd/lvl	self	E
□ 17)	Element Storm	20'R	1 rnd/lvl	100'	E
□ 18)	Element Strike III*	caster	—	self	E
□ 19)	Element Globe	10'R	1 rnd/lvl	self	E
□ 20)	Lord Element Shroud	caster	1 rnd/lvl	self	E
□ 25)	Control Element True	100'R	1 min/lvl	self	E
□ 30)	Element Shroud True	caster	1 rnd/lvl	self	E
□ 50)	Element Immunity	caster	1 min/lvl	self	E

17. **Element Storm**—As *Element Cloud*, except for area of effect, and the critical is of severity 'E.'

18. **Element Strike III**—As *Element Strike I*, except the critical is equal in severity.

19. **Element Globe**—Caster creates a globe of protection against his chosen element. Those within the globe are protected from spells of the caster's chosen element that originate outside the globe. The protection is a bonus of +30 to DB and RRs against the element, as well as the effects of Element Armor.

20. **Lord Element Shroud**—As *Element Shroud*, except that it causes a 'D' critical to anyone who comes in contact with the caster and a 'B' critical to anyone within 5-foot radius of the caster.

25. **Control Element True**—As *Control Element*, except caster can control all natural forms of his element that are within the area of effect, and all spells of the caster's chosen element that are within the area of effect (original caster may make a RR to keep control).

30. **Element Shroud True**—As *Element Shroud*, except that it causes an 'E' critical to anyone who comes in contact with the caster and a 'C' critical to anyone within 5-foot radius of the caster.

50. **Element Immunity**—Caster is immune to all forms of his chosen element.

SPECIAL NOTE

This list is for Priests of any element to use. This element should be assigned to each religion that has access to this list. They might represent deities of Fire, Cold, Void, Mana, Lightning, or any other element that the GM deems appropriate.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.14

HOLY SYMBOL

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Minor Symbol	1 item	P	touch	F
☐ 2)	Symbol Store	1 spell	varies	self	U
☐ 3)	Symbol Prayer I	caster	1 rd/lvl	touch	U
☐ 4)	Guardian Symbol I	caster	1 min/lvl	self	U
☐ 5)	Symbol Blast I	1 target	—	100'	F
☐ 6)					
☐ 7)	Major Symbol	item	P	touch	F
☐ 8)	Guardian Symbol II	caster	1 min/lvl	self	U
☐ 9)	Symbol Blast II	1 target	—	100'	F
☐ 10)	Symbol Store True	1 spell	varies	self	U
☐ 11)	Symbol Prayer II	caster	1 rd/lvl	touch	U
☐ 12)					
☐ 13)	Symbol Blast III	1 target	—	100'	F
☐ 14)	Guardian Symbol III	caster	1 min/lvl	self	U
☐ 15)	Personalize Symbol	1 weapon	P	touch	F
☐ 16)	Greater Symbol	1 item	P	touch	F
☐ 17)					
☐ 18)	Symbol Blast IV	1 target	—	100'	F
☐ 19)					
☐ 20)	Symbol Prayer True	1 spell	—	touch	U
☐ 25)	Guardian Symbol True	caster	1 min/lvl	self	U
☐ 30)	Faith Spell	varies	1 rd/lvl	varies	F
☐ 50)	Holy Sacrifice	1 item	varies	self	F

10. **Symbol Store True**—As *Symbol Store*, except other spells may be cast while a spell is stored.

11. **Symbol Prayer II**—As *Symbol Prayer I*, except the bonus is +10.

13. **Symbol Blast III**—As *Symbol Blast I*, except that the critical is a 'C' for normal targets, and a 'D' if an "enemy" or "of darkness."

14. **Guardian Symbol III**—While holding the Holy Symbol, the caster gains +20 to DB and RRs for the duration.

15. **Personalize Symbol**—Caster's Holy Symbol is personalized to himself. Others that pick up the Holy Symbol must resist or take a 'C' Holy Spell critical. Anyone who is an "enemy" of the caster's faith who picks up the Holy Symbol must make an RR or take a 'E' Holy Spell critical.

16. **Greater Symbol**—As *Minor Symbol*, except it also makes the Holy Symbol a x2 power point multiplier.

18. **Symbol Blast IV**—As *Symbol Blast I*, except that the critical is a 'D' for normal targets, and an 'E' if an "enemy" or "of darkness."

20. **Symbol Prayer True**—As *Symbol Prayer I*, except the bonus is +25.

25. **Guardian Symbol True**—While holding the Holy Symbol, the caster gains +25 to DB and RRs for the duration.

30. **Faith Spell**—Caster becomes a recipient of his deity's spells. Once per round the caster's deity may choose to channel one spell or effect through the caster. At least one spell or effect is granted with this spell and if the caster moves before this spell expires, this spell is canceled.

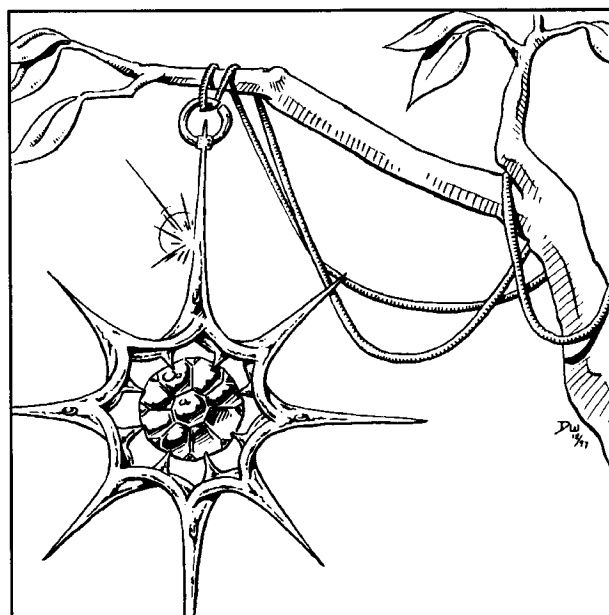
50. **Holy Sacrifice**—Caster sacrifices his Holy Symbol to his deity for a one-time bonus of +50 to a Divine Intervention Static Maneuver. If the caster receives any aid, he may never have another Holy Symbol again.

SPECIAL NOTES

- 1) A Holy Symbol can be any item that a religion holds as a mark of their belief (a cross, a staff made from special wood, etc.)
- 2) Only one Holy Symbol per caster may be enchanted through the use of this spell list.
- 3) All of the spells on this list deal directly with the caster's Holy Symbol and will only work when used with one. Caster must be holding his Holy Symbol for these spells to work.

HOLY SYMBOL

1. **Minor Symbol**—Caster enchants one suitable holy item and turns it into his personal Holy Symbol. This Holy Symbol is aligned to the caster's faith. Any being who is an "enemy" of the caster's faith or a creature "of darkness" that picks up the symbol must make an RR or take an 'A' Holy Spell critical.
2. **Symbol Store**—Caster may store one spell on his Holy Symbol. The spell to be stored must be cast within one minute after the *Symbol Store* is cast. The stored spell may then be later cast as an instantaneous spell. No other spell may be cast while a spell is stored.
3. **Symbol Prayer I**—Any spell prepared while this spell is active will receive a special bonus of +5 on any Spell Casting Static Maneuver.
4. **Guardian Symbol I**—While holding the Holy Symbol, the caster gains +10 to DB and RRs for the duration.
5. **Symbol Blast I**—Caster's Holy Symbol erupts in holy light that flares out to one foe. Target must resist or suffer an 'A' Holy Spell critical. If the creature is an "enemy" or "of darkness," the critical is a 'B', and the RR is made with a special modification of -20.
7. **Major Symbol**—As *Minor Symbol*, except it also makes the Holy Symbol a +2 spell adder.
8. **Guardian Symbol II**—While holding the Holy Symbol, the caster gains +15 to DB and RRs for the duration.
9. **Symbol Blast II**—As *Symbol Blast I*, except that the critical is a 'B' for normal targets, and a 'C' if an "enemy" or "of darkness."



CHANNELING COMPANION

HOLY TRANCES

1. **Channeling Trance**—Caster goes into a trance that adds a special bonus of +10 to any Channeling maneuvers.
2. **Focus Trance II**—Caster goes into a trance this round, contemplating a moving maneuver. In the following round, he may perform that maneuver with a special bonus of +20.
3. **Self Control I**—Caster receives a special bonus of +20 to one maneuver performed this round using a skill from the Self Control category.
4. **Vision Trance I**—This chant places the caster into a trance for one hour. During this time the caster will have a vision related to a topic chosen prior to this spell being cast. A single topic may be the subject of one vision per day, additional attempts will end up repeating the previous vision. Note that this spell will always take an hour, even though the visions created by it may seem to last but a moment, or an eternity.
5. **Healing Trance II**—For as long as the caster concentrates, any wounds he has will heal at double normal rate. This spell will also stop fatal (non-instantaneous) criticals from killing the caster, providing he stays in the trance long enough to heal the death dealing damage. Note that healing time is based upon the guidelines presented in RMSR section 32.2. This spell will not effect any form of healing other than normal, mundane time.
6. **Channeling Trance II**—As *Channeling Trance I*, except the bonus is +20.
7. **Cleansing Trance**—Caster goes into a trance this round which relieves the caster of one corruption point per five full experience levels. These corruption points can not have been attained by any voluntary acts of the caster.
8. **Focus Trance III**—As *Focus Trance II*, except the bonus is +30.
9. **Self Control II**—As *Self Control I*, except the bonus is +30.
10. **Divine Trance**—Caster goes into a trance for one round. During this round, he may make a Divine Intervention maneuver with a special bonus of +10.
11. **Vision Trance III**—As *Vision Trance I*, except that the caster can have up to three visions, lasting one hour each. Each vision must be on a separate topic.
12. **Healing Trance III**—As *Healing Trance II*, except that all wounds are healed at a rate of three times normal.
13. **Channeling Trance III**—As *Channeling Trance I*, except the bonus is +30.
14. **Focus Trance IV**—As *Focus Trance II*, except the bonus is +40.
15. **Self Control III**—As *Self Control I*, except the bonus is +40.
16. **Vision Trance V**—As *Vision Trance III*, except that the caster may have up to 5 separate dreams.
17. **Healing Trance IV**—As *Healing Trance III*, except that the caster may heal at up to four times his normal healing rate.
18. **Cleansing Trance True**—As *Cleansing Trance*, except that it will remove one corruption point per level.
19. **Channeling Trance True**—As *Channeling Trance I*, except the bonus is +40.
20. **Vision Trance True**—As *Vision Trance V*, except that the caster may have visions relating to up to ten different topics.
25. **Self Control True**—As *Self Control I*, except the bonus is +50.

PRIEST BASE LIST 17.4.15

HOLY TRANCES

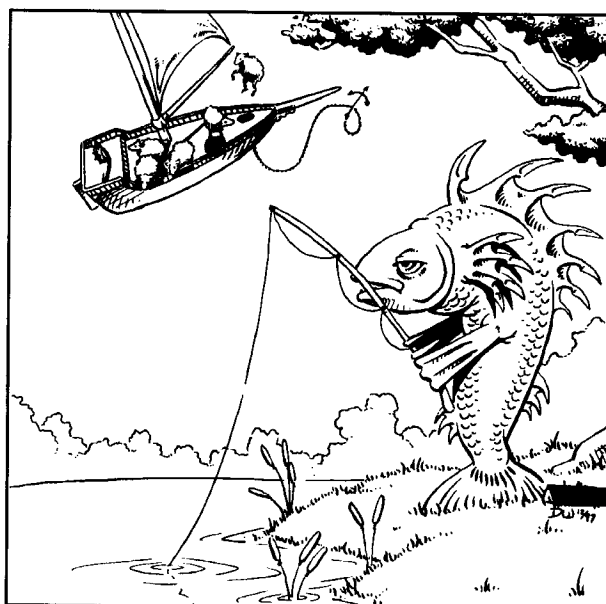
Lvl	Spell	Area of Effect	Duration	Range	Type
1	Channeling Trance I	caster	1 min/lvl	self	U
2	Focus Trance II	caster	1 round	self	U
3	Self Control I*	caster	—	self	U
4	Vision Trance I	caster	1 hour	self	I
5	Healing Trance II	caster	C	self	U
6	Channeling Trance II	caster	1 min/lvl	self	U
7	Cleansing Trance I	caster	—	self	U
8	Focus Trance III	caster	1 round	self	U
9	Self Control II*	caster	—	self	U
10	Divine Trance*	caster	1 round	self	U
11	Vision Trance III	caster	varies	self	I
12	Healing Trance III	caster	C	self	U
13	Channeling Trance III	caster	1 min/lvl	self	U
14	Focus Trance IV	caster	1 round	self	U
15	Self Control III*	caster	—	self	U
16	Vision Trance V	caster	varies	self	I
17	Healing Trance IV	caster	C	self	U
18	Cleansing Trance True	caster	—	self	U
19	Channeling Trance True	caster	1 min/lvl	self	U
20	Vision Trance True	caster	varies	self	I
25	Self Control True*	caster	—	self	U
30	Healing Trance True	caster	C	self	U
50	Communion Trance	caster	C	self	U

30. **Healing Trance True**—As *Healing Trance IV*, except that the caster may heal himself at five times his normal healing rate.

50. **Communion Trance**—Caster enters a trance in which he receives a detailed answer from his deity on one question.

SPECIAL NOTE

Unless otherwise stated, the caster must remain in a trance for the duration of all spells on this list. While in a trance, the caster is limited to 50% activity.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.16

HOLY WEAPON

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Weapon Bond	1 weapon	P	touch	F
☐ 2)	Weapon Symbol	1 spell	varies	self	U
☐ 3)	Draw Weapon*	1 weapon	—	10'	U
☐ 4)	Throw*	1 weapon	1 rd/lvl	touch	F
☐ 5)	Hammer Strike I*	caster	—	self	U
☐ 6)	Holy Strike I*	1 weapon	—	self	F
☐ 7)	Holy Focus I*	1 weapon	—	self	U
☐ 8)	Retaliation	1 caster	1 min/lvl	self	U
☐ 9)	Returning Weapon*	1 weapon	—	500'	F
☐ 10)	Parrying Weapon	1 weapon	1 min/lvl	caster	U
☐ 11)	Hammer Strike II*	caster	—	self	U
☐ 12)	Holy Strike II*	1 weapon	—	self	F
☐ 13)	Holy Focus II*	1 weapon	—	self	U
☐ 14)	Throw True*	1 weapon	—	touch	F
☐ 15)	Personalize Weapon	1 weapon	P	touch	F
☐ 16)	Defender	1 weapon	1 min/lvl	touch	F
☐ 17)	Hammer Strike III*	caster	—	self	U
☐ 18)	Holy Strike III*	1 weapon	—	self	F
☐ 19)	Returning Weapon Tr.*	1 shield	—	1 mi/lvl	F
☐ 20)	Parrying Weapon True	1 weapon	1 min/lvl	caster	U
☐ 25)	Holy Strike True	1 weapon	—	self	F
☐ 30)	Holy Focus True*	1 weapon	—	self	U
☐ 50)	Holy Slayer	1 weapon	1 rnd/lvl	self	F

HOLY WEAPON

1. **Weapon Bond**—Caster enchants a weapon which becomes his Holy Weapon. This is required to use any of the spells from this list on a weapon. The caster may only have one such Holy Weapon active at a time. This weapon is aligned to the caster's faith. Any being who is an 'enemy' of the caster's faith or a creature "of darkness" that picks up the weapon must make an RR or take an 'C' Holy Spell critical.

2. **Weapon Symbol**—Caster may store one spell on his Holy Weapon. The spell to be stored must be cast within one minute after the Weapon Symbol is cast. The stored spell may then be later cast as an instantaneous spell. No other spell may be cast while a spell is stored.

3. **Draw Weapon**—Caster's weapon magically appears in his hand (the weapon must be stored or sheathed somewhere on the caster's body).

4. **Throw**—Caster may throw his weapon as a 60% action for the duration with a maximum range equal to his strength bonus x 10 in feet (with a minimum of 30'). The weapon attacks on its normal table with the following modifications:

up to one tenth maximum range	+10
up to quarter maximum range	0
up to half maximum range	-40
up to maximum range	-70

5. **Hammer Strike I**—Caster's next attack this round delivers 1.5 times its normal concussion hits.

6. **Holy Strike I**—The caster's next attack inflicts an additional Holy Weapon critical that is two levels less severe than any normal critical delivered (i.e., a 'C' critical would inflict an additional 'A' Holy Weapon critical, a 'B' critical would inflict an 'A' Holy Weapon critical with a special modification of -25, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -50). The attack must occur in the round this spell is cast.

7. **Holy Focus I**—Caster's melee strike this round has a chance to be treated as "Holy" for purposes of resolving criticals against Large and Super-Large creatures. The chance is equal to 20% plus 4% for every extra PP used to cast this spell.

8. **Retaliation**—The first opponent to deliver a critical to the caster (while this spell is active) becomes the caster's "foe." For the remainder of this spell, the caster will have a special bonus of +10 OB when fighting his foe. In addition, all criticals delivered to the foe will deliver an additional Holy critical of one less severity (resolve an 'A' as an 'A' with a special modification of -25).

9. **Returning Weapon**—Caster's Holy Weapon will return through the air to the caster's hand at the rate of 100 feet per round with no acceleration. If the weapon is restrained, it cannot break free.

10. **Parrying Weapon**—For every 5 full points of OB the caster parries with, he may add an extra +1 to his DB.

11. **Hammer Strike II**—Caster's next attack this round delivers double concussion hits.

12. **Holy Strike II**—As *Holy Strike I*, except critical is one level less severe. (i.e., a 'B' critical would inflict an additional 'A' Holy Weapon critical, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -25).

13. **Holy Focus II**—As *Holy Focus I*, except the chance is 40% plus 6% for every extra PP used.

14. **Throw True**—Caster may throw his weapon as a 40% action for the duration with a maximum range equal to his strength bonus times 20 in feet (minimum of 60 feet). The weapon attacks on its normal table with the following modifications:

up to one tenth maximum range	+20
up to quarter maximum range	+10
up to half maximum range	-20
up to maximum range	-50

15. **Personalize Weapon**—Caster's weapon is personalized to himself. Others that pick up the weapon must make an RR or take a 'C' Holy Spell critical. Anyone who is an "enemy" of the caster's faith or a creature "of darkness" who picks up the weapon must make a RR or take an 'E' Holy Spell critical instead.

16. **Defender**—Caster's weapon will "dance" and defend the caster's body if the caster falls unconscious. The weapon will have an OB of half the caster's normal OB. It has an AT of 20, a DB of 0, and can take 10 hits per level of the caster (before this spell is dispelled).

17. **Hammer Strike III**—Caster's next attack this round delivers triple concussion hits.

18. **Holy Strike III**—As *Holy Strike I*, except the critical is of equal severity.

19. **Returning Weapon True**—Returns caster's weapon to his hand, via teleport, from any place, up to 1 mile away per level of the caster.

20. **Parrying Weapon True**—As *Parrying Weapon*, except the bonus is +1 for every 2 points of OB.

25. **Holy Strike True**—As *Holy Strike I*, except the critical is one level greater in severity (with an 'E' critical inflicting an 'E' Holy Weapon critical with a special modification of +10.)

30. **Holy Focus True**—Caster's next melee strike this round is treated as "Slaying" for purposes of resolving criticals against Large and Super-Large creatures.

50. **Holy Slayer**—Caster's weapon will deliver Slaying criticals in addition to any normal criticals delivered to one target of the caster's choosing.

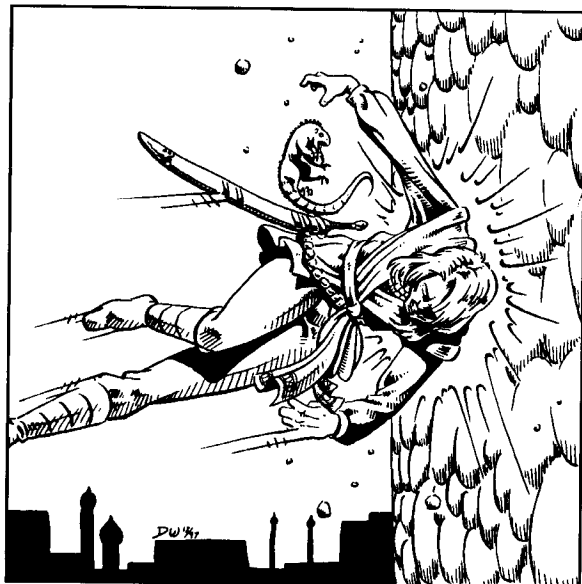
SPECIAL NOTES

- 1) Only one weapon per caster may be enchanted through the use of this spell list.
- 2) All of the spells on this list deal directly with the caster's Holy Weapon and will only work when used with one.
- 3) See Section 15.3 for more information on holy items.



HOLY WIND

1. **Predict Winds**—Gives the caster a 95% chance of predicting the time and severity of any winds or storms (+/- 15 minutes) over the next 24 hours.
2. **Airwall I**—Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Float**—Target will float upon the air. While floating, the target is at the mercy of the prevailing winds and cannot control any aspect of his flight without access to some other motive force (i.e., being towed, etc.).
4. **Breeze Call**—Caster causes a breeze to come forth that will drive out any gaseous matter (clouds, etc.) and subtract 10 from all missile attacks. Once set, the direction of the breeze will not change. Wind speed is between 10-20 miles per hour.
5. **Air Wall II**—As *Air Wall I*, except for duration.
6. **Air Blast I**—Caster summons a concentrated blast of air to strike one target. Target must resist or suffer a 'B' Unbalancing critical.
7. **Pillar of Wind**—Caster creates an intense, directed updraft of air that can support a weight of up to 500 pounds (so long as the weight is concentrated in the area of effect). The combination of height lifted in feet times weight in pounds is always equal to 500. For example, a 100-pound man would be lifted 5 feet into the air; a 500 pound object would be lifted 1 foot into the air; and a 2 pound object would be lifted 250 feet into the air. Any unwilling target may make an RR to remove himself from the area of effect.
8. **Wind Call**—As *Breeze Call*, except for area of effect, range, it subtracts 30 from all missile attacks, and the wind speed is between 21-31 miles per hour.
9. **Wind Mastery I**—Caster can control the speed and direction of normal winds. Caster can increase or decrease wind speed by 1 mile per hour times his level (e.g., if the wind speed is normally 20 miles per hour, a 15th level caster could change the wind speed to any speed between 5 and 35 miles per hour). By directing the wind against missile attacks, he can cause a -1 modifier for each mph of wind speed.
10. **Air Blast II**—As *Air Blast I*, except it delivers a 'C' Unbalancing critical.
11. **Windwalking**—Target can walk on calm air. This spell only allows for horizontal movement. Vertical movement must be achieved by other means.
12. **Airwall True**—As *Air Wall I*, except for area of effect and duration.
13. **Gale Call**—As *Breeze Call*, except for area of effect, range, it subtracts 80 from all missile attacks, and the wind speed is 32-63 miles per hour. This spell may have various other effects on movement and combat (GM's discretion).



PRIEST BASE LIST 17.4.17

HOLY WIND

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Predict Winds	caster	—	self	U
2	Airwall I	10'x10'x3'	C	50'	E
3	Float	1 target	1 min/lvl	10'	U
4	Breeze Call	10'R	1 rnd/lvl	10'	E
5	Airwall II	10'x 10'x3'	1 min/lvl	50'	E
6	Air Blast I	1 target	—	100'	F
7	Pillar of Wind	5'R	C	50'	E
8	Wind Call	30'R	1 rnd/lvl	50'	E
9	Wind Mastery I	50'/lvl	1 min/lvl	self	E
10	Air Blast II	1 target	—	100'	F
11	Windwalking	1 target	1 min/lvl	10'	U
12	Airwall True	20'x 20'x3'	10 min/lvl	50'	E
13	Gale Call	50'R	1 rnd/lvl	100'	E
14	Air Blast III	1 target	—	100'	F
15	Wind Mastery II	50'/lvl	1 min/lvl	self	E
16	Pillar of Wind True	10'R	C	100'	F
17	Cyclone	20'R	1 min/lvl	100'	E
18	Windrunning	1 target	1 min/lvl	10'	U
19	Wind Storm	1 mile R	1 min/lvl	self	E
20	Tornado	30'R	1 min/lvl	300'	E
25	Windrunning True	1 target	1 min/lvl	10'	U
30	Air Blast True	1 target	—	300'	F
50	Air Chariot	varies	1 hr/lvl	100'	E

14. **Air Blast III**—As *Air Blast I*, except it delivers a 'D' Unbalancing critical.
15. **Wind Mastery II**—As *Wind Mastery I*, except caster can vary wind speed by 2 miles per hour per level.
16. **Pillar of Wind True**—As *Pillar of Wind*, except the combination of height lifted in feet times weight in pounds is equal to 1000.
17. **Cyclone**—Caster creates a small, but very powerful wind-storm. The storm moves randomly about at a rate of 10' per round. All struck by or within the Cyclone, receive a 'D' Unbalancing critical and are thrown 5d10 feet away from the Cyclone.
18. **Windrunning**—As *Windwalking*, except target can move at a running pace.
19. **Wind Storm**—Caster may call forth a wind storm with maximum wind speeds equal to twice his level, and an intensity according to his desires. Effects will vary according to circumstance (and the GM's discretion).
20. **Tornado**—As *Cyclone*, except for area of effect and range, it delivers an 'E' Impact critical, and it throws targets 10d10 feet away.
25. **Windrunning True**—As *Windrunning*, except target can run up to twice normal speed on calm air and expend exhaustion points as if he were walking.
30. **Air Blast True**—As *Air Blast I*, except for range, and it delivers an 'E' Unbalancing critical.
50. **Air Chariot**—Caster summons a chariot made of pure air that is solid enough for the caster and one other being per ten full levels of experience to ride in. The air chariot has a movement rate of 50 feet per round per level of the caster.

SPECIAL NOTES

- 1) See *Spell Law* Section 2.1.1 for more information on wall spells.
- 2) The weather generating spells on this list (*Breeze Call*, *Wind Call*, etc.) cause weather to gradually form over the period of three rounds. In addition, weather-generating spells have no effect in areas where there are not normally-occurring weather patterns (i.e., inside buildings, etc.).



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.18

HOLY WRATH

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Detect Enemies I	50'R	1 min/lvl(C)	100'/lvl	P
☐ 2)	Detect Darkness	50'R	1 min/lvl(C)	100'/lvl	P
☐ 3)	Holy Attack I*	caster	—	self	U
☐ 4)	Holy Blast I	1 target	—	100'	F
☐ 5)	Holy Strike I*	caster	—	self	F
☐ 6)	Holy Attack II*	caster	—	self	U
☐ 7)	Heathen's Judgment I	1 target	1 rnd/5 fail	100'	Fm
☐ 8)	Holy Blast II	1 target	—	100'	F
☐ 9)	Detect Enemies II	100'R	1 min/lvl(C)	500'/lvl	P
☐ 10)	Holy Attack III*	caster	—	self	U
☐ 11)	Holy Strike II*	caster	—	self	F
☐ 12)	Holy Blast III	1 target	—	100'	F
☐ 13)	Heathen's Judgment II	1 target	1 rnd/5 fail	100'	Fm
☐ 14)	Holy Attack IV*	caster	—	self	U
☐ 15)	Heretic's Judgment	1 target	1 rnd/5 fail	100'	Fm
☐ 16)	Holy Blast IV	1 target	—	100'	F
☐ 17)	Heathen's Judgment True	1 target	1 rnd/5 fail	100'	Fm
☐ 18)	Holy Attack V*	caster	—	self	U
☐ 19)	Detect Enemies True	200'R	1 min/lvl(C)	1000'/lvl	P
☐ 20)	Holy Blast True	1 target	—	100'	F
☐ 25)	Apostate's Judgment	1 target	1 rnd/5 fail	100'	Fm
☐ 30)	Mass Holy Blast	1 target/lvl	1 rnd/lvl	100'	F
☐ 50)	Divine Wrath	1'R/lvl	—	self	F

HOLY WRATH

- Detect Enemies I**—Detects the total number of "enemies" (giving approximate direction and distance). This spell also reveals the most heavily represented type of enemy (by total levels). Caster can concentrate on a different 50'R each round.
- Detect Darkness**—As *Detect Enemies I*, except it detects creatures "of darkness."
- Holy Attack I**—Adds +15 to the caster's melee or missile attack for the current round.



CHANNELING
COMPANION

100

4. **Holy Blast I**—Caster calls down a vertical column of holy light upon one target. Target must make a RR or suffer an 'A' Holy Spell critical. If the creature is an "enemy" or "of darkness," the RR is modified by -20, and the critical is of severity 'B.'

5. **Holy Strike I**—The caster's next melee or missile attack against an "enemy" of the caster's religion or a creature "of darkness" inflicts an additional Holy Weapon critical that is two levels lower than any normal critical delivered (i.e., a 'C' critical would inflict an additional 'A' Holy Weapon critical, a 'B' critical would inflict an 'A' Holy Weapon critical with a special modification of -25, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -50). The attack must occur in the round this spell is cast.

6. **Holy Attack II**—As *Holy Attack I*, except the bonus is +20.

7. **Heathen's Judgment I**—Target "enemy" or target creature "of darkness" takes 2d10 hits. He also operates at -20 to all actions for the duration.

8. **Holy Blast II**—As *Holy Blast I*, except that the critical is a 'B' for normal targets, and a 'C' if an "enemy" or "of darkness."

9. **Detect Enemies II**—As *Detect Enemies I*, except for range and area of effect.

10. **Holy Attack III**—As *Holy Attack I*, except the bonus is +25.

11. **Holy Strike II**—As *Holy Strike I*, except the critical is one level lower in severity (i.e., a 'B' critical would inflict an additional 'A' Holy Weapon critical, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -25).

12. **Holy Blast III**—As *Holy Blast I*, except the critical is a 'C' for normal targets, and a 'D' if an "enemy" or "of darkness."

13. **Heathen's Judgment II**—As *Heathen's Judgment I*, except target takes 4d10 hits and the penalty is -40.

14. **Holy Attack IV**—As *Holy Attack I*, except the bonus is +30.

15. **Heretic's Judgment**—As *Heathen's Judgment I*, except target takes 8d10 hits and is paralyzed.

16. **Holy Blast IV**—As *Holy Blast I*, except that the critical is a 'D' for normal targets, and an 'E' if an "enemy" or "of darkness."

17. **Heathen's Judgment True** - As *Heathen's Judgment I*, except target takes 6d10 hits and the penalty is -60

18. **Holy Attack V**—As *Holy Attack I*, except the bonus is +35.

19. **Detect Enemies True**—As *Detect Enemies I*, except for range and area of effect.

20. **Holy Blast True**—As *Holy Blast I*, except that the critical is an 'E' for normal targets, and two 'E' criticals if an "enemy" or "of darkness."

25. **Apostate's Judgment**—As *Heathen's Judgment I*, except target takes 10d10 hits and is knocked unconscious.

30. **Mass Holy Blast**—As *Holy Blast IV*, except affects 1 target per level of the caster.

50. **Divine Wrath**—Caster exposes all within the area of effect to the raw power of his deity. All in the area of effect must make a RR. Failure indicates one 'E' Holy Spell critical for every 10 failure. (Failure by 1-10 = 1 critical; by 11-20 = 2 criticals; etc.) The caster is immune to the damage. Creatures "of darkness" and "enemies" of the caster suffer a special penalty of -20 to their RR.

SPECIAL NOTES

- See Section 15.2 for more information on "enemies" and creatures "of darkness."
- Depending on the nature of the Priest, the Gamemaster may either allow the *Holy Attack* spells on this list to be used when attacking all foes, or only when attacking the caster's "enemies" or creatures "of darkness."
- At the GM's discretion, the *Judgment* spells on this list may be cast on any target that is not of the caster's faith.

HORSE MASTERY

1. **Befriend**—Caster receives a special bonus of +15 to any Animal Mastery maneuvers that deal with horses.
2. **Animal Healing**—Caster receives a special bonus of +15 to any Animal Healing maneuvers performed on horses.
3. **Riding I**—Caster receives a special bonus of +10 to all Riding maneuvers for the duration.
4. **Tracks**—Caster receives a special bonus of +15 to all attempts to track someone who is riding a horse.
5. **Charging I**—Adds +20 to the caster's Mounted Attack combat maneuvers for the current round.
6. **Stamina**—Caster's horse can travel at double its normal rate and spend exhaustion points as if it were walking. When the horse stops traveling, this spell is canceled.
7. **Hide Tracks**—Caster can ride at a normal pace without leaving tracks or other visible signs of his passing. This can normally be resolved as a special penalty of -60 to the Tracking maneuvers of those who attempt to track the caster using mainly visual signs.
8. **Riding II**—As *Riding I*, except the bonus is +20.
9. **Silent Ride**—Caster can ride silently, so long as he does not create a sound originating more than 10 feet from his body.
10. **Charging II**—As *Charging I*, except the bonus is +30; in addition, the charge attack delivers an Unbalancing critical two levels lower in severity to any normal critical delivered (i.e., a 'C' critical would inflict an additional 'A' Unbalancing critical, a 'B' critical would inflict an 'A' Unbalancing critical with a special modification of -25, an 'A' critical would inflict an 'A' Unbalancing critical with a special modification of -50). The attack must occur in the round this spell is cast.
11. **Horse Calling**—Caster can "call" any one known specific horse that the caster has ridden before. If it is physically possible, the animal will come to him if the horse is within range when this spell is cast.
12. **Mass Charging**—As *Charging I*, except affects up to one target per level.
13. **Riding III**—As *Riding I*, except the bonus is +30.
14. **Endurance**—Caster's horse can travel at triple its normal rate and not spend any exhaustion points. When the horse stops traveling, this spell is canceled.
15. **Mass Riding**—As *Riding II*, except up to one target per level is affected.
16. **Charging III**—As *Charging I*, except the bonus is +40; in addition, caster delivers an Unbalancing critical one level less in severity to any normal critical delivered (i.e., a 'B' critical would inflict an additional 'A' Unbalancing critical, an 'A' critical would inflict an 'A' Unbalancing critical with a special modification of -25).
17. **Mass Hide Tracks**—As *Hide Tracks*, except it affects one horse per level.
18. **Mass Stamina**—As *Stamina*, except it affects one horse per level.
19. **Mass Horse Calling**—As *Horse Calling*, except it calls up to one horse per level (up to as many as are able to come).
20. **Riding True**—As *Riding I*, except the bonus is +40.
25. **Charging True**—As *Charging I*, except the bonus is +50; in addition, caster delivers an Unbalancing critical of equal severity to any normal critical delivered.

PRIEST BASE LIST 17.4.19

HORSE MASTERY

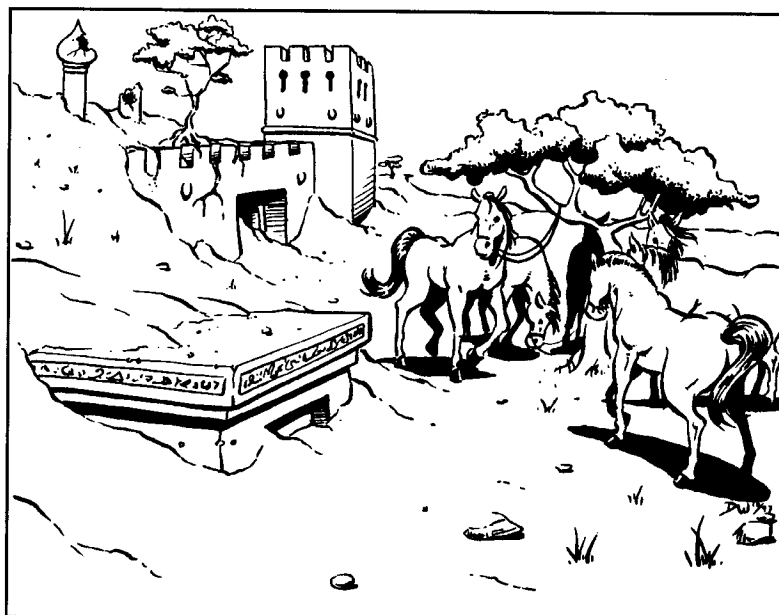
Lvl	Spell	Area of Effect	Duration	Range	Type
1	Befriend	1 horse	1 min/lvl	50'	U
2	Animal Healing	caster	1 min/lvl	self	U
3	Riding I	caster	1 hr/lvl	self	U
4	Tracks	caster	1 hr/lvl	self	U
5	Charging I*	caster	—	self	U
6	Stamina	1 horse	1 hr/lvl	10'	U
7	Hide Tracks	1 horse	1 hr/lvl	10'	U
8	Riding II	caster	1 hr/lvl	self	U
9	Silent Ride	10'R	1 hr/lvl	self	U
10	Charging II*	caster	—	self	U
11	Horse Calling	1 horse	—	1 mi/lvl	U
12	Mass Charging*	1 target/lvl	—	200'	U
13	Riding III	caster	1 hr/lvl	self	U
14	Endurance	1 horse	1 hr/lvl	10'	U
15	Mass Riding	1 target/lvl	1 hr/lvl	100'	U
16	Charging III*	caster	—	self	U
17	Mass Hide Tracks	1 horse/lvl	1 hr/lvl	500'	U
18	Mass Stamina	1 horse/lvl	1 hr/lvl	500'	U
19	Mass Horse Calling	1 horse/lvl	—	10 mi/lvl	U
20	Riding True	caster	1 hr/lvl	self	U
25	Charging True*	caster	—	self	U
30	Mass Charging True*	1 target/lvl	—	500'	U
50	Ghost Force	1 target/lvl	—	500'	U

30. **Mass Charging True**—As *Charging II*, except affects up to one target per level.

50. **Ghost Force**—As *Hide Tracks* and *Silent Ride*, except it affects one horse and rider per level of the caster and each horse is allowed to ride at double normal movement rate and not break the effects of the spell.

SPECIAL NOTE

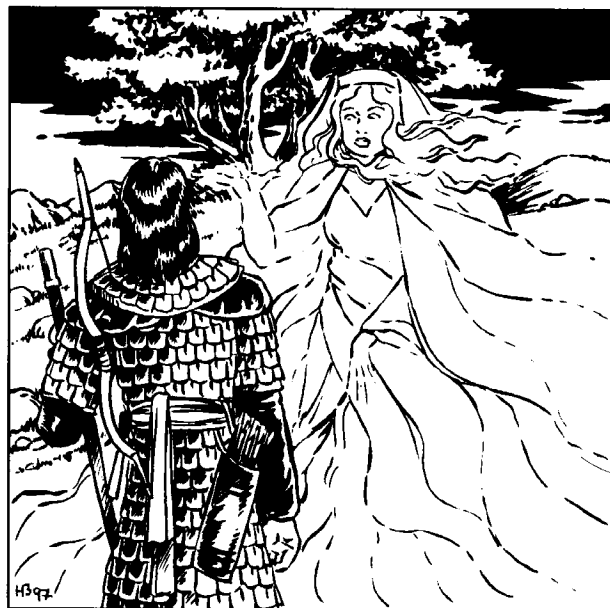
If the GM feels that it is appropriate, this list can be applied to other types of animals than horses.



CHANNELLING COMPANION

HUNTING MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Tracker I	caster	C	self	U
☐ 2)	Aiming I*	caster	—	self	U
☐ 3)	Nature's Awareness I	100'R	C	self	I
☐ 4)	Cleanse Catch	1 animal	—	touch	U
☐ 5)	Tracker II	caster	C	self	U
☐ 6)	Iron Wood	1 item	10 min/lvl	touch	U
☐ 7)	Archer's Eye*	caster	min/lvl	self	U
☐ 8)	Tracks Lore	caster	—	touch	I
☐ 9)	Aiming II*	caster	—	self	U
☐ 10)	Fletcher	caster	1 hr/lvl	self	U
☐ 11)	The Hunter	caster	10 min/lvl	self	U
☐ 12)	Nature's Awareness III	300'R	C	self	I
☐ 13)	Bower	caster	1 hr/lvl	self	U
☐ 14)	Tracks Analysis	100'R	C	self	I
☐ 15)	Aiming III*	caster	—	self	U
☐ 16)	Archer's Eye True*	caster	1 min/lvl	self	U
☐ 17)	Hiding True	caster	10 min/lvl	self	U
☐ 18)	Blessed Shot*	caster	1 min/lvl	self	U
☐ 19)	Nature's Awareness V	500'R	C	self	I
☐ 20)	Aiming True*	caster	—	self	U
☐ 25)	Holy Shot*	caster	1 min/lvl	self	U
☐ 30)	Tracker True	caster	C	self	U
☐ 50)	Hunting Mastery	caster	1 rnd/lvl	self	U



HUNTING MASTERY

1. **Tracker I**—Caster gains a special bonus of +25 bonus for all Tracking maneuvers.
2. **Aiming I**—Adds +15 to the caster's missile attack for the current round.
3. **Nature's Awareness I**—Caster can monitor animate activity in the area of effect (i.e., he will be aware of subtle movements). For the duration of this spell, the caster cannot move.
4. **Cleanse Catch**—Removes any diseases or poisons from one animal that the caster has killed.
5. **Tracker II**—As *Tracker I*, except the bonus is +50.
6. **Iron Wood**—Makes one wooden weapon difficult to break for the duration. That weapon receives a special modification of +75 to any strength checks for the duration.
7. **Archer's Eye**—Caster's next missile attack (within the duration of this spell) has all range penalties halved (round up).
8. **Tracks Lore**—Caster learns origin of tracks and acquires a visual image of the one who left them. Caster will gain a special bonus of +25 when tracking this particular being or animal.
9. **Aiming II**—As *Aiming I*, except the bonus is +25.
10. **Fletcher**—Caster receives special bonus of +25 to his Fletching skill.
11. **The Hunter**—Caster gains a special bonus of +30 to any Hiding or Stalking maneuvers for the duration. Caster's scent is also masked, resulting in all attempts to track the caster by smell receiving a special modification of -50.

12. **Nature's Awareness III**—As *Nature's Awareness I*, except for area of effect.
13. **Bower**—Caster receives special bonus of +25 to his Bowing skill.
14. **Tracks Analysis**—Caster acquires a visual image of all beings or animals who left tracks in the area. This provides a +50 bonus when later tracking any of these beings or animals. If more than one being or animal has left tracks, the caster will see them one image at a time, one image per round (starting with the oldest image).
15. **Aiming III**—As *Aiming I*, except the bonus is +35.
16. **Archer's Eye True**—Caster's next missile attack (within the duration of this spell) has all range penalties quartered (round up).
17. **Hiding True**—As *Hiding*, except the bonus is +50, and caster's scent is completely neutralized resulting in all attempts to track the caster by smell receiving a special modification of -100.
18. **Blessed Shot**—Caster's next missile attack (within the duration of this spell) inflicts a 'C' Holy Weapon critical in addition to any other critical delivered.
19. **Nature's Awareness V**—As *Nature's Awareness I*, except for area of effect.
20. **Aiming True**—As *Aiming I*, except the bonus is +45.
25. **Holy Shot**—Caster's next missile attack (within the duration of this spell) inflicts an 'E' Holy Weapon critical in addition to any other critical delivered.
30. **Tracker True**—As *Tracker I*, except the bonus is +100.
50. **Hunting Mastery**—Caster may use one lower level spell from this list each round.



INSECT MASTERY

1. **Repel Insects**—All insects flee the area. All insects with a level will receive a RR.
2. **Summon Insects I**—Caster summons 1d100 Type I insects from the surrounding area. Caster has limited control over the summoned insects. They will follow simple, one-word commands (e.g., fly, eat, stay, etc.).
4. **Summon Insects II**—As *Summon Insects I*, except it summons Type II insects.
5. **Resist Poison**—For the duration, caster receives an additional RR versus all poisons.
6. **Summon Insects III**—As *Summon Insects I*, except it summons Type III insects.
7. **Repel Insects True**—As *Repel Insects*, except for area of effect.
8. **Wall of Insects**—Creates a wall of writhing insects. The wall cuts all movement through it by 80%. In addition, all attacks through it suffer a -80 penalty. Anyone moving through the wall will suffer a +80 Tiny Stinger attack.
9. **Insect Growth I**—Caster causes one insect to grow to a Small size. The insect will be capable of attacking on an attack table appropriate to its type (e.g., pincer, stinger, bite).
10. **Summon Insects IV**—As *Summon Insects I*, except it summons Type IV insects.
11. **Insect Control I**—Caster either has total control over all normal insects in the area, or one Small-size insect within the radius.
12. **Insect Form**—Caster takes on one aspect of an insect (eyes, stinger, etc.). If used in combat, the caster may make Medium attacks (of some appropriate type).
13. **Insect Growth II**—As *Insect Growth I*, except that size is Medium.
14. **Minor Insect Plague**—One group (d100 times ten) of up to Type II insects is summoned and sent on some quest which it will relentlessly pursue until finished. The target of the quest must be visible to the caster when this spell is cast. There must be enough available insects in the surrounding area when this spell is cast, or it has no effect.
15. **Wall of Insects True**—As *Wall of Insects*, except for area of effect, and attack is a +100 Medium Stinger attack.
16. **Insect Control II**—As *Insect Control I*, except for area of effect, and it can control up to one Medium-sized insect or two Small sized insects.
18. **Insect Form True**—Caster takes on the entire form of an insect. Size may vary up to 10% per level of the caster. If used in combat, the caster may make Large attacks (of some appropriate type).
19. **Major Insect Plague**—As *Minor Insect Plague*, except up to Type IV insects may be summoned.
20. **Insect Growth III**—As *Insect Growth I*, except that size is Large.
25. **Insect Control III**—As *Insect Control I*, except for area of effect, and it can control up to one Large-sized insect or a combination of up to two Medium-sized or four Small-sized insects.
30. **Black Swarm**—Caster summons 10,000-100,000 insects of all types to perform special missions for the caster (e.g., block out the sun, destroy crops, defend against an invading army). GM's discretion.
50. **Insect Growth True**—As *Insect Growth I*, except that size is Huge.

SPECIAL NOTES

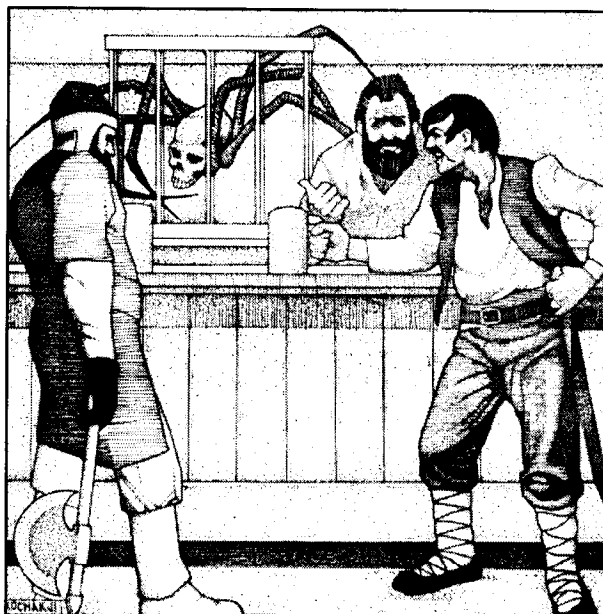
- 1) Type I insects are non-offensive (e.g., crickets, gnats, moths). Type II insects are non-flying, but offensive (e.g., ants, termites). Type III insects are flying and offensive (e.g., horseflies, locusts, mosquitoes). Type IV insects are poisonous insects (e.g., bees, hornets, wasps).

PRIEST BASE LIST 17.4.21

INSECT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Repel Insects	10'R	1 hr/lvl	self	U
2)	Summon Insects I	varies	1 min/lvl	100'	U
3)					
4)	Summon Insects II	varies	1 min/lvl	100'	U
5)	Resist Poison	caster	1 min/lvl	self	U
6)	Summon Insects III	varies	1 min/lvl	100'	U
7)	Repel Insects True	100'R	1 hr/lvl	self	U
8)	Wall of Insects	10'x10'x3'	1 min/lvl	50'	U
9)	Insect Growth I	1 insect	1 hr/lvl	10'	F
10)	Summon Insects IV	varies	1 min/lvl	100'	U
11)	Insect Control I*	100'R	1 min/lvl	self	F
12)	Insect Form	caster	1 rnd/lvl	self	U
13)	Insect Growth II	1 insect	1 hr/lvl	10'	F
14)	Minor Insect Plague	varies	varies	varies	F
15)	Wall of Insects True	20'x20'x6'	1 min/lvl	50'	U
16)	Insect Control II*	300'R	1 min/lvl	self	F
17)					
18)	Insect Form True	caster	1 rnd/lvl	self	U
19)	Major Insect Plague	varies	varies	varies	F
20)	Insect Growth III	1 insect	1 hr/lvl	10'	F
25)	Insect Control III*	300'R	1 min/lvl	self	F
30)	Black Swarm	varies	varies	varies	F
50)	Insect Growth True	1 insect	1 hr/lvl	10'	F

- 2) See *Creatures & Monsters* pages 20-22 for a complete description of specific insects and their characteristics.
- 3) Caster must use the *Plague* spells and the *Black Swarm* spell on this list carefully, or risk damaging the region's ecosystem.
- 4) The offensive bonuses for the spells on this list are developed in the Special Attacks category as Everyman skills. Each attack form would have its own skill (i.e., one for a Bite attack, one for a Stinger attack, etc.).



CHANNELING
COMPANION

LAND FORMS

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Ant Form	caster	10min/lvl(C)	self	U
☐ 2)	Spider Form	caster	10min/lvl(C)	self	U
☐ 3)	Rodent Form	caster	10min/lvl(C)	self	U
☐ 4)	Frog Form	caster	10min/lvl(C)	self	U
☐ 5)	Chameleon Form	caster	10min/lvl(C)	self	U
☐ 6)	Lizard Form	caster	10min/lvl(C)	self	U
☐ 7)	Sparrow Form	caster	10min/lvl(C)	self	U
☐ 8)	Raccoon Form	caster	1min/lvl(C)	self	U
☐ 9)	Deer Form	caster	1min/lvl(C)	self	U
☐ 10)	Boa Form	caster	1min/lvl(C)	self	U
☐ 11)	Falcon Form	caster	1min/lvl(C)	self	U
☐ 12)	Wolf Form	caster	1min/lvl(C)	self	U
☐ 13)	Tiger Form	caster	1min/lvl(C)	self	U
☐ 14)	Crocodile Form	caster	1min/lvl(C)	self	U
☐ 15)	Bear Form	caster	1min/lvl(C)	self	U
☐ 16)	Centaur Form #	caster	1min/lvl(C)	self	U
☐ 17)	Faerie Dragon Form #	caster	1min/lvl(C)	self	U
☐ 18)	Elephant Form	caster	1min/lvl(C)	self	U
☐ 19)	Forest Troll Form #	caster	1min/lvl(C)	self	U
☐ 20)	White Unicorn Form @	caster	1min/lvl(C)	self	U
☐ 25)	Griffin Form	caster	1min/lvl(C)	self	U
☐ 30)	Forest Giant Form #	caster	1min/lvl(C)	self	U
☐ 50)	Forest Dragon Form #	caster	1min/lvl(C)	self	U

LAND FORMS

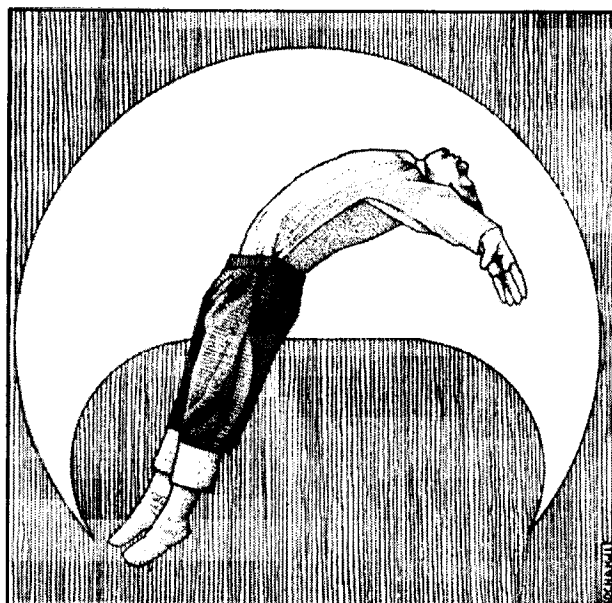
- 1. Ant Form**—Allows caster to take the physical form of an ant. Caster has and can perform all of the abilities of an ant. The transformation takes ten complete rounds of concentration to occur. For exact details and statistics see *Creatures & Monsters*.
- 2. Spider Form**—As *Ant Form*, except caster takes the form of a normal-sized spider and the transformation takes nine complete rounds to occur.
- 3. Rodent Form**—As *Ant Form*, except caster takes the form of a rat, mouse, squirrel, chipmunk, etc., and the transformation takes eight complete rounds to occur.
- 4. Frog Form**—As *Ant Form*, except caster takes the form of a frog and the transformation takes seven complete rounds to occur.
- 5. Chameleon Form**—As *Ant Form*, except caster takes the form of a chameleon and the transformation takes six complete rounds to occur.
- 6. Lizard Form**—As *Ant Form*, except caster takes the form of a small lizard and the transformation takes five complete rounds to occur.
- 7. Sparrow Form**—As *Ant Form*, except caster takes the form of a Small Bird and the transformation takes four complete rounds to occur.
- 8. Raccoon Form**—As *Ant Form*, except the caster takes the physical form of a Raccoon and the transformation takes three complete rounds to occur.
- 9. Deer Form**—As *Ant Form*, except caster takes the form of a Deer and the transformation takes two complete rounds to occur.

- 10. Boa Form**—As *Ant Form*, except caster takes the form of a Boa (Snake) and the transformation takes one complete round to occur.
- 11. Falcon Form**—As *Boa Form*, except the caster takes the form of a Falcon.
- 12. Wolf Form**—As *Boa Form*, except caster takes the form of a Wolf.
- 13. Tiger Form**—As *Boa Form*, except caster takes the form of a Tiger.
- 14. Crocodile Form**—As *Boa Form*, except caster takes the form of an Alligator or Crocodile.
- 15. Bear Form**—As *Boa Form*, except caster takes the form of a Small Bear. Upon reaching 15th level the caster may use the Large Bear.
- 16. Centaur Form**—As *Boa Form*, except the caster takes the physical form of a Centaur.
- 17. Faerie Dragon Form**—As *Boa Form*, except caster takes the form of a Faerie Dragon.
- 18. Elephant Form**—As *Boa Form*, except caster takes the form of an Elephant.
- 19. Forest Troll Form**—As *Boa Form*, except caster takes the form of a Forest Troll.
- 20. White Unicorn Form**—As *Boa Form*, except caster takes the form of a White Unicorn. Note: Upon reaching 20th level the caster gains the Unicorn's spell casting capabilities.
- 25. Griffin Form**—As *Boa Form*, except the caster takes the physical form of a Griffin.
- 30. Forest Giant Form**—As *Boa Form*, except caster takes the form of a Forest Giant. Note: Upon reaching 20th level the caster gains the ability to utilize Ice Law as a normal Forest Giant.
- 50. Forest Dragon Form**—As *Boa Form*, except caster takes the form of a Young Gas Drake. Note: Upon reaching 25th level the Druid gains the stats of a Mature Gas Drake and upon reaching 50th level the Druid gains the stats of an Old Gas Drake.

SPECIAL NOTES

- If a spell is marked with a "@", the caster may use any spells he knows while in this form.
- If a spell is marked with a "#", the caster may use any skills he knows and can perform while in this form.





NATURE DOMINATION

1. **Animal Sleep I**—Puts any animal to sleep. Will not affect enchanted creatures or creatures with greater than animal intelligence.
2. **Blight I**—Creates a 10-foot radius area where no form of plant life will grow until the area is healed. Plant life currently in the area will die.
3. **Loosen Earth**—Loosens 100' cubic feet of earth to the consistency of plowed ground.
4. **Animal Mastery I**—Allows the caster to control the actions of any 1 animal.
5. **Cracks Call**—Any previous cracks or flaws in any natural material up to a 10 feet x 10 feet x 10 feet section will extend to their limit.
6. **Blight II**—As *Blight I*, except for the area of effect.
7. **Animal Sleep III**—As *Animal Sleep I*, except it can put up to 3 animals to sleep.
8. **Stone/Earth**—Changes 100 feet of stone to packed earth. This change is gradual (taking three rounds for complete change).
9. **Spike Stones I**—Creates an area of very sharp spiked stones from rock occurring in the affected radius. The spikes take one round to form, so anyone in the radius when it is cast may make a moving maneuver to avoid taking a critical. Any creature caught in the area when the spikes form suffers a 'B' Puncture critical. In addition, anyone moving through the area must make a moving maneuver or suffer an 'A' Puncture critical. (GM determines all maneuver difficulties based on the situation.)
10. **Stonewall**—Creates a wall of rough-cut stones up to 10 foot x 10 foot x 1 foot. It can be chipped through. The wall must rest on a solid surface.
11. **Corridor**—Creates a 3 foot by 6 foot corridor that is 1 foot per level long. It can cut through any non-metal, inorganic material. The corridor is created at a rate of 1 foot (length) per round as long as the caster concentrates.
12. **Earth/Stone**—As *Stone/Earth*, except it changes packed earth to solid stone and loose earth to gravel.
13. **Animal Mastery III**—As *Animal Mastery I*, except the caster can control 3 animals.
14. **Blight III**—As *Blight I*, except for the area of effect.

PRIEST BASE LIST 17.4.23

NATURE DOMINATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Animal Sleep I	1 animal	1 min/lvl	100'	F
2	Blight I	10'R	P	100'	F
3	Loosen Earth	100cu'	P	100'	F
4	Animal Mastery I	1 animal	C	100'	Fm
5	Cracks Call	10'x10'x10'	—	100'	F
6	Blight II	50'R	P	100'	F
7	Animal Sleep III	1 animal	1 min/lvl	100'	F
8	Stone/Earth	100cu'	P	100'	F
9	Spike Stones I	10'R	10 min/lvl	100'	F
10	Stonewall	10'x10'x1'	1 min/lvl	50'	F
11	Corridor	3'x6'x1'/lvl	P	100'	F
12	Earth/Stone	100cu'	P	100'	F
13	Animal Mastery III	1 animal	C	100'	Fm
14	Blight III	100'R	P	100'	F
15	Spike Stones II	20'R	10 min/lvl	100'	F
16	Unearth	100cu'	P	100'	F
17	Stone Mold	1cu'	C	touch	F
18	Stone/Mud	100cu'	P	100'	F
19	Unstone	100 cu'	P	100'	F
20	Crevasse	varies	P	100'	F
25	Blight True	500' R	P	100'	F
30	Great Crack	varies	P	300'	F
50	Quake	varies	varies	touch	F

15. **Spike Stones II**—As *Spike Stones I*, except for the area of effect, and the criticals inflicted are 'C' and 'B,' respectively.
16. **Unearth**—Disintegrates (i.e., nothing is left) 100 cubic feet of earth.
17. **Stone Mold**—For as long as he concentrates, caster may mold 1 cubic foot of stone with his hands as if it were putty; then the stone will harden.
18. **Stone/Mud**—As *Stone/Mud*, except changes stone to mud.
19. **Unstone**—As *Unearth*, except it affects stone.
20. **Crevasse**—Causes a large crack to open in the ground. The size of the crack will be up to 10 feet wide, up to 100 feet deep, and up to 200 feet long. The crack takes two rounds to open. The caster can concentrate for three rounds to close the crevice.
25. **Blight True**—As *Blight I*, except for the area of effect.
30. **Great Crack**—Causes a large crevice to open in the ground (up to 10 foot per level deep, 1 foot per level wide, and 20 foot per level long). The crevice takes two rounds to open. The caster can concentrate for three rounds to close the crevice.
50. **Quake**—Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to 1 rnd/lvl. The severity of the quake on the Richter scale is determined by a d100 roll: (10-20) = 5.5, (21-45) = 6.0, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.



CHANNEL
COMPANION

PRIEST BASE LIST 17.4.24 PROSELYTIZING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Conversion I	caster	10 min/lvl	self	U
2)	Voice of Friendship*	1 target	C	50'	Fm
3)	Sounding II	caster	1 min/lvl	self	U
4)	Voice of Reason*	1 target	C	50'	Fm
5)	Learn Language II	caster	C	self	U
6)	Conversion II	caster	10 min/lvl	self	U
7)	Sounding IV	caster	1 min/lvl	self	U
8)	Words of Friendship*	varies	C	100'	Fm
9)	Holy Intuition	caster	1 hr/lvl	self	U
10)	Learn Language III	caster	C	self	U
11)	Conversion III	caster	10 min/lvl	self	U
12)	Words of Reason*	varies	C	100'	Fm
13)	Purse and Script	caster	1 day	self	U
14)					
15)	Sounding True	caster	1 min/lvl	self	U
16)	Learn Language IV	caster	C	self	U
17)					
18)	Voice of Conviction	1 target	C	10'	Fm
19)					
20)	Conversion True	caster	10 min/lvl	self	U
25)	Tongues	caster	1 min/lvl	self	U
30)	Words of Conviction	varies	C	100'	Fm
50)	Sign	varies	varies	varies	E

PROSELYTIZING

- Conversion I**—Caster receives a special bonus of +10 to preaching his religion to groups of people. This can normally be resolved as a special bonus of +10 to the Public Speaking skill.
- Voice of Friendship**—For as long as they speak together, the target of this spell will believe that the caster is a good friend and is acting in the target's best interest.
- Sounding II**—Caster's voice is amplified two times. This is useful for talking to large crowds.



CHANNELING
COMPANION

- Voice of Reason**—For as long as the caster speaks, the target will believe that the reasoning and ideas that the caster expresses are correct and valid.
- Learn Language II**—Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DP's spent), results in two ranks being learned. It is assumed that this spell is cast and in effect while the language is being learned.
- Conversion II**—As *Conversion I*, except the bonus is +20.
- Sounding IV**—As *Sounding II*, except amplification is four times.
- Words of Friendship**—As *Voice of Friendship*, except it will affect all who can hear the caster.
- Holy Intuition**—The caster is subtly directed (hints and clues) towards a specific person or group of people that the caster's deity believes should hear the caster's message. The exact form of the guidance will vary from deity to deity (e.g., a deity of the wind would have the wind constantly blow the same way, etc.). For the duration of the spell, the caster must concentrate to be led in the correct direction.
- Learn Language III**—As *Learn Language II*, except rate is tripled (three ranks are gained for every one).
- Conversion III**—As *Conversion I*, except the bonus is +30.
- Words of Reason**—As *Voice of Reason*, except it will affect all who can hear the caster.
- Purse and Script**—Caster's basic needs are met by his deity in various ways (i.e., people bring the caster food, and offer him shelter for the evening, etc.).
- Sounding IV**—As *Sounding II*, except amplification is ten times.
- Learn Language IV**—As *Learn Language II*, except rate is quadrupled (four ranks are gained for every one).
- Voice of Conviction**—[RR Mod: -50] After casting this spell, the caster must tell the truth (as he knows it). All targets who fail their RR will believe the caster is speaking the absolute truth.
- Conversion True**—As *Conversion I*, except the bonus is +40.
- Tongues**—Caster is able to speak any language (even one that he has never heard before) as if he was a native speaker.
- Words of Conviction**—As *Voice of Conviction*, except it will affect all who can hear the caster.
- Sign**—If the caster's deity agrees, a divine sign or miracle will be shown to an appropriate group of people.

SPECIAL NOTES

- Voice* and *Words* spells will only work on non-enemies (i.e., those that are not actively hostile to the caster).
- Voice* and *Words* spells increase favorable reactions. This effect lasts 1 hour per level of the caster after the caster stops speaking. After this duration, the target's natural tendencies and reactions take over. Note that some targets may continue to believe the caster even after the spell has lapsed.
- Any target who resists a *Voice* or *Words* spell by more than 50 will realize that the caster was using a magical influence.



SERPENT LAW

1. **Snake Eyes**—Caster's eyes appear as those of a snake. Those who view the caster see his eyes as slits. This has no value other than as an illusion and can be detected as such.
2. **Charm Snake I**—Caster charms one snake. That snake will not attack him, and will follow his non-violent suggestions.
3. **Summon Viper**—Caster magically summons a viper that will arrive in two rounds. It will act as the caster directs it.
4. **Snake Bite I**—Caster's mouth fills with razor-like teeth that can be used to make Small Bite attacks.
5. **Snake Gaze**—Caster's eyes become hypnotic to one target. Target must make a RR or be stunned for the duration.
6. **Summon Cobra**—As *Summon Viper*, except it summons a cobra.
7. **Charm Snake II**—As *Charm Snake I*, except it can effect up to two snakes.
8. **Snake Bite II**—As *Snake Bite I*, except caster can make Medium Bite attacks.
9. **Summon Python**—As *Summon Viper*, except it summons a python.
10. **Multi-Summoning II**—Caster's next summoning spell from this list (cast within the duration) will summon two snakes.
11. **Master Snake I**—Caster gains total control over the actions of one snake.
12. **Poison Bite I**—The caster's bite this round will inject a mild poison into the target with any critical that is delivered. Type of poison should be determined by the Gamemaster.
13. **Summon Snake True**—Caster summons a special type of snake that is common to the terrain he is in. In the forest, this could be a Horned Snake; in the snow, a Giant Furred Snake; etc.
14. **Snake Bite True**—As *Snake Bite I*, except caster can make Large Bite attacks.
15. **Master Snake II**—As *Master Snake I*, except it can affect up to two snakes.

PRIEST BASE LIST 17.4.25

SERPENT LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Snake Eyes	caster	1 min/lvl	self	E
2	Charm Snake I	1 snake	1 min/lvl	100'	F
3	Summon Viper	1 snake	varies	10'	E
4	Snake Bite I	caster	1 rnd/lvl	self	U
5	Snake Gaze	1 target	1 rnd/10 fail	100'	Fm
6	Summon Cobra	1 snake	varies	10'	E
7	Charm Snake II	2 snakes	1 min/lvl	100'	F
8	Snake Bite II	caster	1 rnd/lvl	self	F
9	Summon Python	1 snake	varies	10'	E
10	Multi-Summoning II	caster	1 min/lvl	self	U
11	Master Snake I	1 snake	1 rnd/lvl	100'	F
12	Poison Bite I*	caster	—	self	F
13	Summon Snake True	1 snake	varies	10'	E
14	Snake Bite True	caster	1 rnd/lvl	self	F
15	Master Snake II	2 snakes	1 rnd/lvl	100'	F
16	Poison Bite II*	caster	—	self	F
17	Summon Giant Snake	1 snake	varies	10'	E
18	Multi-Summoning III	caster	1 min/lvl	self	U
19	Master Snake III	3 snakes	1 rnd/lvl	100'	F
20	Poison Bite III*	caster	—	self	F
25	Multi-Summoning True	caster	1 min/lvl	self	U
30	Poison Bite True*	caster	—	self	F
50	Serpent Gate	1 being	varies	10'	U

16. **Poison Bite II**—As *Poison Bite I*, except it injects a moderate poison.
17. **Summon Giant Snake**—Caster summons a giant snake. The details are left to the GM.
18. **Multi-Summoning III**—As *Multi-Summoning II*, except three snakes will be summoned.
19. **Master Snake III**—As *Master Snake I*, except it can affect up to three snakes.
20. **Poison Bite III**—As *Poison Bite I*, except it injects a severe poison.
25. **Multi-Summoning True**—As *Multi-Summoning II*, except five snakes will be summoned.
30. **Poison Bite True**—As *Poison Bite I*, except it injects an extreme poison.
50. **Serpent Gate**—Caster opens up a magical gate to a mythical or legendary snake creature or perhaps a powerful snake lord. Details are left up to the GM.

SPECIAL NOTES

- 1) The offensive bonuses for the *Snake Bite* and *Poison Bite* spells on this list are developed in the Special Attacks category as an Everyman skill.
- 2) See *Creatures & Monsters* for a complete description of the snakes summoned by this list.



CHANNELING
COMPANION

SPIRIT DOMINATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Taint Spirit	1 spirit	—	100'	Fm
2)					
3)	Spirit Burn	1 spirit	—	100'	Fm
4)	Control Spirit I	1 spirit	C	100'	Fm
5)	Spirit Trap I	1 spirit	varies	10'	Fm
6)	Spirit Mastery I	1 spirit	10 min/lvl	100'	Fm
7)					
8)	Spirit Thrall	1 spirit	1 hr/lvl	100'	Fm
9)	Spirit Link	1 spirit	1 hr/lvl	10'	Fm
10)	Bedevelopment	1 spirit	1 day/lvl	100'	Fm
11)	Control Spirit V	1 spirit	C	100'	Fm
12)	Taint Spirit True	1 spirit	—	100'	Fm
13)	Spirit Mastery V	1 spirit	10 min/lvl	100'	Fm
14)	Spirit Trap V	1 spirit	varies	10'	Fm
15)	Spirit Thrall True	1 spirit	P	100'	Fm
16)	Control Spirit X	1 spirit	C	100'	Fm
17)	Spirit Link True	1 spirit	P	10'	Fm
18)	Spirit Mastery X	1 spirit	10 min/lvl	100'	Fm
19)	Spirit Trap X	1 spirit	varies	10'	Fm
20)	Bedevelopment True	1 spirit	P	100'	Fm
25)	Control Spirit True	1 spirit	C	100'	Fm
30)	Spirit Mastery True	1 spirit	10 min/lvl	100'	Fm
50)	Spirit Trap True	1 spirit	varies	10'	Fm



affect the spirit, and are fully sustained by the caster. The caster is limited to having only one spirit under the Spirit Link spell at any given time. If this spell is cast on a second spirit, any other spirit under this spell is released from the link.

10. **Bedevelopment**—This spell forces a spirit to haunt or attack a given person or place. The spirit cannot travel more than 100 feet from the object of the haunting for the duration of the spell.

11. **Control Spirit V**—As *Control Spirit I*, except the caster may control up to a fifth level spirit.

12. **Taint Spirit True**—As *Taint Spirit*, except the spirit will receive a number of levels of taint equal to the caster's level divided by three (rounded up).

13. **Spirit Mastery V**—As *Spirit Mastery I*, except the caster may master up to a fifth level spirit.

14. **Spirit Trap V**—As *Spirit Trap I*, except that up to fifth level spirit may be trapped for one use, or a first level spirit may be trapped for two uses (i.e., the spirit is not released after the first use).

15. **Spirit Thrall True**—As *Spirit Thrall*, except the duration is permanent.

16. **Control Spirit X**—As *Control Spirit V*, except that the caster may control up to a 10th level spirit.

17. **Spirit Link True**—As *Spirit Link*, except the duration is permanent.

18. **Spirit Mastery X**—As *Spirit Mastery V*, except the caster may master up to a 10th level spirit.

19. **Spirit Trap X**—As *Spirit Trap V*, except that a first level spirit may be trapped for up to three uses, or up to a fifth level spirit may be trapped for two uses, or a tenth level spirit may be trapped for one use.

20. **Bedevelopment True**—As *Bedevelopment*, except the duration is permanent. For this spell, that means until the death or destruction of the focus of the haunting, or until the banishment of the spirit.

25. **Control Spirit True**—As *Control Spirit X*, except that any level of spirit may be controlled.

30. **Spirit Mastery True**—As *Spirit Mastery X*, except any level of spirit may be mastered.

50. **Spirit Trap True**—As *Spirit Trap X*, except that a first level spirit may be trapped for four uses, or up to a fifth level spirit may be trapped for three uses, or up to a tenth level spirit may be trapped for two uses, or a spirit of any higher level may be trapped for one use. If this spell is cast a second time upon the trapped spirit, it turns it into a daily item with a number of uses each day equal to the original number of uses. The trapped spirit gets an additional +25 to his RR for the second casting of this spell.

SPIRIT DOMINATION

1. **Taint Spirit**—Target spirit must make a RR or receive one level of taint.

3. **Spirit Burn**—Target spirit must make a RR or take 50% of its remaining hits in damage.

4. **Control Spirit I**—Caster can totally control one first level spirit for as long as he concentrates. This spell can keep a spirit for longer than the appropriate Summon spell, but the caster needs to concentrate the entire time. When the caster ceases concentration, or if the spirit moves more than 100 feet from the caster, the spirit is free to attack the caster and/or return to the spirit world (most spirits opt to return to the spirit world to get away from the caster).

5. **Spirit Trap I**—Caster forces a first level spirit to be bound into an object. This object is then treated as a magical item with abilities determined by the type of spirit. The spirit remains trapped until somebody uses the item's new ability once. The spirit is then free to leave and return to the spirit world.

6. **Spirit Mastery I**—As *Control Spirit I*, except the caster need not concentrate, and this spell has a set duration. When not doing as commanded by the caster, the spirit will wait idly by for the next command.

8. **Spirit Thrall** [RR Mod: +25]—This spell causes a spirit become enslaved to the caster for the duration of the spell. This enslavement is not limited by range or any other factors. A caster may only have one thrall for every five full levels the caster has attained. An enslaved spirit may not attack the caster and must obey all commands within its abilities.

9. **Spirit Link**—This spell may only be cast upon a spirit that has been made into a Spirit Thrall for the caster. Once cast, the thrall is linked to the caster through a psychic bond. This bond has two effects. First, the caster may, through concentration, view the world using the senses of the spirit thrall. Second, any damage acquired by the caster is distributed evenly between the caster and the spirit. The only exceptions are criticals which do not



SPIRIT LAW

1. **Detect Spirit**—Allows the caster to detect any spirit within the area of effect of the spell. The caster may concentrate on a different area each round. Caster may stop concentrating, then resume at a later time, as long as the spell is still active.
2. **Identify Spirit**—Informs the caster of the type of a given spirit as well as its general power level.
3. **Totem Familiar**—This spell must be cast every day for one week. At the end of that week, the caster's totem will come to the caster to help and guide him. This totem will have the physical form, natural enemies and allies of a normal animal of this species. The exact species of the totem should be either chosen by the GM to match the personality of the caster (or the caster's faith), or be rolled randomly on the chart in Section 12.5. The totem will always be a young animal that gains experience as the caster does. If the caster's totem is ever killed, he will be at -100 to all maneuver the first week, -90 the second week, and so on until the penalty is gone. After ten weeks, the caster may cast this spell again, any new totem will always be the same species as the first totem the caster ever gained. Any bonuses or abilities gained from the totem are lost when the totem is lost (until a new one can be summoned). See Section 12.5 for more details about Totem Familiars.
4. **Summon Spirit I**—Allows the caster to summon a first-level spirit of a type chosen by the caster prior to the casting of this spell. The caster is not granted the ability to converse with the spirit through this spell. The spirit will appear before the caster as a wavering form.
5. **Spirit Tongue**—Gives the caster the ability to speak with and understand spirits.
6. **Spirit Guide**—The caster binds the spirit of one dead person to his own spirit, for the purpose of taking that spirit to the spirit world. This spell functions in part so that the caster may bring such a spirit across to the spirit world, and thus to the proper nexus for the spirit to travel to its afterlife domain.
7. **Spirit Binding I**—Allows the caster to bind a spirit into an item. This imbues the item with the power of the spirit. The spirit remains bound until the item is used. When used, all within a 100 foot radius must make an RR versus the level of the spirit or they will suffer the effects of the spirit's power. Once the item has been activated, the spirit is free to return to the spirit world.
8. **Spirit of Calm**—Caster imbues himself with a spirit of calm. All within the area of effect are overcome with a feeling of calmness.
9. **Spirit of Harmony**—Caster imbues himself with a spirit of harmony. All within the area of effect are overcome with a feeling of unity and a desire to work together.
10. **Banish Spirit**—The target of this spell is banished back to the spirit world. This spell may also be used against Undead that contain spirits. Animated Undead are unaffected by this spell.
11. **Summon Spirit V**—As *Summon Spirit I*, except that the caster may summon up to a fifth level spirit.
12. **Spirit Binding V**—As *Spirit Binding I*, except that the caster may bind up to a fifth level spirit into an item, or he may bind a first level spirit into an item for two uses of its abilities (i.e., the spirit is not released after the first use).
13. **Spirit of Discord**—The caster imbues himself with a spirit of discord. All within the area of effect will feel a great dissatisfaction and refuse to agree with anyone about anything.
14. **Spirit of Friends**—The caster imbues himself with a spirit of friendship. All within the area of effect are overcome by a tremendous feeling of camaraderie and goodwill.
15. **Spirit Guide True** [RR Mod: -20]—As *Spirit Guide*, except that the spirit suffers a penalty to its RR, and the caster will know exactly where on the spirit world, the proper nexus is located.
16. **Summon Spirit X**—As *Summon Spirit V*, except the caster may summon up to a tenth level spirit.
17. **Spirit Binding X**—As per *Spirit Binding V*, except that the caster may bind up to a tenth level spirit for a single use of its abilities, or he may bind up to a fifth level spirit for two uses of its abilities, or he may bind a first level spirit for three uses of its abilities.

PRIEST BASE LIST 17.4.27

SPIRIT LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Spirit	10' R	1 min/lvl(C)	100'	P
2)	Identify Spirit	1 spirit	—	10'	P
3)	Totem Familiar	1 spirit	P	10'	F
4)	Summon Spirit I	1 spirit	1 min/lvl	10'	Fm
5)	Spirit Tongue	self	1 min/lvl	self	I
6)	Spirit Guide	1 spirit	10 min/lvl	10'	Fm
7)	Spirit Binding I	1 spirit	varies	10'	U
8)	Spirit of Calm	100' R	10 min/lvl	self	Fm
9)	Spirit of Harmony	100' R	10 min/lvl	self	Fm
10)	Banish Spirit	1 spirit	P	100'	Fm
11)	Summon Spirit V	1 spirit	1 min/lvl	10'	Fm
12)	Spirit Binding V	1 spirit	varies	10'	U
13)	Spirit of Discord	100' R	10 min/lvl	self	Fm
14)	Spirit of Friends	100' R	10 min/lvl	self	Fm
15)	Spirit Guide True	1 spirit	10 min/lvl	10'	F
16)	Summon Spirit X	1 spirit	1 min/lvl	10'	Fm
17)	Spirit Binding X	1 spirit	varies	10'	U
18)	Spirit of Anger	100' R	10 min/lvl	self	Fm
19)	Spirit of Fear	100' R	10 min/lvl	self	Fm
20)	Banish Spirit True	1 spirit	P	10'/lv	Fm
25)	Summon Spirit True	1 spirit	1 min/lvl	10'	Fm
30)	Spirit Binding True	1 spirit	P	10'	U
50)	Spirit of Awe	100' R	10 min/lvl	self	Fm

18. **Spirit of Anger**—The caster imbues himself with a spirit of anger. All within the area of effect are overcome with anger and go berserk.

19. **Spirit of Fear**—The caster imbues himself with a spirit of fear. All within the area of effect are overcome with fear, and either seek to flee or become incapacitated if they cannot flee.

20. **Banish Spirit True** [RR Mod: -20]—As *Banish Spirit*, except that the spirit suffers a penalty to his RR.

25. **Summon Spirit True**—As *Summon Spirit X*, except that the caster may summon up to a 20th level spirit.

30. **Spirit Binding True**—As *Spirit Binding X*, except that the caster can bind a spirit of up to twentieth level into an item for a single use, or he may bind a spirit of up to fifteenth level into an item for two uses, or he may bind a spirit of up to tenth level into an item for three uses, or he may bind a spirit of up to fifth level into an item for four uses, or he may bind a first level spirit into an item for five uses. A second casting of this spell upon a bound spirit will bind the spirit permanently into an item until the item is destroyed, the spirit is released by the caster, or a condition set up prior to the casting of this spell (the second time) is fulfilled. If made into a permanent item, the item-bound spirit powers a daily item with a number of uses equal to the number of uses gained when this spell was cast the first time. This spell could also be used to make any one lower level Spirit Binding spell permanent.

50. **Spirit of Awe**—The caster imbues himself with a spirit of awe. All within the area of effect are overcome with feelings of awe and worship towards the caster.

SPECIAL NOTES

- 1) The caster must also make a RR versus the "Spirit of 'xxx'" spells or be affected.
- 2) Summoned spirits usually expect to be purified upon summoning. Further purifications are often expected as part of the bargaining process.
- 3) The *Spirit Binding* spells are utility spells and thus, the spirit must agree to being bound, a real test for the caster's persuasive skills.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.28 SPIRITUAL VISION

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Meditation Trance	caster	1 round	self	U
☐ 2)	Nightvision	caster	10 min/lvl	self	U
☐ 3)	Faith Guard	caster	10 min/lvl	self	U
☐ 4)	Detect Evil	5'R	1min/lvl	100'	P
☐ 5)	Intuitions I	caster	—	self	I
☐ 6)	Dream I	caster	sleep	self	I
☐ 7)	Sense Disharmony	1'R/lvl	—	100'	U
☐ 8)	Darkvision	caster	10 min/lvl	self	U
☐ 9)	Detect Invisible	5'R	1 min/lvl(C)	100'	U
☐ 10)	Intuitions II	caster	—	self	I
☐ 11)	Spirit Walk	self	10 min/lvl	self	U
☐ 12)	Awake*	caster	—	self	Us
☐ 13)	Dream III	caster	sleep	self	U
☐ 14)	Sense Disharmony Tr.	1'R/lvl	1 rnd/lvl	10'/lvl	U
☐ 15)	See Invisible	caster	10 min/lvl	self	U
☐ 16)	Intuitions V	caster	—	self	I
☐ 17)	Spirit Walk II	self	10 min/lvl	self	U
☐ 18)	Illusionsight	caster	1 min/lvl	self	U
☐ 19)	Meditative Sleep	caster	varies	self	U
☐ 20)	Spiritual Vision	caster	10 min/lvl	self	U
☐ 25)	Spirit Walk III	self	10 min/lvl	self	U
☐ 30)	True Lore	1 target	—	100'	P
☐ 50)	Holy Visions True	caster	1 rnd/lvl	varies	U

SPIRITUAL VISION

- 1. Meditation Trance**—Caster gains a special bonus of +25 to one Meditation Static Maneuver performed next round.
- 2. Nightvision**—Caster can see 100' on a normal night as if it were daylight.
- 3. Faith Guard**—For the duration of the spell the caster receives a special bonus of +30 to RRs versus outside corruption influences.
- 4. Detect Evil**—Detects "evil" in an animate or inanimate target; caster can concentrate on a 5'R area each round.
- 5. Intuitions I**—Caster gains a vision of what will probably happen within the next minute if he takes a specified action.
- 6. Dreams I**—Caster has a dream relating to a topic decided upon just before returning. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
- 7. Sense Disharmony**—Caster can sense if there is a disharmony in the "natural order" of the world within the area of effect. The caster gets an impression of something wrong, but not the reason why. For example, the caster could sense that magical effects were altering nature, or that some curse lay upon the area, etc.
- 8. Darkvision**—As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
- 9. Detect Invisible**—Detects any invisible object in the area of effect. Caster can concentrate on a different 5'R each round.
- 10. Intuitions II**—As *Intuitions I*, except caster may gaze 2 minutes into the future.

11. Spirit Walk—Caster's spirit leaves his body to wander the physical world, and can travel at normal walking speed for the duration of this spell. While in spirit form, the caster is invisible, and cannot affect the physical world in any way. The caster's spirit cannot do anything that his normal physical body cannot do (e.g., fly, walk through walls, etc.). If the caster's spirit has not returned to the caster's body before the end of the spell, the caster must make a RR versus his own level or his spirit cannot rejoin with his body (i.e., he dies). This RR must be made every minute past the end of the spell, in which the caster is not back in his body.

12. Awake—Awakens caster from any unnatural sleep (e.g., sleep spell, sleeping drug, etc.). Caster takes one round to awaken.

13. Dreams III—As *Dream I*, except limit is 3 dreams per night on different topics.

14. Sense Disharmony True—As *Sense Disharmony*, except for the duration and range. Caster can concentrate on a different area each round.

15. See Invisible—Caster can see all invisible things anywhere that he can normally see. In addition, he suffers no penalties against invisible targets (as they are not invisible to him).

16. Intuitions V—As *Intuitions I*, except caster gets to gaze 5 minutes into the future.

17. Spirit Walk II—As *Spirit Walk I*, except that caster may move at twice his normal walking pace, and he may float/fly at a rate of 10' per round.

18. Illusionsight—Caster can see through any visual illusions. This does not affect any of the other senses.

19. Meditative Sleep—During normal sleep, the caster may make Awareness maneuvers (that are not based solely on sight), at no penalty.

20. Spiritual Vision—As all lower level *Vision* spells functioning at the same time.

25. Spirit Walk III—As *Spirit Walk II*, except that the caster may move at up to four times his normal walking pace, and he may pass through non-magical substances (e.g., walls) at a rate of 10' per round.

30. True Lore—Caster can ascertain exact nature, origin, purpose, and history of any 1 "holy item;" it allows caster to visualize all who have possessed the item.

50. Spiritual Vision True—Caster can use any one of the lower level spells (on this list) each round.



CHANNELING
COMPANION



STONE MASTERY

1. **Small Stone**—Stones within 10 foot radius of the caster are hurled at the target. The attack is resolved on the Ram/Butt/Bash Attack Table (in *Arms Law*) with a maximum result of Small. The casters OB will equal his Directed Spell skill bonus for 'stones.'
2. **Stoneheal**—Caster may repair damage, cracks, or breaks in a stone object or a mass of stone up to 20 foot radius.
3. **Stonespeech**—Caster can communicate with any one stone (if it possesses animate qualities) or one Earth Elemental. Caster may only use this spell on only one stone at a time.
4. **Medium Stone**—As *Small Stone*, except for area of effect and the maximum attack result is Medium.
5. **Holy Stone I**—The next stone that the caster throws (within the duration) will deliver an additional critical that is two levels lower in severity to any normal critical delivered. (i.e., a 'C' critical would inflict an additional 'A' critical, a 'B' critical would deliver an additional 'A' critical with a special modification of -25, an 'A' critical would deliver an additional 'A' critical with a special modification of -50). The critical type can either reflect the nature of the deity or it can be treated as a Holy Spell critical. The attack must occur in the round this spell is cast.
6. **Earth Elemental II**—Caster summons a Weak Earth Elemental (a Type II Elemental) that gradually appears over the course of two rounds. The caster can concentrate to get the elemental to perform actions or he may use *Stonespeech* to command it verbally. Otherwise, it will stand motionless. The elemental departs after the duration expires.
7. **Large Stone**—As *Small Stone*, except for area of effect and the maximum attack result is Large.
8. **Holy Stone II**—As *Holy Stone I*, except the critical severity is one lower (i.e., a 'B' critical would inflict an additional 'A' critical, an 'A' critical would inflict an 'A' critical with a special modification of -25).
9. **Spike Stones I**—Creates an area of very sharp spiked stones from rock occurring in the affected radius. The spikes take one round to form, so anyone in the radius when it is cast may make a moving maneuver to avoid taking a critical. Any creature caught in the area when the spikes form suffers a 'B' Puncture critical. In addition, anyone moving through the area must make a moving maneuver or suffer an 'A' Puncture critical. (GM determines all maneuver difficulties based on the situation.)
10. **Stonewall**—Creates a wall of rough-cut stones up to 10 foot x 10 foot x 1 foot. It can be chipped through. The wall must rest on a solid surface.
11. **Corridor**—Creates a 3 foot by 6 foot corridor that is 1 foot per level long. It can cut through any non-metal, inorganic material. The corridor is created at a rate of 1 foot (length) per round as long as the caster concentrates.
12. **Earth Elemental III**—As *Earth Elemental II*, except it summons a Type III Earth Elemental.
13. **Huge Stone**—As *Small Stone*, except for area of effect and the maximum attack result is Huge.
14. **Holy Stone III**—As *Holy Stone I*, except the critical severity is one lower.
15. **Spike Stones II**—As *Spike Stones I*, except for the area of effect, and the criticals inflicted are 'C' and 'B,' respectively.
16. **Earth Elemental IV**—As *Earth Elemental II*, except it summons a Type IV Earth Elemental.
17. **Stone Mold**—For as long as he concentrates, caster may mold 1 cubic foot of stone with his hands as if it were putty; then the stone will harden.

PRIEST BASE LIST 17.4.29

STONE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Small Stone	5'R	—	100'	F
☐ 2)	Stoneheal	20'R	P	100'	F
☐ 3)	Stonespeech	1 target	1 min/lvl	10'	U
☐ 4)	Medium Stone	10'R	—	100'	F
☐ 5)	Holy Stone I*	1 stone	1 rnd/lvl	10'	F
☐ 6)	Earth Elemental II	1 elemental	1 min/lvl	100'	E
☐ 7)	Large Stone	20'R	—	100'	F
☐ 8)	Holy Stone II*	1 stone	1 rnd/lvl	10'	F
☐ 9)	Spike Stones I	10'R	10 min/lvl	100'	F
☐ 10)	Stonewall	10'x10'x1'	1 min/lvl	50'	E
☐ 11)	Corridor	3'x6'x1'/lvl	P	100'	F
☐ 12)	Earth Elemental III	1 elemental	1 min/lvl	100'	E
☐ 13)	Huge Stone	40'R	—	100'	F
☐ 14)	Holy Stone III*	1 stone	1 rnd/lvl	10'	F
☐ 15)	Spike Stones II	20'R	10 min/lvl	100'	F
☐ 16)	Earth Elemental IV	1 elemental	1 min/lvl	100'	E
☐ 17)	Stone Mold	1cu'	C	touch	F
☐ 18)	Boulder	1 boulder	—	300'	F
☐ 19)	Unstone	100 cu'	P	100'	F
☐ 20)	Crevasse	varies	P	100'	F
☐ 25)	Stone Fires	300 sq'	1 rnd/lvl	100'	F
☐ 30)	Great Crack	varies	P	300'	F
☐ 50)	Quake	varies	varies	touch	F

18. **Boulder**—If there is a suitable round boulder nearby (no more than 10 pounds per level), caster can cause it to roll in a direction he specifies. Resolve the attack on the Trample/Stomp Attack Table (in *Arms Law*) using a maximum of Large results. The OB will equal the caster's Directed Spell skill bonus for 'stones' with a special bonus of +20.

19. **Unstone**—Disintegrates 100 cubic feet of stone.

20. **Crevasse**—Causes a large crack to open in the ground. The size of the crack will be up to 10 feet wide, up to 100 feet deep, and up to 200 feet long. The crack takes two rounds to open. The caster can concentrate for three rounds to close the crevice.

25. **Stone Fires**—Causes a 300 square foot area of stone to burst into flames. Every round a target is passing through or caught within the 3 foot flames, it must make an RR or suffer a 'C' Heat critical.

30. **Great Crack**—Causes a large crevice to open in the ground (up to 10 foot per level deep, 1 foot per level wide, and 20 foot per level long). The crevice takes two rounds to open. The caster can concentrate for three rounds to close the crevice.

50. **Quake**—Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to one round per level. The severity of the quake on the Richter scale is determined by a d100 roll: (10-20) = 5.5, (21-45) = 6.0, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.

SPECIAL NOTES

- 1) The Gamemaster may decide to let the *Stone* spells on this list work with stones thrown from slings.
- 2) See *Spell Law* Section 2.1.1 for more information on wall spells.



CHANNELING COMPANION

THE HUNTER

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Creature Lore	caster	1 min/lvl	self	U
☐ 2)	Hunter's Strike I*	caster	—	self	F
☐ 3)	Detect Gate	500'R	1 rnd/lvl	200'	U
☐ 4)	Block Summons I*	1 spell	P	50'	F
☐ 5)	Break Control I*	1 target	—	100'	F
☐ 6)	Hunter's Strike II*	caster	—	self	F
☐ 7)	Gate Barrier	1 gate	1 min/lvl	100'	U
☐ 8)	Block Summons II*	1 spell	P	50'	F
☐ 9)	Break Control II*	1 target	—	100'	F
☐ 10)	Hunter's Strike III*	caster	—	self	F
☐ 11)	Hunter's Aura	50'R	1 rnd/lvl	self	U
☐ 12)	Block Summons III*	1 spell	P	50'	F
☐ 13)	Break Control III*	1 target	—	100'	F
☐ 14)	Close Gate	1 gate	—	50'	F
☐ 15)	Hunter's Strike True*	caster	—	self	F
☐ 16)	Block Summons IV*	1 spell	P	50'	F
☐ 17)	Break Control IV*	1 target	—	100'	F
☐ 18)	Gate Block	1 gate	1 min/lvl	100'	F
☐ 19)	Block Summons True*	1 spell	P	50'	F
☐ 20)	Hunter's Aura True	50'R	1 rnd/lvl	self	U
☐ 25)	Close Gate True	50'R	—	100'	F
☐ 30)	Break Control True*	1 target	—	100'	F
☐ 50)	Slayer	caster	1 rnd/lvl	self	F

THE HUNTER

- Entity Lore**—Caster gains a special bonus of +10 to any maneuver using a skill in the Lore group that deals with his chosen creature.
- Hunter's Strike I**—The next attack against the caster's chosen creatures inflicts an additional Holy Weapon critical that is two levels less severe than any normal critical delivered (i.e., a 'C' critical would inflict an additional 'A' Holy Weapon critical, a 'B' critical would deliver an additional 'A' Holy Weapon critical with a special modification of -25, an 'A' critical would deliver an additional 'A' Holy Weapon critical with a special modification of -50). The attack must occur in the round this spell is cast.



- Detect Gate**—Caster learns whether there are any magical gates, teleports, or other magical portals in the area of effect.
- Block Summons I**—This spell will only work between the time a summons spell has been cast, and when the creature arrives. It allows the caster to prevent a creature from arriving if it fails its RR for this spell. This spell will only work on creatures that are fourth level or less.
- Break Control I**—This spell breaks control over any one creature presently being controlled by a *Control* spell.
- Hunter's Strike II**—As *Hunter's Strike I*, except the critical is one level less severe (i.e., a 'B' critical would inflict an additional 'A' Holy Weapon critical, an 'A' critical would inflict an 'A' Holy Weapon critical with a special modification of -25).
- Gate Barrier**—Places a barrier in front of a gate, teleport, or other magical portal. To cross the gate, a being must make an RR versus the level of the caster or take a 'B' Impact critical and not pass through the gate.
- Block Summons II**—As *Block Summons I*, except it will work on creatures that are eighth level or less.
- Break Control II**—As *Break Control I*, except it will also break the control of any Mastery spell.
- Hunter's Strike III**—As *Hunter's Strike I*, except the critical is of equal severity.
- Hunter's Aura**—All of the caster's chosen creatures who are within the area must make a RR, or suffer an 'B' Holy Spell critical.
- Block Summons III**—As *Block Summons I*, except it will work on creatures that are twelfth level or less.
- Break Control III**—As *Break Control II*, except it will affect the target's control over two creatures.
- Close Gate**—Will magically dispel any magical gate, teleport, or other magical portal. The gate will stay open if it makes a RR versus the caster (gates save as the level of the caster who opened them).
- Hunter's Strike True**—As *Hunter's Strike I*, except the critical is one level greater in severity, with a maximum of an 'E' critical.
- Block Summons IV**—As *Block Summons I*, except it will work on creatures that are fourteenth level or less.
- Break Control IV**—As *Break Control II*, except it will affect the target's control over three creatures.
- Gate Block**—Caster sets up a magical field around the target gate, or magical portal. Beings attempting to pass through the gate must make a RR versus the level of the caster with a special -30 modifier. Failure indicates the being takes an 'E' Impact critical and does not pass through the gate.
- Block Summons IV**—As *Block Summons I*, except it will work on creatures that are sixteenth level or less.
- Hunter's Aura True**—As *Hunter's Aura*, except for the effect is a 'D' Holy Spell critical.
- Close Gate True**—As *Close Gate*, except for range, and it will close all gates within the area.
- Break Control True**—As *Break Control II*, except it will affect all the target's controlled creatures.
- Slayer**—For the duration, caster will inflict Slaying criticals to his chosen creatures in addition to any normal criticals.

SPECIAL NOTES

This list can be used to reflect a Channeler's power over one specific type of creature from which the caster's faith has sent him to protect the world. They could be Demons, Elementals, Genii, Angels, or any other type of creature of which a particular faith may want to rid the world.



TIME LORE

1. **Time Drain**—Decreases the duration of target's next spell by half. This only affects spells with a timed duration (not spells with a duration of P, C, or instant).
2. **Sloth I**—Target receives a special penalty of d10 to all initiative rolls for the duration.
3. **Recognition**—Detects if the caster has ever been in contact with the target object or person before.
4. **Quickness I**—Caster gains a special bonus of d10 to all initiative rolls for the duration.
5. **Retrocognition**—Caster gains insight into important events in the past of a place or an item. The caster will see the most significant events in the target's past (the past is defined as 1 day per level of the caster). The caster will see one event for every five levels of experience. The importance of the events is only measured with respect to the time period viewed (not in the absolute history of the target).
6. **Slow I**—Target is reduced to 50% activity for one round. This spell is the exact opposite of *Haste* (i.e., target will bleed at half speed, and will remove stun at half speed).
7. **Sloth II**—As *Sloth I*, except the penalty is 2d10.
8. **Time Stretch II**—The next spell cast by the target has its duration doubled. This only affects spells with a timed duration (not spells with a duration of P, C, or instant).
9. **Slow II**—As *Slow I*, except it lasts two rounds.
10. **Time Displacement**—Causes the caster to appear to be either a bit forward or a bit backward in time, thus causing one attack to falter. Melee and missile attacks receive a special penalty of -50, while spell attacks receive a special penalty of -30.
11. **Quickness II**—As *Quickness I*, except the bonus is 2d10.
12. **Slow III**—As *Slow I*, except it lasts three rounds.
13. **Anticipations**—Predicts the most probable actions of a being in the next round. The target's specific action and targets are learned (e.g., attack whom with what weapon in melee, cast a specific spell at a specific target, etc.). This results in the caster being able to declare his actions for that round after hearing what the target has decided to do. Note that the target is free to change his declared action with the requisite penalties.
14. **Time Stretch III**—As *Time Stretch*, except the duration is tripled.
15. **Slow IV**—As *Slow I*, except it lasts four rounds.
16. **Time Window**—Caster is able to look upon his own past or future. Caster must concentrate on some medium to cause this vision to appear (a pool, a crystal ball, etc.). Only the caster will see the vision. Scrying the past is extremely accurate, and the caster can scry on the events of his past up to 1 month per level into his history. However, scrying into the future is hazy, inaccurate, and difficult to decipher. The vision gained will be full of mystery, ambiguity, and may contain different outcomes depending on caster's decisions. Caster may scry into his future 1 day per level. GM's discretion on the content of visions.
17. **Time Displacement True**—As *Time Displacement*, except the penalty is -100 for melee and missile attacks, and -50 for spell attacks.
18. **Time Well**—All spells cast within the radius will have their durations cut in half. In addition, all maneuvers performed within the radius will take twice as long to complete.
20. **Hibernation**—Caster enters a deep sleep in which he does not age. Caster must set conditions from which he can awaken (e.g., a specific time, a certain event).

PRIEST BASE LIST 17.4.31

TIME LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Time Drain*	1 target	—	100'	F
2	Sloth I	1 target	1 rnd/lvl	100'	F
3	Recognition	1 target	—	100'	I
4	Quickness I	caster	1 rnd/lvl	self	U
5	Retrocognition	caster	C	self	I
6	Slow I*	1 target	1 round	100'	F
7	Sloth II	1 target	1 rnd/lvl	100'	F
8	Time Stretch II	1 target	1 rnd/lvl	self	U
9	Slow II*	1 target	2 rnds	100'	F
10	Time Displacement *	1 target	—	caster	U
11	Quickness II	caster	1 rnd/lvl	self	U
12	Slow III*	1 target	3 rnds	100'	F
13	Anticipations*	caster	—	100'	P
14	Time Stretch III	caster	1 rnd/lvl	self	U
15	Slow IV*	1 target	4 rnds	100'	F
16	Time Window	10' x 10'	1 min/lvl	self	I
17	Time Displacement True*	1 target	—	caster	U
18	Time Well	50'R	1 min/lvl	100'	U
19					
20	Hibernation	caster	varies	self	U
25	Foreknowledge	caster	1 rnd/lvl	self	I
30	Anticipations True*	caster	—	100'	P
50	Time Walk	caster	1 min/lvl	self	U

25. **Foreknowledge**—Caster gains momentary insights into the future. The caster gains a special bonus of +20 to DB on all attacks against him for the duration. It also grants him a special bonus of +10 to his OB to all attacks for the duration.

30. **Anticipations True**—As *Anticipations*, except caster can predict actions of all beings within 100' of him.

50. **Time Walk**—Caster is presented with a vision of any event from anytime in his past. Caster may then use any of his skills, spells, and abilities to gather information about the event of that vision that perhaps he did not get a chance to use at the time the event took place.



CHANNELING
COMPANION

PRIEST BASE LIST 17.4.32 TREE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1	Treespeech	caster	1 min/lvl	self	I
2	Treeform	caster	1 min/lvl	self	E
3	Tree Healing	1 tree	P	touch	U
4	Wall of Thorns	10'x10'x5'	1 min/lvl	50'	E
5	Plantskin	caster	1 rnd/lvl	self	U
6	Smother	10'R	—	100'	E
7	Treeport	caster	—	200'	U
8	Wall of Branches	10'x10'x1'	1 min/lvl	50'	E
9	Toughskin	caster	1 rnd/lvl	self	E
10	Awaken Tree	1 tree	C	100'	E
11	Tree Curing	1 tree	P	touch	U
12	Wall of Trees	40'x40'x10'	10 min/lvl	50'	E
13	Root	1 target	1 rnd/lvl	100'	F
14	Barkskin	caster	1 rnd/lvl	self	U
15	Animate Tree	1 tree	C	100'	E
16	Extinguish	100'R	—	500'	F
17	Treeport True	caster	—	1000'	U
18	Barkskin True	caster	1 rnd/lvl	self	U
19	Tree Restoration	1 tree	—	touch	U
20	Command Tree	1 tree	C	100'	E
25	Treeform True	caster	1 rnd/lvl	self	E
30	Firestop	1000'R	—	1000'	F
50	Forest's Cause	1 forest	varies	varies	E



TREE MASTERY

- 1. Treespeech**—Allows caster to understand and “speak” the language of any one tree species.
- 2. Treeform**—Allows the caster to appear as any one type of tree. Caster retains his size and will not smell or feel like the tree (i.e. it is purely a visual illusion and is subject to normal illusion rules; see *Spell Law* Section 7.1.27 for more on illusions).
- 3. Tree Healing**—Heals 3d10 hits of damage on a tree.
- 4. Wall of Thorns**—Summons a wall of very tough (but pliable) thorns. The wall is up to 10'x10'x5'. All movement through the wall is reduced by 50%. All attacks through the wall suffer a -50 penalty. Anyone moving through it receives a takes a ‘B’ Puncture critical (no RR).
- 5. Plantskin**—For the duration, caster’s skin is treated as AT 3.
- 6. Smother**—All non-magical fire in the area of effect is put out. Magical fire must make an RR or be extinguished.
- 7. Treeport**—Caster magically enters a tree and can leave from any other tree within range.
- 8. Wall of Branches**—Creates a wall of tough branches that is 10' x 10' x 1'. All movement through the wall is reduced by 80%. All attacks through the wall suffer a -80 penalty. Anyone passing through it takes a ‘B’ Puncture critical (no RR).
- 9. Toughskin**—For the duration, caster’s skin is treated as AT 8.
- 10. Awaken Tree**—Caster may animate a tree and control its actions by concentrating. (Tree will perform similarly to an Awakened Tree.)
- 11. Tree Curing**—As *Tree Healing*, except that in addition, the tree is cured of any diseases.

- 12. Wall of Trees**—Creates a wall of trees in the area of effect. The trees can be burned through or chopped down. They are rooted to the ground. The actual height of the trees will vary according to the trees in the area.
- 13. Root**—Target is rooted to the ground. He may make a Very Hard maneuver to break free. While rooted, all Unbalancing criticals are lowered by two degrees (i.e., a ‘C’ critical would become an ‘A’ critical, a ‘B’ critical would become an ‘A’ critical with a special modification of -25, an ‘A’ critical would become an ‘A’ critical with a special modification of -50).
- 14. Barkskin**—For the duration, caster’s skin is treated as AT 11.
- 15. Animate Tree** - Caster may animate a tree and control its actions by concentrating. (Tree will perform similarly to a Slowroot.)
- 16. Extinguish**—As *Smother*, except for the area of effect and range, and magical fires suffer -20 to their RRs.
- 17. Treeport True**—As *Treeport*, except for range.
- 18. Barkskin True**—For the duration, caster’s skin is treated as AT 20.
- 19. Tree Restoration**—Caster can revive any one dead tree.
- 20. Command Tree**—Caster may animate a tree and control its actions by concentrating. (Tree will perform similarly to a Treeherd.)
- 25. Treeform True**—Caster can take the form, physical size, and abilities of any one tree with which he is familiar (GM’s discretion.)
- 30. Firestop**—As *Smother*, except for area of effect, range, and magical fires suffer -50 to their RRs.
- 50. Forest’s Cause**—Caster can either issue a summons to every sentient tree within a forest, or animate one tree per level and bring them all to fight for a cause that is crucial to the forest’s survival. (Trees are animated as in *Command Tree*, GM’s discretion).

SPECIAL NOTES

- 1) See *Creatures & Monsters* for a complete description of the trees mentioned on this list.
- 2) See *Spell Law* Section 2.1.1 for more information on wall spells.



VOODOO MAGIC

1. **Animal Talisman**—Creates a talisman that protects (in the form of bonuses to the caster's DB and RRs) the caster from animal attacks. Protection is equal to +1 per PP that the caster spends casting this spell.
2. **Herb Talisman**—Creates a talisman that will add +1 per PP that the caster spends casting this spell to one maneuver to find an herb.
3. **Influence Talisman**—Creates a talisman that will add +1 per PP that the caster spends casting this spell to one Influence maneuver.
4. **Magic Talisman I**—Creates a talisman that will add +1 per PP that the caster spends casting this spell to one magical maneuver (e.g., Magic Ritual, Spell Mastery) selected at the time of the talisman's creation.
5. **Protection Talisman**—Creates a talisman that will protect the caster from a specific, living creature type (e.g., werewolves, lizards, etc.). Protection grants caster +1 per PP that the caster spends casting this spell on his DB and RRs versus any attack from that type of creature.
6. **Seeing Talisman**—Creates a talisman that will add +1 per PP that the caster spends casting this spell to one divination or scrying attempt.
7. **Spirit Talisman**—As *Protection Talisman*, except it will protect the caster from spirits.
8. **Undead Talisman**—As *Protection Talisman*, except it will protect the caster from Undead.
10. **Spell Talisman**—Caster adds +1 per PP that the caster spends casting this spell to his DB or RR versus one specific spell that he has been affected by in the past.
11. **Demon Talisman**—As *Protection Talisman*, except it will protect the caster from Demons.
12. **Soul Trap**—Caster traps a portion of the target's soul into a talisman. The target is at -20 to all actions until the talisman is destroyed. The target will always know the direction to the talisman. The creator of such a talisman gains a special bonus of +1 to spell casting static maneuvers and +1 PP for each such soul that is trapped, while he has the talisman. The caster may only have two such talismans per experience level.
13. **Death Talisman**—This talisman is created to function against one specific target. The target suffers a -1 per PP that the caster spends casting this spell to all actions that may harm the caster.
14. **Life Talisman**—Caster creates a talisman that protects his soul from Absolution spells, Constitution draining, and similar type powers. All RRs vs. these effects are made at +1 per PP that the caster spends casting this spell.
15. **Voodoo Doll**—Caster creates a doll resembling a specific target from which he has a portion of a soul (using the Soul Trap spell). When the holder of this doll is within sight of the person whose soul is inside the doll, he may command him to do anything that is not totally alien (e.g., blinding himself).
17. **Guardian Talisman**—This talisman warns the caster when anyone enters a 100'R around his person, and if that person intends to harm him.
20. **Death Talisman True**—As *Death Talisman*, except that it also subtracts -1 per PP that the caster spends casting this spell from the target's RR versus spells cast by the caster.
25. **Prayer Talisman**—Caster creates a talisman that when sacrificed, adds +1 per caster level to one Divine Intervention maneuver. This talisman should be difficult to create, and require hard to find or expensive components (GM discretion).
30. **Voodoo Doll True**—As *Voodoo Doll*, except that whatever befalls the doll also happens to the target in a similar fashion (GM's discretion).
50. **Permanent Talisman**—Caster may create a permanent talisman (with a permanent duration) using one of the lower level spells on this list.

PRIEST BASE LIST 17.4.33

VOODOO MAGIC

Lvl	Spell	Area of Effect	Duration	Range	Type
☐ 1)	Animal Talisman	1 talisman	varies	touch	F
☐ 2)	Herb Talisman	1 talisman	varies	touch	F
☐ 3)	Influence Talisman	1 talisman	varies	touch	F
☐ 4)	Magic Talisman I	1 talisman	varies	touch	F
☐ 5)	Protection Talisman	1 talisman	varies	touch	F
☐ 6)	Seeing Talisman	1 talisman	varies	touch	F
☐ 7)	Spirit Talisman	1 talisman	varies	touch	F
☐ 8)	Undead Talisman	1 talisman	varies	touch	F
☐ 9)					
☐ 10)	Spell Talisman	1 talisman	varies	touch	F
☐ 11)	Demon Talisman	1 talisman	varies	touch	F
☐ 12)	Soul Trap	1 target	P	touch	F
☐ 13)	Death Talisman	1 talisman	varies	touch	F
☐ 14)	Life Talisman	1 talisman	varies	touch	F
☐ 15)	Voodoo Doll	1 doll	P	touch	F
☐ 16)					
☐ 17)	Guardian Talisman	1 talisman	varies	touch	F
☐ 18)					
☐ 19)					
☐ 20)	Death Talisman True	1 talisman	varies	touch	F
☐ 25)	Prayer Talisman	1 talisman	P	touch	F
☐ 30)	Voodoo Doll True	1 doll	P	touch	F
☐ 50)	Permanent Talisman	1 talisman	P	touch	F

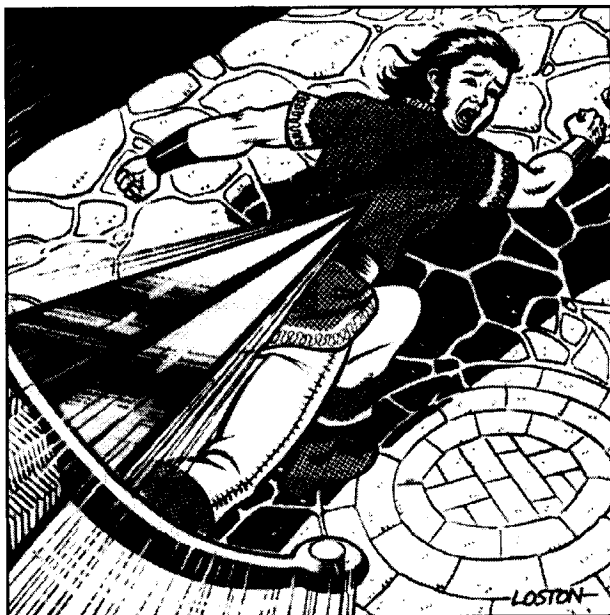
SPECIAL NOTES

- 1) The Talismans created by spells on this list are temporary and will crumble to ash after one use per 5 full levels of the creator. A "use" lasts for one minute per PP spent on the spell after the caster activates the talisman (GM discretion).
- 2) The caster may only have one Talisman per level of experience in existence at one time.
- 3) Any Talisman on this list that affects a being requires the caster to have some component from the target being (lock of hair, fingernail clipping, blood, etc.).
- 4) The caster may choose to spend any number of PPs when casting Talisman spells from this list (with a minimum of the level of the spell).
- 5) The Talismans created by this list could be made from anything that the Gamemaster deems appropriate (e.g., bones, runestones, a shrunken head, a chicken's foot, etc.).
- 6) Talismans take one day per level of the spell to create. Each day, the appropriate spell must be cast upon it.
- 7) The Talisman must be touched by the user (the creator only) to be effective.



CHANNELING
COMPANION

CRITICAL & FAILURE TABLES



INTRODUCTION

This section contains this introduction, a key to all of the tables in this section, 5 critical tables, and 1 failure table. In addition, at the bottom of each table there is a key for all of the special symbols used in the table.

HOW TO USE THESE TABLES

To resolve most critical hits, roll d100 (not open-ended) and cross-index the result on the appropriate column of the chart.

The exception to this method are the large and super large critical tables. When attacking a target that is classified as "large" or "super large," you must ascertain whether the attack deals normal damage or slaying damage. Cross-index a high open-ended d100 roll with the type of damage dealt.

To resolve a failure, simply roll a d100 (not open-ended) and cross-index the result with the type of spell attack that generated the failure. Each column on the table corresponds to a type (or types) of spells. Use the column that corresponds to the type of spell being cast.

Example: Maal Kylor is in the middle of a combat with a black bear. He attacks with a Fire Bolt spell (using the Fire Bolt attack table).

During the first round of combat, Maal rolls a 02, a fumble! He rolls again, resulting in a 49. He looks up a 49 on the Elemental column and sees that he loses the spell and the power points.

IN THIS SECTION...

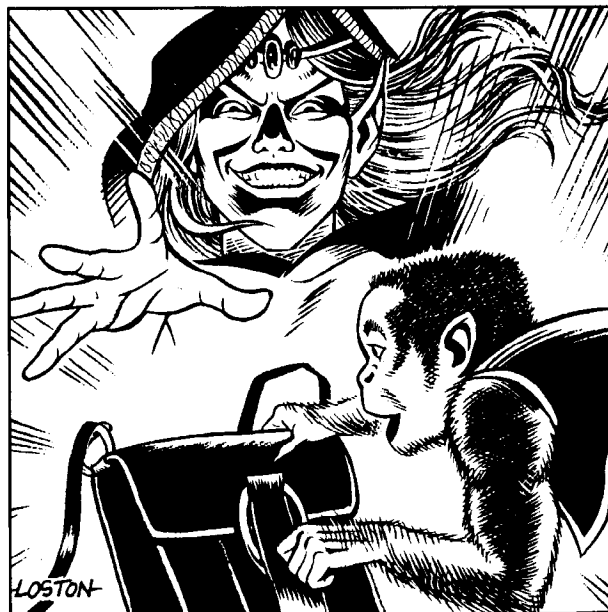
— Introduction	116
— How to Use These Tables	116
— Slaying Attacks	116
— Key to the Tables	117
— Holy Weapon Critical Strike Table	118
— Holy Spell Critical Strike Table	118

SLAYING ATTACKS

Certain types of spell attacks may be deemed as "slaying" against specific types of creatures. For example, a Vacuum spell cast upon an elemental creature of air, is treated as slaying. If you are using a "slaying" attack against a target that is not large or super large, you should resolve the attack normally. However, if the normal attack delivers a critical, the weapon will deliver an additional slaying critical. Cross-index the roll used to resolve the normal critical on the Slaying column of the Creature Critical Strike Table 6.5.

Example: Mike, playing Kohrist the Magician, casts a Vacuum I on an Elemental Servant. The description of the spell reads that anyone in the area of effect suffers an 'A' Impact critical.

His normal critical roll is a 96! He resolves the normal critical and then he rolls again (because 96 is open-ended), getting an 11; for a total of 107. He looks up 107 on the Slaying column of the Large Creature Critical Strike Table 6.5.



6.3 HEAT

	A	B
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed.
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightened.
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes to hesitate. You have initiative.
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts. He looks away; you have initiative.
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks impress. You have 2 rnds initiative.
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H - ✕ with metal weapon: +7H - ✕✕	Foe's side and back are entangled in blast. Foe is shaken. +2H
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H - ✕ - ♦	Strike hits foe's chest. Clothes sizzle then burn. Foe flails his arms trying to put them out.
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H - ✕	Back strike throws equipment about. Minor burns to exposed skin. +7H - ✕
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H - 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H with metal: +10H
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H - 2✕ w/o metal greaves: +7H - ✕	Foe's reflexes are numbed by blast. Foe is dazed and moving slowly. +9H
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ✕	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H - 3✕ - 2✕
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H - ✕✕	Strike lands on shoulder and strikes down back. Foe steps forward in attempt to duck. He is vulnerable. +10H - ✕
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H - 3✕ - (-5)	Chest and arm blast damages outer armor. Metal armor will heat up painfully. Foe smells own hair burning. while metal armor is on: +10H
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H - ✕✕ with metal on shield: +9H - 2✕✕	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H - ✕ w/o abdominal armor: +10H
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H - 2✕✕	The shock turns foe's reflexes against his muscles. Tendons are torn due to foe's violent convulsions. The poor fool. +13H
	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is unusable.	Blast lands on leg with unusual force. Simple leg fracture if he wears armor.

KEY TO THE TABLES

All of the tables in this section have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.
- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:

$$+\beta H - \beta \text{✕} - \beta \text{✕} - \beta \text{♦} - \beta(-\alpha) - \beta(+\alpha)$$

where α and β are numbers. In general:

- H = hits
- ✕ = rounds of stunned
- ✕ = rounds of no parry
- ✕ = rounds of must parry
- ♦ = hits per round
- $(-\alpha)$ = penalty
- $(+\alpha)$ = bonus

Sometimes, the second and third items are combined (reading as ✕✕). Also, sometimes the third item is replaced with $\beta(\text{✕}-\alpha)$ (there can never be both a ✕ and a ✕ entry). Below is a more detailed explanation of the entries.

- $+\beta H$ — This indicates that the target of the attack takes an additional β hits of damage.
- $\beta \text{✕}$ — This indicates that the target of the attack is stunned for β rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When β is not specified, it is assumed to be 1.
- $\beta \text{✕}$: This indicates that the target of the attack cannot parry for β rounds. The only allowable actions are maneuvering (modified by at least -75). This result is often accompanied by a ✕ result (see above). When β is not specified, it is assumed to be 1.
- $\beta(\text{✕}-\alpha)$: This indicates that the target of the attack must parry for his next β actions with a penalty of α . When β is not specified, it is assumed to be 1. When α is not specified, it is assumed to be zero.
- $\beta \text{♦}$: This indicates that the target of the attack will lose β hits every round until the wound is healed. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When β is not specified, it is assumed to be 1.
- $\beta(-\alpha)$: This indicates the target of the attack suffers a penalty of α for β rounds. When β is not specified, the penalty is assumed to last until the wound is healed.
- $\beta(+\alpha)$: This indicates that the attacker gains a bonus of α for β rounds. When β is not specified, it is assumed to be 1.
- βO : This indicates that the defender gains β corruption points. When β is not specified, it is assumed to be 1.

Part III

Section 18.0

Critical & Failure Tables



CHANNELING
COMPANION

18.1 HOLY WEAPON CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Perhaps a confession would do you some good. +0H	Did we forget to tithe? +1H	Divine shot, with a weak following. +2H	You barely nick foe's forehead +3H	Foe utters a prayer at his luck +4H
06-10	Precision strike, but next time use the weapon's other end. +1H	You cause light damage to foe's garments. +2H	A light bruise will be the only evidence of your strike. +4H	A feint from your foe negates the full effect. +5H	You knock any neck items or armor off. You have the initiative. +7H
11-15	You invent a new maneuver, unfortunately it's not a very good one. +3H	Foe clumsily evades most of the damage. +4H	Clip foe's shield, losing some of your momentum. +6H	Catch foe on top of head, but its weakness merely causes foe to flinch. +6H - X	You should have paid more attention during weapon training. +6H - X
16-20	Small chiming noise as you nick foe's armament. +2H - X	Your little love tap startles foe. +4H - X(-20)	'Tis merely a flesh wound. +5H - ♠	Great shot with a weak follow-up. +6H - X	Life flashes before foe's eyes, along with your weapon. +2H - X - X - X(-20)
21-30	You had hoped for much more. +3H - X - (+5)	Small sparks as you knock off a piece of foe's armor. +4H - X	Glancing blow to head yields little blood. X - ♠	Attack does little but open foe up for your next attack. X - (+10)	Precision strike, but not quite as strong as you had hoped. +3H - X - (-10)
31-40	Strike to foe's foot. +6H - X(-20) - (-5)	Blow lands on foe's calf. +7H - X - ♠	Catch foe on the upper leg. 3X(-20) - 3♠	Solid swing connects with foe's hip. +10H - X(-10)	Strike to knee causes light cartilage damage. +10H - 2X - (-15)
41-50	Foe isn't worried much as he takes a step back. +4H - X - X	Hip strike cuts belt loose if foe wears one. +6H - 2X	Shot across shoulder blades staggers foe. 2X - (-5)	Crossing strike catches foe's weapon arm, bruising it. X - X - (-10)	Weapon flares as you strike your enemy. +12H - X - X - 2♠
51-55	Strike causes little damage, but does unbalance foe. X	Shower of sparks blinds for 1 round. X - 1(-100)	Strong swing surprises foe with its force. +3H - X - (-10)	Catch foe hard in back. Any items worn there are torn free. +10H - X - (-15)	Good shot. Unfortunately not near any vital location. +14H - X - X - ♠ - (-5)
56-60	Leg strike unbalances foe for 3 rounds. +7H - 2X - X	Flat of your weapon lands on foe's leg leaving a nasty bruise. +6H - X - X - (-10)	Solid blow to chest. Armor helps a little. +10H - 2X - (-5) - (+10)	Precision strike would have made your teacher proud. +5H - X - ♠ - (-10)	Solid body shot. Foe stumbles back 10 feet. +15H - 2X - X - (-20)
61-65	Strike to upper arm. with armor: +3H - 2X - (-5) without armor: +6H - X - (-10)	Good shot to upper leg causes foe some pain. with armor: +5H - X - X - (-10) without armor: +3H - 2X - 2♠ - (-15)	Strike to foe's forearms destroys any armor there. with greaves: +4H - X - 2X - ♠ without greaves: +3H - 2X - 3♠ - (-30)	Solid shot to elbow hinders foe's attacks. with armor: +8H - X - (-10) without armor: +10H - 2X - X - (-20)	Blow numbs foe's weapon arm. with greaves: +10H - 2X - 6(-30) without greaves: +15H - 2X - (-20)
66	Weapons lock; set foe's weapon ablaze. Anyone touching it for 3 rounds takes an 'A' Holy Spell crit. +5H - 2♠ - (-5) - 1X	Foe turns, avoiding a master stroke to the head, which lands on his hip, shattering it. +9H - 4X - (-90) - X	Foe ducks and you hit the back of his head. If heeled, he is out for a day. If not, he is dead. +20H - (-75) - 3X	Cry your deity's name and charge enemy, plunging weapon into his heart. Yes, he's very dead. +25H - (+10) - 4X	Cleave foe from shoulder to waist in one mighty swing. Immediate death. +20H - (+10) - 5X
67-70	Shield arm is knocked away, foe cannot use it next round. with shield: +2H - X - (-10) w/o shield: +8H - X - (-10) - (+10)	Strike to foe's abdomen doubles him over. with breastplate: +3H - X - X - (-10) w/o breastplate: +8H - 2X - 2♠ - (-10)	Frantic evasion from foe still yields a shoulder strike. with shield: +5H - X - (-10) without shield: +7H - 2X - (-20)	Foe attempts to fend off blow with his shield arm. with shield: +7H - X - X - X without shield: +4H - 2X - 3♠ - (-30)	Excellent shot to foe's shield shoulder causes major fracture. with shield: +12H - 3X - X - (-10) without shield: +18H - 2X - X - (-20)
71-75	Foe's evasions fail to deceive you. +5H - 2X - X - 2♠ - (-10)	Shot to foe's funny bone leaves arm numb for 2 rounds +10H - X - X - (-20)	Foe blocks with shield, but your weapon still connects. +6H - 2X - X - (-40)	Blow to back causes damage to nerves. +14H - X - 2X - (-40)	Solid strike to front of foe's knee. The joint is shattered. +16H - 4X - (-60) - X
76-80	Strike sets random limb ablaze. It is unusable and burns until put out. +8H - 5♠ - (-10)	Parry attempt breaks foe's hand. +8H - X - (-10)	Crushing blow to forearm causes muscle and tendon damage. Arm is useless. 6X - (-20) - 4♠	Foe brings up weapon and you strike him in the elbow. Joint is shattered and useless. +15H - 2X - 2♠ - X	Ring foe's head like a bell, is there a church nearby? He goes out like a light. +25H - (-40) - 2X
81-85	Your placement of your blow makes up for its lack of force. +10H - X - X - 3♠ - (-15)	If foe has blood, he's got less of it now. +10H - X - 5♠ - (-20)	All of foe's efforts to evade your blow fail. Shield arm is useless with 2 minor fractures. +8H - 2X - 3X - (-30) - X	Foe grapples your weapon arm, but a well-placed elbow shot knocks him out. +15H - 2X - 3X - (+10) - 2X	Leg is taken clean off, foe dies in 6 rounds from blood loss. +30H - 10♠ - (-75) - 3X
86-90	Catch foe in side of knee as he steps back. +15H - 5X - (-25)	Dis-arm foe, literally. The arm and the weapon, fly backwards. +10H - 2X - X - 6♠ - (-30) - X	Initial swing misses, but the back-swing catches foe in side of head. Out cold for 6 hours. +16H - 3♠ - (-40) - 2X	Blow to chest speeds up heart, bursting it in 4 rounds. +30H - 4X - (-50) - X	Strike to foe's face. If heeled he dies in 3 rounds. If not, death occurs immediately. +25H - 6♠ - (-90) - 4X
91-95	Foe brings his shield up and you strike low. His leg is broken and barely usable. +15H - X - X - (-40) - X	A feint works, foe's shield out of place. Bring the flat of your weapon down on foe's head. +20H - 2X - 4X - (-30) - 2X	Foe screams prayer out. Then you silence him. Death occurs in 6 torturous rounds. +20H - 2X - X - (-50) - 3X	Drive weapon into foe's gut. A variety of organs are destroyed. Immediate death. +35H - 5♠ - (-50) - 4X	Strike to foe's back shatters his spine, sending his bone fragments into organs. Death. +35H - (-80) - 5X
96-99	Foe stumbles forward and you bring the pommel of your weapon down on his head. +20H - 2X - X - (-20) - 2X	Shot to foe's side causes a large gash. If not wearing chest armor he is dead. +18H - 4X - X - 4♠ - (-75) - 3X	Strike to foe's face. If heeled, death in 2 rounds, if not, it is immediate. +30H - 2X - 4X	Destroy foe's shield and arm on the way to his heart. Immediate death. +30H - 2X - (+10) - 5X	Not a good day to be a bad guy. Righteous blow to side of head kills target instantly. +40H - (-50) - 2(+20) - 6X
100	Strike to neck. Foe thinks your attack weak until he sees all the blood. Death occurs in 9 rounds. +20H - 8♠ - 3X	Blow to foe's armpit crushes lungs. He dies of suffocation in 6 ghastly rounds. +25H - 3X - X - (-50) - 4X	Shot to foe's forehead causes permanent sight loss and death in 3 rounds. If not heeled he dies immediately. +30H - 3X - 4♠ - (-100) - 5X	Foe's head is taken clean off. It rolls about the battle field inspiring fear in foe's nearby. +40H - 2(+20) - 6X	Strike to foe's midsection starts a holy fire that consumes his body by the end of the round. All allies 3(+20) - 7X

18.2 HOLY SPELL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe wonders if your deity is real or not. +0H	Cry out the name of your deity next time. +1H	Dig deeper next time the donation bowl comes around. +2H	Maybe it's time to go on a pilgrimage. +3H	Undaunted, your foe smiles right back. +4H
06-10	Your enemy continues to press forward. +1H	The power of your deity just isn't in you today. +2H	Target enjoys the little light show. +3H	He looks a bit worried there for a moment. But it passes. +5H	Foe mistakenly believes his deity helped him against you. +6H
11-15	Foe jerks back from the holy flash. You have the initiative. +2H	Apparently supernatural forces are at work here. +3H	Air around target glows and he quickly leaps out of the haze. +4H	Foe seems to be praying as you strike and it seems to work. +4H - (+5)	Expecting the worst, foe simply defends himself. +6H - 2x
16-20	Give foe mild sunburn. You have the initiative next round. +3H	Unimpressive shot to foe's side. +5H	Any unholy items on foe flare and hiss at the contact. +6H	Foe protects himself from the worst of the attack. +6H - x	Foe takes the blast in the legs and falls down. +5H - x
21-30	Foe's clothing begins to smolder from the assault. +2H - x	You disorient your foe for a moment. +4H - x	A burst of holy light distracts foe so you may attack. +5H - 1 - (+10)	Shot to foe's chest showers him in sparks. He leaps back. +9H - x - 2x	Blast to shoulder buys you time. You have 3 rounds of initiative. +7H - x - 2(-30)
31-40	Slight burns on foe's forearms. +4H - x - 1	Your blast spins foe to the right. +5H - x - (-5)	Your blast to upper leg causes pain. +6H - 2x - (-5)	Blast to back causes foe to curse the name of deity. +10H - x - 1 - (-10)	Anything on foe's back is set ablaze. He spends 2 rounds putting it out. +8H - 2x - (-10)
41-50	Flash blinds foe shortly. You have the initiative for 2 rounds. +7H - x	Quick move saves foe. He still takes some damage. +8H - x - 2x	Holy blast seeks out foe's weak spot. +10H - x - (-5)	Foe's weapon arm lights up with holy fire. +6H - 4x - (-15)	Attempt to parry destroys wood weapons, drop metal ones. +10H - x - 2x - (-10)
51-55	Foe takes shot to his shield arm. +6H - x - 1	Random, inorganic item bursts into holy flames. +10H - x - 2x	Light blast to side of head leaves foe disoriented. +7H - 2x - (-10)	Attack to foe's legs knocks him 15 feet backward. +10H - 2x - 1	Flames engulf foe's weapon and snake down his arms. +10H - x - 3x
56-60	Foe is knocked back 5 feet by blast of holy power. +7H - 2x - 1 - (-5)	Holy light covers foe's arms, temporarily weakening his attack. +10H - x - x - 3(-15)	Blast strikes waist and travels down legs. with leg armor: +10H - 2x without leg armor: +6H - x - (-10)	Light shot glances foe's face. with helmet: +4H - 2x - (-5) without helmet: +8H - x - (-10)	Attack sets chest garments on fire, temporarily blinding foe from the smoke. +12H - 2x - x - 2x - 2(-50)
61-65	Holy blast to weapon arm. with arm greaves: +3H - 2x without greaves: +6H - x - 3x	Shot burns foe's feet and leaves him at half movement. +8H - x - (-10)	Blast covers shield arm with holy fire. with shield: +10H - x - 1 without shield: +9H - 2x - (-10)	Blast sends holy fires over foe's shield, destroying it. with shield: +12H - x - (-10) without shield: +10H - 2x - (-25)	Shot to foe's shield. If wooden it is destroyed, if metal it burns for d10 rounds until consumed. +12H - 2x - 3x - (-10)
66	Foe's arms are engulfed in holy flame, causing him to hurt away anything held in them. +10H - x - 2x - 1 - (-10) - 1	Foe turns to avoid a direct hit. It lands on his shield shoulder rendering arm totally useless. +12H - x - 2x - 1 - (-15) - 2	He ducks and takes the blast to the top of the head. Foe is unconscious for 3 days and is now bald. +12H - 3x - (-20) - 3	Attack internalizes, causing massive nerve and brain damage. Foe dies at end of round. +20H - 5x - 5x - 4	Engulf foe in a ball of holy fire. Only bones and equipment are left. All in a 10 R take 1d10 hits from the explosion. +30H - 8x - (-30) - 5
67-70	Shot to foe's backside sends him dancing for a moment. +9H - x - (-5)	Holy fire dances up and down foe. He thinks about changing his ways, for a second. +10H - x - (-10)	Blast to chest staggers foe. He is covered in holy fire. +15H - x - 5x	Foe back-peddles to escape and only succeeds in falling down. +10H - x - 2x - (-10)	Any holy/unholy items worn by target burst into flames. +14H - x - 1 - (-15)
71-75	Blast to shoulder spins foe around. +10H - x - x - 2(-10)	Any non-metal objects are burned and metals heat up. +5H - 4(-10) - 4x	Holy blast destroys much of foe's clothing, and heats up any metal on his body. +8H - 2x - (-10) - 4x	Chest armor is destroyed, leaving some nasty burns. +5H - 3x - 2x - (-20)	Attack sends foe spinning, he falls, shattering his hip bone. +15H - x - x - (-75) - 1
76-80	Leg garments catch fire and hold foe's attention for now. +11H - x - x - 3x - (-5)	Shot sets side ablaze. +12H - 5x - (-10)	Foe attempts to block, causing severe burns to forearms. +10H - 3x - (-30) - 3x	Blast send foe down hard breaking his leg in the process. +10H - 2x - 2x - (-25) - 1	Foe is thrown straight up 10 feet and is rendered unconscious +15H - 5x - (-20) - 2
81-85	Foe turns to avoid the attack and is struck in side. He falls and is prone for one round. +8H - x - x - (-10) - (+10)	Front side of foe is burned with holy fire. Smoke from it blinds him for now. +9H - 2x - (-10)	Foe blocks the blast with his shield or weapon, throwing it 20' away in the process. +16H - x - (-20) - 1	Foe is out cold for three days with divine visions. +15H - 3x - (-25) - 2	Blast lands at foe's feet and webs up his legs to his head. He dies in 12 painful rounds. +15H - 3x - 8x - 3
86-90	Foe hides behind what was his shield. He is left holding a strap. with shield: +7H - 2x - 1 without shield: +15H - 2x - 3x	Shield heats up with holy fire and burns into nothingness. Foe's shield arm is now useless. with shield: +8H - (-10) without shield: +14H - x - (+20) - 1	Blast knocks foe back 10' and out for three days. He may consider converting. with shield: +10H - 2x - x - (-20) w/o shield: +15H - 4x - (-45) - 3x	Any garments worn by foe are burned off and armor is fused to his skin. Foe dies in 9 rounds from nerve damage. +20H - 3x - (-30) - 3	Foe sees the face of your deity in the approaching attack. His heart stops and he drops dead from fear just as it strikes. +20H - 3x - (-20) - 4
91-95	Foe's legs are both set ablaze. They will continue to burn unless he spends 2 rounds putting them out. +12H - 2x - 6x - (-10) - 1	Strikes seek out foe's head with a vengeance. with helmet: +10H - 2x - (-5) - 2 without helmet: +15H - x - 2x - 3x - 1	Foe suddenly realizes his deity is not the mightiest. But, for him, it is too late. Death in 6 rounds due to burns and nerve damage. +20H - 5x - 5x - 3	Your attack burns a hole right through target. Chest armor and a variety of organs are destroyed. Foes dies in 2 rounds. +25H - 4x - (-50) - 4	Your target shimmers in holy light. A look of euphoria crosses his face, until his skin is burned off. 10x - 10x - (+10) - 5
96-99	Target is blinded as your religious symbol is branded into his burning forehead. +10H - x - 4x - (-5) - 2	Shot to foe's face causes him to inhale holy fire, burning away his lungs. He dies in 6 rounds from asphyxiation. +25H - 10x - 3	Blow impacts center of foe's chest, sending his smoking body back 20'. He dies in 3 rounds. +30H - 8x - 4	Tendrils of power circle your foe then suddenly strike from separate angles. Mortal wounds kill him in 4 rounds. +35H - 6x - (-40) - 5	Foe temporarily resembles the brilliance of a deity, and is then reduced to a pillar of salt. Only magical equipment is saved. (+20) - 6
100	Blast to foe's neck sends him somersaulting backward. If he does not have either a helm or neck armor he's dead. +20H - x - x - 3x - (-40) - 3	Ouch! Foe must have had bad karma. He burns slowly from the inside out, dying in 6 painful rounds. +30H - 8x - 4	Blast to foe's head leaves a nasty spectacle. With a helm, he dies in 3 rounds. If not, a charred mass is left. +40H - 5	Holy flames erupt from all of foe's body cavities. He dies in 2 rounds of flame and smoke. 10x - (+20) - 6	Foe's body literally explodes in a shower of sparks, flesh, bones and blood. Allies also get +20 for 3 rounds. 6(+20) - 7

Key: Bx=must parry B rounds; Bx=no parry for B rounds; Bx=stunned for B rounds; Bx=bleed B hits per round; (±B)=foe has ±B penalty; Bx=B corruption points

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
Agriculture	Profession Bonuses: Body Development (+5), Crafts (+5), Lore group (+10), Outdoor • Animal (+5), Outdoor • Environmental (+15), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> Horticulture; <i>Everyman:</i> all skills in the Outdoor • Environmental skill category, History; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Nature Domination, Protections, Summons, Tree Mastery. Special Abilities: +15 to all RRs involving naturally occurring poisons and food poisoning. Prime Requisite: Constitution.	Community	Profession Bonuses: Armor group (+10), Influence (+10), Lore group (+10), Power Point Development (+5), Spell group (+5), Urban (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> History; <i>Everyman:</i> Heraldry, Public Speaking, Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Channels, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +25 to the Influence skill category (when dealing with people in his community). Prime Requisite: Self Discipline.
Ancestors	Profession Bonuses: Communication (+10), Influence (+5), Lore group (+15), Power Awareness (+5), Power Point Development (+5), Science/Analytic • Basic (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> History; <i>Everyman:</i> Heraldry, Religion, choice of one ancient language (written, not spoken); <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Divine Magic, Life Mastery, Proselytizing. Special Abilities: +15 to all RRs involving effects from Undead creatures (fear, loss of Constitution, etc.). Prime Requisite: Memory.	Competition	Profession Bonuses: Armor group (+10), Athletic group (+5), Influence (+10), Power Point Development (+5), Self Control (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> choice of one skill in the Athletic • Endurance skill category; <i>Everyman:</i> Religion, all Athletic game skills, choice of one weapon skill; <i>Restricted:</i> None. Spell Lists: Ceremonies, Channels, Communal Ways, Divine Magic, Protections, Spiritual Visions Special Abilities: A special bonus of +25 to any attempts to discern cheating in a competition (applies to many possible skills in the Awareness group). Prime Requisite: Reasoning.
Animals	Profession Bonuses: Crafts (+5), Outdoor • Animal (+15), Outdoor • Environmental (+10), Power Point Development (+5), Spell group (+5), Subterfuge • Stealth (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Animal Handling; <i>Everyman:</i> all skills in the Outdoor • Animal skill category, Religion, Fauna Lore, Tracking, Read Tracks; <i>Restricted:</i> None. Spell Lists: Channels, Communal Ways, Divine Magic, Proselytizing, Summons, GM selects one following (Horse Mastery, Serpent Law, Insect Mastery, Aquatic Forms, Land Forms, or any other base list based upon the nature of the religion). Special Abilities: Animal Mastery is classified as a Normal skill. A special bonus of +25 to all Animal Mastery maneuvers. Prime Requisite: Self Discipline.	Crafts	Profession Bonuses: Armor group (+5), Artistic • Passive (+10), Crafts (+15), Spell group (+5), Technical/Trade group (+10), Weapon group (+5). Skill Classifications: <i>Occupational:</i> choice of one skill in the Crafts skill category; <i>Everyman:</i> Religion, all other skills in the Crafts skill category, all skills in the Artistic • Passive category; <i>Restricted:</i> None. Spell Lists: Channels, Communal Ways, Holy Element, Holy Symbol, Protections, Summons Special Abilities: A special bonus of +25 to any attempt to determine the quality of craftsmanship on any given item. A special bonus of +15 to any Locate Hidden maneuvers involving crafted materials (including secret doors and other constructed objects). Prime Requisite: Agility.
Arts	Profession Bonuses: Artistic group (+15), Crafts (+15), Athletic • Gymnastic (+5), Awareness • Senses (+5), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> choice of one skill in the Artistic group; <i>Everyman:</i> Religion, all other skills in the Artistic group, choice of one skill in the Crafts skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Divine Magic, Holy Element, Protections, Spiritual Vision, Summons Special Abilities: Can make an Sense Reality maneuver to detect illusions (or invisible objects). Prime Requisite: Reasoning.	Culture, Bringer of	Profession Bonuses: Armor group (+10), Influence (+10), Lore group (+10), Outdoor • Environmental (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> none; <i>Everyman:</i> History, Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Channels, Communal Ways, Holy Symbol, Proselytizing, Summons Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Memory.
Birth, Children	Profession Bonuses: Influence (+5), Lore group (+5), Power Point Development (+5), Science/Analytic group (+10), Spell group (+5), Technical/Trade • Vocational (+10). Skill Classifications: <i>Occupational:</i> Midwifery; <i>Everyman:</i> First Aid, Herb Lore, Use Prepared Herbs, Religion; <i>Restricted:</i> None. Spell Lists: Proselytizing, Protections, Life Mastery, Repulsions, Spiritual Vision, Summons Special Abilities: None. Prime Requisite: Memory.	Darkness, Night	Profession Bonuses: Awareness group (+10), Power Point Development (+10), Subterfuge group (+15), Spell group (+10), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Star Gazing, Astronomy; <i>Everyman:</i> Religion, Spell Lore, all skills in the Subterfuge • Stealth skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Proselytizing, Protections, Repulsions, Summons Special Abilities: A special bonus of +5 to all skills in the Awareness group. A special bonus of +15 to all skills in the Subterfuge • Stealth category. Prime Requisite: Reasoning.

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
Dawn	Profession Bonuses: Awareness group (+10), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+10), Spell group (+10), Weapon • Missile (+5). Skill Classifications: <i>Occupational:</i> Direction Sense; <i>Everyman:</i> Religion, all skills in the Lore • Magical skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Proselytizing, Protections, Repulsions, Summons Special Abilities: A special bonus of +15 on all RRs versus effects generated by Undead (fear, loss of Constitution, etc.). Prime Requisite: Self Discipline.	Fertility	Profession Bonuses: Armor • Light (+10), Communication (+5), Influence (+15), Outdoor • Animal (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Herb Lore, Use Prepared Herbs; <i>Everyman:</i> Horticulture, Animal Handling, Brewing, Dancing, Play Instrument, Religion; <i>Restricted:</i> None. Spell Lists: Death Mastery, Divine Magic, Life Mastery, Proselytizing, Protections, Summons. Special Abilities: Animal Mastery is classified as a Normal skill. A special bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.
Death	Profession Bonuses: Influence (+5), Lore • Magical (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+10), Spell group (+10), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Religion; <i>Everyman:</i> None; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Proselytizing, Protections, Repulsions, Spiritual Vision Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Memory.	Fire	Profession Bonuses: Armor group (+10), Influence (+5), Lore (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Foraging; <i>Everyman:</i> Religion, Spell Lore; <i>Restricted:</i> None. Spell Lists: Divine Magic, Death Mastery, Holy Element, Holy Wrath, Proselytizing, Protections. Special Abilities: A special bonus of +15 to all RRs involving fire and heat attacks. Prime Requisite: Reasoning.
Disease	Profession Bonuses: Armor group (+5), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+10), Subterfuge group (+5), Spell group (+10), Weapon • Missile (+5). Skill Classifications: <i>Occupational:</i> Herb Lore; <i>Everyman:</i> Religion, History, all skills in the Subterfuge • Stealth skill category; <i>Restricted:</i> None. Spell Lists: Channels, Death Mastery, Insect Mastery, Nature Domination, Protections, Summons Special Abilities: A special bonus of +50 to all RRs versus disease. A special bonus of +15 to all RRs versus poison. Prime Requisite: Constitution.	Fortune, Luck	Profession Bonuses: Awareness group (+5), Influence (+10), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+5), Subterfuge group (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> Star Gazing, Astronomy; <i>Everyman:</i> Gambling, Religion; <i>Restricted:</i> None. Spell Lists: Communal Ways, Holy Element, Proselytizing, Protections, Summons, Wyrd Mastery. Special Abilities: None. Prime Requisite: Self Discipline.
Earth	Profession Bonuses: Armor group (+5), Awareness group (+10), Influence (+5), Lore group (+5), Power Awareness (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> any of the following skills (at the GM's discretion): Horticulture, Brewing, Mining, and/or Stone-crafting; <i>Everyman:</i> History, Religion, choice of one ancient langue (written only); <i>Restricted:</i> None. Spell Lists: Divine Magic, Faith's Shield, Holy Element, Nature Domination, Protections, Summons. Special Abilities: A special bonus of +25 to any Awareness maneuver involving the earth or stone (detecting secret doors, sloping passageways, depth underground, etc.). Prime Requisite: Memory.	Guardianship	Profession Bonuses: Armor group (+10), Influence (+10), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Sense Ambush, Read Tracks; <i>Everyman:</i> Riding, First Aid, Religion, choice of one skill in the Combat Maneuver skill category; <i>Restricted:</i> None. Spell Lists: Ceremonies, Faith's Shield, Holy Weapon, Holy Defenses, Life Mastery, Protections. Special Abilities: None. Prime Requisite: Constitution.
Fate, Destiny	Profession Bonuses: Armor group (+5), Awareness group (+10), Influence (+10), Power Awareness (+10), Power Point Development (+5), Spell group (+10). Skill Classifications: <i>Occupational:</i> Star Gazing, Divination, Astronomy; <i>Everyman:</i> History, Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Channels, Communal Ways, Death Mastery, Protections, Summons Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Memory.	Healing	Profession Bonuses: Awareness group (+5), Influence (+10), Lore group (+10), Power Point Development (+5), Self Control (+5), Spell group (+5), Technical/Trade group (+10). Skill Classifications: <i>Occupational:</i> First Aid; <i>Everyman:</i> Herb Lore, Use Prepared Herbs, Foraging, Religion; <i>Restricted:</i> None. Spell Lists: Communal Ways, Life Mastery, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +10 to all RRs versus diseases and poisons. Prime Requisite: Reasoning.
		Hunting	Profession Bonuses: Awareness • Searching (+10), Influence (+5), Lore group (+5), Outdoor • Animal (+10), Power Point Development (+5), Spell group (+5), Weapon • Missile (+5), Weapon • Thrown (+5). Skill Classifications: <i>Occupational:</i> Hunting; <i>Everyman:</i> all skills in the Outdoor skill group, Direction Sense, Religion, Read Tracks, Fauna Lore, Distance Running, Trap Building,

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
	Set Traps, Tracking; <i>Restricted</i>: None. Spell Lists: Communal Ways, Crusade, Hunting Mastery, Protections, Summons, The Hunter. Special Abilities: None. Prime Requisite: Agility.	Magic	Profession Bonuses: Influence (+5), Lore • Magical (+15), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+10), Spell group (+10). Skill Classifications: <i>Occupational</i>: Spell Lore; <i>Everyman</i>: Religion, choice of one skill in the Power Manipulation skill category, choice of one skill in the Power Awareness skill category, choice of one skill in the Spell group; <i>Restricted</i>: all skills in the Armor group, Body Development. Spell Lists: Communal Ways, Holy Element, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Reasoning.
Justice, Revenge	Profession Bonuses: Armor group (+10), Awareness group (+5), Influence (+10), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational</i>: Tracking; <i>Everyman</i>: Religion, Lie Detection, Sense Ambush; <i>Restricted</i>: None. Spell Lists: Ceremonies, Communal Ways, Holy Defenses, Holy Element, Holy Wrath, Life Mastery. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Constitution.	Marriage	Profession Bonuses: Armor group (+5), Influence (+10), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+5), Spell group (+10), Weapon group (+5). Skill Classifications: <i>Occupational</i>: Religion; <i>Everyman</i>: History, all skills in the Influence skill category; <i>Restricted</i>: None. Spell Lists: Channels, Communal Ways, Holy Defenses, Proselytizing, Protections, Repulsions. Special Abilities: None. Prime Requisite: Memory.
Light	Profession Bonuses: Awareness group (+5), Influence (+10), Lore group (+10), Power Point Development (+5), Spell group (+5), Weapon • Missile (+10), Weapon • Thrown (+5). Skill Classifications: <i>Occupational</i>: Direction Sense; <i>Everyman</i>: First Aid, Navigation, Religion, Spell Lore; <i>Restricted</i>: None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Proselytizing, Repulsions, Summons. Special Abilities: All priests have <i>Nightvision</i> (50') if their race does not normally have <i>Nightvision</i>. Prime Requisite: Reasoning.	Messengers	Profession Bonuses: Armor • Light (+10), Communication (+10), Influence (+10), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational</i>: None; <i>Everyman</i>: all skills in the Communication skill category, all skills in the Influence skill category, Heraldry; <i>Restricted</i>: None. Spell Lists: Communal Ways, Death Mastery, Holy Defenses, Holy Element, Proselytizing, Protections. Special Abilities: None. Prime Requisite: Self Discipline.
Lightning	Profession Bonuses: Armor group (+10), Influence (+10), Directed Spells (+5), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational</i>: Weather Watching; <i>Everyman</i>: Religion; <i>Restricted</i>: None. Spell Lists: Divine Magic, Holy Element, Holy Weapon, Holy Wind, Holy Wrath, Light Law Special Abilities: Special bonus of +15 to the Influence skill category. Prime Requisite: Constitution.	Metalwork	Profession Bonuses: Armor group (+10), Crafts (+10), Influence (+5), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational</i>: choice of anyone metal-crafting skills; <i>Everyman</i>: all skills in the Crafts skill category that involve metal-crafting, Foraging, Religion; <i>Restricted</i>: None. Spell Lists: Ceremonies, Channels, Divine Magic, Faith's Shield, Holy Element, Holy Weapon. Special Abilities: A special bonus of +10 to Warhammer skill. A special bonus of +10 to any attempt to determine the value of any object crafted (wholly or partially) from metal. Prime Requisite: Constitution.
Literature, Poetry	Profession Bonuses: Artistic group (+10), Communications (+10), Influence (+10), Lore group (+10), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational</i>: None; <i>Everyman</i>: all skills in the Communications skill category, Tale Telling, Religion; <i>Restricted</i>: None. Spell Lists: Communal Ways, Faith's Shield, Holy Element, Proselytizing, Protections, Summoning. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.	Mischief, Trickery	Profession Bonuses: Awareness group (+10), Influence (+10), Lore group (+5), Power Point Development (+5), Spell group (+5), Subterfuge group (+5), Weapon group (+10). Skill Classifications: <i>Occupational</i>: Disguise, Duping; <i>Everyman</i>: all skills in the Influence skill category, all skills in the Subterfuge • Stealth skill category; <i>Restricted</i>: None. Spell Lists: Communal Ways, Holy Element, Holy Defenses, Proselytizing, Protections, Summons. Special Abilities: None. Prime Requisite: Reasoning.
Love	Profession Bonuses: Awareness group (+5), Influence (+20), Lore group (+5), Power Point Development (+5), Self Control (+5), Spell group (+10). Skill Classifications: <i>Occupational</i>: Herb Lore, Use Prepared Herbs; <i>Everyman</i>: Religion, Dancing, all skills in the Influence skill category; <i>Restricted</i>: Body Development. Spell Lists: Divine Magic, Life Mastery, Proselytizing, Protections, Repulsions, Summons. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.	Moon	Profession Bonuses: Armor group (+5), Influence (+10), Lore group (+10), Outdoor • Environmental (+5), Power Point Development (+5), Spell group (+5), Weapon • Missile (+10).

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
	Skill Classifications: <i>Occupational:</i> Navigation, Star Gazing; <i>Everyman:</i> Astronomy, Religion, Spell Lore; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Holy Element, Proselytizing, Summons. Special Abilities: <i>Nightvision</i> with a 50' range (unless the character has <i>Nightvision</i> from his race). Prime Requisite: Memory.	Prosperity	Profession Bonuses: Armor group (+10), Awareness group (+5), Influence (+5), Lore group (+5), Power Point Development (+5), Spell group (+5), Technical/Trade group (+10), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Appraisal; <i>Everyman:</i> Mining, choice of one language (both spoken and written), Religion, Gambling, Gem Cutting, all Evaluate skills; <i>Restricted:</i> None. Spell Lists: Ceremonies, Death Mastery, Holy Defenses, Holy Symbol, Protections, Summons. Special Abilities: A special bonus of +15 on any attempt to discern the value of an object. Prime Requisite: Memory.
Music, Dance	Profession Bonuses: Armor group (+5), Artistic group (+15), Communications (+10), Influence (+5), Lore group (+5), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> any one skill in the Artistic group; <i>Everyman:</i> all other skills in the Artistic group, History, Religion, Juggling, Tumbling; <i>Restricted:</i> None. Spell Lists: Ceremonies, Divine Aura, Divine Magic, Holy Element, Repulsions, Summons. Special Abilities: None. Prime Requisite: Agility.	Redemption	Profession Bonuses: Armor group (+10), Influence (+5), Lore group (+5), Power Awareness (+5), Power Manipulation (+5), Power Point Development (+5), Spell group (+10), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Religion; <i>Everyman:</i> all skills in the Influence skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Divine Aura, Holy Symbol, Holy Weapon, Proselytizing, Repulsions. Special Abilities: None. Prime Requisite: Memory.
Nature	Profession Bonuses: Armor group (+5), Influence (+10), Lore group (+5), Outdoor group (+15), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Horticulture, Flora Lore, Fauna Lore; <i>Everyman:</i> all skills in the Outdoor group, Herb Lore, Religion; <i>Restricted:</i> None. Spell Lists: Divine Magic, Holy Element, Holy Wind, Nature Domination, Protections, Repulsions. Special Abilities: A special bonus of +25 to all Flora Lore and Fauna Lore maneuvers. Prime Requisite: Memory.	Rulership, Kingship	Profession Bonuses: Armor group (+10), Influence (+15), Lore group (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> choice of one skill in the Influence skill category; <i>Everyman:</i> all skills in the Influence skill category, Heraldry, History, choice of one Language skill (spoken and written), Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Crusade, Holy Symbol, Holy Element, Proselytizing, Protections. Special Abilities: A special bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.
Oceans, Rivers	Profession Bonuses: Armor group (+5), Awareness group (+5), Influence (+5), Lore group (+5), Outdoor • Environmental (+15), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Swimming; <i>Everyman:</i> Rope Mastery, Sailing, Boat Piloting, all skills in the Outdoor • Environmental group, Religion; <i>Restricted:</i> None. Spell Lists: Aquatic Forms, Channels, Communal Ways, Holy Element, Proselytizing, Protections. Special Abilities: A special bonus of +25 to any Awareness maneuvers performed underwater. <i>Watervision</i> with a range of 50'. Prime Requisite: Memory.	Seasons	Profession Bonuses: Awareness group (+5), Influence (+5), Lore group (+5), Outdoor group (+15), Power Awareness (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> Weather Watching; <i>Everyman:</i> Star Gazing, Astronomy, Horticulture, Herb Lore, Flora Lore, Navigation, Religion; <i>Restricted:</i> None. Spell Lists: Divine Magic, Holy Element, Holy Wind, Nature Domination, Protections, Summoning. Special Abilities: A special bonus of +15 to all RRs and DB versus heat or cold attacks or damage. Prime Requisite: Memory.
Oracles, Prophecy	Profession Bonuses: Communications (+10), Influence (+5), Lore group (+5), Power Awareness (+15), Power Manipulation (+5), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> Divination; <i>Everyman:</i> Star Gazing, Weather Watching, Astronomy, History, Religion; <i>Restricted:</i> None. Spell Lists: Ceremonies, Communal Ways, Death Mastery, Holy Element, Proselytizing, Summons. Special Abilities: None. Prime Requisite: Self Discipline.	Sky, Weather	Profession Bonuses: Armor group (+5), Influence (+10), Outdoor • Environmental (+15), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Weather Watching; <i>Everyman:</i> Religion, all skills in the Outdoor • Environmental group; <i>Restricted:</i> None. Spell Lists: Channels, Divine Magic, Holy Element, Holy Wrath, Protections, Spiritual Vision. Special Abilities: None. Prime Requisite: Constitution.
Peace	Profession Bonuses: Armor group (+10), Awareness group (+5), Communication (+10), Influence (+10), Lore group (+5), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> choice of one skill in the Influence skill category; <i>Everyman:</i> other skills in the Influence skill category, all skills in the Communications skill category, History, Play Instrument, Religion; <i>Restricted:</i> None. Spell Lists: Communal Ways, Death Mastery, Holy Defenses, Proselytizing, Protections, Summoning. Special Abilities: A bonus of +15 to the Influence skill category. Prime Requisite: Self Discipline.		

SPHERES OF INFLUENCE

Sphere	Abilities	Sphere	Abilities
Strength	Profession Bonuses: Armor group (+10), Athletic • Brawn (+10), Athletic • Endurance (+5), Influence (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> choice of one skill in the Athletic • Brawn skill category, choice of one skill in the Athletic • Endurance skill category; <i>Everyman:</i> Religion, all skills in the Athletic • Brawn skill category, all skills in the Athletic • Endurance skill category, all skills in one Weapon skill category.; <i>Restricted:</i> None. Spell Lists: Death Mastery, Holy Element, Holy Symbol, Holy Weapon, Holy Wrath, Repulsions. Special Abilities: +15 to all RRs versus effects generated by Undead (loss of Constitution, Fear, etc.). Prime Requisite: Constitution.		Spell Lists: Channels, Communal Ways, Crusade, Holy Wrath, Proselytizing, Protections. Special Abilities: A special bonus of +15 to all RRs versus influence attempts (Seduction, etc.). Prime Requisite: Self Discipline.
Sun	Profession Bonuses: Armor group (+10), Awareness group (+5), Influence (+5), Lore group (+10), Power Awareness (+5), Power Point Development (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> First Aid; <i>Everyman:</i> Herb Lore, Use Prepared Herbs, Navigation, Religion, Spell Lore, all skills in the Outdoor • Environmental skill category; <i>Restricted:</i> None. Spell Lists: Communal Ways, Holy Element, Holy Wrath, Life Mastery, Protections, Repulsions. Special Abilities: A special bonus of +15 to all Awareness • Searching maneuvers. Prime Requisite: Reasoning.	Vegetation	Profession Bonuses: Influence (+5), Awareness group (+10), Lore • General (+10), Outdoor • Animal (+5), Outdoor • Environmental (+10), Power Point Development (+5), Spell group (+5). Skill Classifications: <i>Occupational:</i> Herb Lore, Use Prepared Herbs, Flora Lore; <i>Everyman:</i> Religion, all skills in the Outdoor • Environmental skill category, Tracking, Read Tracks; <i>Restricted:</i> None. Spell Lists: Channels, Communal Ways, Faith's Shield, Holy Wrath, Protections, Summons. Special Abilities: A special bonus of +15 to identify any plant type. A special bonus of +15 to any maneuvers made in an area of heavy vegetation. Prime Requisite: Memory.
Thunder	Profession Bonuses: Armor group (+10), Athletic • Brawn (+5), Influence (+10), Outdoor • Environmental (+5), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Weather Watching; <i>Everyman:</i> Religion, all skills in the Outdoor • Environmental; <i>Restricted:</i> None. Spell Lists: Divine Magic, Faith's Shield, Holy Weapon, Holy Wrath, Nature Domination, Protections. Special Abilities: None. Prime Requisite: Constitution.	War	Profession Bonuses: Armor group (+10), Athletic group (+5), Influence (+10), Power Point Development (+5), Spell group (+5), Weapon group (+15). Skill Classifications: <i>Occupational:</i> Military Organization, choice of one skill in the Combat Maneuvers skill category; <i>Everyman:</i> Animal Training, Riding, Heraldry, Religion, choice of one skill in the Armor group, Fletching, Metal-crafting, Driving, Hunting, choice of one weapon skill; <i>Restricted:</i> None. Spell Lists: Battlefield Healing, Death Mastery, Faith's Shield, Holy Weapon, Holy Wrath, Protections. Special Abilities: A special bonus of +25 to all influence maneuvers made during a battle. Prime Requisite: Constitution.
Time	Profession Bonuses: Armor group (+5), Awareness group (+10), Influence (+5), Lore group (+5), Power Awareness (+5), Power Point Development (+5), Science/Analytic group (+5), Spell group (+5), Weapon group (+5). Skill Classifications: <i>Occupational:</i> History, Time Sense; <i>Everyman:</i> all skills in the Awareness • Searching skill category, Religion; <i>Restricted:</i> None. Spell Lists: Communal Ways, Holy Wrath, Life Mastery, Protections, Repulsions, Spiritual Vision. Special Abilities: A special bonus of +15 to all Time Sense maneuvers. Prime Requisite: Memory.	Wind	Profession Bonuses: Armor group (+5), Influence (+5), Outdoor • Environmental (+10), Power Point Development (+5), Spell group (+5), Weapon • Missile (+10), Weapon • Thrown (+10). Skill Classifications: <i>Occupational:</i> Weather Watching; <i>Everyman:</i> Fly/Glide, Religion, all skills in the Outdoor • Environmental skill category; <i>Restricted:</i> None. Spell Lists: Divine Magic, Faith's Shield, Holy Element, Holy Wind, Nature Domination, Protections. Special Abilities: A special bonus of +15 to any maneuvers performed in mid-air. Prime Requisite: Agility.
Trade	Profession Bonuses: Armor group (+5), Communication (+10), Influence (+15), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Trading, Appraisal; <i>Everyman:</i> all skills in the Influence skill category, choice of three languages (spoken), choice of one language (written); <i>Restricted:</i> None.	Wisdom	Profession Bonuses: Armor group (+10), Influence (+10), Lore group (+10), Power Point Development (+5), Spell group (+5), Weapon group (+10). Skill Classifications: <i>Occupational:</i> Religion; <i>Everyman:</i> all skills in the Communications skill category, History, choice of two skills in the Science/Analytic group; <i>Restricted:</i> None. Spell Lists: Channels, Communal Ways, Divine Magic, Holy Trances, Holy Wrath, Proselytizing. Special Abilities: A special bonus of +15 to any RRs versus spells with a sub-type of "m." Prime Requisite: Memory.



◆ 12.1 ◆ RUNEMAGE



Runemages are Hybrid spell users of Essence and Channeling who concentrate on the power written and spoken language have over the reality. Generally, all Runemages are Nomenist spell casters, though they rarely choose the Training Package for Nomenist Casters. The Runemages have their own base list, which is more refined than the standard Nomenist Caster spell list. Runemages use their power of language to create variable enchantments such as wards, symbols, and runes, while using their knowledge of the Primal Tongue to manipulate the physical world and the creatures within it.

Jerickson finished inscribing the last power runes to complete his circle. Standing he surveyed the work of several hours of scratching on the solid stone floor. Beautiful. Right now they were nothing but a series of thin almost invisible lines and symbols. Surely they would be overlooked once the room was full of food, merriment and guests. Jerickson smiled. His foe would be in that crowd and he'd never know what hit him. The rest of the crowd would be safe—so long as they stepped away from Llewdlac when his body erupted in flames. Only someone with the right skill looking in the right place would ever notice the hidden words and signs.

Prime Stats: Empathy and Intuition

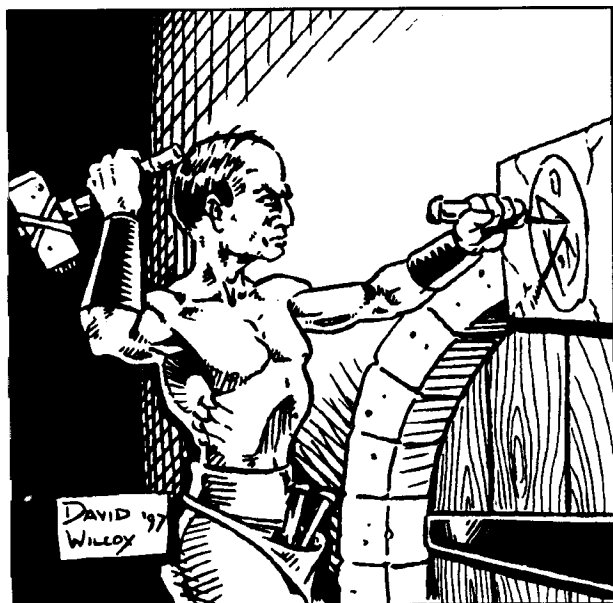
RUNEMAGE SPELL LISTS

The Runemage has six base lists. The full descriptions of all the spells on these lists can be found later in this book.

Commanding Will: Spells that bend a target to the will of the caster (enhanced if a true name is known).

Inscriptions: Imbeds spells into temporary signs or runes.

Nomenclature Mastery: Discovering languages and true names of people and items.



Physical Manipulations: Spells that manipulate the physical world (enhanced if a true name is known).

Symbolism: Creating symbols of power that can be imbedded with other spells.

Warding Mastery: Creating ward signs of power that can protect small areas.

PROFESSION BONUSES

Communications	+5	Power Manipulation	+10
Lore • Magical	+15	Power Point Develop	+5
Power Awareness	+10	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environmental ...	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	1/5	Power Point Devp.	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastics	3	Self Control	6
Awareness • Perception	4	Special Attacks	15
Awareness • Searching	3/7	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	12
Body Development	15	Subterfuge • Mechanics	6
Combat Maneuvers	18	Subterfuge • Stealth	4
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3/7	Technical • Vocational ..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/3	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

Everyman Skills: Runes, Symbol Lore, Warding Lore

Occupational Skills: Calligraphy

Restricted Skills: Directed Spells, Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8

TRAINING PACKAGES

Training package costs are given in Section 13.0.

Part II

Section 12.1

Runemage

This Page
reprinted in
*Channeling
Companion*

ESSENCE
COMPANION





◆ 12.2 ◆ MANA MOLDER



Mana Molders are Pure spell users of Essence who concentrate on Mana Forms. Mana Forms are solid manifestations of the Essence. Mana Molders employ their spells to create temporary items, force fields, and even mana creatures. Mana creatures can either be servants capable of simple tasks or warriors capable of following simple orders.

Rhojhex watched grimly as the last of his Mana Warriors fell to the stout clubs of the Troglodytes. Now only a thin field of solidified Essence stood between him and the flesh-hungry monsters, and it would only take a few moments for them to hammer through it. He eyed the twenty foot chasm behind him and a thought began to form. One of his other forms might just bridge the gap. Rhojhex the Mana Molder had a couple of tricks left yet.

This Page
reprinted in
Channeling
Companion

Prime Stats: Empathy and Agility



MANA MOLDER SPELL LISTS

The Mana Molder has six base lists. The full descriptions of all the spells on these lists can be found later in this book.

Mana Fields: Forming of protective fields from the Essence.

Mana Items: Creation of various useful items of temporary duration.

Mana Servants: Creating magical servants useful for a specific task.

Mana Warriors: Creating and controlling temporary warriors fashioned from the Essence.

Glyphs: The imbedding of spells on air or liquids.

Matter Molding: Shaping gasses, liquids and solids into various forms.

PROFESSION BONUSES

Lore • Magical	+10	Power Point Develop	+5
Power Awareness	+10	Spell Group	+5
Power Manipulation	+15	Tech/Trade Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environmental ...	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	2/5	Power Manipulation	3/9
Artistic • Passive	1/5	Power Point Devp.	4
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastics	3	Self Control	6
Awareness • Perception	5	Special Attacks	15
Awareness • Searching ...	3/7	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	12
Body Development	15	Subterfuge • Mechanics	6
Combat Maneuvers	18	Subterfuge • Stealth	4
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3/7	Technical • Vocational ..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/5	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

Everyman Skills: Time Sense, Spell Mastery, Meditation

Occupational Skills: None

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8

TRAINING PACKAGES

Training package costs are given in Section 13.0.

AMENDMENT TO TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Book	Months	Priest	Summoner	Warlock	Mythic	Training Package	Book	Months	Priest	Summoner	Warlock	Mythic
juror (L)	ArcCo	84	29	29	29	35	Hewer (L)	R&C:U	107	97	128	120	55
Samulus (V)	ArcCo	42	22	22	22	29	Pillager (V)	R&C:U	49	40	48	48	28
Manipulator (L)	ArcCo	120	30	30	27	32	Boarsaddler (L)	R&C:U	106	74	101	102	42
Necromancer (L)	ArcCo	106	35	35	35	43	Brelissker (L)	R&C:U	94	74	94	97	45
Runemaster (L)	ArcCo	120	34	34	34	46	Breliss Archer (V)	R&C:U	18	40	50	51	26
Warlock (L)	ArcCo	76	26	27	26	36	Sneak-knife (L)	R&C:U	93	82	87	84	46
Advisor (L)	C&R	97	29	30	28	28	Shaguk Sh'rmauk-ënd (L)	R&C:U	75	67	103	94	41
Antagonist (L)	C&R	75	26	28	25	21	Shaguk Stáz-pargun (L)	R&C:U	116	60	82	78	40
Apothecary (V)	C&R	27	24	23	22	22	Shaguk Spíllak (L)	R&C:U	40	34	38	38	50
Architect (V)	C&R	19	25	25	24	25	Shaguk Zhun-klefiäk (L)	R&C:U	73	33	34	34	50
Archaeologist (V)	C&R	52	27	28	28	30	Shaguk Kun-torâmim (L)	R&C:U	69	39	40	40	43
Artificer (L)	C&R	110	30	30	30	42	Shaguk Ru'klefiäk-she (L)	R&C:U	70	39	55	48	40
Astronomer (L)	C&R	78	28	28	28	28	Blind Fighter (L)	R&C:U	69	82	94	89	64
Chaplain (V)	C&R	43	24	24	21	23	Prowldark (L)	R&C:U	95	52	62	62	46
Cloistered Zealot (L)	C&R	128	31	32	30	28	Arms Instructor (L)	MarCo	106	63	87	93	34
Court Magician (L)	C&R	97	28	28	26	31	Bodyguard (V)	MarCo	30	37	43	49	25
Duelist (V)	C&R	32	61	82	82	32	Caravan Guard (V)	MarCo	46	39	43	46	32
Engineer (L)	C&R	85	38	38	38	42	Chi Master (L)	MarCo	81	119	106	121	98
Executioner (V)	C&R	28	34	39	37	25	Martial Artist -Rev.(L)	MarCo	143	98	105	89	61
Grave Robber (V)	C&R	45	32	32	31	24	MA Challenger (L)	MarCo	110	95	110	98	51
Groom (V)	C&R	44	23	20	23	20	MA Champion (V)	MarCo	31	57	70	60	34
Inventor (V)	C&R	45	28	28	28	30	MA Opera Performer (L)	MarCo	187	59	62	53	42
Jester (V)	C&R	52	29	29	26	24	MA Street Performer (V)	MarCo	37	31	33	32	23
Laborer (V)	C&R	14	23	29	29	16	Ninja (L)	MarCo	170	116	138	131	62
Magic Crafter (L)	C&R	72	27	27	27	32	School Master (V)	MarCo	39	76	84	72	41
Political (L)	C&R	22	41	46	44	33	Secret Society Mem. (V)	MarCo	22	28	31	28	18
Prophet (L)	C&R	98	28	29	28	32	Temple Monk (L)	MarCo	169	136	143	126	89
Romantic (L)	C&R	74	24	24	22	20	Wandering Monk (V)	MarCo	78	87	92	83	66
Servitor (V)	C&R	41	25	25	23	23	Warrior Priest (L)	MarCo	107	71	76	66	42
Siege Engineer (V)	C&R	29	39	42	42	34	Weapon Master-Rev.(L)	MarCo	116	120	145	139	60
Troubadour (L)	C&R	132	31	31	30	32	Amateur Mage-rev (L)	EssCo	70	32	32	32	42
Vizier (L)	C&R	113	26	27	26	30	Animal Handler (V)	EssCo	37	23	18	23	18
Meneumerakkinim (V)	R&C:U	45	54	58	55	36	Arachnamancer (L)	EssCo	164	39	36	37	34
Bherschourkûm (L)	R&C:U	116	84	105	96	48	Catalyst Collector (V)	EssCo	37	26	28	28	21
Ghârmurghir (L)	R&C:U	40	51	79	70	32	Corpist Caster (L)	EssCo	40	17	17	17	19
Hoythij Râk (L)	R&C:U	84	54	64	61	39	Crystalist Caster (L)	EssCo	46	24	24	24	26
Hephuzâd (L)	R&C:U	90	49	56	56	43	Demonologist (L)	EssCo	132	42	42	40	46
Shieldsman (V)	R&C:U	22	37	43	43	29	Guild Apprentice (L)	EssCo	86	33	33	33	40
Bhourdirrim (L)	R&C:U	106	40	47	47	30	Hedge Wizard (L)	EssCo	30	43	44	42	44
Sokhudnerim (L)	R&C:U	54	26	26	26	25	Herbalist Caster (L)	EssCo	56	18	18	18	20
Dërnakwmün (L)	R&C:U	71	31	33	33	36	Journeying Apprent.(L)	EssCo	104	28	28	28	31
Cloaker of Clans (L)	R&C:U	99	40	42	41	43	Librarian (V)	EssCo	57	24	24	23	26
Path Finder (L)	R&C:U	111	70	80	78	42	Nomenist Caster (L)	EssCo	42	20	20	20	24
Clerihew (L)	R&C:U	105	32	32	31	41	Potioner (L)	EssCo	39	22	22	22	26
Collector (L)	R&C:U	114	32	32	32	48	Spell Researcher (V)	EssCo	114	26	26	26	33
Scholar (V)	R&C:U	39	23	24	22	22	Spell Student (V)	EssCo	105	28	28	28	38
Tabula Rasa (L)	R&C:U	107	36	37	34	30	ArcCo = Arcane Companion; C&R = Castles & Ruins, R&C:U = Races & Cultures: Underground Races; MarCo = Martial Arts Companion; EssCo = Essence Companion.						
Inventor-Goblin (L)	R&C:U	110	28	28	28	30	Note: The training packages from <i>Black Ops</i> and <i>Pulp Adventures</i> were not included in this listing because the professions in the <i>Channeling Companion</i> are not appropriate for the genre. The training packages and costs from these books are included in the <i>Rolemaster Annual '97</i> .						
Miner (V)	R&C:U	43	72	70	67	45							
Tuskerer (V)	R&C:U	52	75	106	106	41							
Skulker (V)	R&C:U	40	36	26	44	25							
Croaker (V)	R&C:U	17	26	26	26	26							
Shirriff (V)	R&C:U	25	34	40	40	24							
Finder (V)	R&C:U	50	45	52	50	27							