

Dime ADVENTURES



MYSTIC SECRETS

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Tab Creations



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INTRODUCTION

Arth is a world of supernatural action and paranormal mysteries. Sorcerers master ancient arts. Spiritualists tap into psychic phenomena. Cryptids manifest extraordinary abilities. Aliens patrol the skies. Inventors create new, miraculous devices.

In fact, there is a long history of paranormal abilities in the pulps. The Shadow fought a variety of mad scientists and other supervillains. Doc Savage possessed near-superhuman abilities himself, and faced off against paranormal foes ranging from invisible killers and teleporters to super-scientific foes from the center of the Earth.

Victorian and Edwardian fiction has its own supernatural tradition, not the least of which is exemplified by the novel *Dracula*. The Sherlock Holmes stories even have instances of spiritualism among them.

Although in early adventure fiction the paranormal was most often used as a plot device or as an implement of powerful antagonists, nevertheless a number of heroes possessed their own supernatural abilities. John Carter gained great power when he traveled to Mars. Conan the Barbarian had allies that used sorcery.

The *Dime Adventures* core rulebook is written with GMs in mind who might want to limit supernatural abilities to villains and plot devices. This allows for more grounded stories, where the miraculous is truly unusual. The same is not true for this supple-

ment. Just as there are GMs who want to tell stories where the paranormal is grounded or relegated to the background, there are also GMs who want to tell stories of gonzo action or mystic secrets. This book is written with the latter style of games in mind. The paranormal is not just for villains anymore!

FITTING IN THE SUPERNATURAL

Every GM should take a minute to think about how paranormal abilities fit into her game. If they're freely available for purchase like any other skill or trait, then many players will likely load up with them and have a veritable arsenal of paranormal capabilities at their command, possibly even to the exclusion of mundane skills.

On the other hand, GMs can keep this in check by placing basic limits on the purchase of these abilities. For example, perhaps paranormal skills can only be acquired through the study of ancient tomes. Each tome contains the secrets of one such skill, and must be acquired through an adventure in game. Or maybe some paranormal skills require finding a mentor—the sort of secret master who meditates on remote mountaintops or lives in an extradimensional fortress. Or perhaps supernatural talents are simply limited to one or two per player.



PARANORMAL ABILITIES

What follows is a complete system of paranormal abilities, sufficient of emulate sorcerous skills, psychic talents, rudimentary superpowers or, with some hand-waving, even a selection of super-scientific devices.

These abilities have been written and balanced with player characters in mind—meaning that GMs who want their players to have access to the paranormal can freely allow players to choose from the abilities presented here. Nevertheless, unless the GM wants a truly gonzo game, it may be best to limit players to one paranormal skill per rank of the Occult skill. This will make a player's list of powers manageable, but may limit players who want to simply dabble in a broad array of paranormal talents.

PARANORMAL SKILLS

Mechanically, paranormal abilities function like skills. Each is ranked 0 to 5, and each can be advanced just like any other skill. Paranormal abilities, however, cannot be used unless the character possesses at least one rank in the appropriate skill.

Every paranormal ability provides a list of effects that characters can achieve using the ability. These effects come with an associated stat, TN and other relevant information. Other related effects may be possible using the ability. The GM is the final judge of what is and isn't possible. Just remember that attempting new effects can come with messy or even devastating consequences.

INVOKING PARANORMAL ABILITIES

To invoke a paranormal ability, the wielder must possess the relevant skill and must make a flip. Unlike most flips, paranormal abilities require that the invoker play a card from hand (spending Moxie) rather than from the top of the deck. This limits the effective number of times that paranormal abilities can be called upon in a session.

The use of any paranormal ability is obvious, unless the description would indicate otherwise. Those familiar with paranormal abilities can immediately recognize that one is being invoked, and even those who aren't familiar with the paranormal will recognize that something strange is going on.

Unless specified otherwise, the target of all paranormal abilities must be within line of sight.

NPC Paranormal Abilities

Most NPCs don't have their own hand of cards (Moxie) to use in order to invoke paranormal abilities. GMs should instead assign such NPCs the Power Point trait. This trait allows the character to invoke a paranormal ability a specified number of times in a session. For example, if the NPC has Power Points 5, she can invoke a paranormal ability five times in a session. The GM may also use GM Moxie to allow an NPC to invoke a power, just as a player would.

PARANORMAL ABILITIES

IN COMBAT

Using a paranormal ability in combat is considered a Concentrate action. Invoking the ability works just like any other action.

Some paranormal abilities last as long as the character expends the effort to maintain them. In combat, these abilities require a Concentrate action to maintain them every round after the one in which they are initially invoked. No flip is necessary, but the Concentrate action must be taken, spending an AP to do so. If a paranormal ability is not maintained, the effect expires at the end of the character's turn. Outside of combat, these effects still require effort to maintain, even if that effort is not quantified into actions taken and AP spent. The player should roleplay some of their attention being spent to maintain the effect, and the GM may opt to impose penalties to other actions due to the character's divided focus.

Example: Ruprecht wants to use the Send paranormal effect. This effect requires effort to maintain. On Round 1 he takes a Concentrate action to invoke the effect. He makes the flip—a success. He may now send his thoughts to others. Since he invoked the effect this round, he doesn't need a separate Concentrate action to maintain the effect, but he will on subsequent rounds. On Round 2, Ruprecht declares a Concentrate action to maintain the effect. No flip is required, but he must spend an AP to take the action. The effect is maintained and thus continues. On Round 3, however, Ruprecht feels he can't spare the AP. He does not declare an action to maintain the effect, instead preferring to spend his AP on other things. Since he did not maintain the Send effect this round, it will expire at the end of his turn.

CRITICAL FAILURES

Failed attempts to use paranormal abilities can be problematic. Summoned entities may escape or the effect may fizzle out at an inopportune time. Critical failures, however, are even worse. When a joker is played in an attempt to invoke a paranormal ability, the GM is free to make up some disastrous consequence.

SIZE AND PARANORMAL ABILITIES

Many paranormal abilities require more effort to affect particularly large targets. Frequently, these effects will take the Size modifier of their target as a penalty to the invocation flip, assuming the target is larger than Size 0 (see the Size trait on page 220 of the *Dime Adventures* core rulebook). For many effects this is called out in the text; for others, the GM should use common sense.

Example: Ruprecht wants to use the Enchant Object effect to enchant a train car (Size 4). He takes its Size as a penalty to the invocation flip, meaning he takes a -4 penalty to perform the enchantment.

PARANORMAL EXPERIENCES

As with all skills, characters advance in paranormal skills by accumulating experiences. When a player picks new experiences for these skills, any of the listed effects are viable experiences, as are specific uses of the skill. For example, a character gaining experiences in Abjuration might pick Banish, Circle, Threshold or Ward as experiences. Alternatively, she might pick a specific use, such as demons, should she have been warding against demons.

Maintaining Paranormal Abilities

In combat, a character's ability to maintain paranormal abilities is discretely measured in AP each round. This is easy to measure: since most characters get three AP each round, this means a typical character can maintain up to three abilities, if she wishes to spend all of her AP to do so. Maintaining each ability consumes about a third of her mental capacity.

Outside of combat the GM and player will need to guesstimate and roleplay how much attention maintaining an effect takes. What actions can a character take while still maintaining an effect? Here are some guidelines:

Imagine that maintaining a single effect is like counting by powers of three in one's head. What actions can a person perform while doing this? Walking is still easy enough, as are most simple physical actions. Conversation is more difficult, but a basic dialog is likely still possible.

Imagine maintaining two effects is like both counting by three and scanning a crowd for a familiar face at the same time. While doing all this a character may still be able to walk slowly or grunt short responses, but the majority of her attention is otherwise consumed.

As in combat, maintaining three effects consumes all of a character's attention. While doing this she is unable to even walk or effectively respond to the world around her. All of her willpower is spent just keeping the effects going.



LIST OF PARANORMAL ABILITIES

What follows is a list of available paranormal abilities, each providing the capability to invoke a number of different effects. GMs may wish to give some of these abilities to supernaturally-inclined NPCs, or even selectively open them up to PCs.

ABJURATION

Abjuration is the paranormal ability to create wards, bindings or other effects that protect against the supernatural. Most paranormal abilities and supernatural creatures—particularly those coming from other worlds or planes of existence—respond to abjuration. Mundane people and completely natural creatures, even rare or exotic ones, are generally not affected by abjuration.

Unless specified otherwise, all abjuration effects require the creation of some sort of physical protective barrier. Barriers can be as simple as a line of salt hastily dumped out to form a line or circle, or as complex as an elaborate floor mosaic with concentric gold and silver rings. Hastily laying down such a barrier requires 1 AP per yard (meter) of the barrier, in addition to the action taken to invoke the ability. Ideally, a supernaturally significant substance, such as salt or silver, should be used for the barrier, but in a pinch even using a stick to draw lines in the sand will suffice. Using a suboptimal substance increases the TN of effects by +2.

Banish: This effect pits the invoker's will against that of a supernatural creature, forcing it back from whence it came. This effect does not require a physical barrier. On a success, the creature cannot voluntarily approach closer to the invoker for as long as this ability is maintained. On a critical success, it must back away from the invoker at its first opportunity. Creatures from another place of existence are sent back to their home plane on a critical success.

■ **Action:** Det/abjuration vs. Willpower. Requires effort to maintain.

Circle: This is a variant of the ward effect (see below). Rather than creating a simple line that blocks supernatural creatures and paranormal effects, the invoker creates a completely sealed circle that does the same thing. This is a more "airtight" and complex effect, as it prevents a foe from finding "cracks" in the line that would allow it to make swipes inside the circle or eventually get through. As with the ward effect, the invoker must first set down a physical barrier and then charge the barrier with a drop of blood. To estimate the number of AP required to lay down the circle, pick a diameter in yards (meters) and multiply by 3.

■ **Action:** Per/abjuration-12. Requires effort to maintain.

Threshold: Permanent homes take on their own spiritual aura as they are lived in, and this aura can be bolstered to deter the entry of supernatural creatures. This, for example, may be the origin of the myth that vampires cannot enter a home unless invited. By spilling a drop of her blood on the threshold of the home, the invoker can create a ward that prevents supernatural creatures and paranormal effects from entering the home. This does not work on just any building; it must be one with the right "homely"

spiritual aura. For a building or room to qualify, it must have been lived in as an individual or family's primary residence for at least one full lunar cycle. This ward only applies to supernatural creatures and effects attempting to enter the home, not to those attempting to leave. This effect does not require a separate physical barrier, as the home's aura itself is the barrier.

■ **Action:** Chr/abjuration-10. Lasts until the next sunrise.

Ward: This effect creates a line which supernatural creatures cannot cross. The line also disrupts "line of sight" on any paranormal effect that would be invoked across it. It must be marked by a physical barrier, such as a line of salt. Once the barrier has been laid down, the invoker need only charge the line with a drop of her blood. As foes can often just move around the line, this effect is usually used to block doors or similar points of ingress.

■ **Action:** Int/abjuration-10. Requires effort to maintain.



BIOKINESIS

Biokinesis is the paranormal ability to manipulate the body. In particular, it allows the control of bodily functions, metabolism and surface features.

All biokinesis effects depend on the invoker meditating for a moment and grasping a mental state where she can begin to manipulate the energies of the body. Such effects are most easily performed on herself, but biokinesis may also be performed on a willing or restrained subject, provided the invoker is able to lay on hands. When this happens, she wills her mental energy to travel through her arms and into the target, where it makes the necessary changes. An incapacitated but unwilling target may resist using her Willpower score, if that would be better than the base TN.

Change Color: The target's eyes, hair or skin change color to a tone of the invoker's choosing. Other characteristics such as face shape do not change. This transition takes a full minute, during which the invoker needs to maintain her grasp on the target. Once this effect is no longer maintained, the natural color will slowly return over the course of a minute. Each characteristic changed grants a +2 bonus on disguise attempts by the target.

■ **Action:** Per/biokinesis-10. Requires effort to maintain.

Fake Death: The target is put into a state similar to the Slow Metabolism effect below, including all of its effects, except the target also appears dead to any simple means of observation. To distinguish the target from the dead, the observer must succeed at a Per/medicine flip vs. the result of the flip to invoke this ability.

■ **Action:** Det/biokinesis-12. Requires effort to maintain.

Slow Metabolism: While concentrating, the invoker may slow the target's metabolism down, effectively putting her into a state of hibernation. While in this state she suffers a -4 penalty to perceive the world around her; she uses only 10% of her usual amount of air when breathing and does not require sleep. Additionally, she may go for ten times the usual duration of time without suffering from starvation or dehydration. Any attempts to walk or move about while in this state immediately end the effect.

■ **Action:** Det/biokinesis-10. Requires effort to maintain.

Stop Bleeding: If the target is suffering from bleeding, the invoker may concentrate to remove any Bleeding consequence.

■ **Action:** Per/biokinesis-10.

Sudden Control: The invoker exerts a sudden, short control over part of the target's body. This may include forcing her to suddenly blink, twitch a finger or to let go of her breath. No effect lasting longer than a second or requiring notable dexterity is possible. Unlike other biokinesis effects, this one may be performed on an unwilling and unrestrained target whom the invoker has been able to touch.

■ **Action:** Int/biokinesis vs. Willpower.

CLAIRVOYANCE

Clairvoyance is the paranormal ability to sense things beyond normal means, including the ability to sense into the past, future and to project one's senses at a distance. Although the paranormal trappings of this ability are minimal, unless noted otherwise, all clairvoyance abilities require that the invoker enter a trance-like state. This requires attaining a calm state of mind in a quiet and non-threatening environment. In more hostile environments, increase the TNs of all effects by as much as +4. Entering this state takes roughly ten minutes and while in it the invoker is unaware of her surroundings and unable to react.

Danger Sense: Unlike other clairvoyance effects, this one does not require a trance state. To use it, the invoker need only take a second to reach outward with her mind and sense around her. While this effect is being maintained the invoker does not suffer any reduction in AP due to surprise, is only at a -2 penalty when fighting blind rather than a -4 penalty, and she is always treated as "aware of an attack" for the purposes of reactions such as Dodge.

■ **Action:** Per/clairvoyance-10. Requires effort to maintain.

Dreamwalking: With this effect the invoker can alter the dreams of another, provided the target is currently dreaming. To do this the invoker needs solid personal knowledge of the target, although she can be at any distance. The invoker can view the target's dreams while altering them. No flip is required to alter a dream, but unless the invocation was a critical success, an Int/deception vs. Det/empathy action may be required to trick a target in this way.

■ **Action:** Det/clairvoyance vs. Willpower.



Postcognition: By making use of this effect the invoker can peer into the past of her current location. In her trance state she can see what has already transpired there. The content of what she sees is up to the GM, but success with a better Mag should result in more substantial information.

■ **Action:** Int/clairvoyance-10.

Precognition: A successful use of this effect grants the invoker vague glimpses into possible futures. By entering a trance state while concentrating on a specific question, object, person or event, the invoker can close her eyes and receive these visions. The content of these visions is up to the GM, but success with a better Mag should result in more substantial information.

■ **Action:** Int/clairvoyance-10.

Projection: This effect allows the invoker to project her senses elsewhere in the world, viewing or hearing events at a distance. Entering the trace state, she closes her eyes and envisions herself leaving her body and moving away, through walls or any other obstacle to where she wants to view. Her consciousness can travel in this way at a rate as if she were walking. While in this state she is unaware of her body's surroundings, although a sudden disturbance might end this effect and snap her back. To others, her projected senses appear as her translucent image leaving her body and moving about the world.

■ **Action:** Chr/clairvoyance-10.

CONJURATION

Conjuration is the paranormal ability to coalesce the aether into newly created objects, and to hold those objects together by force of will, for at least a short time. This allows the invoker to seemingly produce items out of thin air.

The observation of others has a detrimental effect on conjuration, disrupting the aether and making it nearly impossible for the conjured object to form. For this reason, for conjuration to work, the invoker must reach somewhere unseen and produce the object outside of any observer's line of sight. For small objects this may be as simple as closing one's hand or reaching behind one's ear to produce, for example, a coin. For larger objects, it may require a more elaborate setup, such as reaching into a hat, bag, behind a large rock, etc.

Device: This effect is essentially a more advanced use of the Trinket effect (see below). It allows the invoker to conjure complex objects, including mechanical devices, items with active chemical properties or intricate replicas of actual objects. For example, the invoker might conjure a working pistol, a forged document, a replica of an expensive artwork or a medical drug. The first time the object is used, the invoker must make an Intelligence flip with an appropriate skill to know about the item. For example, conjuring working medication might require an Int/medicine flip. If this flip is failed, the item was conjured, but it isn't functional. A pill might still be produced, but it wouldn't



work; a conjured gun might still be useful as an intimidation prop, but it wouldn't fire; etc. The GM sets the TN of this flip: modestly complex (TN 10), quite complex (TN 12), extremely complex (TN 14).

■ **Action:** Int/conjuration-10. TN of following flip varies (see description). Requires effort to maintain.

Harden: This effect allows the invoker to strengthen the durability of the aether forming an object she has already created with the Device or Trinket effects. Objects hardened in this way no longer require effort to maintain. They will remain conjured until the next dawn, much like fairy gold. Hardening a conjured object takes 10 minutes. Unlike most paranormal actions, this effect does not require that the invoker play a card from her hand.

■ **Action:** Det/conjuration-10.

Poof: With this effect, the invoker conjures a sudden poof of smoke or fog that rolls up from under her feet or from behind her. This provides her with the Concealment (critical) consequence. This also gives her appropriate concealment to hide or otherwise sneak away. On a success with Mag 5+, if she still has AP left, she may immediately attempt this, even if this would mean taking a second action on her turn that requires a flip. This concealment ends when the effect is no longer maintained.

■ **Action:** Per/conjuration-10. Requires effort to maintain.

Trinket: The most basic use of conjuration, this effect allows the invoker to produce an object from nothing. The object must be small enough to be concealed when it is produced, and must be simple—with few or no moving parts and no active chemical properties that

are reproduced. For example, a the invoker might use this effect to pull a playing card out of her sleeve, produce a gold coin from behind someone's ear, reach into a box and pull out a screwdriver or even pull a coiled rope out of her hat. More complex objects, such as a functioning gun, exact replica of a famous painting or a functioning cyanide pill require the Device effect (see above). Any object produced this way dissolves back into the aether when effort is no longer spent to maintain this effect.

■ **Action:** Int/conjuration-10. Requires effort to maintain.

Vanish: This effect allows the invoker to do the opposite of conjuring an object from the aether—she may take an existing object and disperse it into the aether, making it seemingly disappear. As with conjuring objects, this must be done to an object outside of anyone else's field of observation. The object remains vanished until effort is no longer spent to maintain this effect, after which the object reforms. This effect may also be performed on a creature—but only if the target is willing or helpless. Obviously the target will be able to observe itself, but for this effect to work, no one else should be able to observe the target. If the creature ceases to be willing or helpless, it immediately reforms.

■ **Action:** Chr/conjuration-10 or vs. Willpower in the case of a willing or helpless target. Requires effort to maintain.



DIVINATION

Divination is the paranormal ability to gain insight into a situation through occult means. This ranges from fortune telling by means of palm reading, tea leaves or tarot cards, to prophetic dreams, to reading the omens written in flights of birds, the entrails of slaughtered animals or astrological alignments.

To target a person or other subject with divination, the invoker must first have a sympathetic connection to the target. This involves obtaining a physical piece of the target or an associated possession. For example, a lock of the person's hair upon which the invoker intends to scry, or a piece of stone from the city whose omens she is reading. Having the subject present is also acceptable, such as with reading the target's palm when fortune telling.

Dreaming: To use this effect the invoker prepares a sleeping space for dreaming, meditating on a particular subject or question. She, or a willing target, then goes to sleep in the prepared space and the invoker makes her flip. On a success, the target dreams about the subject, gleaning insight into the matter at hand. The GM should come up with the contents of the dream, which should be relevant, albeit still somewhat cryptic. Preparing the sleeping space takes 10 minutes.

■ **Action:** Det/divination-10.

Fortunes: This effect allows the invoker to tell the target's fortune. Doing so gains the invoker insight into the target's personality and potential future. To perform this effect, the invoker needs access to a suitable chaotic pattern created by the target. Common

patterns include a deck of tarot cards shuffled by the target, tea leaves at the bottom of tea drunk by the target, rune stones shaken by the target or the lines formed on the target's palm. On a success, the GM should pick a personality trait or motive of the target as well as a likely future event and tell these to the invoker. Reading a person's fortunes takes 10 minutes.

■ **Action:** Chr/divination-10.

Omens: This effect allows the invoker to interpret whether the omens are particularly auspicious or inauspicious for a particular subject or course of action. Reading the omens always involves either observing the natural world—by observing the weather or flights of birds—or involves slaughtering an animal and reading the spots on its entrails. On a success, the invoker witnesses an omen. The GM should let the invoker know whether the omens favor or disfavor the particular subject or course of action. Reading the omens in flights of birds or the weather always takes a full day. Reading the omens through entrails takes an hour, but requires a large enough animal for sacrifice.

■ **Action:** Int/divination-10.

Scrying: With this effect the invoker may see events happening far away. She needs a sympathetic connection to the target and either a reflective or translucent surface in which to gaze. Usually this takes the form of a mirror, crystal ball or bowl of clear water. On a success, the invoker sees reflected in the surface an image of the target as well as what is happening around the target. On a success with Mag 5+, she may hear events as well.

■ **Action:** Per/divination-10. Requires effort to maintain.

ENCHANTMENT

Enchantment is the ability of attaching paranormal effects to objects, places, people or creatures. It is both used to sway the minds of others, as well as to control or enhance the abilities of common items.

The invocation of enchantment effects must be accompanied by audible words from the invoker—after all, the very root of the word enchantment means to chant. Often times this requirement means a literal chanting, other times—particularly in the case of enchanting people—this means words spoken to the target regarding the subject of the spell. For example, enchanting a foe to drop her weapon would require literally telling her to do just that.

Command: On a success, this effect allows the invoker to issue a simple, short command to the target, which is immediately executed. This command must be a simple statement such as “Drop your weapon,” “Open the door” or “Go away.” It cannot contain additional clauses or conditionals. A command to inflict self-harm requires that the invoker achieve a critical success. Outside of combat, the command must be something that can be executed in a couple seconds. Inside combat, a command must be a task that can be attempted with 1 AP, or 2 AP with a critical success. The target executes the command immediately on the invoker’s turn, using no AP of her own.

■ **Action:** Chr/enchantment vs. Willpower.

Enchant Object: With this effect the invoker may enchant a particular object. For as long as the effect is maintained, the invoker can command the object to do anything of which it is normally capable. For example, doors may be commanded to open or close, automobiles

may be commanded to drive around, rope may be commanded to coil up or tie itself in knots, etc. If the target object is larger than Size 0, the object’s Size is taken as a penalty on the flip to invoke this effect (see page 6).

■ **Action:** Det/enchantment-10. Requires effort to maintain.

Enhance Object: This enchantment enhances the function of an object until the next sunrise. Until that point, any attempts to use the object for the purpose for which it was designed, gain a +1 bonus, or a +2 bonus on a success with Mag 5+. For example, weapons gain the bonus to attack and damage, armor gains the bonus to DR, clothes intended to impress gain the bonus to do so, lockpicks gain the bonus to opening locks, etc. Using the enhanced object for unintended purposes, for example, using an enchanted sword as a makeshift can opener, might not provide the bonus (GM’s discretion).

■ **Action:** Int/enchantment-10.

Influence: This effect is used to subtly influence the mind of the target, manipulating her emotions to suit the invoker’s needs. On a success, the invoker can increase or decrease one of the target’s Bolstered, Dazed, Desire, Fear or Fixated consequences by up to two severities, or up to four severities with a critical success. If the consequence requires a subject, such as with the Desire or Fear consequences, the invoker chooses the subject in question.

■ **Action:** Chr/enchantment vs. Willpower. Requires effort to maintain.

Protective Charm: With this effect, the invoker may create a protective charm that protects its wearer against paranormal abilities. Creating such a charm takes 10 minutes of

chanting as the object is physically assembled. It also requires physical objects from which to make the charm, although most mundane materials will suffice: string, feathers, rabbit's feet, bones, etc. Once assembled, anyone wearing the charm gains a +2 bonus to resist paranormal effects, increasing to +4 on a success by Mag 5+. This bonus adds to Willpower, Defense or an opposing roll—whatever is used to resist the ability. The effect of the charm lasts until it helps resist a paranormal ability or until it is destroyed, whichever comes first

■ **Action:** Per/enchantment-10.



EVOCATION

Evocation is the ability to call forth a spirit, ghost, demon, god or otherworldly entity. It is commonly used in conjunction with abjuration, which allows for the summoned entity to be trapped or sent back to its home plane.

For a particular entity to be summoned, the invoker must be able to chant a mantra, calling upon the entity's true name. This is quite literally the first name given to the entity, equivalent to a person's birth name. Otherworldly entities tend to be secretive about this name, preferring instead to use an epithet or title, such as "Lurker in the Doorway" or "Destroyer of Souls."

Perhaps the easiest true names to acquire are those of other people, as most human cultures are rather promiscuous when it comes to spreading knowledge of a person's real name. Mystically, knowing a person's name gives a little bit of power over her. This means that every time a person introduces herself for the sake of politeness, she gives a little bit of power over herself away. This can lead some mystics to refuse to tell their name to others, gaining them a reputation as a rude crackpot.

Living people cannot be summoned through evocation, but the spirits of the recently departed can. For three days after death their spirits linger and are subject to summoning. After this time, most spirits cannot be reached, although a few may linger on as restless ghosts. These restless spirits remain attached to the world of the living and can thus may continue to be summoned.

The true names of other entities are something that a character must learn through play, although musty tomes that teach Evocation—and other sources of learning the

skill—will usually include the true names of at least one such entity, along with the basics of performing the summoning rite.

Many entities will be quite peeved by the fact that they have been summoned. Think of summoning as knocking on the entity's door in the middle of the night, unannounced. Malevolent or angry entities may even attempt to eviscerate the summoner for her insolence. Others may simply attempt to run off.

For this reason, most summoners usually create a summoning circle beforehand and summon the entity inside the circle. This is created with the Abjuration skill's Circle effect. Entities within such a circle are trapped until either they leave the material plane or the circle is broken. There they can be bargained with.

Bargain: Summoning an entity in no way compels it into service. Instead it is up to the summoner to strike up a bargain with the entity, unusually by providing an appropriate offering or services rendered. Different entities will be interested in different things, and this may even vary between summonings. Once an agreement has been reached between the entity and the summoner, this effect may be used to enforce the deal. Invoking this effect is as simple as offering a small drop of blood. If successful, the entity is bound by the letter of the agreement. Summoned entities may not break their word. Should the summoner break hers, the entity will know immediately and will no longer be bound to the agreement.

■ **Action:** Chr/evocation-10.

Dismiss: Summoned entities remain in the physical world until they are dismissed, although summoned entities not bound inside a circle are often able to dismiss themselves. A successful use of this effect sends the entity

back to its home plane, although the entity may choose to linger in the physical world up to a number of rounds equal to its Determination. A critical success sends the entity back immediately.

■ **Action:** Det/evocation vs. Willpower.

Summon: Using this effect involves chanting a mantra including the true name of the summoned entity for at least 10 minutes. On a success, the entity appears nearby in a location of the summoner's choosing. The invoker may then attempt to bargain with the entity. Entities that are not contained somehow, however, are free to run off or even attack the summoner.

■ **Action:** Int/evocation-10.



Otherworldly Entities

On the next few pages are several examples of otherworldly entities that GMs can use directly, or otherwise use as inspirations when coming up with other such beings for their own campaigns.

Hecafel, Devil at the Crossroads

Hecafel is a malevolent otherworldly entity interested in making pacts and bargains. It resides at crossroads, and attempts to summon it may fail unless performed there. Once summoned, Hecafel can be appeased with the offering of a dog in return for its time performing simple tasks. Greater bargains may require greater sacrifices, up to and including the soul of the summoner.

Hecafel usually appears as the black silhouette of a man garbed in a top hat and formal attire. Depending on the strength of the summoning, Hecafel will appear with between one and three bodies. Success with Mag 5+ will result in Hecafel appearing with two bodies, success with Mag 10+ will result with three. The more bodies Hecafel manifests with, the greater the potential Hecafel has to grant abilities in a bargain. The additional bodies likewise appear as humanoid silhouettes, but may have the heads of a serpent or a horse.

A potent entity, but not all-powerful, Hecafel has the ability to bestow the bargainer with skills, particularly skills in the academics or arts. Hecafel can also drive away lesser spirits, break outside curses, alter the appearance of the bargainer, provide protective wards or poison one's enemies.

Historic references to Hecafel, or at least a similar entity, are both numerous and widespread. Hecafel is recognized as Teufel, the pre-Christian Germanic woods devil. The entity is also associated with—or may even be—both Hecate, the chthonic Greek goddess of crossroads, and the black man at the crossroads of Vodoun lore.

Uggo-Saltha, Thing Beyond the Stars

Uggo-Saltha is a terrible entity of destruction, spawned in the dark beyond the stars. Unlike most summoned entities, it does not bargain, nor does it accept offerings for its summoning. The entity is not intelligent in any human sense, but instead possesses an unfathomable alien mind. It seeks only the destruction of all life around it, and when unleashed, it is truly a terror to behold.

Continued on the next page...

Uggo-Saltha (Continued)

Uggo-Saltha has a radial symmetry and stands nearly 9 feet (3m) tall. Its trunk-like body possesses a mass of eyes, tendrils, pseudopods, fearsome teeth and gnashing mouths. When moving, it quickly flows over the surrounding terrain in an almost liquid fashion.

Summoners do not typically evoke Uggo-Saltha to make bargains with it, but rather to threaten others. (“Strike me down and my circle will fail, unleashing this thing upon us all...”) If unleashed from its summoning circle, Uggo-Saltha invariably goes on an indiscriminate rampage, leaving a swath of destruction in its wake.

Most disturbingly, after repeated summonings, dismissing Uggo-Saltha does not send it back to its home plane as quickly as most entities. Every time it is summoned it lingers a bit longer—as if over time it were digging its tendrils further and further into this reality.

Białowieża, Primeval Forest Spirit

Białowieża was once a vast, primeval forest that stretched across the European plain, from the Bay of Biscay to the Ural Mountains. Today, the last remnants of Białowieża Forest are found in a small clump on the border of the Holy Roman Empire and the Russian Republic.

The spirit Białowieża is the astral reflection of the great primeval forest given thought and form. It appears as immense European bison made from twisted branches and vines. Its eyes burn like forest fires. Occasionally vines will detach themselves from the main body, like tendrils.

Białowieża is often a slow to react spirit, but it can move with lightning speed when it does act. Its concerns are alien and somewhat orthogonal to human concerns, but it seems to desire the depopulation of Europe and the return of the primeval forest.

Once summoned, Białowieża can be appeased by planting a tree native to the Białowieża Forest, but the summoner best double-check her botany, as the spirit takes planting the incorrect species of tree as a grave threat.

Białowieża is a being of immense strength, capable of pulling down walls, and derauling trains. It also exhibits the ability to control nearby plants, forcing them to move, wither or grow at a phenomenal rate.

Aurandabad, Ghost of Antiquity

Aurandabad, known in Greek as Orontobates, was the Persian ruler of Caria in the mid-fourth century BC. He is now a very old and very angry ghost.

In life, Aurandabad was sent by Darius III to Caria to marry Ada II, the daughter of the usurper satrap Pixodarus. Alexander III of Macedon, better known as Alexander the Great, also desired Ada's hand in marriage, but in the end Ada was married off to Aurandabad, who succeeded Pixodarus as ruler of Caria.

In 334 BC, Alexander marched his armies towards Aurandabad, who entrenched himself in Halicarnassus. In the end, Alexander won the siege, and Aurandabad fled, defeated, back to the Achaemenid Empire, burning Halicarnassus to the ground behind him. Aurandabad retained a position of importance in the empire, fighting and dying in the Battle of Gaugamela in 331 BC.

Since his death, Aurandabad has lingered in the world as a ghost, shiftless and angry at his defeat. He has watched the centuries come and go, all the while plotting his ultimate revenge on the descendants of the armies of Macedon.

Aurandabad has acquired significant historical knowledge in his centuries as a ghost. He might also be called upon to use his ethereal nature to spy or observe. In return, Aurandabad desires knowledge of or action against the descendants of the armies that defeated him.



ILLUSION

Illusion is the paranormal ability of creating illusory images, sounds or other sensory emanations, as well as that of manipulating light. It is a flexible and deceptive ability, and one best put to use by an invoker with a creative streak.

All of the illusion effects listed below assume that they effect a target creature or area about the size of an adult human. Targeting a larger area penalizes the flip to invoke the illusion by the Size of the target (see page 6). This means, for example, targeting a horse or similarly sized area would be at -1, while targeting an elephant or similar area about be at -2, etc.

All of the effects listed below also assume that only one illusionary sense is produced. That is, the illusion fools one of sight, sound, scent/taste or touch. Additional senses can be fooled by taking a -2 penalty per additional sense. So for example, an illusion might fool both sight and sound if a -2 penalty is taken.

Interactivity can be added to an illusion by taking a -2 penalty and specifying how it will reaction at the time of invocation.

Most people are used to trusting their own senses. If confronted with an illusion, most people will simply believe that what they see or hear is real. However, sometimes a character will know to expect illusions or be given reason to doubt one. For example, a dog that relies heavily on its sense of smell may not be convinced by an illusory man that lacks all scent. A woman confronted by an illusion of her husband may notice details that are out of place and begin to suspect an impostor. When an illusion is created, note the total achieved by the flip. This becomes the TN for other characters to realize that the illusion is not what it seems.

Illusory Object: Using this effect, the invoker can create an illusory object. It can be given increased size, senses or interactivity using the modifiers described above. When creating an illusory object, adding to observer's senses is easy. A wall might appear where it is not, a character might appear clad in bulky armor when she is not, etc. Subtracting from the observer's senses, however, is much more difficult. Making a wall appear not to exist or making an elephant appear to be a mouse is essentially a use of invisibility. For those uses, use the Invisibility effect below.

■ **Action:** Int/illusion-8. Requires effort to maintain.

Invisibility: This effect makes the target creature, object or area appear like the scene behind it, effectively rendering it invisible to observers. Alternatively, this effect can also be used to conceal a target from other senses—it can negate sound, scent, etc. Invisibility is harder to achieve if the target is moving, particularly if it is moving quickly. Essentially the invoker must continually alter the target's appearance to match the view of what's behind it. In combat, this means the invoker must not only spend an AP to maintain the effect, but also spend an additional AP to maintain total invisibility on a moving target. If this second AP is not spent, the target appears as a blurred form during the movement, giving away her position. Attacking while invisible also usually requires sudden movement that results in being momentarily visible as a blurred form. Invisible characters can be targeted at a -4 penalty, if the attacker is aware of the invisible character's presence. Characters visible as a blurred form can be targeted at a -2 penalty.

■ **Action:** Det/illusion-12. Requires effort to maintain.

Sensory Burst: This effect creates a simple, sharp burst of sensory output, lasting no more than a second or two. For example, the invoker might create a sudden burst of light, a loud banging sound or sudden whiff of Sulphur that hangs in the air for a moment. This is often used to create distractions or provide false evidence in support of a larger deception. Sudden sensory bursts in an opponent's face, however, might daze her. If used this way, on a success, the opponent's Dazed consequence increases a severity, or two with a critical success.

■ **Action:** Chr/illusion vs. Willpower. TN 6 for lesser effects not intended to daze.

Sensory Shroud: Rather than calling upon the finesse of a true illusion, this effect simply blankets an area with a shroud of sensory "noise." This might be literal noise, a scattering of light that causes an area to darken or blur, an inexact stench or even the sensation of nonexistent water. This penalizes all perception of the area using the chosen sense by -2, or -4 on a success by Mag 5+. If this affects vision, it instead provides the targeted creature or area with the Concealment (moderate) consequence, or Concealment (critical) on a success by Mag 5+.

■ **Action:** Per/illusion-8. Requires effort to maintain.

Raising Other Undead

Necromancy's Raise Dead effect can be used to easily create new zombies. Rumor has it, however, that a similar effect can be used to create other forms of undead as well. Most necromancers agree that this is likely true—after all, where else do the other forms of undead come from? Regardless, the means of doing this must be a well-guarded secret—one many necromancers would kill to get their hands on.

NECROMANCY

Necromancy is the practice of manipulating the energy of death itself, usually with the intent to either communicate with, or raise, the dead. Necromantic energies can also be directly channeled to harm a living target or siphon away the target's life.

The practice of necromancy comes with a heavy stigma in many cultures around the globe. Death is a potent force and takes its toll on those who wield it too nonchalantly. Some cultures find necromancy a crime worthy of death. Even in those cultures where it is accepted, necromancers are often given a wide berth.

Any failed attempt to invoke a necromancy effect comes with serious consequences. On any failure, the invoker loses a number of HP equal to the Mag—working so closely with death takes its toll.

Cheat Death: This effect is invoked as a reaction whenever the invoker would die. On a success, instead of dying, the invoker only appears to die and instead returns to life within three days. To do this, the corpse must be mostly intact. Incinerated or decapitated bodies will not suffice, nor will ones mangled beyond all utility. When she returns to life, her eyes simply open, she starts breathing and she lives once again.

■ **Action:** Per/necromancy-12.

Command Dead: With this effect, the invoker may issue a command to an undead creature. On a success, the creature obeys this command to the best of its ability, for as long as the effect is maintained. On a critical success, the invoker may continue to issue new commands for as long as the effect is maintained. Undead with Moxie may suppress this effect for a round by spending a Moxie. Regardless, after this effect expires, intelligent undead will often bear a grudge against the necromancer.

- **Action:** Chr/necromancy vs. Willpower. Requires effort to maintain.

Death Touch: Using this effect causes the invoker's hand to glow a sickly green. Touching a foe with this hand channels death energy into the target, pulling life energy back. This has no effect on nonliving or undead targets, such as machines or ghosts. With a successful touch, the target is dealt ♠Det×2/♥Det×1½/♦Det/♣½Det damage and the invoker heals half the amount dealt. This damage ignores DR and repeats on the invoker's turn every round until the invoker is no longer touching the target. For maximum impact, this effect is often used on helpless foes or after a grapple has been initiated.

- **Action:** Dex/necromancy vs. Defense. Requires effort to maintain, if holding onto the target.

Raise Dead: With this effect, the invoker floods a corpse with death energy, animating the body and bringing to it a pale reflection of life. This takes 10 minutes, during which the invoker must touch the corpse. On a success, it animates as a zombie (see below). While this effect is maintained, the zombie will obey the directions of the invoker. After this effect ceases to be maintained,

flip a card. A black card means the corpse falls down, back into a state of unmoving death. A red card means the zombie remains animated, but is no longer under the invoker's control.

- **Action:** Int/necromancy-10. Requires effort to maintain.

Séance: Using this effect, a necromancer can speak with a spirit of the deceased. If the spirit is present, or the corpse of the deceased is present, this effect begins instantaneously. If the spirit must be summoned from afar, the invoker needs to know the spirit's true name and invoking this effect takes 10 minutes. Often with hostile spirits, this effect is used in conjunction with the Abjuration ability's Circle effect, which contains the summoned spirit. Unlike summoning a spirit through Evocation, this effect compels the spirit to talk, answering the invoker's questions to the best of its knowledge. The invoker may compel three answers with a success, or an unlimited number with a critical success. Open-ended questions—such as “What is everything you know?”—only garner a few facts before the spirit is no longer compelled to provide an answer.

- **Action:** Det/necromancy vs. Willpower. Requires effort to maintain.

Zombie

Str 7, Dex 3, Spd 3, End 7, Int 1, Per 3, Chr 3, Det 5

Defense 4/9, Willpower 4/9, DR 0, HP 14

Skills: Melee +2

Bite: +3♥ vs. Defense (♠8/♥6/♦5/♣3).

♣ **Grapple:** The zombie initiates a grapple with the target.

Mindless: A zombie is immune to all mental or emotional effects, such as intimidation or taunting. It, however, may still be directed or controlled by a necromancer.

Undead: As one of the undead, a zombie is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and doesn't naturally heal.

TELEKINESIS

Telekinesis is the ability to manipulate objects without physical interaction. This includes the ability to levitate objects, flip switches from across the room, hold objects in place and to even choke others using telekinetic force. The maximum size of object that can be manipulated with telekinesis has a Big property equal to the invoker's Determination. GMs who want to use real world units to estimate this can consider the maximum 10 lb. (or 5 kg) \times Determination.

Most telekinesis effects require a moment of concentration with a clear line of sight on the target.

Bind: With this effect the invoker can apply telekinetic force to hold an object in place, preventing its movement or manipulation. Anyone seeking to move this object must succeed at a Strength flip with a TN equal to the total achieved in invoking the effect.

■ **Action:** Det/telekinesis-10. Requires effort to maintain.

Choke: Using this effect the invoker can use telekinetic force to grasp the throat of another, causing her to suffocate. This only affects characters that must breathe—it doesn't affect automatons, slime molds and the like. Upon successful use, the target immediately begins to suffocate (see Suffocation rules in the *Dime Adventures* core rulebook). The target is considered to have taken a breath unless she was entirely surprised by the attack or unless a critical success was achieved. Every round as a Concentrate action, the target may attempt an Endurance flip with a TN equal to the total achieved in invoking the effect to force an early end to this ability.

■ **Action:** Det/telekinesis vs. Willpower. Requires effort to maintain.

Levitate: This effect allows an object to be levitated into the air and held aloft for as long as the effect is maintained. An object being levitated in this manner can be moved at a walking pace. If the object being moved is held or resisted by someone else, this is an opposed action, otherwise it has a static TN.

■ **Action:** Int/telekinesis vs. Dex or TN 10. Requires effort to maintain.

Push: With this effect the invoker can use telekinetic force to push an object, flipping levers at a distance, moving crates across a ship's hold, knocking framed photos off the wall, etc. An object being pushed in this manner can be moved at a walking pace. If the object being pushed is currently held or resisted by someone else, this is an opposed action, otherwise it has a static target number.

■ **Action:** Chr/telekinesis vs. Str or TN 10. Requires effort to maintain.

Throw: This effect allows the invoker to hurl nearby objects at a target using telekinetic force. If the target is a character, this is opposed by the target's Defense, otherwise use a static target number. On a success, a hurled object will deal $\spadesuit 2 \times \text{Chr} / \heartsuit 1\frac{1}{2} \times \text{Chr} / \diamondsuit \text{Chr} / \clubsuit \frac{1}{2} \text{Chr}$ damage.

■ **Action:** Per/telekinesis vs. Defense or TN 10.



TELEPATHY

Telepathy includes the ability to communicate directly through thought, as well as the ability to read the minds of others, distract others through unwanted thoughts and to implant false memories.

Invoking telepathic effects is relatively simple, as they require few ceremonial trappings. The invoker must have a clear and unimpeded line of sight on the target. She must then reach out and grasp the target's mind mentally. A few more powerful effects require a stronger connection, meaning the invoker must physically grasp or even restrain the target.

Bombard: A variant of Send, with this effect the invoker bombards the mind of another with a constant stream of unwanted thoughts and imagery, making it difficult for the target to concentrate. On a success, the target's Fixed (the invoker) consequence increases a severity, or by two severities with a critical success. Every round this effect is maintained, the consequence increases another severity.

■ **Action:** Chr/telepathy vs. Willpower. Requires effort to maintain.

Deep Probe: This elaborate effect allows the invoker to force her way into the mind of another, ripping through past memories until she uncovers what she is seeking. This process is both lengthy and uncomfortable for all involved. Invoking this effect takes at least 10 minutes and, if unwilling, the target must be fully restrained. A success on this action allows the invoker to ask one question to which she receives an answer to the best of the target's memory. Two questions may be asked on a critical success.

■ **Action:** Det/telepathy vs. Willpower.

Implant: With this effect the invoker implants a false memory into the target's mind. This doesn't erase any already existing memories, and a careful examination of past feelings or events might reveal to the target that something with her memory is wrong. However, unless she has reason to doubt her memory, most people assume what they remember is true. This effect requires a stronger connection than just line of sight. Implanting the memory requires a continuous hold on the target for the duration of the memory involved—that is for example, a memory lasting five minutes would require a five minute hold. This hold does not need to be continued after the memory has already been implanted, but is still being maintained.

■ **Action:** Int/telepathy vs. Willpower. On a success, this requires effort to maintain. On a critical success, the implanted memory is permanent.

Send: The Send effect allows the invoker to form a link with the mind of another, establishing a means of two-way communication using thought alone. This has a fixed TN if the target is willing, otherwise use the target's Willpower to resist.

■ **Action:** Chr/telepathy vs. Willpower or TN 6. Requires effort to maintain.

Surface Read: This effect allows the invoker to listen in on the surface thoughts of her target. This does not guarantee that the target is thinking anything the listener wants to hear, but the target might be tricked into thinking something with critical success or with a clever line of conversation and a successful Chr/socialize. vs. Det. flip.

■ **Action:** Per/telepathy vs. Willpower. Requires effort to maintain.

THEURGY

Theurgy is the paranormal ability to call upon a higher power to act on the invoker's behalf, granting insight, warding against evil or channeling the energy of life itself.

To use theurgy the invoker must have an earnest belief in the higher power—usually a god or spirit of some kind—and the ability to chant a prayer or perform other acts of supplication. A few higher powers may demand specific acts of sacrifice, but for most simple worship will suffice.

Armor of Faith: With this effect the invoker issues a continuous litany of prayer, calling upon the higher power for protection. On a success, the invoker's effective DR increases to be equal to her Theurgy skill. This stacks with the invoker's innate DR or DR granted by traits, but does not stack with physical armor.

■ **Action:** Det/theurgy-10. Requires effort to maintain.

Blessing: This effect allows the invoker to place a blessing upon the target. To do this she must touch the target and offer a prayer. On a success, the target gains a Moxie which she may use as normal.

■ **Action:** Per/theurgy-10.

Exorcism: With this effect the invoker calls upon the higher power to drive a possessing spirit or other entity out of the target. On a success, the possessing spirit is driven out. On a critical success, the invoker may drive the spirit into a circle or similar prepared effect to contain it. This is opposed by the possessing entity and requires that the target first be rendered helpless. Using the exorcism effect takes 10 minutes.

■ **Action:** Det/theurgy vs. Willpower.

Lay on Hands: The invoker may use this effect to call upon the higher power to heal the injured. To use it, the invoker must lay hands on her target and call upon the higher power to heal the wounded. On a success, she may heal the target for a number of HP equal to the target's Endurance. She may also remove the target's Bleeding consequence, stabilize a target who is dying and wake the target if she has been rendered unconscious. A character may only benefit from Lay on Hands once per set of wounds received.

■ **Action:** Chr/theurgy-10.

Prophecy: This effect allows the invoker to seek from the higher power knowledge about future events. On a success, the invoker receives a prophecy about some future event. The event will come to pass no matter what, and the GM is free to make sure this happens. However, it may not come to pass in the way that is expected. For example, if the prophecy is that "David will die of a wild boar," he may literally be killed by a wild pig, or he may be killed by a drunken man whose family crest bears the head of a boar.

■ **Action:** Int/theurgy-10.



TRANSFORMATION

Transformation is the paranormal ability of taking on an alternate physical form. Usually this means taking the form of an animal of some sort, such as becoming a wolf, bear or hawk. Unlike most other skills, the Transformation skill may be purchased multiple times, with each instance of the skill being used for a different physical form.

While in the alternate form, the invoker gains the four physical stats of the form—Strength, Dexterity, Speed and Endurance. She also gains the Size trait and DR of the new form. She keeps her four mental stats—Intelligence, Perception, Charisma and Determination. Once in her alternate form, she may use the Form Ability effect to access the special traits of that form and the Natural Weapon effect to access the physical attacks of that form. Additionally, certain actions may be beyond the abilities of this form, if for example, it lacks opposable thumbs. Use common sense.

This change in physical form will cause the invoker's Defense and max HP to change. This does not, however, directly affect her current HP. If the character's max HP increases, she remains at the same current HP, just with a different maximum value. If the character's max HP decreases, the player should "set aside" the current HP she has above maximum, bringing her effective current HP down to max. These "set aside" HP will be regained when she changes back to her natural form. Traits that affect max HP will also affect max HP in the alternate form.

The GM has the final say in which alternate forms are available.

Alternate Form: This effect allows the user to assume her alternate form. This

appears to the observer as a gradual morphing from her current form to the assumed form. Her equipment is not subsumed into this new form—it either falls down around her or clothing that is too small may be ripped away. The TN for this action varies with the alternate form. Use the following formula: Add the form's Strength, Dexterity, Speed, Endurance, DR, Size difference and +2 for each natural weapon and form ability; subtract 24 (the TN has a minimum of 6).

■ **Action:** Det/transformation. TN varies (see description). Requires effort to maintain.

Form Ability: While in her alternate form, this effect allows the invoker to use one of the form's special traits. For example, if the invoker is in the form of a hawk, she may use the hawk's Flight trait. Invoking this effect does not require an action unless the trait being used does. Only one flip must be made to initiate use of the trait, even if the use continues for several rounds. For example, when using the hawk's Flight trait, a flip only needs to be made when the invoker begins her flight. She does not need to invoke this effect again every round. If the trait would normally require a flip, this effect does not require a separate flip. Just make the flip for the trait, substituting in the Transformation skill. As with most uses of paranormal skills, the card used for this flip must come from the player's Moxie.

■ **Action:** Int/transformation-10.

Natural Weapon: While in her alternate form, this effect allows the invoker to use the form's natural weapons. For most attacks this will use Dexterity, although other stats may be used if appropriate, for example, Strength when grappling. It does not grant suit-related special effects. Most attacks in an alternate

form are different enough from the invoker's primary form that they use this skill, but at the GM's discretion, especially similar attacks may use the Melee skill instead. For example, an ape alternate form punching like a human.

Unlike most paranormal actions, this effect does not require that the invoker play a card from her hand.

- **Action:** Dex/transformation vs Defense (usually).

Partial Transformation: This effect allows the invoker to only partially transform her body, taking on aspects of her alternate form. She must specify which aspects she is taking on when the effect is initiated. This allows her to selectively assume the form's physical stats, Size, DR, natural weapons or form abilities, picking and choosing which to use. The TN for this effect is the same as for the Alternate Form effect, plus 2.

- **Action:** Det/transformation. TN varies (see description). Requires effort to maintain.

Example Forms

The following are example alternate forms which can be taken with instances of the Transformation skill. The below page references refer to the *Dime Adventures* core rulebook.

Bear

Alternate Form: TN 7

Str 9, **Dex** 5, **Spd** 5, **End** 7, **Size** 0, **DR** 1

Defense 5+½Per / 10+Per, **HP** 16

Natural Weapons: Claw (♠10/♥8/♦7/♣5)

Form Abilities: Charge (see page 231)

Deinonychus

Alternate Form TN: 11

Str 7, **Dex** 8, **Spd** 8, **End** 7, **Size** 0, **DR** 1

Defense 8+½Per / 16+Per, **HP** 14

Natural Weapons: Claw (♠12/♥9/♦7/♣4)

Form Abilities: Charge (see page 237)

Hawk

Alternate Form: TN 6

Str 2, **Dex** 6, **Spd** 6, **End** 4, **Size** -2, **DR** 0

Defense 8+½Per / 14+Per, **HP** 3

Natural Weapons: Talon (♠5/♥3/♦1/♣1)

Form Abilities: Flight (see page 232)

Shark

Alternate Form TN: 15

Str 11, **Dex** 7, **Spd** 6, **End** 5, **Size** +2, **DR** 2

Defense 4½+½Per / 11+Per, **HP** 32

Natural Weapons: Bite (♠14/♥12/♦10/♣8)

Form Abilities: Ampullae of Lorenzini and Aquatic (see page 233)

Tiger

Alternate Form TN: 13

Str 11, **Dex** 8, **Spd** 6, **End** 7, **Size** +1, **DR** 0

Defense 6+½Per / 13+Per, **HP** 27

Natural Weapons: Claw (♠14/♥12/♦10/♣8)

Form Abilities: Catfall (see page 234)

Wolf

Alternate Form TN: 6

Str 5, **Dex** 6, **Spd** 5, **End** 6, **Size** 0, **DR** 0

Defense 5½+½Per / 11+Per, **HP** 11

Natural Weapons: Bite (♠8/♥6/♦3/♣2)

Form Abilities: Keen Smell (see page 234)

Werewolves

They say the moon has a great influence over the minds of mortals. When the moon is at its fullest, they say a cursed few lose control, changing into hybrid man-beasts and rampaging across the countryside. They are, as usual, only half right.

Werewolfism is not a contagion as popular fiction would have one believe. But werewolves are a very real curse—one affecting select bloodlines going back generations. These bloodlines try to hide their curse—locking up relatives during the full moon and keeping to themselves—but any extended family has wayward members and black sheep. Some with the werewolf curse have ultimately gone out on their own to wander the world. Who knows how many bastard children are really of such an accursed bloodline?

Werewolves can also change form at times other than under the full moon. In fact, any strong burst of emotion can trigger a change—from anger to pity. Some werewolves have even practiced to the point where they can force it upon themselves. But the change always comes under the full moon, uncontrollable and lethal.

When a werewolf changes, they risk losing control. Most werewolves never master themselves in the form of the beast, relying on chains or remoteness to keep others safe—or maybe they simply don't care—but some have also mastered self-control while under the influence of the beast. These werewolves are few and far between, however, and even for them self-control remains a difficulty.

Werewolves are known for their keen sense of smell—even in their human forms. And this sense of smell recoils at a certain taint. Werewolves call this taint “the Other.” They say it is an intruder from another world, something unnatural and unwanted. Who knows why they react the way they do to it, but its very presence can trigger the werewolf to change and lose control.



TRANSMUTATION

Transmutation is the paranormal ability of altering the properties of matter, including changing the matter's state, chemical properties and base elements. It is an elusive power and one that has been sought after for centuries. Despite the promises, however, most transmutations are temporary in nature, with the affected matter reverting to its original state after a time.

Unless specified otherwise, all transmutation effects require that the invoker is in physical contact with the target at the time of invocation.

Living matter is particularly difficult to affect, as the life force within the matter resists the transmutation. This limits most transmutations to nonliving materials. Should the invoker attempt to affect a living creature with a transmission, it may flip Endurance to resist the effect, if it so chooses. Additionally, unless specified otherwise, on the creature's turn, it may make an Endurance flip to force an end to the transmutation effect. The TN of this flip is the total originally achieved by the invoker. Ending the effect this way also pulls the creature back together, regaining its natural form.

All of the transmutation effects listed below assume that they effect a volume of matter about the size of an adult human. Targeting a larger area penalizes the flip to invoke the transmutation by the Size of the target (see page 6). This means, for example, targeting a horse-sized mass would be at -1, while targeting an elephant-sized mass would be at -2, etc.

Change State: This effect changes the state of the target substance by one step up or down the energy spectrum. Success by Mag 5+ allows the substance to change by two steps.

For example, a solid could become a liquid; a liquid could become either a solid or a gas, etc. Solids that become liquid or gas behave like their new state, flowing downward or dispersing into the air as appropriate.

■ **Action:** Chr/transmutation-10. Requires effort to maintain.

Inert: A successful use of this effect renders a chemical property of the target substance inert for the time that the effect is maintained. For example, the invoker could render a target substance non-poisonous, render a substance nonflammable or even non-explosive. Two or more properties can also be suppressed for a -2 penalty per additional property.

■ **Action:** Int/transmutation-10. Requires effort to maintain.

Paralyze: Unlike most transmutation effects, this one is intended to target living creatures. A success on this effect begins to transmute the target to stone or another hard substance, increasing the target's Disabled consequence a severity, or two severities on a success by Mag 5+. This consequence cannot be removed with the End Consequence action. Should the consequence be increased past critical severity, the transformation becomes more permanent, ending only at the next dawn.

■ **Action:** Det/transmutation vs. End. Requires effort to maintain.

Superficial Change: This effect alters the superficial properties of a target substance. For example, it might change the substance's color, translucency or surface smoothness. This can allow the invoker to see through a wall as if it were a window, cause an affected floor to become slippery or make an object particularly sticky, etc.

■ **Action:** Per/transmutation-8. Requires effort to maintain.

PARANORMAL NPCs

Those who delve too deeply into the paranormal are likely to encounter other of their ilk: those who have learned mystic secrets, and who seek to employ them in purposes either good or evil. Below are a few stat blocks for exactly those sort of characters.

HOLY WARRIOR

"I will do my best to purge the world of evil."

Str 7, **Dex** 6, **Spd** 5, **End** 5, **Int** 4, **Per** 5, **Chr** 5, **Det** 7

Defense 8/16, **Willpower** 8/16, **DR** 0, **HP** 12, **Wealth** 5, **Lifestyle** 5, **Power Points** 5

Skills: Awareness 2, Empathy 2, Guns 1, Lib-Arts 1, Melee 3, Occult 3, Socialize 1, Tactics 2

Paranormal Skills: Theurgy 4

Sword: +6♥ vs. Defense (♠14/♥11/♦8/♣5).

♣ **Knockback:** The target is knocked back a zone and increases her Prone consequence a severity, or two on a critical hit.

Armor of Faith: With a litany of prayer, the holy warrior can call upon divine protection. With a Concentrate action and a successful Det/theurgy-10 flip, her DR increases to 4.

Equipment: Holy Symbol, Sword

Throughout the world there are those who feel the calling to serve a greater power. Many such people serve in an important, but mundane capacity. A select few, however, are endowed with supernatural power so that they might further the holy cause they serve.

NEGROMANCER

"I hold power over the forces of life and death themselves!"

Str 5, **Dex** 4, **Spd** 6, **End** 6, **Int** 6, **Per** 5, **Chr** 4, **Det** 7

Defense 7/15, **Willpower** 8/17, **DR** 0, **HP** 11, **Wealth** 6, **Lifestyle** 4, **Power Points** 5

Skills: Awareness 2, Deception 2, Investigate 2, Medicine 3, Occult 3, Stealth 2, Streetwise 2

Paranormal Skills: Abjuration 2, Necromancy 4

Death Touch: +6♥ vs. Defense (♠14/♥10/♦7/♣3). Ignores DR. Only affects living creatures, and the necromancer heals half the amount of damage dealt.

Knife: +2♥ vs. Defense (♠10/♥7/♦5/♣2).

♣ **Bleeding:** Increase the target's Bleeding consequence a severity, or two severities with a critical hit.

Equipment: Book Bound in Human Skin, Extra Bones, Grocery List

A necromancer is a dark magician who specializes in power over death. They are usually sinister in nature, having the ability to raise the dead into a shambling mockery of life. Many of them can also steal life from others, speak to the long deceased and come back from an apparent demise.

OCCULT SCHOLAR

"My word! This is a rare sixteenth century Danish printing of the Necronomicon!"

Str 4, **Dex** 5, **Spd** 6, **End** 5, **Int** 8, **Per** 4, **Chr** 5, **Det** 7

Defense 7/15, **Willpower** 10/20, **DR** 0, **HP** 8, **Wealth** 6, **Lifestyle** 5, **Power Points** 5

Skills: Investigate 2, Guns 1, Lib-Arts 3, Occult 4, Persuade 2, Socialize 2, Vehicles 2

Paranormal Skills: Abjuration 2, Evocation 4, Necromancy 2

Revolver: +3♥ vs. Defense (♠10/♥7/♦5/♣2).

♣ **Dazing Shot:** On a successful hit, the target's Dazed consequence increases a severity, or two with a critical hit.

Equipment: Books, Dip Pen Crusted in Human Blood, Reading Glasses, Revolver

There are those in academia who are willing to delve head-first into the occult, studying musty tomes and ancient rituals. Often these people are driven by a madness to learn, a trait that more than once has brought about an occult scholar's downfall.

PSYCHIC

"I have tapped the untold powers of the human mind."

Str 5, **Dex** 5, **Spd** 5, **End** 5, **Int** 6, **Per** 6, **Chr** 6, **Det** 6

Defense 8/16, **Willpower** 9/18, **DR** 0, **HP** 10, **Wealth** 5, **Lifestyle** 5, **Power Points** 5

Skills: Animals 3, Awareness 3, Empathy 3, Medicine 2, Occult 3, Persuade 3, Science 3

Paranormal Skills: Biokinesis 2, Clairvoyance 2, Telekinesis 2, Telepathy 4

Fists: +2♥ vs. Defense (♠6/♥4/♦2/♣1).

Telekinetic Throw: +7♥ vs. Defense (♠12/♥9/♦6/♣3). Hurls nearby objects at the target.

Equipment: Charm, Crystals, Dowsing Rod, Tarot Cards, Tea

The study of psychic phenomena is nothing new, but it has seen a resurgence in recent decades. Psychics are those who have developed their mental potential to the point of developing paranormal abilities. This frequently includes various forms of extrasensory perception and telekinesis.

SORCERER

"I have made a study of ancient power, and in it you will find me well versed."

Str 5, **Dex** 6, **Spd** 6, **End** 5, **Int** 6, **Per** 5, **Chr** 7, **Det** 5

Defense 8/17, **Willpower** 9/18, **DR** 0, **HP** 10, **Wealth** 5, **Lifestyle** 6, **Power Points** 5

Skills: Animals 2, Deception 2, Lib-Arts 2, Occult 4, Naturalist 2, Persuade 2, Thievery 2

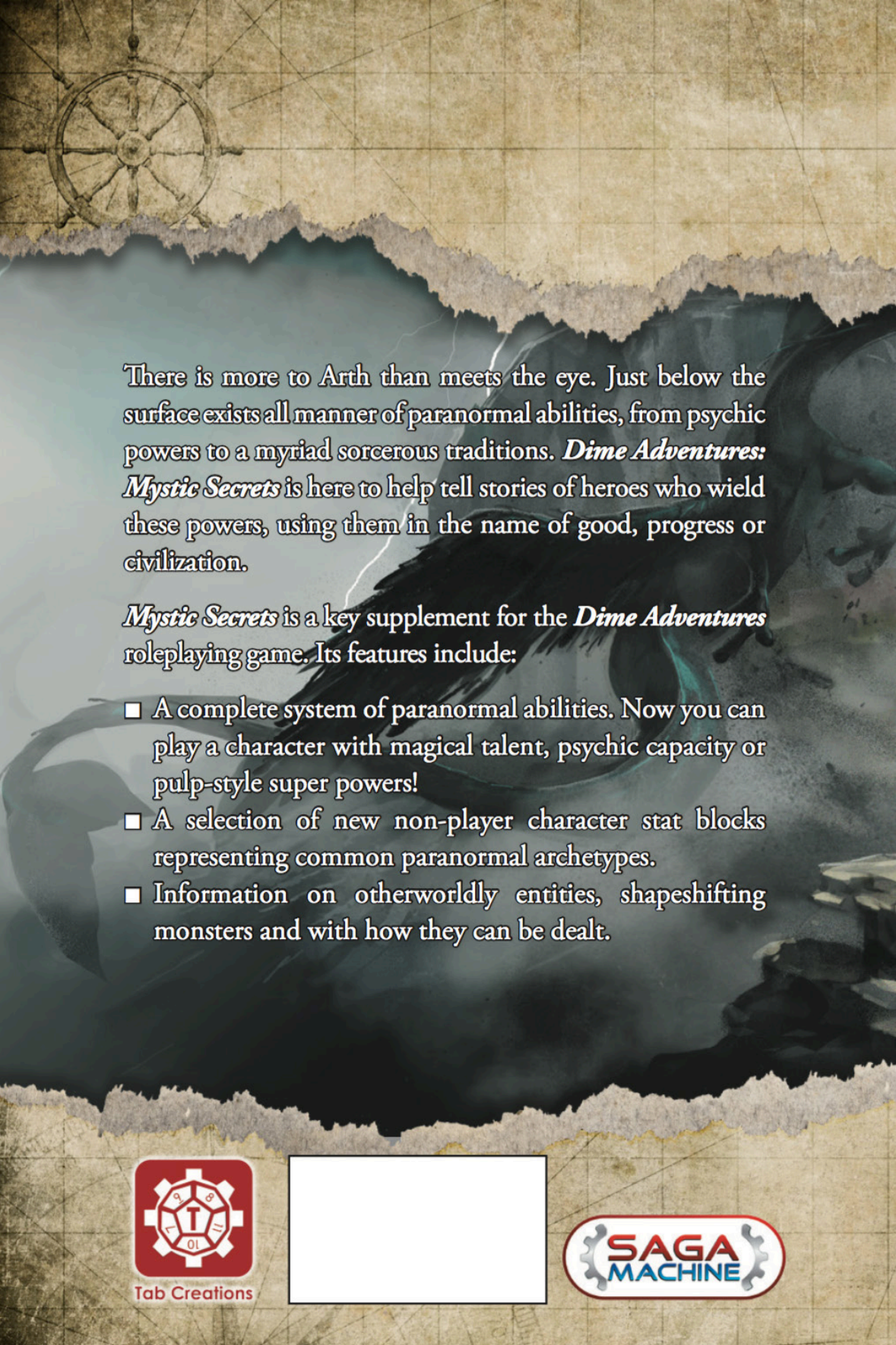
Paranormal Skills: Conjuraction 4, Divination 2, Illusion 3

Staff: +3♥ vs. Defense (♠10/♥7/♦5/♣2). Defense 1.

♣ **Trip:** Increase the target's Prone consequence a severity, or two severities on a critical hit.

Equipment: Fancy Clothes, Semiprecious Stone, Staff

The prototypical practitioners of magical power, sorcerers come in many forms from many cultures. Some are cackling villains, devoured by their pursuit of mysticism. Others are enigmatic wisemen who love to speak in riddles.



There is more to Arth than meets the eye. Just below the surface exists all manner of paranormal abilities, from psychic powers to a myriad sorcerous traditions. *Dime Adventures: Mystic Secrets* is here to help tell stories of heroes who wield these powers, using them in the name of good, progress or civilization.

Mystic Secrets is a key supplement for the *Dime Adventures* roleplaying game. Its features include:

- A complete system of paranormal abilities. Now you can play a character with magical talent, psychic capacity or pulp-style super powers!
- A selection of new non-player character stat blocks representing common paranormal archetypes.
- Information on otherworldly entities, shapeshifting monsters and with how they can be dealt.



Tab Creations

