

## ELVEN PROOF MAGIC

Elven characters with Elven Proof feats are marked with their proofs of passage. In the world of Catal, all 5 elven races display proofs of passage regardless of having or not having any Elven Proof feats, as the proofs are a major part of elven cultural identity there. The proofs used for the Catal setting are as follows.

Desert elf proofs take the form of brands burned into the flesh. Mountain elf proofs take the form of abstract “tribal” tattoos. Sea elf proofs take the form of jewelry - mostly in the form of earrings, piercings, and other “permanent” jewelry. Wood elf proofs take the form of scars, both from tooth and claw and deliberate carving of geometric shapes. Only Ivory elf proofs don’t take the form of permanent (or at least semi-permanent, in the case of the sea elves) modification to their appearance. They look upon the other elven race’s proofs as barbarically mutilating their own bodies, and their own less invasive proofs as evidence that they are the last and greatest of the true elven race. Ivory elf proofs take the form of ribbons embroidered with their accomplishments and other decorations woven into the hair, or even outlandish hairstyles. This also allows that, in the rare case of exile, the head of the ivory elf to be shaved - symbolically stripping the individual of his achievements in the eyes of society.

## CASTING PROOF SPELLS

Masters of Proof magic can cast spells by calling forth the energies bound in their proofs of passage. To cast a proof spell, make a Spellcasting check using the elf’s passage skill and bonuses. The character does not need to spend spell points to cast these spells, and failed attempts do not count against the number of times they may attempt to cast the spell each scene. The character’s casting level when casting a spell this way is equal 1 + the number of Elven Proof feats he possesses. The save DC of proof spells is equal to 10 + the character’s Charisma modifier + the number of Elven Proof feats he possess. Spell defense works normally against this check.

## ELVEN PROOFS FEATS

This feat tree offers spellcasting abilities and specialized bonuses based on the elven cultural feature of the proof of passage.

### PROOF ACCEPTANCE

Not only are you an adult in elven culture, that right grants you a small measure of power.

**Prerequisites:** Elf, *Sorcery* Campaign quality

**Benefit:** Choose one Passage (see page XX). Your passage skill becomes an Origin skill. Choose one of the passage’s Level 0 spells. You may cast that spell 1+ the total number of times that you may cast all your other Passage granted spells per scene. *Example: Proof Basics allows you to cast your chosen Level 1 spell twice per scene. You may therefore cast your chosen Level 0 spell 3 times per scene.*

## ELVES, PROOFS, AND YOUR CAMPAIGN

The concept of the Passage and Proofs are an integral part of elven culture in the campaign world of Catal. But that doesn’t mean that you can’t easily transfer this concept/mechanical set to your own campaign. After all, it’s just a permeation of Scott Gearin’s Astral Magic rules.

The Passage is a ritual that an elf undergoes when he is ready to enter society as an adult. Depending on the elven culture, this might be a simple test, or a series of month-long familiarization apprenticeships, or spiritual meditations. At the end of his Passage, the elf is not only considered an adult, his has also discovered the lifepath that he is best suited to. Some elves rebel against this predestination, but all must acknowledge it.

Proofs (or whatever you choose to call them in your campaign) may not even exist - at least not in a physical sense. They might simple be titles instead. However it is fun to make practitioners of Proof Magic advertise their dedication to their decided lifepath, even if it’s just embroidered symbols of achievement. That means they literally wear their proofs on their sleeve.

### PROOF BASICS

You are now well on the lifepath of your passage.

**Prerequisites:** Proof Acceptance, ‘Passage’ skill 5+ ranks

**Benefit:** You gain a +1 magic bonus on all checks with your passage skill. Choose one of the passage’s Level 1 spells. You may cast that spell twice per scene.

### PROOF MASTERY

Your dedication to your passage grants you even more magical options.

**Prerequisites:** Proof Basics, ‘Passage’ skill 10+ ranks

**Benefit:** You gain a +2 magic bonus on all checks with your passage skill (this replaces the bonus from Proof Basics). Choose one of the passage’s Level 3 spells. You may cast that spell once per scene.

### PROOF SUPREMACY

Your proofs speak of great power to those in the know.

**Prerequisites:** Proof Mastery, ‘Passage’ skill 15+ ranks

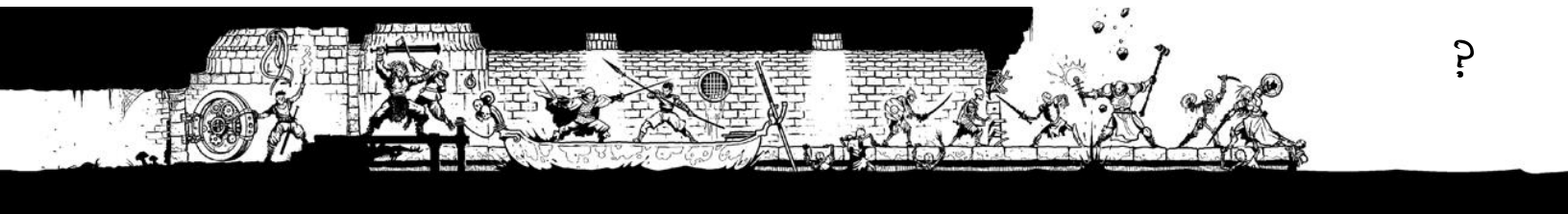
**Benefit:** You gain a +4 magic bonus on all checks with your passage skill (this replaces the bonus from Proof Mastery). Choose one of the passage’s Level 5 spells. You may cast that spell once per scene.

### PROOF'S GLORY

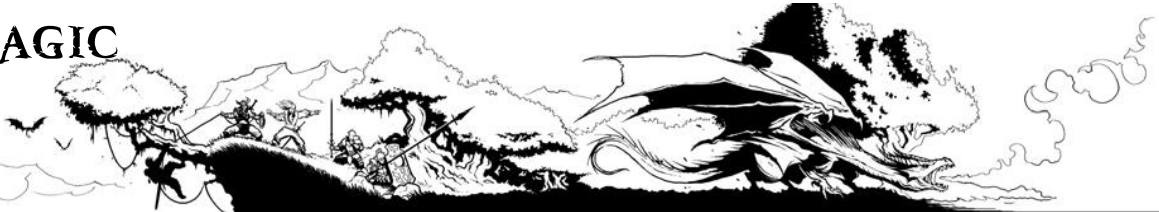
Your proofs are getting hard to ignore.

**Prerequisites:** Proof Basics

**Benefit:** Choose one of the passage’s Level 2 spells. You may cast that spell once per scene. Further, you may cast the spell you gained from the Proof Basics feat 1 additional time per scene.



# ELVEN PROOF MAGIC FEATS (LTI)



## PROOF'S OBVIOUSNESS

Your proofs are so numerous you couldn't hide them if you wanted to.

**Prerequisites:** Proof Mastery, Proof's Glory

**Benefit:** Choose one of the passage's Level 4 spells. You may cast that spell once per scene. Further, you may cast the spell you gained from the Proof's Glory feat 1 additional time per scene.

## PROOF'S PENTACLE

You proofs dazzle other of your kind. You truly are at the pentacle of your passage.

**Prerequisites:** Proof Supremacy, Proof's Obviousness

**Benefit:** Choose 1 of the remaining spells of your passage from levels 0-5 that you cannot already cast. You may cast that spell once per scene. Further, you may cast the spell you gained from the Proof Mastery feat 1 additional time per scene.

## ELVEN PASSAGES

The following passages relate to the elf's passage from youth to adulthood, and their calling in life. This doesn't mean that an elf that takes the Warrior's Passage must be a Soldier or some other combat oriented class. But the fact that the Warrior's Passage elf must invest skill points into the Tactics skill to increase his ability to cast his passage spells (and the nature of the spells themselves) means he will always had a military bent to him, even if he's a Keeper.

### ATHLETE'S PASSAGE

Martial perfection is your greatest goal.

**Passage Skill:** Athletics

**Passage Spells:**

- *Level 0:* Endure Elements, Feather Fall
- *Level 1:* Divine Favor, Jump
- *Level 2:* Brawn I, Wild Side I
- *Level 3:* Haste, Prayer
- *Level 4:* Brawn II, Freedom of Movement
- *Level 5:* Brawn I, Mass, Wild Side II

### CRAFTER'S PASSAGE

Your destiny is to create.

**Passage Skill:** Crafting

**Passage Spells:**

- *Level 0:* Create Water, Glow I
- *Level 1:* Shatter, Tinker I
- *Level 2:* Obscure Object, Tinker II
- *Level 3:* Glyph of Protection I, Shape Stone
- *Level 4:* Detect Traps, Rusting Grasp
- *Level 5:* Illusionary Image V, Move Earth

## MERCHANT'S PASSAGE

Buying, selling, wheeling, dealing. That is your life.

**Passage Skill:** Haggle

**Passage Spells:** *Level 0:* Detect Alignment, Expeditious Retreat

- *Level 1:* Alarm, Charm Person I
- *Level 2:* Calm Emotions, Locate Object
- *Level 3:* Charm Person II, Glyph of Protection I
- *Level 4:* Detect Lies, Illusionary Image IV
- *Level 5:* Charm Person III, True Seeing

## ORATOR'S PASSAGE

You are the speaker of truths, teller of tales and voice of the people.

**Passage Skill:** Impress

**Passage Spells:**

- *Level 0:* Expeditious Retreat, Whispers
- *Level 1:* Charm Person I, Command I
- *Level 2:* Calm Emotions, Detect Emotion
- *Level 3:* Tongues I, Zone of Truth
- *Level 4:* Detect Lies, Flawless Fib
- *Level 5:* Command II, Power Word: Harm

## SCHOLAR'S PASSAGE

Knowledge is king, and your life long liege.

**Passage Skill:** Investigate

**Passage Spells:**

- *Level 0:* Read Magic, Detect Alignment
- *Level 1:* Identify I, Insight
- *Level 2:* Living Library I, Wit I
- *Level 3:* Lift Curse I, Tongues I
- *Level 4:* Mage Scribe II, Wit II
- *Level 5:* Living Library II, Wit I, Mass

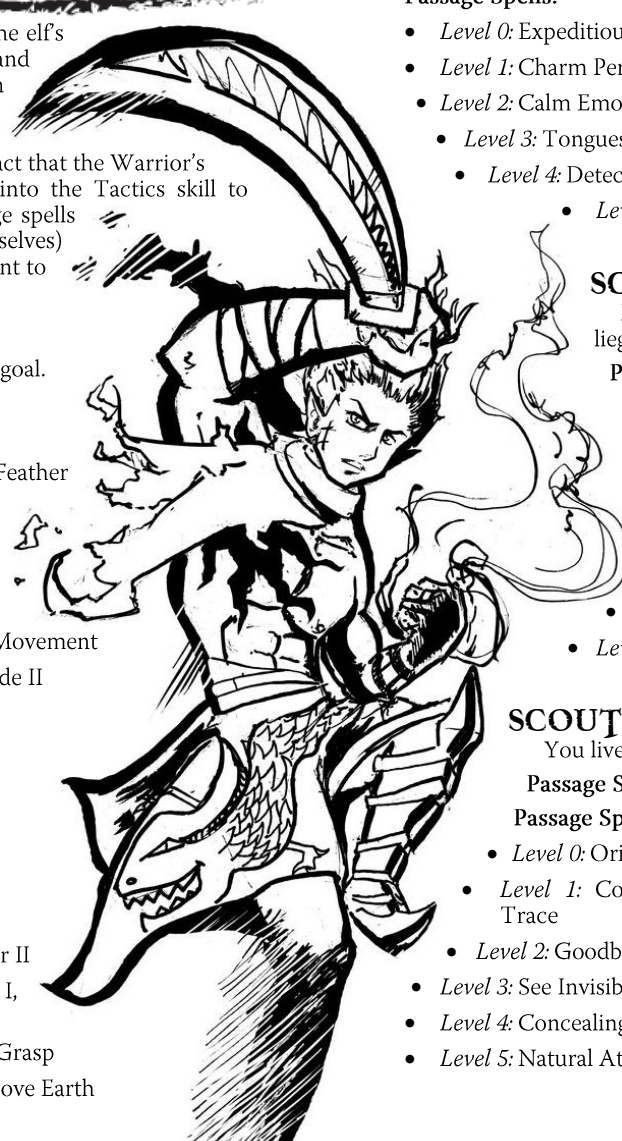
## SCOUT'S PASSAGE

You live to explore and discover.

**Passage Skill:** Survival

**Passage Spells:**

- *Level 0:* Orient Self, Water Walk
- *Level 1:* Concealing Countryside I, Pass without Trace
- *Level 2:* Goodberry, Silence
- *Level 3:* See Invisible, Tiny Shelter
- *Level 4:* Concealing Countryside II, Detect Traps
- *Level 5:* Natural Attunement, True Seeing



## TRAVELER'S PASSAGE

Your life is really going places.

**Passage Skill:** Ride

**Passage Spells:**

- *Level 0:* Expeditious Retreat, Orient Self
- *Level 1:* Control Weather I, Jump
- *Level 2:* Goodberry, Restoration I
- *Level 3:* Control Weather II, Fly I
- *Level 4:* Air Walk, Dimension Door
- *Level 5:* Control Weather III, Teleport I

## WARRIOR'S PASSAGE

You are the maker of war, the bringer of death.

**Passage Skill:** Tactics

**Passage Spells:**

- *Level 0:* Magic Vestment I, Touch of Light
- *Level 1:* Magic Weapon I, True Strike I
- *Level 2:* Brawn I, Mage Armor
- *Level 3:* Keen Edge, Magic Vestment II
- *Level 4:* Cause Wounds IV, True Strike II
- *Level 5:* Heal, Power Word: Harm

Feat chain and passages by Big Jim, based on Morgenstern's  
Astral Magic mechanics.

Art by mattseiz of deviantART.