

SAVAGE WORLDS



RIFTS[®]

POWERS & MEGA POWERS LIST

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POWERS & MEGA POWERS LIST

THE following is a complete list compiling all of the core *Savage Worlds* powers along with their Mega Powers versions from *Rifts®: The Tomorrow Legion Player's Guide*.

ARMOR

ARMOR

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A mystical glow, hardened skin, ethereal armor, a mass of insects or worms.

Armor creates a field of magical protection around a character or an actual shell of some sort, effectively giving the target Armor. Success grants the recipient 2 points of Armor. A raise grants 4 points of Armor.

Whether the *armor* is visible or not depends largely on the trapping.

GREATER ARMOR (MEGA POWER)

Power Points: 5

Range: Touch

Duration: 3 (1/round)

Success grants +5 M.D.C. Armor, a raise grants +10.

BANISH

BANISH

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Holy items, arcane symbols, handful of salt.

Whether ghosts, elementals, or demons, *banish* removes them all. This power can affect any creature that is not native to the current plane of existence (GM's determination).

This spell is an opposed roll of the caster's arcane skill versus the target's Spirit. On a success, the target is Shaken. On a raise, it is sent to its proper plane of existence.

If the target is a Wild Card, each casting of *banish* causes a wound instead. If the target already has three wounds, it is then banished to its native plane — but it is not slain.

BANISH THE HORDE (MEGA POWER)

Power Points: 6

Range: Smarts × 2

Duration: Instant

The caster targets all summoned entities within a Large Burst Template. For example, a mob of demons could be sent back to their hellish realm, or a group of elementals

brought from another plane could be dismissed. Each target rolls its own opposed Spirit check to resist.

BARRIER

BARRIER

Rank: Seasoned

Power Points: 1/section

Range: Smarts

Duration: 3 (1 per section, per round)

Trappings: Fire, ice, thorns, force, bones.

Barrier creates a solid, immobile wall to protect the user against attack or to entrap an opponent.

Regardless of what the *barrier* is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10. Every Power Point spent creates a 1" wide section of wall. The *barrier* ranges in thickness from a few "real world" inches for stone or other hard materials up to a foot for things like bones or ice. (If you're using a gridded mat to play, draw the *barrier* between the squares directly along the grid-lines.) The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first.

When the spell expires or a section is broken, it crumbles to dust or dissipates. Trappings are never left behind.

Each section of the *barrier* may be destroyed by an attack that equals its Toughness of 10. Physical walls are treated exactly like inanimate objects; they are considered to have a Parry of 2 (ranged attacks work as normal), but raises on the attack roll do not grant bonus damage nor do damage dice Ace. Opponents may climb the *barrier* at -2 to their Climbing roll if it is made of something solid. Fiery versions of the barrier cause 2d4 damage to anyone who wishes to leap through instead.

STALWART WALLS (MEGA POWER)

Power Points: 2/section

Range: Smarts × 2

Duration: 3 (1 per section, per round)

In addition to the base 10 Toughness of *barrier*, this Mega Power adds 12 M.D.C. Armor to each summoned section.

BEAST FRIEND

BEAST FRIEND

Rank: Novice

Power Points: Special

Range: Smarts × 100 yards

Duration: 10 minutes

Trappings: The mage concentrates and gestures with his hands.

This spell allows mages to speak with and guide the actions of nature's beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it work on conjured, magical, or otherwise "unnatural" animals.

The target must be within the sorcerer's range — it is not conjured.

The cost to control a creature depends on its Size. The base cost is 3, plus twice its Size for creatures with a Size greater than 0. A great white shark (Size +4) costs 3 plus 8 (2 × 4), or 11 points. A roc (Size +8) costs 19 Power Points to control.

Swarms may also be controlled. Small swarms cost 3, Mediums 5, and Large 8. Thus a single rat costs 3 to control, as does a small swarm of the creatures.

EXALTED BEAST FRIEND (MEGA POWER)

Power Points: +2

Range: Smarts × 1,000 yards

Duration: 30 minutes

This Mega Power extends the Range and Duration of the *beast friend* power, and allows the caster to affect magical and mythical beasts. Such creatures must still have only animal intelligence to be influenced

BLAST

BLAST

Rank: Seasoned

Power Points: 2-6

Range: 24/48/96

Duration: Instant

Trappings: Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast is an area effect power that can put down many opponents at once. The caster first picks where he wants to center the *blast*, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

BOLT

The area of effect is a Medium Burst Template. If the roll is failed, the *blast* deviates as a launched projectile.

Targets within the blast suffer 2d6 damage. *Blast* counts as a Heavy Weapon.

► **Additional Effects:** For double the Power Points, the *blast* does 3d6 damage, or the size is increased to a Large Burst Template. For triple the points, it does both.

GREATER BLAST (MEGA POWER)

Power Points: +4

Range: 36/72/144

Duration: Instant

By adding +4 Power Points to the casting cost of *blast*, the damage dice are increased from d6 to d10. *Greater blast* inflicts Mega Damage like the base power.

BLIND

BLIND

Rank: Novice

Power Points: 2–6

Range: 12/24/48

Duration: Instant

Trappings: Bright flash of light, sand in eyes, sticky shadows.

This power temporarily blinds a target or targets. Those affected must make an Agility roll at –2 to avert their gaze and avoid the effect (at–4 if the caster got a raise on the attack roll). On a failure, victims are Shaken and–2 to Parry until their next action. If the target rolls a 1 on his Agility die (regardless of the Wild Die), he's Shaken and fully blind until he recovers from being Shaken. Blinded victims suffer a–6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.

► **Additional Effects:** For 2 Power Points, the power affects a single target. For 4 Power Points, the power affects everyone in a Medium Burst Template. For 6 points, it affects everyone in a Large Burst Template.

GREATER BLIND (MEGA POWER)

Power Points: +2

Range: 18/36/72

Duration: Instant

Adding +2 to the casting cost of *blind* increases the penalties to resist the power to –4, or –6 with a raise.

BOLT

Rank: Novice

Power Points: 1 per missile

Range: 12/24/48

Duration: Instant

Trappings: Fire, ice, light, darkness, colored bolts, insects.

Bolt is a standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the *bolt* is 2d6.

► **Additional Bolts:** The character may cast up to 3 *bolts* by spending a like amount of Power Points. The *bolts* may be spread among targets as the character chooses. This is rolled just like fully-automatic weapons fire but without the full-auto

penalty — the character rolls a spellcasting die for each *bolt* and compares each to the Target Number separately. If the caster is a Wild Card, he also rolls a Wild Die, which may replace any of the casting dice.

► **Additional Damage:** The caster may instead cast a single 3d6 *bolt* for 2 Power Points. He may not cast multiple *bolts* when using this ability.

ONSLAUGHT (MEGA POWER)

Power Points: 2–8 or 4

Range: 18/36/72

Duration: Instant

The caster can throw up to four 3d6 *bolts* for two Power Points each, or a single 6d6 *bolt* for 4 Power Points. In either case, the damage is Mega Damage.

BOOST/LOWER TRAIT

BOOST/LOWER TRAIT

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Physical change, glowing aura, potions.

This power allows a character to increase any of a target's Traits by one die type for a standard success, or by two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to his Trait total. For example, a raise on someone who already has a d12 in

the affected Trait grants him $d12+2$ for the duration of the power.

The power can also be used to lower an opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step, a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

► **Additional Targets:** The power may affect an additional target for every additional Power Point spent, up to a maximum of five targets. All targets share the same effect and Trait affected.

GREATER BOOST/LOWER TRAIT (MEGA POWER)

Power Points: 4

Range: Smarts $\times 2$

Duration: 3 (1/round)

This Mega Power doubles the power's effect; two die types for a success, four with a raise.

BURROW

BURROW

Rank: Novice

Power Points: 3

Range: Smarts $\times 2$

Duration: 3 (2/round)

Trappings: Dissolving into the earth and appearing elsewhere.

Burrow allows a mage standing on raw earth to meld into it. He can remain underground if he wants in a sort of "limbo" or *burrow* to anywhere with a Pace equal to the power's Range. A mage with a Smarts of d8 could therefore move up to 16" (32 yards) on the first round, then maintain the spell and stay submerged for the second and move another 16".

A *burrowing* earth mage can attempt to surprise a foe (even one who saw him *burrow*) by making an opposed Stealth versus Notice roll. If the mage wins, he gains +2 to attack and damage that round, or +4 with a raise. Targets on Hold may attempt to interrupt the attack as usual.

► **Additional Targets:** The power may affect an additional target for every additional

Power Point spent, up to a maximum of five targets.

GREATER BURROW (MEGA POWER)

Power Points: 6

Range: Smarts $\times 20$

Duration: 3 (2/round)

The distance covered by the *burrow* power is expanded to Smarts $\times 20$ each round!

BURST

BURST

Rank: Novice

Power Points: 2

Range: Cone Template

Duration: Instant

Trappings: A shower of flames, light, or other energy.

Burst produces a large fan of energy that bathes its targets in red-hot fire or other damaging energy.

When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

GREATER BURST (MEGA POWER)

Power Points: 4

Range: Cone Template

Duration: Instant

Use of this Mega Power enhances the *burst* power to 3d12, Mega Damage.

CLAIRVOYANCE

CLAIRVOYANCE

Rank: Seasoned

Power Points: 3+

Range: Varies

Duration: 3 (1/round)

Clairvoyance allows the caster to sense people, places, and things outside of normal perception. The Range varies depending on the Arcane skill roll. A success gives the caster a Range equal to her Spirit $\times 10$ in miles, and a raise increases that to Spirit $\times 100$ miles. Walls, doors, and other barriers do not hamper *clairvoyance* in any way, though magical barriers may block it at the GM's discretion. While it's active, the user of this

power can shift the point of observation to anywhere within her Range as a free action.

When using *clairvoyance*, the caster chooses a single sense (usually sight) to project. For each additional 1 PP she spends at casting, she may add an additional sense; this does not affect maintenance costs.

WORLD SCRY (MEGA POWER)

Power Points: 6+

Range: Varies

Duration: 3 (1/round)

The Mega Power version of *clairvoyance* increases the Range to Spirit \times 1,000 miles. A raise increases that to anywhere on the planet. It costs 6 Power Points, +1 per additional sense the caster wishes to project.

CONFUSION

CONFUSION

Rank: Novice

Power Points: 1

Range: Smarts \times 2

Duration: Instant

Trappings: Hypnotic lights, brief illusions, loud noises.

Instilling confusion in enemies is a powerful aid in combat, and this power provides that ability. On a success, a target must make a Smarts roll at -2 or be Shaken, and on a raise, the roll is made at -4.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

GREATER CONFUSION (MEGA POWER)

Power Points: 1

Range: Smarts \times 2

Duration: Instant

The caster can affect up to 10 targets instead of only five. He must still spend 1 Power Point per target.

DAMAGE FIELD

DAMAGE FIELD

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 3 (2/round)

Trappings: Fiery aura, spikes, electrical field.

Damage field creates an effect around a character that deals damage to anyone who contacts them in close combat. The damage affects any adjacent character who makes a successful attack roll against the subject. It has no effect on non-adjacent attackers (for example, Reach or ranged attacks).

If a character with a *damage field* strikes someone in unarmed combat, the target takes the field's damage plus the character's Strength die (Str+2d6). The character may also simply touch the opponent (+2 to Fighting) and do the field's damage only. A target who is grappled suffers the field's damage each round on the attacker's action; if the attacker chooses on following rounds to actively damage the target, he adds his Strength die to the damage roll as above and may get a bonus die for a raise.

With a success, the power does 2d6 damage. With a raise, *damage field* causes 2d8 damage.

EXALTED DAMAGE FIELD (MEGA POWER)

Power Points: 8

Range: Touch

Duration: 3 (2/round)

This Mega Power gives the caster two options. She can have a *damage field* of 2d8, Mega Damage, or 2d10 with a raise. Alternately, she can extend the *damage field* to a Medium Burst Template, centered on herself. In the latter case, it affects anyone in that area each round. The caster is immune to her own damage. On the rounds after she casts it, the damage is rolled at the end of her turn.

DARKSIGHT

DARKSIGHT

Rank: Novice

Power Points: 1

Range: Touch

Duration: 1 hour (1/hour)

Trappings: Glowing eyes, dilated pupils, sonic sight.

Whereas *light* creates a source of illumination usable by others, *darksight* affects only a single person and can be much more clandestine.

On a success, this spell halves any darkness penalty for the subject (round

down). For example, a character in Dim (-1) lighting would suffer no penalty, and one in Pitch Darkness (-4) would only suffer a -2. On a raise, the spell negates all darkness penalties up to the maximum of -6.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

EXALTED DARKSIGHT (MEGA POWER)

Power Points: 2

Range: Touch

Duration: 1 hour (1/hour)

Exalted darksight makes it virtually impossible to impair the target's vision in any way. *Blind* does not work on him, nor does any form of *obscure* or other lighting penalties. He can also see anyone using the *invisibility* power.

DEFLECTION

DEFLECTION

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Mystical shield, gust of wind, phantom servant that intercepts the missiles.

Deflection powers work in a variety of ways. Some actually deflect incoming attacks, others blur the target's form or produce other illusionary effects. The end result is always the same however — to misdirect incoming melee and missile attacks from the user.

With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This also acts as Armor against area effect weapons.

GREATER DEFLECTION (MEGA POWER)

Power Points: 4

Range: Touch

Duration: 3 (1/round)

This Mega Power version of *deflection* grants a -4 effect on a success, or -6 on a raise.

DETECT/CONCEAL ARCANA

DETECT/CONCEAL ARCANA

Rank: Novice

Power Points: 2

Range: Sight

Duration: 3 (1/round) or 1 hour (1/hour)

Trappings: Waving hands, whispered words.

Detect/conceal arcana allows a character to sense supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, mad science devices, and so on.

The power can also be reversed to conceal a single supernatural item, being, or effect. This has the same cost, but the duration is much longer — 1 hour with a maintenance cost of 1 per hour. When used in this way, those who wish to see through the ruse with *detect arcana* use their arcane skill roll as an opposed roll against the concealer's skill (rolled anew each time *detect arcana* is cast). The detecting character may only attempt to see through concealed powers once per fresh casting.



EXALTED DETECT/CONCEAL ARCANA (MEGA POWER)

Power Points: 4

Range: Sight

Duration: 3 (1/round) or 1 hour (1/hour)

This Mega Power effect greatly enhances *detect arcana*, giving it expanded analytical effects. With a successful arcane skill check on a particular magical effect or supernatural entity or phenomena, the caster can learn the following:

- What kind of magic is at work.
- Currently active powers.
- General type of supernatural creature (vampire, werewolf, dragon, etc).
- Any enchantments present on an item.
- How much PPE or ISP a target possesses.
- Other information the GM thinks appropriate.

When used on a supernatural creature, a raise on the arcane skill check reveals any general susceptibilities, including Weaknesses and ways to bypass Invulnerability. The power might reveal a ghost must be laid to rest by finding an object important to it in life, but not exactly what that object is or where it's located.

This Mega Power effect can be used by Masters of Magic who have *detect arcana* at will. They must spend 2 Power Points to use it.

Using *exalted conceal arcana* means the caster is -2 (or -4 with a raise) to be seen or found with *clairvoyance* or *divination*.

DISGUISE

DISGUISE

Rank: Seasoned

Power Points: 3-5

Range: Touch

Duration: 10 minutes (1/10 minutes)

Trappings: Malleable features, illusionary appearance, hair of new form.

Disguise allows the character to assume the appearance (but none of the abilities) of another person. The base cost is 3 Power Points, plus 1 point per level of Size difference between the character and the person she is impersonating.

The character cannot emulate someone more than 2 Size levels different from

themselves. It requires a Notice roll at -2 to see through *disguise* if someone is familiar with the specific person mimicked; the penalty increases to -4 with a raise. If unfamiliar, the penalties are -4 and -6 respectively.

MASS DISGUISE (MEGA POWER)

Power Points: +4

Range: Special

Duration: 10 minutes (1/10 minutes)

The caster can affect anyone she wishes within a Large Burst Template, centered on herself. The *disguise* remains on the targets until the caster drops it, fails a concentration check from damage, or is Incapacitated.

DISPEL

DISPEL

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Waving hands, whispered words.

Dispel allows a hero to negate enemy spells, miracles, mad science, or super powers. It has no effect on innate powers, such as a dragon's breath or a banshee's scream. Neither does *dispel* work on magic items or permanent enchantments unless the specific item or enchantment says otherwise.

Dispel can be used on a power already in effect or to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual.

In either case, *dispelling* the opponent's power is an opposed roll of arcane skills. The *dispelling* character suffers a -2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, etc).

EXALTED DISPEL (MEGA POWER)

Power Points: 6

Range: Smarts × 2

Duration: Instant (1d6 minutes)

This is the ultimate directed *dispel* power, able to undo any active power currently active in a Large Burst Template. It can also dampen enchantments on items within the

area, shutting them down for 1d6 minutes. When used against items, the casting roll is against a base 4 instead of opposed; the GM should feel free to impose penalties for particularly powerful items (-2 for a major item, -4 for an artifact, or even -6 for a true relic of great power).

DIVINATION

DIVINATION

Rank: Heroic

Power Points: 5

Range: Self

Duration: 1 minute

Trappings: Contact spirits of dead, commune with deity, demonic interrogation.

This power allows the caster to contact an otherworldly being to gain information. Due to the extraplanar nature of this power, it is very draining to the caster.

On a success, the caster may ask one question that can be answered by "Yes," "No," or "Possibly" (if there is no absolute answer). On a raise, the question may be answered in five words or less (the GM may allow a longer, more detailed answer in cryptic form).

The spell's duration is one minute, during which the caster may take no other actions or movement. If the caster is Shaken during that time, he must make a Smarts roll or the power is disrupted.

If the question relates to a living being (including beings who may "live" by mystical means such as undead, constructs, elementals, etc.), then the arcane skill roll is opposed by their Spirit. *Divination* is also opposed by *conceal arcana*. In the case of *conceal arcana* on a being, the *divination* must first beat the *conceal arcana*, and then if successful, the subject may roll Spirit against the *divination* result.

COMMUNION (MEGA POWER)

Power Points: 10

Range: Self

Duration: 1 minute

Success with this Mega Power grants a single answer of one to three sentences, while a raise grants the equivalent of a paragraph or more (at the GM's discretion). A raise might even mean a full, interactive conversation with an appropriate entity.

DRAIN POWER POINTS

DRAIN POWER POINTS

Rank: Heroic

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Prayer, whispered words, gestures.

This spell removes a spellcaster's source of power, limiting his ability to cast magic.

The caster picks a single target within range and makes an opposed arcane skill roll. The caster suffers a -2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, for example).

With a success, he drains 1d6+1 Power Points from the victim. On a raise, the victim loses 1d8+2 Power Points. These rolls don't Ace. Targets with Arcane Background: Weird Science lose the Power Points from all "gizmos" on their person equally.

The victim cannot be reduced below zero Power Points. Drained Power Points are not taken by the caster — they are simply lost to the victim. Drained Power Points recharge as normal. The spell works only on creatures with an Arcane Background — it has no effect on magic items except those created through Arcane Background: Weird Science as noted above.

PPE THIEF (MEGA POWER)

Power Points: 9

Range: Smarts × 2

Duration: Instant

When using this Mega Power variant of *drain Power Points*, the dice are doubled for the amount drained (2d6+1, or 2d8+2 with a raise).

Furthermore, drained PPE/ISP is gained by the caster (if of a type she uses). This replenishes spent Power Points but cannot raise the caster above her normal maximum.



ELEMENTAL MANIPULATION

ELEMENTAL MANIPULATION

Rank: Novice

Power Points: 1

Range: Smarts × 2

Duration: 3 (1/round)

Trappings: A few simple gestures.

A character who chooses this power can perform basic “tricks” using the four elements: air, earth, fire, and water (these elements may vary depending on the setting). The GM is the final arbiter on what effects can be performed (nothing that mimics another power), but some examples are listed below.

► **Air:** The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).

► **Earth:** A wave of the hand can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand that might blind an opponent (+1 to a Trick roll).

► **Fire:** The caster can snap his fingers to create a small flame (about the size of a hot match). With existing fire, he can urge it to spread (+1 to see if a fire spreads), cause it to flare (perhaps as part of a Trick maneuver), or slowly light an object over the course of a few rounds (as if holding a match to it).

► **Water:** The caster can conjure up to a pint of water somewhere within his sight (not “inside” objects or people). A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects.

ONE WITH THE ELEMENTS (MEGA POWER)

Power Points: 2

Range: Smarts × 3

Duration: 1 hour (1/hour)

Casting this Mega Power version of *elemental manipulation* dramatically increases its Range and Duration. Each use of the power counts as an action.

ENTANGLE

ENTANGLE

Rank: Novice

Power Points: 2–4

Range: Smarts

Duration: Special

Trappings: Glue bomb, vines, handcuffs, spider webs.

This power allows the character to restrain a target with snaking vines, lengths of hair, spider webs, or some other vine-like trapping.

The arcane skill roll is opposed by the target’s Agility. Success indicates partial restraint so that the target suffers a –2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength.

Each following action, an *entangled* target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at –2.

For 2 Power Points *entangle* targets a single opponent. For 4 points it affects everyone in a Medium Burst Template.

GREATER ENTANGLE (MEGA POWER)

Power Points: +2

Range: Smarts × 2

Duration: Special

Using this Mega Power version means targets are fully *entangled* on a success. A raise means attempts to escape are made at –4.

ENVIRONMENTAL PROTECTION

ENVIRONMENTAL PROTECTION

Rank: Novice

Power Points: 2

Range: Touch

Duration: 1 hour (1/hour)

Trappings: A mark on the forehead, potions, gills.

Adventurers sometimes travel beneath the waves, in space, or other hazardous environments. This power protects them from the crushing depths or blazing sun as they do. This power allows the target to breathe, speak, and move at his normal Pace while in one normally harmful environment,

such as underwater, a zero-G vacuum, the lava of a volcano, or even the heat of the sun. Pressure, atmosphere, air, etc, are all provided for.

The power does not protect against attacks with similar trappings though. A fire attack still causes normal damage, for example. With a raise on the casting roll, maintaining the power becomes 1 Power Point per two hours.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

LIFE SUPPORT (MEGA POWER)

Power Points: 4

Range: Touch

Duration: 1 hour (1/hour)

Life Support expands the effects of *environmental protection* to protect against all negative environmental effects.

FARSIGHT

FARSIGHT

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: Invisibly marked targets, guiding winds, eagle eyes.

This spell endows the recipient to see over great distances. With a success, ranged penalties are halved for the subject (-1 at Medium and -2 at Long). If a raise is achieved, all range increments for the subject are doubled in addition (12/24/48 becomes 24/48/96).

GREATER FARSIGHT (MEGA POWER)

Power Points: 6

Range: Touch

Duration: 3 (1/round)

Greater farsight removes all penalties for Range, and like the normal version, doubles range increments on a raise.

FEAR

FEAR

Rank: Novice

Power Points: 2

Range: Smarts × 2

Duration: Instant

Trappings: Gestures, eldritch energy, cold chills.

This power causes the target overwhelming dread and horror. The area of effect is the Large Burst Template. Every creature beneath the template must make a Fear check, at -2 if the caster got a raise. Wild Cards who fail roll on the Fear Table. Extras are Panicked instead.

GREATER FEAR (MEGA POWER)

Power Points: 4

Range: Smarts × 3

Duration: Instant

Using this Mega Power causes targets to suffer a -2 to resist *fear*, or a -4 with a raise.

FLY

FLY

Rank: Veteran

Power Points: 3/6

Range: Touch

Duration: 3 (1/round)

Trappings: Gusty winds, wings, broomsticks.

Fly allows a character to fly at his basic Pace with a Climb of 0. He may double his Pace by spending twice the number of Power Points.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

SWIFT FLIGHT (MEGA POWER)

Power Points: 8 or 10

Range: Touch

Duration: 3 (1/round)

Swift Flight increases the target's *flying* speed. For 8 Power Points, the recipient flies at 4 × Pace and is -1 to be hit by ranged attacks. For 10 PPs, the recipient flies at 8 × Pace and is -2 to be hit by ranged attacks. These penalties do not stack with similar effects, like *deflection*; use the higher benefit.

GREATER HEALING

GREATER HEALING

Rank: Veteran

Power Points: 10/20

Range: Touch

Duration: Instant

Trappings: Laying on hands, touching the victim with a holy symbol, praying, giving a drink of water.

Greater healing restores wounds more than one hour old. This use of the power requires 10 Power Points and otherwise works exactly like the *healing* power. It can also be used to neutralize any poison, disease, or sickness.

Greater healing can also heal Permanent Crippling Injuries. This requires an arcane skill roll at -4, 1d6 hours of time, and 20 Power Points. Only one casting is permitted per injury — if it fails, the injury really is permanent.

RESURRECTION (MEGA POWER)

Power Points: 30

Range: Touch

Duration: Instant

Possibly the most powerful — and controversial — spell effect in the world, resurrection brings a spirit back to her dead body, then returns her to life. The time and energy involved is massive, the risks are literally life-threatening, and there's only ever one chance for the spell to work for a given being.

To return the dead to life, the caster must make a skill roll with a penalty based on how long the target has been dead. Less than an hour is the easiest at -2, a day is -4, up to one month is -6, within a year is -8, and anyone dead longer than a year is at -10.

It takes 2d6 hours to cast the spell (time of death is considered from when casting begins), and if the caster fails the roll, death claims him for his hubris and *he* dies!

Fortunately, the caster can seek aid from others who can make a cooperative roll using the same Arcane Skill as the primary character. These aides do not need to have *greater healing* and can only provide up to the normal +4 bonus maximum. Characters who make the cooperative roll do not die on a failure but are Incapacitated by Fatigue,

and each level can only be recovered by eight hours of rest.

A resurrected character returns to life Incapacitated with three wounds and a permanent injury from her cause of death. The damage and injury could be healed with use of the *greater healing* power as normal.

GROWTH/SHRINK

GROWTH/SHRINK

Rank: Seasoned

Power Points: 2+

Range: Smarts

Duration: 3 (2/round)

Trappings: Gestures, words of power, potions.

Growth doubles the overall size of the target. The subject gains +1 Size for each 2 Power Points invested when the spell is cast. Each step of Size grants the target a one-step increase to Strength and a point of Toughness. This spell may be cast multiple times on the same target, though the caster must track each casting separately.

Shrink reduces the Size of the subject by one step for each 2 Power Points, down to a minimum of Size -2 (approximately the size of a rat). Each level of Size reduction reduces the target's Strength by one die type (minimum of d4) and his Toughness by 1 (minimum of 2).

Subjects from Size +4 to +7 have the Large ability and fill a 2" square on the table-top. From Size +8 to +10, they are Huge and occupy an area 3" square. If the target is +11 or more, he is considered Gargantuan and occupies a 4" square area. Creatures of Size-2 have the Small ability.

For unwilling targets, the caster's arcane skill roll is opposed by their Spirit.

TINY YET MIGHTY (MEGA POWER)

Power Points: +2

Range: Smarts × 3

Duration: 3 (1/round)

When using *shrink* with this Mega Power enhancement, the caster empowers the target to retain his Strength and Toughness while small. For *growth*, spending +2 Power Points extends the casting Range, just as for *shrink*.

HAVOC

HAVOC

Rank: Seasoned

Power Points: 2–4

Range: Smarts × 2

Duration: Instant

Trappings: Whirlwind, chaotic poltergeists, repulsion field.

While unpredictable, this spell allows a wizard to change the field of battle in an instant as targets are thrown in every direction.

With a success, the caster places a Medium Burst Template anywhere within range. Any character touched by the template must make a Strength roll (at –2 if the caster gets a raise). Any target that fails is knocked 2d6" in a random direction (roll a d12 and read the result as a clock facing) and becomes prone.

If the target strikes an inanimate object, he is Shaken as well. Targets with cover may subtract the cover modifier from the total distance moved (to a minimum of 0), and flying targets suffer an additional –2 to their Strength roll. Additionally, roll a d6 to see if the flyer is moved toward the ground (1–2), stays level (3–4), or is moved away from the ground (5–6).

► **Additional Effects:** For double the Power Points, *havoc* affects a Large Burst Template.

GREATER HAVOC (MEGA POWER)

Power Points: +2

Range: Smarts × 3

Duration: Instant

Greater havoc enhances the penalties to resist to –2, or –4 with a raise. Furthermore, targets are knocked back a total of 3d6" and automatically Shaken, regardless of hitting an object.

HEALING

HEALING

Rank: Novice

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing repairs recent bodily damage. It must be used within the "Golden Hour," though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the *healing* spell removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras, the GM must first determine if the ally is dead (see Aftermath on page 78). If so, no healing may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken.

Healing can also cure poison and disease if used within 10 minutes of the event.

MASS HEALING (MEGA POWER)

Power Points: 6

Range: Special

Duration: Instant

The *healing* power can be cast on all allies within Spirit × 2 of the caster. Ignore individual wound penalties of the treated and apply a flat –2 instead. The power is selective; the caster chooses who is affected.

ILLUSION

ILLUSION

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Illusion makes a single target see something that isn't there, or else see things differently than they actually are. The caster's arcane skill roll is opposed by the target's Spirit; a success means the target perceives the illusion as real with all of her senses, but each direct interaction with the illusion (an attack, directly touching it, or being impeded by the image in some way) grants the target an additional opposed roll to realize it's not real. With a raise by the caster, the target is convinced the illusion is real for as long as it's maintained.

Illusory attacks can't actually wound a target but can cause the perception of damage. Such "attacks" are made with the caster's arcane skill opposed by the target's Spirit with a success causing a Shaken.

Passive *illusions*, like a wall, take little effort to maintain. The Power Point cost must be met, but only normal maintenance penalties apply. Active *illusions*, such as a black cat or attacking enemies (see above), require constant concentration. The caster must use an action each round spent maintaining such *illusions*. This power only works on sapient beings. It is useless against animals, robots, or mindless creatures.

DEADLY ILLUSION (MEGA POWER)

Power Points: 6

Range: Smarts × 2

Duration: 3 (1/round)

This Mega Power causes *illusion* to become potentially deadly for those who are targeted. A raise on the opposed roll for an illusory attack causes a wound, as does a success if the target is already Shaken.

INTANGIBILITY

INTANGIBILITY

Rank: Heroic

Power Points: 5

Range: Touch

Duration: 3 (2/round)

Trappings: Ghost form, body of shadow, gaseous transformation.

With a successful arcane skill roll, the user becomes incorporeal. He is unable to affect the physical world, and it in turn cannot affect him. He can travel through walls, and non-magical weapons pass straight through him. Any items carried at the time of casting are also incorporeal.

While incorporeal, the mage may affect other incorporeal beings (including himself), and he is still susceptible to magic attacks, including physical powers, such as *bolt*, and magic items.

The character may not become corporeal while within someone or something. If that occurs, the caster is instantly shunted to the nearest open space, and he is Shaken.

ASTRAL FORM (MEGA POWER)

Power Points: 10

Range: Self

Duration: 1 minute (1/minute)

The caster is able to leave his body behind as his astral self — a ghostly, translucent form,

easily concealable (but not invisible) and able to wander in any direction at a 4 × his Pace. Some mystical barriers might block passage at the GM's discretion, but he can otherwise go through anything in this form.

INVISIBILITY

INVISIBILITY

Rank: Seasoned

Power Points: 5

Range: Self

Duration: 3 (1/round)

Trappings: Powder, potion, iridescent lights.

Being invisible is a powerful aid in combat and useful for spying on maidens' changing rooms as well.

With a success, the character is transparent, but a vague outline is visible. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack the foe at -4 as well. With a raise, the character is completely invisible. The penalty to Notice or hit him is -6.

In either case, the power affects the character and his personal items. Anything picked up after the power was cast remains visible.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

TRUE INVISIBILITY (MEGA POWER)

Power Points: 10

Range: Self

Duration: 3 (1/round)

Normal *invisibility* generally applies to normal sight-based Notice checks; *true invisibility* applies to all senses, including mystical, technological, or greatly enhanced ones. The recipient cannot be seen or detected by any means, unless he attacks someone. In that circumstance, any attempt to detect or attack the character with *true invisibility* is made at -8.

True invisibility also makes it impossible for anyone using most means of scrying or other detection to find the character; this includes *divination* and *clairvoyance*. Those using *detect arcana* suffer a -4 penalty to see someone using *true invisibility* (though *exalted detect arcana* works at no penalty).

Generally speaking, it is nearly impossible for the character to be seen or detected if he does not take an aggressive action against someone else; the GM is final arbiter of this power's ultimate limits.

LIGHT/OBSCURE

LIGHT/OBSCURE

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 30 minutes (1/10 minutes) or 3 (1/round)

Trappings: Illusionary torch, sunlight, darkness, thick fogs.

The ability to affect visibility (create or remove obscurement) is a pretty simple but very effective power.

Light/obscure can be cast on an inanimate object, but if the item is in an opponent's possession, the arcane skill roll is opposed by Agility.

Light negates any darkness/obscurement penalty up to -6 in an area equal to a Large Burst Template for 30 minutes (1/10 minutes). The reverse of the power, *obscure*, creates a -6 obscurement penalty of the same size lasting for 3 (1/round).

ETERNAL LIGHT/GREATER OBSCURE (MEGA POWER)

Power Points: 10/4

Range: Smarts × 2

Duration: Permanent/3 (1/round)

Eternal light is the Mega Power ritual — it takes 10 minutes — that allows the caster to cause *light* to become a permanent effect. This can be put on any object, or even a person if the target is willing. Note that if anyone with Arcane Background (Miracles) enacts this ritual, she may will the *light* to be holy in nature, having the same effect on certain creatures (such as vampires) as sunlight, and its radius is considered holy ground.

Greater obscure expands the effect of *obscure* to the caster's Smarts in radius, and he is automatically immune to the power's effects.

MIND READING

MIND READING

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 1

Trappings: Psionic invasion, soulsight.

Mind reading allows a character to read another's thoughts. This is an opposed roll versus the target's Smarts. A success allows the character to gain one truthful answer from the subject. The target is aware of the mental intrusion unless the mind reader gets a raise. The GM may apply modifiers based on the subject's mental Hindrances or current state of mind.

MIND WALK (MEGA POWER)

Power Points: 6

Range: Smarts × 2

Duration: 5 minutes (1/minute)

Mind walk allows the caster to walk through the mind and memories of the subject. While the spell is in effect, the caster can ask any number of questions, explore memories, or simply have a conversation with the inner consciousness of the target. If a particular question or thought is of a vital or dangerous nature, or the caster explores deep hidden fears or something of great emotional value to the target, an additional contested roll may be called for.

PUMMEL

PUMMEL

Rank: Seasoned

Power Points: 2

Range: Cone Template

Duration: Instant

Trappings: Rippling earth, buffeting winds, rushing waters.

Pummel allows a character to knock down multiple foes. The caster makes an arcane skill roll and then places a Cone Template in front of him. Any friend or foe touched by the template must make a Strength roll (at -2 if the caster gets a raise). Any target that fails is knocked back 2d6" and becomes prone. If the target strikes an inanimate object, he is Shaken as well. Targets with cover may subtract the cover modifier from

the total distance moved (to a minimum of 0), and flying targets suffer an additional -2 to their Strength roll.

GREATER PUMMEL (MEGA POWER)

Power Points: 4

Range: Cone Template

Duration: Instant

Using this Mega Power increases the penalty to resist *pummel* to -2, or -4 with a raise. Furthermore, targets are knocked back a total of 3d6" and are automatically Shaken, regardless of hitting an object.

PUPPET

PUPPET

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: Glowing eyes, trance-like state, a swinging pocket watch, voodoo dolls.

Sometimes it pays to persuade others to do your fighting for you. Some do this by blatant mind control, others do it by manufacturing visual and auditory illusions. *Puppet* is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.

MIND CONTROL (MEGA POWER)

Power Points: 6

Range: Smarts × 2

Duration: Special

This greatly enhanced version of *puppet* allows the user a longer period of control. Success increases the Duration to one minute (1/per minute). With a raise, Duration is extended to 5 minutes (1/5 minutes), and with two raises, it becomes 10 minutes (1/10 minutes). Issuing a command is a free action but maintaining control requires concentration, inflicting a -1 penalty on all other actions while the power is active.

Any time a target is forced to do something completely against his nature, he gains a new roll to break control. A success enables him to resist the action, doing nothing

instead. A raise means he's completely free of the power.

If the caster has and uses *telepathy* on the target, she may extend her control of him to any distance, even out of her sight.

QUICKNESS

QUICKNESS

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 3 (2/round)

Trappings: Blurred motion, hyperactivity.

This power grants incredible swiftness to the recipient. With success the target has two separate turns per round on his action card instead of the usual one. Each turn is handled independently with its own actions, but the character must resolve one turn entirely before beginning the second. With a raise, the recipient can redraw any initiative cards lower than Eight each round.

EXALTED QUICKNESS (MEGA POWER)

Power Points: 8

Range: Touch

Duration: 3 (2/round)

In addition to the two complete turns the character gains with *quickness*, he may ignore up to two points of multi-action penalties on each of those turns.

SHAPE CHANGE

SHAPE CHANGE

Rank: Special

Power Points: Special

Range: Self

Duration: 1 minute (1/minute)

Trappings: "Morphing," talismans, tattoos.

Many cultures have legends of shamans or wizards who take on the shape of animals. This power does just that. This version of the power only allows a user to transform into mundane animals, but more bizarre transmutations may be found.

A character may learn this spell while of Novice Rank but cannot transform into the more powerful creatures until he attains the appropriate Rank. The cost in Power Points depends on the type of creature the character wishes to change into. Use

the **Shape Change** table as a guideline for unlisted creatures.

Weapons and other personal effects are assumed into the animal's form and reappear when the power ends, but other objects are dropped.

While transformed, the character retains his own Smarts, Spirit, and linked skills (though he may not be able to use them since he cannot speak). He gains the animal's Agility, Strength, and linked skills and cannot use most devices. He has no capacity for speech and cannot use powers, though he may continue to maintain powers previously activated. Vigor is the higher of the caster's or the creature's.

The GM has final say on what an animal can and cannot do. A shaman in dog-form might be able to pull the trigger on a shotgun, for instance, but would use a default skill roll of d4-2 as the animal has no Shooting score of its own. The shaman's Persuasion functions normally, but might suffer a -4 or worse penalty without speech, depending on what he tries to accomplish.

GREATER SHAPE CHANGE (MEGA POWER)

Power Points: +2

Range: Self

Duration: 1 minute (1/minute)

With this Mega Power version of the *shape change* power, the caster is able to take on the form of any character or creature: humans, humanoids, and even magical monsters and beings. In addition, the caster is able to cast other powers while in any animal form, and she can speak clearly for others to hear without any issues, unless the form has no mouth.

Note that only natural, inherent abilities to the form are gained, not anything derived from technology or training. *Greater shape change* cannot confer a Juicer's chemical and nanotech enhancements, nor does it give the caster a Ley Line Walker's spellcasting or ley line abilities.

SLOW

SLOW

Rank: Seasoned

Power Points: 1

Range: Smarts × 2

Duration: 3 (2/round)

Trappings: Tying a knot in a piece of string, slowing time, distracting invisible ghost monkey.

Skilled fighters and monsters with fast reflexes can strike before lesser beings have time to blink. Slowing their reflexes reduces their advantage.

SHAPE CHANGE

COST	RANK	CREATURE TYPES
3	Novice	Hawk, rabbit, cat
4	Seasoned	Dog, wolf, deer
5	Veteran	Lion, tiger
6	Heroic	Bear, shark
7	Legendary	Great white shark

GREATER SHAPE CHANGE

COST	RANK	CREATURE TYPES
5	Novice	Dire wolf, giant spider
6	Seasoned	Small humanoid (goblin)
7	Veteran	Medium Humanoid (brodkil)
8	Heroic	Large creature (rhino buffalo)
9	Legendary	Huge creature (dragon)

The caster makes an arcane skill roll opposed by the target's Spirit. With a success, movement becomes an action, giving the target a multi-action penalty if he wants to move and act in the same round. With a raise, the target must redraw initiative cards above 10, except Jokers.

A victim who usually draws multiple initiative cards discards only those with a value higher than the spell allows.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

EXALTED SLOW (MEGA POWER)

Power Points: 2

Range: Smarts × 3

Duration: 3 (2/round)

Exalted slow causes these additional effects:

- The target's Pace is cut in half (round down), and he cannot run.
- The target's Parry is reduced by 2, and ranged attacks against him receive a +2.
- All Agility and linked skill rolls are made at -2.

SLUMBER

SLUMBER

Rank: Seasoned

Power Points: 2

Range: Smarts × 2

Duration: 1 minute (1/minute)

Trappings: A lullaby, blowing powder or sand at targets.

Blasting a hoard of enemies into tiny pieces may be popular with some mages, but those who favor stealth or have a pacifistic bent are drawn to this spell.

The caster picks where he wants to center the spell and places a Medium Burst Template. He then makes an arcane skill roll. Any living creature (not undead or constructs) within the area must make a Spirit roll, at -2 if the caster scored a raise. Those who fail fall asleep.

Loud noises awaken the sleepers as if they were a normal sleeper (Notice roll). When the duration expires, the sleepers naturally wake up.

GREATER SLUMBER (MEGA POWER)

Power Points: 4

Range: Smarts × 3

Duration: 1 minute (1/minute)

Using this Mega Power increases the penalties to resist *slumber* to -2, or -4 with a raise. Furthermore, it takes a full round of active effort to awaken a victim of *greater slumber*; loud noises and the like aren't enough.

SMITE

SMITE

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2 or +4 with a raise.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

GREATER SMITE (MEGA POWER)

Power Points: 4

Range: Touch

Duration: 3 (1/round)

This Mega Power version of *smite* confers two effects:

- The bonus damage is +4 with success, +8 with a raise, and the damage becomes Mega Damage.
- The caster may choose any Trapping to confer at the time of casting. This might be silver, fire, holy light, etc.

SPEAK LANGUAGE

SPEAK LANGUAGE

Rank: Novice

Power Points: 1

Range: Touch

Duration: 10 minutes (1/10 minutes)

Trappings: Words, pictures, hand motions.

This power allows a character to speak, read, and write a language other than his own. The language must be of an advanced form – not animalistic. A raise on the arcane skill roll allows the user to project a particular dialect as well.

MASS UNDERSTANDING (MEGA POWER)

Power Points: 2

Range: Special

Duration: 10 minutes (1/10 minutes)

The caster causes characters within Spirit $\times 2$ of him to be able to understand one another, regardless of language spoken. The power is selective, affecting only those the caster wishes.

SPEED

SPEED

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

Trappings: Blurred motion, “floating,” acrobatics.

Warriors who need to close with their foes quickly often use this power, as do those who sometimes need to outrun things Man Was Not Meant to Know. *Speed* allows the target of the power to move faster than usual. With a success, the recipient’s basic Pace is doubled. With a raise, running becomes a free action, so he may ignore the usual -2 running penalty.

GREATER SPEED (MEGA POWER)

Power Points: 2

Range: Touch

Duration: 3 (1/round)

This Mega Power version of *speed* grants the following added effects:

- The recipient’s Pace is tripled, not doubled.
- The recipient doesn’t need to roll a run die; assume the maximum whenever it would be rolled.
- Attacks against the recipient are at -2 . This penalty does not stack with similar effects, like *deflection*; use the higher benefit.

STUN

STUN

Rank: Novice

Power Points: 2

Range: 12/24/48

Duration: Special

Trappings: Bolts of energy, stun bombs, sonic booms, burst of blinding light.

Stun shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like. If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2 .

GREATER STUN (MEGA POWER)

Power Points: 4

Range: 18/36/72

Duration: Special

Greater stun enhances the core *stun* effects in a couple of ways. First, the area is increased to a Large Burst Template. Second, all resistance rolls are made at -2 , or -4 with a raise. Finally, any Vigor check of 1 or less means the target is Incapacitated; such targets make Vigor checks each following round to recover to Shaken status.

SUCCOR

SUCCOR

Rank: Novice

Power Points: 1

Range: Touch

Duration: Instant

Trappings: Prayer, laying on hands, curative tonic.

Succor removes one Fatigue level, two with a raise. It can also remove a character’s Shaken status.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.

MASS SUCCOR (MEGA POWER)

Power Points: 2

Range: Special

Duration: Instant

The caster can use this Mega Power to affect all allies within Spirit $\times 2$. It is a selective effect, helping only those the caster chooses.

SUMMON ALLY

SUMMON ALLY

Rank: Novice

Power Points: 3+

Range: Smarts

Duration: 3 (1/round)

Trappings: Call elemental, ghostly dog, dimensional double.

This power allows the character to summon a loyal and obedient servant. On a success, the ally is placed at any point within the range of the power. On a raise, the ally is more durable and gains the Hardy ability. A summoned ally acts on the initiative card of the caster and gets an immediate action as soon as it is summoned.

All Allies are Extras, even Mirror Selves (see below). A character may learn this spell while of Novice Rank, but he cannot summon more powerful allies until he attains the appropriate Rank. The cost in Power Points depends on the type of ally the character wishes to summon. Use the Summon Ally table as a guideline for unlisted creatures.

A caster of sufficient Rank to summon more powerful allies may instead choose to summon additional lower Rank allies instead at the same cost. For each decrease in Rank, he gains one additional ally. For example, a Veteran caster could spend 5

Power Points to summon one Veteran-Rank-allowed ally, two Seasoned-Rank-allowed allies, or three Novice-Rank allowed allies. Allies summoned by a single casting must all be of the same type.

See the Bestiary for statistics of some of the creatures listed below.

BODYGUARD

A bodyguard is a humanoid soldier made of stone (or equally tough material).

- **Armor +4:** Stone skin.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
- **Fearless:** Bodyguards are immune to fear and Intimidation.

SENTINEL

A sentinel is a larger and more powerful version of a bodyguard.

- **Arcane Bond:** Sentinels count as having Arcane Resistance for anyone other than their summoner.
- **Armor +4:** Stone skin.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
- **Fearless:** Sentinels are immune to fear and Intimidation.
- **Improved Sweep:** Sentinels may attack everyone adjacent to them as a single action.
- **Size +3:** Sentinels are 8–9 feet tall and very dense.

SUMMON ALLY

COST	RANK	CREATURE TYPES
3	Novice	Bodyguard, experienced soldier
4	Seasoned	Dire wolf, ogre
5	Veteran	Elemental (any kind)
6	Heroic	Sentinel
7	Legendary	Mirror self

MIRROR SELF

This is an ally that appears identical to the caster but with the following differences. The ally is an Extra as normal for the power. The duplicate has half the total Power Points of the caster, and all of the duplicate's Traits are one die type less than the caster's Traits (to a minimum of d4). The duplicate has identical mundane equipment, but none of it has any magical qualities.

FORCE MULTIPLICATION (MEGA POWER)

Power Points: +2 per ally

Range: Smarts

Duration: 3 (1/round)

With *force multiplication*, each +2 Power Points summons an additional ally of the same type or category, brought in at the same time.

TELEKINESIS

TELEKINESIS

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: 3 (1/round)

Trappings: A wave of the hand, magic wand, steely gaze.

Telekinesis is the ability to move a single object or creature (including one's self) with arcane will. The weight a caster can lift is equal to 10 pounds times his Spirit die type, 50 pounds times his Spirit with a raise.

► **Lifting Creatures:** Living targets may resist with an opposed Spirit roll. If the roll is greater than the caster's skill total, the victim is unaffected. If the creature loses, however, it is lifted as usual and does not get another attempt to break free.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus the caster's arcane skill. If the victim is successful, he manages to grab onto whatever was available and is not

moved, bashed, or otherwise affected that round.

► **Telekinetic Weapons:** A caster can use *telekinesis* to wield a weapon. When this occurs, the weapon's Fighting is equal to his arcane skill, and its damage is based on the caster's Spirit instead of his Strength. A sword that does Strength+d6 damage, for example, does Spirit+d6 when wielded by *telekinesis*. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

► **Dropping Things:** Particularly ruthless characters often use *telekinesis* to drop their foes or bash them into walls and the like. A creature affected by this power can be moved up to the caster's Smarts in inches per turn in any direction. Dropped creatures suffer falling damage as usual. Victims who are bashed into walls or other solid objects suffer the caster's Spirit+d6 as damage. If a caster with a d12, Spirit smashes an orc into a wall, for example, the orc suffers d12+d6 damage.



EXALTED TELEKINESIS (MEGA POWER)

Power Points: 10

Range: Smarts × 2

Duration: 3 (1/round)

Using *exalted telekinesis* is slightly different than normal *telekinesis*. The caster's telekinetic strength is calculated as his Spirit die with four die steps added. Thus a psionic with a Spirit of d8 has an *exalted telekinesis* strength of d12+2.

Those using *exalted telekinesis* consult the **Super Strength Table** (*The Tomorrow Legion Player's Guide* or *Super Powers Companion*) to determine how much they can lift and manipulate. With a successful roll, they use the Load Limit column, or the Max Weight column with a raise. Note that objects weighing 1,000 or more pounds automatically deal Mega Damage when used as weapons.

TELEPATHY

TELEPATHY

Rank: Novice

Power Points: 2

Range: One mile

Duration: 3 (1/round)

Telepathy is used to communicate mentally with other people. If the target is willing, a simple success is all that is needed. Otherwise, the roll is opposed by the target's Spirit. Success allows communication with the target. Only those thoughts and images the participants wish to send can be sensed; anything more requires *mind reading*.

If the caster cannot see the target, they must know and be able to identify the intended recipient in some reasonable fashion; their roll suffers a -4 penalty. Once *telepathic* contact is established, it may be maintained up to one mile away.

Each conversation established via *telepathy* counts as a separate power for purposes of maintenance penalties. *Telepathy* can be used to speak with entities with whom you do not share a language; communication is based on thoughts and images. However, this form of communication can be difficult and basic in nature. The stranger the being (spirits, monsters, or beings from entirely different realms), the more complicated even the most basic communication can be.

EXALTED TELEPATHY (MEGA POWER)

Power Points: 4

Range: Special

Duration: 3 (1/round)

This Mega Power version of *telepathy* allows the user to reach any ally's mind within one mile without needing a roll, and contacting someone else only requires a roll with no penalties. Beyond the one-mile radius, rolls for allies are at -2, while other rolls are at -4.

Furthermore, the psi can choose to broadcast a *telepathic* message to every sentient mind within a mile radius. Alternately, she can connect up to her Smarts die in minds as a kind of *telepathic* switchboard, creating open communication for everyone connected. This last ability is somewhat taxing, imposing a -2 penalty on any other Trait rolls while she maintains it.

TELEPORT

TELEPORT

Rank: Seasoned

Power Points: 3+

Range: Special

Duration: Instant

Trappings: A cloud of smoke, "phasing" out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 10" distant for each 3 Power Points spent, or 15" with a raise. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to *teleport* somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen, the roll is at a -4 penalty.

Failure of either roll means the teleporter hit an object of some sort. He returns where he came from and is Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster — in addition to being Shaken he also suffers 2d6 damage.

The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above.

► **Carrying Others:** The hero can carry other beings with him at the cost of a level of Fatigue per additional "rider." More than

two may be carried at once, but causes instant Incapacitation. One Fatigue level is regained for each full hour of rest.

GREATER TELEPORT (MEGA POWER)

Power Points: 5+

Range: Special

Duration: Instant

Greater teleport extends the Ranges to 20" (40 yards) per 5 PPE or ISP spent, or 30" (60 yards) with a raise. The caster can carry up to five others without having to risk Fatigue. Each additional person he carries beyond those five imposes an automatic Fatigue level, as per the core *teleport* power.

WALL WALKER

WALL WALKER

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A crushed spider, bit of web, piece of tentacle.

Spellcasters are frequently targeted in combat because of their arcane prowess and high-utility spells such as this are great for getting the caster safely out of harm's way. Of course, it has countless other uses too.

Wall walker allows the recipient to function much like a human spider. He can stick to any surface, allowing him to climb walls and even hang from the ceiling. With a success, the character can move along such surfaces at half his normal Pace. With a raise, he may move at full Pace and even run.

► **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

GREATER WALL WALKER (MEGA POWER)

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Using *greater wall walker* means the target automatically gains the ability to move at full Pace. He also gains +4 to resist being moved by such powers as *havoc*, *pummel*, or *telekinesis*, and he gains +4 to resist the Push maneuver.

WARRIOR'S GIFT

WARRIOR'S GIFT

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Trappings: Gestures, prayer, whispered words, concentration.

Even combat mages cannot afford to spend all their time learning new combat maneuvers and martial skills. For those who enjoy the thrill of melee or want to improve their companions' skills, this spell provides a quick solution to a lack of training.

With a successful arcane skill roll, the recipient gains the benefits of a single Combat Edge chosen by the caster. The caster (not the recipient) must be one Rank higher than the Rank requirement of the Edge but ignores other requirements, even those requiring other Edges. For the duration of the spell, the recipient gains all the benefits of the Edge.

Edges gained through this power provide no additional benefit if the character already has the Edge.

GREATER WARRIOR'S GIFT (MEGA POWER)

Power Points: 8

Range: Touch

Duration: 3 (1/round)

Greater warrior's gift allows the target to select two Combat Edges at once, and those Edges may be up to the target's current Rank.

