

2.7 Maji

These classes are quite capable of using sword or spell. Their primary abilities are physically based while their secondary ones are based on magic. Some might lean more towards being warriors while others could be almost indistinguishable from wizards, depending on how their stats are distributed. The most benefit can be gained from these classes by having balanced stats, unlocking all of their abilities, unlike warriors and wizards who tend to have their stats more concentrated.

All these classes have some sort of requirement on the character's alignment. For the paladin and fallen it's their good/evil alignment, while the ranger and warlock have a set lawful/chaotic. The alignment that the character is still able to pick has blatant, stated characteristics associated with the character, dictating a large part of their personality. It also determines something relatively important in terms of their abilities. If they change their required alignment then there is a penalty, so it's very important for the player to take care to play in a way suitable of the character.

Each of them have a sensing ability, enhancing the character's normal perceptions in some sort of special way. They vary among the classes in terms of what they can spot and in what ways they are useful.

Paladin- The most noble and righteous of the fighters hold the title of paladin. They are sworn enemies of all things evil and keepers of the peace. They have a strict honor code that includes all clear moral issues (stealing, murder, lying, torture, etc.). When the paladin sees others breaking this code, they will attempt to stop and fix the situation (the actions will depend on the paladin's alignment, as shown below).

The paladin must be the good alignment and if they change alignment or break the code then they can no longer use their Heroism ability and be turned away by any fellow paladins. They can redeem themselves by again becoming the good alignment and working for good causes throughout several quests. The game master determines the extent to which the paladin needs to redeem themselves. The game master should warn the player that the actions they want to take would break their code and give them a chance to do something else.

If the paladin falls all the way to becoming evil they are no longer able to redeem themselves and are now a fallen paladin. They can get the corrupt skill as long as they are evil and become the champion classes associated with the fallen paladin.

Alignment:

- Lawful** The paladin will bring the offender to the authorities and accept any judgment they deem is necessary. Authorities tend to find these paladins to be very useful and trustworthy though depending on the ruler, the civilians may believe the paladin is only acting in the interests of the ruler and thus an enemy. The paladin will support, provide assistance to, and respect the authorities and local laws over individuals.
- Neutral** The offender's fate will be in the hands of the victim though the paladin may refuse to help in the retribution against the offender. Civilians tend to find these paladins to be trustworthy though authorities may be unimpressed or resentful of the interference. The paladin won't interfere in conflicts between civilians and the authorities but other than that, they will follow any actions they believe are morally right and won't let others govern their own lives.
- Chaotic** They will attempt to fix the situation by themselves which usually include punishing the offender with something equivalent to the crime committed. Some common punishments are disfiguring torturers (such as cutting off a thief's hands), stoning for miscellaneous severe crimes, and death for murder. The authorities will find generally find these actions to be that of a vigilante and attempt to arrest them. Civilians who detest their ruler will support the paladin believing that by doing so they can harm the ruling body. The paladin will support, or at least respect any rebellions and is considered to be a leader of the people. The paladin will always side with the mob rather than the establishment and prevent civilians from being harmed by the authorities.

Heroism (Social)

L1- Calming Presence- The very presence of the paladin calms the nerves and arouses courage in their friends and allies. As long as the paladin is able to act (not unconscious or dead) they will raise the willpower rolls of any of their companions by an amount equal to a third of the paladin's social roll (only roll this once per day). This works for both player and non-player characters, though it won't raise the paladin's own willpower rolls. This benefit is doubled if they believe that their cause is succeeding (in other words, when **moral** is high).

Shelter- The paladin is a servant of the people and is welcomed by most households. When traveling through strange lands the people of villages and cities will recognize the noble nature of the paladin and offer them shelter free of charge as well as any food or services they can. Occasionally the paladin can't find anyone who will take them in (the game master decides this). Once in a while the villagers may ask the paladin for help (usually, taking care of some sort of evil presence). If they do, the paladin should try to oblige.

L5- Detect Evil- The paladin can see into the heart of others enough to separate the evil from those who aren't. The paladin knows this immediately as well as the extent of the character's or creature's evilness (the good/evil alignment number). In a way, the paladin can 'see' a dark aura surrounding the character or creature. The range of this is the paladin's level

plus a hundred minus the good/evil alignment number in yards (thus they can see evil characters and creatures from afar). The paladin can't detect with this ability the identity of the evil character but it does reveal their approximate good/evil alignment number. Though this is similar to magic abilities, it is physical rather than magically based. No matter how minor the evil in the character is the paladin will distrust, if not quarrel with them.

Brotherhood- The paladin may join a brotherhood which will have safe houses in most populated areas. In these houses there are other paladins who have sworn allegiance to each other and will protect each other. They may be called upon to fight the creatures of darkness or give safe shelter but if they are used a great deal they will refuse to assist the paladin. These endeavors cannot be about personal greed. In the safe house it's likely that the paladin will have protectors of higher level than them but the only ones to aid them outside the safe house are of a lower level. The game master determines the number and skill of each paladin (the number available will depend on the city's size). Other paladins will ask the character for aid in the same way and this will often be side quests for the character.

L10- Unite- The paladin can unite people for a worthy cause. The paladin's social skill and popular opinion (determining the difficulty in recruiting each person) is used to determine how many followers of different types he may obtain. The difficulties are listed in a range which the game master picks a number out of depending on how popular the paladin is. After the paladin rolls their social the game master says the required social roll for peasants of different levels. The precise level of the peasant is random (roll a d4 and add one less than the minimum level).

For an example, if the paladin is well thought of then the difficulty for each peasant of level 1-4 might be 2 and for peasants who are above level four could be 5. If the paladin got the social roll of 12 then they could get six low level peasants, two high level peasants, or any combination as long as the required social roll isn't higher than what the paladin rolled.

This can only be used to get one group of allies at a time and if the paladin re-rolls then they lose the group that they already had and gets an entirely new group of characters. These allies will remain until the reason they joined is gone, their doesn't seem to be any hope left of success, scared away, etc. The peasants don't start with any equipment so for them to be effective in combat the paladin will need to find them weapons and armor. The paladin has direct control of these non-player characters as long as he doesn't order them to do anything that would be out of character.

Peasants

Level	Required Social	Subskills	Strength	Hit Points
1-4	2-4	2d6	2	2d10+5
5-8	4-7	3d6	3	4d10+7
9-12	7-12	4d6	4	6d10+10
>12	10-18	5d6	5	8d10+15

With this ability, the paladin can start large movements such a rebellion or target the mob against a given evil characters. The threat to the people or advantage to the mob for their actions must be made before they take any actions for the paladin. This means that before a mob can be directed to attack a fallen the paladin must tell them the danger the fallen poses or the advantage in attacking them. This can be difficult since the paladin can't lie due to their honor code.

This may also be used to unite organized groups together for a non-combative cause (such as to build something) though again, proof of the benefits to the group must be given. The reasons cannot be for personal gain and must be for honorable reasons.

Martyrdom- If the paladin is killed in a noble cause those responsible for his death (if intentional) will be hunted down by every commoner, soldier, and paladin until they are dead. Chances are the hunters will try to capture the character alive and have them publically tortured and executed. If, however, through the continuous negotiations or intimidating murders of these hunters the killer of the paladin will be left alone after a fifth of the paladin's level in quests. The higher the level of the paladin the higher the levels of the hunters (though they're never of a higher level than the paladin was).

L15- Convert- There's a chance that the enemies the paladin encounter will either chose not to fight the paladin or join them if spoken with. This requires that the character (or creature that can understand the paladin) are willing to hear the paladin out, giving them a chance of not being an enemy. This is determined by rolling a d20. If the result of the roll is between one and ten, the character (or creature) remains the paladin's enemy. If the result is eleven to twenty the enemy decides not to fight the paladin. If higher than twenty they will offer to join the paladin. This is only rolled once per an enemy and can only be used on non-player characters. Some characters or creatures may ask for compensation in order to join the paladin and if not paid, the character or creature will still remain neutral toward the paladin. There are several modifiers that either add or subtract from the roll (this is how the roll and end up above twenty). These modifiers are:

Alignment- +3 if they are good and -7 for being evil. Neutral alignment doesn't have an effect on the roll.

Deity- +5 if they're a follower of the same deity, +2 if their deity is only the same alignment, and -4 if the deity is evil.

Interest- +2 if the character has the same or similar interest.

Level difference- +1 for every two levels the paladin's higher than the enemy and -1 for every level the enemy is above

the paladin.

Advantage- +3 if the paladin would have the clear advantage in a fight and -4 if the enemy would hold the advantage.

Passiveness- This is the character or creature's interest in finding a peaceful resolution. The game master determines whether this is positive or negative as well as its size.

Moral- The paladin has learned what to do to inspire strength in their followers, making them far better fighters. This only effects the paladin's non-player character allies, giving them the **moral (half of the paladin's level)** bonus. The paladin will need to take care that their allies don't believe that their cause is hopeless or are effected by a substantial **fear**, else the bonus will be lost for the rest of that day.

Aura (Light Magic (Charm))

Paladins are able to use their magic abilities to create a field around them with various magic properties. This aura of magic aids both the paladin and nearby allies. All the auras have a range equal to double the paladin's level in yards, effecting anyone in that area that the paladin considers an ally. The different auras cost the paladin different amounts of mana and carry with them different benefits. Only one aura can be in effect at a time and it takes a round of focus to start the aura before it has any effects. If multiple paladins are present then the aura's effects can layer on each other.

L3- Aura of Precision- The weapons the character's use tend to guide themselves a bit toward where they need to go in order to hit. This increases the accuracy of attacks by half the light magic's roll. This also decreases the critical range number by a fifth of the paladin's level (round down). This costs an amount of mana each round equal to a tenth of the light magic's roll plus a fifth of the paladin's level (round down).

L7- Aura of Protection- This aura increases the defense and hit points of the characters it effects. It increases the character's current hit points by a percent equal to double the light magic roll (see Changes in hit points or Mana under mechanics). The aura also increases the character's defense against damage by the paladin's level. This costs a fifteenth of the light magic's roll plus a third of the paladin's level (round down) in mana each round.

L12- Aura of Might- The damage that the characters deal are increased with this aura, giving attacks a percentage bonus to their damage equal to the light magic roll. The aura causes weapons that it effects to glow with a white flame, brighter with the strength of the aura. If those being struck are evil or transparent then it converts four times the paladin's level in percent of the damage to be **holy damage** (at most a hundred percent). This costs a tenth of the light magic's roll plus a fourth of the paladin's level (round down) in mana each round.

L17- Aura of Resistance- The paladin and their allies gains some immunity from negative spells. This raises all the character's magic resistance by the light magic roll. Directly casted scourge magic (generally curses) have their duration reduced by a tenth of the light magic roll in rounds. Spells that are a level lower than a tenth of the paladin's level (round down) can't effect the characters at all. This aura costs the paladin an amount of mana equal to a fifth of the light magic roll plus a tenth of the paladin's level each round.

Ranger- The rangers are skillful warriors of the woodlands. They spend their lives secluded in the wilderness and are well tuned to their senses. They carry great empathy towards nature, in which they have a small magic proficiency. Due to their heightened senses and experience in nature, they excel at tracking and can easily live and travel in forests. They rarely enter cities for they are foreign to the ranger.

Rangers hold very radical views on society and the world. They live independent lives and distrust anything or anyone that controls groups of people like leaders, government, and other organized groups. For this reason rangers are of the chaotic alignment. They vary between good and evil, determining what part of the wilderness they're connected with. The animals that are listed as being closest aligned with the ranger are the least likely to attack and most likely to help the ranger. The ranger gets a great deal of their powers from the natural world. In return, they make an effort to protect all things natural.

Mostly this concerns the cutting down of trees or harm to animals of the wilderness. They don't feel that they have any duty to domesticated or tamed animals, nor farm plants and other things fit into civilized life. If they forsake their allegiance to the natural world (refuses to protect the wilderness from time to time) or change their alignment to something other than chaotic then the natural world will no longer support them. When the ranger loses the support of the wilderness they can no longer be able to perform their transfiguration ability. They can get this back by taking quests specifically for the benefit of the natural world (the game master will need to make the quest and figure the difficulty based on the discrepancies the ranger has had with the wilderness) and being of the chaotic alignment.

Alignment:

Good These rangers are most closely aligned with most herbivores, eagles, doves, and cats (especially tigers). The ranger is careful to try to protect the animals and usually views any sacrifice of life as wasteful and unnecessary, even when their isn't any other option.

Neutral These rangers hold sway over most omnivores, bears, and stealthy predators like foxes. They are fiercely dedicated to their animal companions, most often killing anyone who dares to harm one. They aren't, however, very bothered when their animals give their lives for their cause, viewing it as a noble and worthy use of life.

Evil Most pure carnivores, scavengers, as well as nocturnal animals including wolves fall under the evil ranger's domain. They believe in survival of the fittest, viewing any death of an animal as showing that animal to be unfit and weak. They are, however, greatly angered by what they view to be unfair or cowardly actions such as slaying an animal that is much weaker than the attacker. They view their dominance over the animals as their right for being the strongest character aligned with the animals.

Natural Instinct (Observations)

L1- Heightened Senses- Though the time they spend in nature and their need to be aware of their surroundings, the sensitivity of the ranger's senses (with the exception of sight) are far beyond those of other characters. Since not all senses are used equally, some are more keen than others. This adds to the character's hearing and general observations rolls. It adds an amount to the character's hearing and smell equal to their level and an amount to the character's touch and taste equal to a third of the character's level.

Survival- The ranger is very adept at hunting and foraging for food as well as finding underground water or collecting dew. They are also skillful at finding or making shelter. With the exception of extremely sparse environments like deserts and wastelands the ranger can live for an indefinite amount of time in any environment. Even in hostile environments they will have a far easier time than other classes surviving for long periods of time.

L5- Scouting- The ranger is skillful enough in the wilderness to scout large areas very quickly for trails, caves, unused paths, and other things of interest. They can find good places for ambushes, odd land formations, encampments, and other things of interest. After they have scouted an area they never fully forget it and can travel through it with ease, even if they are traveling cross country. They can travel at a fifth of their level plus one times as fast as other characters over the terrain. They can scout a number of square miles equal to a third of their level every day.

Sense Direction- The ranger has a perfect sense of direction in any environment (including caves and other enclosed areas). They can use this to create detailed maps of places they have already been. This includes directions (north, south, east, or west) and is still effective when the ranger can't see, allowing the ranger to retrace their steps without seeing where they were at any point. This ability may fail the ranger in the complicated turns and passages of urban environments. Roll the ranger's wisdom if they need to remember a very long set of directions (especially if there's a great deal of detail like counting the number of steps).

L10- Pursue- The ranger can use their excellent sense of smell to track others over long distances as well as investigate areas by smelling it rather than using their sight or hearing. This is surprisingly useful, being able to distinguish between different individuals (by their scent), the presence of fires (by the smoke), undead (by the rot), and other things which are represented by the game master by their general smell (metallic, wooden, etc). The range of this ability under favorable conditions is the ranger's level in feet. The ranger should roll their observations to see if they can find faint scents and how well they can smell through partial barriers like partly open doors. Things that may make this ability unusable would be extremely overpowering scents, airtight or nearly airtight barriers, and if the ranger is upwind. If used with tracks using the tracking discipline then they compliment each other, adding the character's smell based observations to their tracking rolls (if this is an instance where the ranger can use their scent of smell). Smells last for several hours (depending on the strength of the original scent and what it is) after the thing that makes the scent is gone.

Animal Provocation- The ranger is used to the presence of animals, their temperaments, and knows how not to provoke them to attack. Unless enchanted, trained, or otherwise altered no non-sentient animal will attack the ranger. This only includes non-sentient mythological creatures up to the ranger's level. To figure this out the game master will need to figure out levels for the creature based on their difficulty. If the ranger does things to provoke the animal or if they have a specific reason the animal may still attack the ranger. Things that may cause an attack would be if the ranger tried to catch the animal, if the animals forced to protect their young, or if the animal is starving (though if possible the animal will go for other food rather than the ranger). When determining what would cause an attack the type of animal's temperament needs to be taken into account (if it's aggressive or passive).

L15- Sixth Sense- The ranger has developed their survival instincts to such an extent that they can anticipate attacks, traps, and other dangers right before they occur. The ranger should roll their observations verses the immediacy of the event (the game master determines the difficulty) to see if the ranger can react in time. If successful the ranger knows that they are in danger (though not necessarily from what). They can then attempt to dodge or hide behind something, making it so the attacker doesn't get an accuracy bonus for the ranger being flat footed. If it was a trap then they might be able to jump away before the trap springs on them. This can be a difficult ability to use since it requires that the ranger reacts to a danger before they know what it is. For an example the ranger may anticipate a missile attack, ducking, but actually it is a pit trap about to open.

Treetop Bracers- The ranger has enough skill in the woods that they can now travel through trees at remarkable speeds, jumping from limb to limb with unsurpassed grace. In most canopies this doesn't require that any skill is rolled. In especially exotic forests, under difficult conditions (like heavy wind), or where the trees are distant from each other the ranger may need to use their condonation skill to determine their speed or if they fall out of the trees. When traveling through

the branches the ranger moves at a speed that rivals a running character on the ground, though the ranger will quickly grow tired, needing to roll their tolerance. They can also climb to the very tops of the trees to look out (depending on the height of the tree) for miles around. This is best if the character climbs the highest tree in the area.

If the woods have vines hanging from the trees then the ranger can move through the forest far faster. Low rolls, however, will cause the character to hit trees, miss the next vine, or simply lose their grip and fall off. If the ranger has the acrobatics discipline then add five to the connotation roll for each time this discipline was taken to the swinging rolls.

L3- Metamorphosis (Nature Magic (Transmutation))

With ranger's empowered by the natural world with the ability to transform their bodies into other shapes, especially animals. When changing shapes anything on the ranger (items and clothes) changes with them. This takes a round to change forms, either into their animal form or back into their human form. The ranger can't take any actions while they're changing and they must be entirely focused when turning into an animal. This may require a willpower roll if they are in pain or otherwise distracted (the ranger doesn't need to roll to turn back into their human form). It costs the ranger an amount of mana every round equal to a tenth of the nature magic roll and if they run out of mana then they turn back into their human form (still losing a round of action). The maximum time the ranger can stay in their animal form is a number of rounds equal to their level (they can re-enter the ability afterward, though this will take a couple of rounds to change out of then back into the form). While they are a creature they can only use abilities the creature has (they can't use magic, disciplines, their other abilities, etc).

The animal forms the ranger takes has a level equal to a fifth of the ranger's nature magic roll (plus three times the ranger's level). For an example a level four ranger with the nature magic roll of sixteen would turn into a level six creature. This level determines the stats of the creature as well as any special attributes, though the ranger keeps their knowledge based stats. The stats are listed as a certain amount per a level. For an example, if it says $1d6+3/2$ levels and the creature is a level seven then that stat would be $3d6+9$. If the ranger takes damage while in a different form see 'Change in Hit or Mana' in the mechanics section for the ranger's hit points when they change out of the form. Any limb loss or wounds will be changed with the ranger so if, for an example, the ranger is missing a leg then the wolf they turn into will be missing a leg and vice versa.

Aspect Wolf- The ranger can change into a large wolf, an agile form with excellent senses. They don't deal an especially large amount of damage, nor do they have many hit points. Instead, they have excellent agility to dodge attacks. They have a level of the dodge discipline equal to a fifth of the level. The wolf can make two types of attacks, striking with their claws or biting. Biting deals much more damage but it's strike $1/2$ (strikes every round if at least level ten) and has -10 accuracy. The claws deal less damage but they can make an additional strike every round for every seven levels the wolf has. If the ranger had the pursue skill then they can still use it while in this form.

Wolf Stats:

Attack Accuracy	$1d6+3/2$ levels	Claws Damage	$1d4+2/3$ levels
Bite Damage	$1d10+5/4$ levels	Defense (Strength)	$1d4/3$ levels (up to $8d4$)
Physique/Coordination	$2d6/3$ levels	Tolerance	$1d6/2$ levels
Search/Hearing/Smell	$1d6/level$	Sneak/Hide	$1d6/2$ levels
Hit Points	Level x 4		

L7- Aspect Bird- The ranger can now turn into a bird, allowing them to fly over obstacles and escape danger. This form isn't very effective for combat, having low hit points and dealing small amounts of damage. The type of bird the ranger turns into depends on their alignment but it doesn't make a difference in stats. If good they turn into an eagle, if of the neutral alignment they turn into a falcon, and if the ranger is evil then they turn into a raven. The bird the ranger turns into is usually very large, only reducing the ranger's size by up to the nature magic roll in percent. If the bird isn't especially small then they will be easily distinguishable from natural birds. The bird's only attack is to dive with their claws. This is essentially a slamming attack except that it doesn't deal damage to the bird and rather than using their strength it uses the damage listed under the bird's stats.

Bird Stats

Attack Accuracy	$1d8/2$ levels	Dive Damage	$1d4+2/4$ levels
Defense (Strength)	$1d4/5$ levels (up to $4d4$)	Flying	$1d6/2$ levels
Physique/Tolerance	$1d6/2$ levels	Coordination	$2d6/3$ levels
Search	$1d6+2/level$	Sneak/Hide	$1d6/2$ levels
Hit Points	Level x 2		

L12- Aspect Bear- The ranger can change into a bear, a very powerful and deadly form. While as a bear the ranger has a huge amount of hit points and deals a great deal of damage. The attacks the bear makes is swipes with their claws which is very similar to a human brawling. They have a level of the wrestling and bull rush discipline equal to a seventh of the bear's level.

Bear Stats:

Attack Accuracy (Brawling)	1d6+4/2 levels	Claws Damage	1d8/2 levels
Defense (Strength)	1d4/2 levels (up to 10d4)	Physique/Tolerance	2d6/3 levels
Coordination/Search	1d6/3 levels	Hearing/Smell	1d6/2 levels
Sneak/Hide	1d4/3 levels	Hit Points	Level x 6

L17- Animorph- The ranger can change into any animal they wish. The ranger must know of the animal and this can't be used to copy the specific distinguishing markings on a specific creature (like a person's pet). These animals have special stats determined by the game master based off the nature magic roll but they aren't very useful for combat like the previous aspect abilities. This can change the ranger's mass by the maximum amount equal to their nature magic roll in percent. For an example the nature magic roll of fifty would allow the ranger to become half or one and a half times their normal size. The ranger must have a high enough roll to change into roughly the animals size (so the ranger couldn't, for example, turn into an elephant with a low roll). If the ranger emits or sheds anything (such as poisons) while in the form of the animal then it disappears when the ranger turns back into their normal form.

Warlock- There are those who live charmed lives, attune to the inner workings of all types of magic. They are hunters of the mystic, aware of and able to manipulate the forces that lay hidden in the world. They have these gifts from their dragon ancestry but still it takes a uniquely disciplined mind to harness these powers to their full potential. If fully harnessed these abilities allow to track and deal with even the strongest of wizards.

The only minds that are able to make use of the dragon ancestry are clear and focused. These orderly minds are invariably of the lawful alignment, thinking in a clear and organized fashion and in turn believing in orderly society of which they are similar. If a warlock is no longer of the lawful alignment they find it hard to concentrate in the fashion that's needed to use their mysticism ability (they regain this ability three quests after they return to the lawful alignment). Though all warlocks have this alignment in common, they aren't necessarily agreed in much else.

Alignment:

Good These warlocks believes that order and law are the best ways to bring the greatest good to the greatest number of people. They are weary of magic users for with the ability to use magic comes the ability for their to be great inequality in power. Even so, they will wait for the magic user to show malevolent aspirations and power before turning on them.

Neutral The warlock either doesn't care much about good and evil or they believe in a balance between the two. Rather than change the world they are simply care for their own interests. Some hunt magic users for profit while others sell their services as mercenaries with whoever wants protection from rogue spell casters. Those who believe in a balance between good and evil keep a careful eye on the world and will often strike down powerful magic users before they can threaten this balance.

Evil The warlock believes in a strict class hierarchy based on lineage. Since they have the blood of dragons in their veins they believe they are special and somewhat above common demi-humans. Often they seek positions of power or acknowledgment of their unique ancestry. They hunt magic users to hone their skills, for pleasure, or to prove their skills above others. In their eyes those who are shown to be weak are inferior to the strong so they place a great emphasis on being the best.

L1- Mysticism (Arcane)

These are the innate powers they have through their dragon lineage. They require the warlock's complete focus, wiping all thoughts except the task at hand. All of these abilities will require an especially high willpower roll if the warlock is very injured, in pain, fearful, etc. During the trance the warlock turns their mind inward to the few traces they have of their ancestral blood. These traces allow the warlock to be closely aligned to the workings of magic, sensing and manipulating it. Even during this trance the warlock is still fully aware of their surroundings. The benefits of this ancestry are the ability to sense magic about and manipulate it within themselves. The range at which the warlock can sense any magic is based off of their arcane plus triple the warlock's level (determining how sensitive they are able to be). When searching, magical sources are divided between being weak, mild, or powerful. A powerful source has the magic effect of, at least, ten times the warlock's level. A mild source is between this and five times their level. A weak source is below this. The ranges (based on source strength and the modified arcane roll) are, in yards:

Roll	Weak	Mild	Powerful	Roll	Weak	Mild	Powerful
1-9	15	25	50	30-39	60	100	200
10-19	30	50	100	40-49	75	125	250
20-29	45	75	150	50-59	90	150	300

*This continues to go up at the rate of 15 yards for weak sources, 25 yards for mild sources, and 50 yards for powerful sources for each roll increment of ten (following the trend of the chart).

Sense (Inward)- The warlock is always aware (and thus better able to resist) magical effects that are effecting them. This inward sense is immediate, and doesn't follow the normal ranges of the other senses. The more experience the warlock has, the

better they can resist curses, mind altering effects, and other such inward focused spells. If spells call for the character to make any sort of roll against it (like willpower against most mind altering effects), the warlock may add their level to the roll.

This sense is different than the other that the character's knowledge of their own inner workings is so intimate that it isn't always limited to magic effects. At level eight, the character is able to go into their trance to discover anything interesting, physiologically, going on with their body. This requires intense focus, tapping into nerves and, in a way, senses, that most people never use in their lives. This doesn't take long (roughly three rounds) and will reveal things like poisons, diseases, injuries the character wasn't aware of, etc.

At level sixteen, the character's control over their own body is so powerful that they can alter the chemical balances, blood pressure, hormone levels, and other such things that are generally automated in a character's body. This sort of deep control is invaluable when fighting foreign agents like poisons and illnesses. Almost any illness, poison, or other non-magic physiological effect can be neutralized by spending anywhere from a few minutes to a few days in intense meditation (the more difficult the condition, the longer).

The sense abilities can be used to determine the direction of a source of magic with perfect accuracy. Missile weapons that are only shot using this guidance still suffer a large penalty but they can at least now be made without being a random attack (see section 1.3 Game Rules). For an example when shooting in darkness or through thick smoke at something the warlock senses they have a penalty for obscured vision among anything else, but they can still make the shot. The sense skills can also be used to determine if the magic is beneficial or dangerous to the warlock. This aspect is mostly helpful to sense in artifacts which the warlock is able to do later, finding curses and other negative effects. This doesn't reveal what the positive or negative effects are, only their presence. This may reveal that the magic has both positive and negative effects or neither.

Channel (Generate Mana)- The warlock can convert their hit points into mana. The ratio of lost hit points to gained mana depends on their arcane and are shown below. The maximum number of mana that can be gained each round is equal to the warlock's level (but the warlock may chose to convert less). No matter how many or few mana are gained this takes a full round of focus, until level sixteen when it may be used as an instant effect. This can't raise the warlock above their normal maximum amount of mana.

Willpower	1-19	20-39	>39
Hits point lost for each mana	3	2	1

L5- Sense (Permanent)- The warlock can sense permanent enchantments and magic with an especially high duration. This can be helpful in finding magical traps, enchantments placed over a structure or spot of great importance, and other magically altered areas. Initially this doesn't apply to detecting artifacts. Magic with a duration of less than thirty rounds can't be detected with this.

Upon level eighteen the warlock is able to sense the permanent magic found in physical objects (in other words, they can find artifacts). This ability can be invaluable to treasure hunters and against those who can be detected and tracked by powerful artifacts that they possess. This is also very useful for identifying magical items, finding the properties of its magic (making use of higher level sense attributes).

The sense abilities can now be used to determine both the general and specific type of the magic. In other words it can determine things, such as that the magic is a scourge magic curse or a gray magic divine spell. The senses can also reveal the duration of the magic (or that its permanent) as well as its general strength (weak, mild, or powerful).

Mask Self- The warlock is not only a master of their inner workings, but can also change those inner workings to deceive another's effort to detect something about them. This effects all forms of detection and revelation (aka inquiries), such as magical lie detection, the fallen's detect life, other warlock's sense ability, etc. This only involves things that look within the warlock, not things that simply detect their physical presence (like dark vision) or interpret their actions (like the paladin's detection of alignment or the vanguard's analyze ability). This is a passive effect, occurring even if the warlock isn't aware that another character is inquiring into them.

When an inquiry that this ability effects is made on the warlock, their arcane skill is rolled (and add their level for the sense (inward) ability if magic). If this is larger than the inquiry's effect, then the warlock understands the purpose of the inquiry (what it looks for) and may pick what result they want the inquiry to return. If the arcane roll is between half and as much as the inquiry effect, then the inquiry returns a random result.

L10- Sense (Spells and Abilities)- The warlock can determine when spells and magic based abilities have been used, even if they can't see their effects. The warlock can roll their arcane skill every round if on the verge of being able to detect it for every round the spell casting or ability continues.

The sense abilities are now able to determine the distance as well as the direction to the source of the magic, allowing them to know exactly where the magic is. This helps decrease the loss of accuracy to the warlock when making guided attacks at sources of magic that the warlock can't see. It's also accurate enough to allow the warlock to use their dispel abilities (even if they can't see where the magic is). The sense abilities are also now able to determine the exact strength of the magic. This is the magic roll that went into whatever the warlock is sensing. This is especially

useful to let the warlock know their chances of successfully dispelling the magic before attempting it.

Channel (Strengthen)- The warlock may drain their own hit points or mana in order to either strengthen themselves physically or magically. This can only be done at the start of the turn but only takes an instant to do (it doesn't require a full action).

If hit points are drained then the warlock's strength goes up for the turn. This is mostly useful in order to increase their physical attack damage or done at the start of the enemy's turn to boost their defense. For each hit point drained the warlock gets a boost to their strength equal to a tenth of their arcane roll with the maximum boost equal to their level.

If mana is drained then their magic skill is increased, allowing for stronger spells or use of the dispel ability. For each mana drained the warlock gets a boost to their magic skill equal to a fifth of their arcane with the maximum boost equal to double the warlock's level.

Upon level eighteen the warlock finds that their mood, potentially, plays a very important factor in determining their strength. If released, the warlock is able to attune strong emotions into either physical or magical power. For the warlock, however, reckless emotions released this way are potentially very dangerous and may dictate their actions much as a barbarian loses control in their rage. For this to be possible at all, the character must have a very good reason to be upset (sadness, anger, or any other powerful emotion will do). There must be clear reasons for the character to feel this way based on their personality (this is decided between the game master and player). For a window of a few rounds at the emotion's crux, they must decide if they will release their self-control or not.

If they abandon themselves to their emotions, then the damage of their physical attacks and their magic subskill are amplified two to five fold (depending on the strength of the emotion and their level). They will then fulfill their emotions, making vicious attacks if angry, reckless destruction if sorrowful, etc. The character maintains control, but must only act in the sense of emotional impulse. No moderation is made in this state, which can be extremely dangerous for the warlock since they have abilities that sap their life and mana for power. Each round, the warlock may roll their willpower to gain control of themselves, requiring a difficulty set by the game master based on the strength of the emotions. Its quite possible that, especially when very strong emotions are released (like the death of a close friend and ally) the warlock will tire themselves to unconsciousness in their adrenaline rushed state before managing to gain control. After emerging from their rage a warlock is, generally, in no condition to fight, having expended all their energy already.

L15- Sense (Characters)- The warlock's ability to sense is so fine tuned as to allow the warlock to sense other characters. This is, in a large part, done by detecting the character's mana so if they don't have any mana, then they can't be found with this ability. The range at which a character can be detected is equal to the arcane roll in yards (this doesn't use the normal chart for sources of magic). This range is modified by the character's mana times their magic skill (the number of dice) in percent. This may either increase or decrease the range depending on the circumstances. For an example, say a warlock has the arcane roll of 32 when searching for a character with 3d6+2 nature magic and 53 mana. This would mean that the range is 159% of its normal amount (53 x 3 from the magic), so the range is 51 yards (32 yards x 1.59). If detected, then the warlock can determine everything about their magical abilities including the strength and type of their magic skill, how much mana they have, what types of magic abilities, and what spells they have.

The sense abilities can finally be used to determine the attributes of magic. This includes exactly what the magic does, its costs to the caster, and anything else that might be of interest about the magic. This will even reveal who first made the magic if it isn't especially clear like the enchantments on an artifact.

Gathering- The warlock's finally able to attune themselves so completely to magical forces that they are able to absorb nearby magic.

is able to absorb magic from all a

For a number of times each day equal to a fifteenth of the warlock's level (round down) they can double their mana. When this is done both the mana remaining as well as the maximum number of mana the warlock can have are doubled. This requires a round of focus but once done it will last for a number of rounds equal to a fifth of the warlock's willpower roll before returning to normal (see changes in hit points or mana under mechanics). This is very useful before casting a series of spells or may allow them to cast larger spells than they usually would be able to due to limited mana.

L3- Dispell (Elemental Magic)

Unsummon- The warlock is able to disrupt the magical forces that flow through all sorts of magically created beings. When cast this causes an amount of damage equal to the warlock's elemental magic roll and can be used from a range equal to the warlock's level in yards. When cast the target appears to glow and bits of light break away. This light is the magic that was used to construct it. This ability can be used on summoned creatures, revived undead (if being made or maintained with mana), golems, elementals, and any other such beings. If this is cast on any illusions then they will be dispersed

immediately without rolling the elemental magic skill.

At level six this ability's damage has mana drain for a fifth of the damage. Also, at level eight this can have an area effect. When it does it covers a radius of half the warlock's level in feet and deals half the elemental magic roll in damage. When having an area effect is still has its mana steal effect for the total amount of damage done.

L7- Shell- The warlock can use their abilities to become totally immune to magic most for a time. To do this the warlock goes into a trance where they are still aware of what is going on around them, but unable to move or take any actions (they can only use search, hearing, and knowledge based skills). When the warlock first goes into the trance they roll their elemental magic. They are immune to spells, both positive and negative, up to a level equal to a fifth of the roll. Magically based abilities are blocked. This ends any magic that it could block that is currently effecting the warlock as well. Any permanent magic, like artifacts (or cursed artifacts) lose their effect until the trance ends. Magic that doesn't target the warlock directly, like earthquake, still has an effect but projectile magic, like fireball, won't (the projectile disappears once it hits the warlock). Summoned and magically created creatures can still harm the warlock.

At level nine the warlock may hover a couple of feet above the ground and have the shell's protection extends to a two foot radius around them. Any magic effects, even area effects, that enter this area immediately disappear. If any part of a summoned or magically created creature enters this area then it is instantly vaporized. At this point the shell provides full immunity to magic for the warlock.

At level eleven the warlock can make a shell around someone else rather than themselves. They may do this to protect an ally or to keep an enemy from using beneficial spells on themselves. The range at which the warlock can create the shell is three times their level in feet. If they create the shell on someone other than themselves then it can only block spells up to a level equal to a tenth of the elemental magic roll. On the other hand, it requires less concentration. They still can't perform it if they can't focus on it (if they are in great pain for example), but now they can do other things while the shell is active. The only things they can't do is cast spells or use other magic based skills.

L12- Disenchant- This ability allows the warlock to end magical spells and effects prematurely. This ability usually takes a few rounds and requires the warlock's undivided attention until the target magic ends. This is mostly useful against weak artifacts and enchantments that last a while (like firewalls). With artifacts it returns them to their natural, physical form dispersing all magic on them. The thing the warlock's disenchanting must be within their level in yards and while being disenchanting the location where the magic is glows blue.

The time this takes to disenchant depends on the warlock's elemental magic roll compared with the magic's effect. The game master will need to determine a strength for artifacts based off of the general difficulty table. If the warlock has the final mysticism sense ability then they can determine the magic's strength before attempting this. If the time to disenchant is equal or greater than the time it would take for the magic to end normally then this ability essentially fails (it's useless to continue). For an example this doesn't have any effect on spells that only have a single round of effect like fireballs. The chart below shows how long it takes to disenchant magic depending on the differences in magic rolls. On the chart, negative values are used if the spell's effect is higher than the elemental magic, and positive is used if the reverse is true (round percentages in the warlock's favor).

Difference:	Time:
<-50%	Fails
-50% -	-26% 10 rounds
-25% -	-1% 7 rounds
0% -	+24% 5 rounds
+25% -	+49% 3 rounds
+50% -	+99% 2 rounds
>99%	1 round

If the warlock is at least level fourteen then they can focus this ability on themselves. If they do, it only takes a single round to disperse all magic that is currently effecting them (both positive and negative). They can only do this once every five rounds and this only effects that are actually effecting them, not their equipment or anything outside their body. For an example, this could end mind altering spells and jinx but not ensnare or fireball. No elemental magic roll is needed for this and the strength of the magic effecting the warlock doesn't matter. The spells can be recast on the warlock afterward.

If the warlock is level sixteen then they can not only end the magic on themselves but redirect it to the caster. This costs the warlock a number of magic points equal to a tenth of all the spell's effects added together. This returns positive as well as negative magic at their casters. If the magic user was continually paying the upkeep then this will only have a single round of effect (since they can stop paying the upkeep). If, however, the spell had an actual duration then the spell's caster is effected for the remaining duration.

L17- Counterspell- The warlock may attempt to end a spell or magic based abilities right when it's being cast or used. This action is taken during the opponent's turn when they're using the magic, interrupting it. By attempting this, however, the warlock loses their next turn (they can't use this more than once each round). The range of this ability is double the warlock's level in yards. The spell or ability is successfully countered if the warlock's elemental magic roll is higher

than the magic user's magic roll. Any mana the character used for the ability or spell is wasted.

Instead of countering the spell and losing their next turn, the warlock can prepare ahead of time. When the warlock thinks that their enemy is going to cast a spell the warlock can skip their turn. Then, the warlock can counter any spell cast for the rest of that round without losing their next turn's action. If there isn't any spell to counter then the turn is wasted. Essentially, all the warlock is doing is losing a turn early.

If the warlock is at least level eighteen then even if the spell isn't countered, it'll most likely be delayed. This only works against spells, not magic abilities. When this happens the spell is set aside in a sort of stasis for a period of time. The spell's caster doesn't need to focus on it any more and if they were paying the upkeep then they don't need to pay any mana until it comes out of stasis. A delayed spell can't be effected by anything while in the stasis and when it comes out it can't be effected by the warlock's counterspell ability again. If the spell's caster was paying the upkeep for the spell and can't when it comes out of stasis (if they're out of mana, unconscious, dead, etc) then the spell still has a single round of effect. The chart below shows the effect for if the warlock's elemental magic roll was various percentages of the spell caster's magic roll.

Difference:	Effect:
>40%	No delay
40% - 59%	Delayed for 1 round
60% - 79%	Delayed for 2 rounds
80% - 99%	Delayed for 3 rounds

At level nineteen the warlock can use their counter skill to not simply end the enemy's spell but redirect it to a new target (this only works on spells, not magic abilities). The spell has the same intensity and effect as when it was first cast. It also has the same duration as when first cast and if the caster was paying the upkeep then the warlock now pays the upkeep instead. This is much harder than simply countering the spell, requiring that the warlock's elemental magic roll is at least one and a half times the spell's magic roll. If successfully cast on projectile spells like fireballs the projectile is shot as normal then sharply changes direction to hit the new target.

Fallen- The fallen are users of dark and forbidden arts. Their tainted magic causes even the sturdiest hearts to falter for the fallen can touch and tamper with a person's life essence, the force that allows them to keep on living. They are also practitioners of ancient rituals that only they know how to perform. These rituals call upon evil forces, especially those of the underworld to grant them power, usually over others. Many of these rituals allow the fallen to have minions, helpers who are bound to the fallen through their dark powers. In addition to being feared they are one of the most deceitful and devious classes. Many times a fallen will destroy their enemies from the inside out, hiding their evil nature in order to join a court or order. Slowly and patiently they turn the group's members on one another, inspiring greed, aggression, and hate.

The fallen must be of the evil alignment and can't ever show mercy to another, especially good characters. If they change their alignment or take pity on someone they will lose their ability to use their dark rituals ability. This is because evil will no longer heed the fallen's requests for power. The game master may overlook allowing evil characters to live, or even neutral ones depending on the circumstances. The game master should warn the player that their actions directly or indirectly are sparing someone's life before they take an action that would anger the evil forces. The fallen can regain their ability to use the skill by changing back to the evil alignment and sacrificing several innocent people to the underworld (the game master determines how many). If they had spared someone's life, then they must kill that person in order to regain the ability.

Alignment:

- Lawful** The fallen prefers to dominate those they find, especially organizations. They will hide their evil nature and take over organizations from the inside, leading the leaders to destruction or rallying support for their overthrow. They then use whatever's left for their own purposes. It's find it to be very hard to take over ideological organizations since the members are there for a purpose and won't follow the fallen's directions unless they further that goal. They quite often become advisors to nobles, biding their time until they succeed. Many times, if they feel it would be dangerous to ascend in the organization directly, they use another person, promising them wealth and power for their co-operation.
- Neutral** The fallen believes in the philosophy divide and conquer. They try to separate their enemies by breeding disagreement if not turn them upon each other in violence before letting their presence be known. They understand that people rally against enemies so they try to keep it unknown that they are the root of their troubles until the last moment possible. Every word spoken by the fallen is deceitful, almost certainly a lie, designed to make whoever they're speaking with turn on those they called friends and comrades.
- Chaotic** By creating confusion, the fallen finds safety in chaos. They distract their enemies with other concerns such as the assassination of leaders or by sparking rebellions. Many times, through a string of chaotic and destruction actions they can cause even the strongest and large organizations to cave in on themselves. This is far easier against large, newly created, unpopular, or already unstable organizations. They don't care much about controlling organizations or having minions. However, if they are able to safely and easily take control of a group they will, if only to recklessly destroy it in an effort to destabilize another organization.

L1- Dark Rituals (Wisdom)

The fallen can call upon the forces of evil through a series of chants and actions. Though these abilities are wisdom based they summon powerful evil energies and are treated as being based on scourge magic as well. Many of the abilities are concerned with binding others to the fallen. Minions the fallen gain are permanent companions and lose any free will they once had. The fallen can play them like additional characters, retaining their abilities but not their personalities. At most they can have a number of minions equal to half of the fallen's level. If minions are separated from the fallen then the player should be careful that they are playing the characters without acting on the knowledge of what the character couldn't possibly know. If the player can't do this, the game master should take over the actions of the minion(s) that are separate from the fallen. The fallen can't give characters back their free will but if the fallen dies, then all their minions will turn back to normal.

Corrupt- The fallen can inspire strong emotions in others. Though most often used on other characters, this could be used on creatures as well (the game master will need to determine the effects). This is a very simple ritual, only requiring subtle hand movements that can be hidden behind their back. If someone is looking directly at the fallen then it may be evident that they are doing something odd. The reason for changing the emotions of others is usually to make them take irrational actions that they usually wouldn't do. This is very short range, only reaching up to the fallen's level in feet away. The change isn't immediate, requiring several rounds to have an observable change in character. They can inspire different emotions as they gain levels.

To do this the fallen specifies what emotion they are going to inspire in which characters (this can affect any number of characters). The fallen rolls their wisdom and divides it by the number of characters they are trying to effect. This is the strength of the effect on each character. If they meet the required wisdom roll for the character, which is three times the character's level, the fallen is successful. Successful or not, the effected characters roll their willpower. If the willpower roll is at least twice as high as the strength of the ability on them then the ability utterly fails on them (even if it made the required roll earlier) and the character is aware that someone tried to use a mind altering ability on them. If, after all of this, the ability is successful on the character then their willpower roll is used to determine how well the character can control their emotions. The higher the ability's effect on the character, the harder it is to resist taking irrational actions. If the fallen was unsuccessful then they may try again every round until they are successful. Once they succeed, they keep the same effect unless they want to re-roll it (and have the target character re-roll their willpower). It takes very little focus to keep this going but it does require the use of the fallen's hands (they can take any actions except casting spells and things requiring use of their hands). Once ended, any artificial feelings fade and the character again feels, emotionally, what they naturally would.

The character still has free will to do whatever they want but should try to play in character, considering their strength of will as well as the strength of the emotions the fallen creates. Actions taken while under the effects of this ability still count when determining if the character shifts to become more good or evil in terms of their alignment.

If the players are in separate places and the effected character is unaware of the fallen's actions then the game master can use this to their advantage. Rather than leave it up to the character to determine how they would act under the ability, the game master should try to reflect some of the feelings the character would have in what they perceive. For an example, if greed has been inspired then the game master might describe another character as 'stingy' and being 'unworthy' of what the character desires. The emotions are:

Arrogance- This requires that the effected character has just done something that they are proud of. The character becomes arrogant and overconfident in their abilities. This will bother other characters, especially if the effected character had succeeded by luck rather than skill. The character may put themselves in danger in order to prove their strength or skills to others. High effects will impair the character's judgment in comparing their own strength and skills to others.

Greed- This requires that the fallen is at least level two. When cast, the fallen needs to be talking with the character being affected, discussing something that concerns the character's interest that the effected character could possess (power, wealth, objects, etc.). If the character's interest doesn't concern anything the character could possess, like working toward a cause, then the fallen will need to explain how the thing being discussed could benefit their interest, being a means to an end. An example of this would be trying to convince a character with the interest of experience that by having a ship, they could travel the seas and see many new things that they couldn't see otherwise. If the fallen succeeds and the effected character is at least a mildly interested, then they will gradually want the thing being discussed more and more. In addition to the willpower roll's effect, the strength of the greed will partly depend on how well the fallen presents the arguments for why the character needs the thing being discussed. The actions the character takes to try to get whatever they desire depends on their temperament (for an example, do they bargain, ask for, or steal it) and the extent to which the character will go depends on the strength of the greed. For this reason, it's unwise for a fallen to use this ability to increase interest for something they are trying to sell. Even after the ability's effects end the character may still pursue the thing of interest, not thinking again about why they wanted it

(again, this depends on the character's temperament).

Anger- At level four the fallen can use this to cause characters to grow angry or irritated easily. The speed at which the character turns to anger and the level of significance the thing must be depends on the ability's effect. Even if there isn't cause to be angry the thoughts and comments of the character are very pessimistic, irritating others. More than likely, it will take a little while for the character to be sparked to feel actual anger, finding some small irritation. This could easily be against other characters and, depending on the character's temperament, lead to violence. This ability is especially effective if used on multiple characters since the characters will likely spark anger in each other. Of the various emotions the fallen could inspire this one has the greatest chance that the effected characters will discover they were under mind altering effects. This is because people know their own temperaments very well and the drastic change inspired by this ability is easy to notice (non-player characters should roll their wisdom to determine this).

Aggression- When level six the fallen can make others go into a bloodlust state. The extent and speed to which the character becomes aggressive depends on the character's natural temperament as well as the ability's effect. This is a very hard emotion to inspire if there isn't a fight in progress (or at least something to fight against). If this is the case then the fallen's wisdom roll is halved when attempting to create this emotion. Like the anger effects, something will trigger this and escalate until the character can no longer fight, the ability ends, or there isn't anyone to fight against. While under the ability's effects the characters will desire to harm their enemies and go out of their way to get into a fight. They will forfeit tactics, find it hard to cooperate with allies, and are easily provoked into fights that aren't in their favor. Against the especially weak minded it will cause the character to forego things that require skill (like magic, missile weapons, or disciplines) for simply hacking the enemy with melee weapons and brute force. They may even turn on their allies, especially if they don't like the person or have ideological differences (like very different alignments). If this is used on a creature or if the character's mind is very primitive they may be driven to a berserker form of attacking and even to cannibalization.

Mortality- The fallen can engage in a very long ritual to end the life of someone or something. To perform, the fallen chants phrases they've memorized for about an hour, causing a black circle to appear in the earth. The radius of this circle is the fallen's level in feet (only effecting those who are entirely in the circle) and this ability has the range equal to the fallen's level in yards. This can only be cast where they can see the ground and those affected must be in the circle for the entire hour. After the hour anyone and anything living in the circle has its life force ripped from its body, killing them in an unimaginably painful way. This form of death is so terrible for those who experience it go out of their mind and can't be revived. This is an assured death against anyone regardless of magic resistances or even if they are immortal. This ability is useless in combat since it takes such a long time. Instead, its uses are usually as a form of torture, to prevent the person from being revived, or to kill those that are otherwise immortal.

L5- Binding- The fallen can gain total control of others, binding the character to their will. At this point the character must voluntarily give up their free will though an hour long ritual. At higher levels there are other ways of gaining control over others but this is the only way to get control of characters with a higher level than the fallen. Few are willing to serve a fallen though if desperate they may make a bargain with the fallen. Usually they ask for the fallen's help in revenge or something of this nature in exchange for their servitude.

If the character isn't interested in bargaining with the fallen there is another method to making the character become a minion. Over time the fallen can manipulate the character into doing clearly evil actions, usually without the character know that it is the fallen behind what they do. Eventually the character will either become so saddened with the things they have done or so corrupted with evil that they lose who they were and are easily taken over. This requires that the character to build up evil deeds until a final monumental act that goes against the character of who they once were and give themselves to a life of darkness. This can be used against player and non-player characters alike but it works out much better against non-player characters since it is such a long term ability.

Sleepers- The fallen can, through ritual, return a minion's personality to what it was before they were bound to the fallen's will. The minion falls asleep part way through the ritual and when they wake up they have no memory of while they were in the fallen's service or even of ever meeting the fallen. The character is now a sleeper agent of the fallen and their connection to the fallen is undetectable. During the ritual the fallen can plant instructions in the character's mind that works in their subconscious while they are a sleeper. When the fallen sees the sleeper again they can return them to the fallen's service in an instant by simply willing it. The minion can remain a sleeper for up to a week before they reverting back on their own.

L10- Dominate- The fallen can now attempt to take control of another against their will. This requires that the fallen goes into a match of strength with the other character and this can only be used against characters who are a lower level than the fallen. Also, this won't work if it has been attempted on the character before. To do the ritual the fallen finds a secluded place since it requires a full three days to fulfill. The fallen and character the fallen is trying to take control of must be in a small drawn circle and stay stationary for the duration of the three days. Other than the characters and their clothes nothing can be in the circle. This especially means no weapons and the effected character can't be bound

(they are usually knocked out for the start of the ritual). During the three days the fallen and the effected character are locked in a match of wills, unable to move and unaware of what is going on around them. If someone interrupts the ritual then both the fallen and the other character fall unconscious for 1d4 days. For each of the three days the fallen rolls their wisdom and the effected character either rolls their willpower or a magic subskill if they have it. After the three days the sum of the three rolls is taken. If the fallen's roll is...

...at least double that of the other character then the fallen takes control of them.

...between equal and double as high as the other character then each awaken in a passive and dazed state. Neither have interest in harming the other or taking their belongings. They each take what is theirs and leave in different directions.

...equal to or lower than the other character then the defending character wakes up but the fallen remains in a coma for 1d20 days.

Defile- The fallen can infect any magical enchantment with evil and malevolent spirits. This is most often either used on an artifact or place (like the fountain of youth). This takes about three hours to perform but it can be stopped and restarted as long as the ritual is completed within one day (otherwise the fallen needs to restart). The wisdom difficulty that is needed to infect the enchantment is half of the enchantment's strength. If this is used on an animate artifact or place then it will try to prevent the fallen from going through with the ritual. Once completed the enchantment is changed to a curse. Whatever the enchantment did it is now changed to a clearly bad thing for the user. This may be a reversal of the normal effect (like doubling damage against the user rather than halving it) or working with the normal effect but in a bad way (a fountain of youth reverting a character back to being an infant rather than simply youthful). The curse suppresses but doesn't remove the previous enchantment. It acts as a second enchantment with a strength equal to the wisdom roll. Anything that can remove enchantments can remove the curse and restore the old enchantment.

L15- Infernal Contract- The fallen can gain control of others as part of a trade. This takes the form of a contract where the fallen agrees to do something for the character's service and soul. Until the character is under the fallen's control they must keep the contract with them and safe or the contract is broken and they must start over. The character must sign the contract of their own free will (not being threatened or tortured) and they must be a lower level than the fallen. The fallen won't gain control of the character until a couple of days after they have fulfilled their end of the deal. Usually those that sign the contract are either greedy seeking wealth they can't get on their own, vengeful looking for either the torture or execution of a much hated enemy, or dying and preferring a life of service to no life at all. In this final case the fallen forfeits some of their life to stabilize the other character, permanently losing a small bit from their maximum number of hit points. Only those who are extremely desperate would sign the contract and it is never an easy choice for the character.

The fallen can also sign a contract of their own with the underworld. In this contract the fallen agrees to give their services to the underworld in exchange for something. Until the contract is fulfilled or the fallen dies they are empowered with great strength in order to pursue whatever it is they desired (power, revenge, wealth, etc). The fallen will need to be careful to be specific and not leave any vague loopholes in the contract for the underworld will try to twist the meaning of the contract any way it can so that it works against the fallen. Once the underworld's side of the contract is fulfilled the fallen is under the direct control of the forces of the underworld. The character retains control of the character but they must fulfill any order that is issued to them by the underworld.

Blood Oath- The fallen can strengthen characters under their control by binding them to their powers. This is a day long ritual in which the fallen draws a permanent rune in their blood in the character's forehead. The character can now use scourge magic with the same skill and spells as the fallen. The fallen may also chose two subskills in which they have a higher skill than the controlled character. These stats of the character are elevated to be equal to the fallen. These stats (including the scourge magic) don't continue to grow as the fallen raises their skills. By doing this ritual the fallen now has a vested interest in the character's safety for if the character dies, so does the fallen's strength that was invested in them. If the character dies then the fallen's scourge magic and the two subskills that they chose are reduced by a fourth (convert to pips, subtract a fourth, then convert back to full dice). This ability may be used on any number of controlled characters but by the player should remember that by doing so they are taking a great risk.

L3- Mortal Coil (Scourge Magic)

Death Watcher- The fallen has a sixth sense when it comes to death, able to detect it even when their senses don't detect a thing.

The range of this ability is double the fallen's level in yards but this range can be increased several ways. The range is doubled during the night, if blood has been spilled (rather than suffocating or other clean deaths), if the death happens that round, or is through violence (these stack on each other). If the fallen can detect the death then they know where it happened, when, and how the person died. The fallen can't detect the death of anything non-sentient but they can tell when and how a creature died by looking at it. If they make a high wisdom roll then they can determine with this ability what died (human, elf, giant, etc).

L7- Death Lace- The fallen infuses a weapon they are using with evil energies. These energies have a variety of effects depending on the fallen's scourge magic roll and level. The fallen must specify before making an attack if they want to

use enhance it with this ability, roll their scourge magic, and pay an amount of mana equal to a fifth of their scourge magic roll. This doesn't have any effect on undead or characters with invulnerability. The scourge magic roll is reduced by the character's scourge magic resistance if they have any.

With this ability the wound reopens at twilight. This will happen for a number of days equal to a third the fallen's level. This makes it difficult to tend to and stop the bleeding of the wound and may, without specialized aid, cause the death of the character. The wound will still reopen if cured by potions or herbs (only magic can fully cure the wound until the ability's duration ends).

If the fallen is at least level nine with the scourge magic roll of ten then the wound that is inflicted won't heal naturally for a time. The duration of this effect is a third of the scourge magic roll in hours. Since the wounds won't clot the character is in greater danger of bleeding to death or having an infected wound. The character could bandage the wound to stop the blood loss and try to keep the wound clean. Even if they do this, hit points that are lost won't be recovered until the wound is fully healed. The wound can't be healed through hit point regeneration. The wound can, however, be healed with herbs or magic abilities.

If the fallen is at least level eleven with the scourge magic roll of twenty then this ability saps a bit of the character's life force. When the weapon leaves its wound a small area around it turns pail white and numb. This area is cold to the touch, can't feel pain, and is utterly unusable. Slowly it will come back to life but it will take a number of rounds equal to a tenth of the scourge magic roll for it to be usable (round down). This effects about a foot radius around the wound and if the weapon hits a limb then that limb is unusable for the duration.

If the fallen's at least level thirteen then with the scourge magic roll of twenty five this ability permanently severs the souls of those it kills. Since the body is utterly disconnected from the soul it can't be revived or resurrected in any form. For this to happen the weapon must be enchanted with this ability when it does the lethal blow. Any spell or ability that makes use of dead bodies can't be used on the corpse (such as the necromancer's ability to raise undead or talk with departed spirits).

At level sixteen and with the scourge magic roll of thirty the wound causes a searing pain for the character. The intensity of the pain is equal to the damage that they are dealt (after defense is applied) and lasts for a number of rounds equal to a tenth of the scourge magic roll. This pain stacks if dealt through repeated blows. Depending on the character's tolerance this may be crippling, keeping them from retaliating against the fallen.

L12- Detect Life- The fallen can 'see' the life force that exists in all characters and creatures. When the fallen uses this they see black with faint outlines of walls, objects, and surfaces. They can't see textures and depth is difficult to judge. This is very disorienting and the character's combat skills and search rolls for inanimate things are halved. Anything that is living (except plants) glow white and can be seen through barriers. The intensity of their glow depend on how many hit points they have (the strength of their life force). This detects anyone who is invisible and a character's hiding skill is of no use against it. Unless a character or creature is very small or on the verge of death they can be detected from up to the fallen's level in yards without rolling their search. The range is the fallen's level in feet when looking through solid barriers. The search roll that is required to detect anyone who is further than this depends on the distance and the amount of hit points they have. It only takes a round to switch to or from this type of vision and while in use the character's eyes are entirely pitch black.

L17- Soul Hunger- The fallen is surrounded by a dark aura of evil. This aura saps the life of the everyone living within the fallen's level in yards, strengthening the fallen. This drains from both friends and foes but the fallen has full control over when the ability's active and when it isn't. Every round this drains a number of hit points equal to a twentieth of the scourge magic roll (round down and defense isn't applied). Drained hit points have life steal properties for the full damage. This will cause plants, small animals, and other living things to die slowly but this won't give the fallen any life.