



The Cursed RPG

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Chapter 1

Introduction

Special Thanks

First off I would like to thank my sister Amanda. Among all the horrible things she did to me as a child, nothing had as much of an effect on me as introducing me to role playing games. I would also like to thank my parents, who when they found out I was getting into role playing did everything in their power to try and stop me. When that didn't work they let me enjoy it.

I would like to thank my wife Stephanie who, while having the common sense not to actually get involved with role playing, did everything else in her power to encourage me and help me with this book.

I would like to thank my gaming group, especially my best friend Richard Hovey, who got everyone revved up and excited about this game, even me. I would like to thank Richard Chilton for pointing out the mistakes he found (for every one left here there where probably twenty he found) without making me feel stupid about it. I would also like to thank both Richards for making the sex rules the most revised rules in this book (I will not tell you where they are, you will have to keep reading to find them). And I would like to apologise to Greg McNamara for everything that happened to his family and thank him for inadvertently convincing me to keep the working title: The Cursed RPG.

Introduction

Throughout history they have been called many things. Shamans, medicine

men, wise women, witches, wizards, sorcerers, prophets, heretics, The Cursed.

The world of The Cursed is the same as our world; the streets are the same, the stores are the same, it's the characters that are different. Most of the characters were normal once, before they received "the gift." The gift is the ability to sense beyond the normal into the realm of the mystical. Some can see the world of spirits. Others who were taken from our reality escaped the other world. Some were born with the gift of magic in their souls. Then there are those who spent years learning control and alter the natural laws.

About This Book

This book is the first of two main books. This first book is everything players need to begin playing Cursed RPG. The second book contains the creatures and secrets of the world of The Cursed. This first book consists of four chapters. Each chapter covers different aspects of the game.

Chapter 1 basically introduces you to the basic concept of the game. It gives a little detail of the world, and the story behind the writing of the game.

Chapter 2 is the rules for making characters. Everything you need to know about how to make your character is in this chapter such as stats, skills, class, extra bonuses and penalties, to gaining and spending experience points.

Chapter 3 is the rules for the system. Combat damage, healing, and other rules needed to play are found here.

Chapter 4 is basic information your

character may know. The first two sections are from an excerpt from an in game book (the book only exists in the game). The book was written by a famous Changeling who calls himself the Mad Hatter. The book is call “The Mad Hatter’s Guide to Not Getting Eaten.” It was written and produced (published would be the wrong word since it just appeared one day and anyone with a copy couldn’t tell you how they came about getting their hands on it) in 1996.

There were only a hundred copies known to exist and few know what happened to them. It is almost impossible to find a complete version of the book, but sections of the book have been copied and wildly distributed, such as Playing Well With Others. What is in this chapter your character may know with a lore check difficulty level of Easy, but not all the information may be correct, this is coming from a man calling himself the Mad Hatter.

The Mad Hatter cannot be found unless he wants to be, so it may be difficult for your characters to question him on any information he has written about.

The third section Places to Go When You’re Cursed is a pamphlet that tends to find its way to most Cursed. No one is sure who wrote it or why, but many Cursed treasure their copy for the information it provides.

From Supernatural to Mystical

I recently changed all the use of the word supernatural to mystical in this book because it suits the mood better. It is an idea I heard in a series of novels (Esther Diamond series, you should go out and read them) where there is no such thing as supernatural, all things are natural some things are just mystical. So, if a spell says it

will not work in front of a mundane witness it means a non-mystical human.

Gender-Based Pronouns

I am using the he/him/his pronoun throughout this book when one is needed because I find it easier to remember. This is not meant to discriminate or offend, I’m just lazy. The use of the masculine pronoun does not mean there are no female Cursed.

How to Use a D20 For Just About Everything

A D20 is used for almost everything in The Cursed RPG. For the few times you need another die, for whatever else you may need, it might not be worth it to go out and buy the other dice (but if you are playing this, chances are you are already a hardcore gamer and have enough dice to sink a battleship). If you are just getting into the hobby of role-playing games and don’t have a full dice bag yet, don’t worry. To simulate the D4 with a D20, just roll the D20; if it lands on 1-5 then it counts as a 1, if it lands between 6-10 then it’s a 2, if it lands between 11-15 then it’s a 3, and between 16-20 is a four. For D10s it’s easy roll the D20 and divide the number by 2, round up.

The Feel of the Game

The world of The Cursed is like this world. It is a dark place at time, with random and organized crime affecting the lives of innocent people. A lot of people are unemployed, stretching to make ends meet, or already out in the streets. There are wars and terrorist attacks. Add in the magical elements such as demons and cults

performing horrible acts and the world can seem a little bleak.

But the world of The Cursed is not all darkness and gloom. There are more parents out there that love and wish to protect their children than abuse them. Most cops are not corrupt, and most religious leaders are normal, healthy people, who may get normal urges but would never imagine victimizing anyone. There are people who truly wish to help others and the magical elements add a new spectrum of wonder and excitement to the world.

This game is about contrast. You play a person who has had his world turned inside out. The character has been thrust into a world he was convinced did not exist. His old friends and family would not, could not, for the most part, understand what he is going through. Everything that you were told could not be real is now an every day occurrence. Your character has fallen off the map, and here be monsters.

Unfortunately for your character, most people only see the effect it has on him not the cause of the effect, which means, most of the time he needs to hide the effect the mystical world has on him. It's difficult to hold down a job at the local pizza place when cultist, monsters, and demons from beyond creation keep coming in to kill you, and don't even order anything. This is a game meant to be both serious and humorous, dark and light, a game of the mystical and the mundane.

A note about secrecy and staying hidden from the mundane world. Sometimes the best place to hide is out in the open. It is one thing to say anything magical must never reveal itself, but that is not likely to happen. Throughout history there have been those who have claimed to be great practitioners of the mystic arts.

People such as Merlin, Count St. Germain, John Dee, Aleister Crowley have claimed to be powerful magicians. Many have believed these people while many other discount them as frauds and charlatans. In the world of The Cursed, many of the famous occultists have actually been Cursed who decided to hide in plain sight. The most powerful resource the mystical has to keep itself hidden is that humanity truly does not want to believe in the mystical and will go to great length to disbelieve their own eyes.

It is the exploration of the mysterious and fantastic in the mundane world that is the core theme of this game. It is about the mystery behind the everyday world we live in. Sometimes it is horrible to behold, but sometime it is beautiful beyond imagination. Either way, the basis of the game is to learn what is behind the metaphorical walls humanity built to protect ourselves from the unknown. The characters must break out of the prison humanity built for itself.

Types of Cursed

1) Shamans

Shamans were probably among the first of The Cursed, chosen by the spirit world to be their emissaries. Shamans honour the spirits, help the dead find their way, fight of darker spirits to help humanity. Shamans were always set apart from society, respected but feared in the past, they are now the crazies that will start arguing with themselves, acting out for no reason, seeing things that no one else sees. Many end up in asylums if they are not careful.

2) Mystics

Mystics are users of magic, but not ones that studied for years to control arcane forces. No one is sure where the power

comes from. Some believe that they have otherworldly lineage, other think it is the natural reaction to the unnatural around unborn infant while in the womb, and other believe that the magic simply chooses certain people from birth as a representative. Whatever the reason, the power comes naturally to the mystics, but without guidance they can barely control the magic they have at their disposal.

3) **Psychic**

The Psychics powers are not mystical, but come from within. They can read minds, move objects, start fires and do many other amazing feats. Some psychics evolve naturally while others are created, but all are a force to be reckoned with.

4) **Sorcerer**

Sorcerers are people who have spent lifetimes learning the arcane arts. Most belong to esoteric orders that seek out promising young apprentices, or are masters who teach a very select few the ancient ways. Very, very few sorcerers are self taught. The thing to remember is that sorcerers were never meant to wield magic, they had to have gotten the power from somewhere.

5) **Summoners**

Summoners, like Shamans, gain their power from otherworldly beings. Unlike Shamans, Summoners don't serve these forces, but instead enslave and manipulate them.

6) **The Blessed**

The Blessed gain their powers from a higher power. Through prayer and devotion the blessed receive the ability to perform miracles. It doesn't matter which God the

Blessed believes in, as long as their faith is strong and pure they can alter reality with it. This group has the hardest time getting along with the other Cursed, in fact, they seldom get along with other blessed. Because of their strong devotion, they tend to see other Cursed as misguided at best, and actively siding with dark and unnatural forces against humanity at worst.

7) **Changeling**

There have long been stories of the Fey stealing away babies and replacing them with either sickly Fey children or wooden stock that look so realistic that no one can tell it isn't a real corpse. There have also long been tales about these children sometimes coming back, changed. These stories are true, and they are the changelings. It's not only the Fey who steal children, any child stolen from the mortal world and returned are known as Changelings. Having been taken from the mortal realm to more magical places affects these children, giving them strange powers. Unfortunately, it also kills a part of their soul.

What's in a Name?

Throughout this book The Cursed are split up into seven classes of Cursed. These class names are subjective and are for players' use more so than the Character's. Seldom do The Cursed collaborate and agree on terminology. Sorcerers will refer to themselves (and other do as well) as wizards, mages, and thaumaturgist as often, if not more so then they would call themselves a Sorcerers. Summoners will often be referred to as warlocks or sorcerers. There is no set vocabulary in Cursed for the mystical. It seems as if every magical society, if not every Cursed themselves, has

its own terms for everything mystical that differs from every other magical society.

Classifications in Cursed are often blurred. There are certain stereotypes that exist for the various types of The Cursed, but sometimes a non-typical member of one class of Cursed will have more in common with members of another class than with those of his own kind. Style varies greatly, even among classes of Cursed. For example, a Voodoo priest, a type of Shaman, might feel more comfortable with a Summoners who summons nature spirits rather than demons, then they would be with druidic Shamans.

The typical member of a specific class may have certain preconceptions of other classes, but that should not limit how you play your character. A mentor will colour his disciple's outlook, and the prejudices of the teacher may rear up from time to time, but class means little to the character, only to the player. It's the actions and mentality that are important to the character. A stereotypical Shaman will always be at odds with a stereotypical Summoner, but in Cursed, the characters are seldom typical.

There are many names for everything mystical in the world of The Cursed and what you call anything is generally determined by the people you associate with and who taught you. Basically, don't get too bogged down with the labels, they don't mean much in game, not everyone will know them by the name in the book.

Things to Keep in Mind

While play-testing the game, one of the play-testers said I should look at my game from the point of view of three questions. What do I want out of the game

and my players? How will I achieve this? How will I punish transgression from my goal? These questions were pointed out in John Wick's RPG House of the Blooded. Here I have tried to answer these question and hopefully this will help to create the atmosphere I was hoping for while making The Cursed RPG.

What do I want from this game/ the players?

There should be more to the game than players killing mindless villainous NPCs. It should be about how an actual person who somehow found they had these powers react. Can they balance the real world and the magical one?

It should not be a world where the setting creates the characters, but a world where the characters create the setting. The Powers that Be should not control everything so that characters are either made to fit into the mould of the established world or are created to go against the preset setting.

There need not be any grand groups or organizations that secretly hold complete sway over the world that the characters either work to enforce or bring down. There may be small secrete organizations, but they are either out for a something much less than complete global conquest. Even larger ones are only out for a small niche, not the whole world in its palm, with the exception of the Illuminati. Most of these group will have little or nothing to do with the character, other than as possible help or hindrance in small matters that the characters are attending to, usually. The mystical do not hide because some overlord or ancient organization tells them to, lording over them with ancient laws written in stone. The mystical keep their heads down because they

are out numbered by normal humans, who while no match for the mystical one on one, could devastate them by sheer force of numbers. Where, if some one threatens to bring the attention of the world on the mystical they get punished by the mystical masses not because of arcane laws, but because everyone else has the common sense not to be that stupid.

The world of The Cursed RPG has no set power groups, no set belief system, no set vocabulary for mysticals at large. The world of The Cursed RPG is a world were a few lost souls who find out that they are a bit more than human try to find their place among the normal humans, the mystical beasties, and others just like themselves. There are no grand masters. Any secret societies with actual arcane knowledge and grandiose plans usually number in no more than a few hundred to a few thousand worldwide (except possibly the Illuminati, but their plans are so large scale and convoluted that even if the characters were smack dab in the middle of them, they would never notice). Not every character has a thumb on the pulse of power, not every character knows everything about the mystical world. In fact, the game should have more of a feel of the unknown. Most of The Cursed do not know much about the mystical beyond what they have seen in movies or read in novels and comics. Most of what the character know is probably either completely wrong or only half right.

The characters should not solve every problem with pure magical might or excessive fire power. The characters should have a more realistic take on a fantastic situation. The character should behave like a human, and will do anything they can to solve a problem with as little violence or death as possible. Characters should behave

like people. The best solution for all of the character's problems should not be to just kill it. It is a hard thing to kill another sentient being. Murder is something that, while a person may think about it and even have fantasies about doing it, a healthy human will avoid it at all cost. Killing a sentient being kills a bit of a person's soul, and that should be reflected in the actions of the characters. In the world of The Cursed RPG, even most of the monsters and baddies try to avoid killing if possible. Vampires usually only drink enough blood to survive, werewolves who can not control the transformation will usually go off somewhere where they can not do people any harm. Even demons would rather corrupt and taint souls rather than kill people.

How will I reward players for working towards the goal?

The reward for players playing human characters is more experience. A person playing a character who goes around flaunting his powers and killing whenever he feels like to make his character's life easy may be playing a fictional character in a roleplaying game, but a person playing someone who hides his power even if it is more difficult and will try to go to any length short of dying to avoid killing is playing a more realistic human in a role playing game and should be rewarded for exceptional role play. It is easy to play a power flaunting killing machine, because it lets the player do everything he knows he can not in the real world. It is much harder to play a character that would react more realistically to the situation. That is not to say that a real person who finds out that he has magic powers wouldn't be tempted to use them. He may abuse the powers quite a

bit, until he starts to face the consequences. Many people would be tempted to abuse them, but fear the repercussions, or fear what they may become.

Another reward for playing a human character is the potential for great games and great memories. It is one thing to just go into the lair of a vampire who went mad with power and started killing indiscriminately and slay him. It could be a wonderful experience to be able to go in and find a way to show him the error of his ways, to reconnect him with his human roots.

This may not be the way everyone wants to play. If the players want characters who fling magic and kill everything rather than thinking things through then they can, but there will be repercussions.

How will I punish the players for not working towards the goal?

The main deterrent for the players is the Corruption/ Taint rule. This rule is basically the morality rule. Effectively, it is a measure of how detached the character has become from humanity. Witnessing and causing great trauma and stress cause a sense of detachment from humanity. It causes feeling of either superiority or inferiority. The more a person feels separated from humanity the more separated he becomes from his own humanity. His mind deteriorates as does his body. The less human he feels, the less human he is. Eventually the mind recedes into itself and the character has a harder and harder time expressing himself to the outside world. The more this happens, the sicker the mind

gets, the more trauma and stress he seeks to cause others in a twisted, unhealthy way to reach out to the world that recoils from him. The more the world recoils the farther into his sickness the twisted soul recedes. Eventual, without help, he loses everything that makes a person truly human.

This rule depends more on the why than the what. Killing in self defence with no other option may cause Corruption, but that can be easier to overcome than slaughtering a room full of criminals because you see them as evil. Killing in self defence means that you had no other option. You feel that a life has value, but you prefer yours to continue. Premeditated killing means that you see the lives of those you take as being insignificant, as less than human. That attitude means that you feel yourself above humanity, as something worth judging it. Many people may feel that others are not worth being allowed to live, but will not actually do anything about it personally, because deep down, most know that all human life is sacred and equally valuable.

Blessed can be played differently, depending on what God he worships. He can sacrifice a person to his god without gaining taint. He will feel guilty afterwards, but it is the Will of God. He is as willing to die for his god as he is to kill for his god, and see his sacrifice as being worth no less than his own life. If he ever kills someone for any reason than for his god, then not only is he likely to gain taint, but he may very well lose his powers.

Chapter 2

Character Creation

Character Creation is simple in Cursed RPG. You have five stats: Body, Health, Mind, Social, and Soul. These stats determine how many skill points and magical skill points a character starts out with. Stats are also used to calculate secondary stats which are Hit points and Willpower.

Your starting money is also

determined by your stats. You start out with 50 - sum of your stats (unmodified) times 1000 dollars.

When doing calculations for your character, such as secondary stats, skills, and anything of that kind always round up to the nearest whole number.

Character creation cheat sheet

1) **Stats**

You have five base stats which are Body, Health, Mind, Social, and Soul. The value of these are either determined by a roll of 2D4 per stat or 10D4 divided amongst the 5 stats. Secondary stats are Hit Points and Willpower which are determined by the base stats.

2) **Skills**

Each character gets an amount of skill points equal to the sum of their unmodified base stats divided by 2 then add 15. $((\text{Sum of unmodified base stats}) / 2) + 15$. These points get distributed among the skills you want your character to know. More ranks equal better at the skill.

3) **Choose Class of Cursed**

Now you decide what type of Cursed you want to play. Each class has its own benefits and flaws. The class also determines the type

of magic or powers the character has access to.

4) **Spells/ Powers**

Now you get to pick the spells, rituals, or powers your characters can use. Each class (except the blessed) get the sum of their Mind and Soul stat (modified by class) plus fifteen points to put among the spells, rituals, powers you want your character to have. Remember only certain classes can learn certain types of powers.

5) **Freebie points, bonuses, and penalties**

Now you can add a little extra to your character. You get 15 points to spend either boosting stats, skills, or spell, rituals, or powers (depending on whichever you use), or you can get extra bonuses. You can also take flaws for more points.

Stats

Your character's stats are generated by either rolling 2D4 five times and putting the numbers rolled in the stats you want or roll 10D4 and use the number rolled as points to distribute among your stats. Ask the GM which method he wants to use before making your character.

No stat can go beyond 10 permanently. Some types of Cursed get bonuses to stats, but these bonuses cannot raise a stat above 10. Any stat of over 8 is mystical and leaves a noticeable mark.

These marks can be something obvious like odd colored eyes or overly muscled body to something less concrete like an unreal aura about the person. The mark is always connected to the stat and is difficult or impossible to hide. A player and his GM should work together to figure out what mark a character should receive.

What works for one character will not necessarily work for another. The mark should mirror the character's personality. A typical summoner whose soul reaches 9 may have his eyes turned pure black to show how the darkness has taken him to some degree or another. Black eyes for a Blessed who reached a soul of 9 would probably not be appropriate.

The stats are:

Body - This stat is used to determine your character's physical strength and flexibility. With a Body stat of 10 your character gains 2 points of natural armour and gains 10 more hit points. This bonus is cut in half (1 point of armour with and extra 5 hit points) if a score of 10 is reached through artificial means such as a spell.

Health - This stat determines how fit and healthy your character is. This stat helps determine how well your character withstands sickness and poison. It also helps to calculate stamina and hit points. With a health of 10 your character is immune to physical damage from all but the most potent magical diseases and poisons. The character will still suffer side effects such as euphoria, hallucinations, and unconsciousness. A character cannot overdose on normal drugs. Characters with a natural Health 10 do not have to worry about addiction, but still builds up a tolerance as he normally would. This bonus does not work if the stat of 10 is reached by artificial means such as a spell.

Mind - This stat tells how intelligent the character is and how much common sense he has. This stat also helps determine the character's willpower. With a Mind of 10 your character gains +5 ranks in Riddle skill. This bonus is reduced to +3 if a score of 10 is reached through artificial means such as a spell.

Social - This stat tells how likeable and pretty the character is. This stat tells how easily a person can make friends and convince others to follow him. With a Social of 10 your character gains +5 to all Social based skills. This bonus is reduced to +3 if a score of 10 is reached through artificial means such as a spell.

Soul - This stat help determines the character's willpower and his control over mystical power. With a Soul of 10 your character gains +5 to Magic skill. This bonus is reduced to +3 is a score of 10 is

reached through artificial means such as a spell.

There are two secondary stats that use the five previously mentioned primary stats as their base. These stats are:

Hit Points is a secondary stat that is derived from adding your character's Health and Body together plus any addition modifiers (possible bonuses may be taken later during creation). Hit points determine how much damage your character can take. At 0 Hit Points your character is unconscious. Your character is dead when he reaches a negative amount of Hit Points equal to your

maximum Hit Points (ex. Your character has 6 Hit points then when he reach -6 Hit Points he is dead, if he has 8 Hit points then he is dead at -8 Hit Points). Any time your character's Body stat or Health stat changes, it effects your character's Hit Points.

Willpower is the average of your Mind stat and Soul stat. Willpower is used to ward off others' control over you. This stat is the power of your soul to resist outside influences and how hard your mind is against coercions. Any time the average of your character's Mind and Soul stat changes so does your character's Willpower.

Skills

Each character gets skill points equal to the sum of his unmodified stats divided by two then add fifteen (15). The skill points are placed into skill as ranks. These points must be put into at least three different skills. With these beginning points each point equals one rank, no matter how many ranks are already in that skill. Later on (in character creation and later) the cost of skill ranks will increase depending on how many ranks the character already has.

For a skill your character is trained in, his skill is equal to the ranks they have in the skill plus half the appropriate stat plus D20 roll or:

$$\text{Skill} = \text{rank} + \frac{1}{2} \text{stat} + \text{D20}$$

For untrained skill (skills your character has no ranks in), his skill is half the appropriate stat plus a D20 roll minus 2 or:

$$\text{Skill} = \frac{1}{2} \text{stat} + \text{D20} - 2$$

Some skill cannot be used untrained. Some situational modifiers may apply. Players must choose at least three skills in which to place their points at character creation.

The numbers needed to succeed at whatever task you are trying to do are:

Simple tasks - 5

Easy tasks - 10

Average tasks - 15

Challenging tasks - 20

Difficult tasks - 25

Hard tasks - 30

Nigh impossible tasks - 40

How well or poorly you do depends on degrees of success or failure. Degrees of success and failure are measured in increments of five above or below a target number. Each increment of five is one degree of success or failure. For example your target number was 15 and your skill check was 27 you would have two degrees of success (the first degree of success was from 15 to 20 and the second was from 20 to 25, all other numbers are cast off.). A success means the character just succeeds and every degree of success means you do a better job at the task. A failure means you just failed, and every degree of failure means your

character does even worse of a job.

A roll of 1 almost always fails no matter what and a roll of a 20 almost always succeeds, in a normal situation. If a roll can not be made with twenty-five plus the ranks a character has in the skill plus or minus any modifiers then the player can not roll to see if his character succeeds. The exception to this is rolling dodge in combat, because even a failure to get out of the way may decrease the damage taken.

If a roll of a natural twenty is the only way a character could make a check then he just makes it on a roll of a 20. If a roll of 20 is more than what was needed then add an extra degrees of success except in combat.

The exception to the rule of 1 always fails and 20 always succeeds is if the difficulty of the roll is against another person's roll rather than a static difficulty level and both roll a 20. If this happens, then success or failure is determined normally.

Skill descriptions

Each skill will be listed with the appropriate stat and noted if your character needs to be trained in it to use it. The description will follow.

Arts (Soul)

Your Character is good at some sort of artistic expression. This could be singing, dancing, acting, writing, sculpting or any other form of artistic self-expression. This skill can be chosen multiple times. A type of art must be chosen each time this skill is taken.

Computers (Mind, Trained only)

This skill allows your character to do more than just turn on the computer and play solitaire. Without this skill your character

cannot do more than the simplest task on a computer and even that will take at least three times as long as someone with even one rank in this skill.

Concentration (Mind)

Your character can keep his focus no matter the distractions. This skill is used to cancel continuous effects your character casts or to break illusions (see spell section). Psychics and Blessed also use this skill to make small alterations in reality; see magic section.

Debate (Social)

Your character knows how to argue. If the opponent you are trying to debate with will listen, this skill will allow your character to sway the target's opinion.

Double Talk (Social)

This skill included Fast talking, innuendo, and con jobs. With this skill your character could sell ice to an Eskimo.

Drive (Body)

Evil Knievel's got nothing on your character. If it has wheels, your character can drive it.

Finance (Mind)

This skill gives your character knowledge and understanding of all aspects of business and finance. This skill is used for any situation in which an understanding of how money works is needed. This skill includes taxes, stock trading, investments, and anything else related to currency. This skill also allows the character to know exchange rates of different currencies and detecting counterfeit money.

Fly (Body, Trained only)

People said it couldn't be done, the Wright Brothers proved them wrong. Since then people like your character proves that not

only can people fly, but can make it seem more natural than the birds.

This skill allow your character to use the theories of thrust, propulsion, and aerodynamics in order to fly planes, jets, helicopters, hot air balloons, ornithopters, enchanted brooms, or anything else that maintains travel off the ground. You have the knowledge and reflexes to handle the piloting of anything going through the air, or that was meant to be there at least.

Handyman (Mind, Trained only)

Carpentry, plumbing, electrical work your character knows his way around it. He could make a living by flipping houses.

Language (Special, Trained only)

Language is an odd skill. Each language is it's own skill and you can get only up to 5 ranks in it. With one rank your character only knows a few words and maybe a handful of useful phrases which he often mispronounces. At rank 2 to your character can usually manage to get by. At rank 3 your character can, for the most part, be understood and understands the language except when your character gets excited. At rank 4 you understand the language well enough, but some play on words will be over your character's head, and your character will speak with a noticeable accent. At rank 5 you have mastered the language and often speak it better than someone born to the language. Your character automatically gets rank 4 in his native language.

Law (Mind)

Your character knows how the law works and can work it. This skill does not just mean your character knows all laws, what it means is you understand how the legal system works, how contracts work, can find

loopholes in the fine-print, and understand what the fine-print means.

Literacy (Special, Trained only)

Literacy works like languages except there are three ranks in it. At rank one you can barely read anything more than two syllables. At two ranks you can get by reading most novels in the language and only having to ask what one or two words are every now and then. At rank three your character can read anything written in the language. In order to get rank 1 of Literacy in a language, you must have rank 2 in that language skill. In order to get rank 2 in Literacy in a language you must have rank 3 in that language. For rank 3 in Literacy in a language you must have rank 4 in that language skill. Your character automatically gets rank two in read of his native language.

Lore (Mind, Trained only)

You must choose a topic when taking this skill. For example: Fairy, Demon, Angel, Elemental, Spirit, Conspiracy, Magical Animals, and anything else you can think of. This skill represents what you have learned and can remember. The more specific the topic, the lower the difficulty level for the check about the topic, but the higher the check for related topics. If the topic you are looking up has nothing to do with the lore you have then it cannot be used for that topic. For example, if your character had Faerie lore, then a check for something about Faeries may have a difficulty level of Average, whereas, for someone else's character who has Magical Creature Lore, the same check would be difficulty level of Challenging or Difficult. Whereas a check about mystical creatures using Faerie Lore would be difficulty level of Challenging or Difficult where it is only Average for

someone with Magical Creature Lore. Faerie Lore could not be used to find out anything about the Men in Black.

Magic (Soul, Trained only)

Your character's got the gift, but without this skill that gift is useless. Changelings, shamans, sorcerers, summoners enter play with at least 1 rank of this skill; see classes later in this chapter.

This skill is used to recognize spells being cast if the character knows or has seen the spell being cast before. Difficulty level is one difficulty level higher than the spell if the spell is known or two difficulty levels high if only seen. Also it is used to determine if your character can learn a new spell (see Spending Experience at the end of this chapter).

This skill can also help determine if a spell is still in effect. The person checking the spell must know how to cast the spell or have seen it done on several occasions. The difficulty of the check is one difficulty level higher than the spell if the spell is known or two if the spell was only seen. If the effects are not visible then they must look for signs that the spell effects are still active.

The difficulty levels for determining what spell is in effect, and if the spell is still in effect, is for the listed difficulty levels of the spell. Sorcerers have the same chance of using this skill as everyone else.

If the spell was affecting something sentient and it is now pretending to still be under the effects then it is a Double Talk challenge vs Magic skill to see if they really are still under the effect. The target rolls his Double Talk skill against the character's Magic skill.

This skill can be used as a cheap magic lore as well. It will not give information on specific individual creatures,

but it will give basic information on races, groups (such as classes of Cursed) or types of magic (as in what is commonly possible for certain types of Cursed to cast).

Mechanic (Mind, Trained only)

If it can be driven, your character can fix it. He's been fixing vehicles since before he could walk.

Medicine, Holistic (Soul, Trained only)

This skill is the mystic use for plants and herbs, not the pseudoscientific garbage printed on the labels of the products sold at grocery stores (those with this skill know the proper use of these products). This is not scientific at all, but a mystical practice that is much rarer to truly have. For the more scientific uses of herbal medicine the Modern Medicine skill would be used, but that type of holistic medicine rarely works. This skill allows your character to treat illnesses and injuries using ancient techniques. This skill is usually not dangerous except when used by untrained people or even trained people using supplies they are unfamiliar with.

If an attempted use of this skill, by a person trained in this skill, fails by two degrees of failure or more then a second roll must be made. If this second succeeds then nothing happens, if it fails however it causes 1 point of damage for every 2 degrees of failure from the first roll. Every 2 degrees of failure from the first roll give a -1 to the second roll.

If this skill is used untrained, the best result is that the target is stabilized if the roll was successful. If the skill was used untrained and failed then the roll must be made a second time and if failed again then the target gains another point of damage plus each degree of failure is another point of

damage for the target, otherwise nothing happens. Every degree of failure in the first roll gives -1 to the second roll. The only practical difference between Medicine, Modern and Medicine, Holistic is that Medicine, Holistic cannot be used to perform surgeries.

Medicine, Modern (Mind, Trained only)
This skill allows you to treat illnesses and injures using modern treatments and technologies. You must have at least 10 ranks in this skill to perform surgeries. Failing this skill trained by 2 degrees of failure means another roll is needed. If you succeed then nothing happens. If the second roll is failed it causes one point of damage for every 2 degrees of failure. Every 2 degrees of failure from the first roll give a -1 to the second roll.

Any attempt to use this skill untrained will most likely cause more damage. If attempted, you roll normally and the best that any successful roll can do is to stabilize the target. If you fail an untrained medicine check another roll is needed. If you succeed then no addition damage is done. If you fail, you cause one point of damage to the target and each degree of failure is another point of damage. Every degree of failure in the first roll gives -1 to the second roll.

Perception (Mind)
This skill essentially lets your character notice things. This skill is used to find lost object, when looking for clues, or trying to spot something that would be hard to see or at a great distance, or hear what is on the other side of a door, among other things. This skill is used when trying to notice something using any of the five senses.

Performance (Social)

Where art allows your character to express himself through manipulation of various materials and media, this skill allows your character to express thoughts and feelings through word and action.

Riddles (Mind)
Your character likes riddles and solving puzzles like trivia questions, word problems, and soduko puzzles. This is also the skill used to do research. You use this skill to decipher what references and connections to look for when trying to study a subject being researched.

Sciences, Hard (Mind)
Your characters know about the hard sciences (physics, chemistry, biology). You must choose a type of hard science your character knows about. Your character can use one field of science to help with another field of science. If your character uses a hard sciences skill he has (ie. Biology) for a hard science skill he does not have (ie. Chemistry) using this skill gives him a -2.

Sciences, Soft (Mind)
This is the scientific study of human behavior. This includes psychology, anthropology, archeology, and similar schools of study.

Slight of Hand (Body, Trained)
This skill allows someone to perform stage magic, pick pockets, and pick locks among other small dexterous sneaky actions.

Socialise (Social)
This skill allows the character to mingle in crowds. They fit in at any sort of social gathering. This skill is used to make good first impressions or to try to pick up a date.
This skill can also be used to

intimidate people. If your character has this skill and a Body stat of 5 or more then add in 1/4 the Body stat on top of your Social stat when using this skill to intimidate people. The target for using this skill to intimidate is the target's Will roll.

Sports, Aggressive (Body)

This skill includes the more rugged and physical sports such as rugby, hockey, football, etc. This skill can be used for such things as climbing, swimming, grappling, pinning someone, and dodging (dodging with this skill give a - 2), but it is more aggressive looking than when using graceful sports for the same thing.

Sports, Graceful (Body)

This skill includes the more graceful sports such as acrobatics, gymnastics, figure-skating, etc. This skill can be used for such things as climbing, swimming, and dodging (dodging with this skill gives a - 2), but it is more graceful looking than when using aggressive sports for the same thing.

Stealth (Body)

This skill allows the character to move quietly without being noticed. It allows the character to move through dark areas or areas with many things a person could conceal himself with. It also allows him to move through a crowd without anyone being able to pick him out.

Tech (Mind, Trained only)

Your character knows how technology works and can fix, adjust, or improve just about anything that requires electricity.

Trivia (Mind, Trained only)

You know a lot about a specific topic. Unfortunately this is a generally useless

topic, but it may come in handy at some point. You must choose a topic when taking this skill. Example topics are B-movies, star-trek, sci-fi, comics, music. The more specific the topic, the lower the difficulty level for the check about the topic, but the higher the check for related topics. For example, your character is at a Star Trek convention and he wants to show up a really annoying trekkie going on and on about random trivia of the original series. If your character has Star Trek trivia then the difficulty level may be Average, whereas if it was more specialized, say, original series Star Trek trivia, then the difficulty level would be Easy, whereas if it was more broad such as Sci-fi trivia, or Star Trek, the Next Generation lore, the difficulty level for original series Star Trek lore would be Challenging or Difficult.

If the Trivia is too unrelated to a different topic then it can not be used. Star Trek lore can not be used for information on Battlestar Galactica, for example.

Combat Skills

In Cursed, combat is done in the same way that skills are used only rather than having a set number to roll against, you roll against your targets rolls. For instance someone is attacking your character with a fencing sword and gets a 27 on his Light Sword skill (determined the same way a normal skill check is determined) you can use Dodge to get out of the way. You must roll 27 or higher on a Dodge skill check to dodge his attack. If you succeed then your opponent missed your character and it goes to the next player's turn. If you fail, then your character is hit and damage is calculated.

Damage is calculated by adding one to half of the attackers body stat to the sum of degrees of success plus weapon damage for

melee and thrown attacks or one plus degrees of success plus weapon damage for fired attacks (fired attacks means a mechanism propels the projectile, not the character's physical strength). Armour may decrease the damage taken. See rules on armour in Chapter 3. Or:

For melee or thrown attacks

Damage = 1 + ½ body + degrees of success + weapon damage (also see armour rules in Chapter 3)

For fired attacks

Damage = 1 + degrees of success + weapon damage (also see armour rules in Chapter 3)

Combat skills can be used for no damage. In order to use a combat skill without doing damage a Concentration roll is needed with a difficulty level of Average, with a negative of half the character's Body stat to the roll. This will allow the character to control the force he is putting into the roll.

Projectiles fire skills have extra rules. These projectiles are fired by mechanical means and move faster than the average human can move. If the projectile is being fired by a simple firing mechanism (bow and arrow, crossbow) then a character with a Body stat of 8 or less (without bonuses) would divide his Dodge skill and D20 dodge roll by half before calculating if he dodged. If the character has a body stat of 9 or 10 or has a bonus that allows him to move as if he did then his Dodge skill and D20 roll is divided by a quarter. If the projectile is being fired by a more complex and powerful mechanism or explosive kinetic energy (a gun) then a character with a Body stat of 8 or less (without bonuses) would divide his Dodge skill and D20 roll by three quarters before calculating if he dodged the attack. If the character has a Body stat of 9 or 10, or has a bonus that allows him to move as if he did then his Dodge skill and D20 roll would

only be divided by half.

Combat skill descriptions

Dodge (Body)

Your character knows how to get out of the way. In a fistfight or melee you are hard to hit.

Fist Fight (Body)

You can throw a punch. You also know how to use your body like a weapon. Good for grappling and pinning someone.

Heavy swords (Body)

You could show Conan a thing or two. You know how to use heavier swords.

Improvised Weapon (Body)

Frying pans, chair legs, beer bottles, stop signs these things and many more become deadly weapons in your character's hands. If it was not meant to be used as a weapon, but is heavy enough to use in melee combat (not ranged) then it falls into this category.

Knife (Body)

Whether stabbing with them or throwing them, you know your way around a small blade.

Light Swords (Body)

Dashing and gentlemanly, you know how to use swords such as rapiers, short swords, and foils.

Other melee (Body)

Any weapon used in close quarters not otherwise mentioned would be included into this skill.

Parry/Disarm (Body)

Any melee attack they can throw at you, you

can throw off. This skill does not work on every attack. Things like fire, electricity, and acid can not be parried or disarmed. Neither can bullets.

Projectile, Fired (Body)

Fire arms, crossbows, bows, etc. This skill allows your character to use mechanically fired projectiles.

Projectile, Thrown (Body)

Darts, knives, javelins, flaming logs (long

story), etc. If your character can pick it up and throw it, this is the skill to use.

Weighted Weapons (Body)

Axes, maces, clubs, if it's meant to bash, your character can use it in a fight.

Whips (Body)

Your character idolized Indiana Jones so much he made his parents get him the hat and bull whip and he has put it to good use ever since.

Classes of Cursed

There are seven classes of Cursed (Shaman, Mystic, Sorcerer, Summoner, Psychic, Blessed and Changeling), but these classes are more for player reference than Character reference, since such labels are meaningless to most of them, they are all in the same boat, as it were. But for players, the different classes are important because it determines bonuses and penalties your character starts out with and the spells and power list they can choose from. All classes are different, some more than others, but there are some similarities.

A note about the classes. Many of the class bonuses will give a numerical bonus for a skill. Unless otherwise noted, these numerical bonuses are bonus ranks in the skill.

Cursed Bonuses

1) Mystical Senses

All Cursed can sense the presence of mystical creatures and phenomenon. Stronger auras can be sensed from farther away, but they cannot pinpoint its location

or distance. This bonus does not help identify the mystical but allows the character to follow the flow of power. Often times this is more of a nuisance than a help.

With this bonus, it is like being blind and feeling a heat source but being unable to tell which direction the heat is coming from. The farther you get from it the colder you get but you can not tell exactly where it is or what is causing it.

2) Protection from Undeath and Lycanthropy

That's not to say they can't be attacked by the undead, The Cursed just can't be transformed into the undead (like vampires and werewolves. One of the few exceptions is becoming a lich, but The Cursed must perform a ritual willingly to do so. There are other ways, but they are much more rare.

3) Push the boundaries

The Cursed are infused with magic, which means they can alter reality. The Cursed can make small alterations in reality,

or makes small tugs on probability lines. With a roll of Magic ranks + ½ Soul stat + D20 (or Concentration ranks + ½ Soul stat + D20 for Psychics and Blessed Characters) with varying difficulty levels depending on how much they are trying to do.

It is only a small matter to Create a fire just big enough and lasting long enough to light a cigarette or piece of paper, or to make a small breeze that does little more than possibly create a cool entrance, or to tug on the probability lines to encourage the woman at the bar to talk to the character (not seduce her, just start a conversation). These little things take 3 seconds (a round) of concentration, and would be a difficulty of Easy. Larger things are a higher difficulty level and take longer, and if it mimics an existing spell or power it cannot be done

using this power.

As a general rule of thumb, if the trick seems like a parlor trick learned from a book for beginners or intermediates stag magicians, then it is fine, if it does more than that, it probably won't work.

What Will Follow

The next few pages will be the descriptions of the classes of Cursed. It will give a few other commonly used names for members of the class, a brief summary of the class, what the penalties of that class are, what the bonuses of that class is, and the stereotypes the typical member of the class has about the typical members of the other classes.

Shamans

A.k.a Witch doctor, wise man, witch, spirit talker, vodoun priest, obsolete fool

Shamans live in two worlds, the world of flesh and the world of spirits. Since the world was young there have been those who walked between both worlds, existing in both but belonging to neither.

It is a shaman's job to serve both worlds. The shaman serves the spirit world by helping keep a balance between the realm of spirit and the physical realm. The shaman usually aids the spirits by performing rituals of cleansing, or performing rituals to thank the spirits or offer the spirits his body to interact with this world for a short time. Spirits will often grant boons for such services.

Deals can also be made with spirits. Shamans will often take on strange taboos which can last for month to years, or maybe his entire life. If these taboos are broken then the shaman loses face in the eyes of the spirit world. He is spiritually tagged and every spirit recognizes the signs of a broken taboo and none but the most corrupt spirits will deal with the shaman until he makes amends to the spirit he broke his taboo with. Some spirits never forgive a slight though. Some taboos may be to never wear unnatural fibers, not shave for a year, use no chemicals to clean with; some taboos can be much harder and more serious and deadly.

Shamans are healers and sometimes the spirit world becomes corrupted by our world and it is up to the shaman to cleanse this taint. Sometimes the spirits become so tainted that they can never go back to the way they were and must be destroyed. If this happens then it is also the shaman's job to destroy these corrupted spirits before they can cause too much unnatural damage and throw off the balance even more.

The shaman serve his people by honoring and making deals with the spirit world in exchange for good health and fortune for his people. Shamans treat the sick and injured through use of holistic medicine or by cleansing or battling corrupted spirits that cause the ailment. The final service shamans perform for his people is helping them to the other side. Death is a necessary part of life and if the Shaman is unable to prolong the person's life he will help the person prepare for death as much as possible. Shamans also help the restless dead find peace.

In the past, shamans were respected and feared. People honored them when needed and avoided them when not, for the most part. In the modern world, however, people have lost faith in the non secular and shamans are usually seen as insane and are either shunned by society or locked away from it. Even after all this, a shaman knows he has responsibilities and will perform them to the best of his abilities.

But remember, there must always be compensation. The way of the spirits is the way of balance. There is always a cost for every service. Everything must balance in the end. That is not to say that a shaman cannot do something from the goodness of his own heart, but that every favor given is a favor owed and every gain comes with a loss.

In the description of some of the shaman's bonuses and rituals it mentions things like pure places or natural places. Anywhere it says anything like this it means a place either taken back by nature and relatively left alone by man, or places that man have never been.

Becoming a Shaman

They say the first step is the hardest, and this is especially true of shamans. In order to become a shaman one must die first. When the shaman-to-be has a near-death experience (whether intentional or not) and his soul leaves his body, he is met by a spirit guide. It is the spirit guide's duty to explain all that is expected of the shaman, the hardships he may have to endure and that he will never again be truly a part of mortal

society.

The spirit will not sugarcoat this, the shaman must be fully aware of what will become of him if he makes this deal. If the deal is made, the guiding spirit becomes the shaman's totem spirit and the shaman is given a permanent taboo, the first of many. The totem spirit will teach the shaman what he needs to know to carry out his duties, and what his rewards will be.

Shaman Penalties

Shamans must honour at least one taboo to connect himself to his totem. This Taboo is a life long Taboo. Taboos need not be difficult to fulfill, but it does make the shaman stand out. All Shamans get -1 to Social stat. This negative does not count when dealing with the spirits.

If a shaman breaks a taboo he loses

the favor of the spirit world. He still retains the ability to interact with the spirit world but loses all bonuses and powers gained from spirits, and none but the most corrupt and wicked spirits will deal with the shaman until the shaman makes amends with the spirit whose taboo he broke.

Shaman Bonuses

1) Spirit Sight

While performing specific rituals, or while under the effect of certain drugs, the shaman can see and hear the spirit world as vague shadows. Also, spirits can see through to this world as a vague shadow, but shamans glow brightly for them. Once a spirit sees a shaman, the spirits can then communicate with the shaman. Only shamans (and possibly other Cursed with a power to allow it) can see or hear a spirit trying to communicate with a shaman. This lasts as long as the shaman is under the effects of certain drugs or with certain powers.

Only alcohol or natural drugs will allow the shaman to see the spirit world.

Shamans are immune to hallucinogenic or mind-altering effects of these drugs and alcohol (though they may still suffer from slurred speech and lowered reflexes and reaction time). Synthetic, man-made drugs will not allow the shaman to see the spirit world.

The shaman can look into the spirit world without the use of drugs or alcohol or without performing a ritual. To do this, the shaman must first make a Magic skill roll with a difficulty level of Challenging to get into the proper set of mind. After that, the shaman must make a Concentration roll with a difficulty level of Challenging to actually pierce the veil between worlds. The shaman

can see the spirit world for about five minutes for a successful Concentration roll plus five minutes per degree of success for the Concentration roll. To stop seeing the spirit world, the shaman must make a Concentration check with a difficulty level of Average.

2) Spirit Possession

One of the most common services shamans provides for spirit is to act as a conduit for the spirit to interact with the material world. This power allows the shaman to let a spirit to take control of his body. After the spirit is through with the body, it will repair any damage done to the body. The downside is that generally the spirit determines when it leaves unless guidelines are agreed upon beforehand. The spirit can use any powers it has in the Material realm while possessing the shaman. Shamans know the difference between spirits and demons and get a + 5 to save against demonic possession.

3) Awaken the Spirit

All things, be they animate or inanimate, have a spirit. This is not to say all things have a soul (a common mistake), but deep down all things are aware. A shaman can awaken the spirit in an object or being and communicate with it. An awakened object will strive to become the utmost of what the object can be.

To awaken the spirit, the shaman needs to perform a short ritual taking two to three minutes. A check is made at $5 + \frac{1}{2}$ soul + D20 with a difficulty rating of Challenging. More ranks can be put into this ability, treat it as if it is a spell. The spirit is awoken for an hour plus one hour per degree of success. The shaman can put the object back to sleep with the same roll at a difficulty level of

Challenging.

While awakened, shamans (or those who can talk to spirits) can communicate with the object. The object is aware of its surroundings, even when it is not awakened. So if a shaman awakens a table that had a dead body on it, the shaman can question the table. However, the object has a much different perspective of what is and isn't important. For instance, the table could give the exact weight of the body on it, but have no idea of gender or skin colour, since neither of these qualities are important to a table (neither is whether or not the person is alive, usually).

4) Create Fetish

Fetishes are object imbued with either the essence of a spirit or a spirit itself making it a magical item. The items containing the essence of a spirit can be used to contact the spirit whose essence it contains. This fetish can be used by any Shaman to contact the spirit, and the spirit can instantly appear where the fetish is. The fetish can also be used by anyone with the Summon or Commune spell to use the spell on the spirit as if the caster had a piece of the spirit.

The item itself must be a physical representation of the spirit that put a bit of its essence into it; the object must be at least an inch cubed. Iron can not be used for the representation. There is no roll for the creation of this fetish, the spirit must simply will a portion of its essence into the object. It is considered very impolite of the shaman to ask a spirit to do this without being very close to the spirit. This type of fetish creates a link to the spirit that could be used by anyone who recognizes what it is. Using the Identify spell on a fetish of this type only tells the caster that it is a magic item that binds something to

it.

A shaman can also place a spirit into an object. The spirit will sleep within an object and that object will gain one or more of the spirits powers. Most spirits ask for great services or taboos from the shaman in exchange for this. The spirit is released from the fetish and the object becomes a normal object again when the object is destroyed, the time frame agreed upon is up or the shaman breaks his end of the deal. If the later, see Shaman Penalties for what happens to the shaman.

5) **Natural Healer**

Shamans have a long tradition as healers. They can fight off corrupt spirits causing illness and can ask the plants and herbs what medicinal usage they may have. All shamans get a +5 ranks in Holistic Medicine.

6) **Totem Spirit**

All shamans get a totem spirit. The

shaman can always reach out his voice and call his totem guide to him. A shaman will usually only do this if absolutely necessary. The totem spirit is under no actual obligation to come as soon as called, but most will do their best to get to the shaman as quickly as possible.

7) **The Spirit Way**

Shamans must learn the way of the spirit in order to help them and make deals with them. After the shaman makes the deal with his totem spirit, the totem spirit begins teaching him the ways of the spirit. All shamans get +5 to Spirit Lore. They also get a +2 to Law skill. They also understand the language of the spirits.

8) **Rituals**

The shaman deals with the spiritual world through magical rituals usually taught by the shaman's totem spirit. All shamans get +1 ranks in Magic Skill.

Shaman's Opinion of the Other Cursed.

Mystics - Looking at the mystic is like looking into a distorted mirror. Like us, mystics were chosen. Like us, mystics give up much for this power (which is something that the others, unfortunately, don't see). But rather than making deals with spirits they make deals with the magic itself. They are like our little brother.

Psychics - Psychics are unnatural. All other Cursed use external forces to effect the world around them; however, psychics get all their power from within. There is no exchange with them, they do not keep a balance yet nothing seems depleted. Everything must have a price, yet the psychic never seems to

pay, at least not yet.

Sorcerers - It is difficult to trust sorcerers. While we had to toil and fret over the decision to become what we are and give up an important piece of our humanity, and they throw it away so willingly. Another thing is that we took on a great responsibility with our power, but they seem to think of their power as a toy without worrying about the consequences. Also, sorcerers tend to be very secretive and deceitful by their very nature.

Summoners - Stop these loathsome fiends where you find them. They cannot be trusted.

Unlike us, and more than any other group, they only take, and take, and take, and never give anything back. They steal power from those we trust and serve and bow before those that are our enemy. They turn away from humanity and traded away everything that makes them a human being in exchange for a few parlor tricks. Do not trust these snakes.

The Blessed - On one hand we admire the blessed's wish to help humanity, on the other hand we fear their obsessive, one-sided view of the world. We have seen the carnage caused by their "help."

Changelings - We weep for the lost ones. We know that not all of those who were taken come back when they return.

Mystics

A.k.a natural, mage, wizard, witch, shaman

Magic lives. Magic grows. Magic dies. Magic calls. It is the mystic that heeds the call of magic. Magic permeates all that is and the mystic can tap into this latent power.

Mystics have a strong connection to the natural world and creatures of magic, much like the connection Shamans have to the world of spirits, except the obligations are very different.

Mystics hear the whispers on the wind. Mystics see the mysteries in the mundane. From childhood, mystics stand out as being different. This sense of otherworldliness tends to cause others to alienate the mystic. Mystics are often seen talking to things no one else sees. Thought to be very imaginative children, they are usually talking to magical creatures who don't want to be seen, or even the to the voices on the

wind. Mystics see and hear more than the mundane masses ever could and from a young age mystics learn it is best to keep this hidden world hidden.

The magical world is both beautiful and dangerous, and being the only people around to witness it often makes the mystic feel very isolated. It is often because of that sense of isolation that mystics are usually extremely happy to find someone who understands them, and young mystics are quick to befriend other Cursed just to have someone to talk to about what they are going through. This often leads to mystics being used and betrayed by unscrupulous Cursed. Another method mystics use to express themselves without appearing crazy is to become artists (painters, poets, and writers).

Mystic Penalties

From birth there is something odd about the mystic. Maybe there is an odd hue to his eyes, maybe it's the way he looks into

the distance knowingly like there is something there only he can see. Whatever the case, the Mystic gets a -1 Social stat.

Mystic Bonuses

1) Catch a Glimpse

The mystic is so in tune with magic the GM makes a secret Perception check for the mystic when in the presence of illusions or magical invisibility to see through it without consciously trying. The mystic uses the greater of his Mind stat or Soul stat to do this. The difficulty rating for this is Challenging.

2) A Friend of Magic

All magical beings see the mystic in a friendlier light than they would otherwise. The mystic gains a +2 to any social rolls against magical beings. Also, beneficial magic cast on the mystic gets a +2 and harmful magic gets a -2.

The beneficial rituals would be Crossover (if the mystic could somehow have the ritual cast on him), See Across the Veil (if

the mystic could somehow get the ritual cast on him), Spirit's Blessing, and Visions (if the mystic could somehow get the ritual cast on him) and harmful rituals would be Angered Spirits, Voodoo Doll, and Zombie. The Beneficial spells would be Armor, Astral Projection, Bind to Your Word, Blessing, Commune, Control (if the mystic is casting it, if it is cast on him it is harmful), Divination, Fly, Heal (yes being healed is beneficial even if the side effects are not), Identify (if the mystic is casting it, if it is cast on him it is harmful), Improve Self, Necromancy (if the mystic is casting the spell. If he is the spirit, he is no longer a mystic and does not still have this bonus), Reverse the Clock, Stasis, Summoning (if the mystic is casting it, if it is cast on him it is harmful), Teleportation, and Unaging. The harmful spells are Curse, Transfer Souls, Trap the Soul, and Zombie. Glamour is taken on a case by case basis, depending on whether the effects used on the Mystic is beneficial or not. Psychic powers are different than magic and therefore are not included in this bonus.

3)A Friendly Chat

Mystics have an affinity to nature. Nature seems willing to talk to mystics, and sometimes mystics can even understand. This bonus gives the mystic the ability to understand what the world around him wants to tell him. The mystic has no control over this bonus, it simply happens when the GM needs it to in order to advance plot or set atmosphere. Sometimes when the wind blows through the trees, a dog starts to bark, crows caw, the mystic hears what they are trying to say. The mystic can hear it, not with his ears, but somehow, deep in his core, he

can understand. This happens often to a mystic before he starts to develop control over his magic power. Usually the Mystic are forced to ignore the sensation; by parents who do not understand, by teachers who simply see a problem child, or by other children who don't understand and make the mystic an outcast. Even if the child is not forced to stop listening to nature, this power seems to dim around adolescence, when the mystic starts to develop his gift of magical power. A Perception check with a difficulty of Average is needed to spot and understand these messages when the GM deems it the right time..

4) Spells

Mystics are naturally in tune with magic and connect with it on a deeper level than even they truly understand. Young, pre-adolescent mystics can do small tricks and bend the rules of reality slightly, but can not master spells. It is during adolescence that mystics are able to figure out the formulas and chants for actual spells. Some start to learn at the very beginning of puberty, others learn at the end, while some start learning sometime in the middle of when their body is changing from child to adult. At some point during the formative years the mystic hears, deep within himself, instructions on how to shape and form the magic into patterns. It is as if the magic itself is teaching the mystic.

Once the mystic is capable, he can cast spells. Also, Mystics get the Benefit "Natural - Magic" which means they can use Magic skill untrained, or if trained, get +2 to magic rolls. They can also learn common spells (spells from this book) without a teacher, since the magic itself teaches them.

Mystic's Opinion of the Other Cursed.

Shaman - We are brothers in this tangled world we share. Neither chooses this life from the beginning but we both make the most of it. I sometimes envy the shamans since they had a choice in the matter, but since it was this or death, I try not to hold it against them.

Psychic - I pity the psychic. I was born into a world of beauty and wonder, whereas the psychic is trapped within himself. I generally don't trust psychics that are created since created psychics are made by and used by organizations to hunt down and either "study" or destroy others like us.

Sorcerer - I sometimes feel a combination of joy and pity for sorcerers. On one hand, sorcerers want to be so much like us they sacrifice years to study the ways of magic. On the other hand, what comes naturally to us the sorcerer has to struggle so hard for. Of course this also makes us weary of them, far too often we have been tricked by

sorcerers into becoming test subjects for their experiments.

Summoner - We can sense magic, see, touch, hear, smell, and taste magic. Summoners are tainted with dark pacts. They have a foul smell. I do not trust these Cursed ones.

The Blessed - How could one with so much potential be so blind? The blessed don't even truly know what calls to them, but we do, it's the same thing that calls to us. Unfortunately by putting a label on it, putting a face to it, by giving it righteous fury, they pervert it. The blessed too often become the enemy to that which they serve.

Changeling - We cry for what the lost ones had to give up. Incomplete souls wondering the world looking for a place to belong. We will often try to help a changeling long after we realize that there is nothing that we can do for them.

Psychic

A.k.a psionist, medium, mind mage, telepath, freak

Witches, warlocks, wizards, they are passé, obsolete. Carrie, Firestarter, X-Men, X-Files, we are where its at. We're the next wave of human evolution and we're here to stay.

Unlike other Cursed, psychics don't use external forces to alter reality; their power comes from within. Mind over matter is the motto of the psychic.

Sometimes the powers manifest

naturally, which causes no end of trouble while the new psychic tries to control his new powers. Others are created. The created psychics are luckier than the natural psychic in that they generally get some training. Whichever type of psychic he is, all psychics are a force to be reckoned with. Even the most basic of their powers can cause mayhem and panic among the masses.

Psychic Penalties

Every time a power is used there is a 15% chance of becoming mentally fatigued. When fatigued every power and skill using Mind gets a - 2 and there is a 20% chance to gain a temporary insanity, lasting about an hour, based on how the power was used. The psychic becomes rested after about an hour of

relaxation.

The fatigue is cumulative. If the psychic reaches a negative from fatigue equal to twice his Mind stat he passes out for half an hour times the amount of times he became fatigued.

Psychic Bonuses

1) **Powerful Mind**

The development of psychic powers awakens dormant parts of the brain, and as a consequence, psychics find their mental prowess is increased. All psychics get +1 Mind stat.

2) **Will of Iron**

The awakening of the dormant parts

of the brain also strengthens their mental resilience. All psychics get +2 to will saves vs. controlling effects.

3) **Powers**

Psychics do not learn spells. They do however get psychic powers.

Psychic's Opinion of the Other Cursed.

Shaman - These guys smoke the peace pipe then talk about ghosts and shit. Lamé. These guys are so outdated that even other wizards laugh at them.

Mystics - At times these guys are almost cool, at other times they are almost as bad as the Shamans. They got a lot of cool tricks but I'd rather trust my mind than their magic.

Sorcerers - These guys spend all their time in dark basements wearing black robes reading from strange and blasphemous books. Sounds like my old D&D group.

Summoners - These guys are out and out freaks. They are tainted with so much dark power it gives me a headache just being in the same room as them.

The Blessed - I can't stand these holy-rollers. The worst of them hunt us down as heretics and Satan worshipers, whereas, the best of them won't shut up about how I'm going to hell.

Changelings - These guys are creepy. You can see the unnaturalness in their eyes, and their minds have been infected by their time "elsewhere."

Sorcerers

A.k.a mage, wizard, hedge wizard, arcanist, occultist, creepy guy in the robe

They have dolls with needles and they know ancient names. Sorcerers have spent years studying arcane secrets. Unlike the other Cursed (except summoners), sorcerers are the only group that chooses to become Cursed.

Sorcerers tend to be secretive, most belonging to powerful secret societies that accept only the brightest and best. Even in

the secret societies, few are taught the secrets of the sorcerer.

Most sorcerers are chosen just before or during adolescence since this is the age one has the most potential, and it takes decades before an apprentice learns the slightest magic. Sorcerers tend to be the most careful of The Cursed.

Becoming a sorcerer

Sorcerers are an anomaly. Sorcerers are not like the other Cursed, whose powers were granted to them from other sources, which means a sorcerer must have taken the power from somewhere, because normal people cannot cast spells. A secret to all but

the sorcerer, there is an initiation ritual. The ritual tends to differ somewhat from group to group and sorcerer to sorcerer but the ritual always involves the initiate to ingest some of his master's blood, which contains the power to cast spells, and binds the two together.

Sorcerer Penalties

Sorcerers are not naturally cursed, therefore it is one difficulty level more difficult to cast spells than it would be for other Cursed. Also, since sorcerers are

chosen from the brightest and best, they must have an unmodified Mind stat score of at least 4.

Sorcerer Bonuses

1) Know the Magic

Sorcerers know magic. They have spent so much time studying magic that all sorcerers gain +5 ranks in magic skill. Also, it is one difficulty level easier to learn new spells.

2) Brightest and Best

Apprentices must undergo years of study and training to become a sorcerer and as a result all sorcerers gain +1 Mind stat.

This cannot bring the sorcerer's Mind stat above 10.

3) Secret Knowledge

In the years of training, a sorcerer learns many secrets, sometimes more than he realises. This bonus gives the sorcerer an extra hint when trying to solve a problem. This equates to a free re-roll on all riddles checks, but at one degree higher. Also, with the same roll, a sorcerer can see details

missed by most and can sense when something or someone has a strong connection to himself. The Sorcerer is not capable of telling how the person or object is connected to him.

4) **Library and Tutors**

All sorcerers had to learn the magic, most were chosen and taught. This means that Sorcerers usually have a teacher who might allow the student usage of the teacher's libraries (if the student doesn't already have one themselves). With a successful social roll ($\frac{1}{2}$ social stat + D20) with a difficulty level of Average the sorcerer gains the benefit of having a library. This makes learning new spells one difficulty level easier and allows an untrained use of Lore skill if

time isn't a factor. The library can also be used as a trainer for mental skills, like the Library bonus. Even if the student has his own library, this bonus can be used to convince the teacher to help with information he may have.

If the student has his own Library, this bonus can be used for a second untrained Lore roll if the Lore roll of the student's Library fails to turn up any useful information, but cannot help with learning skills or spells.

This bonus only counts if the sorcerer's mentor is still alive.

5) **Spells**

Sorcerers can learn the same spells that mystics can learn.

Sorcerer's Opinion of the Other Cursed.

Shamans - Archaic relics of a time long past. The world of spirits and the material realm have become too divided for this form of magic to be useful enough to bother with. Sure, they have a few parlor tricks, but they are nothing compared to us.

Mystic - Sometimes the world is so unfair. What we sacrifice years for, they get for nothing. But there is still much to be learned from them.

Psychics - Annoying upstarts. These children started springing up overnight, now they think they are experts on the paranormal. Freaks and mutants are what they are.

Summoners - While we can appreciate the thirst for arcane power, these Cursed gave up too much for so little actual power. I guess if they were smart enough to see this in the first place, they would have probably become one of us.

The Blessed - Zealots and fools. The blessed slaughtered thousands of innocents in a "quest from God." They are like blind children running around on a cliff. Unfortunately, they sometimes land on someone important.

Changeling - Poor bastards. So much taken away, so much wasted, so much potential for us.

Summoner

A.k.a warlock, sorcerer, caller, dark one, eww gross

Foul Cursed who trap and force power from spirits and traffic with demons, at least according to other Cursed. Summoners were once ordinary people who have been touched by mystical forces. Usually this is caused by unwitting fool finding an old book with creepy mystical writing and deciding to try some of it out; thus accidentally summoning forces from beyond. That is not the only way, it could be a fluke seance or game of Ouija working, odd meeting at a crossroads at midnight, meeting of a mysterious stranger on a misty path in the woods. Whatever the case, the would be Summoner comes into

contact with the mystical and is forever changed. Not everyone who these things happen to become Summoners, there seems to be something more to the process than just a meeting; certain people seem earmarked to become a Summoner.

These Cursed have little power themselves, most of their power comes from magical beings, they either make deals with or force to serve them. Summoners deal with dark forces and this corrupts their souls. While many summoners are not out and out evil, the majority are selfish at best, monsters at worst.

Summoner Penalties

Due to the corrupting forces summoners deal with on a regular bases, it causes deformities in the body of the summoner. All summoners start with a physical or metal deformity or disorder. It could be some form of madness, horrible scarring, twisted or gnarled limb, or anything that causes the body or mind to be twisted.

Except for the most severe deformities these changes in the body don't give negatives to Body stat, but they make the

summoner seem unusual. Between the deformities and the eerie feeling summoners give off, they get a -1 to Social stat. This counts as 1 point of Taint. Also, because of their corrupted soul, summoners give other Cursed the feeling that something evil approaches when they come near.

There are rumors of non corrupted summoners who only deal honorably with angels, Seelie fey, and good spirits.

Summoner Bonuses

1) Dark Will

The summoner is constantly battling wills with creatures that existed since the dawn of time. Because of this constant struggle, the summoner gets a +2 to willpower rolls.

2) Wards

Through experience and teachings the summoner has learned the value of wards. The summoner gets +5 skill in Wards.

3) Summoning

Like their name implies, summoners

know how to summon things. The summoner gets a +10 to summoning skill. The summoners also get a +5 to deal with creatures they summon.

4) **True Names**

Even more than other Cursed, the summoner knows the value of true names. With a successful Riddles skill check, difficulty of Challenging, a summoner can determine a part of a true name of a creature the Summoner has had a chance to study for an hour or so. Every degree of success gives the Summoner another part of the true name, and every true name has four parts. With the full true name of a creature without a soul, it must obey any order given with its true name. With the full name of a creature with a soul, the summoner has a + 20 against the creature. An entity hiding or trapped within something else will have at least a part of its name hidden.

5) **Partial Names**

Even partial names have power. For each part of a true name summoners get a +5 when dealing with that creature. Summoners with part of a true name can do a research check (either appropriate lore or library check at difficulty level Challenging, or riddle check at difficulty level of Hard) to find out more pieces of the name. The checks take about an hour, and even if the summoner does not have the Library bonus he is still assumed to have enough information gathered over time to do the research (he just doesn't get to roll his Library check and must either have the lore or use riddles). A Success gives you one more piece of the name, any degrees of success will give you a +4 to research for the next part of the name.

If any part of a true name cannot be found by the sixth time the summoner

attempts the research then the summoner cannot find that part of the true name from the resources at his disposal. In order to continue trying to research that part of the true name new resources will be needed. It will take approximately \$1000 worth of new reference material to continue the effort (GM can raise the price as much as he wishes, but it should be no cheaper than \$1000).

6) **Creating Talismans**

While the summoner has little power of their own, they do know how to summon magical creatures and have them imbue items with some of the creature's powers. There is a will roll (plus all summoner bonuses) vs. the creature's will roll, or the summoner can simply make deals with the creature. Most mystical creatures cannot do this on their own, the summoner acts as a conduit between the object and the item being imbued with the magic.

Any object can be used as a talisman. It works like an average magical object created by the Enchant Object spell. Only the successes from the power being put into the object count towards the power of the explosion if it is destroyed.

Most mystical creatures do not like to be forced to hand over their power to summoners. If a mystical creature is forced to put its power into a talisman, the GM can decide that the creature attempts to curse the item. If the creature attempts to do this the creature and the summoner have a battle of Wills. If the power mimics something any of the other Cursed classes can do (other than the blessed miracle), the summoner gets a +10 to his will plus a +2 for every degree of success he received from forcing the creature to put the power into the talisman. If the power put into the item is more powerful than what any of the Cursed can do (other than the

blessed miracle) then the summoner gets +5 to his will plus a +1 for each degree of success for every degree of success he received from forcing the creature into putting the power into the talisman. Even if the creature willingly put the power into the item, if it is more powerful than any of the Cursed can do (except for the blessed miracle) he can attempt to curse it will a Will roll, but the summoner get a +15 to his Will roll.

A cursed item can do damage to the user, usually 1 to 4 points of damage (1d4 determined at item creation), every time it is used. It might cause bad luck for up to an hour (-1 to -4 roll 1D4 at item creation). Another possibility is that something annoying, but not necessity deadly happens to the character every time the item is used, usually giving the same penalty as bad luck and something embarrassing happens, such as the users mouth foams with soap bubbles or he gets vertigo bad enough that he can only move at walking speed. Unlike other cursed items, these talisman do not force the user to continue using them.

7) **Devil's Advocate**

Summoners need to be very careful in how they word their deals with magical beings. As a result, summoners gain a + 5 to Law skill.

8) **Converse with the Darkness**

The Darkness is neither good nor is it evil. Few people other than summoners realise this, however. The Darkness watches,

the Darkness listens, the darkness waits, and sometimes the Darkness suggests. The Darkness has no ill or good will towards creation or that which exists in it since it is, was, and always will be and is generally unconcerned with the fleeting moment that is reality.

All summoners are capable of conversing with the Darkness itself. The summoner simply find an area without light and concentrate his power (with a Magic check with a difficulty level of Average) and he can speak to the Darkness.

While the summoner must speak aloud to the Darkness, he hears the response deep in his soul. The Darkness never gives straight answers, if it answers at all. Untainted summoners sometimes feel uncomfortable speaking to the Darkness, not because they see it as evil, but because it is so alien in its thinking.

9) **A Little knowledge is a Dangerous Thing**

While summoners are not powerful spell casters, they have to know a little something about it in order to cast wards and summon creatures. Either from a fellow summoner or from something summoned accidentally, the summoner has been taught the very basics of magic at least and gain a +1 rank in Magic skill. The spells a summoner can learn are Banish, Bind Familiar, Bind to Word, Commune, Control, Humanculus, Lair, Necromancy, Summoning, Transfer Souls, Trap the Soul, Ward, Zombie.

Summoner's Opinion of the Other Cursed.

Shamans - Fools. They see the potential spirits have, but instead of taking that for himself he enslaves himself to them. No

wonder these primitives are dying out.

Mystics - Hippy bastards. That which you

take for granted we take by the balls. They will never understand since they never had to make a sacrifice for their power.

Psychics - And they say we're messed up. Most of these guys are crazy and half of them are on a leash being controlled by groups crazier than they are.

Sorcerers - I can kind of get these guys. Like us they were tired of always being left behind, but unlike us they wasted so many years doing nothing but licking the boots of the guy above them and kicking the face of the guy below them just to waste even more

years studying useless information.

The Blessed - I HATE these guys. They banish our minions when they are found, they burn us when we are found, all the while doing the same thing we are doing. The only difference is they say they get their power from God and we admit where we get our power from.

Changelings - Changelings are frightening. Not for the power they have, but as a warning. What has happened to them can happen to us if we let our guard down.

The Blessed

A.k.a Paladins, holy one, bright one, the inquisition, self-righteous bastard

These holy men have devoted so much of themselves to prayer and sermon that god took notice. The blessed are both priests and holy warriors. It doesn't matter which religion he follows as long as there is no question in the blessed faith. God protects his followers.

Unfortunately, this blind faith has lead many to wage bloody war on the other Cursed and normal people, all in the name of

their faith. Though most blessed have only the best of intentions, few can work with other Cursed, even other blessed.

There are blessed who worship dark, evil gods. These blessed get different powers than mentioned here. **Blessed who worship dark gods are not intended for use as Player Characters.**

Blessed Penalties

The blessed's power comes from their faith in God. If that faith should ever waver, his power is gone. However, since the blessed are so devout it is nearly impossible to convince one of the blessed he is wrong. When faced with something that absolutely challenges his faith, a will roll with the difficulty of Challenging is needed. If this roll is failed then the blessed is at a -3 for all rolls and can not use mystical abilities until he can see or do something to reaffirm his absolute faith. The terms of the blessed's faith should be worked out before game, but all blessed do what they do for god and the betterment of mankind.

While dealing with someone with the same beliefs as the blessed, he gets a + 2 to all social rolls; however, when dealing with someone with different beliefs he gets a - 5 to all social rolls.

This is on a case by case for each belief. Everything the blessed believe, they believe to an extreme. There are few things that a blessed do not feel strongly about.

Also, the blessed do not get spells to cast, they are simply conduits for God (or the Gods, whichever God or Gods they may be) and do not control the magic. They do not get points to put into spells since they do not get spells.

The Blessed Bonuses

1) God Sustains me

The blessed only needs to eat a fourth of what they should normally need to eat. Also the blessed can withstand harsher weather conditions than normal people. The blessed gain + 5 to save vs. starvation or environmental hazards. They also only need three to four hours of sleep a night to be fully

rested.

2) God Steals my Soul

All blessed get a + 1 to Soul stat.

3) Act of God

Once per game session, the blessed can call on their connection to his god. With

a successful Concentration, using his Soul stat rather than his Mind stat as the base stat, with a difficulty level of Challenging, the god of the blessed will alter the world to the advantage of the blessed. The blessed have minimal control over the change, which means he can choose which aspect he wishes to change. He must pray for up to a minute out loud and mention what he wants changed.

While grand acts such as God parting the red sea for Moses is an example of this bonus, acts of god are not always so grandiose. For example, a blessed who is about to be beaten by a gang prays to his god and suddenly police sirens go off. The gang is scared off and the cop turns out to be an old friend of the blessed, so there are no official questions being asked.

Yet another example is that the blessed has no money and hasn't eaten in days. He preys for sustenance and happens to walk by as a restaurant is giving out free sandwiches as a promotion could be another example.

4) Sanctify

The blessed can bless water and objects and make them holy. Holy water and object cause 3 points of damage per turn of contact with mystical evil, those heavily tainted (three or more points of taint), or those infused with "dark powers" (for example vampires and werewolves).

5) Protection From Evil

Evil and demonic forces find it hard to tempt the blessed. The blessed receive +10 willpower when dealing with mystically evil creatures (other Cursed do not count

unless significantly tainted), those heavily tainted (three or more points of taint), or those infused with "dark powers" (for example vampires and werewolves).

6) Call down the Holy Spirit

The blessed can call down the holy spirit to bless someone. This works like the Bless spell. They get +5 to this bonus (5 + D20 + ½ Soul) and can spend more points into this later like a spell. This power only requires a quick three to six second prayer.

Using this power on someone who is not of the same religion as the blessed makes it one degree of difficulty harder to do, and to use it on someone who actively blasphemes against the blessed's religion raises the difficulty level by three. This power can be used on a group, but the penalties for using it on non-believers and blasphemers are cumulative for everyone in the group.

7) Divine Punishment

The blessed can also call down the wrath of God on an enemy. This works like the Curse spell. The blessed get +5 to this bonus (5 + D20 + ½ Soul) and can spend points into this like a spell. This power only requires a quick three to six second prayer. This power is two degrees of difficulty easier for anyone who blasphemes against the religion of the blessed but is one degree of difficulty harder for a true believer of the religion of the blessed.

8) Becoming a Better Person

Since the blessed do not get spells, they get an extra 10 creation points.

The Blessed's Opinion of the Other Cursed.

Shamans - Misguided fools at best, dangerous heretics at worst. Most of these people seem to want to help, and they may have been chosen by God, they just misinterpret what they have seen.

Mystic - Witches. They dance naked with demons and tempt good people into evil acts to damn their soul.

Psychic - This is what happens when humanity becomes too decadent and secular. These people are horrid mutations who think they are on par with God.

Sorcerers - Heathens and heretics. They willingly turn their backs on the light. For what? Power, glory? Don't they know God is the Power and the Glory?

Summoners - They bathe in the filth that is Satan. They are everything we are against. They are the enemy and must be destroyed.

Changelings - These poor unfortunate bastards are the reason we wage war against the mystical, so no more must suffer like these lost lambs have suffered.

Changelings

A.k.a the stolen, the lost, the returned, the broken

The lost children stolen from their cribs in the middle of the night. Sometimes stolen by capricious fey, replaced with either a fey child or sometimes stock, a wooden body so lifelike that no one can tell it isn't a real corpse. Sometimes a child finds his way accidentally across the veil to the land of the spirits. Sometimes the child is stolen by darker forces. The horrors visited on a child stolen by demons are unimaginable. Usually the children stay lost, but sometimes they find their way back. Changelings never come

back whole. The experience kills off part of their soul. The experience leaves the changeling without any true emotions. They can fake it with the best of them, however, anyone who really pays attention can tell the hollowness of their laugh. Who took the child determines what the child will generally be like.

It is not only children taken (sometimes they take youth and young adults) but it is mainly young children taken.

Fey-Stolen

The children taken by the fey and come back often seek out beauty. They follow artists of all types. They are usually skilled artists, but cannot be great because of their lack of emotions. These fey-stolen also have a distorted sense of morality. Rewards

for kindness are often disproportionately greater, as is punishment for wrongdoing. While usually seeking to do good, these fey-stolen often see right and wrong differently than most people.

Spirit-found

It is almost as if these changelings walked out of the old stories of a child being raised by animals. They were raised by the very essence of the natural world. It is difficult to cross between the worlds, but there are still a few places that the boundaries between worlds are thin enough to accidentally walk through.

The spirits see most of humanity as being too corrupt to allow into their world, and generally kill most humans on sight. However, if the human is young enough that the child can still be taught the natural ways, they will spare it and teach it, usually. The spirits do not take the children, and therefore

do not leave something in its place, but the act of crossing between worlds does change these poor souls. They are still changelings and have the same benefits and flaws as the other changelings.

The spirit realm is ancient and wise, these changelings often come out acting similar to the spirits that took them. One moment they seem ancient and wise beyond their years, then the next they are as naive and confused about the world as a toddler. When the children who find their way to the spirit world come back, they are usually horrified and appalled by how disconnected the mortal world has become from the spirit

realm.

The spirit-found often gravitate toward natural places. Those that stay in cities try and bridge the gap between the

physical world and the spiritual one. These changelings get along best with, and are often mistaken for, shamans.

Demon-stolen

While most pity and mourn the child stolen by demons, more fear their return. While demons are cruel and evil, few demons have the imagination of children. Demon-stolen who return do so filled with hatred and

rage. These changelings can hide their malevolence and seem perfectly normal, which makes them all the more dangerous.

The demon-stolen are not meant to be player characters.

Changeling Penalties

The experience of being stolen away kills a little piece of the child's soul. Along with having no real emotions, they get - 1 to their soul stat. Also, being in a different realm changes the changeling's body as well as the soul. The changeling may have unusual colored eyes, maybe his ears are too long and pointed, it could be anything, but there is something different about him.

After so much time with mystical creatures, the Changeling takes on some of the weakness of these creatures. Fey-stolen are uncomfortable around cold iron, demon-stolen avoid religious icons as much as possible, and spirit-found are susceptible to heavy pollution and often develop respiratory problems. These weaknesses are mostly psychological.

Changeling Bonuses (All Changelings)

1) Magical Upbringing

Since all changelings were brought up in highly magical environments, all changelings understand magic, at least better than most people. All changelings get + 5 ranks to Magic skill.

2) Unearthly Charisma

Even though changelings have something unusual about their appearance, all changelings are oddly alluring. All changelings get a + 1 to Social stat.

3) Magical

All changelings can learn the same magic as sorcerers and mystics (except for the spirit-found who can only learn shaman rituals).

4) Getting to Know You

You can learn a lot about someone (thing) by being raised by them. All changelings get a + 5 to Lore skills relating to those that took them.

Fey-stolen Bonuses

1) **Glamour**

Fey-stolen changelings can control a watered down version of Fey magic called Glamour. Glamour that the fey-stolen learn is both a type of mind-control and a much more powerful version of illusions, they are real until disproved. Cold iron will cancel Glamour. See Glamour in the magic section.

2) **Friends of Nature**

Fey-stolen changelings are friends of nature and nature is their friend. In a natural environment nature itself will help out the changeling. Animals will come to the changeling's aid and even plants will animate to help out. This requires a Social roll ($\frac{1}{2}$

Social stat + D20) with a difficulty rating of Average. This ability lasts for 20 minutes plus 10 minutes per degree of success or until the help is no longer needed. It only takes a few seconds to use this power, long enough to call out for help.

3) **Inspire**

While fey-stolen cannot create true art because of their lack of emotions, they can inspire great works from others. With witty remarks and playful actions these changelings can give a bonus of + 5 to any art skill. Fey-stolen must be careful though, too much inspiration can burn out a persons creativity.

Spirit-found Bonuses

1) **See the Spirits**

Spirit-found changelings can concentrate to see and hear across the veil to the spirit world in much the same way a shaman can with rituals or drugs. To see the spirit world, the spirit-found needs to make a Concentration skill roll with a difficulty rating of Challenging. Some places may give negatives to this roll because of a greater separation between the spirit and material worlds, or because of wards.

While a spirit-found changeling is using See the Spirits, the changeling can send his voice across the veil. This bonus lasts for half an hour plus half an hour per degree of success. Spirit-found can understand and be understood by all spirits.

2) **Awaken the world**

A spirit-found changeling can awaken the spirit in an object and talk to it like a shaman. To awaken the spirit, the spirit-found needs to perform a short ritual

taking two to three minutes. A check is made at $5 + \frac{1}{2}$ soul + D20 with a difficulty rating of Challenging. More ranks can be put into this like a spell. This bonus lasts for an hour plus one hour per degree of success. The spirit-found can put the object back to sleep with the same roll at a difficulty level of Challenging

3) **Create Fetish**

A spirit-found changeling can place a spirit into an object like a shaman can, thus creating a magical object called a fetish. The spirit will sleep within the object and that object will gain one or more of the spirits powers. In exchange, most spirits ask for great services or taboos from the spirit-found changeling, much like they would from a shaman. The spirit is released from the fetish and the object becomes a normal object again when the object is destroyed, the time-frame agreed upon is up, or the spirit-found changeling breaks his end of the

deal. All spirits can tell when someone breaks a deal with a spirit and do not usually deal with the offender until restitution is made.

Note While the spirit-found changelings

can be possessed by spirits like anyone else, the spirit will not repair the body to the state it was in before the spirit possessed it. Shamans are the only ones they will do this for.

Demon-stolen Bonuses

1) Prince of lies

The demon-stolen changelings are natural liars. They get + 2 on all deceitful skills. This includes Performance and disguise.

2) Hellfire

Hellfire is sickly green and freezing cold to the touch. A demon-stolen can call forth balls of Hellfire that they can throw at their enemies. Hellfire adds 4 points of weapon damage. This is a double edge sword, however, because it deals 1 point of damage to the Changeling using it. This power can be used in one round.

3) Know your own

A demon-stolen can tell on sight if a person is being possessed by a demon. They also get to roll their Double Talk skill at a difficulty level of Average or against the opponent's Double Talk skill, whichever is easier, to know when they are being lied to.

4) Untainted, Sort Of

A demon-stolen is immune to being tainted since they have literally been through hell and back. Their souls are black as night, but it will not show through.

Changeling's Opinion of the Other Cursed

Demon-stolen Changeling's Opinion of the Other Cursed

Shamans - Misguided fools, they serve the wrong side. The earth is a dying ball of mud. Our masters will march through this world. The air will turn to poison and the waters to blood. Where will their precious spirits be then? Trampled under the feet of our masters, that's where.

Mystics - They are useless and worthless to us. They claim to be the embodiments of magic. Ha, our masters are the embodiments of magic; brutal, furious, dark magic. When our masters get here, they will boil the

mystic's blood and sear their flesh, but our masters will not allow them the sweet embrace of death. When they know the torment we suffered, they will truly know what it is to be in the presence of beings of pure magic.

Sorcerers - Presumptuous fools. They think themselves special because of the secret handshakes and foolish garments of their fraternity of secret casters. They were not even given their power, they had to steal it. Some are smart enough to pay heed to our

masters, others are foolish enough to presume they can command them, while a few have the common sense to avoid our masters altogether. No matter though, they will burn before our masters in the end. We shall enjoy their suffering, laughing the whole time, knowing it was their greed and lust for power that damned them, even if they were careful enough not to get caught up in a deal with our masters.

Summoners - UPSTARTS! These fools believe they are powerful enough to enslave our masters or steal our place as the masters' favourite slaves. One day they shall pay for their pride, and we shall ensure they get everything coming to them. Oh yes, they shall pay for their pride a thousand fold, we will make sure of that.

Psychic - These silly little children make me laugh. They see the world we truly inhabit, see the power of magic, yet they would rather turn to their own mind or to their weak science rather than accept gifts from our masters. How silly, how sad.

The Blessed - Impudent fools. Because the greatest most powerful of them managed to succeed in defeating Legion, with effort he could barely muster, once, more than two thousand years ago they think they can hold their own against us and our masters. We

shall hide under their noses, lull them into a false sense of security, then one day, in a dark alley, they will feel our claws rending them to pieces, feel the thorns of betrayal, feel the lashes of abandonment. Then we shall drink deeply of their blood and eat ravenously of their flesh. They shall know the suffering of their master as we drag them, screaming, to hell, but their torment will not end in three days, but will continue for years, a thousand fold and a thousand fold more. They will be our lunch.

Fey-stolen Changelings - I feel a small amount of kinship to these changelings. They suffered from masters almost as wicked as our own. The difference is that our masters never hid what they were and their masters wore such beautiful masks it dazzled them enough to hide the cruelty of their actions. Like us, the fey-stolen have been truly twisted by their experiences. Unlike us, they have managed to hide behind pretty little lies told to them by those that took them, and that's why we hate them.

Spirit-found Changelings - These silly tree-huggers sicken me. It isn't fair that we had to endure what we had to and they were whisked away to paradise. I say kill them and send them to our masters; show them what they missed.

Spirit-found Changeling's Opinion of the Other Cursed

Shamans - I pity these children, they stumble around, lost, with no clue what is needed to be done. The frightening thing is that I may have become one of them if I was not saved and shown the proper path. We should take pity on these lost children and show them the true way of the spirits when we can.

Mystics - These children can be fun to play with, but more often, have lost too much from keeping so much hidden inside. We should help them when we can.

Sorcerers - I do not trust these children, they

spend too much time building impenetrable towers of secrets and lies. They think they build them as defense, but in fact, they merely build prisons for themselves.

Summoners - Do not trust these children. All they understand is theft, corruption, destruction, and death. They traffic with the enemies of this world and that makes them our enemies.

Psychics - I weep for these children. They run from the world around them and find hiding places within their own mind. They cannot see the damage they do to themselves.

The Blessed - Be wary of these children. They mean well, but they have an appropriate expression; the road to hell is paved with

good intentions. Their good intentions tend to blind them from the evils they commit.

Fey-stolen Changelings - Like us, they were raised by creatures of the natural world made supernatural. Unlike us, those that have taken these poor children are unaccustomed to change and are incapable of maturing and learning. This leads to the fey-stolen having difficulty with these concepts. Fey-stolen are not our enemies as the fey are not the enemies of the spirit world, but be careful putting your trust in them.

Demon-stolen Changelings - Mourn the child taken by demons and destroy what comes crawling back from hell. They are no longer human and they are nothing like us. They are agents of destruction now.

Fey-stolen Changeling's Opinion of the Other Cursed

Shamans - Kooks with a martyr complex. While I admire the fact that they are friends of the environment, they play too close to the gates of Arcadia for my liking.

Mystics - Pretty, fun, fragile. I enjoy playing with them, but they can seldom keep up.

Sorcerers - Watch your backs around these guys. They have lust in their minds and murder in their hearts, and they get many other things wrong as well.

Summoners - These guys make me laugh - from a distance. They play with things best left alone, and often go up in a pretty ball of

fire. Just make sure you are not too close or they'll drag you into the explosion with them.

Psychics - Boring.

The Blessed - They crush what they fear, they fear what they do not understand, and they do not understand anything. Beware, they serve iron.

Demon-stolen Changelings - Do not trust the spawn of hell.

Spirit-found Changelings - They are our allies, of sorts. Be wary and be helpful.

Magic spells and Psychic Phenomena

The Cursed can be a tragic lot. Misunderstood and separated from the rest of humanity, they walk through the mundane world as if it were smoke. Most try desperately to hold on to some connection they had with their old life, only to see it slip from their grasp. Some manage to hide what they have become well enough to pass as normal. As compensation for this ostracization, the universe grants The Cursed a measure of power. For some it is little compensation. For others, it is worth the sacrifice and even more.

In this section, magic and other powers of Cursed will be detailed.

Magic

Shamans perform rituals to honour the spirits, others use runes, bloodletting, and ancient formulae for their magic. There are many ways to cast magic, but all have some similar characteristics. The only exceptions are the Blessed and Psychics. In this section, any time the word mage is used, it refers to a magic casting Cursed. That is any Cursed except Psychics and Blessed.

Casting Time

All magic takes time. Casting magic takes about a minute per difficulty level of the spell, unless otherwise stated. The time it takes to cast a spell can be decreased by thirty second increments. Every thirty second increment that the spell is decreased give a -5 to the spell roll. The length of time needed to cast a spell can be lowered to a minium of three seconds (one round).

Lending a Helping Hand

If one of The Cursed is casting a spell, other Cursed can help him cast it to give the caster a bonus. The caster must roll for the spell and if the mage helping knows that specific spell then he automatically gives a + 2. If the helping mage doesn't know the spell he can make a magic roll at the difficulty of the spell and if he makes the roll he gives a + 2. However, if the helping mage fails the roll then he gives the original mage a - 2.

Anyone with the Magic skill can help cast a spell, even non mages. There is no limit to the amount of helpers casting the spell. It is dangerous, however, to put too much power into a spell. Psychics cannot get help to use their power because magic is using external forces and Psychic powers come from within an individual.

The Good and the Bad of Spell Casting

If a spell fails by two degrees of failure or more, or a 1 is rolled for the Spell check, the mage must make a Magic skill check with a difficulty level of Challenging with a -5 for every degree of failure. If the second roll is passed, nothing happens. If the second roll fails something unintended happens. This something could be anything from the wrong spell being cast, an explosion of arcane power, reality weakening in the area, to the creation of a living spell.

The same thing happens if the spell check is passed by 5 degrees of success or more. In that case the Magic skill check is difficulty level of Challenging with a -5 for every degree of success above 5 degrees of success, and if the second roll fails the spell will go off perfectly but there will be another

effect. This does not apply to psychics. They do not draw on external forces and do not have to worry about drawing in more than he can control.

A Concentration check before the spell can help control the power being put into it. If the mage makes the concentration check he can decide how many degrees of success will go into the spell and if he rolls more than that, they will not count. In addition, if the Concentration check succeeds and you fail the spell it doesn't matter how many degrees of failure you get, it will not cause a backlash, it just won't work.

Premature and Unsatisfied

It is possible to stop a spell mid-cast, but it is dangerous. A Magic skill roll is needed to control the power that is already invested in the spell. The Magic skill roll has a difficulty level of Challenging with a -5 for every 30 seconds spent casting the spell. If the Magic skill roll succeeds nothing happens and the spell dissipates. If the roll fails, there is a backlash like a failed spell.

Satisfaction and Strong Emotions

There are ways of increasing and decreasing the power of the spells your character casts. Strong emotions can increase the energy of a spell cast. Any emotion (joy, fear, love), if strong enough, will do. There are varying degrees of strength of emotion; a child getting a new toy is small (+ 2), someone suffering road rage in lunch hour traffic is moderate (+ 4), and a woman being asked to marry the man she loves would be high (+ 6).

Sexual release will also increase the

power of spells. Self-satisfaction gives the least (+ 2), experienced partners (or groups) gives a little more (+ 4), and the sexual release of a virgin without sexual intercourse for the first time is high (+6 after which it only give +4 until he actually has intercourse), and sexual intercourse with a virgin (a virgin sacrifice) gives the most (+ 8), if both (or more than one) is a virgin the power is even greater (+ 12); a virgin is someone who has not experienced sexual intercourse with a partner. Sexual release only counts for humans. These only count when the person experiencing sexual release is not under a magical compulsion to perform. For every additional participant in the sexual encounter +2 is added to the bonus up to an additional +6.

To gain these bonuses, both from high emotions and sexual release, the mage must make physical contact with the person experiencing it. If two or more mages are fighting over the bonus then it comes down to all mages participating in the dispute to roll D20 + ½ Soul stat, highest gets the bonus.

These bonuses are from natural emotions or sexual release. Chemically or mystically (or psychically) enhanced pleasure or emotion provide half the bonus.

These bonuses (from both high emotions and sexual release) can be stored for later use. To store this power, an item at least a square inch made of precious metal must be used; The Cursed must make physical contact with the item at the time of release (and the person he is gaining the power from, if he is not involved) and makes a Magic skill check (or Concentration skill check for Psychics and Blessed) with a difficulty level of Average. If the check is successful, the power can be used at a later time with a Magic skill check (or

Concentration skill check for Psychics and Blessed) with a difficulty rating of Average.

The power is a one time (all at once) use item. The maximum amount of these talisman that can be made is one per strong emotion or per sexual release. The maximum bonuses per day from sexual release is 1 then roll $\frac{1}{2}$ Body + D20 at difficulty level Average and you get an extra one for succeeding and an extra one for every degree of success as a maximum per day for males, double this for females.

Your character can only use one talisman per round (a round is 3 seconds, long enough to throw a punch and ready another, or do something simple), and can only use a certain amount of talisman per spell (14-Soul), because the stronger the soul the less help it wants.

Spicing Up Your Spells

Another things that would give power to a spell is putting a bit of flair into your ritual. There are four parts to setting up a ritual and for each part you get a + 1 to your spell. The first is setting up atmosphere, second is props, the third is costume, and the fourth is setting the mood. Some examples are a Summoner burning proper incense conducive to what he is summoning (atmosphere), dressed in black robes (costume), using symbols of dark gods (props), and playing Blue Oyster Cult in the background (setting the mood). Another example is a new age Sorcerer performing a ritual in a secluded clearing in the woods (atmosphere), skyclad (costume), dancing around a bonfire (setting the mood), burning herbs with traditional connections to the spell being cast (props). A third example is a Mystic brewing up a curse standing over a cauldron (atmosphere), dressed in either

black robes, or a plain black dress with a pointed hat (costume), throwing oddly named herbs and poisons into the boiling cauldron (props), while reciting the names of said herbs and poisons and the intent of the spell (setting the mood).

No one is truly sure why these things work but there are two very popular opinions on why they do. The first is that these things open up the mind and soul to more fully accept the power flowing through it to perform the ritual. They believe that it is the human inability to believe in the possibility of the mystical that limits his use of magic. The second theory is that magic just likes a good show. Psychics and Blessed do not get bonuses for performing rituals.

Location, Location, Location

Certain places allow the mage to draw on ambient magic. To be able to gain the bonus, the mage must be at the site and make a Concentration check with a difficulty level of Average. These bonuses cannot be saved for later.

Standing stones such as Stonehenge can give off a +1 to +5 bonus to magic for non-shamans, non-fey-stolen changelings and non-spirit-found changelings and give off an additional +2 for shamans, fey-stolen changelings or spirit stolen changelings. The bonus seems to change without rhyme or reason.

Haunted places are always places of power, no one is sure why, maybe the ghost or entities haunting the place gives off a great deal of power, perhaps ghost are drawn to places of high magic. Whatever the case, mages can usually get between +1 to +3 bonus to their spells, add another +2 for the spell Necromancy or ritual Show the Way.

Ley lines, or Dragon Roads, are lines of magic energy that stretch along the surface of the earth. They are invisible and intangible, but The Cursed know when they are standing near enough that they can draw power from it. They can be anywhere from a few metres long to hundreds kilometres long and between one to four metres (about three to twelve feet) wide depending on the power. They generally give +1 to +4 bonus depending on how strong they are. Nexus points are where the ley lines intersect. This gives off a great deal of power. The bonus is the total of all the ley lines that intersect at that point. If there are three or more lines intersecting, the mage does not even need to roll a Concentration check to use the bonus. The most ley line ever found intersected at one time was five. Ley lines move over time, so nexus points move.

There are other places that will give bonuses that were not mentioned here, it is up to the GM's digression if a place give a bonus or not and how much of a bonus. Psychics do not get any bonus from latent power in the area.

Losing Your Mojo

There are things that decrease the magical energy. First is pain. The more pain a body experiences, the more magic the body naturally draws from the environment to try to heal itself without any conscious effort from the person. That means that the injured person's body will also draw magic from spells. Small cuts and bruises will draw little energy (- 1), larger cuts that draw some blood will draw a little more (- 2), a broken bone will draw even more (- 4), massive damage will draw a lot of power (-6). If the psychic is the one in pain then he receives the negatives. If he is not, then he

does not receive the negatives.

Most people seem to think death releases a great deal of magic into the world. This is true, in a fashion. Death does release a lot of power, but it draws the power from the world of the living and releases it to the world of the dead. All mages within a five metre radius (about fifteen foot radius) of someone dying get a -10 to their spells for 24 hours, except for the shaman ritual Show the Way, or the spell Necromancy which both gain a + 5. This does not effect a psychic, unless he is the one that dies, in which case he loses his powers and that is probably the least of his worries.

Hiding the Hidden

Spells need not be overtly cast. It is possible for a mage to hide the fact that he is casting a spell. With a successful Magic skill roll of one degree of difficulty level higher than the spell, the mage can cast the spell without signs of casting.

The attempt must be made to hide a spell at the beginning of casting and the roll made before the attempt to hide it. If the attempt to hide the spell fails, the spell will not be cast but the mage will not notice until after the attempt. Rituals cannot be hidden.

Keep Your Mind in the Game

It is possible to do other things while casting a spell. It takes a Concentration skill check with a difficulty level one higher than the spell cast to do something else as the mage cast the spell. This Concentration check must be made every turn (two to three second time interval) the mage wants to do a second action while casting. This includes talking to someone.

If the Concentration check fails,

something happens. What happens is up to the GM, but it is like failing or succeeding casting a spell by too much.

What's in a Name

True names hold great power, as any summoner can tell you. In order for one of the Curse who is not a summoner to learn a true name, he must spend at least a month researching whatever it is he wishes to know the true name of. This process can also be costly since the material needed for the research are ancient and rare books, but anyone with the Library bonus is assumed to have enough to work with. After a month of research, the researcher must make a Riddles check at a difficulty level of Hard. If the check fails, then the person knows that he does not know it and must spend at least another month doing research, unless he fails by 3 degrees of failure. If he fails by 3 degrees of failure or more, he not only gets the wrong part of a name, but believes he has gotten it correct. If this happens he will not be able to get the rest of the name.

Each additional month gives a +2 to the riddles roll, and failed attempts count as extra time researching. If the check succeeds, the researcher has found one part of the true name, any degrees of success give a +4 to researching the next part. There are four parts to every true name, so it will take at least four months to find a full true name. If a part of a true name cannot be found after the fourth attempt, then it can not be found with the current resources. The mage must get new resources worth \$10,000 to \$100,000 (roll 1D10 and multiply by 10,000) in order to continue research into the true name. Each part of a true name gives the non-summoner a +3 when dealing with the named creature. A full name gives

a +20 against anything without a soul, or a +15 with a soul.

Will Save, But I Don't Want To

If a spell or psychic power has a Will roll as part of the difficulty level the target can not just let the spell or psychic power affect him, unless the target also knows the spell or psychic power. If the target does not want to resist this spell or psychic power, but cannot use it, then the caster rolls a Will roll against the target's Will stat alone (rather than the target's Will + D20). If the target has the spell or power then he may chose to let the spell or power affect him. The caster must successfully cast the spell or use the power for this to be an issue.

Creating New Spells

To create a new spell the mage must have at least 10 ranks in Magic skill. If the character has sufficient ranks in the Magic skill then the player and the GM must discuss the effects and limitations of the new spell. When creating a spell, your character is also learning it. A character can only create a spell he can learn. Keep in mind the reason that there are no combat spells is that I think that they take away from what the nature of the game is meant to be. Including such spells is at the GM's discretion.

The next step is to determine the difficulty level of the spell being created. A spell with a small effect on game play like Armour or with severely strict limitations like Teleport would probably be Average. Spells with a larger or more useful effect, like Commune would probably be Challenging. A spell that has a great effect on the game, like Zombie, would probably be Difficult.

For example, John the mystic is trying to create a spell to make plants grow faster so he can replenish his stock for his rituals. His player and GM decide that the spell should make a plant grow at the rate of one week in one hour on a success and an additional week worth of growth in an hour per degree of success. They also decide the spell lasts for one hour plus one hour per degree of success. The GM figures this is a simple spell with little actual effect on the game so he decides that the difficulty level for this spell should be Average. The difficulty level is up to the GM and there are no set rules for determining difficulty levels.

It takes the character three to six months (1D4+2 months) of research and experimentation to create a spell. The character must spend at least 40 hours a week researching the spell. Each research attempt must be at least 2 hours long without interruption, but after the first 2 hours it goes in intervals of 1 hour without interruption. Returning to the example above, the GM rolls and determines that the spell will take 5 months of research. John is busy in his lab doing research and experimenting on some house plants when the phone rings and interrupts him. He had only been working for about an hour and a half so that whole time is wasted. Now after the call John goes back to work and this time goes uninterrupted for about five and a quarter hours. The quarter of an hour is of no help but he now has five hours worth of research and experimentation done, the next time he sets to work he will have to spend at least two hours on the work or he will not benefit from it.

If the character does not spend at least 40 hours a week researching and experimenting, all his work goes down the drain unless he has built up a surplus of time

from weeks past. Enough to make up for the lost time of the current week. As in the example from above, John the mystic has been working for eight weeks on this spell. The first week he spent 46 hours working on the spell, the second week he spends 41 hours, the third week he spends only 40 hours just like week four and five, on week six he spends 42 hours and on week seven he is back down to 40 hours. So he has 9 hours saved up. Big things happen to John on the eighth week and he only spends 36 hours on the work to create his new spell. Since he has a reserve of 9 hours, he can take the 4 hours he needs from that and still keeps going, but he only has a 5 hours safety net. To determine how much time the character manages to spend working on the spell the formula is $10+2D20$ - any time spent doing anything else but working, sleeping travelling from work to home and back for weeks nothing plot wise happens to the character. If the character is involved with plot, the player and the GM will have to determine how much time the character devotes to the creation of the new spell.

At the end of the research and experiment phase the player rolls a Magic skill check at one difficulty level higher than it would normally be for the character to learn it at. If the check is made, the player spends 4 xp and gains the first rank of the spell and can teach it to others. If the Magic check fails then the research starts from scratch.

Up to 4 mages can help in creating a spell. The time needed per week is cut down to 30 hours a week for one or two mages, and 20 hours a week for having three or four mages. In order for this to work, all the people involved must be working together at the same time, every time, for the duration of creating the spell. The greatest

advantage to having more than one person working on the creation of the spell is that it only takes one of the people to make the check to have the spell created and be able to teach the others.

Spells/Powers

While all the powers that The Cursed use may seem similar, they are all different. Shaman's rituals are prayers to the spirits; specific ways to honor and ask the help of the spirits that result in similar results. Spells are ways to call on and focus the hidden mystical forces of the universe. Psychic powers are the hidden capabilities of the mind. Powers that few have been able to understand, let alone tap into. Glamour is the ability to pull the strings that bind all things, both mundane and mystical. Magic uses external forces to cause changes in the caster's environment, psychic powers comes from the power of the mind, the Magic skill will not help your character recognize a psychic power and anything that effect spells specifically will not effect psychic powers.

All spells (and psychic powers) are treated like skills. All spells use the Soul stat and psychic powers use Mind stat. All spells and psychic powers are trained only. Most spells and psychic powers have a specific difficulty level and it will say so in brackets beside the name of the spell and psychic. Like skills, a roll of 1 always fails while a roll of 20 always succeeds.

Every Cursed (except the Blessed) get magic or power skill points equal to fifteen (15) plus their modified (by class) Soul plus Mind stat. A Cursed can cast any spell on another person as well as himself

unless the description says otherwise.

Spells and powers continue to work indefinitely, unless a duration is noted in the spell description. To stop a spell, a successful Concentration skill check is needed at the same difficulty level as the spell.

Some spells require mystic writ. Mystic writ are arcane symbols that draw power and focus it into a spell. Spells that require mystic writ require a surface for marking on and something to mark on that surface. Mystic writ is commonly used in summoning, communication and protection type spells. Each spell that requires mystic writ requires a specific mystic writ for that spell alone so if you already have the mystic writ set up for summoning, it cannot be used for any other spells, such as wards. It will be noted in the spell description if mystic writ is needed.

Anyone with Art painting, drawing, calligraphy, or similar styles that logically could help with the markings of mystic writ can make an Art check with a difficulty level of Average. With a success, the mage gets a +2 to the spell with an additional +2 for every degree of success when casting spells requiring mystic writ.

Mystic writ does not disappear after the spell is cast. The same mystic writ can be used over and over again as long as nothing happens to it. If the same writ is used more than once then the same bonus (if any) is given from the writ. It takes about 30 seconds to draw the mystic writ without an art bonus, but to get the art bonus, it takes at least a minute to draw it.

There are no spells which allow a mage to travel through time.

Shaman Rituals

Note Any of these rituals can be ignored if the Shaman deals directly with the spirits. However rituals are often easier than making deals with spirits because as long as the ritual is performed correctly, it will work.

Angered Spirits (Challenging)

With this ritual the Shaman stirs up angry spirits that have been wronged, usually by the target, and sends them to cause mischief for the target. Small things go wrong more often than usual with up to two degrees of success. Small things go wrong much more frequently and large things start to bother the target at three or four degrees of success. Grave misfortune follows the target at five or more degrees of success.

The details of what happen are up to the GM, but the game mechanic for this spell is the target gets a -2 for a success and -2 per degree of success to all rolls until the curse is removed (with a successful Concentration check from the caster) or it is broken (there is always a loophole in all curses that if the condition is met the curse is broken, or there are other spells that will stop the spell) or the duration runs out. The Duration for the spell is one week for a success and one additional week per degree of success. If the Shaman gets four or more degrees of success, the spell is permanent until undone by the caster, another mage, or the terms of the curse are met (there must always be terms for the target to break the ritual himself). If the target is under the effect of a Blessing spell or Spirits Blessing ritual, each degree of success for the Curse spell cancels out a degree of success of the Blessing spell or Spirits Blessing ritual.

The casting of this ritual cannot be

modified with spells, shaman rituals, or other powers such as Spirit's Blessing, Blessing, Angered Spirits, or Curse.

Banish the Corrupted (Challenging)

Sometimes a spirit is too corrupted to be cleansed. In that case it must be destroyed, and that is what this ritual is for. This ritual deals 2 points of damage to a corrupted spirit plus 2 points of damage per degree of success, if the spirit isn't destroyed, it will at least be frightened off with a successful roll. This is a very dangerous ritual because if the Shaman fails by 2 degrees of failure or more, the corrupt spirit becomes obsessed with destroying the Shaman.

Call Out As a Friend of Nature

(Challenging)

With this ritual, animals see the shaman as a friend. This ritual takes only 6 seconds (2 rounds) to cast and is mostly made up of pushing back ones fear, talking calmly to the animal and presenting his hand for the animal to smell. If the spell succeeds, the animal will smell the hand and lick it. The animal will not bother you. The animal gains the ability to understand the basics of what you say (take me to food, take me to water, protect me from them; that is pretty much what they can understand. You cannot be more detailed than that.).

Cleansing the Spirit (Challenging)

Sometimes corrupted spirits become completely destructive forces. This ritual allows the shaman to heal the spirit before it becomes too destructive. Through chants and the burning of special herbs or incense, the shaman can heal a spirit whose

corruption has not become complete. If it is a corrupt spirit that is causing illness or injury in a living creature, this ritual usually helps.

This ritual can make a secluded, natural place rarely if ever visited by humans (other than shamans or spirit-found changelings) into a pure place.

Crossover (Hard)

This ritual allows the shaman to send his soul across the void. This is a very dangerous ritual that requires the shaman to bring himself to a near-death experience and many shamans do not come back from this. The shaman must go to a pure place and partake of a deadly concoction that will nearly kill him if done properly.

If this ritual fails by 2 degrees of failure or more, the shaman dies. If the shaman succeeds, he is brought to a road that forks. The two forks in the road are the High Road and the Low Road. The High Road leads to the spirit realm, where the spirits of the nature dwell, and the Low Road leads to the land of the dead. Both spirit worlds are full of danger and if something happens to the shaman's body or the connection between his body and soul, he may be lost there forever.

Know the Hour (Average)

One of the shaman's greatest responsibilities is to maintain order and balance, not only between the spirits and his people, but balance in the material world as well. For balance, death is necessary. This ritual allows the shaman to tell if the target is living beyond his allotted lifetime. Death usually takes people who were meant to go, but sometimes mistakes happen, more often now with the advancement of modern medicine. A soul that remains in its body

longer than it was meant to starts to grow corrupt. This ritual allows the shaman to make sure this doesn't happen. The ritual itself consist of talking to the target for at least half an hour about the target's life (for animals, the Shaman must awaken its spirit).

This rituals can be used on ideas, institutions, or buildings as well, but the difficulty level is raised to Difficult. To perform this ritual on something non-living, the shaman must talk to someone connected to the target of the spell and knows a lot about it.

Rain Dance (Challenging)

This ritual asks the spirits of the weather to change their celestial dance in a different direction. The effects of this ritual are not immediate but take time so that they seem natural. A huge storm can be called up but the spirits of the weather move in certain ways. One thing must lead to another. To the observer, the change in weather may seem unusual, but natural. The effects will not cause storms to suddenly flair up without warning or disappear out of the blue. Scientific observation show unusual, oddly timed atmospheric conditions taking place which, while odd, seem perfectly natural, causing the change in weather that the shaman was looking for. Though it is called the Rain Dance, any weather can be created and changed with this ritual.

See Across the Veil (Average)

This ritual allows the shaman to see and hear the spirit world. Usually all that is required for this ritual is minor intoxication, minor revelry, or fasting. The effect lasts for about an hour plus one hour per degree of success. This spell can be canceled with a successful Concentration skill.

Show the Way (Challenging)

One of the jobs of the shaman is to help those who are crossing over into the next world make the transition more smoothly. If successful, the shaman will have an out of body experience and find himself on a dark road beside his target. With the power of this spell the shaman can lead the target to his final destination. The road is long and dangerous, but as long as the target follows the shaman they will both be safe. Once the shaman has finally lead the target to his final destination he will find himself back in his body safe and sound. If the target leaves the shaman, the shaman must find his way back to his body, but the magic no longer protects him. This ritual must be performed within six hours of the target's death.

Spirit's Blessing (Challenging)

With this ritual the shaman asks the spirits to watch over and guide a target. Small things start to go right for the target with up to 2 degrees of success. Those little bits of good luck happen more frequently and large blessings start to happen with three or four degrees of success. With five or more degrees of success most people think that the target must have a horseshoe somewhere on their person (to say it politely).

The details of what happen is up to the GM, but the game mechanics of the spell are the target gets a +2 for a success and +2 per degree of success to all rolls until the blessing is removed by caster (with a successful Concentration check), it is cancelled by other spells, or the duration of the spell elapses. The spell lasts for one week plus one week for every degree of success. If the target is under the effect of a Curse spell or Angered Spirit ritual, each

degree of success for the Spirit Blessing ritual cancels out a degree of success of the Curse spell or Angered Spirit ritual.

The casting of this ritual cannot be modified with spells, rituals, or other powers such as Spirit's Blessing, Blessing, Angered Spirits, or Curse.

At 6 degrees of success this ritual starts causing bad luck for those around the target. All within a (degrees of success of the spell - 5) x 2 metres get a -2 to all roll for every degree of success above 5 on the target of Spirit's Blessing. If two people with 6+ degrees luck/curse bubble come within cursing range of each other the two spells will cancel each other out one success for one success, while they are within range of each other. For example if little Billy has 7 degrees of success in this ritual and big John had 9 degrees of success then when the two of them came within range of each other little Billy would have no success and big John would have 2 degrees of success while within range of each other.

Summoning (Challenging)

This is actually a spell (see the spell section for mechanics), but shamans are capable of learning it. This spell calls a mystical being from wherever it is and transports it instantly to where the shaman is. In order to summon a creature, the shaman must either have its name (a true name would be easier, but the name it goes by works as well), or have a piece of the creature (enough to be able to extract DNA). This spell requires mystic writ.

Visions (Difficult)

This ritual is performed much like Crossover except there is less danger to the shaman, he must fail by 3 degrees of failure or more before he dies, plus his soul remains

in his body. Also, the caster simply needs to be alone. If the ritual succeeds, the spirits give veiled messages to the shaman about what is most vexing him. It takes a successful Riddle skill check with a difficulty level of Challenging, with a + 2 for every degree success from the ritual, if the visions can't be solved by the player.

Voodoo Doll (Challenging)

With this spell, a small doll filled with straw, secret herbs, and a piece of the target, the shaman can cause pain or pleasure from a distance. This spell binds the target and a doll together mystically so that what is done to one can be felt by the other, which is usually only a problem for the living target.

Pins poked into the doll will cause the target to feel pain where the doll was poked. Massaging the doll will give the target the sensation of being massaged. This spell will not cause the target's death, but it

can be used to make the target miserable.

Zombie (Difficult)

This ritual was created by a voodoo priest in Haiti. It's more of an alchemical formula than a ritual and has been adapted by other Cursed. In fact, even mundane humans can cast this ritual.

This ritual allows the Shaman to create a zombie that will follow the wishes of the creator and may be passed down through the family line. This ritual makes a powder that must be ingested by the victim. Soon after ingesting the formula the victim falls ill and dies. After a few days the victim rises from the dead, totally subservient to the Shaman. Zombies do not hunger, do not desire beyond wishing to serve their master, will not tire, and will not rot. Zombies are slow moving and simple minded, so orders must be simple, up to 5 words.

Spells for other Magical Cursed

note When the word mage is used in this section it is referring to all magic using cursed except shamans and summoners. If a summoner is able to cast the spell, it will say so in the description.

Armour (Average)

This spell gives the mage an ultra thin, transparent armor. The armor has 1 armor rating and 5 hit points for a success plus 1 armor rating and 5 hit points for every degree of success.

Astral Projection (Challenging)

Where Shamans can send their souls to the spirit realm, mages can send their consciousness to the astral plane. There is less risk of death while performing this spell

than performing Crossover. When in the astral plane death is easy to come by.

While in the astral plane your body is comatose and you are connected to it by a single silver strand of thought. If the cord is cut or broken, you may never find your way back to your body, and if that happens, your body will eventually die. If you die in the astral plain you die in the material world as well. If something happens to your body and it dies while you are in the astral plane, you will be stuck there until you can find a receptacle for your consciousness. The receptacle must be human and soulless (like an unawakened clone), or at least without a consciousness (like a mages body when he is in the astral realm, but the silver string must be cut).

Banish (Challenging / Will Roll)

note This spell requires mystic writ

This spell can be cast by summoners

This spell repels mystical creatures from an area; extra-planer creatures are sent back to where they came from. If the mage succeeds the spell roll then he must make a will roll vs. the creatures will roll. For every degree of success in the original spell check the mage gets a +2 to will roll.

Mystical creatures from the same plane of existence are repelled for a radius of seven meters (about twenty one feet) plus three meters (about nine feet) per degree of success from the area that banish was cast. This does not work on Cursed.

Creatures banished from a plane of existence cannot return to that plane of existence for one week. Also, in order for a mystical creature, other than one of The Cursed, to enter the area where Banish was cast at, he must make a will save vs. the will roll the mage made when he cast the spell for one week after it was cast. Even if the mystical creature can enter the area, he is at -2 to all rolls and additional -2 for every degree of success the mage got when casting Banish.

Bind Familiar (Challenging)

note This spell can be cast by summoners

This spell can not be used with Enchant Object spell.

This spell is permanent, the Undo spell or a magic eater will not affect it.

This is the spell that started all the stories of demons taking the form of black cats to aid witches. The mage needs an animal to use as a host for his familiar. Cats are popular, as are dogs, rats, ravens,

spiders, parrots (since parrots can mimic human speech, thus allowing the familiar to talk). The next step is to find an entity that cannot enter this realm on their own. This is a specific race, not a random entity, but no source has ever given a name to this race. The mage then strikes a deal with the entity, allowing the entity entrance into this world using the animal as a conduit in exchange for a portion of the entity's power.

The mage casting the spell does not have to be the one to whom the familiar is bound, this could be cast for another person, but the target must be capable of using magic (this does include the blessed). The animal's spirit is destroyed if it was alive, a corpse of an animal can be used as long as it has not been dead more than an hour at the time the spell is started. The entity takes over the body of the animal and is trapped in the animal with limited access to its power. Surprisingly, most of the time the entity is so happy having access to this world that they don't seem to mind the limit on their power.

Over time the entity can gain access to more of its power in its new form. The familiar can communicate telepathically to its mage master but unless the animal is capable of speech, the familiar cannot speak. The animal is not truly alive, and does not need to eat, drink, or breath. For some reason, however, it still requires sleep.

As for the mage, he gains a +2 to all spell rolls and can see, hear, smell, touch, and taste and cast spells through his familiar either when both agree to it or when the mage wins a will roll vs. the familiar's will roll. If the familiar dies, the spirit is released back to its own dimension and the mage is at -3 on all spell rolls for a year. If the mage dies, the animal the entity was possessing dies and the entity is returned to its own dimension with -3 to all magic for a year.

This isn't as big a problem for the mage as one might think. The entities possessing the body are amazingly adept at not dying. They seem to be able to know where not to be, so they never seem to die by accident or caught in crossfire, they seem to have to be specifically targeted to be killed.

A familiar gets the same stats as the animal it is possessing except for Mind stat, which is at 4 and Soul stat which is 4. The familiar gets 15 points to raise stats or get spells, skills, and bonuses. At least 5 point of this 15 must be spent in skills. The skills could be things the entity remembers from before it was bound in this world, or skills remembered by the animal body. The familiar gets one experience point for every ten the mage whom he is bound to gets. The familiar buys everything with these points like a character does except he only pays one point for the first rank in any spell and doesn't need to be taught it, he is simply able to cast it again. The familiar can only buy spell a mystic or sorcerer are capable of learning, except Bind Familiar.

Bind to Your Word (Challenging)

note This spell can be cast by summoners
No Will roll is needed since both members agree to the terms, even if they both do not understand they are entering a magical contract.

With this spell the mage binds two people, usually the mage and another person, to an agreement. This spell takes long enough to stipulate each participants side of the agreement and the consequence of what happens to the participants if either or both break their word. The spell is completed when both sides agree and do something to symbolize the agreement like sign a contract or shake hands.

Once the deal is sealed, both participants feel the magic bind them to their oath. If one of the participants breaks their end of the deal then the consequences occur immediately unless the consequences for breaking the oath takes time to build up. If one participant breaks his word, then the other knows that the first broke his end of the deal, and knows that they are free from the deal. If both break the oath at the same time, both have to deal with the consequences. Summoners can learn this spell, and untainted summoners will usually use this spell when dealing with good summoned creatures. This is more to show the creature that the summoner is willing to uphold his end of the agreement rather than to make sure the summoned creature does his.

This spell binds the two to the spirit of the agreement, not the letter. This spell is often used to argue that magic is sentient. Otherwise how would it know what was meant in the agreement? Others state that this spell simply binds them to the idea of what was agreed upon.

Blessing (Challenging)

note If this spell is used with Enchant Object spell, only the person using the object gets the blessing and only while the object is carried on his person.

This spell bestows good luck on the target. They become more likely to win at games of chance. Plans go more smoothly than imagined. Small things start to go right for the target with up to 2 degrees of success, those little bits of good luck happen more frequently and large blessings start to happen with three or four degrees of success, and with five or more degrees of success

most people think that the target must have a horseshoe somewhere on their person (to say it politely).

The details of what happens is up to the GM, but the game mechanics are that the target gets a +2 for a success and +2 per degree of success to all rolls until the blessing is removed by the caster (with a successful Concentration check), is cancelled by other spells, or the duration of the spell elapses. The duration of this spell is one week for a success plus one week per degree of success. If the target is under the effect of a Curse spell or Angered Spirit ritual, each degree of success for the Blessing spell cancels out a degree of success of the Curse spell or Angered Spirit ritual.

The casting of this spell cannot be modified with spells, rituals, or other powers such as Spirit's Blessing, Blessing, Angered Spirits, or Curse.

At 6 degrees of success this spell starts causing bad luck for those around the target. All within a (degrees of success of the spell - 5) x 2 metres get a -2 to all roll for every degree of success above 5 on the target of Blessing. If two people with 6+ degrees luck/curse bubble come within cursing range of each other the two spells will cancel each other out one success for one success, while they are within range of each other. For example if little Billy has 7 degrees of success in this ritual and big John had 9 degrees of success then when the two of them came within range of each other little Billy would have no success and big John would have 2 degrees of success while within range of each other.

Clone (Difficult)

note If this spell is used with the Enchant Object spell, either a certain piece of

DNA must be used to create the object, but no more DNA is needed (in which case it can only be used to create that creature) or some DNA must be used every time the object is cloned (but the object can be used to clone more than just one creature). Whichever method is chosen it must be chosen when the object is enchanted and cannot be changed. Either way, the object can only be used once a month. Also, the raw materials are still needed to create the clone.

This spell is permanent, the Undo spell or a magic eater will not effect it

This spell is both time consuming and difficult to cast. The components are the base material the body of the creature is made up of and a piece of the target, enough to have some intact DNA. This spell takes a month to cast and must not be interrupted, but the caster can take small breaks to eat and sleep. This spell creates an exact duplicate of the target from the instant the sample was taken, so taking a sample from a dead man is useless. The clone will be as alive and sentient as the original target, but the clone lacks a soul. This spell is often used with Transfer Soul, Stasis, and Lair so that the clone remains in the Stasis spell until the original mage dies, upon his death a Stasis delayed Transfer Soul is set off and his soul is sent to the clone ending Stasis. It is normally used in a place the mage has cast Lair. Firstly because it is easier to cast there, and secondly Lair ignores the distance between the two bodies (important as the bodies would normally be out of range).

Commune (Challenging)

note This spell requires mystic writ
This spell can be cast by summoners

This is like the Summon spell and only works on mystical creatures, including The Cursed. Except rather than forcing the target to appear before the mage, the mage simply talks to it by opening a pin hole between the dimensions large enough for sound to travel through. This spell is safer and easier than Summon, all you need is a little information about the target. This spell will work for a target in any dimension, including the same one as the caster.

If this spell is cast through a Ward it allows the target of the Commune spell to use powers through the ward. Only the creator of the Ward can cast Commune through the Ward.

Control (Difficult / Will Roll)

note This spell can be cast by summoners

This spell grants control over another sentient being. The mage must have the target's true name (or at least a part of its true name) or a sample of the creature (enough to be able to extract DNA). After succeeding the spell roll, the mage must make a Will roll vs. the target's Will roll. The mage has control over the being for one task for a success and one task per degree of success of the spell, not the Will roll. Unfortunately the character has no way to know how many successes the player got, but can tell when the spell is weakening, so once they are within one or two tasks left (the more successes the higher the safety margin is) they feel the spell is too weak to safely continue and will either recast the spell or deal with the consequences. If a task is repetitive or otherwise would not end then the compulsion to obey lasts for one

hour plus one hour per degree of success. The mage only has one week plus one week per degree of success to command the target.

Curse (Challenging)

note If this spell is used with Enchant Object spell, the person who activates the object is the victim of the Curse spell. Until the curse is broken, or the object is destroyed, the bearer can not stop keeping the object on his person.
This spell can be cast by summoners

This spell plagues the target with bad luck. Machines will break down while the target uses them, the target loses at games of chance, plans fall through. Murphy's Laws goes into overdrive for the target. Small things go wrong somewhat more often than usual with up to 2 degrees of success, small things go wrong much more frequently and large things start to bother the target at 3 or 4 degrees of success, and grave misfortune follows the target at 5 or more degrees of success.

The details of what happens are up to the GM, but the game mechanics for this spell are the target gets a -2 for a success and -2 per degree of success to all rolls until the curse is cancelled by the caster (with a successful Concentration check), undone with other spells, the curse is broken (there must be a condition for the target to break the curse himself) or the duration of the spell elapses. The spell lasts for one week for a success plus one week per degree of success. If the target is under the effect of a Blessing spell or Spirits Blessing ritual, each degree of success for the Curse spell cancels out a degree of success of the Blessing spell or Spirits Blessing ritual.

The casting of this spell cannot be

modified with spells, rituals, or other powers such as Spirit's Blessing, Blessing, Angered Spirits, or Curse.

Divination (Challenging)

note If this spell is used with the Enchant Object spell, the user of the object does not get the bonus to Riddle roll unless he also has the Divination spell (or similar power or ritual).

This spell grants the mage insight. With this spell, the mage can see patterns in seemingly random things such as the order cards are drawn, the way, and what numbers, are rolled on dice, or the way animal guts spill when the animal is hung up and gutted.

The pattern shows all possibilities, which is too much for the human mind to comprehend. Successfully casting this spell allows the mage to see and focus on the piece of the pattern showing the most relevant and likely outcome for what the mage is trying to divine. When the pattern is seen, it takes a Riddle skill check with a difficulty level of Challenging, at +2 for every degree of success from the spell to focus on the part of the pattern the mage is trying to find out and understand what the premonition means. Only the mage casting the spell can make the Riddle skill check. The answer is always vague.

Enchant Object (Average)

This spell allows the mage to place one or more spells into an object, thus creating a magical item. Spells in an enchanted object never wear out, they can only be activated or deactivated and reactivated by a successful Concentration check. On a success one spell may be placed in an object and for every 2 degrees of success another spell can be placed into

an object. A mage doesn't need to put all the spells available into the object, but he does know how many an item can hold. After this spell is cast the mage has a week to start putting the spells into the object. After Enchant Object spell is cast the mage (or a different mage) must cast the spells to be put into the object on the object, the difficulty of the spells being put into the object is a difficulty level easier than casting normally. If a Will roll is needed for the spell then the person casting the spell into the object makes the Will roll.

A concentration skill check at the difficulty level of the spell being activated is needed to activate or deactivate an item. If the item is worn (ring, shirt, even a button on a piece of clothing) it must be deactivated to put on or take off or it deals damage to the wearer equal to one point of damage per degree of success in the Enchant Object spell and the spell still activated combined. Enchanted objects can be used by anyone even mundane humans (if it is explained to them how it works).

For reasons no mage can figure out, iron is harder to enchant than any other material. The difficulty level for enchanting an object made of iron is 2 degrees more difficult, and cold iron is 3 degrees more difficult. If the Enchant Object spell works on the iron or cold iron item, the difficulty level of the spells being put into the item is the same difficulty level as putting a spell into any other item.

Unless completely destroyed the item repairs itself. If the item is destroyed it causes an explosion of 2 points of damage per success and 2 points of damage per degree of success for each spell embedded in the object, including Enchant Object spell. This explosion deals its damage to everything without cover in a range of 2

meters per success plus 2 meters per total degree of success radius. For exact rules on destroying magical items, see the GM book.

For spells with effects determined by degrees of success (such as Improve Self), the degrees of success are determined by the degrees of success when the spell is being cast into the object, but is not affected by the degrees of success of the original Enchant Object spell. If the spell being cast into the object fails, it becomes a cursed item. The object will connect to whoever uses it first and will find its way back to him until his death, or the curse is broken. The nature of the curse is determined by the spell that failed.

If Enchant Object spell is placed on an object to be enchanted (Enchant Object spell has already been cast on it) it becomes a magic eater and will cancel all magic around it. It will devour a number of degrees of success from all surrounding spells and magic in magical items at a rate of the sum of successes and degrees of success from both Enchant Object spells in the object per second in a range of 2 meters for the successes of both Enchant Object spells plus 2 meters per total degrees of success of both Enchant Object spells. For the purpose of a magic eater, psychic powers and shaman rituals also count as magic. An enchanted item that has another spell in it can not become a magic eater. No one has been known able to create magic eater that can be turned off or controlled using any of the variations that Enchant Object has.

Magic items on the user's body cannot usually effect the user when he is separated from body. A Magic item will not affect the mind self of a mage in the Astral Plane or the spirit self of a shaman in the Spirit World if the item is left in the physical world. There are a rare few exceptions, but

they must either have been created that way, or it was the outcome of too much magic being put into the item. Magic items that cross over to another plane of existence is not one of the commonly known variations.

A item that was changed by Glamour cannot be enchanted while it is Glamoured. Once the Glamour is removed it can be enchanted. Enchanting items can not be changed by Glamour.

An enchanted object can be used through a Ward if the mage who created the Ward is also the mage who either cast the Enchant Object spell in the first place or cast the spell being used through the Ward in the first place, or both. If the mage was not the one who cast the Enchant Object spell or the spell in the object being used, it will not work. An enchanted item cannot pass through a ward unless all spells used to make the magical item were cast by the mage who cast the Ward spell.

Some spells react differently when used with Enchant Object spell. If the spell behaves differently then it normally would it will mention in the notes of that spell what will happen when it is used with the Enchant Object spell. If a spell requires mystic writ, the mystic writ must be added to the object, unless otherwise noted in the spell. Only magic spells can be used for Enchant Object, not Psychic powers or shaman rituals.

There are a few variations you can make to magic items to make them a bit different from the run of the mill magic item. These variations will raise or lower the difficulty level of this spell. If the difficulty level goes over Nigh Impossible, then just keep adding 5 to the target numbers needed to cast the spell for each additional difficulty level. A mage with this spell learns one variation for every rank he gets in this spell. These variations are:

Trigger - A concentration check is not enough to activate the object, there is something else needed to be said or done to activate it. (+ 1 difficulty level)

Trigger Only - The trigger is the only way to activate the item. (+ 2 difficulty levels)

Cursed - Either something was intentionally made wrong in the spells put into the object or there is an added problem associated with the object. (- 1 difficulty level)

Always Active - The spells are always in effect and cannot be turned off. Unlike most magical artifacts, the spell casts in the object do not effect the bearer, but the object itself. The object then convey the effects of the spell onto the bearer. With this variation the bearer is not harmed when removing or putting on an activated object. (+ 2 difficulty levels)

Personal Global - With this variation a spell that would normally affect a target effects all possible targets within a twenty foot area, (+ 1 difficulty level)

Random Magics - Rather than putting specific spells in an object, the item has random effects when activated. The effects are chosen by the GM and are rarely what is needed at the time. This uses up a spell slot in the item. (- 2 difficulty levels)

One Time Use - The item can only be used once, then the item is consumed or broken. The consuming or breaking of the object is the trigger and will not cause an explosion unlike other magical items. (- 2 difficulty levels)

Works Better For ... - With this variation the

item was meant to be used by a specific group, be it undead, shaman, blessed, Catholics, whatever. When a member of the specific group uses the item or power in the item keyed to the specific group (the creator can choose if one power or all work better) then the item acts as if the creator got 2 degrees of success more when putting the power in the item than he actually did. The item can still be used by someone who isn't of the keyed group, but do not get the bonus. If the item was not meant to be intelligent, it gets a 10% chance that it will be intelligent and see the group it was keyed for as being superior to everyone else. If the item was meant to be intelligent then it has a 10% chance to believe the group it Works Better For is superior to everyone else. (+ 2 difficulty levels)

Works Better On ... - With this variation the item was meant to be used on a specific group, be it undead, shaman, blessed, Catholics, whatever. When the item or the power keyed to the group is used on the specific group (the creator can choose if one power or all work better) then the item acts as if the creator got 2 additional degrees of success putting the power in the item. The item can still be used on someone who isn't of the keyed group, but does not give the bonus. If the item is a weapon and the whole item is keyed to work better on a group the 2 degrees of success bonus adds to damage, but not to hit. If the item was not meant to be intelligent there is a 10% chance it will be and obsessed (either for or against the group it is keyed to, which is determined by the powers) with the group it is keyed for. If it is intelligent there is a 10% chance it will become obsessed with the group it is keyed to. (+ 2 difficulty levels)

Only For ... - This variation causes the item or the power keyed to the group (the creator can choose if one power or all work only for the group) to only be usable by a specific group, be it undead, shaman, blessed, Catholics, whatever. Unless it has Trigger Only or Constantly Active, a Concentration check is still needed to activate it.

This variation does not give bonus degrees of success for the group using it and cannot be stacked with Works Better For ... variation. If the item was not meant to be intelligent then it gets a 15% chance that it will be intelligent and see the group it was keyed for as being superior to everyone else. If the item was meant to be intelligent then it has a 15% chance to believe the group it was intended for is superior to everyone else. (+ 4 difficulty levels)

Only Works On ... - This variation causes the item or the power keyed to the group (the creator can choose if one power or all work only for the group) to only be usable on a specific group, be it undead, shaman, blessed, Catholics, whatever. This variation does not give bonus degrees of success except if it is a weapon in which case it gets + 2 degrees of success for damage, but can be used as a normal weapon against other things. This variation cannot be combined with Works Better On ... variation. If the item was not meant to be intelligent there is a 10% chance it will be and obsessed (either for or against the group it is keyed to, which is determined by the powers keyed to the group) with the group it is keyed for. If it is intelligent then there is a 10% chance it will become obsessed with the group it is keyed to. (-2 difficulty level)

False Aura - This variation gives a false reading to anyone trying to cast Identify on

the item. It either reads as having a different power than it actually has, no power at all, or more powerful than it actually is depending on what the creator wants it to do. If the caster of Identify gets double the amount of degrees of success than he would normally need, he gets an accurate reading of the item, but the creator gets the information about the caster if the creator is still alive (see Identify spell). This is a major reason this power is put into an item. (+ 2 difficulty levels)

Better Usage - This variation simply allows an object to do what it is meant to do, but to a mystical level. For instance, glasses that see through illusions, or a mirror that shows the soul of the person looking into it. This variation takes up a spell slot. (+ 2 difficulty levels)

Intelligent Item (self-aware) - The item is intelligent and self-aware. It will have some means of communicating, either telepathically or verbally (to have both will increase the spell's difficulty level by another + 1). The personality is determined by the creator, at least at first, it may develop a completely different personality over time. (+ 2 difficulty levels)

Intelligent Item (semi-aware) - While the item is aware of its surroundings, it is not aware of itself as an individual item, just as a tool and knows whom they are meant for. These items are not truly intelligent, but are able to somehow find their way into the possession of those who are meant to have them. Excalibur is an example of this type of intelligent item. (+ 1 difficulty level)

Keyed to Destiny - This trait makes the item important to the fate of a society, country, or

the world (a group the size of a city or smaller will be a + 1 difficulty level, a group the size of a country will be a + 2 difficulty level, and effecting the world will be + 4 difficulty level).

There are two levels of this variation. The first level of this variation, the creator of the object has no control over how the object will be keyed to destiny (except what group the object will effect) or if it will be for good or evil. After creating the object, the creator will have prophetic dreams about what the object's destiny and it's use. This level gives a + 1 difficulty level. The second level allows the creator to decide whether it will be for good or ill that the object will be used to the effect of those it is keyed to, it also allows the creator some control over how it will actually effect destiny. This give + 3 difficulty levels. This variation adds powers to the item that the creator have no control or knowledge of until it is used to advance the destiny the item is meant for. If this variation is added to an object that has either version of Intelligent then it will know whom it was meant for and will find it's way to it that person, otherwise, destiny waits for it to reach someone who it can use to fulfill the objects purpose. Those who recognize these things recognize these objects as a tool of destiny.

Fly (Difficult)

This is one of the most noticeably mystical spells a mage can learn. With this spell the mage can allow a target to fly. This spell works much like flying a helicopter. It creates forces, controlled by the target, that will raise, lower, and move the target forward and backward. The target can fly at up 1000 meters (about 3000 feet) in the air and at speeds of up to 100 kph (about 60 mph) but unless the target has the

Fly skill, he cannot easily control his flight at more than a walking speed.

This spell also protects the target from any detrimental effects that such speed and heights might cause a human body. A successful Concentration skill check is needed to stop flying.

This spell lasts until cancelled with a Concentration check Hard. Until the spell is cancelled, the mage always remains at least seven and a half centimeters (about three inches) off the ground.

Heal (Difficult)

This spell allows the mage to heal himself or others. The spell triggers the target's immune system and the body's ability to repair itself. One health level is restored on a successful roll plus one health level per degree of success. This spell carries a great danger, there is a 5% chance per health point regained from this spell per casting that this spell will cause cancer in the target.

Homunculus (Average)

note Summoners can cast this spell.

This spell can not be used with Enchant Object spell

With this spell the mage can create a servant. The servant must be created by the mage out of something such as clay, Lego, pieces of old toys, carved from stone, whatever. It must be no more a foot tall and must resemble a human. If the humanculus is spotted by a non-Cursed, non mystical human doing something it should not be able to do, the servant loses the spark of life that animates it. The human must believe that it is not capable of this. This spell requires mystic writ. Humanculus stats are: Health: 4 Body: 4 Mind: 4 Social: - Soul:-

Identify (Average)

note If this spell is used with Enchant Object it is only on long enough to look at one target. It will not remain active until turned off. The Always Active variation will not work with this spell.

All Cursed can sense magic, but few can accurately pinpoint it. That is where this spell comes in handy. Identify heightens this sense, allowing the mage to pinpoint details of the source of power, or see if there is mystical power in an item or creature.

First the mage must concentrate on the source (Concentration skill check difficulty level Average) then cast the spell. If the Concentration check and spell is successful, then the caster can see the magic of one target he looks at or one source of power he feels.

If the target is a source of power he feels then on a successful roll the mage can tell how far away the source is within 10 yards -2 yards per degree of success. At the first degree of success the mage can tell which direction the source is, at the second degree of success the mage can tell if the source is sentient or not, the third degree of success tells the mage what the source is, as in fellow Cursed, undead, magic item, etc., and the fourth degree of success tell the mage exactly what it is (i.e. type of Cursed, type of magical creature, exact spell, exact item and nature of the enchantment on it).

If the target is something the mage is looking at, and is the size of a car or smaller, then he can see any magic that is on the target; it is clearly visible. For example, if the target is a person, the mage could tell if the target is mystical, and also if there are spells cast on him. The mage could also identify any magic items that are clearly

visible such as a jacket or hat, but not something completely in his pocket or under clothing. If the target is something the mage is looking at and is bigger than a car, for example, a building, the mage could see if the entire building was magical, or a place of power. He could also see, but not identify, magic on parts of the building clearly visible. Identify can not be used to scan an area, however. One target must be concentrated on at a time.

If cast on an object or person rather than just a source of power, the first success tells if the target is magical. The Concentration skill check is still needed.

At six degrees of success and higher the magic becomes so powerful that the source, if sentient, can tell the same thing about the mage at the same rate -4 degrees of success. This spell takes about 3 rounds to cast.

Illusions (Challenging)

note If this spell is used with Enchant Object spell, the illusion can not be changed. Every time the object is used, it will project that illusion.

This spell allows the mage to convince the target that he either sees, hears, touches, tastes, or smells (or any combination there in) something that isn't there. A successful roll is needed for a simple trick to one sense, for a complex illusion or a second simple trick one degree of success is needed. For a basic, simple illusion, that effects all the senses you need the successful roll and four more degrees of success. For a complex illusion that effects all five senses you need the successful roll and nine degrees of success.

The illusion can be controlled and manipulated if the mage make a

Concentration check of Average for every change. If the situation can be monitored, an illusion could be a safe way of meeting in an otherwise dangerous situation.

Once an illusion is seen through and is actively disbelieved with a concentration check of Challenging plus five for every degree of success in the illusion, or is utterly proven to be false (like biting into a rock made to look like an apple) it is dispelled. If someone knows it is an illusion but does not actively disbelieve it, the illusion will continue to exist. Many mages have used this spell to pass on messages or warning through the ages. If combined with Stasis spell and both spells are increased one difficulty level then the illusion will happen every time certain conditions are met, such as a ghostly voice issues a warning every time a specific door is opened.

Money has a special type of magic. People believe in it, people need it, people love it, people worship it. This magic protects money from illusions. It is impossible to make exact copy of any form of accepted currency. Illusions can make copies of common currency that could fool the casual observer, but will not fool those who work closely with money, or counterfeit money detection methods.

Improve Self (Challenging)

With this spell the mage can raise one primary stat by 1 for a successful + 1 for every degree of success, or one secondary stat by 1 plus 1 for every three degrees of success. No Cursed can have his primary stat raised beyond 10 (Body, Health, Mind, Soul, Social), or above 8 for normal humans but a secondary stat can be raised to whatever the bonus will take it to. If this spell is cast directly on the persons body and is in effect for more than 24 hours then this

spell starts to tear apart the body causing 1 point of damage per degree of success per day. Only one Improve Self spell can effect any one stat at one time, but a character can have Improve Self spell on any or all of his stats at one time.

Lair (Challenging)

note This spell can be cast by Summoners
This spell can not be used with
Enchant Object spell.

This spell helps align the mystical energies in the area to be more harmonious with the mages magics. This must be done in a private place in which no one else, or only those of like mind to the mage, has access to. This spell makes spell casting easier by one difficulty level in the mage's Lair. The mage is always aware of the goings on in his lair, and if a spell has a maximum range, it is ignored if the target is in his lair.

This spell can be worn away by the presence of those of different philosophies and magical view points. For every half hour someone who is of opposing magical styles are in the mages lair, a degree of success is worn away. If an opposing mage is in the lair and there are no more degrees of success to be worn away, the spell fails.

For like mindedness, the GM must consider how the mage uses his magic. For instance, a sorcerer who spends much of his time summoning creatures and forcing them to do his will could have a typical summoner in his lair with on ill effect (to the lair spell). Now a mystic who is bubbly and playful and likes to use his magic to play pranks or teach lessons could have a changeling who has picked up the many of the fey's personality traits in his lair, but if the typical summoner entered this mystics lair, the spell would be

eaten away in no time.

This spell can be reinforced. Once every phase of the moon, the mage may repair damage done to the spell caused by intruders. The mage must cast the spell and, if successful, the degrees of success will be added to the old spell to the point the damage done is repaired. For example, let's say the mystic's lair from the earlier example was invaded by the summoner. If the spell had four degrees of success and the summoner stayed for an hour, knocking off 2 degrees of success then leaves. The mystic can cast the spell again during the next phase of the moon. If he does so, and gets three degrees of success then only two will be added, since that was all that was lost.

Necromancy (Challenging)

note This spell can be cast by Summoners

This spell allows the mage to call and speak to the dead. The mage must either know the name of the target (or a name the target went by) or have a piece of him. The spirit must answer one question honestly for a success plus one question per degree of success and they are the first few questions. The mage never knows when the spirit is no longer compelled to speak the truth, and the spirit can leave when no longer compelled to be honest but does not need to leave when it is over.

With too many degrees of success this spell carries a great deal of danger. For every four degrees of success the spirit is drawn closer to this realm. The spirit will draw on the life force of the mage and will age him rapidly one year for every four degrees of success.

Reverse the Clock (Challenging)

note This spell is permanent, the Undo

spell or a magic eater will not effect it.

This spell requires mystic writ.

This spell allows the target to grow younger. If cast successfully the target ages in reverse for 1 year for a successful roll plus 1 year per degree of success, the character ages in the normal amount of time, but it is in reverse. Failure produces some signs of rapid aging, but these things are superficial and wear off in a week per degree of failure.

Sleep (Average/ Will roll)

This spell forces a target to go to sleep. When the spell is cast properly the mage and the target must roll will checks. The mage gets a plus two (+2) to his will roll for every degree of success. If the mage succeeds at this spell, the target falls asleep within 1 minute of the spell minus ten seconds for every degree of success the mage beat the target by in the Will check to a minimum of ten seconds. The target will sleep for thirty minutes plus thirty minutes per degree of success. It takes about 1 minute to cast this spell. The mage must be able to see the target at the time of the casting. The mage can be watching the target on camera from a distance, but the mage must be watching the target live, not recorded from earlier or it will not work. If the target takes damage then he is awakened.

Stasis (Challenging, Will roll)

This spell freezes a target in time until certain conditions are met. This can be cast on a sentient being, an object or a spell so it won't go off until the conditions are met. If used against a sentient being, the target can get a Will roll versus the Will of the caster, but the caster gets a +2 to his Will roll for every degree of success he got in this

spell. The target can no more or be effected by time until the end of the spell. The target can, however, be damaged by acts of violence.

Summoning (Challenging)

note This spell requires mystic writ
This spell can be cast by Summoners
In order for this spell to be used with Enchant Object spell, the object must project, or create the mystic writ in the appropriate area and of the appropriate size for the spell. Also, either a piece of DNA or name must be used at the creation of the object (in which case only that creature can be summoned with this object) or a piece of DNA or Name must be used every time the object is used (but the object can be used on any mystical creature). The choice must be made at the creation of the object and can not be changed later.
This spell is permanent, the Undo spell or a magic eater will not effect it

As this is the Summoner's claim to fame, of course they can cast this spell. Others can cast this spell, but the Summoners are all about this spell. This spell calls a mystical being from wherever it is and transports it instantly to where the mage is. In order to summon a creature, the mage must either have its name (a true name would be easier, but the name it goes by works as well), or have a piece of the creature (enough to be able to extract DNA).

Most mages summon creatures inside of wards so it is trapped when it gets here until a deal or dominance is established to protect the mage, few entities like being

summoned. This spell requires mystic writ. Normal, non-mystical people are capable of casting this spell on occasion.

Teleportation (Varies)

note If this spell is used with Enchant Object spell, the object can only teleport the user to one fixed location. The location which the object teleports the user to can not be changed later.
This spell is permanent, the Undo spell or a magic eater will not effect it

This spell allows the mage casting it to cease being in one location and begin to exist in another. The place being teleported to must be known to the mage. If the location is a place the mage has the spell Lair cast on it then the difficulty level is Easy. If the mage knows the place well the difficulty level is Average, if it is a location that the mage has only been to a few times, the difficulty level is Challenging. If the location is a place the mage has only seen in pictures then the difficulty level is Hard. If the mage has never even seen the place before, then the spell cannot take him there.

This is an odd spell since it takes about 3 rounds to cast with an Average Concentration skill check to cast on the run. Aside from being so quick to cast and easy to cast on the run, the other oddity about this spell is the stipulation that it cannot be cast in front of mundane witnesses. That is to say it cannot be cast if it is obvious that the caster is teleporting. The mage can cast it in the middle of a busy street, as long as no one is really paying attention to the mage. If someone is watching the mage, not just glancing at another shape in the crowd, but actually paying attention to the mage, then

this spell cannot work. If the mage is being chased and ducks behind something and either lose the pursuers, or could have logically hidden somewhere, then the spell will work. Also, if the mage is being video taped and no one is watching him he can still cast the spell, but if someone is watching him while he is on camera then it will not work. If the mage teleports from a crowd when no one is really paying attention, then it's like he was never there, no one remembers seeing him before he vanishes, and if he teleports while being videotaped then the tape goes back to the last time he appeared on it and erases him from the tape, like he never walked onscreen in the first place.

The spell will also not work if the place he teleports to cannot be reached by the mage without magic or if there are witnesses there. His room in a house that is completely locked up he could get to, because he could have unlocked and re-locked the doors when he got there, as long as no one else was in the room, but he could not get into a bank vault that is completely locked up, nor can he just appear in the middle of the dance floor in the local nightclub in a crowd of people there. He could however show up in an unoccupied bathroom stall.

Other Cursed or mystical creatures do not count as witness. This spell can be cast on another Cursed, but not someone who is in no way a mystical creature.

It is rumoured that this spell never had such requirements before, but an easier and less conspicuous version of the spell were created by a mage looking to hide the fact that wizards and witches were hiding among humans and stop the humans from finding and burning them. It is said that he made this weaker version of the spell to

distribute and convinced or silence all the other Cursed that knew the original version of the spell so that no one else would be able to use it and threaten to let the normal humans know about the spell. There is another school of thought that says the magic itself decided to limit this spell because it was too dangerous for people to have it. Most Cursed don't like the second theory because if that's true then magic is more than just a tool, more than just an ends to a means, it means the magic is at least somewhat sentient, and may have plans for its practitioners.

Distance is not a factor in this spell, but the location must be on the planet the mage is on and it must be in the same realm.

This spell will take anything that the person is holding. It is possible to take larger objects such as cars or trucks, but not something as large as a building. Such attempts can make the casting of the spells more difficult because large objects disappearing and reappearing somewhere else are more likely to be noticed than just one person, and hence, cancelling the spell. The caster can also take other mystical creatures with them, but can not send someone somewhere if the caster does not go with that person.

This spell is not interrupted if witnessed by an animal (other than a mundane human). Animals can be taken with the caster as well.

Transfer Souls (Challenging/Will roll)

note This spell requires mystic writ

This spell can be cast by Summoners

This spell allows the transfer of people's souls and minds (the targets keep their Mind stat and Soul stat, but get the stats of the other target. They may gain

Pretty Face / Nice Personality depending on the attitude of the individual) , it can also transfer a soul and mind trapped with Trap the Soul into a body.

If the mage is casting it on two other people and he is not involved in the transfer then the will roll is against the victim with the highest Will stat and gains a + 2 from the second victim. The mage must get at least 2 degrees of success for this spell to be permanent. Otherwise, the two souls will detach from the body and find the body (or object) that it was in before the spell was cast after a week. This spell normally has a range of within sight. This spell requires mystic writ.

If a target of this spell learns to transfer souls as well and tries to get his body back then he gets a +2 to the spell roll and the will roll, even if the person who originally stole the body is not the one who is currently in the body. When the soul leaves the body, it leaves a fragment behind. This fragment remembers the original soul and wants to be reconnected. If someone is taking back his own body and succeeds then only a success is needed for it to be permanent. If the original soul passes on because the body he was in at the time dies then the soul can not get the body back, but can get a +2 to possessing it if he can possess bodies.

This spell can be used on bodies without souls such as clones or shamans using Crossover or Show the Way or bodies without minds like someone traveling mentally in the astral plane. If used on a target that the soul or the mind is not in the body but connected mystically, the connection is cut and the soul or mind is lost.

Trap the Soul (Challenging/ Will roll)

note This spell requires mystic writ

This spell can be cast by Summoners
To use this spell with Enchant Object, the enchanted object can not contain the soul. The user must have another receptacle to hold the soul. This spell is permanent, the Undo spell or a magic eater will not effect it

It is believed that this spell was a failed attempt at immortality. The effect of this spell is to take the soul and mind (the targets keep their Mind stat and Soul stat.) of a dying person and place it in an object. Many intelligent magical artifacts are created by this spell.

If successful, the target of this spell has his soul and mind ripped from his body and the body dies. This spell only works on living things, it will not work on the dead. The soul is then tapped in some non-living, non-thinking object. If the object has moving parts the soul can move them. If the object has a means of communication (i.e., radio, voice synthesizer) then the controlling soul can use that to communicate with, otherwise, it can speak through a whispered, barely audible, disembodied voice which sounds like it is coming from the object.

The soul remembers everything from when it was alive, and if the soul was a Cursed, it can still use its magic, but it must succeed at a Magic skill check with a difficulty of Challenging (Psychics must make a Concentration skill check with the same difficulty).

The soul will remain trapped in the object until it is either destroyed beyond recognition (otherwise the object repairs itself, over time) or the mage that trapped the soul releases it with a successful Concentration skill check. If the mage that

cast the spell dies before the trapped soul is released the only way for the soul to be free is to destroy the object.

Unaging (Hard)

note This spell requires mystic writ
This spell can not be used with
Enchant Object spell
This spell is permanent, the Undo
spell or a magic eater will not effect
it

This spell is incredible difficult to perform, and failure can result in death or worse. This spell causes the body to cease aging. If the spell fails by 2 degrees of failure or more then another roll is made. If that roll succeeds then the mage becomes a lich, otherwise, the mage dies. This spell can only be cast on performing mage. This spell cannot be canceled.

Undo (Average)

This spell undoes a spell that is in effect. On successful roll this spell cancels out a degree of success (or the spell out right, if the spell being canceled just succeeded) of the target spell. Each degree of success eliminates another degree of success of the target spell until one of the two spells run out of successes. This spell will not work on spells that the effects are permanent such as Trap the Soul, or Clone, unless the Undo spell is cast while the permanent spell is being cast. The mage casting this spell must know what the spell they are cancelling out is. This spell takes 3 seconds (1 round) to cast.

Wards (Challenging)

note This spell requires mystic writ
This spell can be cast by Summoners
In order to use this spell with

Enchant Object spell, the object must project or create the mystic writ required for the spell in the appropriate area and of the appropriate size for the spell. The spell will only last for as long as the mystic writ is still there.

What this spell does is create a barrier against the mystical. Most magic cannot cross the ward (the spell of the mage that created the ward can cross), neither can mystical creatures such as demons, undead, nor fey. Magic items can not be brought across the ward, except for those created by the mage who created the ward (talismans created by a summoner who created the ward can be brought across because they are considered created by the summoner). Weak mystical like The Cursed can cross the ward, but are hurt by it. 1 point of damage plus 1 point per degree of success is dealt to the Cursed crossing the ward, or per turn if the Cursed remains over the ward, but Cursed can sense a ward before he wanders into it, so he can't be lured into it, at least once he knows what that feeling is. The mage that created the ward is not harmed by crossing the ward, but once the mage crosses the ward the spell is canceled. A successful Concentration skill check is needed to cancel the ward if the mage does not cross it.

If all portals (i.e. doors, windows, cracks) in an inclosed area are warded than spell and mystical creatures can not get through or even damage the structure surrounding the area through their own means (but can use mundane items to damage it). If a new hole is created in the structure and is not warded then the structure is no longer protected by the ward. The exception to entrances not warded not breaking the protection is if there was no

ceiling on the structure in the first place. The top does not need to be warded in order to protect the structure, but those mystical creatures that can fly or teleport can enter (it will still stop magic from entering the area from outside).

Wards must be in as close to a perfect circle as possible, unless used to ward a portal such as a door or window. When used to ward a portal then the ward must adhere to the shape of the portal. The mystic writ used for the ward of a portal must be within 2 centimeters (5 inches) of the edge of the portal.

When the Ward spell is used to protect a portal it covers the portal no magic or powerful mystical can enter the portal, and weaker mystical will be harmed. If all portals on a wall are warded than that whole wall is protected. If all portals leading out of a building are warded the whole building is warded.

A normal ward made in an enclosed location such as a cave or room will go from barrier to barrier (floor to ceiling, wall to wall) and will not cross between either barrier. If there are holes in the barriers that close off the ward than the ward will seal off the openings with the power of the ward. Or the ward will travel into the next enclosure. For example, if there is a hole in the ceiling the size or larger than the mystic writ so the ward would go through it will go to the ceiling of the room above. If the hole were smaller than the Ward or was off to one side than the hole, or any part of the hole ver the ward will be capped off with a ward so the room above will not be effected. If the hole

above the ward left the ward go into an unenclosed area than treat the ward like it is made in th open.

If a Ward is cast in the open than the height of the Ward is three times the diameter of the Ward. It caps off somewhat rounded, like a glass of water about to overflow with water. For example, if the mystic writ for the ward is 2 meters (6 feet) than the height will be 6 meters (18 feet).

If the area being protected is more than 10 meters squared (30 feet squared) then the mage casting the ward gets a -5 to his spell check for every 3.3 meters squared (10 feet squared) in the area being warded.

Weather Control (Difficult)

This spell give the mage power over the weather, to an extent. The mage can cause great storms to appear, or disappear as the case may be, but not instantly. When the mage cast this spell, it causes the atmospheric conditions to change to allow the change in weather as soon as possible.

Zombie (Difficult)

note This spell can be cast by Summoners
This spell can not be used with Enchant Object spell.

This spell is exactly the same as the Shaman ritual. Technically a Summoner can learn to cast this spell as well, but so can non-Cursed, non mystical people which is why most consider this more of an alchemical formula rather than a spell.

Psychic Powers

Note Unlike spells, psychic powers can be

used instantly and requires only thought. In

order to use a psychic power, however, the Psychic must first successfully make a Concentration check at the same difficulty level of the power. If the Psychic tries to use a psychic power but fails the concentration then the action fails, if it succeeds then the psychic power check is then needed.

Also, many powers require eye contact. Eye contact for these powers can be ignored if the psychic has at least 20 ranks in the power and takes a -15 to his roll.

Animal Ken (Challenging)

This power allows the Psychic to communicate with animals. That is, it allows the animals to understand what the Psychic is saying and allows the psychic to understand what the animal is trying to say through its vocal and body language. A successful use of this power allows ten minutes of communication, plus five minutes per degree of success. In order to have this power the psychic must be an animal lover.

Astral Projection (Average)

While many mages can travel to the Astral realm, it is truly the domain of Psychics. It is easier for them to get there, plus while there all their powers and Concentration checks are a difficulty level lower, but will only work on targets that are also within the Astral Plain.

While in the astral plane your body is comatose and you are connected to it by a single silver strand of thought. If the cord is cut or broken, you may never find your way back to your body, and if that happens, your body will eventually die. If you die in the astral plane you die in our world as well. If something happens to your body and it dies while you are in the astral plane you will be stuck there until you can find a receptacle for your consciousness. The receptacle must be

human and soulless (like an unawakened clone), or at least without a consciousness (like a mage's body when he is in the astral realm, but the silver string must be cut).

Bio-Regeneration (Difficult)

This power allows the Psychic to heal himself or others. The power triggers the target's immune system and the body's ability to repair itself. One health level is restored on a successful roll plus 1 health level per degree of success. This power carries a great danger, there is a 5% chance per health point regained from this power that this power will cause cancer in the target. If the Psychic is healing someone other than himself then physical contact is necessary.

Clairaudience (Challenging)

This power allows the Psychic to extend his hearing to distant locations. With a successful use of this power the Psychic can hear what is going on in an area anywhere in the world he knows as if he were there, for up to one minute plus one minute per degree of success.

Clairvoyance (Challenging)

This power allows the Psychic to extend his sight to distant locations. With a successful power check, the Psychic can see in an area anywhere in the world that the Psychic knows as if he were there for up to one minute plus one minute per degree of success.

False Memory (Challenging/ Will roll)

With this power the psychic can implant a false memory of the psychic's creation into the mind of the target. This power adds up to five minutes for a success plus one minute per degree of success of a false memory created by the psychic into the

mind of the target. Every degree of success give the psychic a +2 to the Will roll. The target has no idea that a memory has been added this way unless the psychic tells him.

To use this power, the psychic must make eye contact with the target. If the psychic wins the power check he must make a Will roll against the target. Unless the target has this power, he can not completely forgo the Will roll. If the target is willing, but does not have the power then the Will roll is against the target's Will stat.

This power is either usually used with the power Stolen Moments to cover something up, to mess with the sanity of the target, or to give instructions or messages to someone when it is to dangerous or time consuming to explain. If the original memory is not suppressed then the target can potentially remember both memories as if they both happened, and just as clearly. The mind makes the false memory just as hazy or clear as it would have been if it really happened. This makes it very difficulty to distinguish between the really memory and the fake, especially if the fake closely resembles the actual memory.

Mind Control (Average/Will roll)

This is probably one of the Psychics most frightening powers. With this power the Psychic can gain complete control over his target. If the power check succeeds then the psychic rolls a will check against the targets. For every degree of success the psychic get a +2 to his will roll with a successful use of this power, the Psychic gains complete control over the target for 5 minutes plus 5 minutes per degree of success. The Psychic must make eye contact with the target.

Mind Reading (Average/ Will roll)

This is both one of the most basic, yet, incredibly useful powers a psychic may get. With this power there are few secrets hidden from the Psychic. If the power check succeeds, then the Psychic rolls against the targets will roll. For every degree of success in the power check he gets +2 to the will roll. With a successful roll the Psychic can read the surface thoughts for a about thirty seconds (10 rounds). With every degree of success the Psychic can either continue to read surface thoughts or get one random secret from the target. If the Psychic wants specific secrets he must get three degrees of success. The Psychic needs to make eye contact to start reading a persons mind, but can continue reading surface thoughts until the duration stops, to start reading the targets mind again eye contact must be made again.

Premonitions (Challenging)

This power allows the Psychic a glimpse of the future or the past. Sometimes this happens in cryptic dreams, and sometimes Psychics need to use divination tools such as tarot cards, tea leaves, spilt guts, what have you. After the use of this power it takes a Riddle skill check of difficulty level of Difficult, with a +2 for every degree of success from the power to understand what the premonition means. The answer is always vague.

Psychopomp (Average)

note Will roll is needed to control the dead.

This power allows the Psychic to communicate with the dead. The Psychic with this power can sense the presence of powerful spirits of the dead in the area and with a little concentration (Concentration check with a difficulty level of Easy) the Psychic can speak across the veil for one

minute for a successful roll plus one minute per degree of success.

While communicating with the dead, the psychic can attempt to control the spirit of the dead. In order to control the dead, the psychic must force his will on the ghost. The psychic makes the command of the dead spirit and the two enter into a contest of will (the psychic gets a +2 to his will roll per degree of success in the use of this power).

Pyrokinesis (Challenging)

This power allows the Psychic to start or control fire with his mind. It can be used to increase the heat, move the fire in a direction it wouldn't normally go, or put it out to name a few examples.

Read Auras (Challenging)

This power allows the Psychic to read the auras of objects and sentient beings. Auras of sentient beings tell mood and creature type (i.e. normal animal, normal humans, Cursed, undead, fey, etc.), and the aura of an inanimate object tells magical power, if it has an emotional connection to someone (and if the person that has the connection to object is close then the Psychic can see lines connecting the object to the person). The aura of a place can tell the general atmosphere of the place, i.e. a happy place, a sad place, a frightening place, and if something major happened there then the Psychic can see shadows of the event. This power lasts for five minutes plus five minutes per degree of success.

Stolen Moments (Challenging/ Will roll)

With this power the psychic can repress a target's memory. This power can repress five minutes of memory with a success plus one minute per degree of success. Every degree of success with this

power give the psychic a +2 to the Will roll. The psychic must have eye contact with the target to use this power. This power does not completely erase the memory, but suppresses it.

In order to get the memory back a successful use of hypnosis (Soft Science skill) or Mind Reading power is needed. The difficulty level for hypnosis is Difficult with a negative five to the roll for every degree of success the psychic got with Stolen Moments power. The difficulty level for Mind Reading is Difficult with a negative five to the roll for every degree of success the psychic got with Stolen Moments power.

Telekinesis (Challenging)

This power allows the Psychic to move objects with his mind. With a successful roll the Psychic can lift 10 Kilograms (about 20 lbs.) plus 10 Kilograms (about 20 lbs.) per degree of success. This power lasts for thirty seconds per degree of success.

If the psychic is using Telekinesis to take something from someone who is not expecting it, and only has a light hold of the object, it is taken. If the psychic is taking an object from someone who is expecting it then whether he takes it or not is decided with a grapple check. For the grapple check, both the psychic and the target get to roll either Fist Fight skill or Sports, Aggressive (which ever is higher for the individual character). They do not have to use the same skill, but each character must use one or the other, which ever is high for that character). The psychic uses his Mind stat rather than Body stat. If the psychic is fatigued he receives his negative to this roll as well.

This power does not do damage in combat. This power also does not work on incorporeal targets or celestial bodies.

Telemechanics (Challenging)

This power allows the Psychic to open his mind up to machines and allow them to tell him how to properly use and maintain them. In order to have this power the Psychic must be a technophile. This power cannot be used on magical devices, at least it cannot be used to find out how to use magical properties of such devices.

Telepathy (Average/ Will roll)

This is two-way communication of the minds. This power is against the target's will roll. For every degree of success, the Psychic get +2 to his will roll. If the Psychic does not know the target well, i.e. casual acquaintance with the target, then the target receives a +5 bonus to his will save. Unless

the target has telepathy as well, he cannot willingly let down his guard completely. If the target wishes to communicate with the Psychic with telepathy then the target can forgo his roll and the Will check will simply be against half the target's Will stat. If the target and the Psychic know each other well, then distance is no issue for this power. If the target and the Psychic do not know each other well then they must be within seven meters (about twenty one feet) of each other per degree of success. This power will remain active for five minutes for a successful use and five minutes per degree of success. If both parties have Telepathy then it will last until one participant successfully makes a Concentration check to turn off the power

Glamour

The Fey are not just magical creatures, they are the physical manifestations of magic, or so they claim, and a smart person learns quickly that it is foolish to argue with the Fey.

Glamour is their magic, it is their skills, it is their movements, it is what they are. Changelings kidnaped by the Fey often learn watered down versions of Fey Glamour. Typically the Glamour used by Changelings can be broken down into two groups, Illusion and enchantment. Both types of Glamour have a difficulty level of Challenging.

Glamour illusions are extremely powerful, they actually change an object from one thing to another until the illusion is dispelled. A leaf turned into a dagger will cut as well as any knife, bark from a tree turned into armor will protect as well, and a rock transformed into an apple is an apple till dispelled in some way. One could eat the apple but it has all the nutritional value of the

original rock, which is one reason Fey food should not be eaten. If someone ate part of the apple and the Glamour was dispelled what was eaten will remain an apple until it completely leaves the body. This form of Glamour cannot create something from nothing so it may be more accurate to say it is a form of transformation spell that has the same rules as an illusion spell. This form of Glamour can also keep the object looking normal but give it new properties, such as the leaf to a knife example earlier, the Changeling can keep it looking like a leaf but all other properties are that of a knife. It takes only a 3 rounds to use this power.

This power can only be used to create simple objects, without moving parts. Also, it can only create chemicals that are minimally flammable or explosive. The flammable material will only create a small fire and the explosive will only do a maximum of 2 points of damage.

Money has a special type of magic. People believe in it, people need it, people love it, people worship it. This magic protects money from illusions. It is impossible to make exact copy of any form of excepted currency. Illusions can make copies of common currency that could fool the casual observer, but will not fool those who work closely with money, or counterfeit money detection methods.

A item that was changed by Glamour can not be enchanted while it is effected by the Glamour. Once the Glamour is removed

it can be enchanted. Enchanted items can not be changed by Glamour.

The enchantment Glamour that Changelings learn is a lesser form of mind control. It will make the target forget what he was doing and join in any revelry or frighten them off. Victims of such tricks seldom remember what happened but from then on find themselves daydreaming more. This power takes a few minutes of setting the mood (such as singing and dancing) for the effect they want to use.

Giving Your Character Character

So you've rolled up and assigned your character's stats, you've picked your character's skills, you've decided what type of Cursed your character is, and chosen your character's spells or powers, is that it? No, there are still a few finishing touches to make on your character.

Lets start out with money. To figure out what your character has for savings you subtract your total unmodified stats from fifty then multiply by one thousand ((50 - unmodified stat total) x 1000). Characters have a job, or go to school and have student loans or allowance. Unless your character has certain bonuses or penalties your character is assumed to have responsibilities he must fulfill at certain times in order to gain money, and if he does not fulfill these responsibilities at the appointed times this means he will lose out on money, and if it happens to frequently he will probably lose his job, student loan, or allowance as the case may be. Without any bonuses or penalties it is assumed that your character is making enough to pay rent, basic bills and utilities (groceries, phone, heat, lights, rent, etc.), and has \$150 a week spending money.

Now you have 15 points to spend on your character. These points can be used to raise stats, skills, and spells/powers. Stats cost points equal to two times the current unmodified stat point to a maximum of ten. For example, say you want to improve your Psychics Mind stat if it is already 5 (4 natural and + 1 for being a psychic) then it will cost the psychic 8 points to go to the next level. If the Psychic wanted to improve his Soul stat and it was 3 then it would cost 6 points to go to 4. To improve stats you must go up level by level.

Skills and spells/powers cost one point per skill point or spell/power point until the skill or spell/power reaches ten ranks. From eleven to twenty the price is two points for one skill point or spell/power point. From twenty-one on the price is 3 points for one point of skills or spell/power.

Another thing you can spend these points on are extra bonuses. Extra bonuses cost between 1-4 points depending on how useful it should be in play. GMs can alter the value depending on how they plan on running their game.

You can gain more points by taking

extra penalties. These penalties give you between 1-3 points, depending on how much they will effect the character in play. GMs can alter these values depending on how they plan on running their game. A max of 5 points in penalties is recommended. If the

player isn't playing out the penalties that require him to role-play them out, you should either take them away or reduce them and make him pay it off in experience. All unused creation points are lost, they cannot be saved or transfer to another character.

Bonuses

Closer Look (2 points)

Like the mystic, your character can sometimes see through illusions and magical invisibility. When within the range of sight of illusions or magical invisibility the GM makes a secret Perception roll with a difficulty level of Challenging. This includes Spirits that are close enough to manifesting on the material plane that they can communicate with Shamans or Spirit-found Changelings. This does not tell the character what it is they are looking at, just lets them see what is there. This does not work on magical auras naked to the human eye and does not help with the Identify spell.

Cunning Linguist (4 points)

A cunning linguist learns languages faster than most. For a cunning linguist there are only three ranks for each language (rank 1 and 2 are combined and rank 3 and 4 are combined) and each language skill also includes that rank of read skill. A character with this bonus starts out with rank 3 in his native language. This cannot be taken with the penalty Illiterate.

Fast (1 point)

Your character has worked his body to incredible feats of speed, at the cost of a bit of strength. The character can run faster than a character whose Body stat is up to three points higher, and even run faster than a character with Fit bonus who has a Body

stat of one higher. He can only lift as much as a normal person with the same Body stat. This bonus can not be combined with Unfit, Fit, or Strong.

Fey Friendship (2 points)

The good news is with this bonus the Fey like your character, the bad news with this bonus the Fey like your character. When you take this bonus you must choose either the seelie court or the unseelie court. With the court you chose, your character gain +2 on any social dealings, and your character gain a + 1 to social dealings with the other court. If you chose this bonus twice your character is at +3 to all social dealings with any Fey regardless of court. With this bonus, all Fey see your character as a friend, some more than others possibly, but your character is a friend to all Fey, and this will probably get your character into trouble.

Fit (2 points)

Your character is in good shape for his Body stat. Your character is faster and stronger than the average person with the same Body stat. The character with this bonus runs as if his Body stat were two higher, and he could lift as if he had a Body stat of two or more, depending on what his Body stat is. This bonus also raises the character's endurance. With this bonus the character adds thirty seconds (10 rounds) per

point of Health stat to run all out or carry his maximum weight load and fifteen seconds (5 rounds) per point of Health stat for holding his breath. This bonus can not be combined with Unfit, Strong, or Fast.

Ghost Talker (1 points)

With this bonus The Cursed character can sense the presence of the restless dead and with a successful perception roll with a difficulty level of Average the character can see and speak with the dead in the area.

Happy Home Owner (1 point)

Either your character managed to pay off his mortgage, or he inherited the family home after it was completely paid off. Your character now own his home with one bill out of the way. While your character still have to pay bills, utilities, water and property taxes, your character does get an extra \$75 a week spending money.

Happy Little Accident (3 points)

Good things happen to your character. If your character is flat broke and hungry, he will usually find enough money on the ground to get food. If your character are trying to solve a mystery, your character will usually stumble upon an important clue. With a successful luck roll (Soul + D20) with a difficulty level depending on the situation, good things happen for your character. If you abuse this bonus however, fate has a way of making people pay. You can not take this bonus if you have Unlucky / Poor Bastard.

Higher Endurance (1 point)

Your character has trained himself to have more endurance. With this bonus the character adds 15 seconds per point of

Health stat to his ability to run all out or carry as much as he can. He also adds thirty seconds (10 rounds) per point of health to how long he can hold his breath. This bonus can not be combined with Lower Endurance penalty.

In the Know (2 points)

Your character knows people in the know. This bonus can be taken multiple times and every time it is taken gives the your character a contact in different fields such as police, crime, or media.

The contacts gained through this bonus can get information and do favours for your character, based on the contacts field of expertise. Simple requests like a minor detail not known to the public but won't get the contact into any trouble if his superiors found out he gave it to your character would not need a roll. The more trouble the person could get into for giving out the information or the harder the favour he higher the difficulty level to convince the contact to do it. The roll is Socialize if your character has the skill, or half Social plus D20 if he doesn't.

Library (3 points)

Your character are well read and have a vast collection of books, tomes, grimoires, scrolls, and the like. The library bonus allows your character to make untrained lore checks if your character have the time to look it up. The difficulty level for learning a spell or Mind-based skill is one level lower. Plus libraries are considered a teacher for learning mental skills that are trained only (normally someone must teach the character for at least the first skill point for trained only skills).

Look Ma, No Hands (3 points)

Normally, when a character is missing or no longer able to use either both legs or both arms he cannot use skills that require the use of those limbs. With this bonus, the character has gone through special training and can now use other body parts in place of those limbs. He can now use skills that require the limbs in question as if he were only unable to use one of the limbs.

Lucky (2 points)

Fate smiles on your character. Once per game event you may re-roll a die and keep the better of the two. This bonus can be taken up to 3 times. If taken multiple time it gives that many re-rolls per game event. These rolls can be used all on the same roll, some on the same roll, or all on different rolls. You can decide to re-roll after you roll the die, even after you find out if the roll was a failure or a success, but it must still be the same turn, once it moves onto the next persons turn you cannot re-roll the roll. You cannot take this bonus if you have the Unlucky / Poor Bastard penalty.

Natural (2 points)

When you take this bonus you must choose a skill that one must normally be trained in to use. With this bonus the character can use that skill untrained, it will cost only one experience to get training in it and the character will be at +2 while performing this skill when trained in it.

New Dog, Old Trick (3 points, Fey-stolen Changelings only)

Fey use Glamour for everything, Changelings get only a limited use of this power. With this bonus, Changeling can substitute the use of Glamour for one thing (usually a spell, but it could be a skill). The

player may choose one spell or skill and roll their Glamour instead of the spell or skill roll. This bonus can be taken multiple time, each time a new spell or skill is chosen.

In order for the changeling to learn a New Dog, Old Trick after character creation, the player must make a roll like he was learning a spell or trained skill. The roll is a Glamour roll. The -2 for using a skill untrained does apply for both skills and spells. The difficulty level to learn a skill this way is Challenging. The difficulty level of learning a spell this way is a difficulty level higher than the spell.

If the roll succeeds then the changeling learns the skill or spell as a New Dog, Old Trick. If the roll fails, then the character must make another attempt at an additional -2. The changeling gets -2 for every time the roll is failed. If the roll is failed five times then the skill or spell can not be learned as a New Dog, Old Trick.

In order for a spell to be learned this way, the changeling must see it done a few times. The exception are spells or powers that only certain races can gain, or spells that require a trainer no matter what. It is possible for other abilities to be learned with New Dog, Old Trick **if the GM allows**. If there is no difficulty level for the ability, then it is up to the GM to create one.

Parents Know (2 points)

Your character's parents know about magic and the mystical. They may have taught your character about it or your character taught them, but your character's parents know what your character is and except it. This could be replaced with spouse knows, significant other knows, roommate knows, boss knows. Basically this bonus means that someone who plays a significant role in your character's life (but

is not another PC) know about your character and the world of the mystical. Again that person may not truly understand it, like it, or even care, but your character does not have to come up with any crazy excuses for why your character is hiding the only talking dog in the basement while the armies of darkness are looking for him, but your character's roommate may kick the dog out anyway. Just because someone knows the truth doesn't mean he wants to get involved.

Photographic Memory (3 points)

A character with this bonus remembers everything he has read, listened to, or looked at. If the character even glanced at something there is a good chance he will remember it. A roll of ½ Mind stat + D20 is needed to remember things that the character was not particularly paying attention to at the time. The difficulty level for this is Average. There may be positive or negative modifiers depending on just how noticeable the thing was that the character is trying to remember. *note* I meant to have this bonus in the book all along, but I forgot it until my last revision.

Rich (2 points)

Your character may be from a wealthy family, or maybe your character won the lottery, either way your character does not have to work and gets an extra \$150 a week. This bonus cannot be combined with Well Off, Struggling, or Flat Broke. At character creation, with this bonus, your character's starting money is multiplied by ten.

Spirit Talker (1 points)

With this bonus your character can open himself up to the spirit world as a Shaman can. Spirits see your character in a

similar way they see Shamans through the separation of worlds. Unfortunately your character does not gain the ability to perform rituals (but he can help a Shaman perform a ritual) nor can your character open himself up to a spirit for possession like a Shaman can (they will not repair any damage done to the body during possession). Another drawback is that spirits don't feel as compelled to help the character as they would a Shaman.

For the spirit talker to see into the spirit world he must either be inebriated and make a concentration roll of Average. If successful, the sight lasts until sober again.

If the spirit talker want to see the spirit world while sober, a magic roll with a difficulty level of Difficult is needed to get the spirit talker's mind in the right frame of mind. Next a Concentration roll with a difficulty level of Difficult to actually pierce the veil. This sight lasts for five minutes for a successful Concentration check plus five minutes per degree of success from the Concentration check. To stop seeing the spirit world, a Concentration check with a difficulty level of Average is needed.

Strong (2 points)

Your character has worked his body to incredible feats of strength, at the cost of a bit of speed. The character lift much more than the average person of the same Body stat, and even lift more than someone who is fit. The character also deals an extra point of damage when his Body stat is used to calculate damage. But with all the character's training going towards strength, he can only run at the speed of an average person with the same Body stat. This bonus can not be combined with Unfit, Fit, or Fast.

Stubbornness (varies)

This bonus adds to your character's Will stat. Stubbornness can be purchased multiple times, but the cost for it changes. It cost the same as a skill on character creation, but cost double like all other bonuses with experience.

Suck It Up Princess (2 points, can be taken twice)

Your character is too stubborn to die. Your character automatically reduce all damage by 2. If this bonus is taken twice then, by saying something along the lines of "suck it up princess" and making a successful half Social stat plus D20 roll with the difficulty level of Average it negates 2 points of damage from someone else retroactively, like they just thought they were hurt worse than they actually were. This can only be used on someone else after an attack dealing 3 or more damage. And must be done on the following turn of the character that has this bonus.

Take a Punch Like Nobody's Business (2 points can be taken up to three time)

With this bonus, the character gains extra hit points. Every time the bonus is taken the character adds one third (1/3) of his Health stat (round up) to his hit points. If the character's Health stat raises to a point that one third is a new number, he gets another hit point.

Ties that Bind (2 points)

Your character can feel the pull of fate, at least slightly. With a successful Riddle check with a difficulty level of Average (the roll is made by the GM) your character can sense when someone or something is going to play an important part of his life. He will not know how this someone or something will effect his life,

just that he or it will.

True Sight (4 points)

Your character automatically see through illusions and magical invisibility. This includes Spirits that are close enough to manifesting on the material plane that they can communicate with Shamans or Spirit-found Changelings. The magical beings that try to cast the illusions must succeed at a Perception roll with a difficulty level of Average to realize that your character see through the magical trickery. This power will often make your character a target for all mystical creatures, since they can't hide from your character or trick your character, the next easiest thing to do is kill your character.. This does not tell the character what it is they are looking at, just lets them see what is there. This does not work on magical auras naked to the human eye and does not help with the Identify spell.

Tutor (2 points)

Your character has a teacher. This is good because your character has someone who can teach him magic, etiquette, and give good information. The downside is your character may have to answer to him, or try to convince him to help.

Two Fisted Mojo (4 points)

Your character can make two attacks in a turn, if your character have two weapons that can be wielded one handed each (ex. knives, guns, fists) with much less negatives than normal. Normally the penalties for using two attacks at once is -2 to the first attack and -5 to the second attack. With this bonus there is no negative for the first attack and -2 for the second.

Untainted (4 points, Summoner only)

Unlike other Summoners, your character has no taint. This is because unlike other Summoners your character does not force his will on good or neutral creatures summoned, and your character never makes deals with evil creatures, but may force them to perform services for the greater good. If your character ever start making deals with extremely evil creatures, truly abusing his powers, or your character begin to overly force his will on those he summon (other than truly evil creatures), this bonus is null and void and your character gain the Summoners beginning penalty (you do not get the points back which were spent on this bonus). This bonus can only be taken at character creation.

Well Off (1 point)

Your character has a really well paying job. Your character must work about the same amount as everyone else, but he gets an extra \$150 a week spending money. To go from Well Off to Rich in game would cost 2 xp rather than 4 xp. That means your character trade in the Well Off bonus for half the cost of the Rich bonus. You still need a good reason for your character to go up in bonuses, and the GM must allow it. At character creation, with this bonus, your

Curious (1 point)

While everyone has a touch of curiousness (Why is the sky blue? How do birds fly? What is the strange noise coming from down the dark ally way right at me?) The character with this penalty must try to understand everything. If it is not obviously dangerous they will examine everything, asks questions that should not be asked, and

character's starting money is multiplied by five.

When Nature Calls (3 points)

Like the Mystic, your character has a strange affinity to nature. He could have been born with the gift, or it could have started when he joined the ranks of The Cursed, or it could have something to do with him getting drunk and dancing in the faerie circle with the fey all last night. Whatever the cause, your character can now hear nature speaking to him. This bonus is only a one way communication though.

In order to see and understand these messages a Perception check with a difficulty of Average is needed, when the GM deems it the right time..

Whispers in the Darkness (3 points)

Like the Summoner your character has a strange connection to the Darkness. Your character simply find an area without light and concentrate his power (with a Magic check with a difficulty level of Average) and he can speak to the Darkness. While he must speak aloud to the Darkness, he hears the response deep in his soul. The Darkness never gives straight answers, if it answers at all

Penalties

generally make a nuisance of themselves, and usually make it a dangerous situation, just to understand what is going on, why, and how. If it is an obviously dangerous situation then a Will save with a difficulty level of Challenging is needed for the character to stop himself from doing something stupid just to try to figure out what is going on, why someone or

something is doing what it is doing, or what happens if they press the big red button for example.

Flat Broke (2 points)

Your character have no job. Your character is either homeless or sponging off someone else. Your character get about \$75 a month (that is all, no extra for bills and such). This penalty cannot be combined with Well Off, Rich, Happy Home Owner, or Struggling. To buy this penalty from Flat Broke to Struggling would cost 2 xp rather than the 4 xp to buy it off outright. To buy this penalty off, like any other penalty, takes a good reason and GM approval. At character creation, with this penalty, your character loses half his regular starting cash.

Haunted (1 point)

Either your character did something to the wrong entity, or something wicked has taken a liking to your character. Either way, there is something following your character making his life difficult.

Heed the darkness (3 points)

There are dark forces out there looking to corrupt and destroy, unfortunately, your character seems to be an easy target for them. Your character gets a -5 to control attempts and will saves against possession against evil mystical creatures. Your character also gain taint easier, one point of taint for every three points of corruption rather than five points.

Illiterate (1 point)

Your character starts the game not knowing how to read any language. He must learn his native language like any other language.

Inevitable Happening (3 points)

Something major is fated to happen involving your character. This could end well for your character, but most likely not. Either way, fate has something in mind for your character and will lead your character to it, unfortunately for your character, fate never takes the easiest roads. Death is the only escape for The Cursed with this penalty, usually. Sometime not even death will keep your character from his destiny.

Lives at Home (2 points)

Your character still live at home. Your character must obey his parent's rules or get kicked out. This really limits his freedom.

Long Dark Path (1 point per level)

Everyone has a dark place in their mind they go to when they are mad or upset. A place where they can imagine up horrible acts of revenge. Most do not act on these impulses and imagined situations, but some do.

In his past your character has committed some horrible act for all the wrong reasons, and a piece of his souls is a little tainted. With this penalty your character starts out with one point of Corruption per level of this penalty. For every five points of Corruption (unless Heed the darkness is taken then it is every three points of Corruption) your character gets a point of Taint and the negatives that come along with it.

Lower Endurance (1 point)

Your character can not maintain physical activities for as long as the average person. With this penalty the character subtracts 6 seconds (2 rounds) per point of Health stat from his ability to run all out or

carry his maximum weight. He also subtracts fifteen seconds (5 rounds) per point of Health from how long he can hold his breath.

Pretty Face / Nice Personality (2 points)

With this penalty your character either gets his Social stat from his looks or strictly from attitude and is either an awful person or really annoying; or he has a great personality, but is ugly as sin. If the score is based off of looks then he gets his full Social stat for situations in which looks are all that count, or dealing with extremely vain people who don't care about personality, otherwise, the Social stat is reduced by a third (round the calculated negative up), which effect all rolls made off of it. If the score is based off of personality then use the full score in a situation in which looks are not important, such as over the phone, over the internet, or with old friends. The score is reduced by a third (round the calculated negative up) in any situation in which looks are important such as first impressions and dealing with really vain people. In all other situations his score is reduced by a quarter (round the calculated negative up).

Pretty Stupid for a Smart Guy (2 points)

While your character may be the smartest boy Mensa ever tested, he does unbelievable stupid things. Common sense isn't common in your character, when a bad idea comes into your character's head, or is given to your character and sounds like it could work, you must roll a will save with a difficulty level of Difficult to resist not doing it. If the player is playing his character like this anyway, the GM should feel free to give the character this penalty free and make him roll every time, and need to buy it off if he wants to play his character

normally.

STFU (1 point)

STFU is the abbreviation of what a character with this penalty will hear often. With this penalty, what the character says often comes true. Unfortunately it only works when the character says something bad. When the character says something like "it can't get any worse", "I'm sure that noise wasn't the serial killer coming to get us", or "we are all right as long as no one accidentally opens the airlock and we get sucked into space" the character enter a battle of wills to see if the universe was listening.

The player rolls the a will check with a difficulty level of Difficult. If the check is made then nothing happens, if not the universe hear the character and the worst happens. Also, if the character is in a situation that could get bad, like an ambush or a situation were something unlucky could happen and it would be extremely detrimental to the character then the player rolls a battle of wills with the universe with a difficulty level of Difficult. If the check is made then the person doesn't feel compelled to predict the incident before it happens. If the check is failed then the character says something before it happens, GM may have to give the player the gist of what is coming up so he can say something.

Shared Problems (3 points)

When your character comes across someone with a 1 or 2 point penalty, he will mirror that penalty as long as he is around the person.

Struggling (1 point)

Your character make much less than the average. His job still pays the bills, but

your character only get \$50 a week spending money. This penalty cannot be taken with Well Off, Rich, or Flat Broke. This penalty can be combined with Happy Home Owner.

At character creation, with this penalty, your character loses ten percent of his regular starting cash

Twisted Tutor (2 points)

Your character has a tutor. Unfortunately, this tutor has been giving your character false information, abusing his position of power over your character, or asks too much of your character for the services he renders, but he has something over your character. Perhaps he knows your character's true name, maybe he know a secret your character would do anything to keep, or perhaps your character doesn't even realize that he is getting the short end of the stick. With this penalty, there is a 50% chance that any lore checks, that was taught to him by the tutor, your character makes will give him false information on the subject. Also, the tutor will contact the character at odd times needing help.

Unarmed (2 points)

Your character is unable to use on of his limbs. If your character starts with this penalty (as opposed to gaining it for free through game play) he is considered to have been trained to compensate for not having the limbs and has the lesser of the penalties for missing limbs (see Chapter 3 Destroying

Body Parts for information on penalties for missing limbs). This penalty can only be taken once per limb.

Unfit (2 points)

Your character is out of shape for his Body stat. Your character can not lift as much weight or run as fast as he should be able to. Your character moves as if his Body stat were two lower than it is and he can not even come close to lifting what he should. The character deals one less damage when his Body stat is used to calculate damage. This penalty can not be combined with Fit, Strong, or Fast.

Unlucky / Poor Bastard (2 points)

Things never go right for your character. It seems Murphy wrote his rule just for your character. Once per game event the GM can make you re-roll a die and make you take the worst of the two. This Penalty can be taken up to three times. You cannot have this penalty if you have the Lucky or Happy Little Accident bonus.

Weirdness (1 point)

The world is full of strange and unusual things, unfortunately, they all seem to come looking for your character. This is not always a bad thing but a two headed talking dog happens to chance by and start a conversation with your character may draw unwanted attention.

Corruption, Mental Illness, Deformities, and Other Detriments to Horrific Acts

Corruption/Taint is the measure of a character's ability to feel guilt, sympathy, or any emotional connection to the rest of the

human race. The higher one's Corruption/Taint score is the more disconnected the character becomes from the

human race. Every traumatic event experienced and evil act committed takes its toll on our psyche, soul, and in some cases our body. Every time your character witnesses or experiences a traumatic event or commits a horrible act you make a Will roll for your character with a difficulty level depending on how scaring the occurrence is to your character's mind.

Being mugged or randomly jumped, or witnessing such acts, or being involved in the act has a difficulty level of Average for the will roll. If you see someone getting hit by a car, accidentally murdered, or witness something you previously thought was impossible, accidentally murder someone, including monsters your characters know are intelligent, the difficulty level is Challenging. Being tortured, watching someone being tortured, including monsters known to be intelligent, or being the one to do the torturing, will have a difficulty rating of Difficult. Watching someone being murdered in cold blood, or killing in cold blood has a difficulty level of Hard, and anything worse is difficulty Nigh Impossible.

If the Will roll is passed, the character feels guilt over what he has done. He may have nightmares for a while, or even start drinking, depending on how evil the act, but he will keep that connection to humanity. If the Will roll is passed four times for doing or witnessing the same type of event your character become desensitized to it, but it must be similar cases not just similar difficulty levels. If your character become desensitized to something he gains a point of Corruption, but will not gain any more for committing that act Your character will, however, be drawn to commit an even greater perverse act, it takes a successful Will roll of one difficulty level higher than

the act you became desensitized to in order to keep from escalating the acts of evil.

If you fail the Will roll your character gains a point of Corruption, and feels not guilt over the act. Every five points of Corruption lead to a deformity, or Taint. After getting five points of Corruption from failing this roll for the same reason cause the character to become desensitized to that act. The character reacts the same way as a character who has become desensitized by passing four time, compelled to commit greater acts of evil. A Will roll with a difficulty level one higher than the act that caused the desensitization is need in order for the character to refrain from committing worse acts.

The deformities from Taint are usually mental, but if the event happened to you or a great deal of magic, or physical trauma, was involved, then the deformities may manifest physically. Any mental illness can be a mental deformity, when a character incurs such a deformity, the GM should choose one appropriately according to the events that lead up to it. These Taints make you stand out in a crowd and are very damaging to the soul. For every Taint the character gains he also gets - 1 to Social stat and Soul stat. After about three or four Taints the GM should review whether or not the character is still suitable to be played, since by then he is probably a homicidal maniac. Evil acts are addictive, which is why killing and robbing should be avoided, even if the target is a monster. Another good reason not to kill monsters is they are hard to kill and don't like it when people attempt it.

Sometimes it is appropriate to lower the difficulty level of and act depending on the circumstances. If the only way to save a small child is to kill a werewolf that is in the

middle of a rampage, then that act should a lower difficulty than it normally would be for the same act.

The Blessed does not gain taint when he acts in the service of his god or the betterment of mankind. He does what he must. He realizes that every life is worth just as much as his. He realizes that he is not the one who decides when a person's (or monster's) time is up, it is god. No matter the circumstance, the blessed feels guilt over every life he has to take, or may have to take. Many blessed have nightmares and some take to drinking (though they do not become alcoholics and can function without alcohol) when they are not on a mission from up high.

It is when a blessed acts of his own accord to end a life that he gains taint. If he acts out of hatred and or a desire for revenge, he is no longer doing god's work. Not only will this cause the blessed to possible become corrupted but will lead to a roll to see if he can keep his powers. The GM should speak to the player of the blessed if he (the GM) believes that the actions of the blessed are of less than pure intent before the blessed acts.

Overcoming Corruption and Taint

With Psychological help one can overcome trauma suffered. With the use of Science, Soft skill someone can overcome Corruption and even Taint. A character cannot use Science, Soft skill on himself,

but if he goes to a trained professional (someone with at least 10 ranks in Science, Soft), the professional can help.

To overcome trauma and remove Corruption, or even full blow Taint, takes time. To remove a point of Corruption take three successful sessions. A session is a full hour (give or take five minutes) of psychological counselling. In order for it to be successful a Science, Soft roll is needed at difficulty level of Challenging. Failure means it was no help. If the roll was failed by a degree of failure or more then it will also negate the next successful check, that success will just build back some trust in the psychologist's abilities. To get rid of a point of Taint four successful sessions are needed to break it up into five points of Corruption, then they are dealt with like normal points of corruption.

Only one session will work in a day all other attempts after the first session of the day are wasted. If another point of Corruption is gained while trying to break up a point of Taint, or trying to get rid of a point of Corruption then all success for that purpose is lost and it must be started over again from scratch.

The latest point of Corruption is taken out first and it works backwards. If a point of Corruption is taken off, any desensitization built up from that Corruption is lost and the character can now gain Corruption from that act again.

Gaining Experience

After the character is created, you're probably wondering how to improve him. The answer is through experience points.

Experience points are gained through role-playing. One experience is gained by showing up to game with a character sheet,

role-playing your character well, flaws and all (I've heard a lot of people say that experience should not be gain by exceptional role-play, it should be a reward in and of itself. If you believe this, why are you sitting at a table pretending to throw fireballs at each other rather than volunteering at the hospital?), providing proof your character has gained some insight into the workings of the world around him. If the GM feels truly generous, he can reward really good ideas, whether they work or not, and when a player or players (while in character) make a truly enjoyable

and memorable experience.

All that being said, I believe that the hard-working should be rewarded and the guilty should be punished. I think Experience should be taken away for excessive metagaming. That is, if your character benefits from knowledge he wouldn't have but the player would, there should defiantly be negative consequences. A character should not lose more experience than he would have gained if there was no metagaming. And if a player doesn't show up, his character should not gain experience.

Spending experience

Experience is spent learning new things and improving the character. Either learning new skills, new spell, increasing stats, gaining new bonuses, or getting rid of penalties. For improving stats, the experience cost is the next level of stat if the stats were unmodified multiplied by 3. For example, say you want to improve your Psychics Mind stat if it is already 5 (4 natural and + 1 for being a psychic) then it will cost the psychic 15 points to go to the next level. If the Psychic wanted to improve his Soul stat and it was 3 then it would cost 12 points to go to 4. To improve stats you must go up level by level. No stat can be improved beyond 10. A stat can only be raised by 1 per game week.

Skills that can be used untrained cost one point per skill rank until the skill reaches ten. From eleven to twenty the price is two points for one skill rank. From twenty-one on the price is 3 points for one rank of skills.

For your character to gain the first rank in a skill that can be used untrained it takes about two weeks game time for your character to train himself, or a week if your character has a trainer. For skills that require

training to use and spells or powers, to get the first rank your character must have a trainer. After a month with the trainer, and a successful skill roll with either a difficulty level of Average for skills or the difficulty level of succeeding with the spell or power. For learning spell use your character's Magic skill. For learning psychic powers use your character's Concentration skill. The -2 for using a skill untrained does not apply.

The exception is that a psychic does not need a trainer to gain a new common power (one from this book), and a Mystic does not a trainer for a common spell (one from this book) but all the rest of the requirements must be met for learning the spell, but a trainer does give them a +2 to the roll to learn the spell or power. If the roll fails then you have two choices, either pay 4 points for the first rank or its back to square one for learning the skill, but no points were spent. If the roll succeeds then it costs two points for the first rank, but it cost the same as a normal skill for all the rest of the points. The first step is the hardest, they say.

After learning the first rank of a skill your character can gain two rank in a skill per

week for a skill that does not require training to use and one rank per week in a skill that does require training to use. The maximum amount of skills and spell/powers that a character can learn in a week is the average of Body stat and Mind stat.

In order to gain a bonus, it cost double

what it would cost at character creation, and there must be a good reason to gain it. To lose penalties (except for class penalties, which cannot be bought off) it cost double the points that were gain from them, and there has to be a significant amount of work from the character to get rid of them.

Chapter 3

System Rules

Weapon Damage

In a fight, the better the weapon the more deadly it is. Weapons do a specific amount of damage if they hit no matter what happens, it could be a graze or it could be a full on hit. Here are the damages the various weapons automatically do on impact.

Light Sword	1 damage
Heavy Sword	2 damage
Weighted weapons	2 - 4 damage
Knives	1 damage
Guns small	2 damage
Guns medium	3 damage
Guns large	4 damage
Rifle	3 damage
Shotgun	4 damage
Heavy Artillery	6 damage
Bows	2 damage
Bows Composite	3 damage
Crossbows	3 damage
Whip	2 damage

Projectiles fire skills have extra rules. These projectiles are fired by mechanical means and move faster than the average human can move. If the projectile is being fired by a simple firing mechanism (bow and arrow, crossbow) then a character with a Body stat of 8 or less (without bonuses) would divide his Dodge skill and D20 dodge roll by half before calculating if he dodged. If the character has a body stat of 9 or 10 or has a bonus that allows him to move as if he did then his Dodge skill and D20 roll is divided by a quarter. If the projectile is being fired by a more complex and powerful mechanism or explosive

kinetic energy (a gun) then a character with a Body stat of 8 or less (without bonuses) would divide his Dodge skill and D20 roll by three quarters before calculating if he dodged the attack. If the character has a Body stat of 9 or 10, or has a bonus that allows him to move as if he did then his Dodge skill and D20 roll would only be divided by half.

Armour

Where weapons are used to cause more damage, armor is used to absorb damage. First off, armor adds bonuses to the wearer's defense, second armor takes off a portion of the damage, sometimes. If the attack fails regardless of whether the character has armor or not then the attack doesn't even do any damage to the armor. If the attack fails only because the character was wearing armor then the armor takes the full damage. If the attack succeeds by less than double the armor rating of the armor then the armor takes half the damage. For example, Tim needs to roll a 15 to hit John (because of John's dodge check and armor), and John has armor with a rating of 4 and Tim gets an 18 then John takes half damage and the armor takes half. If the attack succeeds by more than double the armor rating then the target gets the full damage. You must have armor on the spot that is being hit to gain the protection. Once the armor reaches its damage capacity it no longer functions for the body part it was covering.

Type of Armor	Armor Rating	Damage capacity
Leather	2	10
Wood	2	10
Light Metal	3	15
Light Riot gear	3	15
Heavy Metal	4	20
Heavy Riot gear	4	20

Initiative

Initiative determines who does what when. In most situations it doesn't matter and players can describe what their characters are doing when they are trying to do it. However, sometimes it become important to decide what order things are happening in, such as combat. In cases in which it is important to have a strict order of who goes first, second, third, etc. then players must roll for initiative. To roll initiative take half Body stat and add that to a D20 roll. The order goes highest to lowest, unless someone with a higher initiative wants to wait for someone's action who has a lower initiative before they do something. In this case the character with the higher initiative now goes after the character he waited for.

Hit Location

If you are trying to hit a specific location such as an arm, leg, or head you get a - 5 to your roll. If you are aiming for something smaller the negative gets higher. If you are just trying to hit someone and don't care where roll a D20. On a 1 or 2, it's a head shot, on a 3 or 4 it's the right arm, on a 5 or 6 it's the left arm, on a 7 or 8 it's the right leg, on a 9 or 10 it's the left leg. Otherwise it's a body shot. If the character being shot at is missing the limb rolled, re-roll until an appropriate body part is hit.

If the character that is attacking has 10 or more ranks in the combat skill he is using he is doing more than flailing around. The player does not have to roll on hit location, it lands on the main body, unless he was aiming for something else, if it connects. This character still gets the same negatives for aiming for a specific part of the body that everyone else gets.

Only damage to the head or main body are particularly fatale. Only a quarter of the damage to a limb goes to the main hit points, but the full damage is done to the limb for calculating bleeding, crippling, or loss of limb. If the limb is taking bleeding damage, the full bleeding damage is taken from the main hit points.

Bleeding and Crippling Damage

If the shot is a body shot or a head shot, for every point of damage taken per attack there is a 5% chance of internal bleeding or serious external bleeding (as apposed to superficial bleeding which causes no additional damage, but may cause a small trail of blood). Bleeding damage is equal 1 plus 1/5 of the original damage which caused the bleeding every round until treated.

If the hit lands on an arm or leg, there is a 75% chance that rather than bleeding it causes the limb to be crippled instead (if the character would suffer bleeding damage from the wound on the limb roll to see if it is crippled instead).

A limb is crippled permanently when the internal damage starts in the limb and the damage to the limb is equal to 1/2 the character's hit points. If the limb is treated before the character losses the equivalent of 1/2 of his full hit points from the wound (this

lose will not effect the character any other way) then the limb can be saved. When a limb is crippled permanently it cannot be used, but it can no longer be damaged.

If the limb is the head there would be severe brain damage, half the character's current Mind stat and max Mind stat. In this case the wound would heal and the head can be damaged again, but the brain damage is permanent.

Destroying Body Parts

In order to cripple a body part it must receive damage equal to at least $\frac{1}{2}$ the character's max hit points. In order to destroy a body part damage equal to the character's max hit points must be dealt. A crippled limb is still attached, but does not function. If the body part is destroyed it is no longer attached to the body, it was either blown to pieces or severed. Either way, it is no longer there.

The loss of a limb (either having it crippled or lost) severely affects skills that rely on the body as the base stat. Before the character has a chance to adjust to the missing limb, (before he can undergo train to compensate for the damaged limb, like physiotherapy), his skills relying on his Body stat are halved as are the rolls on the D20. After the character has a chance to recover the skills go to normal, but the D20 roll is reduced by $\frac{1}{4}$. If both arms are missing or both legs are missing, the character cannot use any skills that require the use those limbs (note Fist Fight can be used with just legs). For all other skills based off Body the D20 roll is halved.

Fire, Electricity, Freezing, and Drowning and Choking

Damage caused by fire is determined by the size of the blaze and exposure time. A small flame causes 1 point of damage per turn exposed, a fire the size of the torch causes 2 points of damage per turn of exposure, a good size bonfire does 3 points of damage per turn of exposure, and an inferno does 4 points of damage per turn of exposure.

Electricity is similar to fire in that damage is determined by severity of exposure and time exposed to it. A small dose like a wall socket does 2 points of damage per turn of exposure. A larger dose like an electrified fence does 4 points of damage per turn exposed. A large dose like a downed power line or subway rail does 6 points of damage per turn of exposure. The problem with electricity is that it will hold you and you must make a Body stat check against a difficulty level of Difficult per turn to get away from the source. Also, every turn a character must make a Health check ($\frac{1}{2}$ Health stat + D20) to remain conscious every turn the character is exposed. A small dose is difficulty level Easy, a medium dose is difficulty level Average, and a high dose is Challenging.

A character can hold their breath for a length of turns equal to one quarter of his Body and Health stat. If the character is choking he gets a Health check, half Health stat plus D20, with a difficulty level of Easy every turn he is choking. If the roll is passed, then he stops choking. If the roll fails, after the character runs out of breath, he takes two (2) points of damage. The rolls continue every turn until either the roll is passed or the character chokes to death.

Critical Hits and Instant Kills

If a natural 20 is rolled during an attack roll (and you hit) it is considered a critical hit because you hit a vital spot. In this case add 1/4 of the damage, round up, to the damage dealt. You may re-roll the hit roll, if this second roll is successful the damage added is 1/2 rather than 1/4. If the second roll is a natural 20 then the damage added is 3/4 rather than 1/2 and you can roll again. If the third to hit roll is successful then the damage is doubled rather than adding 3/4 damage. If the third roll is a natural 20 then, unless a natural 20 was needed to hit, it is an instant kill. If a natural 20 was required just to hit the target then the third hit isn't an instant kill, but does allow a fourth roll to be made. If this last roll is a Natural 20, then it is an instant kill shot. PCs, and major villains are immune to instant kills. Some creatures are immune to critical hits and are therefore immune to instant kills.

Knockout

In order to knock someone out the attacker must be using a blunt object. The attacker must make a successful Concentration check so they don't over do it. The difficulty level of the Concentration check is Average. The attacker then makes an attack roll. If both rolls are successful then the attack only does the damage of the weapon, it doesn't even cause the one point of damage for a successful attack, but you calculate the damage normally because the attacker receives a 5% chance per point of damage the target should have received to knock out the target.

If the Concentration check is failed but the attack roll succeeded then everything is calculated normally, including bleeding damage and critical hits and instant death.

Once everything is calculated, as long as the attack did not instantly kill the target, divide the damage in half, rounding up, and that is what the target receives for the damage from the attack. If the Concentration check succeeds or fails and the attack roll fails then it doesn't matter since nothing happens except maybe the attacker loses the element of surprise.

Pinning, Grappling, and Snatching

Grappling someone, pinning someone, and snatching something from someone are three different actions, but in the game they all use the same mechanics. In order to do any of the three will be referred to as a grapple check, for ease of communications.

To do a grapple check, all parties involved rolls either a Fist Fight skill check or a Sports, Aggressive check, whichever is higher for the individual characters. Not all characters involved have to roll the same skill, each chooses which is better for them. The highest roll is the winner and if it is the attacker then the target is grappled, pinned, or had something snatched from him. If the winner was the target then he got away.

Surprise Attack

If the target of an attack is unaware of the attack then the target only gets what is rolled on the D20 plus armour for his defense. Since he is unaware of the impending attack he cannot use his skill to defend himself, just luck.

The Effects of Damage on Skills

The more hurt you are, the harder it is to do things. If the damage your character is suffering from is less 1/4 his total health points then he is fine. If the damage is between 1/4 and 1/2 then the character receives a - 2 to all skill rolls, that includes combat skills and magic or power checks. If the damage your character has is between 1/2 to 3/4 then the character receives a - 4 to all skills as mention before. If the damage is between 3/4 and 0 then the character must make a successful Concentration check with difficulty level of Challenging, with the - 4. If that Concentration check succeeded then the skill check can be made at - 4. Anything less then 0 to negative amount of hit points the character is unconscious.

Hurt Points

Sometimes you want to get someone's attention violently, but don't want to actually cause damage. Also, sometimes you hurt yourself accidentally, for a few moments. This is where hurt points come in. They work off your character's hit points. Insignificant pain, like stubbing your toes or a paper cut would be under hurt points because they hurt a lot at the time, but moments later the pain is gone. An unarmed attack can be made to do hurt points instead of actual damage, as can an attack from a blunt object if a successful Concentration check is made at a difficulty level of Average to ease up on the blow.

If an attack is made to do hurt points rather than hit point damage roll the attack and dodge normally and if the attack is successful then calculate the damage normally, but rather than doing hit point damage it is the equivalent in hurt points. 5 hurt point equals 1 hit point damage. This

means that someone can reach 0 hit points from hurt points and be knocked out or even die, but hurt points should be noted separately because it heals faster than hit point damage. 1 hurt point is recovered every thirty seconds (10 rounds).

If a character is stumbling around in the dark, trying to travel in a cluttered or hard to manoeuver terrain, or is doing something in which they could easily accidentally hurt themselves a GM can make the player roll his dodge skill. If an accident could logically happen the difficulty level would be Easy. If an accident is likely then the difficulty level is Average, If an accident is almost a sure thing then the difficulty level is Challenging.

Damage is calculated like it would from an attack if the Dodge roll is failed, except that it goes to hurt points and not hit points. The GM does not always have to make the player roll, just when it seems very appropriate or for dramatic purposes.

Rules for Healing

As long as there is no internal bleeding, wounds will heal on their own. Without proper help wounds heal very slowly. Wounds will heal at 1 point a week without proper care. If they make the roll untrained then they do no additional damage, but do not really help any. For more information on untrained healing attempt see the Medicine, Modern and Medicine, Holistic skill descriptions.

If someone trained in one of the medical skills tries to help, but the roll is failed by 2 degrees of failure means another roll is needed. If you succeed then nothing happens. If the second roll is failed it causes one point of damage for every 2 degrees of failure. Every 2 degrees of failure from the

first roll give a -1 to the second roll. If the roll is succeeded then the wounded person will gain back 2 health points + 1 for every degree of success per week. A roll is needed every week for this care.

A person cannot perform medical procedures on himself successfully. If someone tries then it is like he is doing it untrained except he receives a - 5 to his roll. These healing times only count if the character is resting the whole time and doing nothing more strenuous than walking around at a normal pace with a light load with rests every half hour or so. If the character is doing more than the healing takes twice as long, the healing that should be done in a week is cut in half. For healing without help that means 1 point of damage heals every two weeks.

If the character is suffering from internal bleeding, to stop it someone other than the character bleeding, preferably one with medical training or else they will probably do more harm to the target, must make a medical skill roll with a difficulty level of Difficult to stop it, that is unless the person trying to stop the bleeding has a proper set up then the difficulty level is Average. If the roll is failed by less than 2 degrees of failure then the person trying to help knows he failed and can try a second attempt, if the roll is failed by at least 2 degrees of failure or more then either the person thinks he stopped the bleeding or caused more damage (flip a coin, heads he doesn't know, tails he does the same damage as a healing check, but at least he knows he didn't stop the bleeding). If the roll is made then the bleeding stops. If someone without a medical skill attempt to stop the bleeding then it is the same as a heal check and they will not stop the bleeding.

Two Handed Fighting

It is very difficult to attack someone with both hands. It is hard to take aim with guns in both hands. When a character tries, there is a -2 to the first attack in a turn and -5 to the second attack. The player must declare that two attacks are being attempted before an action is taken on that person's turn.

Strength, Speed, and Endurance

A character's strength and speed are determined by his Body stat, whereas endurance is based off of a the character's Health stat. The basics of the strength and speed rule is that the higher the Body stat the stronger and faster the character. There are also bonuses and penalties that allow the character to be faster or stronger (or both) than many others with an equal Body stat.

There is Fit bonus which allows the character to run faster and carry more weight than someone of equal Body stat. The Unfit penalty makes it so the character is slower and can not carry as much weight than someone with the same Body stat. Faster bonus allows the character to run even faster than someone who has the Fit bonus, but the character can only lift as much as a character with the same Body stat with no bonuses for strength. The Stronger bonus allows the character to lift more than a character with the Fit bonus, but only runs as fast as a character with the same Body stat without any bonuses for speed.

These bonuses and penalties can not be combined and are discussed more in the character creation section. Two charts will follow for approximately how much weight

a character can lift and/or how fast a character can run depending on his body stat and any penalty or flaw he may have that would effect either. There will be two numbers or each stat. The first number is what the character could achieve without a roll (beyond that a Body check with a difficulty level of Average is needed), and the second number is approximately the maximum he could do at that Body stat. For the actual numbers, see the charts below, just remember that these are approximation and **the GM can if he wishes** allow the character to do a little more at a higher difficulty level. To run all out, the character must be carrying no more than one quarter of the smaller amount of weight allowed, and to carry his max weight allowed, he must move at one quarter the lower speed for his Body stat. If he is trying to run all out with more than one quarter the weight or is trying to carry more weight at more than half the lower speed raises the difficulty level of the Body check from Average to Challenging.

If the character is running all out or carrying his max weight all he can do is run or carry. The character must stop and catch his breath if he all out runs or carries his max load for a round. He must stop to catch his breath for one third (1/3) of the amount of rounds he was running all out or carrying his max weight with a minimum of one round. In order to be able to move and act in the round the character must be moving half his max speed with a quarter of his max weight or carrying half his max weight at a quarter of his max speed, any more will cause him to need to spend at least one round catching his breath.

If a character carries too much he cannot move as fast or do much. If a character carries between 3/4 to the

maximum weight capable of carrying he can only move at 3/4 of his max speed and cannot do anything other then lift and carry the weight. If the character is trying to carry between 1/2 to 3/4 of the maximum weight allowed he can move at 1/2 his speed and do nothing but carry what he has or move at 1/4 of his speed and still act. The amount of time a character can hold this up is the same as if he were running all out.

Endurance is easier. The average character can push himself either running all out or carrying his maximum load at a slow pace for fifteen seconds per point in his Health stat. If he pushes himself he can raise it to thirty seconds per point in his Health stat, it requires a Health roll with a difficulty level of Average. A character can run at half the speed, or carry half his maximum weight for thirty seconds per point of Health and it can be raised from that to a maximum of one minute per Health stat with a Health check difficulty level of Average.

A character can hold his breath for thirty seconds (10 rounds) per point in his Health stat without problems and can hold it for up to a minute per point in his Health stat with a Body check with a difficulty level of Average.

A character with the Fit bonus can go for twice as long where as a character with the Unfit penalty has his endurance cut in half. A character with Fast bonus can run for the same amount of time as someone with the Fit bonus but can only lift for as long as a normal person can, just like a character with the Strong bonus and lift something for as long as a person with Fit, but can only run as long as an average person. A person with either Strong or Fast can hold his breath as long as a person with Fit bonus.

In the chart below is the approximate speed the character can run and amount of weight the character can lift for his Body stat. Across the top is the Body stat. The first chart shows the speed a character can run and still act, the second and third show how fast a character can run and carry. In

the second and third chart the first number is how fast or how much a character can lift before needing a roll. The second number is the average maximum a character can run or lift even with a Body check.

Speed in km/h and still act

	2	3	4	5	6	7	8	9	10
Unfit	5.5	6.5	7.5	8.5	9.5	10.5	11.5	12.5	13.5
Normal/Strong	7.5	8.5	9.5	10.5	11.5	12.5	13.5	14.5	15.5
Fit	9.5	10.5	11.5	12.5	13.5	14.5	15.5	16.5	17.5
Fast	11	12	13	14	15	16	17	18	29

Speed in Km/h while all out running

	2	3	4	5	6	7	8	9	10
Unfit	11/14	13/16	15/18	17/20	19/22	21/24	23/26	25/28	27/30
Normal/Strong	15/18	17/20	19/22	21/24	23/26	25/28	27/30	29/32	31/34
Fit	19/22	21/24	23/26	25/28	27/30	29/32	31/34	33/36	35/38
Fast	22/25	24/27	26/29	28/31	30/33	32/35	34/37	36/39	38/41

Maximum weight capable of lifting in lbs

	2	3	4	5	6
Unfit	10/40	15/60	20/80	25/100	30/120
Normal/Fast	80/120	120/180	160/240	200/300	240/360
Fit	160/200	240/300	320/400	400/500	480/600
Strong	230/250	345/375	460/500	575/625	690/750

	7	8	9	10	
Unfit	35/140	40/160	45/180	50/200	
Normal/Fast	280/420	320/480	360/540	400/600	
Fit	560/700	640/800	720/900	800/1000	
Strong	805/875	920/1000	1035/1125	1150/1250	

Tastes Like Death; Fun with Drugs

There are four major types of poisons: weak poisons, medium poisons, strong poisons, and deadly poisons. Weak poisons will usually just leave the target disorientated or sick (this included alcohol). Weak poisons usually don't kill someone unless they take a lot in a short amount of time. Then there are medium poisons, which can kill with a large enough dose, but will more likely leave the target severely sick for a few days. Arsenic is a good example of medium poisons, it is generally used over time because it just makes a person sick until it builds up enough in the system to become deadly. Strong poisons are usually much deadlier and if lucky will only make the target severely sick. Deadly poisons are very hard to survive, luckily these poisons are extremely rare. Ricin, made from the castor bean, and Sarin, a nerve gas, are examples of deadly poisons.

There are four ways to introduce the poisons into the system. The slowest way is contact. This means that the target must simple touch some of the poison to have it absorb into his system. It takes a very strong poison to work its way into someone's system through contact. It usually takes about an hour to two hours for contact poisons to start showing any signs of taking effect and about three to four hours to peak,

or have full effect.

The second slowest is ingested. For this method of poisoning, the target must eat or drink the poison. Once the stomach starts to break down the poison it starts to take effect. It usually takes about half an hour to an hour to start to take effect and peaks, or hits full effect, at two to four hours.

The next way to poison someone is to inject someone. There are three ways to inject poison into a persons body, through his fat, through is muscle, and through his blood. The fat takes the longest to reach his system, but it is also the easiest. It takes about fifteen minutes to start to work through the fat and about twenty to thirty minutes to peak. Injecting into muscle takes less time than fat. It takes about ten minutes to start working through the muscle and about fifteen to twenty minutes to peak. Injecting into the blood is the fastest way to deliver the poison through injecting. It takes about one minute to start working when injected into the blood and about three minutes to peak.

The fastest to introduce the poison into the system is to inhale it, to breath it in. This method usually takes about fifteen to thirty seconds to start working and about thirty seconds to a minute to peak.

If a poison is meant for a certain type of introduction into the system and is introduced in a way that would introduce it faster than there is a -2 to the save for every step it skips, for example a poison meant to

be a contact poison is breathed in would give -2 to save for going through ingested, -2 for going through injected, and -2 for being inhaled. If it is going through a way that it cannot be introduced, for example injected through contact, it will not work. Some poisons can only be introduced in certain ways, and if introduced in any other way, either faster or slower, then it will not work.

When poisoned, the target gets a save vs poison which is $\frac{1}{2}$ Health + D20 + any bonuses. The save for a weak poison is Easy, the save for a medium poison is Average, the save for a strong poison is Challenging, and the save for a deadly poison is Difficult.

If the save is made then the target is alright. If the person fails, but only by a failure to one degrees of failure then the person will be either disoriented or sick (disoriented if weak or average, sick if strong or deadly poison), if failure by two to three degrees of failure then he suffers severe sickness to death (sever sickness for weak to medium poisons and death for strong or deadly poisons) and four degrees of failure or more means death.

Every time another dose is taken before the last dose in out of the targets system the target gets a -2 to his save vs poisons. With enough doses in a short amount of time even a weak poison can kill.

Drugs work the same way, except that rather than being deadly, it just has whatever effect on the target it was meant to, unless it is taken in the wrong way or there is an overdose. When a drug is supposed to be taken in a specific way and is introduced into the system in a faster way, it becomes a poison. Also if the save vs drugs (the same as save vs poisons) is failed by five degrees of success or more, it becomes a poison.

Poisons can be treated if the target

receive medical attention before he dies.

Tolerance and Addiction

Tolerance to drugs and poisons can be built up over time . To build a Tolerance to a drug or poison a target must have it introduced into his system on several occasions in a short amount of time. The target must have at least a quarter of a dose (a dose being the full amount needed to have the desired effect), to a maximum of half a dose, several times in a relatively short period of time.

If the drug or poison is introduced to a target's system within a day of the drug or poison safely leaving the system five times consecutively the target receives a +2 to save versus the substance. Every time a sample of the substance is introduced into the target's system within a day of safely leaving his system he receives a +2 to save vs that substance. If given more than a half dose a save is needed but if passes works toward building a Tolerance. Whatever doesn't kill you has to work harder next time.

Tolerances weaken over time. Every month that goes by that the target doesn't have the substance introduced into his system he losses a +2. After a month, in order to continue gaining a tolerance, the target must take the substance three times in a row to start gaining more pluses to the save, as long as he still has a bonuses. If he has no bonus to the save vs the substance then he must start from scratch.

With tolerance comes addiction. The more one has of a substance the more one needs. Every time a +2 to save vs a drug or poison is earned there is a cumulative 5% chance of becoming addicted. If a character becomes addicted, he feels a needs for a fix approximately every 6 - 12 hours. If he goes

more than 24 hours without a fix he becomes irritated and irrational. After 36 hours he starts to detox, he becomes sick, unable to hold down food, will do nearly anything to get another fix, his Body and Health stats are effectively halved. This could go on from 24 to 72 hours, maybe more depending on the severity of the addiction. The effects of detoxing take about 4 hours per +2 gained to the save to the substance with a minimum of 24 hours. After detox the body does not need the substance anymore, but there may be lingering desire in the mind.

Idea Rolls

This is for people who may not be as smart as the character he plays. If you're character has a Mind stat of 6 or higher then it is likely that your character can think through riddles and problems better than the player. The idea roll is half mind plus D20 roll. If the GM feels the solution should be easily solved then the difficulty level would be Easy. If the GM feels the solution should be more difficult or a few small pieces are missing then the difficulty level should be Average. If the GM feels the solution should be fairly challenging, or one or two major facts are still not known then the difficulty level would be Challenging. If the GM believes the solution would be too hard at this time or too much of the puzzle is missing then the roll will not work.

This roll does not give the exact answer, but if the roll is given and passed, the GM tells the player some of the

connections that the character would have made if the player missed it. If the character has Pretty Stupid for a Smart Guy then the difficulty level is raised by two.

Conversely, if the player of a character who has a Mind stat of 6 or higher is going to something, or avoid doing something that the average horse would realise was completely stupid the GM can make the same roll of the player. If every player but the player of said character realise that it is a stupid idea then the difficulty level would be Easy. If only two third of the players think it is a bad idea then the difficulty level would be Average. If only a third of the players think it is a bad then the difficulty level would be Challenging. If the character has Pretty Stupid for a Smart Guy then the difficulty level is two degrees higher.

Optional Rules For Live-Action Play

To play this game in a live-action version, all you need is a deck of cards rather than dice. Take out the jacks, kings, queens, and jokers. When a roll of a D20 is called for, rather than roll a die, draw a card. Red cards are 1-10, for black cards add 10 to the value of the card. If a D4 is needed the red 1-5 is a 1, red 6-10 is 2, black 1-5 is 3, and black 6-10 is 4. For percentiles just draw two cards, the first is the tens place (10 being 0) and the second card is the ones place (10 being 0).

Chapter 4

Playing Well With Others Other Mystical and Alien Creatures (an excerpt from The Mad Hatter's Guide to Not Getting Eaten)

So, you have become one of the damned souls cursed to walk between the world of the mundane and the world of magical. Excellent, we could use more fodder. Seriously though, this world is full of wonder and beauty and excitement that you probably never dreamed possible. Then again, you know what they say about beauty, and the Chinese saying about exciting times.

I bet you thought humans were the only sentient race out there. I bet you thought we were the top of the food chain. You felt secure that there was nothing out there that was smarter, tougher, more technologically or spiritually superior to man didn't you? Well, I'm here to burst that bubble. Sorry, but this information might

just keep you alive longer than a week, so I hope you can forgive me. Well, humanity is not the biggest, baddest, kid on the block. We are not the superior race, we were not even the first sentient race. What we do have is numbers. We outnumber almost every nasty out there combined. That, I believe, is one of the only reasons we still exist as a relatively free race.

There are many dangers The Cursed must face, from failed and overpowered spells, other Cursed, normal life, and magical and alien creatures. Now I'm going to tell you about some of the mystical creatures you may encounter. These are just a few of the creatures out there to kill you. Good luck, and try not to make a mess going down.

The Fey

First off are the Fey. The first thing to know about them is never use the F word, the F word is Faerie, they hate to hear us say it, that's why we have so many other terms for them. Fey are magic, Fey are Glamour. The Glamour that we Changelings use is a watered down version of Fey Glamour. Anything Fey do is glamour, magic or otherwise. Fey are only limited by their view of the world. They can do anything they think they can, but if they do not think they can, they cannot. Fey are notorious for their inability to learn anything new.

Fey tend to dislike religion, and will usually shy away from religious icons. They also cannot stand iron, but cold iron is pure death to them. Iron weapons (and even steel if there is a high enough percentage of iron in it) will hurt the Fey and merely touching cold iron will harm Fey and break their Glamour.

Most Fey favor natural places, but some do make their home in the city, but Arcadia is their true home. They will usually use their Glamour to either seem human or become invisible, but there are ways of seeing through Glamour, Fey hate it when people see through their Glamour.

The Gentry come in many shapes and sizes, but we Cursed usually break them down into four categories that they hardly ever fall into neatly. These categories are Common Fey, Tiny (or Victorian) Fey, Noble Fey, and Monstrous Fey. The Fey are also divided into two courts, the Seelie court and the Unseelie court. A third group (not really a court, but just as powerful) exist, they are the monstrous fey. Wait, I can practically hear you scream, "I thought they were a type of fey, not a political group". I can only really answer that with, "Hey, their the fair folk, they do what they want, it

doesn't always make sense".

Fey society is structured very closely to a feudal society. The common fey are the commoners of Fey society. They are generally short by human standards (between two and five feet tall), although, with Glamour, they can disguise themselves as normal size humans. Gnomes, Brownies, and Pookas are examples of Common Fey. Common Fey have the second-most magic, or at least, seems to be the second-most likely to use their magic.

The Tiny Fey, or Victorian Fey as they are sometimes called, usually stand between a few inches to a foot tall. These Fey were rarely seen until the Victorian age. During the Victorian age these fey became synonymous with the word Faerie for most people, hence the name. These Fey are more playful, or ill-tempered than other Fey. These Fey are either very pretty or very ugly. They tend to limit their use of Glamour to illusion, transportation, and hiding. Pixies and Sprites are examples of these Fey.

Noble Fey are the lords and ladies of Faerie. They usually stand between four to six feet tall. They are beautiful, free and blameless as the weather. They are usually fair skinned and fair-haired. They can completely dominate ones will with their Glamour as easy as most people drink a glass of water. The Noble Fey weave spells like a fine tapestry, every breath they take is magic.

The Monstrous Fey tend to stand between five feet and nine feet tall. These Fey are usually as ugly as the day is long and mean to boot. In most cases the best way to describe these brutes is big, dumb, and ugly. When not terrorizing something smaller and weaker than themselves they are usually being used for brute physical labor or as

guardians. Monstrous Fey usually only use their Glamour to instill fear, increase their already immense physical strength, or inflicting harm on their enemies.

The two courts of the Fey are the Seelie court and the Unseelie court. The Seelie court is also known as the bright court and the Unseelie court is known as the dark court. It has been said that the Seelie court is the good court and the Unseelie court is the evil court. This is unfair, and is mainly said because the Seelie court is made up of beautiful Fey, whereas the Unseelie court is made up of the uglier Fey, for the most part, there are exceptions, and the Unseelie court seem to have less respect for life than the Seelie court. A better way to describe the difference between the two courts is saying the Seelie and Unseelie courts are like a monsoon and a hurricane, both are beautiful, and both are fearsome, and both are as natural as the rain.

The Seelie court is often referred to as the court of summer and the Unseelie are often referred to as the court of winter. This is because the Seelie court is usually seen as warmer and brighter and the Unseelie court as colder and darker.

The monstrous fey are usually referred to as the mountain folk, at least, by

those that know of the fey. They live in the mountains that surround Arcadia. They are not associated with darkness or light, but usually with death itself. Not as a subtle metaphor as the Seelie and Unseelie, but as brutal killing machines.

In Faerie itself, the courts separate the land. Seelie on one side and Unseelie on the other. The mountains surrounding Faerie belong to the monstrous fey. Most fey live in their own land and only visit our world, however there are always exceptions. Whether they fled, were exiled, or left willingly (not as a group, but individually, incase there was confusion), it doesn't matter, there are always some found here. In the real world, the fey organize themselves by the same court system, except that the Seelie usually rule from the spring equinox until the fall equinox and the Unseelie court rules from the fall equinox until the spring equinox. The monstrous court will just find the darkest and most unfavorable place, the type of place unfit for habitation, and claim it as their own. The noble fey who somehow find his way out of Faerie seldom live in the city, there is too much iron. The rest will hide among city-dwellers as often as in the woods.

The Half Fey

As long as man has walked the earth the fey have been fascinate by us. There have been many times this fascination lead the fey to take us as pets, and sometimes as lovers. Many times when the fey took the human as a lover something unique was born, but there were also cases where the births produced beings similar enough to be

its own species, such as elves and dwarves. These races are commonly known as the half fey.

Then there are the orcs. Orcs seem to be a corruption, or from their point of view cleansing, of a large group of elves. They do not seem to come from this world, or even this reality.

Elves

The elves are beautiful, the elves are graceful, and, in my opinion, the elves are just as dangerous as the noble fey who spawned them. They think too much like their parent race for my taste. I don't mind the whole save the earth attitude, that's a good thing in my book. It is the whole 'humanity is a race of children that need to be taught the true way' attitude that scare me.

Elves are beautiful but weird looking. An elf's face is oddly angular, his skin is pale, his body is oddly lean and graceful. His ears are elongated, they start where a human's ear would, but stop near the top of

the elf's head. His eyes are slitted as are the pupils of his eyes, much like a cat, and usually coloured extremely light blue, light green, or golden yellow. An elf's hair is often blonde, Light green, or light purple. To look at an elf is to become awestruck. All half-fey can look human, an elf looks beautiful even when they look human.

Elves love nature. Most of the elves I've met have been in professions which allow them to be near or live in nature. That or among environmentalist groups such as Green Peace.

Dwarves

Dwarves are short, corse, and angry. They are the most human looking of the half-fey. These half-fey stand around three and a half feet to four feet tall with shoulders nearly as broad. They have a very muscular build, they almost look like a brick. Male dwarves almost always have a long beard and nearly all dwarves have long thick hair.

Dwarves tend to avoid living among humans, preferring to live in cavernous cities underground. Dwarves are miner, metalworkers, and jewel crafter. They prefer the cool caverns under the earth, with only the rocks and precious metals for company to the crowded cities of man. The dwarves

don't seem that fond of men, or fey, or half-fey, or anyone other than themselves. Then again, anyone who is unfamiliar with dwarves would think that dwarves don't even like each other. This is mainly because dwarves tend to be rude and crude. They love to drink, they love to sing, and they love to fight. Dwarves usually respect anyone who can hold their own in both fighting and drinking, anyone but the orcs. Dwarves hate orcs, even more than the elves who spawn them. I've heard of the rare example of dwarves and orcs working together, but only heard stories.

Orcs

Brutish and nasty are two words that come to mind when someone talks about orcs. Loyal and honorable, however, are usually the last two words, but orcs display a certain amount of both to those they respect. No one gets left behind is the motto for orc warriors, whether dead or alive.

The orcs are not native to this world. They are half-fey and are somehow connected to the elves, but not the elves of this world, or our version of Faerie either. No one really knows when the orcs came to our world, how they got here, or where they actually came from. When asked, most orcs simply say they walked through the door and ended up here.

Orc religion is an interesting matter. They claim no faith of this world but worship the creator of their world which has no name but refers to himself as John. They claim John is impervious to all but one thing, and no one knows what that one thing is. It is said, among the orcs, that a band of foolish gods, those John created to help create creation (try saying that five times fast) learned his weakness. They decided to try and use his weakness to kill him and take his power. The attack apparently surprised John so much that he swore. The curse was so powerful it melted the band of gods into goo. From this goo emerged the god of the orcs, Orgslogroph. At least that is what he is referred to as. His full name is the obscenity that John said that could kill gods.

This new god was destruction itself. Nations apparently fell before it. The elves of that world apparently had great magic that

they thought would kill destruction itself so a great army of ten thousand elves road out to face this new god. Apparently their magic was not enough to kill him, but it did hold him at bay, for a while. As the battle commenced and the elves seemed to gain an upper hand, the god took a breath and said almost its full name. Apparently, for miles around the site of the battle no plant or animal can thrive, and the elves that went to battle the god have been changed, cleansed, the orcs say, into the orcs of today. The use of almost its entire name tired out the god and it slept. The orcs, his new children, hid the god and wait for him to awake and say his full name and destroy their whole universe. Luckily the orcs that are here claim to feel no kinship to this world and do not care about its inevitable fate one way or another. So yeah, that is their religion, and people have called me mad. Well, at least it isn't Scientology.

Apparently in a race that worships destruction there is no room for gender biases. All orcs are not equal in their society, but an orcs worth is measured in his or her fighting ability. Also, from the time an orc can walk they are trained in combat.

The funeral proceedings for orcs are rather unusual. The orc leader will cut out the heart and liver of the dead orc and eat it raw, this is to keep the spirit of the dead orc fighting with his companions after death. Then the body is set on fire so it will not rot away like garbage but burn brightly in one more outburst of life.

Angels

Children of Fire, the First Born, there have been many names for these beings. First off, they are not little kids with feathered wings nor are they the spirits of the dead sent to protect people. Angels were the first creation of the gods. In their natural form they appear as pillars of fire with flaming wings. The number of pairs of wings an angel has generally denotes the angels general standing and power. Angels with one pair of wings are generally of the lowest choir (angels' ranks are called choirs) and those with eight pairs of wings are generally the highest choir.

Angels have no soul, and many envied humanity for that. It was this envy that led to one sixth of the heavenly host, with strong enough willpower, to revolt against heaven. These angels lost the battle and have been cast out, fallen from grace, and have become demons. At least, that is one version of the story, but there are other theories. These fallen angels are not the only type of demons, but we'll get into that more.

Even though Angels have no soul and can be controlled with the use for their true name, there seems to be some sort of

protection clause built into them. Angels cannot tell anything about heaven except what has already been told in religious text, except that all religious texts have been severely edited.

God once struck down an entire host of angels, or most of them at least. God once sent down to earth, when man was young, a host of angels and charged them to watch over humanity. These Watchers did as they were told. As they watched humanity, they grew enamored with humanity, they fell in love with humanity. Eventually they showed themselves to us and even started taking us as mates. Unfortunately the offspring were twisted, evil, monstrous creatures known as Nephilim. They ripped through their mother's wombs and hid in dark places where none could get to them.

As punishment, and to make an example to the rest of the heavenly host, God stuck down all but a few of the Watchers. As a result, the Watchers that survived lost almost all their angelic powers, but can only die by the act of the gods. Over the years, however, the remaining Watchers have gained other powers.

Demons

There are two types of demons. One exists in the void from beyond existence. They existed in the void before creation and wish to return all things to that void again. The second type is the one sixth of the heavenly host that fell from grace. Both are horrific, both have power beyond human comprehension, and both wish only to destroy.

The Fallen look like the angels they once were and are generally easy to mistake, except for the sense of malice they give off. They were once part of the heavenly host but fell from grace and bound to hell. Hell is a twisted prison designed to torment these damned creatures in ways befitting their betrayal. The Fallen were not always evil, some say they were jealous of our free will and turned against god. Then again, some say that god needed an enemy, an example for the rest of creation, and Lucifer and the rest of the one sixth of the heavenly host who became demons volunteered. There are many other theories about the fall of these creatures, but the fact of the matter is no one but the Son of Morning seems to know why they turned against their brothers, and he will not tell.

While evil, the Fallen are not cartoon villains and do not just do things because they are bad. Quite often they will perform good and righteous deeds, but these are only to further their malicious plans. Never trust a Demon.

The Fallen are not the only inhabitants of hell. For one, the Fallen tend to trick souls on the way to the afterlife off the path and into hell. They also, on occasion, steal children and raise them in torment and hatred to be like them. And the greatest portion of the population of hell are

the demon born. The demon born are what most people think of when they think of demons. They are the incubuses and succubuses and imps and all the demons that were never given names but are thought of when the word demon is used.

The other type of demon, those that were before the creation of everything, there is little known about them. They cannot truly be said to exist for they are not part of creation. Their very presence brings destruction. Only a handful have ever been reported entering the world, and little was left of where they entered after they left. They wish only to destroy and kill. Well, I guess saying they wish anything is wildly inaccurate since in order to wish implies some semblance of sentience. The creatures from beyond creation (sounds like a 50's B-movie, doesn't it?) have no intelligence as we know it, at least from what I have been told. I have been lucky enough not to have encountered one yet.

On the rare occasion that they enter this world, their very presences spread death and destruction. But they also apparently help it along with violence and strange powers. When they enter, they create bodies for themselves. The best way to describe the bodies they create is to say it looks like it was put together by something that had heard about biology as a passing thought. These creatures are all claws and fangs and hair and legs and arms and mouths and eyes and organs, but not constructed in a manner that belays any understanding of the functions.

Fangs with no mouths, mouths filled with claws, eyes deep in mouth or the ends of legs, legs from necks; these are some examples of how they create their bodies. Again, I do not know from experience, I have

only heard it from the survivors, or usually, what is left of the ghosts of those that seen them.

Summoners would be wise to leave

these things in the darkness beyond existence for they cannot be controlled, they have no true names.

Nephilim

The Nephilim are the unwholesome spawn of angels and man. It is said that when man was truly young that god sent a chorus of angels to watch over us. When he did, god told the angels to watch us, do not bed with us (for those of you who may not know, that means have sexual intercourse, god probably should have explained that to the angels). The angels watched us and protected us, and, unfortunately for all involved, they fell in love with us. The angels started to bed with human women (see above if you forgot the term already).

Well, if you study biology, you know that two completely different species can not interbreed, however, if you know about magic, you know that is often not the case when dealing with powerful magical creatures. This as well, probably, should have been explained to the angels, because not long after bedding our women (you should really know what that means by now) the human women became pregnant. Some of the angels got nervous, they were told not to bed our women and now the proof was about to be born. Others rejoiced, they believed that once god seen how much an angel and a human could love one another and they could raise a child of both celestial and secular origins to love god just as much, then god would forgive them and sanctify their unions.

Well, none of the angels or the humans knew what to expect as the first of the Nephilim burst forth from their mothers wombs. The births were brutal, bloody, and violent. The mothers all died horribly during birth and the spawn were destructive, hateful mockeries of their celestial parents. The angels were so wrought with grief, sorrow, and self-loathing over what had happened

that they called to god to undo what had been done.

God had the angels gather the Nephilim to him and he destroyed them all there, or so he thought. It seems several managed to escape into the four elements, fire, water, air and earth. The Nephilim gained dominance over their chosen elements. What happened to the parents of these abominations? Well, the chorus of angels were known as the Watchers, almost all were wiped out by god, those that survived were stripped of their angelic nature and made to wander the earth for eternity.

The Nephilim Have since had a hate on for all of creation. They corrupt and destroy wherever they can. They truly love to corrupt man and nature, they love to turn gods work from him. While they are powerful, they are loners, hating everyone and everything, even each other. They also fear god finding them and wiping them out, which are the two things keeping them from being but real major pain in the butt.

Please keep in mind I have never met one of the Nephilim, all this information came from a paladin of the Christian church. I asked him if this story didn't prove that his god was fallible, unlike what they would have us believe. I mean twice god messed up. Once, giving the angels a chance to mate with humans and secondly, for missing some of the Nephilim. He said that the angels had a choice and chose wrong and that the Nephilim were a punishment for going against the will of god. I pointed out that in his story, god chose them to go to man, and if he was all knowing he would have known about the outcome already, and that no where in the story were humans told not to sleep with the angels. And that is when he hit me,

which goes to show, it is a bad idea to discuss theology with one of the holy

workers.

Watchers

As I was saying earlier, there was a chorus of angels that God sent to watch over us. Eventually they became seduced by us and with us spawned an abomination that still plagues the world. God then wiped out most of them and the rest were stripped of their divine rank. They were given mortal bodies and an eternity to think about what they have done. I don't really know much about these guys, but I'm sure it would be best to try to avoid them.

I am told that they resemble mortal men, but build like a Greek god and stand between seven to ten feet tall. While they were stripped of their divine rank, they have gained other powers over the years. Don't ask me what they can do, I have no idea. Apparently every Watcher is different and they all have different powers and abilities.

Most of my sources say that most of the Watchers do not hold a grudge against us, but I find it hard to believe.

Whether or not they are our enemy or ally, there are not many left, maybe twenty or thirty at most, but I doubt that many. I heard rumours that most of them can disguise themselves as human, even hide their power from our (the magically inclined) senses. If that is true, then there could be more out there than anyone realises and I could have walked past at least half a dozen of them on my way to get a coffee this morning.

At least these guys, from what I'm told, have stopped mating with human women. The monstrous Nephilim still stalk the earth and there seems to be no love lost between the Nephilim and their once angelic parents.

Undead

Death is a natural part of life, however, sometimes people don't move on like they should. Sometimes anger or regret is too powerful to allow a person to cross

over and the person is cursed to roam the world until they can overcome these emotions or they are forced from this realm. Here are the a few undead you may run into.

Ghosts

Sometimes the dead leave traces of themselves. Ghosts are the soul and mind of those who pass on. If something is left undone then a portion of the person's soul remains to see it accomplished.

These missions can include avenging his death or the death of someone the deceased truly cared about, finish a life's work, or solve a problem that consumed the person when he was alive. Ghosts are intangible, but can develop powers to which can effect the material world, this makes

them hard to fight.

There are three main ways to deal with a ghost. One is to help it overcome whatever it is that keeps the ghost here; the second is to force it to move on through magic, and the third is to ignore it. Ignoring it, however, is only possible if you are in no way connected to the ghost, otherwise it will continue to harass you. Ghosts can last for centuries and can sometimes get confused. Sometimes they forget why they are still here or that they are even dead.

Avengers

Sometimes a need for revenge is just too strong, when this happens the soul of the dead can revive its own corpse; or create a new one from dust, dirt, and excess materials, which it transforms into a duplicate of its original body, if his original body was destroyed.

Of course, in order to do this the soul must find its way back into this world, which it does by making a deal with an animal that exists between both the world of the living and that of the dead; usually a crow or a cat, but there are other options. Once his soul is linked to this world the next step is to find their body.

Once the Avenger finds his body, he restores it to what it was before it died. If the

body was destroyed, then the Avenger will draw as much of the remains in the area (dust, meat, and/or bones) to it then more dust, dirt, and extra material. It will then destroy it all and reform it into an exact copy of his body before death. Once the restoration is complete, the soul then returns to the body; most of it anyway, the knowledge of what it is, how it came to be reanimated, and any other information gained between the time of death and the time of resurrection remains with the animal which becomes the guide for the Avenger.

The new body can't be destroyed until the Avenger completes the task that caused it to come back from the dead in the first place, or the animal guide dies.

Vampires

Cursed to walk the night, never to see the light of day, to feed off the life source of others. There are a few ways to become a Vampire, but the easiest way is to have a Vampire drain you of all your blood and give you some of his. Well, not you; if your reading this you're probably one of us and cannot become a Vampire, but for normal people the draining of blood thing will almost always work. There are other ways, but they aren't important right now.

Vampires are not exactly like they are in the movies. They are bloated and ghastly looking, at least at first. It takes years for

this to go away. They can, however, regenerate damage quickly. Some can turn into a wolf, a swarm of bats, and even mist.

They cannot cross running water (i.e. rivers and streams, but lakes and oceans are fine), they are repulsed by religious items, hate garlic, and need to sleep in at least a handful of soil from their native land. In order to kill a Vampire you must drive a stake through its heart into the ground underneath, or cut off its head and burn the body and head separately, making sure nothing escapes the fire. To be really sure, do both.

Ghouls

These loathsome creatures seem to be what happens when one almost becomes a Vampire. Ghouls are the lowest form of undead. These undead are rotting scavengers, usually found in graveyards, eating the remains of corpses they find.

They lack most of the powers Vampires have and are easier to kill. Ghouls tend to make homes under graveyards, often creating labyrinth like cities underground and seem to have their own language.

Lich

These are mages who attempted to become immortal and failed. They appear to be mummified bodies, stiff and slow moving. They are capable of casting the spells known in life and can continue to learn

new spells and improve the ones already known. They tend to become reclusive and spend almost all their time studying lost and forsaken lore, they can be great sources of knowledge if they can be convinced to help.

Changing Breeds (The Half-Dead)

Werewolves are the most common, but there are others. The Changing Breeds are an odd type of undead. In their human form they need to breathe, eat, sleep, and can die, in a fashion. In their monstrous form they feel no pain, eat, but do not hunger, and heal damage at an incredible rate. The reason they are considered undead is because even if they die in their human form, once the next full moon raises, they rise as their monstrous selves and when they change back, it is as if they were never harmed. The Changing Breeds do not age and any cosmetic changes (hair cut, tattoos, piercing) are gone after they change to their monstrous form and back again. They look exactly as they did when they received the curse except for the signs of the beast. While the Changing Breed cannot procreate, they are the only undead able to perform sexually.

You can tell one of the Changing Breed by the marks of the beast. They all have the sign of the pentagram on the palm

of their left hand. There are many other signs that they may have, but the pentagram on the palm is always present.

The Changing Breeds are slaves to the moon. When the moon is full, they change into the beast. There are often other catalysts, but the moon always holds power over the Changing Breed. It is possible for the shape change to take control of the beast while in its monstrous form, but it takes years of practise and great will power.

There are many ways for an ordinary person (not one of us) to become one of the Changing Breed. The surest is to be bitten by one in its monstrous form and survive. It's usually the surviving bit that keeps the Changing Breed population low. There are many other ways to become one of them just as there are a few ways to kill them, but the most effective way is using silver weapons. Silver hurts a Changing Breed in its monstrous form, and if you can kill one in its monstrous form with silver, it stays dead.

Dragons

Well, enough about the undead. Lets move onto something infinitely cooler; Dragons. The first thing to know about these powerful creatures is that they are thaumavoire, that is, they eat magic. They do not need to eat food of any sort, let alone meat, let alone people. The second thing to learn about these awe-inspiring creatures is that the fact that they do not need to eat people will not stop them from eating someone who is annoying them.

Dragons can live for eons, they may in fact be immortal. Newly hatched Dragons are born knowing the common language of the land and the language of the Dragons, along with a few other skills that may or may not prove necessary. Any skill they do not know, they will learn quickly.

Dragons are creatures of magic and are born with skill in magic akin to Fey's Glamour, except that the Dragons version only includes magic. The first trick a young Dragon learns to do is change shape. Dragons can learn to change into anything from a bunny to a blue whale. When the Dragon changes size, the weight changes to

match. Dragons can only change themselves into living things.

As thaumavoires, Dragons need magic, so most tend to live along ley lines or near Nodes. Ley lines are currents of magical energy that travel along the surface of the earth and Nodes are where two or more ley lines intersect. This is the reason that ley lines are often called Dragon Roads. While Dragons can do nothing with finished spells, they can eat the magic a wizard is putting into a spell he is casting in the presence of the Dragon.

Dragons are natural hoarders. No one knows why, but Dragons seems to have an overwhelming need to collect gems, precious metals, and magical items. Dragons tend to amass vast treasuries, which they hate people trying to steal from, a lot. Older Dragons tend to become more reclusive and hate being disturbed. Dragons hoard knowledge as well as treasure, which sometimes may make it worthwhile to disturb them, but it is a good idea to bring something valuable to trade with the Dragon for your life, and the information.

Nature Spirits

These are the spirits that Shamans most often deal with. Nature Spirits represent the spiritual concept of animals, plants, and sometimes people. The spirit world is a fluid and ever-changing place. Sometimes it will correspond with the real world location the Shaman's body was left, and sometimes it will resemble nothing of this world. The aspects of the spirit world changes to suit the needs of the spirits, much the same way Faerie works for the Fey.

Everything that exists in the spirit world is self-aware; the animals, the plants, the stones, everything, but you must be able to understand the speech of the spirits in order to interact with them. Most of the spirits can be understood no matter what language the human it is interacting with understands, but some either can not or could not care enough to speak anything but the language of the spirits.

Nature Spirits are representations of spiritual aspects of that which they correspond to on this world. Most everything has several spiritual aspects so, for example, two monkey spirits could look exactly the same but be a representation of

two completely different aspects of monkey. Yeah it's confusing, aren't you glad your not a Shaman? My apologies to all the Shamans out there.

Anyway, most Nature Spirits either look like that which they represent, a human, a cross between human and that which it represents, or that which it represents superimposed with a human form and can switch between these at will. Some trickster spirits can also take on other forms. Man, I'm really glad I'm not a Shaman.

Some Nature Spirits can see into the material world, if they concentrate. They see our world as if it were shadows in murky water, more an optical illusion than real. Shamans shine like a beacon when the spirits look through and see them. A few can cross over on their own to the material plain on their own and there are places that exist in both worlds which allow crossing over. These places usually only exist in both worlds simultaneously for a short duration under very specific conditions. However a Nature Spirit enters this world, it continues to have access to its powers.

Loa

Now the Loa are another type of spirits that shamans can deal with. They exist in their own world somewhere between the spirit world and the astral plane. The Loa are the spirits of concepts or ideas, sort of a cross between a spirit and an Ideal. While they are neither good or evil, they do tend to be darker or lighter than their spirit cousins.

It is usually vodoun priests and witch doctors that deal with Loa. The world of the Loa tend to be harder to reach than the spirit world by most, with the exception of a few places such as Haiti and Louisiana. I honestly don't know if that is the reason voodoo is so popular there or the voodoo twisted the realm and made the world of the Loa easier to reach there. Whatever the case, most places that voodoo has taken deep roots is usually a place it is easier to reach the world of the Loa rather than the spirit world.

As I said earlier, the Loa are spirits of ideas. There are Loa of magic and of the hunt, Loa of love and of the shadows (which I have been assured by both shamans and summoners alike are not connected to the Darkness that summoners are connected to).

There are Loa of the forest and Loa of the air. There are Loa of the concepts of animals as well and three Loa lords of death. While the Loa are different than spirits, they are no less powerful, and when they are called to this world, they can do amazing things.

The Loa tend to be pickier about who they deal with than the spirits are. While most spirits like to deal with shamans, they usually will deal with most anyone who can contact them and treat them with respect. The Loa, however, will usually only deal with shamans, they will do everything in their power to work against other mages who try to deal with them unless they mage earns the Loa's trust, and that takes a lot of work. The Loa are also much less forgiving than spirits are when someone does not fulfil their end of a bargain made with them. The person gets marked spiritually like they would normally as an oath breaker to the spirits, but the Loa will hound them and torment them, sometimes, they will even drag the transgressor to the other side for punishment.

Sin Eaters

Some believe that Sin Eaters are one of us, just extremely specialized, others believe that they are some sort of mutation of the soul, others believe they are a completely different race, left here to be cared for by the humans they will one day feed off of.

Sin Eaters eat sins, hence the name. They can see guilt, regret and emotional anguish like they are worms burrowing through the victim's heart. The Sin Eater can extract the worms by placing his hand on

the target's chest and concentrating. The Sin Eater then devours the sins. If the target has multiple sins the Sin Eater can only eat one sin at a time, starting with the freshest. The target forgets the sin that was eaten, but the Sin Eater remembers. The Sin Eater has no idea what the sin will be until eaten, unless the target confesses it to the Sin Eater. The target will forget the act of having the sin eaten within a few minutes.

Hunters

No one knows how the Hunters came about or what they truly are. What is known about them is they are the natural predators of the mystical world. They are born normal people and do not display any unusual characteristics until puberty. When they hit puberty the need to eat more and more to sustain themselves, until, within four or five years, normal food holds no nutrition for them. They must eat the flesh and drink the blood of mystical beings. Unfortunately, that includes us. Luckily, we are considered weak mystical and seem to have an unpleasant taste compared to a werewolf or vampire.

The Hunters strength raises and lowers depending on what it is fighting. If the Hunter is fighting a werewolf it has the physical strength of a werewolf, if it is fighting a dragon it has the physical strength of a dragon, however, if it is fighting a normal human, it is only as strong as a human. Also, mystical beings, including us, cannot kill or even truly hurt a hunter, only,

possibly, slow it down. Only normal, non-mystical means can hurt or kill a hunter. Even if a mystical being uses a mundane weapon, such as a gun, it will not hurt or kill the Hunter.

Hunters are one of the most fearsome enemies you can come across. I once saw a Hunter get its head ripped off by a vampire and I saw the skin on both sides of the wound reach out and pull the head back on place and reattach itself and the hunter keep fighting. The vampire would have been a goner if it wasn't for the fact that the vampire's human cohort hit the hunter in the back of the head with a golf club and killed it.

The bad news is that these things are out there and they need to feed off of us, or mysticals and we count as mysticals. The good news is that these things are extremely rare. There may be one Hunter for every hundred thousand people in the world, maybe, hopefully less.

Living Spells

Sometimes spells go horribly wrong, sometimes they go beyond anyone expectations; either way can lead to interesting and unexpected results. One of these results are Living Spells. Every spell cast uses a piece of the caster's essence as the framework of the spell. Sometimes a wizard puts too much of his essence into the spell and it becomes more than it was intended to be, that is what a magical backlash is. Sometimes the framework is strong enough to support the spell beyond its intended use, and it continues on its own. Sometimes it is an essence not strong enough to form a body, with just enough self-awareness to continue to sustain itself like an animal. Sometimes it is strong enough to form a body out of dust, dirt and whatever inorganic material is around. It will break down what it has collected and reform it into a living body. It usually takes a Living Spell a few hours to form itself.

The body could be anything from an insect or arachnid, animals, or even have human form. Usually the more powerful the Living Spell the more complex a body it can create, but that is not always the case, and a Living Spell can become more powerful over the years, but generally cannot change its body. The type of body and appearance is usually based off of the spell. A fire spell

come to live might have the body of a firefly or a moth, it could have the body of a salamander, or it could be a redhead with passionate eyes and a fiery temper.

The personality of the Living Spell is usually a combination of the wizard or wizards that cast it and the spell involved. When first created, the Living Spell's personality is very similar to that of the creator or creators, but over time the Living Spell develops its own personality.

Another way a Living Spell can come about is if there is a great amount of magic cast in one small area, like a magical laboratory. These Living Spells are much more powerful than the average Living Spell because normally they have access to the spell that birthed them and a few powers related to that spell, but if it is born from several spells it has access to many more powers.

On top of the powers gained from the spell that created it they also have the skills which would come naturally to them if they have an insect or animal form, or some of the skill the wizard or wizards who created them had at the time. Living Spells do not age and can usually learn a great number of skills over time, no matter what its form. Insect and animal Living Spells can learn to communicate as a human over time.

Aliens

Ok, now I know your just getting use to all this monsters and magic stuff is real, and it is a lot to swallow. I mean, all this stuff existing here on earth or in alternate realms of reality without you ever knowing it is hard to believe. I know, I was once new to all of this myself, but there is more. We are just one in a few hundred billion (I'm making up the number there, in case you were wondering) planets capable of life out there. Yes, it is true, we are not alone. There is life out there more advanced than

our own. Some of them are friendly, some of them not so much. Many have come to our backwoods little mud ball floating through space and stopped by for a little visit. Some would blast us back to the primordial ooze that we came from. Some would have us advance intellectually so we can become a part of intergalactic society. Some would study us for their own ends. Some just needed a place to land and refuel. Here are a few alien races out there.

Alpha-Draconians

Alpha-Draconians are an ancient race of reptilian warriors. They can be anywhere from fourteen to twenty two feet tall and weigh nearly more than a thousand pounds. They look like giant winged velociraptors.

From what I understand they were the first race capable of interstellar flight, approximately four billion years ago. They have established their main colonies in Alpha-Draconis, but they claim that earth is their home, go figure. Where they came from is unknown but it is said they come from an alternate universe or dimension. Perhaps they are exiles, but they seem to be under the impression they are here to conquer and rule, which they seem to have done rather well, especially in the Orin, Rigel, and Capella systems, from what I hear.

They are warriors and geneticists. They conquer what new races they find and genetically manipulate the new race to keep it docile. They believe that they are meant to control and dominate this galaxy. They rule by fear and strength of arms. They believe love is a weakness and if a race is weaker than them then that race is meant to be enslaved. This belief is drilled into the Draconian from birth when the mothers abandon the young and if it survives it is raised by the warrior class.

The Draconian seem to hate

humanity. Whatever the reason for this is, the Draconian seem to hate us for anything other than a snack, and Apparently our children taste the best. Again, these guys seemed to have infiltrated organizations in various world governments but, by the words of my informants, they don't seem to doing as good a job at it as the grey. These two races seem to butt heads often in their manipulations of the world governments, causing friction between various governments and even various government agencies in the same country.

These Draconian are alien in species and in thinking. They are ruthless and relentless when dealing with their own kind and worse when dealing with others. They are self-centered and self-serving. Why they haven't invaded and conquered earth is unknown, but I heard rumors that we may have powerful allies, or at least enemies that don't wish to see us destroyed yet. I heard rumors that they are somehow related to dragons, but then again I hear a lot of crazy rumors. They don't seem to have the capability for magic, which leads me to believe that it is just a dirty rumor, but they do sometimes seem to possess some psychic powers. Keep away from these bastards if you can, if you can't, try to point something big and powerful at them instead, like a dragon or the fey.

The Grey

You all heard about them, you've seen them in movies and in the tabloids. Their image is iconic to extra-terrestrial life. They have been good guys and bad guys in fiction, but the truth is worse. These guys don't care. They don't care about you, they don't care about me, I don't think they care about themselves, at least not on a individual bases.

Tales of them abducting animals and people and experimenting on them are true. I have no idea what they are up to, but they are looking for something. They have advanced technology and have been trading some with several of the world government in exchange for being left alone to do their experiments. From what I can tell they don't really mean any ill will towards us, but they take humans and experiment on them with no regard for the sanctity of life. No wonder these guys have been mistaken for fey throughout history. They are just as bad as the fey, and that is saying a lot.

I don't know, no one really knows except possibly the grey, where they come

from. Some say they come from a distant planet, some say the future, some say they are the original inhabitants of the astral plain, some say they are a race of Ideals. All that is known is that the grey do not actually travel through space, but travel through the astral plane and brake out into reality with their flying saucers.

The grey are powerful psychics, their ships, most of their technology, their communications all run on, enhance, or simply recreate their psychic powers. Many of the government created psychic, and I suspect a lot of the "naturally occurring" psychics were created using grey technology given to, or taken by the government. The Roswell crash gave the US government a great lead in the alien tech race, but little of it, from what my reliable sources say, is understood.

In short my friends, if you see a grey, just run. Run fast, run far. Oh, and cover your ass. Keep an aluminum hat handy as well.

The Torkep

Well, what to say about these guys? Ok, first off, they are the most pacifistic race I have ever seen or heard of. They have advanced technology, but could not figure out how to hit a guy with a stick. Actually, a lot of their technology is even more advanced than the Grey, but can not be used in any violent way what so ever.

I guess I should give a brief description of the Torkep. They look similar to the Grey, except taller and orange. Which is why many who know of them jokingly call them the Orange. Adults stand anywhere from five foot six inches to six foot six inches. They are incredibly thin, with short legs and long arms ending in three long fingers and thumb. Their eyes are large and completely black and they have small slits for noses about where a nose would be on a human and a small mouth under that. Their heads are large and oval shaped. Pretty much like the Grey except taller and orange.

They also tend to develop strong psychic powers, but not to the extent of the Grey. Some have suggested that the Torkep

and the Grey are somehow related species, but the Torkeps I met have denied it (then again, wouldn't you?). These guys do travel through space though.

When the Torkep first arrived here, they went to the government of the USA to make a peaceful deal with them. Allowance to land on the planet in exchange for advanced technology. Well, this took place in March of 1942 and the US government thought that advanced technology meant heavier weapons. When the Torkep failed to produce such weapons the US government thought they were either holding out for more in the deal, working with the Nazis, or planning to invade just after the war and conquer us all.

Things did not go well after that. The Torkep is still weary of dealing with anyone connected with any world government, which is a shame because they have a lot to offer. They still come to the planet and will give little bits and pieces of technological wonders to trustworthy individuals to help us along, but are afraid to give us too much.

Nordic Alien

Well, these guys get their name from the face they look like they just flew in from Sweden. They look human with light blonde hair and unusually blue eyes (usually, sometimes they have pink, red, green, or violet eyes, if they aren't pure black; their eyes seem to be the varying feature). They are tall and very attractive. I would have thought them to simply be changelings, but they have no magic powers. They are, however, powerful psychics (well the ones I have met are, and the ones I've heard about seem to be).

These guys could be said to be the European version of the Grey. Were the Grey are the most likely to take you in North America, it seem to be the Nordic Aliens that you will most likely meet in Europe. Apparently the Nordic Aliens must have made the same deals in Europe that the Grey made in North America, because it is the Grey you will most commonly run into (not

that many commonly run into any spacemen) in North America and it is the Nordic Aliens generally seen in Europe.

Now, I don't know if it is true or if it is because the Nordics resemble humans so much, but it is commonly believed that the Nordic aliens are the cosmic good guys. I have met a few and they don't seem that bad, but I could be prejudice myself. They seem to be studying us, but not as aggressively as the Grey. They do not seem to be interested in interfering with our society, just studying us (and according to some, mating, but I didn't see any of that when I ran into them). They seem very similar to the Grey in some ways and very different in others. They are easier to get along with than the Draconians. Other than the Torkep, they seem the friendliest race to have found their way to our backwoods little planet. That being said, they still creep me out a little.

Light Wings

Not all those who come from space use advanced technology or psychic powers, some use magic. The light wings (I do not know what they call themselves) are one such race. The light wings are tall humanoid creatures with hair and eye colours varying like those of humans. The only real unusual aspect are the large, white, feathery wings on their backs. These aliens are probably the reason people think of angels as being humans with wings.

The light wings have been fighting a war for millennia with the dark wings, a race from the same planet, possibly a different race of the same species (I'll talk about them later). The battle has been brought here, and throughout history, the two races have been interacting with humanity. While the light wings do not go out of their way to discourage the belief they are angels, they

rarely claim to be angels. Usually, they will dismiss questions about themselves off-hand (which is really annoying when trying to learn more about what they are and where they come from).

While the light wings may not be divine, most have great and vast magical power and knowledge. They have incredible libraries of mystical lore they carry in odd glowing crystals they "read" magically. They travel through space in huge, cigar shaped living ships. They visit earth looking for some resource (again, they gave only vague answers when asked about it) that their war with the dark wings have left them running low on. If you meet one of the light wings, while they may not give out much personal information, they do love to discuss philosophy and magic. They also seem to really like apples.

Dark Wings

These aliens, much like the light wings (mentioned earlier) use magic rather than advanced technology or psychic powers. The dark wings are a tall humanoid race. Their skin colour tends towards dark grey to black, their hair is usually dark brown or black and their eye colour varies from red, orange, purple, yellow, or black. Protruding from their back are large, leathery wings. Although they have been mistaken for demons throughout history, they seem no more evil or destructive than the light wings I have met.

These aliens seem to come from the same place as the light wings, they even use the same cigar shaped living spaceships as the light wings. Both the dark wings and the light wings are equally secretive about their pasts and origins. Advanced magical knowledge and power is another trait the two share, but the dark wings are much more likely to teach their magic to humans, rather

than just their theories behind the magic. Many time when people were accused of demon worship or trafficking with devils for knowledge of the dark arts (when they weren't just accused of it for political or financial gain) they were caught dealing with the dark wings.

Great power can be gained from dealing with the dark wings, and they don't ask for a whole lot in return. Sometimes it is a ritual at certain times of the year (mostly dancing and chanting around a fire), sometime magical lore or a spell they might not know, sometimes they ask to retrieve an item that would be difficult for them to acquire such as a copy of the King James Bible (hard to go into a bookstore looking like a demon), a water pistol that shots transdimensional webbing (don't ask), or a lock of Billy Idol's hair. Basically, nothing that difficult to acquire but it is usually unusual. They also seem to love apples.

Unusual Others

My next two subjects I wasn't sure if they fit into the creature category or the group category. I finally decided on

considering them creatures because there wasn't much diversity among them.

Immortals

Immortals were once normal people, but have been changed. At least most of them were normal people at one point or another. Some of them were made Immortal by magic, some by science, and some by forces unknown to anyone. While it seems every Immortal is different, they all have a few characteristics that are similar. First off they have stopped aging, secondly, they heal

incredibly fast, and third, like us, they can sense the mystical, and lastly, they can die, but it takes a hell of a lot of work and each one has a specific vulnerability that is the only way to kill it. Immortals are extremely rare. If one in every thousand people are mystical then about one in every thousand mystical people would be an Immortal.

Men in Black

I know what your thinking, this has got to be in the wrong spot, Men in Black is a group, a secret society, not a race. Well, it's really hard to say. They are not like what some movies and cartoons want you to believe, they are not the heros. In fact, at least one of these groups (most evidence points to there being at least two different types of Men in Black) are demonic in nature.

Both groups seem to be out for the same thing, silencing anyone who would let on about the world unknown to the masses. It is unknown why they wish to keep the mystical under wraps. Unfortunately this tends to make us an enemy if we get a little careless, luckily, the two groups seem to be at odds with each other and tend to trip each other up when both are involved in an investigation. Now, it usually has to be pretty big news to get both groups involved, which will bring in more unwanted attention from other groups, so hope you never have to deal with a mess that big.

One group seems to be nothing more than thugs, threatening witnesses of mystical events into keeping their mouths shut. That is, until the mysticals come out. That is

when years of training and the high tech gadgets come out.

Members of this group claim to be from all sorts of government agencies, but can never be linked to anything. They are like ghosts, no paper work, no histories, no personalities. They all dress in the standard black suits, black sunglasses, black gloves, driving black Sedans. They all look alike, like they were all at least brothers, if not exactly the same person. This group of Men in Black are believed to be loyal clones created by the Illuminati.

The other type of Men in Black seem to be an organization of demons. This group seems to do the same thing as the other Men in Black, threaten witnesses, hunt down other mystical creatures. The difference is that these guys are definitely not human. Some witnesses claim to see them hover inches off the ground rather than walk, other accounts claim they have glowing red eyes, but all accounts mention the smell of brimstone coming from them. No one knows whom they work for. There are rumours that the Illuminati doesn't know whom they work for.

Organizations and Secret Societies

Our world is full of secret societies and mystical organizations. Much of what you read in the tabloids are true, to an extent. The secret societies exist and many of the crazy conspiracy theories are true. Most of the people behind these things are the ones writing the stories, blowing them up,

embellishing them, making the truth so unbelievable that no one would believe it even if it was happening right in front of their faces. Here are a few of the groups that hold sway over our world. They may not rule the world, but who am I to step on someone else's dream?

The Order

The Guardians, the Sentry, the Order, whatever you call them they are the first thing every new wizard should learn about.

First off, this group has no name, so whatever you call them is wrong. They have a higher purpose, a calling that transcends a need for a name, a name means nothing to this group, they know who they are and so does everyone else, and that's all that matters. No one knows where or when this group started, but what is known is that they are the law of the mystical world, they are incorruptible in their mission.

You can always tell one of the order, you just know it when you see them. No one is even sure if they are or ever where human. Some say that something comes to certain people (some say people so good they are nearly saints, others say people so wicked that the devil doesn't want them and this is their last chance to redeem themselves) and makes them an offer and if they accept it, they become a new member of the order. Other say that a person is copied, the new copy eats the original, and the thing becomes

a new member of the Order.

What people don't know about the Order could fill libraries, what people do know about the Order is that if you break our laws, you may have to face them. And they are a frightening lot to have to face. The major problem is that we, as a collection of mages and mystical creatures, do not have any set laws and that makes many wonder how someone could break them.

Now, don't go thinking that these guys will save your ass every time you get in a situation you can't handle. They are mighty, but they are few. My sources say they are anywhere from a hundred to a thousand world wide. They usually only show up at the most dire time the world faces. They right the most foul wrongs. It usually takes something that is normally universally considered ultimate evil to get their attention. If they do come in and save your ass, thank whatever god may be out there because if they are there saving you, then you were in way over your head (whether you knew it or not)

The Illuminati

The Illuminati is like the evil twin of the Order. It's like a large twisting snake that has a choke hold on the world. It is almost impossible to see where it begins and ends it is so convolutedly wrapped up in itself and the world around it. Secrets are the bread and butter of the Illuminati. Some say that the secret masters are trying to take over the world, some say they already have. Some say that all the world's problems are caused by either the Illuminati's attempt to control the world, or concur an enemy, others say it's for their own amusement. Some believe that the Illuminati is one group, others say it is several, while others say that it thinks it's several, when in fact they are all the same group. It is said the more power you think you have in the Illuminati the less you actually possess, the more you know you have the more aware of the pawn you are.

Since its beginning as the Bavarian Illuminati on May 1, 1776, the Illuminati has been the central point for nearly every conspiracy theory, both real and imaginary. It is difficult to tell what is true and what is fictional when it comes to this group. What I do know, or at least have seen evidence to support my beliefs is that there are several different groups claiming to be the true Illuminati, all of which are warring amongst themselves, and are dragging the world into the battle with them.

All the serious contenders for the title of the true Illuminati have great stores of super science and magic. They all have their hands in politics the world over and a heaping helping of the corporate pie throughout the world. Everything else is just rumours, but most of what makes up the Illuminati are crazy, half-baked rumours.

Brotherhood of the Serpent's Fang

For these assassins, killing is both an art and a way of life. This international cartel of killers began in Bamberg, Germany in 1812. It was founded by a talented mystic and killer Adrian Ackart. He spent years developing his powers to make himself a formidable assassin, and brought together twelve of our kind's greatest killers at the time. It did not take long for this group to gain a strong reputation locally, or for that reputation to grow larger still. It has since become a world wide organization.

Nowadays, most members (there are rumoured to be between one hundred and two hundred worldwide) are normal mundane humans. They are all exceptionally well trained killers with talents beyond the normal, but still human. It seems only the top level are mages as well as killers. The current leader of the Brotherhood of the

Serpent's Fang is Jacob Ackart, the great, great grandson of Adrian. Of course, there are rumours the Jacob is Adrian. Some say he is immortal and creates new identities and setting up the new identities as the new leader, others say he takes over the body of his heir and maintains his immortality that way.

No one seems to know if these rumours are true because no one knows where the Brotherhoods of the Serpent's Fang's headquarter is located. Some say it is still in Bamberg, others say it is constantly moving, while others believe it is run from another dimension. Members get their order through an intermediary messenger. All members have a tattoo of a dagger with a serpent for a handle, the serpent is turned to look outward.

The Agency

Ok, I doubt there is anyone who doesn't know about Roswell and Area 52. Well, that is the start of the Agency. Well, Project Bluebook was actually the start, but that was started partially because of Roswell.

Project Bluebook was a government agency started in 1952 to investigate alien sightings and other paranormal phenomena. There was a fair bit of hysteria over things like that at the time (and probably for good reason, many things develop during cold wars) and it wasn't the big joke you might have thought it would be. Officially they never found any evidence of aliens or other weird things (which I'm guessing may not be that true, I'm sure there are one or two weird things out there for them to find), so in 1969 it was "officially" shut down (don't you love how this official government stuff works?).

What actually happened was that several of the higher ups in government at the time decided that Project Bluebook was too important to get rid of, but too dangerous to risk word leaking out of everything they found. These higher ups decided that Project Bluebook outlived its usefulness as a government agency so they shut it down publicly but started funneling funds through doctored "official" projects into what they re-dubbed The Agency. After a while the money trail became so convoluted and the changing of regimes, the Agency broke off completely from the government (while still being funded by them, and they still are in part) and started organizing itself.

None of my contacts can tell me

when the Agency became independent of the government, or when it became an international power house. I believe it was the mid eighties that the Agency gained complete independence. In the early nineties I think is when it went from being an American only organization to recruiting and syphoning funds from other countries and governments. It has also managed to invest and ingrain itself so deep in commercial finances (alien technology released over time makes for big business) that the money is nearly impossible to follow.

While these guys may have no allegiances to any one particular government, they exist for one major reason, to protect the world from threats both alien and paranormal. They exist to save humanity. They mostly deal with alien threats, but if they hear about a nest of vampires, or pack of werewolves, or group of insane wizards threatening the populace of some defenceless city, they will swoop in and try to save the day. They have the best trained operatives in the world, some of the most advanced gadgets, and some pretty impressive magics at their disposal. They have spent their existence dealing with things that most people, even some of us, don't want to believe exists. They do not just jump the gun and go in guns a blazing, they do a good deal of intelligence gathering before they go into a situation, unless it is a dire need to wipe it out quick, so don't worry too much about them mistaking you for the bad guy. Well, that is unless you are.

The Beautiful Ones

Ok, these guys are out and out crazy. This group was created by fey-stolen changelings who were not only crazy enough to think that feerie was paradise, but believe that it is a noble goal to recreate it here on earth. This group has grown and drawn in many Cursed, mainly changelings, mystics, and blessed. Not many summoners have joined their ranks, which would normally be a plus for any group, but the reason most summoners don't get in is because the dark creature these foul mages deal with corrupt the soul and body of warlocks and the beautiful ones will usually try to destroy the tainted creatures.

The whole belief of the beautiful ones is that this world is a horrible ugly place and that they must make it beautiful, at any cost. They will destroy old buildings if they do not meet the standards of beauty (whether

or not there is someone living in it). They will shard and burn clothing they deem ugly (again, usually while the person is still wearing it). They would slaughter the ugly people of the world. They will abolish the ugliness of this world and bring about paradise.

I don't know about you, but I don't want to live in a world with only one vision of beauty. That takes all the mystery and wonder from the world. These guys are crazy and dangerous, but luckily they are not stupid (well, for the most part). They do not just rampage against ugliness, they watch it, they follow it, they study it, looking for the best time to strike. Why is this lucky you ask, because that means there is time to stop them if they can be found. Be careful of these lunatics, they believe in what they do.

The Keepers of the Darkness

“From hells heart I stab at thee”, Jack the Ripper’s words summons up the attitude of these maniacs quit well. This group is made up of the foulest, most reprehensible men and women to walk the earth. Most every cell is lead by one of the blessed who dedicated himself to the darkest, most foul being in creation (and many from beyond).

Through sorcery, faith, and science these madmen seek to bring about the end of all creation. They have dolls and needles, they know ancient names, the have tomes of blasphemous lore, and they have killer robots. They kill with pleasure, torture with lust, and scheme without remorse. This group is evil to its very core. They traffics with beings beyond the comprehension of mortal minds. They have no respect for life, human or otherwise (not even their own).

This group holds a lot of sway with the underworld, in both sense of the word. They control large parts of drug trafficking trade, prostitution, illegal weapons. Basically if it will lead to chaos, destruction, degradation, and death, the Keepers of the

Darkness like to have a hand in it. They also boast several powerful Necromancers amongst their ranks, and seem to enjoy enslaving and tormenting the departed as well as the living.

These people have no moral qualms with the mass slaughter of innocents or the death of one person. A member of the Keepers of Darkness will sacrifice his own people, even sacrifice himself, for the cause because nothing is more important than the end of everything. Members have no misguided delusions that they will be spared. The worst part is, they all believe in what they are doing with an unnerving fanaticism.

If you find yourself in the middle of one of their plots to destroy everything, then do whatever you can to get away. If you can disrupt their ritual, great, if not, just run. The Keepers of the Darkness work in cells of half a dozen to two dozen. While they all have similar goals cells work independently of one another. They rarely co-operate or share information.

The Brotherhood

This group has been called many things, Satan's Children, the Dark Brood, amongst other things, but when they are referred to as the Brotherhood in hushed tones, then those who know about these sort of things know who are being talked about.

This group claims to get their orders directly from Satan, they say they were hand picked by Lucifer himself, and they may be right. Most of the members of the Brotherhood are not capable of using magic, but they are all mystical, and they were all normal humans at one point or another. Their powers all seem to be different. Every one of them seems to have a different attitude, a different style, they rarely work together, but they all receive their orders from another worldly source. They are never contacted directly, but get signs to what their missions are to be, it might be a misread sign, a trick of the light, a strange oil stain on the ground, anything, but apparently they can

all read the signs.

The one main similarity this group shares is that they are all irredeemably evil, and all follow their orders to the utmost of their abilities. An old axiom among this group is that it is sometimes better to serve in hell, at least they have job security.

Now the odd thing about the group is that they tend to kill criminals, and save victims. No one is sure why. Some think that Satan is trying to redeem himself through monsters, others think he is amassing an army to storm heaven and this is his recruitment phase. Whatever the reason, make no mistake these guys are evil and take great joy in torturing and killing, it's just they usually target other bad guys. The victims "saved" tend to be more traumatized by the rescue than the crime they were saved from. Also these guys tend to be very lucky, I guess it's true that the devil does look out for his own.

Sumeria Resurrected

This group is insane like only the rich and powerful elite of society can be insane. They worship beings so foul that reality itself shudders at their presents. They gather at dark Sabbaths and perform unwholesome rituals, perverse orgies, and sacrifices of both human and animals, and treat it as if it is some sort of social club.

This is a group of wealthy and high-powered demon worshippers. Most of the lower levels of this group (and many who think they are higher up than they actually are) are perfectly mundane people who think that the rituals performed by this group are just for show. Most outsiders that know of this group think that it is a group of hedonists with too much money and not enough respect for human life that isn't theirs.

In reality the higher levels of this group worship dark beings, demons from before creation. The top level, the founders of this organization who have been around since ancient Sumeria, are seeing to it that conditions are right for their masters' arrival. They are gathering power from their followers and perfecting rituals that will

allow those from beyond into our world.

They have created rituals that can combine a small part of the essence that make up the things from the nothingness and bind it into a human vessel. This ritual they use on some of their "elite of the elite." It gives the member great power beyond that of their mortal ken, strange powers unique to the individual (from what I've seen, but I've only seen less than half a dozen, which is a dozen more than I ever wanted to see). The powers that they receive can be vast, but every time they use it, it seems to warp their bodies and destroy their minds. They seem to become crazed monsters rather quickly after undergoing the ritual.

This group serves madness and death on silver platters. Their leaders do not need dolls and needles and worship things far more frightening than those with ancient names. They come from a land and time known for its sin, debauchery, and dark magic and long for a return. If you hear of someone referring to the Sumerian Club do not walk away, run as if that which the devil fears is on your ass.

The Knights Templar

The Knights Templar, or Poor Fellow-Soldiers of Christ and of the Temple of Solomon (I can see why they shortened it to Knights Templar, that other one is a mouthful and a half), arose in the aftermath of the First Crusade of 1096. It is said a group of holy warriors (Whether or not they were the blessed or just normal chumps is uncertain) came upon an artifact of such religious significance that it bound them to God and the holy land more powerfully than the church ever could. The Knights Templar had two goals. The first was to protect holy pilgrims on their travels to the holy land and the second was to protect the religious icons that found their way into collection. They were very good at these two goals and continued for nearly two centuries, amassing a great amount of wealth along the way.

The Templars amassed wealth and popularity throughout Christendom as stout and unwavering warriors of the faith, and as a separate religious entity as that of the Catholic church. I think you can imagine how much the church liked this, but the Templar's standing was too good. That is until the Muslims took back the holy lands.

In the early 1300s the church asked the King of France, who was indebt to the Templars, to help in investigating trumped up charges leveled against the Knights by a disgruntled former member. The french king jumped at the chance to bring down the Templars to get himself out of debt.

Several high ranking members of the Knights Templar were arrested and tortured until they confessed to the false accusation of heresy and blasphemy. Well, the really bad ones were false at least. They may have broken a few laws, but hey, who's perfect? The Knights Templar were then forced to disband. Well, they made it look like they disbanded, but the Knights Templar were rich enough, powerful enough, and, rumour has it, knew enough secrets to survive out of sight.

The Knights Templar is still a group of warrior priests that protect holy pilgrims, but now they do so in secret. Rumour has it that they hide something so valuable and precious it could shake the very structure of the church to its core. Some say they have the holy grail, but I'll believe it when I see it.

True Discordians

They worship Eris, goddess of chaos. They seem like disorganized rabble, more so than a religious following, but then again that is what they are going for. They follow the goddess and their holy texts (Principia Discordia is only one, but the most famous) to the utmost. They do not follow it word for word, but read between the lines and follow the meaning. All of their holy texts are serious religion hidden within jokes, and that is how they worship. To outsiders who happen to stumble upon it, it seems like silliness, insanity, and a bad joke, but it is completely serious to them.

The True Discordians see the world as a flawed and broken place. They see the people of this world blinded by the curse of Grey Face, too afraid of change and too full of uncertainty to venture out of their towers of ignorance and too stubborn to acknowledge that these towers are built on crumbling cliffs about to fall to the bloody deaths of their inhabitants. The True Discordians see it as their job to show the world how unbalanced and uncertain their world really is so they can tear down their flimsy lies and build something true and substantial. The True Discordians see themselves as the guardians of humanity and the architects of the new world, if they have

to kill off a few thousand people in the process then it has to be done, an irony that is not lost on them.

True Discordians tend to bring down organizations from the inside. They will infiltrate the organization, putting moles inside and tear it down from the inside out. They do this with governments, education, cooperation, and even secret organizations. They have tried several times with the Illuminati, but their organization is so convoluted and wrapped in secrets that they couldn't do much damage. They hide within jokes, they hide in plain sight, they think they are the saviours of the human race, and they don't care how much blood they spill, watch out for these guys.

Now I hope I didn't give you the wrong idea. They are not an organized network, but several groups with the same basic beliefs. Not every Discordian is a blood-crazed killer, not every group of Discordians work with (or even know of) each other, but all work towards the same goal, to bring down the established regime and start a better new world order. The only thing that is required to be a true Discordian is the belief in what they are doing and the willingness to put it into some sort of action.

Places to Go When You're Cursed

Now that you are no longer a normal human any more, now that you can see so much more than your mortal ken, what do you do? Where do you go? Well, hopefully this little pamphlet will help. Here are a few places we damned can now get into. Just

remember, danger lurks around every corner and there are still more things in heaven and earth, and the astral plane, and the spirit realm, and in Faerie, etc. that can not be dreamt of in your philosophy.

Faerie

Faerie is a beautiful, lush, green paradise ripped right out of a nightmare. Faerie, only one of its many names, is the land of the fey. The land, water, even weather obeys the rules of the land. Faerie is a massive land mass (probably close to the size of North America) that is completely surrounded by mountain so high and menacing it boggles the imagination of mostly all that gaze upon it.

Faerie is made up of rolling hills, grassy meadows, dark forests, and is so beautiful it could break the heart of the most urbanized, anti-natural man alive. Though it is beautiful beyond reason it is also filled with danger. There are things that prowl Faerie, animals, creatures that almost seemed to have walked out of the dreams and nightmares of artists and lunatics.

There are three major divides of Faerie. The east is the domain of the Seelie court, the west is ruled by the Unseelie court, and the mountains are controlled by the monstrous fey. With strong arm, passion, and grand sense of justice, Lord Oberon and Lady Tatiana rule the Seelie court. With strong arm, grand passion and a twisted sense of justice, she who is known only as

the Queen of the Unseelie rains supreme in western Faerie. With brute force, grave anger, and unrelenting hunger, the mountains that surround Faerie is ruled by Gorvador, the largest and meanest trolls ever to walk faerie.

The fey are free to come and go between Faerie and the mortal world as they please. There are seven known roads between Faerie and the mortal world, three in the land of the Seelie, three in the land of the Unseelie, and one in the mountains. It has been said there are many more lost roads that exist, but no proof that they exist. The roads in and out of Faerie do not always connect to the same place in the material world. They usually go to where ever the Fey wish to go. Sometimes they connect to faerie rings (rings of mushrooms), sometime to faerie mounds (strange mounds of earth), sometimes to path lost in overgrown weeds or fallen leaves. The roads usually only open when the fey wish to travel to the material world, but on occasion they open on their own. There are many a tale of travellers wandering down a lost path and finding themselves in Faerie with no help of the fey.

The Astral Plane

When the mage gets to the Astral Plane he finds himself on a long dusty road. On either side of the road is blue. There is no land or anything at all, shapes can sometimes be seen in the distance. There is no connection between the Astral Plane and the material world on the road except for a microscopic hole and a nearly invisible silver thread that connects the mages mind and body.

If the mage travels along the road for a while, the road will eventually branch out. Some roads lead to odd multi-coloured bubbles, others are dead ends that lead out into the blue, and some roads just keep going. Sometimes astral travellers will run into each other, sometimes the traveller will run into Ideals. Ideals are physical manifestations of thoughts and ideas. While Ideals are sometimes encountered on the road, they are usually encountered in the blue.

The multi-coloured bubbles found along the road, usually eight to ten feet in diameter, are entrances to astral realms. All astral realms are different and getting in is usually a lot easier than getting out. Generally, to get in the traveller simply walks into the bubble. The exit, however, is usually nowhere near where the traveller entered. Inside astral realms can be the size of a city block to a whole world. Some realms have a physical exist while other

require the travel to complete some challenge, and most of these will not be obvious and will have very little to tell you what is needed to do. Realms are almost always populated by something. Sometimes that which populates the realm is basically human, sometimes they are intelligent, but look nothing like humans, sometimes it is only beasts that populate the realm. Astral realms are not only found along the road, there are several out in the blue. Some astral realms connect to the material realm or the spirit realm so it is possible to enter the any other realm from the Astral Plane. Most of the realms of the Spirit Lords have entrances in the Astral Plane as well as the Spirit Realm.

Wandering off the road can be dangerous. If the traveller steps off the road into the blue they are dragged, somehow, far off the road. Eventually he find himself floating in blue. It is hard to tell if the traveller is walking, floating or moving at all. Sometimes there are island of land in the blue that can be a few feet to hundreds of square miles. Ideals are usually found in the blue. The only way back is to find your silver cord and follow it back, but if the traveller is not careful he can snap his cord and than it is nearly impossible to find his way back to his body.

The Spirit World

When the Shaman crosses over to the Spirit World he finds himself on a path halfway up a great mountain. Where he stands he can choose one of two ways to travel. The path to the right travels up the mountain. Grass and trees can be seen along the mountainside when looking along this path. The left side travels down the mountain. It is desolate and covered in shadows.

The right path is known as the high road, it leads to the Spirit world. This is the spiritual representation of our world and corresponds to our world closely in a spiritual sense. When the Shaman gets to the top of the path he finds himself in the same spot in the spirit world that he left his body. If the place was a natural place than the landscape is even greener and more lush than the actual place he left his body. If the place his body was left was heavily developed or polluted, like a city, than the land is more desolate than in normally would be, but is still green and natural. The Shaman can concentrate and see the material world that corresponds with where he is in the Spirit World, but it is like looking at shadows through smoke or murky water.

In the spirit world everything is aware, animals, plants, stones, everything, but you must know the language of the spirits to be able to speak with them. Some may not use spoken language but everything here can communicate. The Shaman usually needs to focus like he does to awaken spirits in the material world to talk to most things here.

There are many individual realms in the Spirit World, much like the Astral Plane, and like the astral realms, it is usually easier to get in than to get out. Unlike the astral

realms, the entrances of the spirit realms are not shiny bubbles. They can be anything like the space between two trees that cross each other, the mouth of a cave, a ring of mushrooms, the hollow of a tree. Spirit realms also differ from astral realm in that spirit realms seem somehow more spiritual whereas astral realms seem to be created from wisps of thought. The difference is hard to describe unless one has experienced both. All of the realms of the Spirit Lords have at least one entrance in the Spirit World.

The left path is known as the low road. As the Shaman travels down the low road the mountain becomes more desolate and void of vegetation. Eventually the Shaman comes to a long road. Barren wasteland is all that can be seen on either side. This is the road a Shaman using he ritual Show the Way find himself on. The road is long and out in the desolate surroundings is an entrance to hell.

Demons are forbidden to step foot on the path but can trick people off the road, then that soul is fair game. Also, souls that were not strong enough to stay in the material world, yet not ready for the great beyond can be found along the road. After what seems like hours the traveller on this path, a traveller can see a grand castle shining like a beacon in the desolate darkness. This is what people who have a near death experience is talking about by the light that people feel compelled to walk toward, for few can truly remember the experience.

When the traveller gets to the great palace and enter it, he find himself in a great hallway there in a carpet that runs the length of the hall and several great pillars on either

side of the carpet are spaced out several feet apart. At the end of the hallway is a pair of large thrones and beyond the thrones a massive gate. The throne on the right, the grander of the two, sits a man on a long black hooded robe. Sometimes he appears as an old man, sometimes he looks like a skeleton. He is Hades, Spirit Lord of death. On the throne beside him is a figure with the body of a man and the head of a dog. He is Anubis, Spirit Lord of dogs and the guardian of the great beyond.

When the dead reach the two on the thrones it is the job of Anubis to cut out the heart of the deceased so his sins can be weighed. While this does not actually hurt the person, it does usually frighten them. This is part of the reason the Shaman is meant to accompany the soul of the departed, to help ease the worry of what is going to

happen.

Once the heart is removed it is given to Hades who then weighs it. If the heart is light of sin then the departed is allowed to pass beyond the gates to its final destination. If the heart is too heavy with sin then the sin is burned out of the soul. Flames engulf the soul, fuelled by the sins it is burning away. The fire last only for seconds, but feels like an eternity. The soul must then wait to return to the material world in a new body to try again, cleansed of the mistakes of the last time. The Necromancy spell does not always work on a soul who is beyond the great gate, nor will it work on a soul who is already reincarnated, but it will always work on one who has not made it to the halls of judgement or who is waiting to be reincarnated.

The Goblin Market

Chaotic, enigmatic, profitable; these are all good ways to describe the Goblin Market. Anything can be bought or sold here, for the right price. Anyone who can find their way to the market (whether or not the market was where they intended to go) is considered a customer, or, if it can get the proper licences, a vendor. While the market is run by goblins, anyone can become a vendor, if they are willing to pay the price, which changes from person to person, situation to situation.

There are a few rules that must be followed while in the Goblin Market, punishment for breaking them are horrific. First off, you must have a vendor's licence to sell anything in the Goblin Market. Second rule is no one can force another to buy their product or service. Mind control is found out instantaneously, other methods take longer to find out, but are always found out. Thirdly, no killing customers or vendors. Fights can and very often do break out in the market, but it will not be allowed to get too out of control. If someone is killed in the Goblin Market, the killer, even if it was self-defence, will find out there are fates worse than death. Fourth, no kidnapping customers or vendors. Basically, if someone or something walked into the market of their own accord, then they are free to walk out again. These last two rules are so that everyone feels safe in the market, if people didn't feel safe the customers may stop coming and buying, which would lead to a lot of angry goblins. Fifth rule is stealing is punishable by fates worse than death. Basically, you'd be better off getting caught killing than stealing at the Goblin Market.

No one really knows where the Goblin Market really is. Some think it is in

the middle of Arcadia, others say the outskirts of Arcadia, some believe it is nowhere, others believe it is everywhere, taking up all the empty and unused space and combining it into one area. All of these things are inconsequential, what matters isn't where the market is, it's how to get there. There are thousands of doors throughout the world, and on other worlds as well; perfectly normal doors most of the time, that, when the Goblin Market is open for business and the person using the door knows what he is doing, usually (although there are many stories of hapless wanderers stumbling through the wrong door and finding their way to the market) is transported to the Goblin Market. There are many exits, but, no matter which one is taken, you always end up walking out the same door you walked in.

The Goblin Market is an open air market in a huge courtyard. The market is surrounded by a great wall filled with archways, or perhaps more accurately, it is surrounded by archways occasionally interrupted by wall. There are thousands of archways that are the gateways between worlds. The weather is always sunny and beautiful, during the day, and the few plants that are there look well taken care of. Time passes in the Market as it does on earth, but the sun or phase of the moon has no ill effect on any that would normally be effected by such things.

The first thing you see when you enter the Goblin Market is a sign that comes about waist high to an average human adult, with the rules of the market magically translated into whatever language the person looking at the sign is most comfortable reading. If you can not read, you will hear a

voice in your head reading the rules to you. There is no excuse for breaking the rules, and the goblin's will not listen to anyone who tries.

Pretty much anything can be found in the Goblin Market, from legendary artifacts to amazing super science devices. While goblins are not the only vendors in the Goblin Market, they are the most common, so here are a few facts about them. Goblins are masters of crafting both magical artifacts and high tech devices. Of course Goblin

devices have a nasty habit of blowing up, luckily Goblins are near immortal and other than cold iron, each has his own weakness which is the only way to truly kill a Goblin which has never been know to be explosions. Their customers, however, are usually not so lucky, remember, buyer beware. Goblins are greedy, and many have been known to sell their own mother (the hardest part is getting the proper licences). Goblins seem to always know the value of everything and almost always get the better end of the deal.

The World Wide Web

The World Wide Web, or internet, is actually a plane that intersects the astral plane and the spirit realm, which connects to every computer connected to the internet. The web looks like a giant city built on a spider web. At the centre of the web is Anansi, the spirit lord of spiders. Anansi is a clever and chaotic trickster spirit who loves to trick people into do what he wants or giving him what he desires, and essentially, that is the nature of the internet.

Anansi is the king of all stories and once tried to hoard all the information in the world, which failed. However, when he noticed the humans building more and more complex machines to store knowledge and wisdom, he soon found a way to connect these deposits of information into his domain. With arcane secrets and technological knowledge acquired from some goblins in the Goblin Market, Anansi pieced the idea of how to connect computers together (through his domain giving him access to all the information, of course) and thus created the internet.

Sections of the web are set up like amusement parks which are online games, others are like libraries, which are sites for knowledge, some like galleries, and many other things. At each intersection are houses, these houses correspond with computers in the real world. In order to enter them, or do

anything inside requires codes (and require skill in computers to activate).

Because of pacts made between several mages, Anansi, and a goblin named Durenbul, there are sections of the web that can only be accessed by computers with a special magical chip. These chips can only be made by Durenbul. In order to get to these sections you must go through a computer with this chip in it.

This realm is inhabited by spider spirits that help maintain the web. These spiders can access any information on the web at a moments notice. They speak all languages used on the web, which include computer languages, and may be willing to make deals for information. Viruses also roam the web. They are usually monstrous looking abominations that range from being annoying to being deadly. There are also anti-viruses patrolling the web, looking to deal with anything that looks out of place, which probably includes you.

Since this realm exists between the borders of the spirit realm and the astral plane that means that Shamans can get there with the ritual Crossover, Psychics can use Astral Projection, and mages can use the spell Astral Projection. These rituals, powers and spells cannot take you directly there, you must go to where you would normally go and find your way there.

The Land of Dreams

There is a realm in the astral plane that connects to every thinking creature on earth and is known as the Land of Dreams. The dreams of this world strengthen this realm. While everything that dreams is connected to this realm, not everyone can get there. There are paths to this realm in the astral plane and in dreams of everyone. The path in ones dream is hard to find, though there are those that find it accidentally. There are rumours that paths to the realm of dreams exist in hidden in the real world.

The Land of Dreams is a vast country surrounded on three sides by great mountains and the fourth is water. The landscape is green and beautiful with rolling hills and large flat planes. There are about half a dozen cities of considerable size and many small towns and villages. To the farthest northern point is an impossibly large castle

known as the palace of slumber. This is where Morpheus, the Spirit Lord of Dreams, resides. Few but the nobility are allowed entrance into the palace. The land, the very weather is subject to Lord Morpheus' mood. When he is calm and happy, the weather is sunny and the crops bountiful. When he is angered storms rage and the land shakes. Morpheus seldom leaves his palace and seldom sees visitors.

It is a serious crime in the Land of Dreams to harm a cat. If you are found guilty of willingly harming a cat the punishment is swift, brutal, and usually fatal. It is a bad idea to harm a cat because somehow or another it always seems to be found out. Many believe that this rule is because of an ancient pact between Morpheus and Bast made when they were lovers.

Other realms of note

There are many realms that connect to the Spirit World, the Astral Plane, Faerie, the material world and more. Some are connected to two, three, or all planes of existence in some way or another. For example the realm of Aphrodite, Spirit Lord of love, lust, and desire has entrances in the spirit world, the mortal world, and it is said that there is a door to Aphrodite's palace somewhere in the palace of the Seelie court.

Every type of animal has a Spirit Lord (except man) and nearly every Spirit Lord has it's own realm. The Monkey King's realm is the top of a large mountain range, Wolf is a sprawling forest. No one is sure where Bast (Spirit Lord of Cats) resides. Some believe that her realm is hidden to all but her loyal cat followers, others believe she

shares the Land of Dreams with her former lover Morpheus.

There are many realms that exist that are not connected to one of the Spirit Lords. The great Library, for example, is connected to both the Astral Plane and the Unseelie court. When you enter it, you find yourself in a massive building the size of four or five city blocks. Here is stored all written works ever created. It is inhabited by Ideals that look like the quintessential librarians. They are humourless, quiet, sever looking men and women. They allow no book to leave the great library, nor do they allow harm to come to any of the books. There are thousand of Astral and spirit realms that exist, and the paths to them can change.

Hell

Hell exists to punish the third of the heavenly host who turned against their bothers and have fallen from grace. It is unknown why they turned, but these demons are now anchored to Hell and must endure the special punishment made just for them. Hell is dark. Hell is frozen. Hell is everything that the fallen angels are not and they must endure here where everything is a twisted distortion of what they were, showing them how lost they truly are. The fallen angels were not evil when they were punished to Hell, but have become twisted with their time there.

It took millennia for the fallen to find their way out of the pits of Hell, but eventually they did. They found their way to the material world, the Astral Plane, even to part of the Spirit World. Unfortunately for the fallen, their bonds to Hell are too strong and they can not stray from their prison for long, so since they cannot escape their punishment, they wish to destroy everything

and be free once and for all.

Hell is dark, but while there one can see everything perfectly well. Hell is cold, but there are flaming pits of sickly greenish fire. Hellfire freezes the soul and spirit. This is the hellfire that the demon-stolen changelings call forth. Even demons hate it, they cannot stand to be near it. Hell is cavernous. It is like being in the belly of a planet, which is why people attribute it to being in the centre of the earth.

The fallen are not the only inhabitants of Hell. There are humans whom the demons have stolen and twisted like them, these are the changelings. Also, demons are known to trick and trap human souls on the way to the afterlife as well, on occasion. Demon born also inhabit Hell. Demon born are the twisted experiments of the demons, and are what most picture when they think of demons. They vary greatly in appearance, but all demon born are evil and corrupt creatures.

Stonehenge and great standing stones

While Stonehenge is not the only set of standing stone of its kind, it is the most famous. There are examples of them all over the world. Who built them and why seems to be a mystery. No one is really sure what they are for, but the common theory among the mundane populace is that it is some sort of calendar. Some among the magical community think there may be something to this theory because the amount of magical energy gets stronger and weaker at certain times. Those arguing against the calendar theory point out that the times the magical

output changes is far to random for it to be a calendar.

It has been theorised that these standing stone must be somehow connected to the Spirit World because the magical energy they give off is most beneficial to Shamans and Changelings. This gives those who believe it is some kind of great calendar an argument that it may be a calendar for the spirit world, where time runs differently than it does here. Every set of standing stone seems to favour Shamans.

Haunted Houses

Sometimes when a person's time has come to an end they are just not ready to pass on, sometime their soul remains behind. When they have something they need to finish, if they were murdered, or if they were just too stubborn to stay dead, sometimes they come back as ghosts. Most ghosts do not even realize they are dead and just continue to do what they always did, sometimes they repeat the last moments of their life. Ghost are not always active, they usually only have the energy to manifest in the real world for a limited time at specific times. Sometimes ghosts are aware they are dead and are angered by this and lash out at the living.

Ghost are not the only cause of haunting. Poltergeist, demon and demon born, and other entities and even excessive magical build-up can cause haunting. Poltergeist are psychic phenomenon, untapped psychic power people are unaware they have that manifest against the latent psychic. Weak demons or demon born who cannot fully manifest in this world but can

exert some influence in this world will often stage haunting to drive members of a household to madness. There are entities that feed off of human emotions and are drawn to places where great tragedies occurred and will re-enact them. They are intangible, and exert little control over the material world. Large build-up of magic can cause strange effect, much like Poltergeists.

Deaths caused by haunting are rare, most of the entities and phenomenon that cause haunting are not powerful enough to kill. They have been more cases of haunting causing suicides than people being killed directly by the haunting.

It is not only houses or building that can be haunted. There are cases where sections of forests, lakes, roads, and such end up haunted. Many graveyards have ghosts, spirits who stay with their bodies rather than where they died or where ever was important to them in life. Almost all ghosts are bound to a place or an object that was important to them in life, but a rare few are powerful enough to wander the world.

Ley Lines and Nexus Points

Also known as Dragon Road and nests, because dragons can often be found travelling along these lines of energy and nesting at the points where they intersect. They are lines of magical energy that stretch across the surface of the earth. Where they meet are called Nexus points. Since there is so much magic along these lines a lot of weird stuff tends to happen along the ley lines, and especially at the nexus point. They

seem to be some sort of magnet for the unusual and unexplained.

Over time the ley lines will move, which means that nexus points will move as well. Dragons seem to be able to somehow control this and will prevent or speed this process up depending on their wishes. No one but dragons seem to be able to do this, which is another reason they are known as Dragon roads.

Appendix

Glossary

Below are some terms which may be helpful to know before reading through the rest of the book.

Bonuses - These are exceptional things about the character. There are class bonuses, which every member of a certain class get and bonuses that the characters can choose from later that round out or make a character more unique.

Character - A fictional being in the game world.

Character points - Points given out at the beginning of game to round out the character. These points are spent to improve the character, to show how the character developed before he entered the game.

Class - What type of Cursed the character is. There are seven base classes (with several subclasses to come later). The character's class determine his strengths and weaknesses, and to a minor effect, his attitude and outlook.

Corruption - A measure of how much mental stress is adversely effecting a character.

D4 - A four sided die.

D10 - A ten sided die.

D20 - A twenty sided die.

Degree of difficulty - How hard it is to accomplish a task. This ranges from Easy to Nigh Impossible. Each degree has a

numerical value attached. The difficulty levels are discussed in the Skills section. It is possible for something to be harder than Nigh Impossible and still be accomplished.

Degrees of Failure - Every five points under what would fail a skill, stat, magical spell, or psychic power check is a degree of failure. For every degree of failure, the more spectacularly the character fails the action attempted.

Degree of Success - Every five points above a success on a skill, stat, magical spell, or psychic power check is a degree of success. The more degrees of success, the better a character did accomplishing the task.

Experience points - A numerical value given to the experience and learning a character gained through interacting in a game session. These points can be used to improve a character over time.

Failure - Failing at a skill, stat, magical spell, or psychic power check.

GM - Game Master. The GM is the person who creates the world, the plot of the story, and plays all the extra characters (NPCs) that inhabit the world that the characters of the players (PCs) must interact with.

Initiative - When determining who goes when, players must roll initiative. To determine initiative each player adds half his character's Body stat to a D20 roll and the order goes from highest to lowest.

Modifiers - Anything that would enhance or hinder the characters chances at succeeding.

They are given numerical value to determine how much they effect the outcome.

Natural 1 - When a 1 is rolled on a 20 sided die for any checks it is considered an automatic failure (exceptions are in the skill section).

Natural 20 - When a 20 is rolled on a 20 sided die for any check it is considered an automatic success (exception are in the skill section).

NPC - Non-player character. A character that is played by the GM which the player's characters (PC) must interact with to advance plot or achieve their goals.

PC - Player character. A character played by a player other than the GM.

Penalties - These are drawbacks for characters. There are class penalties, which every member of a class has and penalties that the character can chose from to round out or make a character more unique. Penalties give extra character points to build a character with.

Power check - The skill check for using a psychic power. It will be referred to by the power being used.

Round - A measure of time in game. A round is usually three seconds of time for the character.

Skills - Activities that your character performs often enough to gain familiarity with them. Numerical values are given to them to determine the amount of time and effort put into practising these activities.

Skill Check - Any time you need to tell if your character succeeded or failed at some attempt at using a skill, it takes a skill check.

First you find out how many ranks your character has in the particular skill, then add half the appropriate stat, then add the result of a D20 roll (this is covered in Skills section). Skill checks will usually be referred to by the skill such as a Magic Skill check or Lore check.

Skill points - the amount of points a character has to put into his skills at the beginning of the game to show how much training and effort went into learning the skill before the character started play.

Skill rank - The rank is the numerical value that determines how adequate or inadequate a person is at certain activities.

Spell check - The skill check for casting a spell. It will be referred to by the spell being cast.

Stats - These are the major statistics that make up your character. A numerical value is determined at random to dictate how well your character measures up against other characters in each stat.

Stat Check - Sometimes your character has to determine if he can handle a situation there is no skill for. This requires a Stat check. To make a Stat check you take half your character's appropriate stat and add it to a D20 roll (just like a Skill check, except your character has no skill ranks to add). Stat checks will be referred to by the stat being checked such as Body check or Mind check.

Success - Succeeding at a skill, stat, magical spell, or psychic power check.

Taint - Both a Measure of how much mental stress is adversely effecting a character and a measure of the drawback it is causing the character.

Turn - When multiple players are attempting to have their characters perform an action at the same time each player takes a turn describing what he is doing.

Will roll - Whenever a spell or power would cause someone or something influence over

the mind of another the two (caster and target) enter into a will roll. Each player (GM included if one of the characters is an NPC) adds his character's Will stat to a roll of a D20. If the caster wins the spell or power works. If the target wins, the spell or power fails.

Skill List

Arts
Computers
Concentration
Debate
Double Talk
Drive
Finance
Fly
Handyman
Language

Law
Literacy
Lore
Magic
Mechanic
Medicine, Holistic
Medicine, Modern
Perception
Performance
Riddles

Sciences, Hard
Sciences, Soft
Slight of Hand
Socialise
Sports, Aggressive
Sports, Graceful
Stealth
Tech
Trivia

Combat Skill List

Dodge
Fist Fight
Heavy swords
Improvised Weapon

Knife
Light Swords
Other melee
Parry/Disarm

Projectile, Fired
Projectile, Thrown
Weighted Weapons
Whips

Shaman Rituals

Angered Spirits
Banish the Corrupted
Call Out As a Friend of Nature
Cleansing the Spirit

Crossover
Know the Hour
Rain Dance
See Across the Veil
Show the Way

Spirit's Blessing
Summoning
Visions
Voodoo Doll
Zombie

Magic Spells

Armour
Astral Projection
Banish
Bind Familiar
Bind to Your Word
Blessing
Clone

Commune
Control
Curse
Divination
Enchanted Object
Fly
Humanculus

Identify
Illusions
Improve Self
Lair
Necromancy
Reverse the Clock
Sleep

Stasis
 Summoning
 Teleportation
 Transfer Souls

Trap the Soul
 Unaging
 Undo

Wards
 Weather Control
 Zombie

Psychic Powers

Animal Ken
 Astral Projection
 Bio-Regeneration
 Clairaudiance
 Clairvoyance
 False Memory

Mind Control
 Mind Reading
 Premonitions
 Psychopomp
 Pyrokenesis

Read Auras
 Stolen Moments
 Telekinesis
 Telemechanics
 Telepathy

For Character Sheet go to http://thecursedrpg.angelfire.com/Character_sheets.pdf

Charts for Speed and Strength

Speed in Km/h and still act

	2	3	4	5	6	7	8	9	10
<i>Unfit</i>	5.5	6.5	7.5	8.5	9.5	10.5	11.5	12.5	13.5
<i>Normal/ Strong</i>	7.5	8.5	9.5	10.5	11.5	12.5	13.5	14.5	15.5
<i>Fit</i>	9.5	10.5	11.5	12.5	13.5	14.5	15.5	16.5	17.5
<i>Fast</i>	11	12	13	14	15	16	17	18	29

Max Speed in Km/h

	2	3	4	5	6	7	8	9	10
Unfit	4086 0	40923	15/18	17/20	19/22	21/24	23/26	25/28	27/30
Normal/ Strong	15/18	17/20	19/22	21/24	23/26	25/28	27/30	29/32	31/34
Fit	19/22	21/24	23/26	25/28	27/30	29/32	31/34	33/36	35/38
Fast	22/25	24/27	26/29	28/31	30/33	32/35	34/37	36/39	38/41

Max Weight capable of lifting in lbs

	2	3	4	5	6
Unfit	10/40	15/60	20/80	25/100	30/120
Normal/Fast	80/120	120/180	160/240	200/300	240/360
Fit	160/200	240/300	320/400	400/500	480/600
Strong	230/250	345/375	460/500	575/625	690/750
	7	8	9	10	
Unfit	35/140	40/160	45/180	50/200	
Normal/Fast	280/420	320/480	360/540	400/600	
Fit	560/700	640/800	720/900	800/1000	
Strong	805/875	920/1000	1035/1125	1150/1250	

We are The Cursed of the world. Forgotten gods in mortal suits. May they never remember us.

Everything they tell you are lies. There are monsters out there. Magic is Real. There are places beyond this dimension. The world is stranger than you think. But there are no grand organizations ruling from the shadows, no secret society that uses nations as puppets. The world is run by human hands, now we must find a place in it and hope they don't notice us.

In Cursed RPG you play a human who has not only learned the truth that the world is not as sane or structured as people want to believe, you play a human who can bend reality with his will.

In this book is everything necessary to play The Cursed RPG including

- Complete Rule System
- Character Creation Rules
- Seven Classes of Cursed
- Descriptions of Monster, Other Realms, Organizations, and Secret Societies

For Creature stats, more Bonuses and Penalties, Variant Classes of Cursed, and other Extras go to

<http://thecursedrpg.angelfire.com>.