

Skill Charts of Mystic Realms

Containing A Listing of
Skill Costs, Prerequisites, and Useful Information
Appertaining to the Mystic Realms Core Rules

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Credits

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Introduction

Know this, before you read further. Magic is real, and this book will teach you the basics of performing true magic of the only kind possible in this world. By reading these pages you will learn a system of enchantment that is guaranteed to blend reality and fantasy into seamless coexistence.

As a practitioner of these arts you will walk worlds, experiencing magical, memorable moments like never before. There is no place these magical methods cannot take. You can walk ancient worlds steeped in mysticism, explore worlds of shining super-tech of robots and ray guns, and you travel anywhere in between and even beyond. The magical methods within these pages have no bounds and with the proper perspective their applications are limitless.

If you are new to magic, read on without concern, embracing the concepts herein as they have been tested for many years and are the most effective means of making magic ever assembled. The secrets herein are shared with you in the hopes that you will use them to walk the worlds a we have.

If you have tried to practice magic previously, you may have to unshackle your mind from prior perceptions and prejudices. All previous beliefs should be discarded because this tome of wisdom supplies a totally new approach to making magic through the hobby of live-action role playing.

This tome is not a short cut to immediate power, so often such short cuts leave the practitioner empty and wanting after only a few years of participation. This tome is an exposition to self-fulfillment, a magical way of larping that will allow a person to enjoy this hobby for a lifetime

We believe the pursuit of power in a fantasy world is an empty, foolish pursuit, so instead of personal power we seek to empower everyone around us and by so doing we have created a magic greater than any before. The magic in this book is a magic of creativity, leadership, empathy, crafting, and above all else the magic is of theatrics.



Systems of Combat

The titles and effects of weapon feats are clearly specified to ensure all observers understand the intents and usage, but this generalization must not impede the development of the individual into a combatant of depth and understanding. In order to perform these feats correctly, a practitioner must learn these skills as part of a system of study. While it is possible to kill without such study, the killing is empty and contributes little to the world.

So it is that how these feats are accomplished is much more important to developing character than the mere execution of feats during combat. A person's character is determined by their theory and training that enables the feat. Thus, practitioners must embrace the development of their own system of martial arts to gain a full enjoyment from using these feats.

There are countless systems of martial combat, some are based on the forms of animals, while others explore the movements of the human body, and there are many combining both views. Some combat arts are based on scientific principles, while others embrace magical theory and are steeped in mysticism. There are martial arts so complex that only the most intelligent can master, but others that are usable by the simplest mind. There are systems of combat training better suited to the hulking brute with great strength, and just as many that use agility and manual dexterity with very little reliance on physical power.

The practitioners' primary task is to find the system best suited to their particular character, and to share their creation in all martial discourse. Tactical discussions, combat training, physical contests, and athletic competitions form basis of feat recovery and these are perfect opportunity for practitioners to share their visions.

Feats

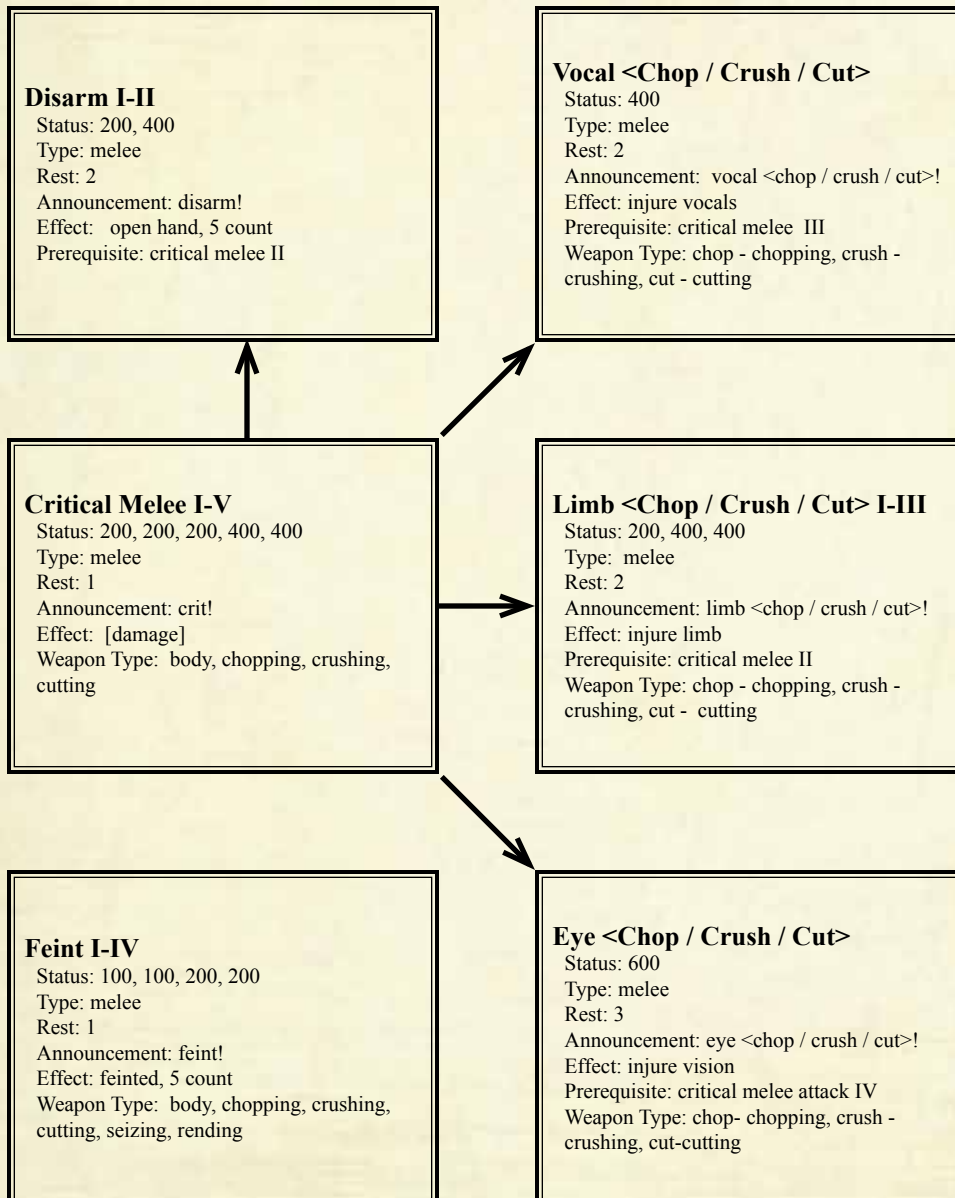
Feats are limited-use skills that allow the character to perform incredible in-play activities. Feats represent a high level of skill combining the perfection of technique with the development of body and spirit. The use of feats exhausts the character's physical, mental and spiritual endurance.

Performing a feat causes a character to become exhausted and leaves him unable to repeat the amazing activity until he renews his energy. Feats are expended when announced even if their use is unsuccessful. Once used, the feat cannot be used again until it is regained.

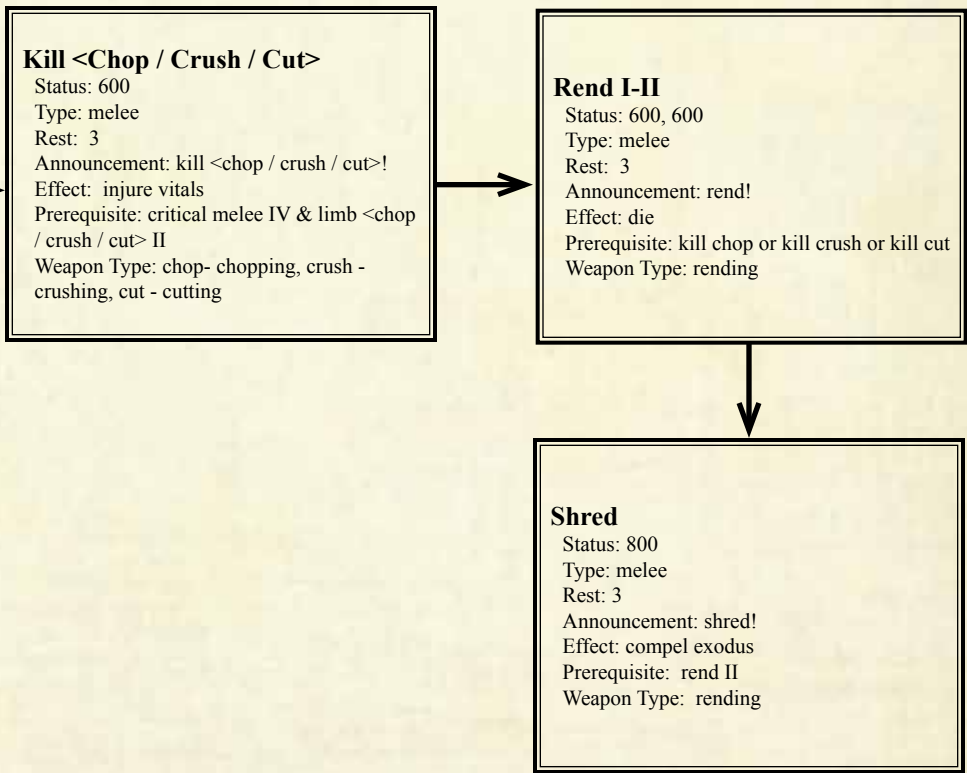
There are six kinds of Feats. General feats have broad applications and their individual effects are described under each feat. Melee feats are used with melee weapons and replace normal weapon damage with a stated effect. Ranged feats are used with ranged weapons and replace normal weapon damage with a stated effect. Responsive feats are used to counter a specific effect or situations as described under each feat. SP&P modifiers are used to enhance Spells, Prayers, and Powers. Surprise feats represent deadly, close-up attacks.

Melee

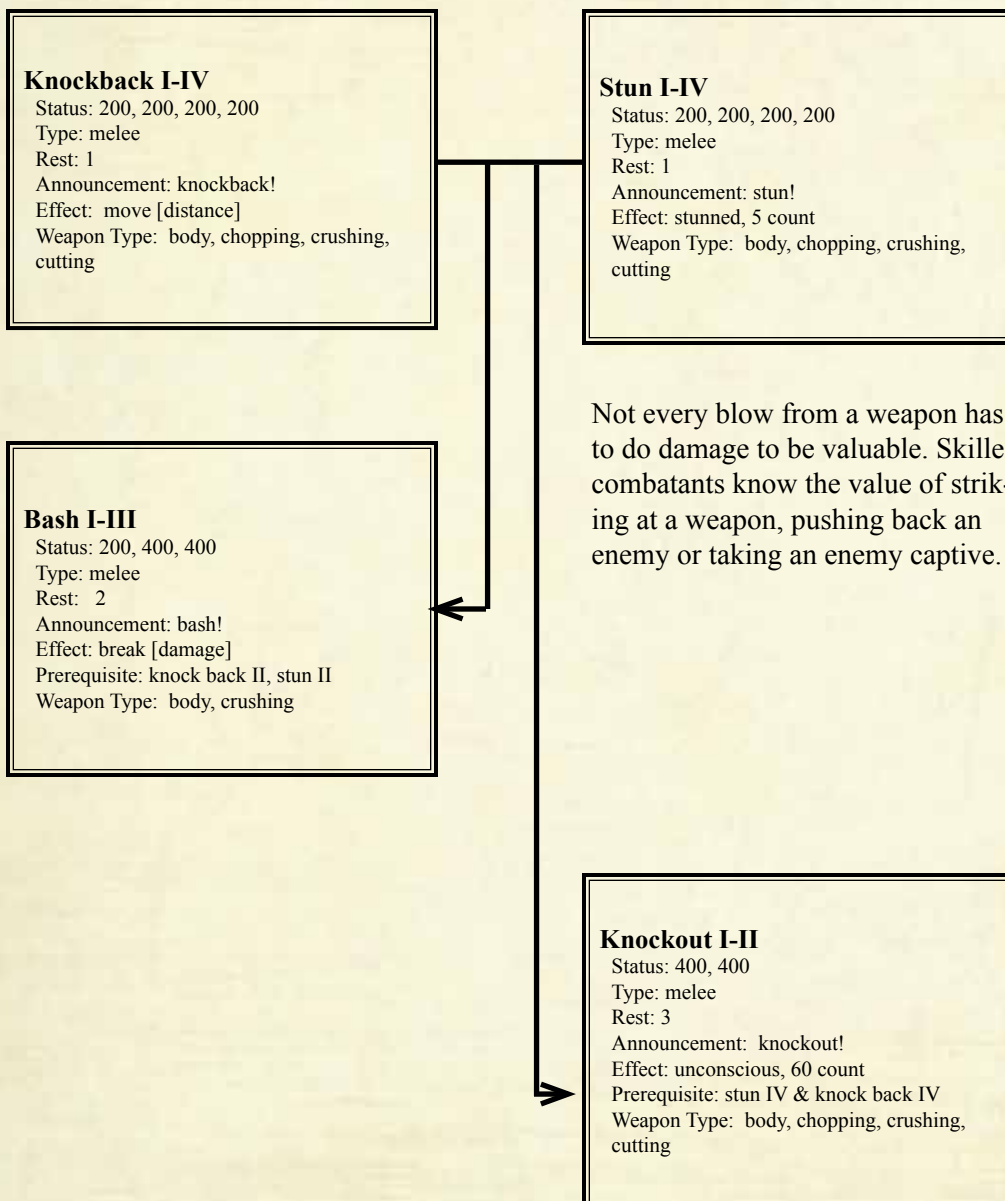
The deadly force of a cutting weapon is the slicing action of the edge. The deadly force of a crushing weapon is the blunt, shattering impact. Chopping weapons combine the leverage of the crushing weapon and the slicing force of a cutting weapon to create a unique cleaving force. Each grouping of weapons require unique considerations to master and are thus their own skill paths.



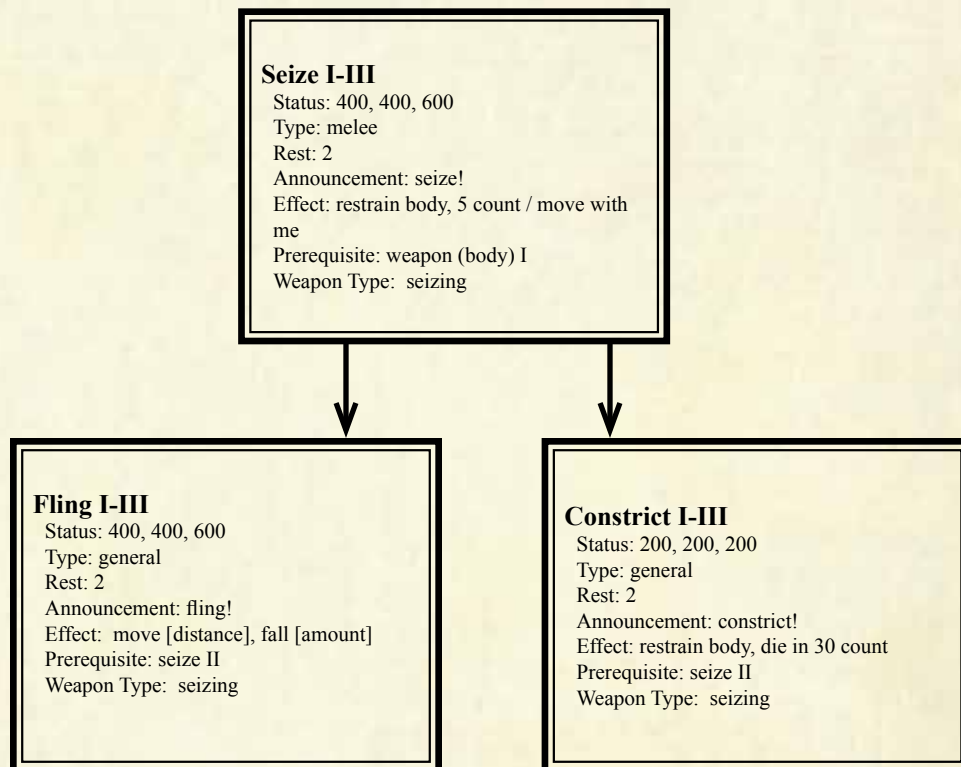
Melee feats replace normal melee weapon damage with a stated effect (which may include damage, injury, death, move or other effect). The description of each feat provides the announcement, the effect, the target location, and what type of weapon may be used to deliver the feat (body, chopping, crushing, cutting, seizing and/or rending). Melee feats are delivered as part of a melee attack. The strike is delivered as described in the general combat section, but the feat is used by speaking the required announcement as the weapon strike lands on the specific part of the target. If the melee attack misses the target the feat is not announced, but if you call the announcement the feat is used. If you fail to make simultaneous contact with the target, if the contact is "soft" or "hard", or if the target cancels the attack, your feat is expended and no effect is produced. If the contact is timely, accurate, and proper in degree of force, you will immediately speak the effect. Multiple melee feats cannot be combined in one strike.



Whether through raw power or subtle skill, these abilities grant a combatant the ability to control the tide of a battle. An unconscious foe, a moment's respite from attacks, or a broken shield or weapon can each be more definitive than they may appear on the surface.

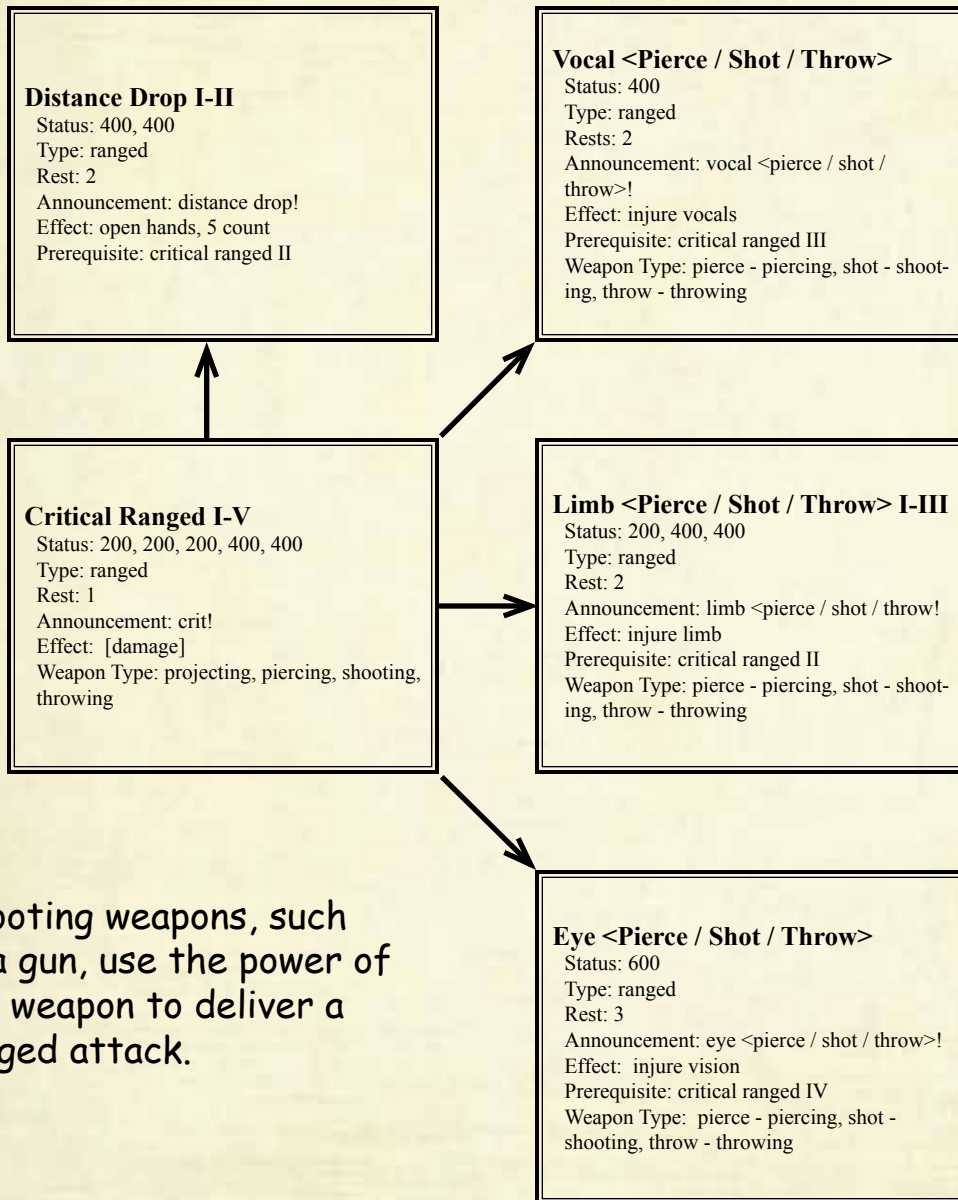


Nothing takes hold of a combat than literally taking hold of the competition. A skilled grappler can reposition enemies, or crush the life from them outright.



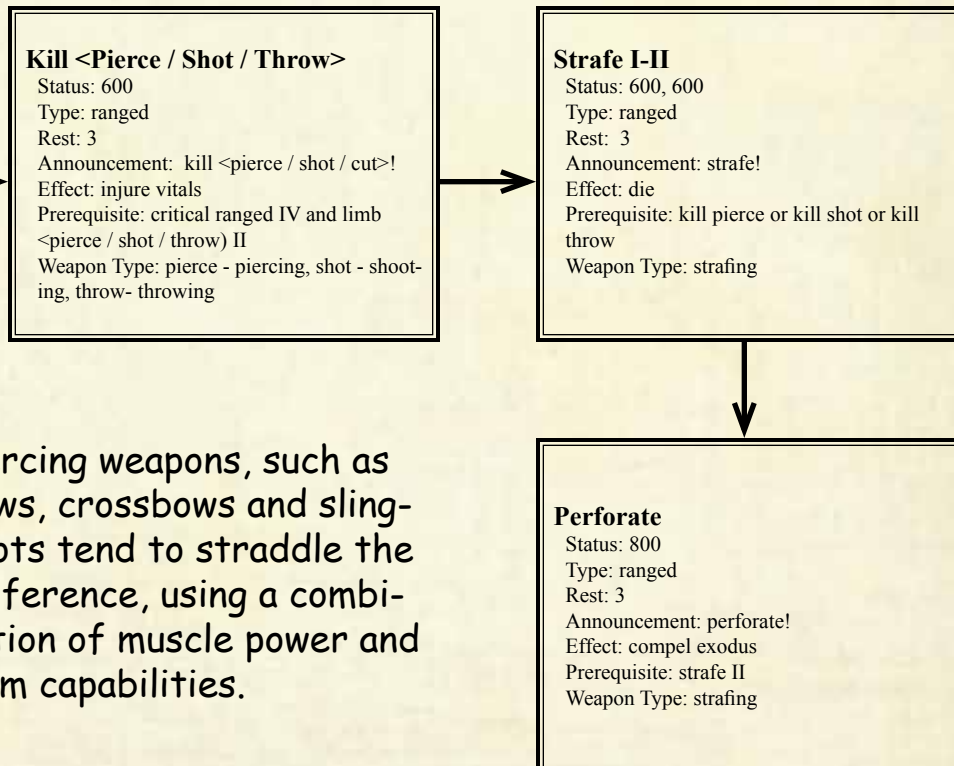
Ranged

Throwing weapons, such as a knife or hatchet, use the power of the body to cause damage over distance.



Shooting weapons, such as a gun, use the power of the weapon to deliver a ranged attack.

Ranged feats replace normal ranged weapon damage with a stated effect (which may include increased damage, injury, death, move, or other effect). The description of each feat provides the announcement, the effect, the target location, and what type of weapon may be used to deliver the feat (projecting, piercing, shooting, throwing, tangling and strafing). Ranged feats are used by speaking the base aim count of the ranged weapon plus the addition of a three count for the feat. The attack is made as described in the general combat section, but the feat is used by speaking the required announcement as the facsimile lands on the specific part of the target. If the ranged attack misses the target the feat is not announced, but if you call the announcement the feat is used. If you fail to make simultaneous contact with the target, if the contact is "soft" or "hard", or if the target cancels the attack, your feat is expended and no effect is produced. If the contact is timely, accurate, and proper in the degree of force, you will immediately speak the effect. Multiple ranged feats cannot be combined into one attack.



Piercing weapons, such as bows, crossbows and slingshots tend to straddle the difference, using a combination of muscle power and item capabilities.

Whether it's striking from a far distance, attacking quickly or tangling-up a foe these ranged feats will provide a definitive advantage.

Quick Aim I-III

Status: 200, 200, 200
Type: general
Rest: 1
Announcement: quick aim!
Weapon Type: projecting, piercing, shooting, throwing

Quick Load I-III

Status: 200, 200, 200
Type: general
Rest: 1
Announcement: quick load!

Hurl I-III

Status: 200, 200, 200
Type: ranged
Rest: 1
Announcement: hurl [weapon]!
Effect: breach [damage]
Prerequisite: weapon (throw) III
Weapon Type: throwing

Double Range I-II

Status: 200, 200
Type: general
Rest: 2
Announcement: double range!
Weapon Type: projecting, piercing, shooting, throwing

Tangle Limb I-II

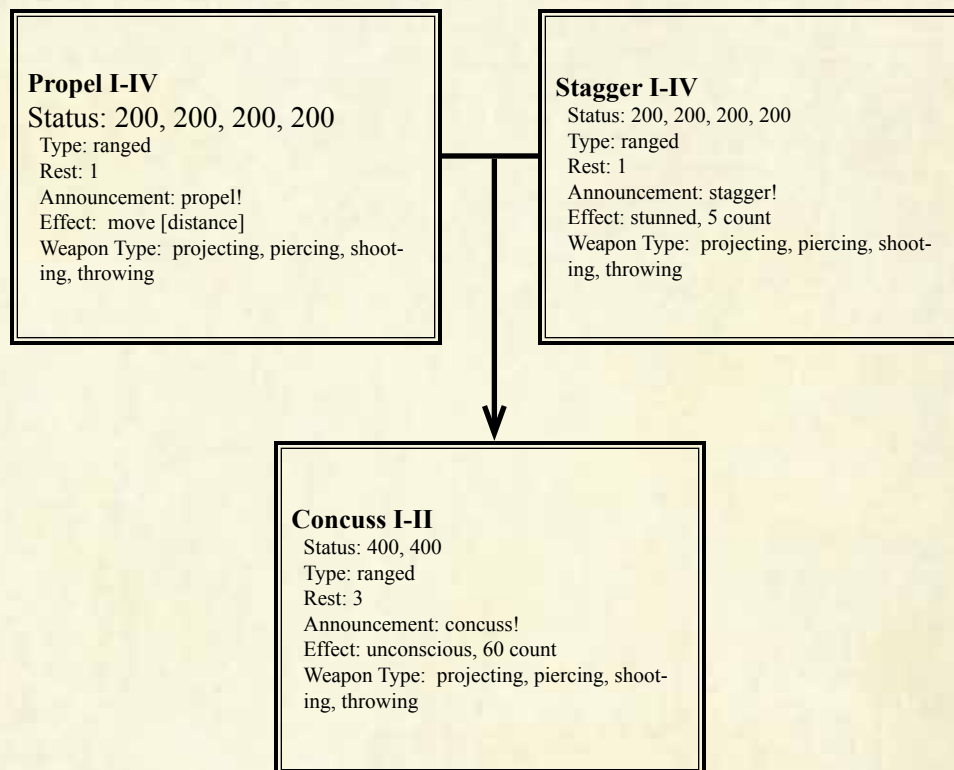
Status: 200, 400
Type: ranged
Rest: 2
Announcement: tangle!
Effect: restrain [limb], 30 count
Weapon Type: tangling

Tangle Body I-II

Status: 400, 600
Type: ranged
Rest: 3
Announcement: tangle!
Effect: restrain body, 30 count
Prerequisite: tangle limb II
Weapon Type: tangling

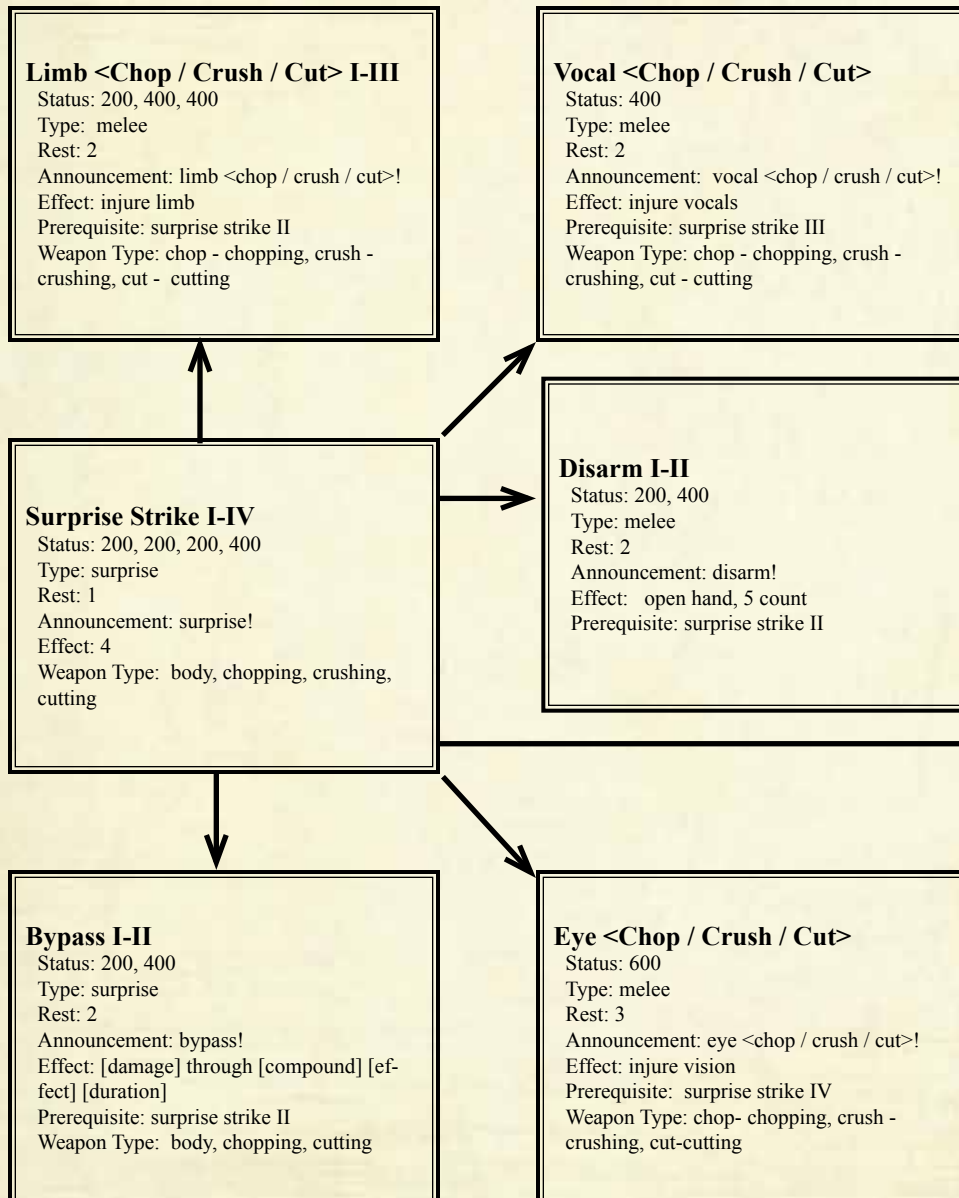


The concussive force of a ranged projectile must not be overlooked by a practitioner of distance-based attacks. Pushing a foe backwards or staggering a foe will often provide a much needed respite from combat, whereas knocking the foe senseless will decisively end the engagement.



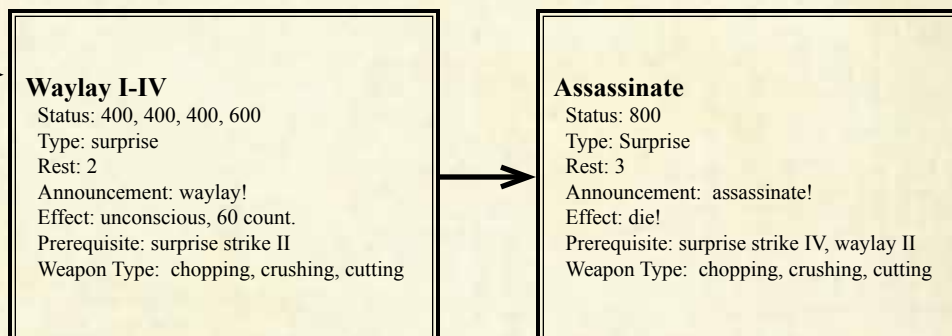
Surprise

Combatants developing the element of surprise embrace the secretive art of subterfuge and deception, striking where least expected for the maximum harm possible. Find opportunity to strike when opportunity presents



Surprise feats represent deadly, close-up attacks, that can only be performed with a rank I chopping, crushing, cutting melee weapon or body enhancement (chopping, crushing, cutting) weapon (body) I-III. The weapon must be 30 inches or shorter. Surprise feats follow all the same rules as melee feats, except that surprise feats can only be delivered with the additional element of surprise which requires you to strike the target unaware. If the target becomes aware of an impending attack the surprise feat is automatically countered and is expended if announced. A target is aware if they react to the impending attack before the blow lands with purposeful body movement (turning to look, jerking away from blow, raising hand) before being struck. The motion does not have to be great, but it must be made before the surprising strike lands. A target who is aware will announce "aware" to counter. Surprise feats cannot immediately follow another weapon strike (surprise or otherwise) made by the user. Surprise feats cannot be delivered if the user fast moves toward or past the target because these feats are stealthy, clandestine skills that require more precision than can be achieved by a run-by strike. The effect "distracted" makes the target unaware.

Stealth feats are among the most devastating of weapon attacks, both in the overall effect and in the fact that many are delivered from hiding. Don't be fooled, though - these provide a few additional tricks which can be used in an up-front fight as well.



The art of surprise is premised on careful patience waiting for the perfect moment to strike. An experienced practitioner will look for moments of distractions, inattention and weakness.

Spells, Prayers & Powers

The key components of effective casting are a loud verbal invocation and the accurate throwing of mana.

The verbal invocation requires the practitioner to speak nine or more syllables in a short sentence. Verbals cannot be whispered or mumbled. The voice is moving the primordial essence of reality, adjusting the very building blocks of the universe, and only loud, clear, and articulate words of invocation will work.

Verbals must suit the character of the caster. The spoken words should reflect the caster's beliefs and ideologies, displaying their hearts and minds and showing the core of their craft.

"By the power of light, love and life!" is a great verbal for a pious practitioners, whereas "With the black essence of damnation!" would be more appropriate for a dark practitioner. Casters will often call on the deities they worship, such as "Odin grant me the path to victory!" or "By the father, son and holy ghost!" Other casters will invoke governmental authority, "Submit to the law of this great land!" Some simply choose to invoke their own worth, "Suffer my wrath and

weep before me!"

Verbals describing how effects are created add much to the magic. For example, "Thorny brambles grow and serve my need!" or "Fires burn this enemy of mine!" or "Time and space dilate against you!" reflect the manipulations of nature, heat energy and the dimensions of time and space.

Costumed crusaders use their powers by shouting their tag lines, such as "With power comes responsibility!" or "It's time to clobber, smash and smack!" Robot's may verbalize with a computerized voice "Automate Defense Parameters!" or "Targeting Intruder, Terminate!" Instinct driven beasts without sentience and incapable of speech will articulate their casting with repetitive sounds, for example, dogs bark, bears growl and lions roar.

The act of throwing is relatively easy when compared to developing a proper verbal. If the invocation succeeds, the magic will form in the palm of the hand. The practitioner needs only throw this magic at a target by moving their arm.

Through the ages there have been

countless casting systems, some have been based on magic, while others have been based on technology, and some have been so strange as to defy rational categorization. In general, spells are derived from intellectual pursuits within the material world and are the embodiment of intellectual learning. Prayers are derived from belief in gods, faith, religion, or a way of life. Powers are derived from various sources, such as science, technology, talent, or physical form.

Casting systems represent a distinct way of understanding and making magic, but each have the same use and effects. All SP&Ps are cast by using the voice to draw mana energy from the body and the hand to manipulate the energy toward a target. The differences between casting systems are found in the theoretical basis with which the practitioner views his or her art.

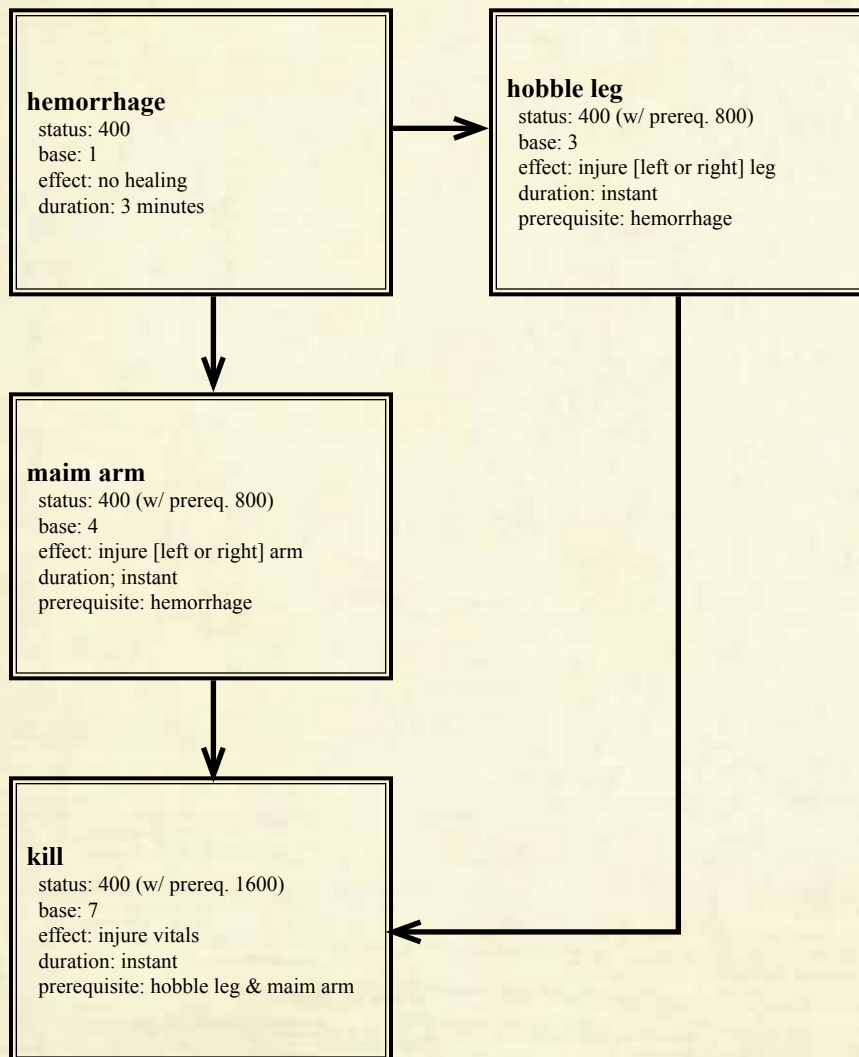
Elemental systems are based on using common worldly forces, such as fire, earth, wind, and water, or less common forces such as sound, electric, toxic and radiation. Other systems of casting are based on the manipulation of time using time to immobilize targets in the flow, or killing targets with advanced aging. The force of nature is commonly manipulated, as are life and death energies. Some casting systems rely on magnetism, gravity, or even chance to cause their effects.

Making matters more interesting is that all sp&ps systems can be manipulated by physical, magical, technological or religious based reasoning. The complexity of these studies can sometimes overwhelm practitioners, but the key is for each practitioner to find the methods of casting best suited to their character. Practitioners who develop solid theory for their casting will have a much more powerful presence than casters who do not take the time to create a personal system of magic.

Developing a unique casting system is very important to the practitioner who seeks true power in their magic. Many practitioners start by emulating the system of their teacher, but as they learn more skills the practitioner must begin developing their own approach. A practitioner who does not develop their own casting system will forever remain a student. Personal creativity enriches the individual and only those who can embrace their own uniqueness will become the great masters of magic.

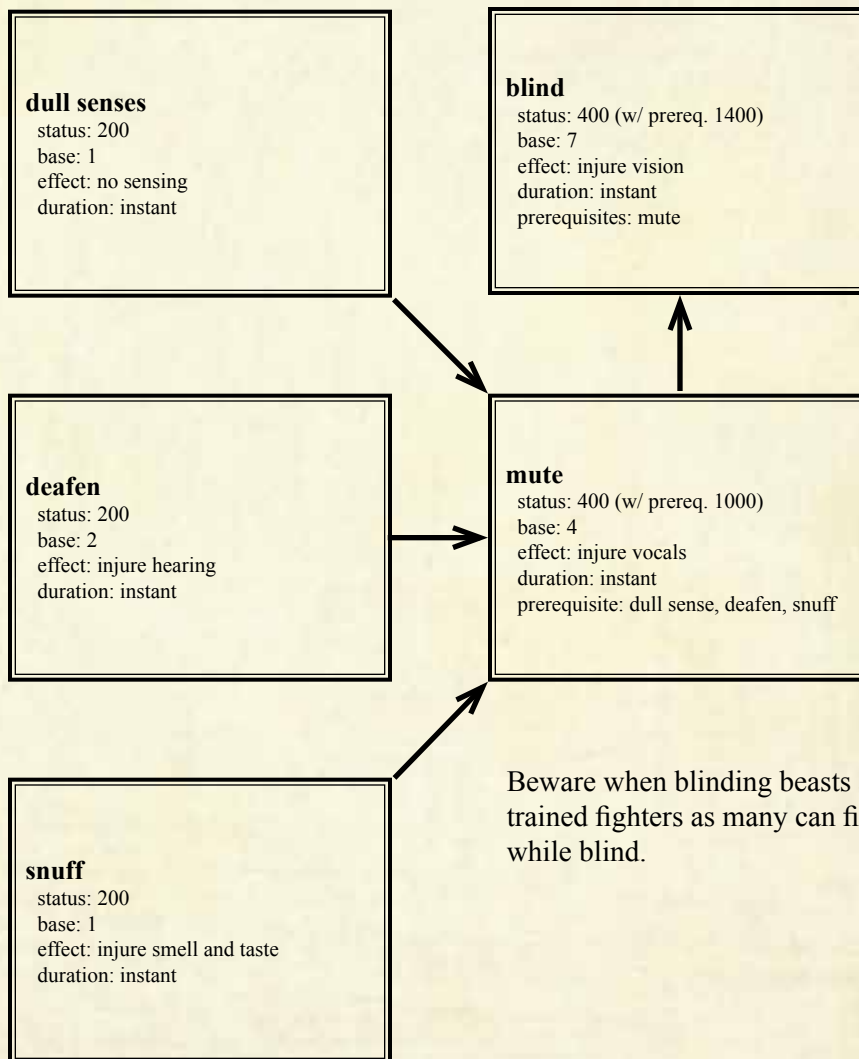
Anatomic Death

To maim, to hobble and to kill is the purpose of this lore. Effective and efficient in all manner and use, the methods applicable to this lore is limitless. The injuries caused are always infused with generic damage, but practitioners specializing in specific forms of damage may envision their attacks as adding their specialization. Thus, practitioner embracing fire may be seen maiming, hobbling and killing with jets of flame or lumps of magma, whereas a practitioners embracing ice may be seen using blasts of frost or even rays of cryogenic energy. This lore should always be personalized to the practitioner to achieve maximum effect.



Anatomic Depredation

The average practitioner often overlooks the usefulness of this path. The obvious use of this lore is to disable an adversary, but many will point out that removing the senses does little to stop a determined attacker, especially with so many ways to overcome the loss sight which is the primary skill of this study. However, this path is often used on the self to avoid dire circumstances arising from smells, sounds and sights.

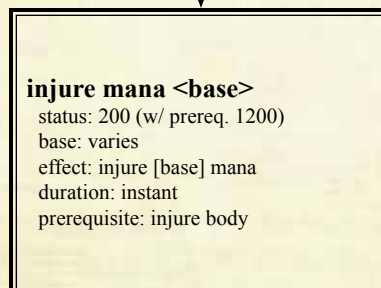
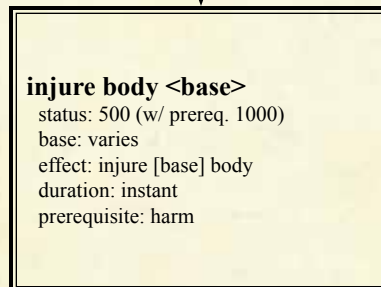
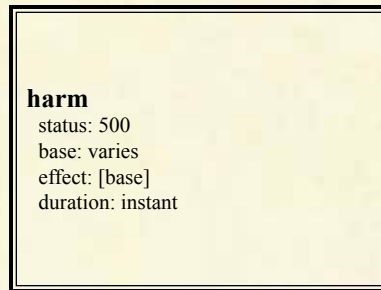


Beware when blinding beasts and trained fighters as many can fight while blind.

Anatomic Harm

Harm is the antithesis of healing. The former is easy while the later is more difficult. Flaying flesh, breaking bones, harming health will consume less mana than the rectification of mortification. The essence of harm comes from the wounding of the body, whereas the essence of injuring comes from a trauma to both the body and the spirit.

Wounds are bruises, shallow cuts, scraps and other harms not significantly debilitating. They can be closed over with a bandage or completely removed with medical treatment or magical healing.



Injuries cannot be healed by spells, prayers and powers, because the destruction is greater than the mere wounding of the flesh. Injuries require the application of magical ritual or scientific procedure to treat both the body and the spirit making each whole once more.

Mana injuries prevent the regaining of mana and are particularly demoralizing for casters.

Anatomic Health

Healing without a Healing Tap should only be done in the direst of circumstances for it quickly degrades the practitioner's stores of internal mana thereby lessening the caster. Alternate forms of wound treatment, such as badges and surgery should be employed when Healing Taps are not readily available.

heal

status: 400
base: varies
effect: regain [base] body
duration: instant

purify food & drink

status: 100
base: 1
effect: remove all compounds
duration: instant

This utilitarian lore comes in very handy for more than just treating wounds, enhancements of the body provide protections fostering good health.

fortitude

status: 400
base: 1
effect: prevents extra damage
duration: 5 minutes

feign death

status: 100
base: 1
effect: may appear dead
duration: 10 minutes

pass exposure

status: 200
base: 1
effect: prevent exposure damage
duration: 1 minute

Beast Aversion

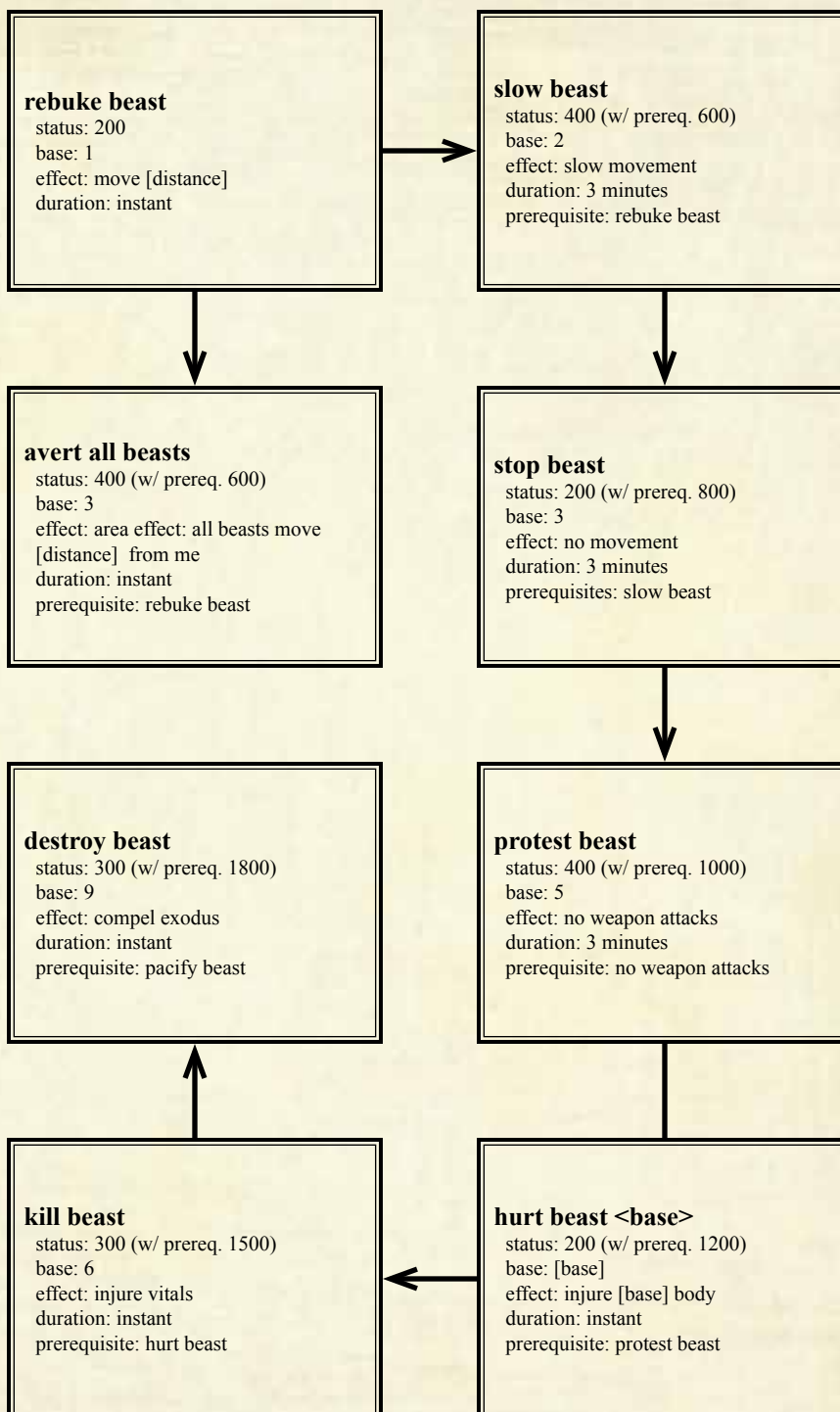
The harsh laws of nature demand much. Adapt or die. Fight or flight. The strong survive. The weak perish. In nature there are those who are predator and those who are prey. The ravenous beasts with tooth and claw are desirous of blood and flesh. The fright-filled beasts run at the slightest hint of danger, speeding off through thickets. When you study this path of magic you transcend the role of predator and prey by developing the power to tame the fiercest predator or stop the flight of the most timid prey.



Some beasts are more powerful in certain terrains and movement can be used to force them away from their strength.

When using avert beast a practitioner must be careful not to also affect allies who have the beast classification for doing so may place them in great harm.

In areas where magics are commonly used against beast they will evolve defenses to negate spells, prayers and powers, such beasts are highly resistant to this lore.



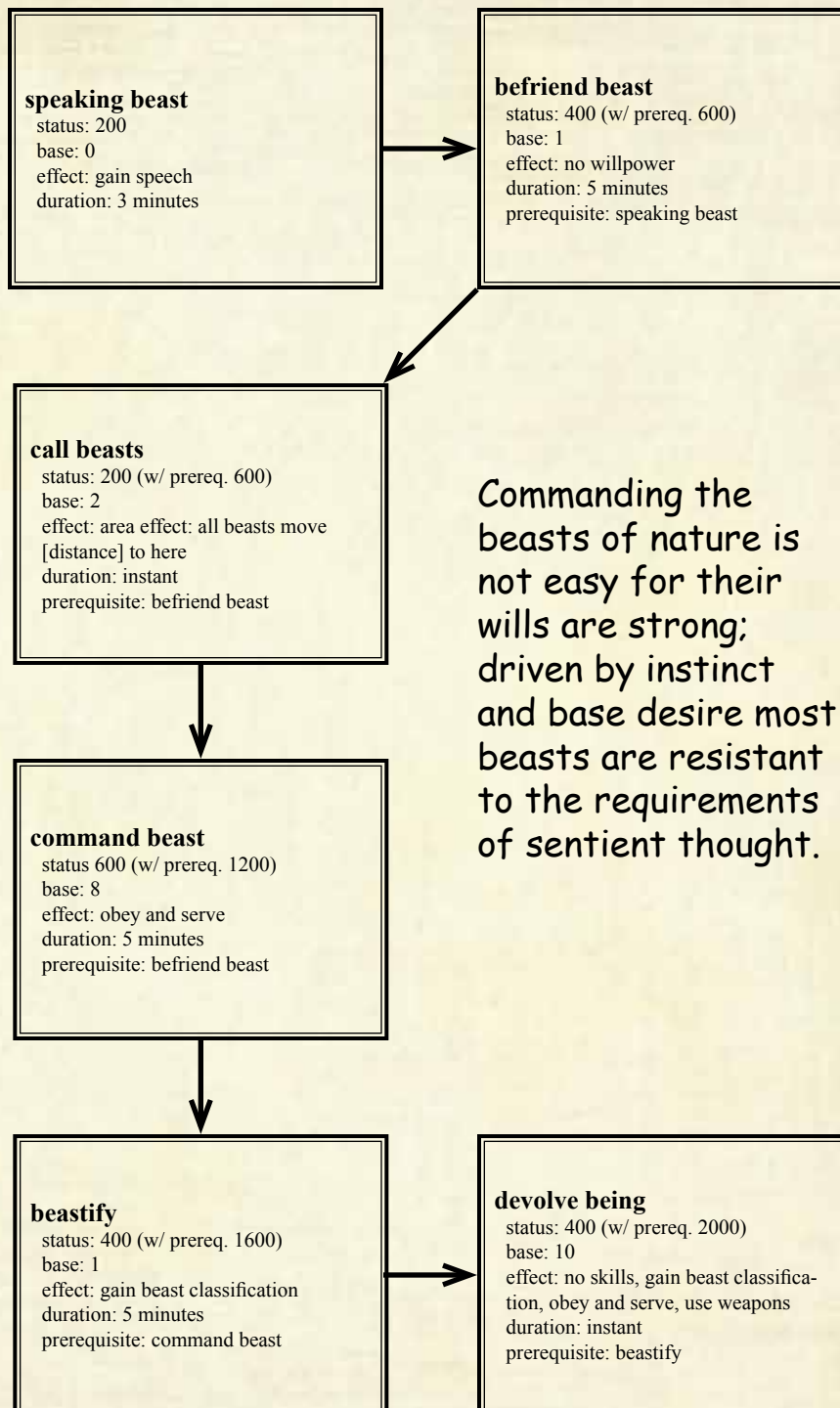
Beast Dominion

Beast Dominion is the subversion of nature to sentient will. The wilds are free and resent dominion by spell, prayer and power. Using magic to control beasts is often necessary for protection, but the better way to control a beast is to raise the beast with love and caring fostering a mutual relationship of trust and dependence.



Communication with non-hostile beasts should always be sought as the beasts who live in the area have great powers of perception and will often provide information.

Beasts commanded to move from their territory will struggle brutally to become free of control; this mental struggle often ends in the death of the beast, so it is best not to remove beasts from their area.



Commanding the beasts of nature is not easy for their wills are strong; driven by instinct and base desire most beasts are resistant to the requirements of sentient thought.

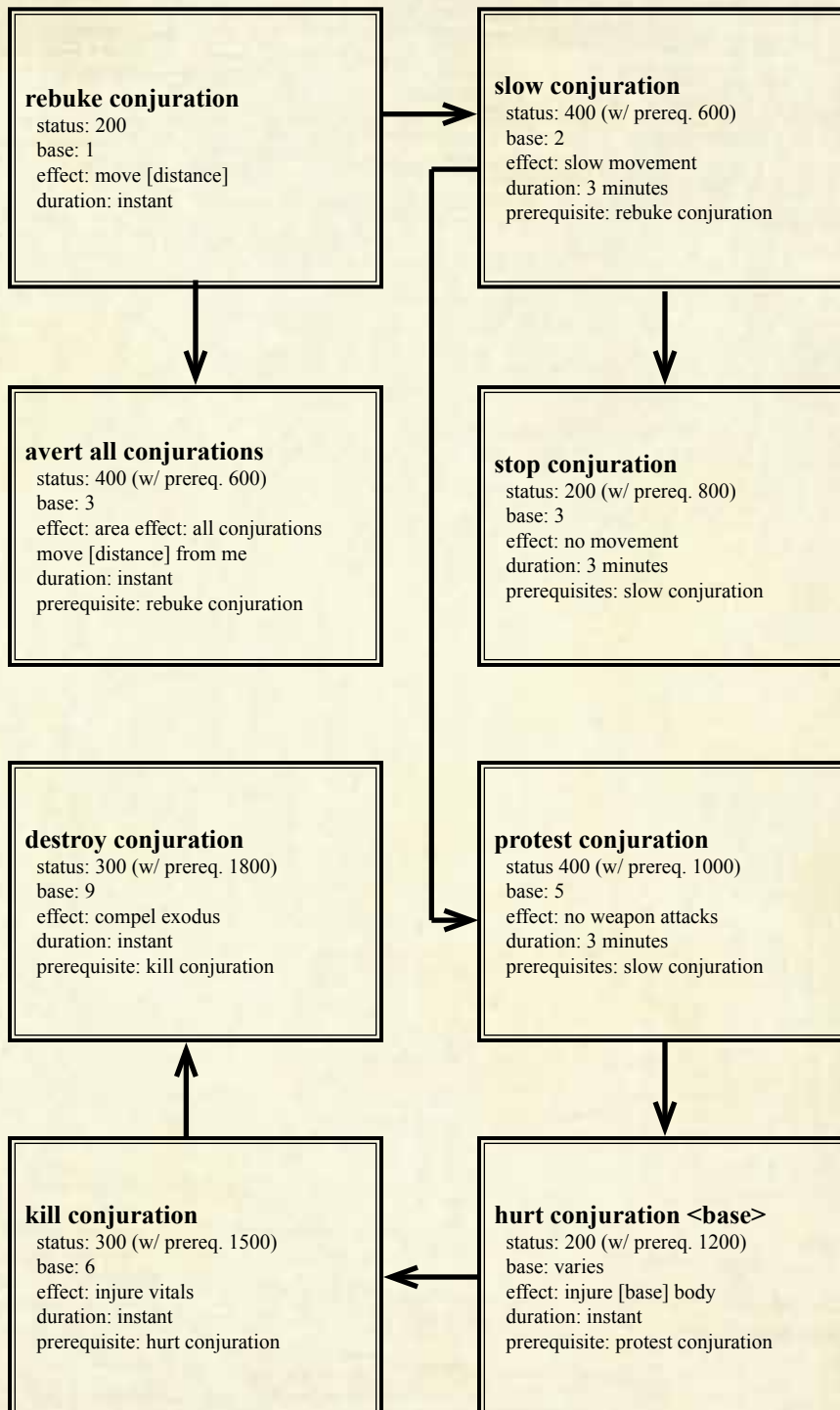
Conjuration Aversion

Conjurations can be brought into existence by magic or technology. These constructs, whether empowered through magical ritual or technological procedure, are employed to limitless ends. The purpose of this path of study to interrupt those ends. The introductory spells, prayer or powers herein affect the free movement of conjuration in their tasks. At higher levels of mastery, the spells, prayers and powers herein are capable of injuring the form or outright killing the conjuration.



When using avert conjuration a practitioner must be careful not to also affect allies who have the conjuration classification for doing so may place them in great harm.

Beware the conjuration for its essence takes many forms and has great potential. Though elementals are commonplace, other types of conjurations abound, readily crossing the boundaries between science and technology.



Conjuration Dominion

The creation and binding of conjurations through magical rite and technology process is the focal point of study herein. Corpses transformed with mana energy are assembled into new humanoid form for purposes determined by the caster.

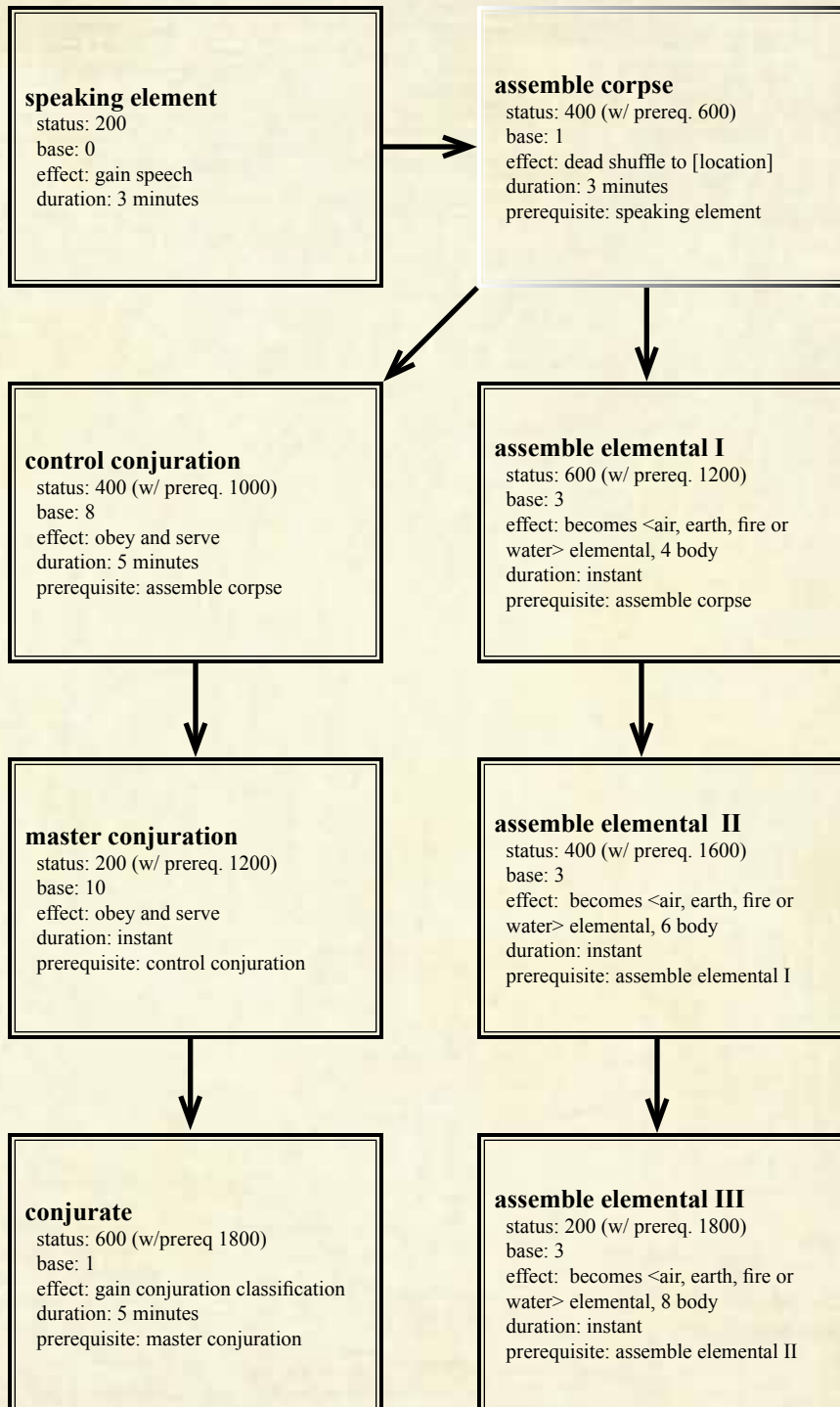
Speaking element can be used whenever elements develop sentience. This is very common in mana rich areas. Speaking to trees, bonfires, pools of water, even toxic sludge can be very enlightening

To bend the will of a conjuration is to force its total servitude. The conjuration will not only obey your every command, but should anticipate your every whim.

Use conjurate on one your enemies and then control their will or use the lore of aversion to kill.

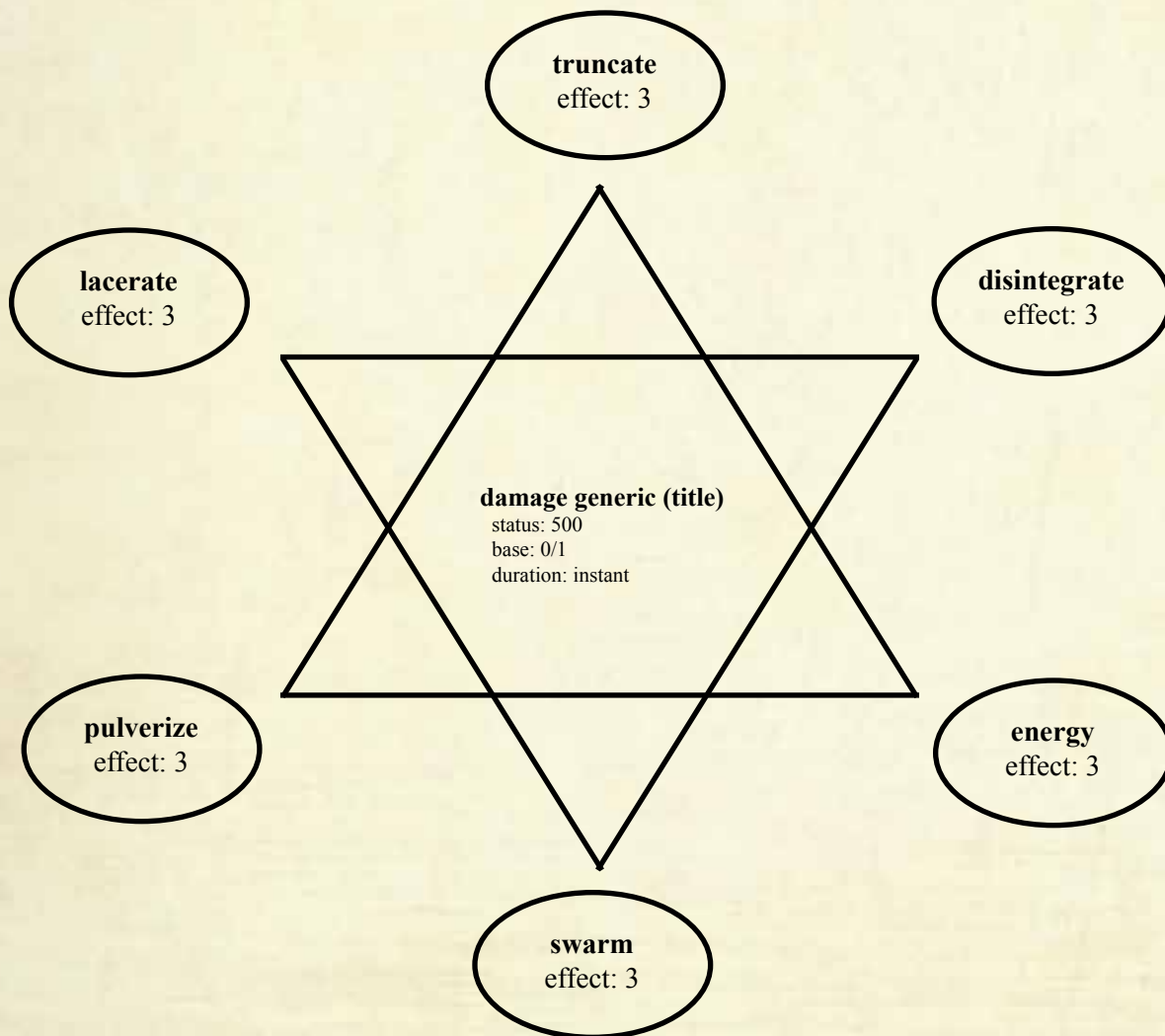


Assembling every downed enemy is not practical as many do not have sufficient strength of spirit to remain in the form beyond the immediate time of the assembling magics and will crumple to tiny pieces.



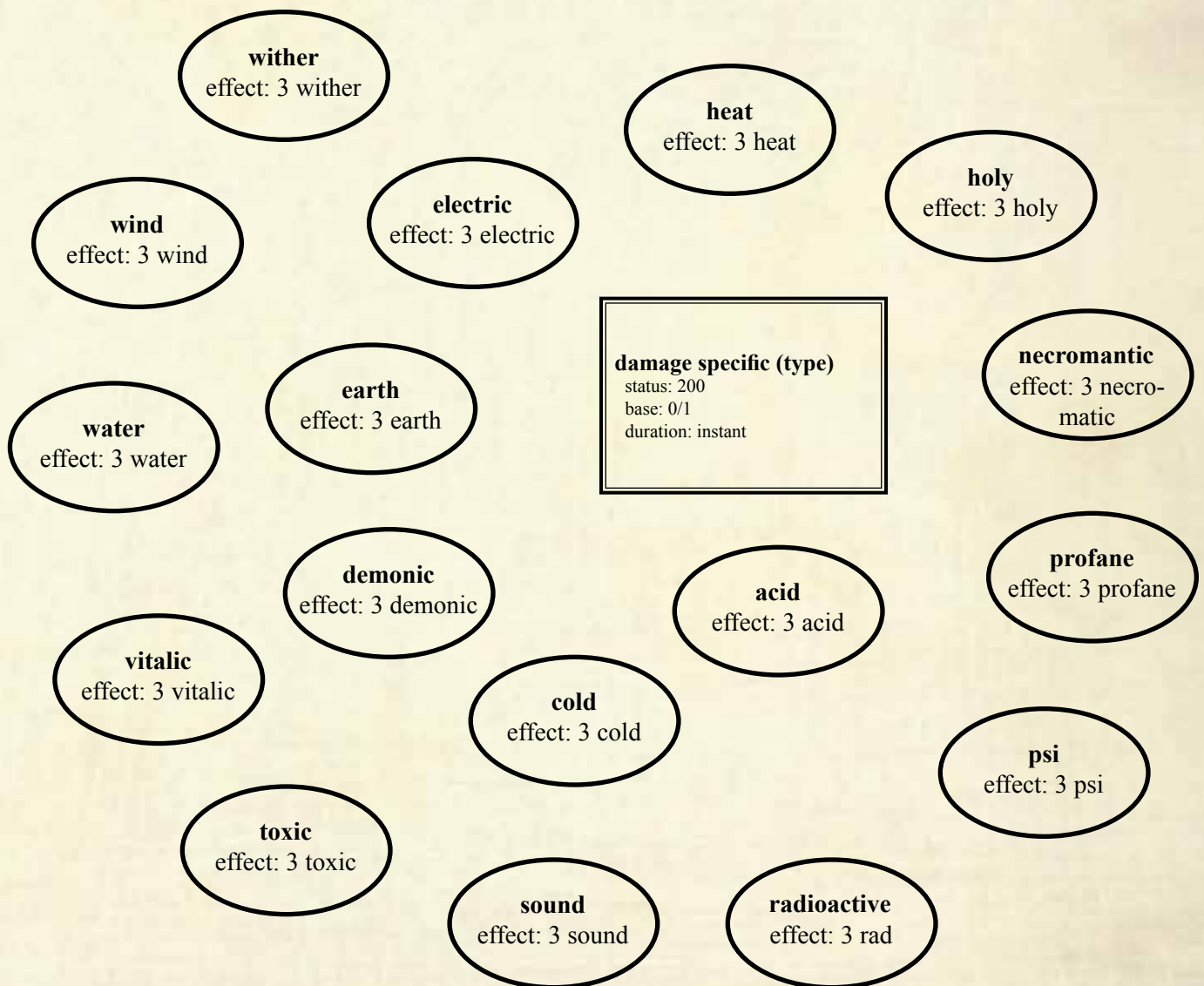
Damage (Generic)

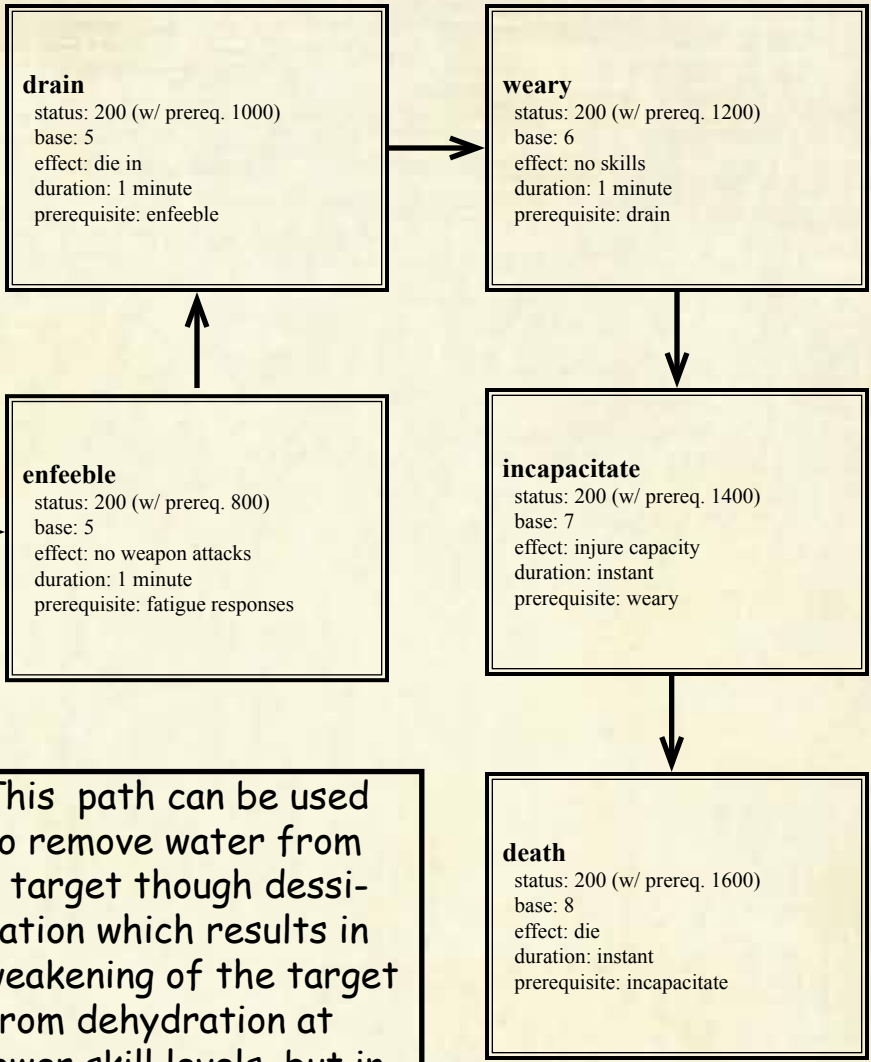
The manipulation of general forces to cause generic damage. These arts capture the essence of common magical attacks, how they are accomplished is up to the practitioner to determine. Disintegration is the break down of the essence of the target. Energy is the collective assignment of harmful forces. Pulverize, Truncate and Lacerate are crushing, chopping and cutting effects. Swarm damage can be caused by individual particles, tiny micro-robots of various types, or event thousands of conjured insects.



Damage (Specific)

The manipulation of the basic forces to the exclusion of other force to cause only a specific type of damage. The damaging force can be derived from divergent sources: Heat can be caused by the friction of atoms, volcanic magma, magical flames, and so forth. Toxic can be sludge from a pond, blood from a vein or even the pernicious toxicity of magical process gone awry. The damaging force can be formed into blasts, bolts, spears, missiles, clouds, etc. Thus, the practitioner can envision many different sources and attack forms, but all will cause the same kind of specific damage.

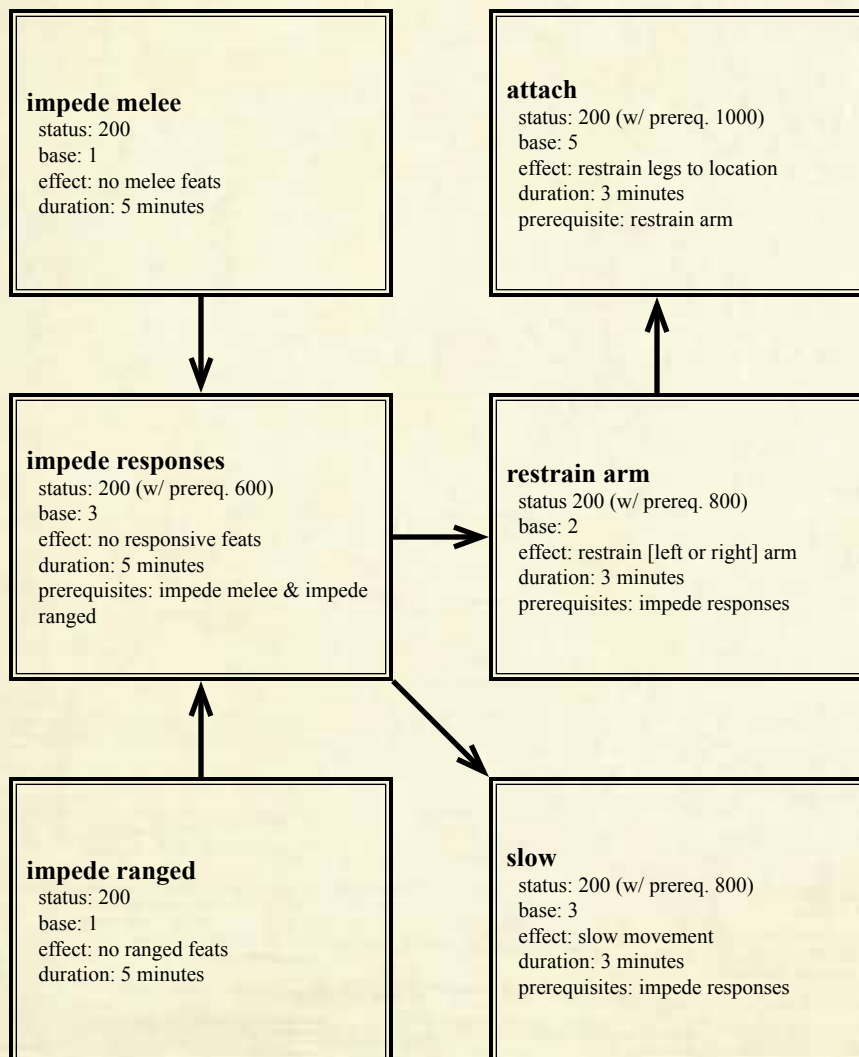




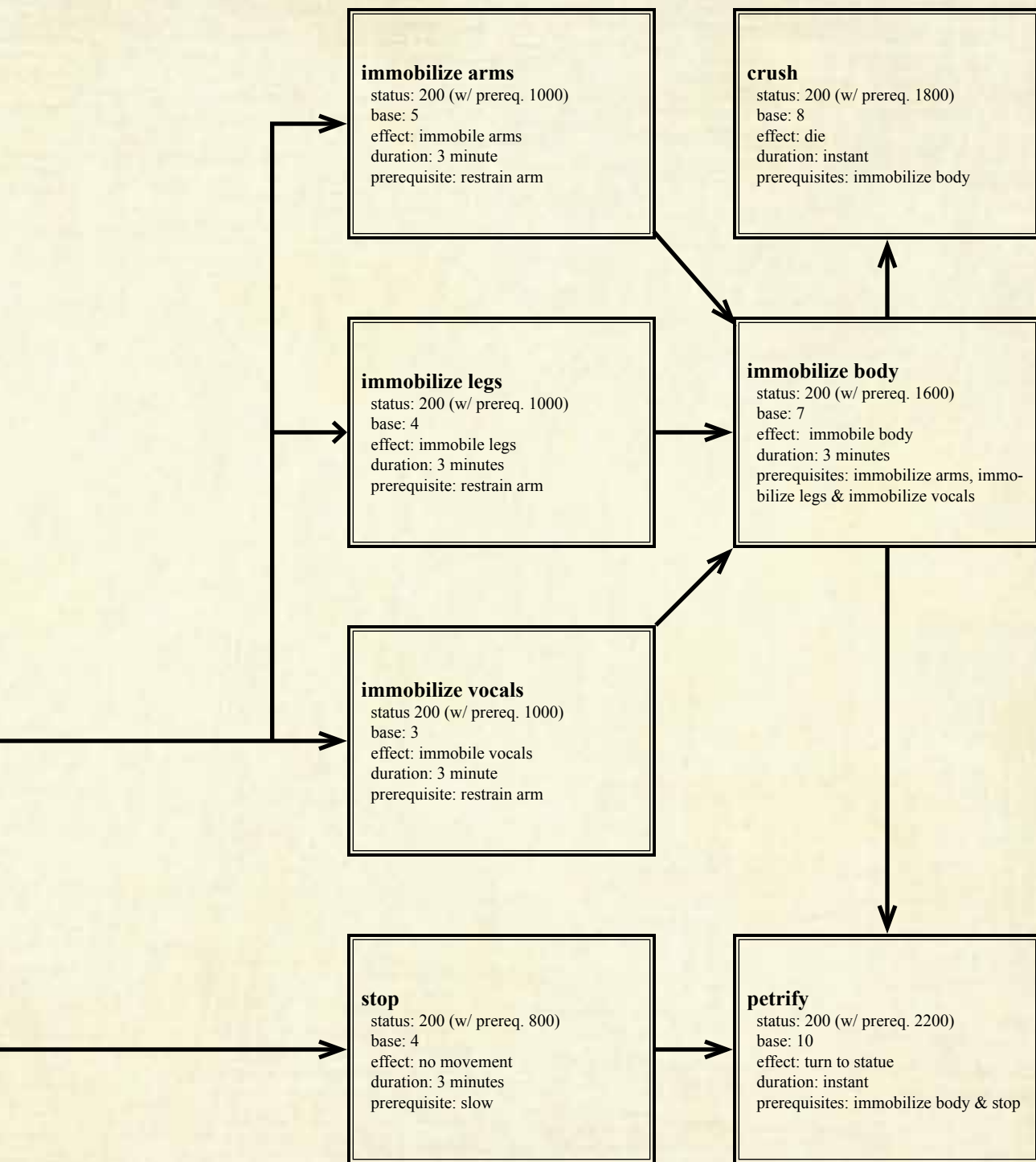
This path can be used to remove water from a target through desiccation which results in weakening of the target from dehydration at lower skill levels, but in the leaving behind of a dried husk at the highest level of skill.

Immobilization

Targets are held fast by manipulated forces. The methods of immobilization are limitless. Practitioners focused on metal powers can immobilize with the telepathic force of their mind, whereas masters of elemental forces can use fire, ice, earth, or even air. A practitioner controlling nature may immobilize with plant control, while a necromantic practitioner may hold a target using the rigor mortis of death.

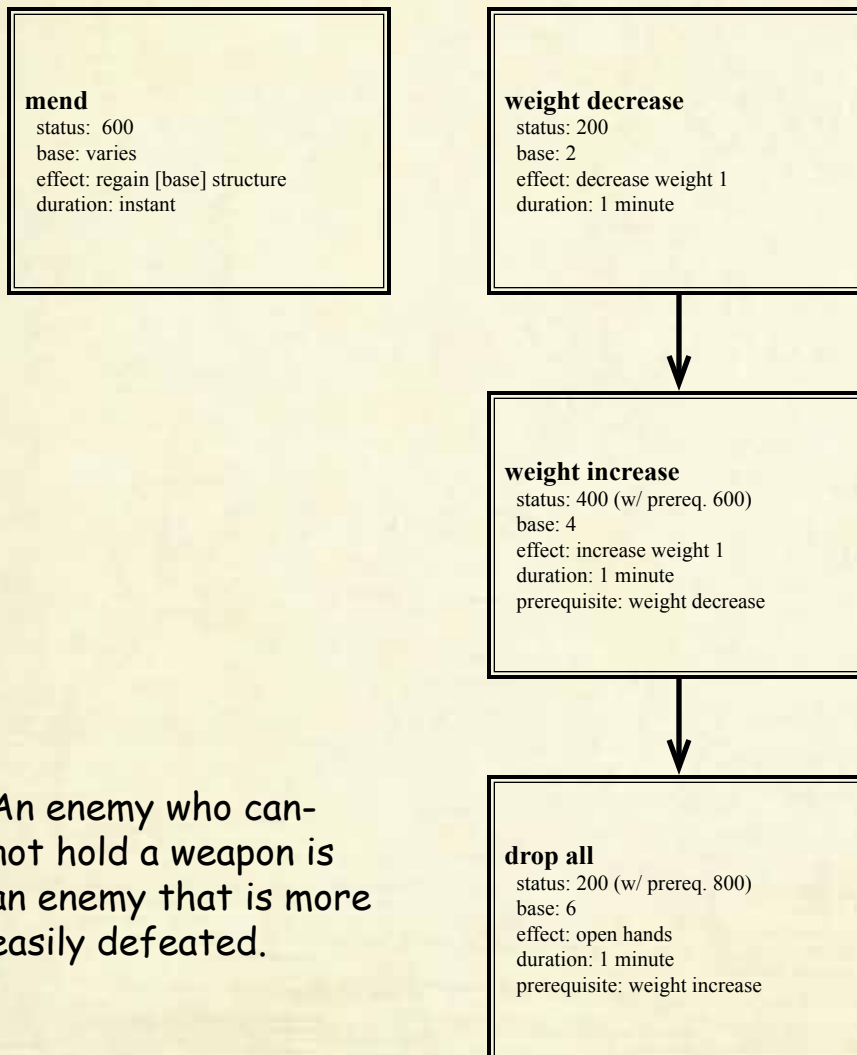


Augmenting skills are useful with this path so that your immobilizations and restraining effects are not easily dispelled.



Item Alteration

All sentient life seeks to improve their existence through the creation and enhancement of items. Tools, weapons, and equipment are all developed and built to have function and purpose. This is the lore of creative thought, embracing the genius of both magic and science, joining both in balanced harmony, seeking a greater perfection. This is the Lore that separates sentient life from beast.

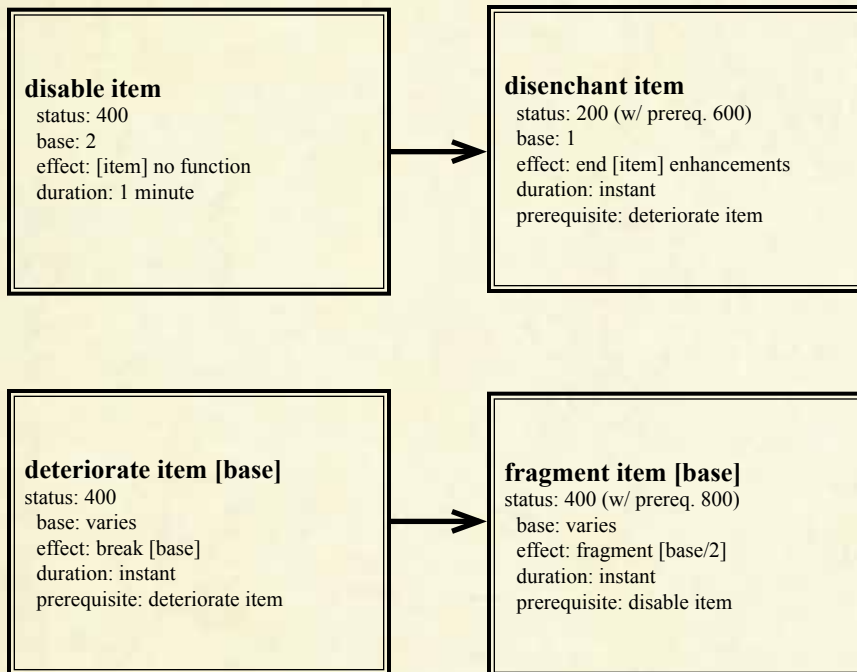


An enemy who cannot hold a weapon is an enemy that is more easily defeated.



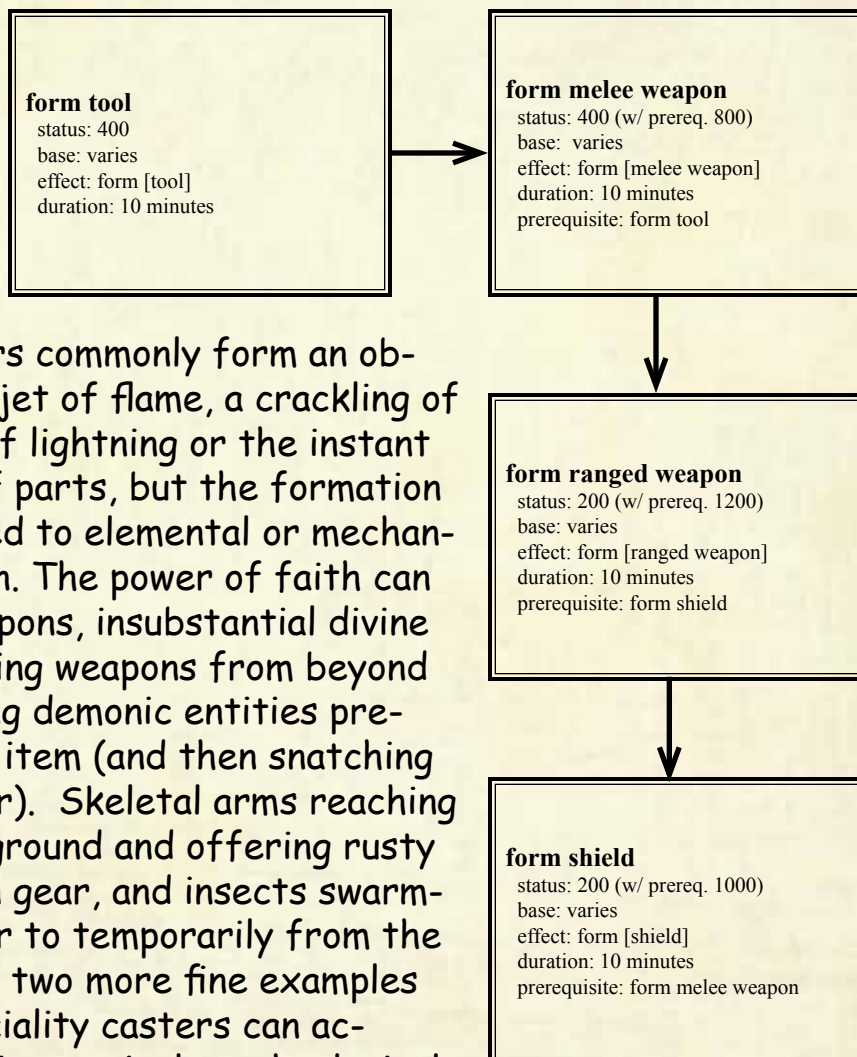
Item Decay

Just as the use of tools and weapons elevate sentient life over others, the skills of this lore strip away the function of items, leaving their owners with only weakened shards and their own wiles to defend themselves.



Item Formation

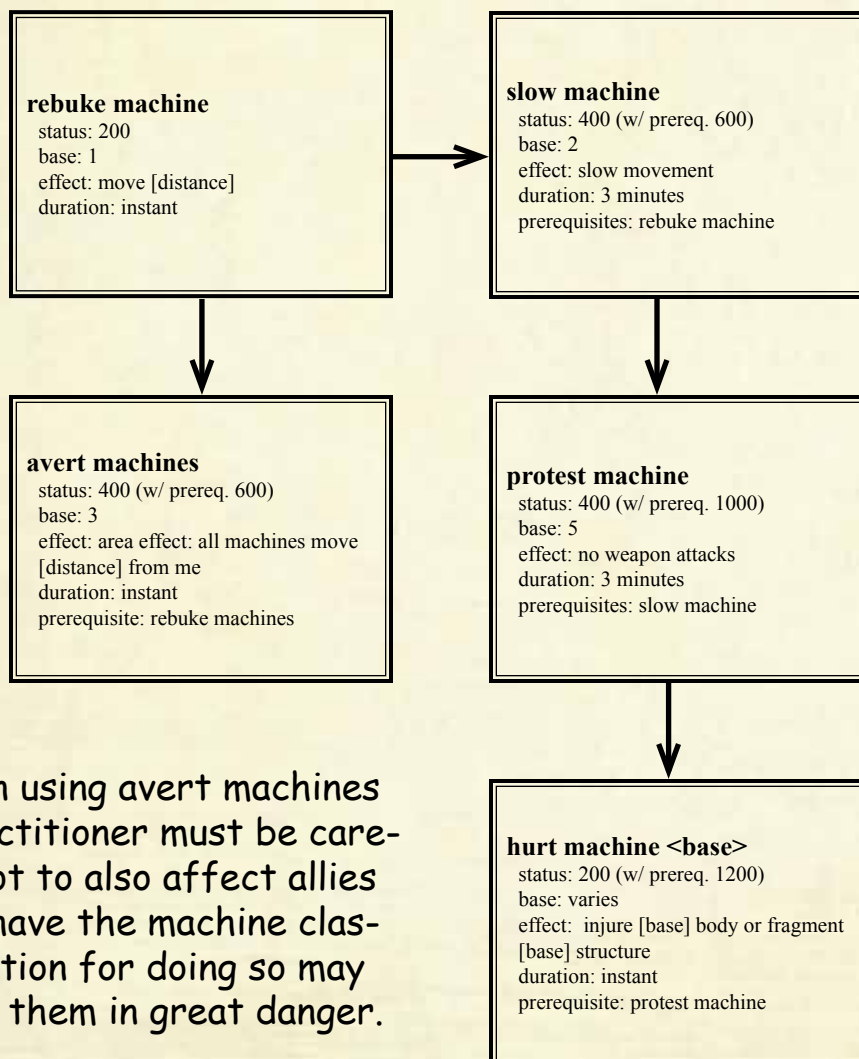
People rarely have what they need at the exact moment when they need it, or if they do have a necessary item it becomes broken just when they need it the most. These skills restore wholeness to items, or create temporary items, ensuring the practitioner always has the right tool for the job.



Practitioners commonly form an object with a jet of flame, a crackling of ice, a bolt of lightning or the instant assembly of parts, but the formation is not limited to elemental or mechanical creation. The power of faith can bestow weapons, insubstantial divine beings passing weapons from beyond or snickering demonic entities presenting the item (and then snatching it back later). Skeletal arms reaching out of the ground and offering rusty half-broken gear, and insects swarming together to temporarily form the weapon, are two more fine examples of how speciality casters can accomplish this seemingly technological path.

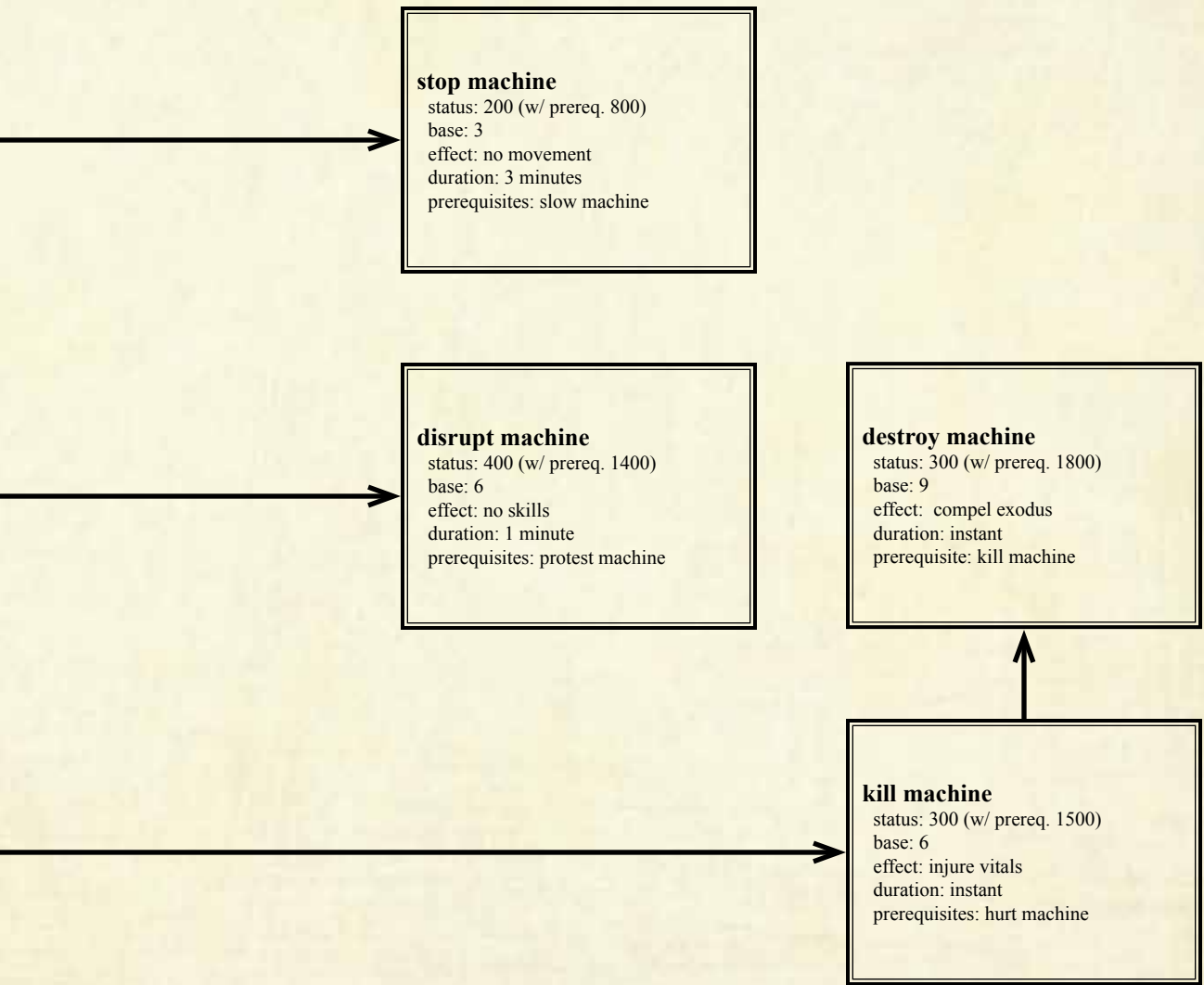
Machine Aversion

Few things can be as frightening as a machine, emotionlessly and efficiently carrying out its function - be it programming, enchantment, or something even more alien. There are ways, both magical and technological, to override a machine's function, forcing it to change its actions or ending its operation altogether.



When using avert machines a practitioner must be careful not to also affect allies who have the machine classification for doing so may place them in great danger.

Machines operate on divergent theory, driven by varying specific forces such as heat, water, wind, electric and so forth. The principles of operation are similar regardless of the power source. Necromantic machines built of skulls and bones, perform as effectively as electrical machines built of wire and steel and water-driven machines built of hydraulic tubes and pumping pistons. Often machines combines various specific forces to greater effectiveness, such as the steam engine which combines heat and water, and the nuclear reactor which combines heat, water, toxic and radioactive energies.



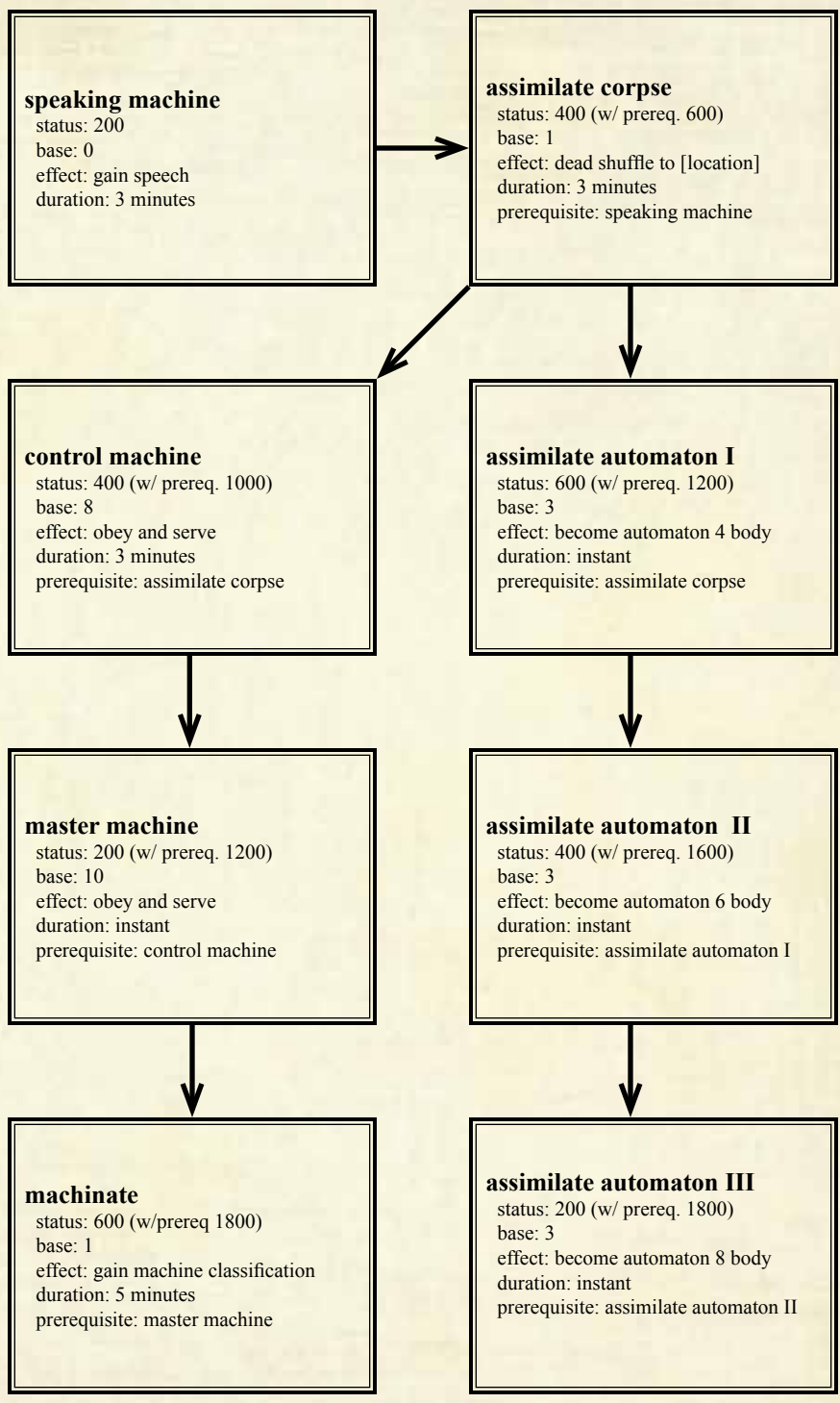
Machine Dominion

Magical machines are created through technomancy, whereas non-magical machines are created through technoprocess, both employ specific forces such as heat, water, wind, electric and so forth to assimilate the automaton. Thus, while opposite in practice both technomancy and technoprocess are unified in theory; the creation of automatons require a corpse, a clear principle of transformation, and a transforming energy.

When controlling the will of a machine, the practitioner must overcome the programming or other parameters that guides the machine.

Use machinate to temporarily make any person machine-like.

Assimilating every downed enemy is not practical as many do not have sufficient strength of spirit to remain in the form beyond the immediate time of the assimilating magics and will crumple to useless fragments.



Mana Mastery

The power of Mana both unifies and divides the Universe. Mana is Chaos and Order, and Life and Death. Mana is the essence of all. Mastering the lore of Mana gives the practitioner insight into eternity, and a whole host of useful applications supporting their other casting endeavors.

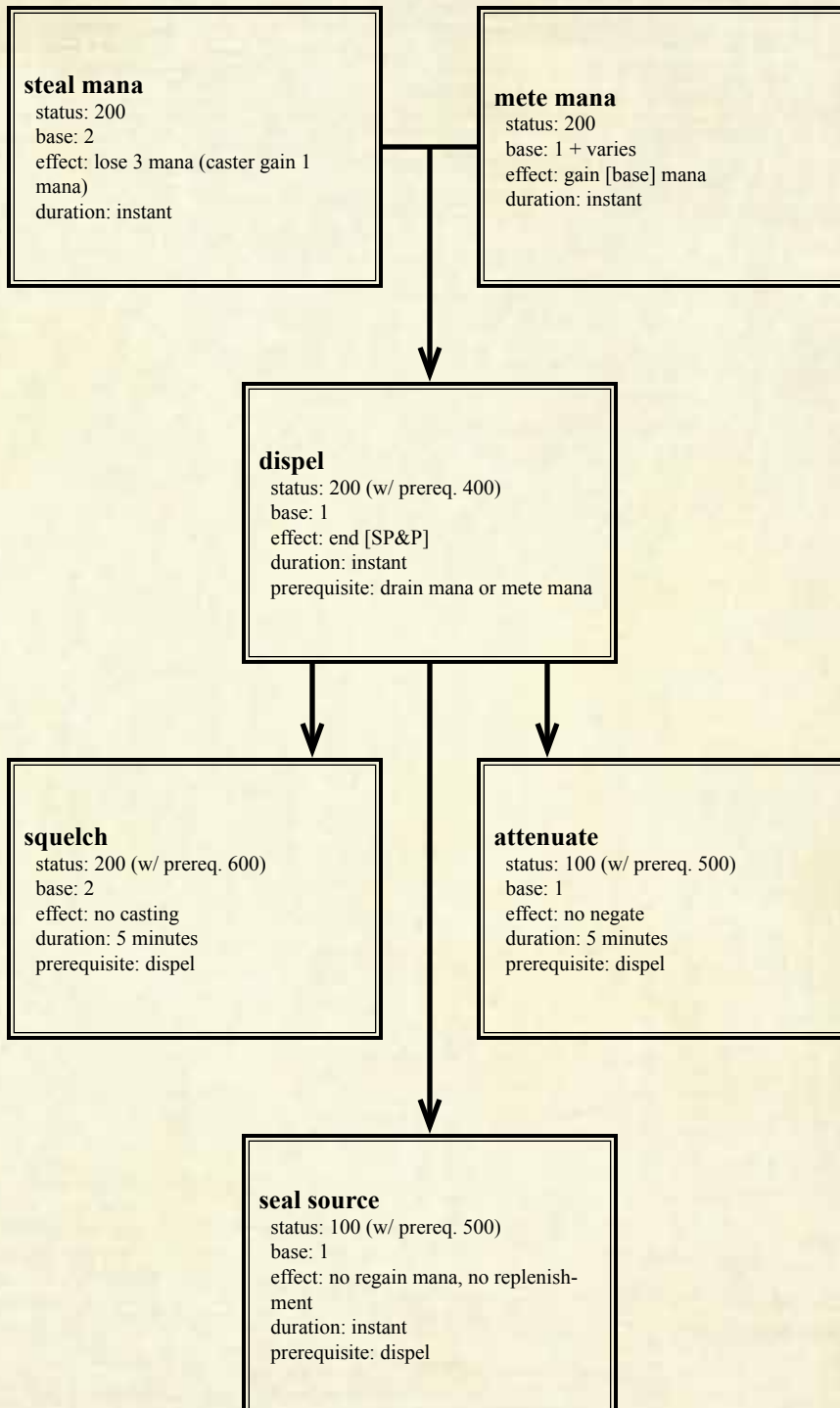
shell

status: 500
base: 3+
effect: protective shell
duration: 5 minutes w/ concentration

foible

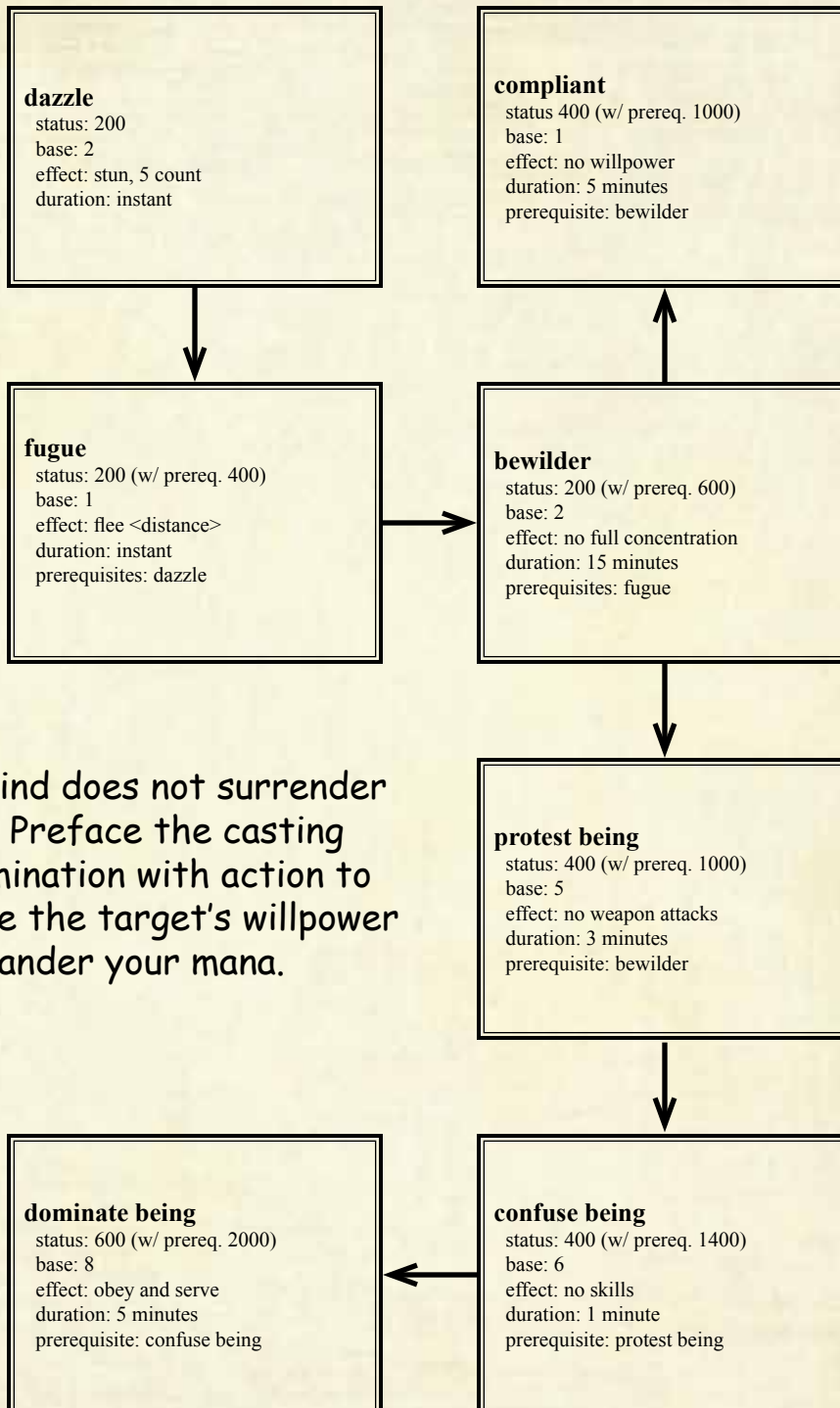
status: 100
base: 1
duration: 5 minutes
effect: no invulnerabilities

In places abounding with magic the practitioner of the arts faces the frequent negation of their power, and only through judicious use of the less powerful arts can the practitioner bring their most powerful arts to fruition. Thus, the use of attenuate becomes a key element in casting with practitioners of the arts working in tandem with each other, one casting the arts to counter the counters of magic, while the other uses the arts of power to kill, immobilize, dominate, or otherwise disable.



Mental Dominion

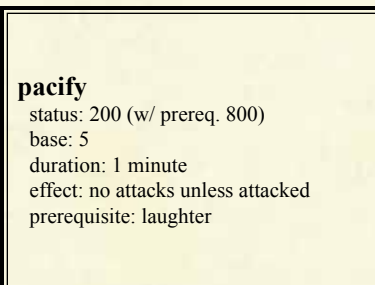
Practitioners may wield magical, technological, and martial might, but these skills, however powerful, pale in comparison to the far-reaching consequence of mind controlling effects. To hurt the body is traumatic, but to lose one's mind is tragic.



The mind does not surrender easily. Preface the casting of domination with action to remove the target's willpower or squander your mana.

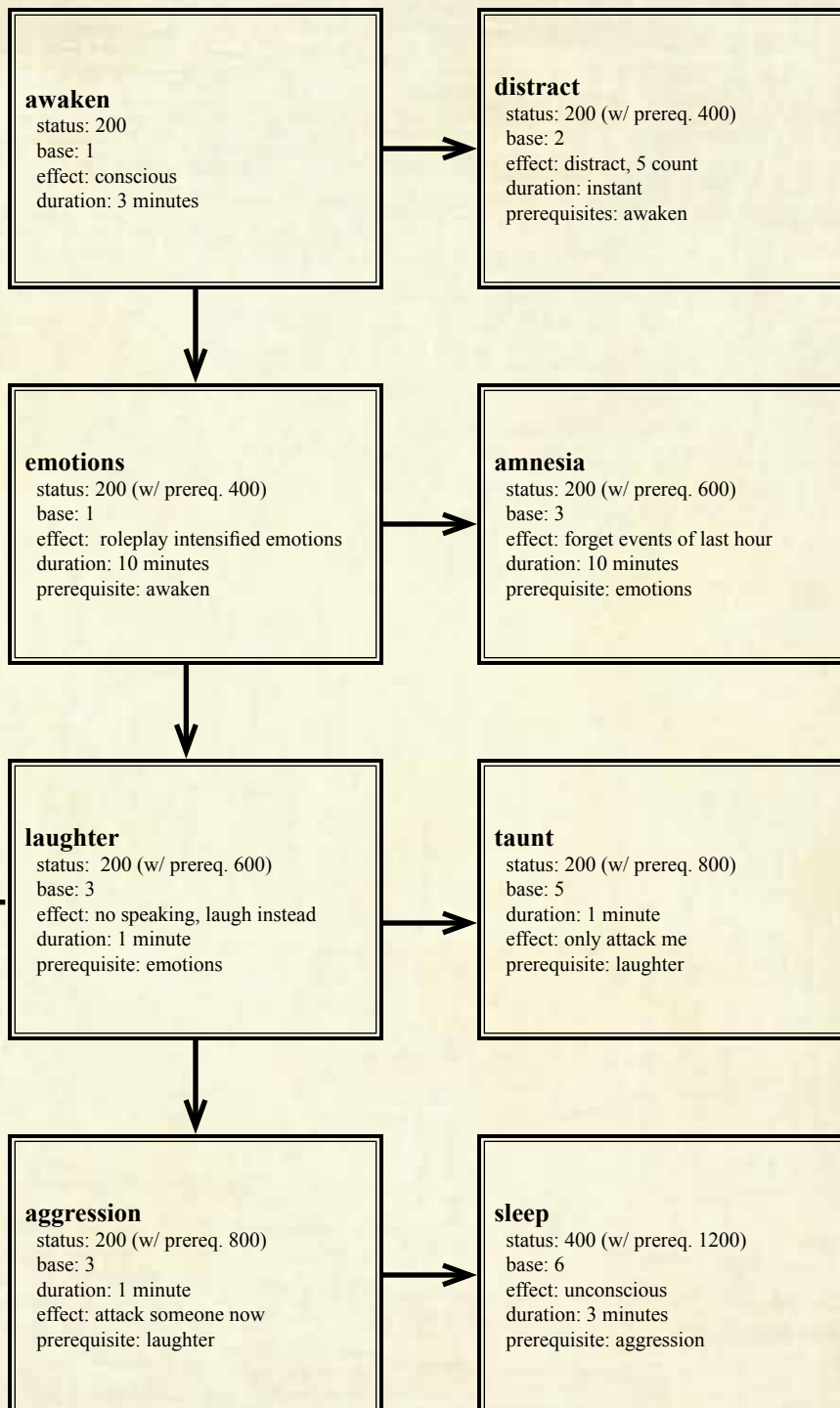
Mental Manipulation

Nueromancy can be subtle art, influencing political decisions, making someone look or act foolish or cowardly, sowing discord among allies or distracting them.



pacify
status: 200 (w/ prereq. 800)
base: 5
duration: 1 minute
effect: no attacks unless attacked
prerequisite: laughter

To control with a blatant force is commonplace, but to control with subtle manipulation is an art to be revered and respected.



To Obey and Serve

Spells, Prayers and powers will often force you to obey and serve a master. When this occurs you lose your freewill and become a willing agent of the one who controls.

You must always behave in the best interests of your master, fulfilling all instructions to the best of your ability, eagerly volunteering information and services and acting at all times enthused and eager, such is the power of this effect.

You may never act to harm or undermine your caster or his known allies. You cannot plot behind his or her back or allow others to do so. You will reveal all threats real and potential to your master.

Verbal instructions by your master granting freedom do not remove the compulsion to obey and serve which will remain until the duration of the effect ends or is dispelled.

You cannot act in a manner that facilitates the removal of the obey and serve effects. The effect is so powerful that it will even prevent voluntary exodus from your body for one minute forcing you to stay in your form and serve for that time.

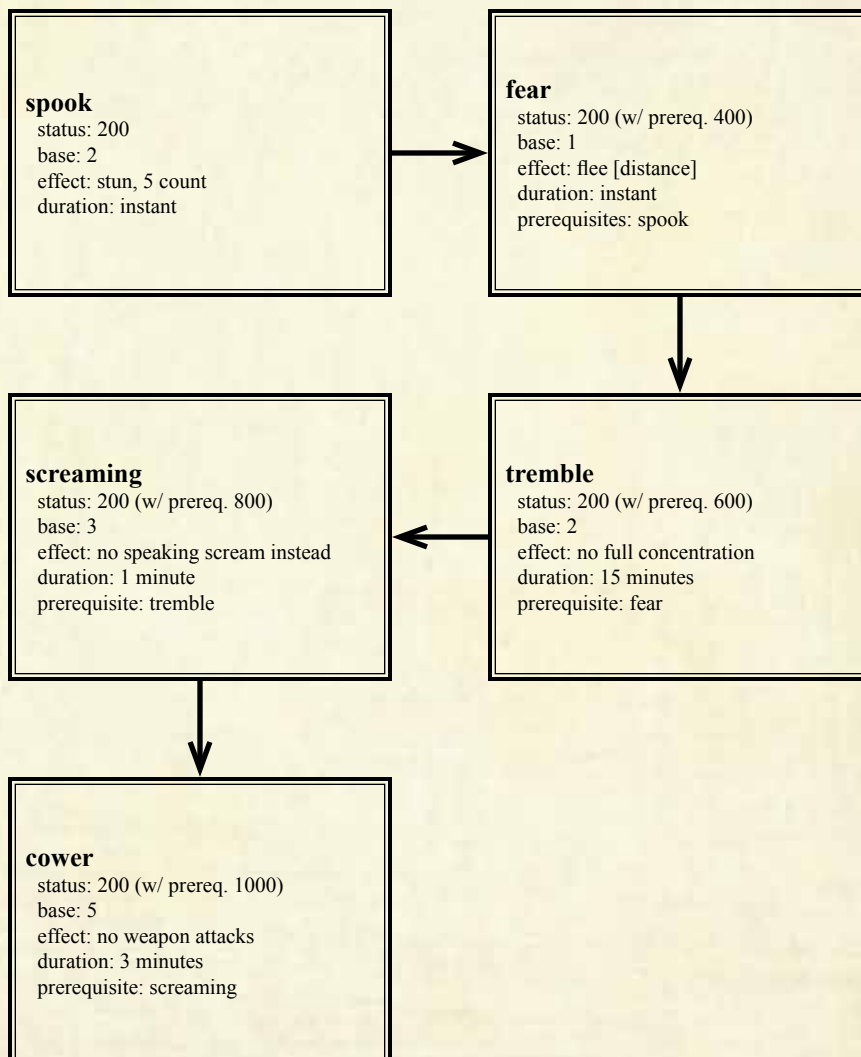
Instructions can be conveyed by a Master using their voice, written text, body language or by any other method. Masters can give complex commands to those with full intelligence, but when giving instructions to those with limited intelligence (such as beasts) the instructions must be simple, one-sentence tasks.

Whenever your will is taken by an obey and serve effect you will experience intense suffering, but be unwilling to show such suffering. A small part of you deep inside your mind will be aware and rebellious, but such part is totally incapable of action. Oftentimes, the suffering is too great and the target will leave its form after the one minute period.

Obey and serve effects that are accompanied by a change of form are even more ravaging to the psyche, forcing perception of the world through the essence of that form.

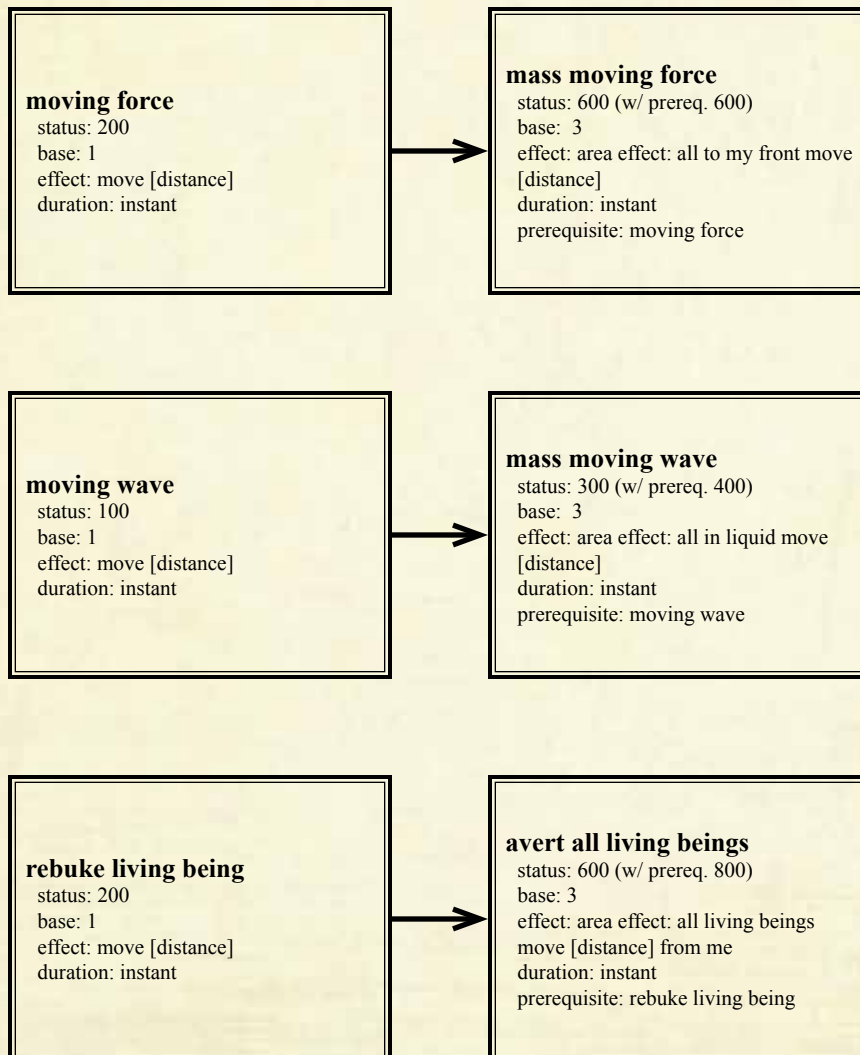
Mental Terrors

This is the lore that exploits the innermost worries and deepest dreads of another. Through this path the practitioner makes illusion become real, rendering unto the target the most searing of scenes, and the most terrible of terrors.

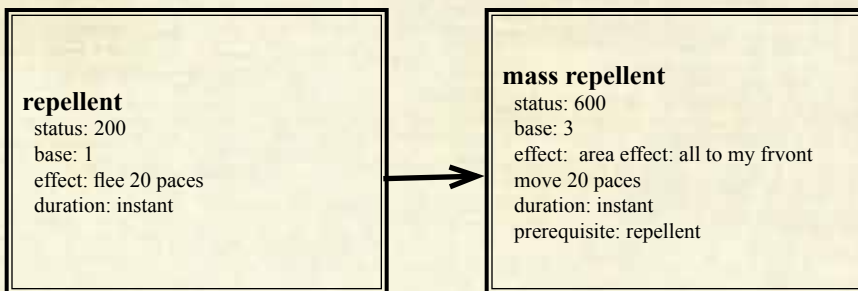


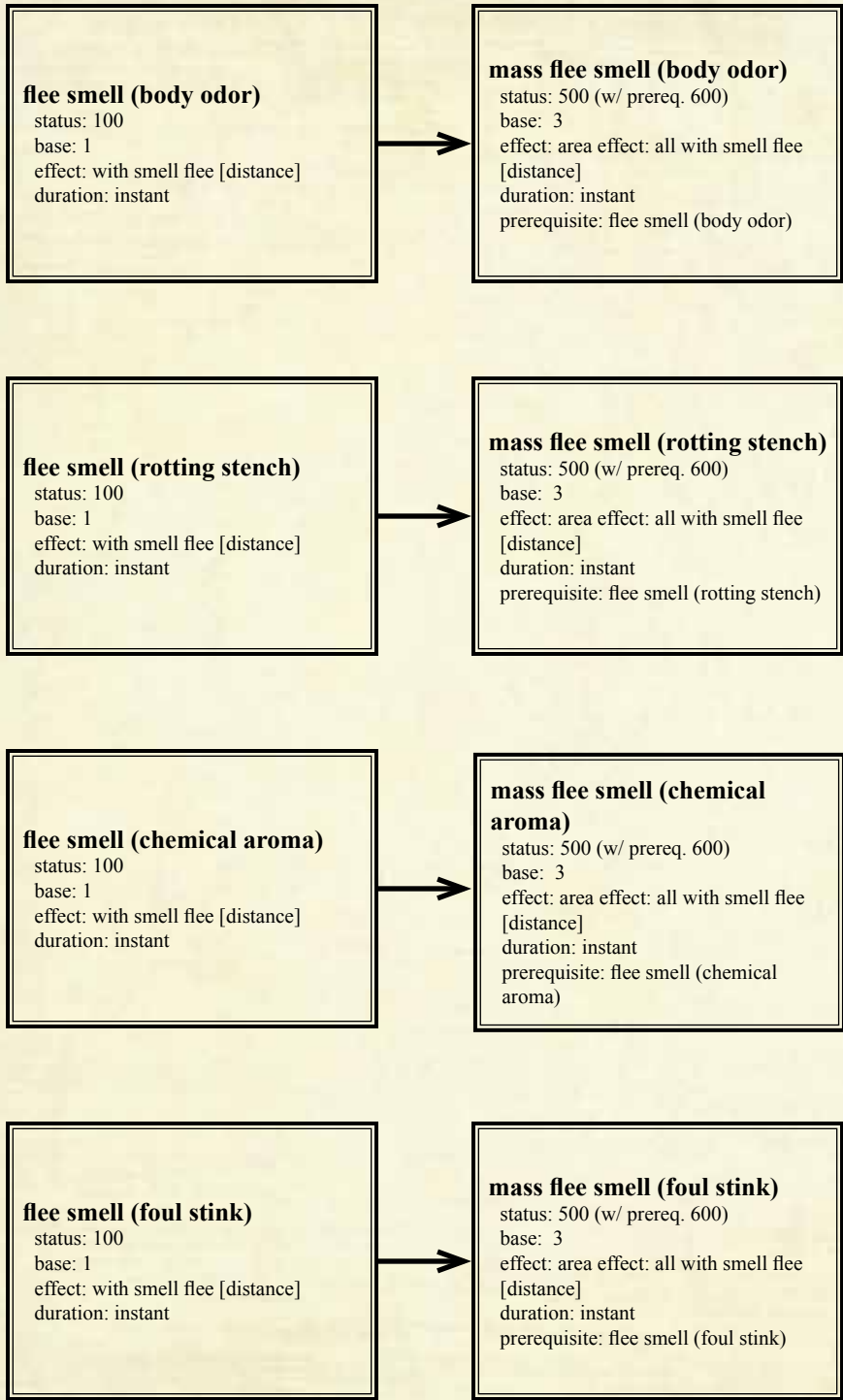
Motion

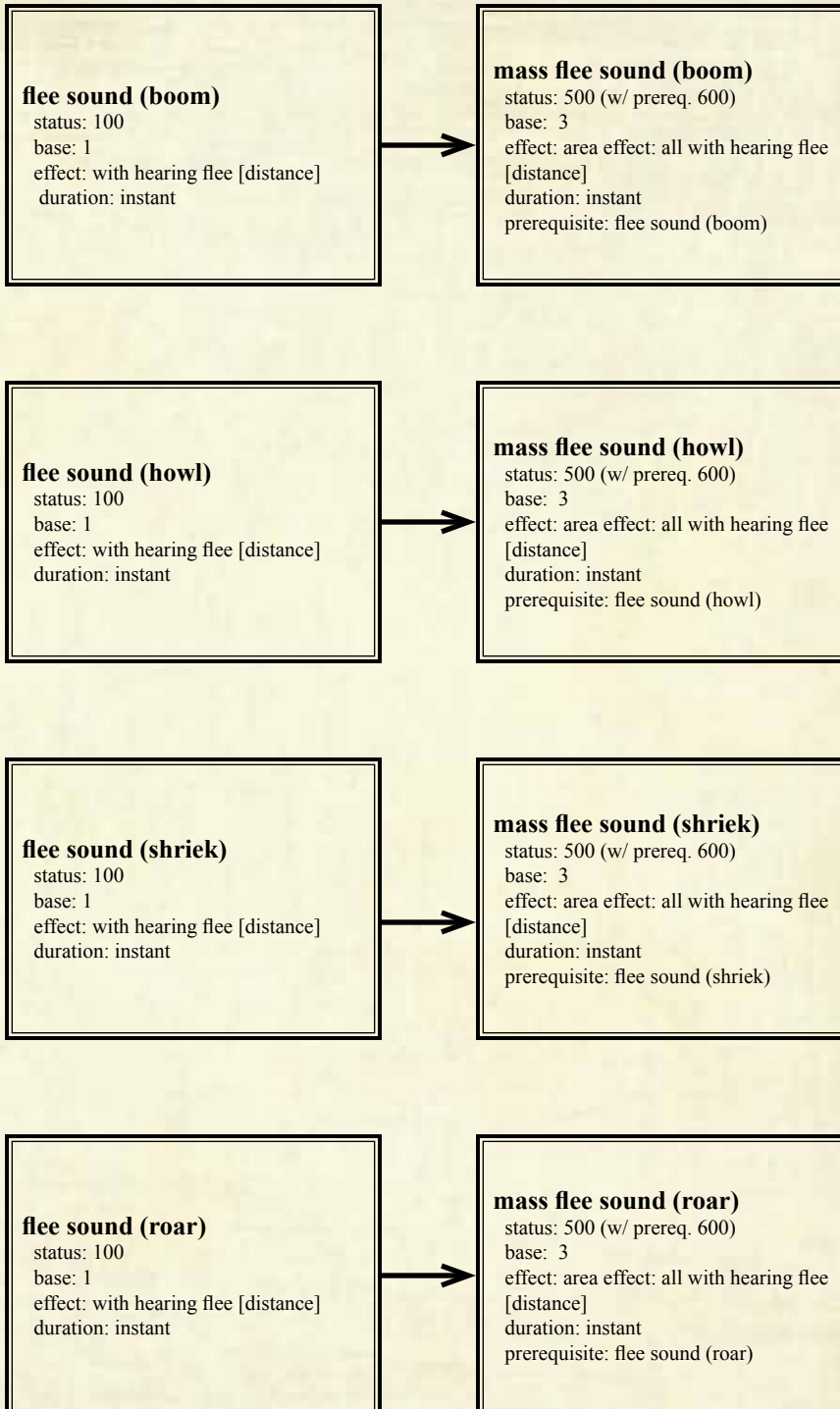
At times, moving a foe can be more effective than raw damage. These abilities can give you and your allies breathing room, or can take advantage of nearby terrain to end a fight quickly. Be warned - some creatures are not so easily pushed around!



Using movement effectively is an art, often it is better to wound an opponent than to squander mana by merely forcing the opponent away for a short time.







Body and Spirit

All beings have spirits within their physical forms. Spirits are the thinking, feeling part of the person or beast. The body is the living, breathing part of the person or beast. Only when both, spirit and body, are united in synergy can magic be created. Understanding the connection between body and spirit is fundamental to the development of magic.

The body is wounded and injured. Wounds are a loss of body or hide caused by damage from weapon attacks, magical attacks or other sources. Wounds represent the minor bumps, bruises, scrapes and shallow cuts a character receives during combat. Injuries represent severe harm to a body part, such deep cuts, broken bones, torn ligaments and smashed joints. Injuries are independent of body wounding and can readily disable or kill person.

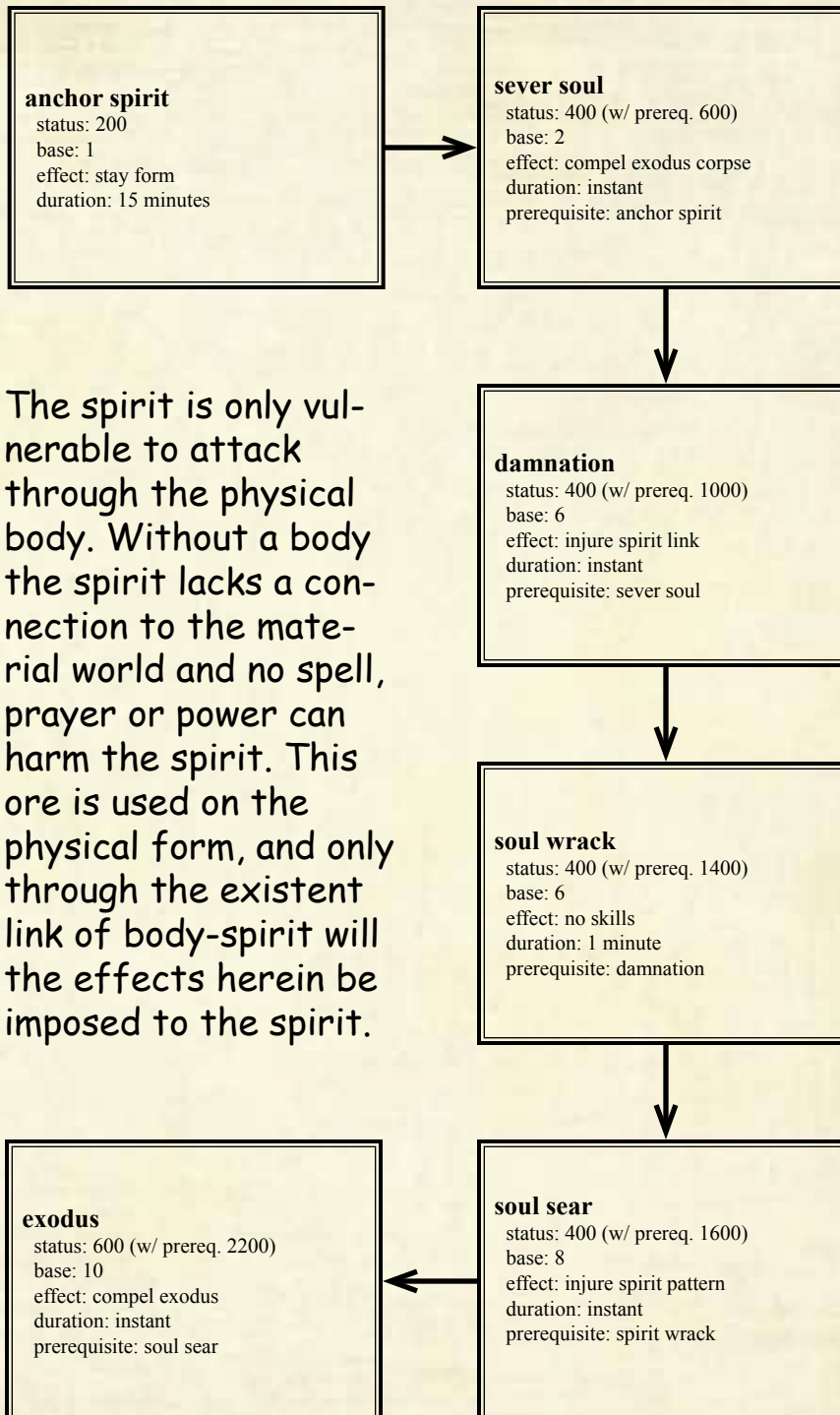
Some very gruesome injuries to the physical body are capable of hurting so greatly that the injury is resistant to healing. These kinds of wounds affect the spirit of the person or beast. Such wounds cannot be healed by magic, and will become permanent disfigurements. It is common for diseases that ravage the body to also ravage the spirit, which explains why it is often difficult to save persons from serious sickness even using the power of magic.

A spirits will usually stay within the form of the person or beast until they choose to exit the form or are forced out by decomposition, embalming or destruction of the form. Most arcane beasts and lesser beings will leave their bodies immediately after death.

Following this separation, most spirits vanish into the Void which is the space between or within the worlds where spirits go. There are many names for this place: Heaven, Hell, Valhalla, Elysium, and so forth.

Some spirits can remain in the world, these are the spirits of heros. They have a great connection between body and spirit which ties them to the world allows them to have a body reformed around themselves.

Spirit Ascendency



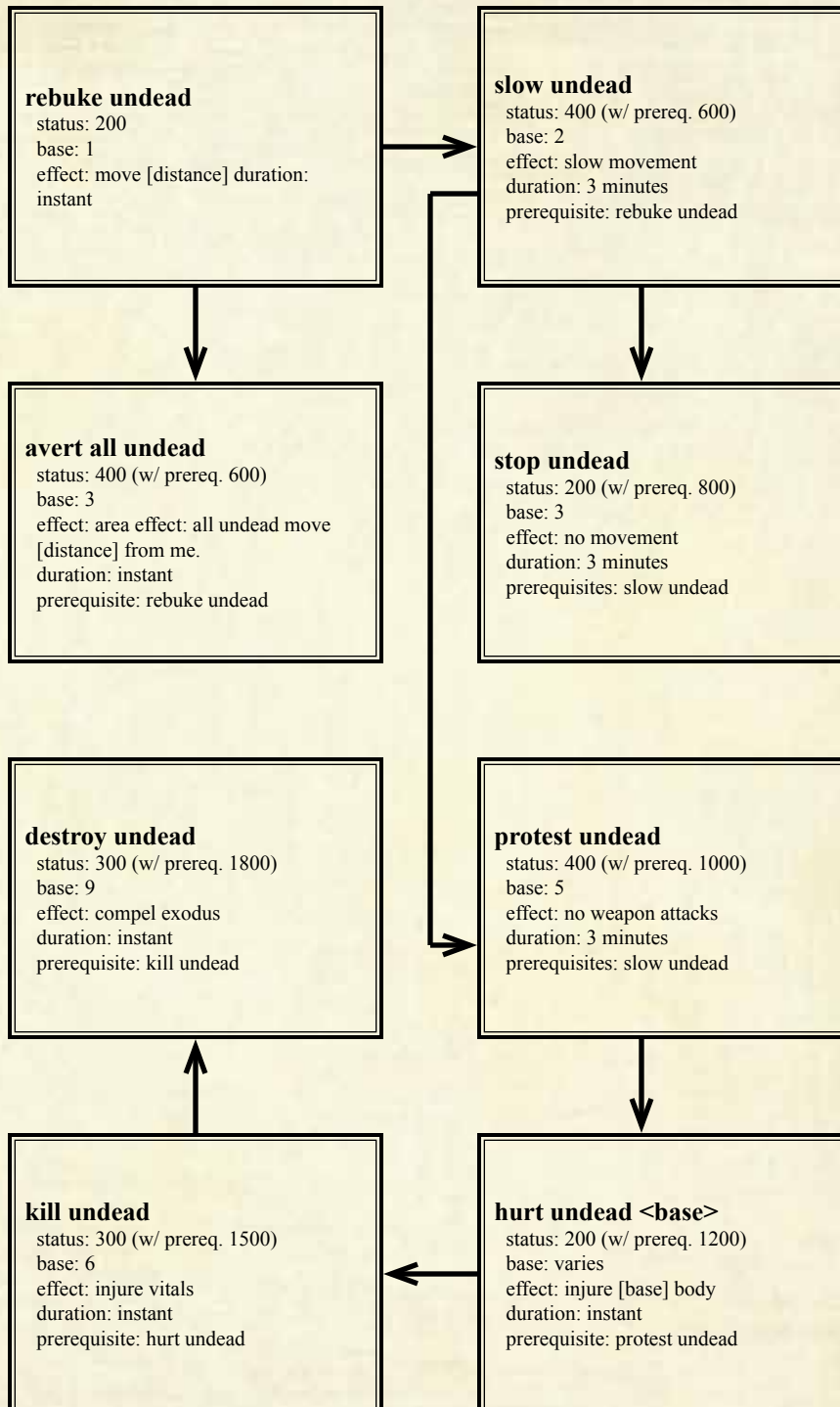
Undead Aversion

Necromantic energies opposed the force of vitality, directly inverting the living world, corrupting the natural order, impeding and sometimes even reversing the cycle of life.



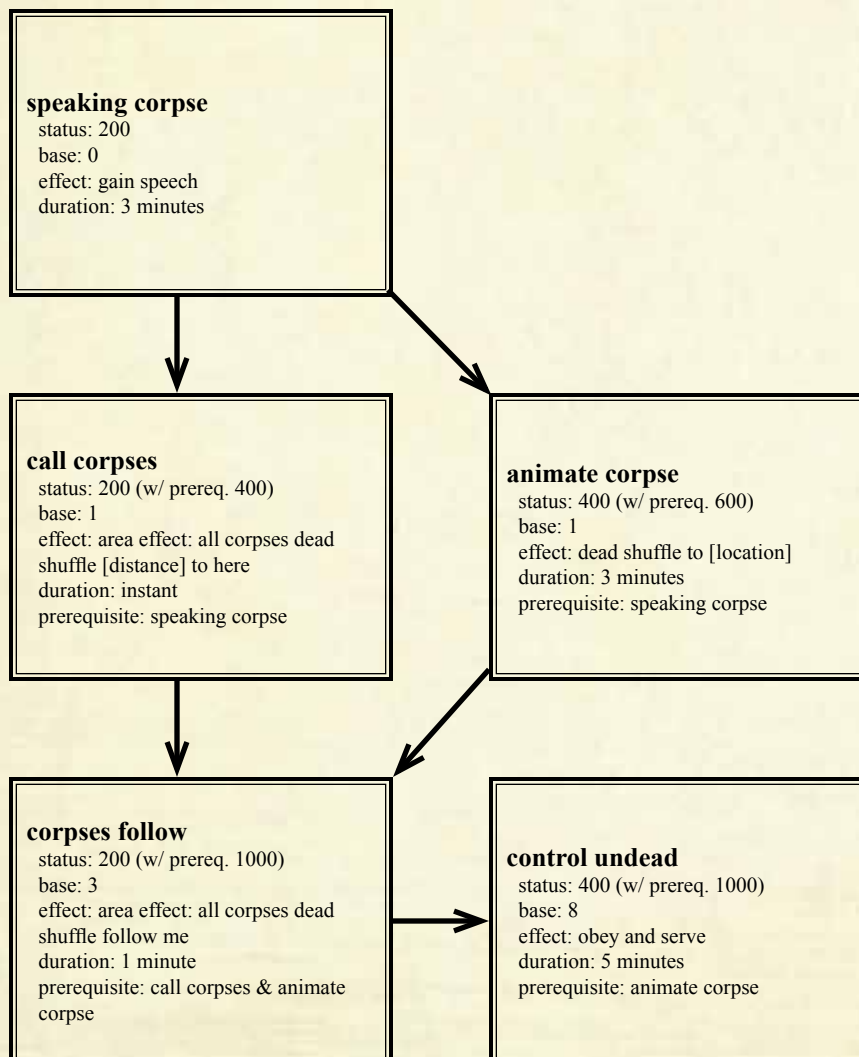
When using avert undead a practitioner must be careful not to also affect allies who have the undead classification for doing so may place them in grave danger.

The potent and common dangers of undeath draw many to study this lore of opposition. While commonly studied by pious practitioners, undead aversion is also embraced by the most irreverent blasphemer immersed in the darkest of arts.



Undead Dominion

Undead are commonly created through necromancy or necroprocess. The former using magical rite and the later using scientific theory.



Animating every downed enemy is not practical as many do not have sufficient strength of spirit to remain in the form beyond the immediate time of the animating magics and will crumple to dust.

