

# GRADUATED POWERS

## An alternate Power System for Savage Worlds



*-Savaged by HawaiianBrian*

One of the great things about the Savage Worlds system is its mechanical simplicity. But for those who desire more options when it comes to their Powers, the current Powers can seem static. This article presents rules for increasing the functionality of the existing spells by creating a progression track for each of them. Characters who take a Power at Novice rank will see expanded capabilities at each new Rank, meaning their spells or psionics or miracles will grow in power as they do.

### ***THE BASICS***

The list of Powers below contains every Power from the Savage Worlds Explorer's Edition, plus a couple of bonus extras. Some Powers have been changed in order to balance out against the others. But the most important thing to note is that every Power now comes with a short list of gradually increasing effects. These effects are tied with the Rank of the character using the Power. Characters may not use a Power at a greater effect than their own Rank, with few exceptions. For instance, a Novice spellcaster may "purchase" any Power from the list, because now all Powers have a Novice effect, but he may not cast his Powers at Seasoned or higher Rank until he has achieved those ranks. Similarly, a Heroic spellcaster may cast any Power she possesses up to and including

Heroic effect, but she may not cast her spells at Legendary; not until she has reached that Rank. (Some GMs may wish to allow characters to use Powers above their Rank; if so, one suggested way is to make every step above the character's current Rank add a cumulative +2 to the difficulty to use the Power. Backlash should increase as well, by +1 per step.)

To use this new list, simply select Powers as you would normally, at any rank. Nothing about the Arcane Backgrounds or how they use Powers has been altered in any way, including number of Powers known or power points to start. Each Power still uses power points, but the specific amount varies based on the Rank at which the Power is being used. Novice Powers are cheaper than Veteran powers, for instance. Upon increasing Rank, your character automatically knows how to use his Powers with new, improved effect.

You will need to refer to the Savage Worlds Explorer's Edition for a more detailed description of what the Power does, unless otherwise stated. The format for each entry includes the **name** of the power, followed by all five Ranks and what effect the Power has at those Ranks, including cost, range, and duration.

The Powers that have undergone alteration are as follows: Stun (combined with Blast), Environmental Protection, Greater Healing (combined with Healing), Obscure, Quickness (combined with Speed), and Zombie (now called Necromancy).

# ***THE SAVAGE GRIMOIRE***

## **Armor**

Novice: Cost 2, Range Touch, Duration 3 (1/round). +2 Armor, +4 with a raise.

Seasoned: Cost 3, Range Touch, Duration 3 (1/round). +3 Armor, +5 with a raise.

Veteran: Cost 4, Range Touch, Duration 3 (1/round). +4 Armor, +6 with a raise.

Heroic: Cost 5, Range Touch, Duration 3 (1/round). +5 Armor, +7 with a raise.

Legendary: Cost 6, Range Touch, Duration 3 (1/round). +6 Armor, +8 with a raise.

## **Barrier**

Novice: Cost 1, Range Smarts, Duration 3 (1/round). Creates an immobile shield-sized barrier with a 10 Toughness in front of one character, providing light cover.

Seasoned: Cost 1/section, Range Smarts, Duration 3 (1 per section, per round). Creates a barrier with a Toughness of 10.

Veteran: Cost 2/section, Range Smarts, Duration 3 (1 per section, per round). Creates a barrier with a Toughness of 12.

Heroic: Cost 3/section, Range Smarts, Duration 3 (1 per section, per round). Creates a barrier with a Toughness of 12 that can be moved 1" per round.

Legendary: Cost 4/section, Range Smarts, Duration 3 (1 per section, per round). Creates an immobile barrier with a Toughness of 16.

## **Beast Friend**

Novice: Cost 3 + (creature size x2), Range Smarts x100 yards, Duration 10 minutes. Allows character to speak with a guide a creature.

Seasoned: Cost 4 + (creature size x2), Range Smarts x250 yards, Duration 10 minutes. Allows character to speak with a guide a creature.

Veteran: Cost 5 + (creature size x2), Range Smarts x250 yards, Duration 30 minutes. Allows character to speak with a guide a creature.

Heroic: Cost 6 + (creature size x2), Range Smarts x500 yards, Duration 30 minutes. Allows character to speak with a guide a creature.

Legendary: Cost 7 + (creature size x2), Range Smarts x500 yards, Duration 1 hour. Allows character to speak with a guide a creature.

**Blast** *(Note: This Power has been combined with Stun for purposes of balance)*

Novice: Cost 2, Range 12/24/48, Duration Special. Targets within a Medium Burst Template must roll Vigor (at -2 with a raise) or be Shaken.

Seasoned: Cost 2 - 6, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d6 damage; double Power Points increases template to Large or damage to 3d6.

Veteran: Cost 3 - 9, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d8 damage; double Power Points increases template to Large or damage to 3d8.

Heroic: Cost 4 - 12, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d10 damage; double Power Points increases template to Large or damage to 3d10.

Legendary: Cost 5 - 15, Range 24/48/96, Duration Instantaneous. Targets within a Medium Burst Template suffer 2d12 damage; double Power Points increases template to Large or damage to 3d12.

## **Bolt**

Novice: Cost 1 each, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6 damage; double Power Points for 3d6 damage.

Seasoned: Cost 1 each + 1, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+1 damage; double Power Points for 3d6+1 damage.

Veteran: Cost 1 each + 2, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+2 damage; double Power Points for 3d6+2 damage.

Heroic: Cost 1 each + 3, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+3 damage; double Power Points for 3d6+3 damage.

Legendary: Cost 1 each +4, Range 12/24/48, Duration Instantaneous. Fires 1 to 3 bolts at 2d6+4 damage; double Power Points for 3d6+4 damage.

## **Boost/Lower Trait**

Novice: Cost 2, Range Smarts, Duration 3 (1/round). Raise or lower any Trait by 1 die type; 2 die types with a raise.

Seasoned: Cost 3, Range Smarts, Duration 4 (1/round). Raise or lower any Trait by 1 die type; 2 die types with a raise.

Veteran: Cost 4, Range Smarts x2, Duration 4 (1/round). Raise or lower any Trait by 1 die type; 2 die types with a raise.

Heroic: Cost 5, Range Smarts, Duration 5 (1/round). Raise or lower any Trait by 1 die type; 2 die types with a raise.

Legendary: Cost 6, Range Smarts x3, Duration 5 (1/round). Raise or lower any Trait by 1 die type; 2 die types with a raise.

### **Burrow**

Novice: Cost 3, Range Smarts x2, Duration 3 (2/round). Burrow into earth and move up to range; May attempt surprise attack.

Seasoned: Cost 4, Range Smarts x3, Duration 3 (2/round). Burrow into earth and move up to range; May attempt surprise attack.

Veteran: Cost 5, Range Smarts x3, Duration 6 (2/round). Burrow into earth and move up to range; May attempt surprise attack.

Heroic: Cost 6, Range Smarts x4, Duration 6 (2/round). Burrow into earth and move up to range; May attempt surprise attack.

Legendary: Cost 7, Range Smarts x4, Duration 10 (2/round). Burrow into earth and move up to range; May attempt surprise attack.

### **Burst**

Novice: Cost 2, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d10 damage; Heavy Weapon.

Seasoned: Cost 3, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d10+1 damage; Heavy Weapon.

Veteran: Cost 4, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d12 damage; Heavy Weapon.

Heroic: Cost 5, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d12+1 damage; Heavy Weapon.

Legendary: Cost 6, Range Flame Template, Duration Instantaneous. Targets under Flame Template suffer 2d12+2 damage; Heavy Weapon.

### **Deflection**

Novice: Cost 2, Range Touch, Duration 3 (1/round). -2 penalty to be hit; -4 with a raise.

Seasoned: Cost 3, Range Touch, Duration 3 (1/round). -3 penalty to be hit; -5 with a raise.

Veteran: Cost 4, Range Touch, Duration 4 (1/round). -3 penalty to be hit; -5 with a raise.

Heroic: Cost 5, Range Touch, Duration 4 (1/round). -4 penalty to be hit; -6 with a raise.

Legendary: Cost 6, Range Touch, Duration 5 (1/round). -4 penalty to be hit; -6 with a raise.

### **Detect/Conceal Arcana**

Novice: Cost 2, Range Sight, Duration 3 (1/round) for detection or 1 hour (1/hour) for concealment. Detects or conceals supernatural beings, items, and effects.

Seasoned: Cost 3, Range Sight, Duration 4 (1/round) for detection or 1 day (1/day) for concealment. Detects or conceals supernatural beings, items, and effects.

Veteran: Cost 4, Range Sight, Duration 5 (1/round) for detection or 1 week (1/week) for concealment. Detects or conceals supernatural beings, items, and effects.

Heroic: Cost 5, Range Sight, Duration 6 (1/round) for detection or 1 month (1/month) for concealment. Detects or conceals supernatural beings, items, and effects.

Legendary: Cost 6, Range Sight, Duration 8 (1/round) for detection or permanent concealment. Detects or conceals supernatural beings, items, and effects.

### **Dispel**

Novice: Cost 2, Range Smarts, Duration 1 (1/round). Temporarily suppresses magical effects for 1 round.

Seasoned: Cost 3, Range Smarts, Duration Instantaneous. Dispels magical effects.

Veteran: Cost 4, Range Smarts, Duration Instantaneous. Dispels magical effects. Can temporarily suppress innate powers for 1 round.

Heroic: Cost 5, Range Smarts, Duration Instantaneous. Dispels magical effects. Can dispel permanent enchantments with a successful arcane skill roll.



Legendary: Cost 6, Range Smarts, Duration Instantaneous. Disperses magical effects. Can temporarily suppress innate powers for 1 day.

## Elemental Manipulation

### Air:

Novice: Cost 1, Range Smarts x2, Duration Instantaneous. Blow out candles, cause minor air currents.

Seasoned: Cost 2, Range Smarts x2, Duration 1 (1/round). Gust can move debris, swarms (with failed Strength), gases and clouds 1" per round, blow out small fires.

Veteran: Cost 3, Range Smarts x2, Duration 1 (1/round). Strong wind can increase ship or flying speed by +2, blow out campfires, move light objects and swarms 3" per round.

Heroic: Cost 4, Range Smarts x2, Duration 1 (1/round). Gale winds can knock over opponents (with failed Vigor, Shaken on a 1), increase ship or flying speed by +4, and move light objects and swarms 6" per round.

Legendary: Cost 5, Range Smarts x2, Duration 1 (1/round). Hurricane-force winds do 2d10 per round to permanent structures, blow back medium

opponents (with failed Vigor, prone and Shaken with a roll of 1), increase ship or flying speed by +8, and move medium or lighter objects 12" per round.

### Earth:

Novice: Cost 1, Range Smarts x2, Duration Instantaneous. Open 1 foot of earth, 1/2 foot of stone, or spray sand for +1 to Trick attempts.

Seasoned: Cost 2, Range Smarts x2, Duration Instantaneous. Open 4 feet of earth, 2 feet of stone, or do 1d6 with sprayed sand.

Veteran: Cost 3, Range Smarts x2, Duration Instantaneous. Open 10 feet of earth, 5 feet of stone, or do 2d6 with sprayed sand.

Heroic: Cost 4, Range Smarts x2, Duration Instantaneous. Open 20 feet of earth, 10 feet of stone, or do 3d6 with sprayed sand.

Legendary: Cost 5, Range Smarts x2, Duration Instantaneous. Open 50 feet of earth, 25 feet of stone, or do 3d6+2 with sprayed sand.

### Fire:

Novice: Cost 1, Range Smarts x2, Duration Instantaneous. Create small flame, spread existing fire (+1 to see if it spreads), or cause fire to flare.

Seasoned: Cost 2, Range Smarts x2, Duration Instantaneous. Create torch-sized flame, or spread existing fire (+2 to see if it spreads).

Veteran: Cost 3, Range Smarts x2, Duration Instantaneous. Create campfire-sized flame, spread existing fire by 1" per round, increase fire temperature +1d6, or increase air temperature 10 degrees.

Heroic: Cost 4, Range Smarts x2, Duration Instantaneous. Create bonfire-sized flame (Small Burst Template), spread existing fire by 2" per round, increase fire temperature +1d8, or increase air temperature 20 degrees.

Legendary: Cost 5, Range Smarts x2, Duration Instantaneous. Create huge fires (Medium Burst Template), spread existing fire by 2x per round, increase existing fire temperature by +1d10, or increase air temperature 50 degrees.

### Water:

Novice: Cost 1, Range Smarts x2, Duration Instantaneous. Conjure 1 pint of water, purify 1 gallon of water, or give second chance at resisting ingested poison.

Seasoned: Cost 2, Range Smarts x2, Duration Instantaneous. Conjure 1 gallon of water, purify 1 keg of water, or grant +1 to second chance at resisting poison.

Veteran: Cost 3, Range Smarts x2, Duration Instantaneous. Conjure 1 keg of water, purify 1 small pool of water, or grant +2 to second chance at resisting poison.

Heroic: Cost 4, Range Smarts x2, Duration Instantaneous. Conjure small pool of water (Medium Burst Template, 5" deep), grant +4 to second chance at resisting poison, or spray water for 2d6 damage (Vigor roll to avoid being knocked prone).

Legendary: Cost 5, Range Smarts x2, Duration Instantaneous. Conjure large pool of water (Large Burst Template), automatically purify ingested poison, or spray water for 3d6 damage (Vigor roll to avoid being knocked prone and be Shaken).

## Entangle

Novice: Cost 2 (single) or 4 (Medium Template), Range Smarts, Duration Special. Target at -2 Pace, Strength and Agility skills; completely restrained with raise.

Seasoned: Cost 3 (single) or 6 (Medium Template), Range Smarts x2, Duration Special. Target at -2 Pace, Strength and Agility skills; completely restrained with raise.

Veteran: Cost 4 (single) or 8 (Medium Template), Range Smarts x2, Duration Special. Target at -4 Pace, Strength and Agility skills; completely restrained with a raise.

Heroic: Cost 5 (single) or 10 (Medium Template), Range Smarts x2, Duration Special. Target completely restrained, Shaken with raise.

Legendary: Cost 6 (single) or 12 (Large Template), Range Smarts x3, Duration Special. Target completely restrained, Shaken with raise.

**Environmental Protection** *(Note: This Power has been changed slightly from the version in the Savage Worlds Explorer's Edition to reflect the balance of other graduated powers)*

Novice: Cost 2, Range Touch, Duration 1 hour (1/hour). Protection from normal terrestrial extremes of heat and cold, from arctic to desert conditions.

Seasoned: Cost 3, Range Touch, Duration 1 hour (1/hour). Protection from deadly terrestrial

conditions, such as fires, freezing water, pressure up to 100 feet of water, or thin upper atmosphere.

Allows speech and half Pace motion.

Veteran: Cost 4, Range Touch, Duration 1 hour (1/hour). Protection from extraordinary terrestrial conditions, such as lava, deep ocean pressures, etc. Allows speech and full Pace motion.

Heroic: Cost 5, Range Touch, Duration 1 hour (1/hour). Protection from extraterrestrial conditions, from the heat of a sun to the vacuum of space.

Legendary: Cost 6, Range Touch, Duration 1 hour (1/hour). Protection from all environmental conditions, and offers +2 to Toughness for resisting elemental attacks.

## Fear

Novice: Cost 2, Range Smarts x2, Duration Instantaneous. All within Large Burst Template must make Guts check; at -2 with raise.

Seasoned: Cost 3, Range Smarts x3, Duration Instantaneous. All within Large Burst Template must make Guts check; at -2 with raise.

Veteran: Cost 4, Range Smarts x3, Duration Instantaneous. All within Large Burst Template must make Guts check at -2; at -4 with raise.

Heroic: Cost 5, Range Smarts x3, Duration Instantaneous. All within two Large Burst Templates must make Guts check at -2; at -4 with raise.

Legendary: Cost 6, Range Smarts x5, Duration Instantaneous. All within two Large Burst Templates must make Guts check at -2; at -4 with raise.

## Fly

Novice: Cost 1, Range Touch, Duration 3 (1/round). Character becomes very lightweight. This allows the character to climb walls at Pace, as long as the wall is not completely smooth. If the character falls, his falling speed tops out at 3" per round, reducing damage to 1d6 maximum.

Seasoned: Cost 2, Range Touch, Duration 3 (1/round). Allows character to levitate up or down at Pace. Cannot move laterally, but can be blown or pushed.

Veteran: Cost 3, Range Touch, Duration 3 (1/round). Allows character to fly at Pace, or Pace x2 for double Power Point cost.

Heroic: Cost 4, Range Touch, Duration 3 (1/round). Allows character to fly at Pace x4, or Pace



x8 for double Power Point cost.

Legendary: Cost 5, Range Touch, Duration 10 minutes (1/minute). Allows character to fly at Pace x4, or Pace x8 for double Power Point cost.

**Healing** (*Note: This Power has been combined with Greater Healing*)

Novice: Cost 3, Range Touch, Duration Instantaneous. Heals a wound suffered within the last hour, or 2 with a raise.

Seasoned: Cost 3, Range Touch, Duration Instantaneous. Removes 1 Fatigue level, or 2 with a raise, and removes the Shaken effect.

Veteran: Cost 10 or 20, Range Touch, Duration Instantaneous. Heals wounds older than an hour, or crippling injuries with arcane roll -4.

Heroic: Cost 15 or 25, Range Smarts, Duration Instantaneous. Heals wounds within a Medium Burst Template centered around the caster.

Legendary: Cost 30, Range Touch, Duration Instantaneous. Brings back to life those who died within the last minute. The body must be whole, or else the target will die once more.

### Invisibility

Novice: Cost 3, Range Self, Duration 3 (1/round). Chameleon-like color matching gives -2 to be detected or attacked; -4 with a raise.

Seasoned: Cost 5, Range Self, Duration 3 (1/round). -4 to be detected or attacked; -6 with a raise.

Veteran: Cost 5, Range Touch, Duration 3 (1/round). -4 to be detected or attacked; -6 with a raise.

Heroic: Cost 10, Range Special, Duration 3 (1/round). All allies within Medium burst template centered on caster are at -4 to be detected or attacked; -6 with a raise.

Legendary: Cost 10, Range Touch, Duration 10 minutes (1/minute). -4 to be detected or attacked; -6 with a raise.

### Light

Novice: Cost 1, Range Touch, Duration 10 minutes (1/minute). Creates Large Burst Template of clear light.

Seasoned: Cost 2, Range Smarts, Duration Instantaneous. Creates flash of blinding light in Medium Burst Template. Targets roll Agility -2 or are blinded for 1 round; Shaken with a raise. Undeads must roll Vigor or suffer 2d4 damage.

Veteran: Cost 2, Range Smarts, Duration 1 hour (1/hour). Creates Large Burst Template of immobile light.

Heroic: Cost 3, Range Smarts, Duration Instantaneous. Creates flash of blinding light in Medium Burst Template. Targets roll Agility -2 or are blinded for 10 rounds and are Shaken. Undeads must roll Vigor or suffer 2d6 damage.

Legendary: Cost 5, Range Smarts x2, Duration 1 hour (1/hour). Creates sunlike light that gives perfect light in 10" radius. Undeads must make Vigor roll or take 2d10 damage.

**Necromancy** (*Note: This is an expansion of the Zombie Power from the version in the Savage Worlds Explorer's Edition, with a new name to reflect the expanded effects*)

Novice: Cost 2, Range Smarts, Duration Instantaneous. Caster can ward off undead in a Large Burst Template around him with opposed Spirit. With a success, undead cannot approach; with a raise, they must retreat to limits of template.

Seasoned: Cost 3, Range Smarts, Duration 3 (1/round). Allows the caster to speak with a known dead spirit. One question can be posed per round of the spell. On a raise, an image of the deceased appears as well. A roll of a 1 on the caster's arcane die may



summon a demon or evil spirit instead, possibly disguised as another spirit.

Veteran: Cost 3 per corpse, Range Smarts, Duration Special. Allows the caster to create zombies at his control, or skeletons for another Power Point.

Heroic: Cost 4 per target, Range Smarts, Duration Special. Allows the caster to control ghosts and other incorporeal spirits as per the Puppet Power.

Legendary: Cost 5, Range Smarts, Duration Instantaneous. Caster does 2d10 damage to all undead within a Large Burst Template. Spirits are banished or laid to rest, while corporeal undead are destroyed.

**Obscure** *(Note: This Power has been changed slightly from the version in the Savage Worlds Explorer's Edition to reflect the balance of other graduated Powers)*

Novice: Cost 2, Range Smarts, Duration 3 (1/round). Creates Large Burst Template of dim lighting (-1)

Seasoned: Cost 3, Range Smarts, Duration 3 (1/round). Creates Large Burst Template of semi-darkness (-2).

Veteran: Cost 4, Range Smarts, Duration 3 (1/round). Creates Large Burst Template of total darkness (-4).

Heroic: Cost 5, Range Smarts, Duration 3 round (1/round). One target must make an opposed Spirit vs. the spellcaster's arcane skill or be temporarily blinded, giving a -6 to all actions that require vision and a -2 on social skills.

Legendary: Cost 6, Range Smarts, Duration 3 rounds (1/round). All targets within a Large Burst Template must make an opposed Spirit vs. the spellcaster's arcane skill or be temporarily blinded, giving a -6 to all actions that require vision and a -2 on social skills.

## **Puppet**

Novice: Cost 1, Range Smarts, Duration Instantaneous. Allows caster to momentarily control target long enough to take one action or speak one sentence.

Seasoned: Cost 2, Range Smarts, Duration 3 (1/round). Causes target to act under control of caster, but any actions contrary to target's beliefs (such as attacking allies or committing suicide) cause the spell to automatically fail.

Veteran: Cost 3, Range Smarts, Duration 3 (1/round). Caster can control another being, though target may resist performing offensive acts with a Spirit roll.

Heroic: Cost 5, Range Smarts, Duration 1 minute (1/round). Caster can control another being, though target may resist performing offensive acts with a Spirit roll.

Legendary: Cost 10, Range Smarts, Duration 1 day (1/hour). Caster can control another being, and target is not allowed Spirit rolls to resist performing offensive acts.

## **Shape Change**

Novice: Cost 3, Range Self, Duration 1 minute (1/minute). Allows caster to turn into tiny animals, like cats or birds.

Seasoned: Cost 4, Range Self, Duration 1 minute (1/minute). Allows caster to turn into small animals, like dogs or deer.

Veteran: Cost 5, Range Self or Touch, Duration 1 minute (1/minute). Allows caster to turn into medium-sized animals, like lions or porpoises, or turn another being into a tiny animal.

Heroic: Cost 6, Range Self or Touch, Duration 1 minute (1/minute). Allows caster to turn into large animals, like bears or sharks, or turn another being into a small animal.

Legendary: Cost 7, Range Self or Touch, Duration 1 minute (1/minute). Allows caster to turn into very large animals, like elephants, or turn another being into a medium-sized animal.

## **Smite**

Novice: Cost 2, Range Touch, Duration 3 (1/round). +2 to weapon damage; +4 with a raise.

Seasoned: Cost 3, Range Smarts, Duration 3 (1/round). +2 to weapon damage; +4 with a raise.

Veteran: Cost 3, Range Touch, Duration 3 (1/round). +3 to weapon damage; +5 with a raise.

Heroic: Cost 4, Range Smarts, Duration 3 (1/round). +3 to weapon damage; +5 with a raise.

Legendary: Cost 4, Range Touch, Duration 3 (1/round). +4 to weapon damage; +6 with a raise.

## **Speak Language**

Novice: Cost 1, Range Touch, Duration 10 minutes (1/10 minutes). Known another language,

allowing you to speak, read and write it.

Seasoned: Cost 2, Range Touch, Duration 30 minutes (1/10 minutes). Know another language.

Veteran: Cost 2, Range Smarts, Duration 10 minutes (1/10 minutes). Know another language.

Heroic: Cost 3, Range Smarts, Duration 1 day (1/hour). Speak, read, and write another language.

Legendary: Cost 3, Range Smarts, Duration 30 minutes (1/10 minutes). All characters within Smarts range of caster can read, speak, and write another language, chosen by the caster.

### **Speed** *(Note: This Power has been combined with Quickness)*

Novice: Cost 1, Range Touch, Duration 3 (1/round). Pace doubled; no running penalty with raise.

Seasoned: Cost 4, Range Touch, Duration 3 (1/round). Two actions per round; a raise also allows character to discard initiative cards of 8 or lower each round and redraw.

Veteran: Cost 3, Range Touch, Duration 3 (1/round). Pace tripled; no running penalty with raise.

Heroic: Cost 6, Range Touch, Duration 3 (1/round). Two actions per round, +2 Parry; a raise also allows character to discard initiative cards of 8 or lower each round and redraw.

Legendary: Cost 7, Range Touch, Duration 3 (1/round). Three actions per round, +2 Parry; a raise also allows character to discard initiative cards of 8 or lower each round and redraw.

### **Telekinesis**

Novice: Cost 3, Range Smarts, Duration 1 (1/round). Caster can lift a number of pounds equal to her Spirit die, or Spirit x2 with a raise.

Seasoned: Cost 5, Range Smarts, Duration 3 (1/round). Caster can lift a number of pounds equal to his Spirit die x 10, or Spirit x 50 with a raise.

Veteran: Cost 7, Range Smarts x2, Duration 3 (1/round). Caster can lift a number of pounds equal to his Spirit die x 10, or Spirit x 50 with a raise.

Heroic: Cost 9, Range Smarts x2, Duration 3 (1/round). Caster can lift a number of pounds equal to his Spirit die x 20, or Spirit x 100 with a raise.

Legendary: Cost 12, Range Smarts x2, Duration 3 (1/round). Caster can lift a number of pounds equal to his Spirit die x 200, or Spirit x 1000 with a raise.

### **Teleport**

Novice: Cost 2, Range Self, Duration Instantaneous. Caster can teleport 5", 10" with a raise.

Seasoned: Cost 3+, Range Smarts, Duration Instantaneous. Teleport 10" per 3 Power Points; 15" with a raise.

Veteran: Cost 4+, Range Smarts, Duration Instantaneous. Caster can 1 "rider" without suffering a fatigue level.

Heroic: Cost 10, Range Smarts, Duration Instantaneous. Teleport up to 100 miles, or to any place the caster has been with a raise.

Legendary: Cost 10, Range Smarts, Duration 3 (1/round). Caster can create a door-sized "gate" linking two locations (must be familiar to the caster). With a raise, this gate can connect with otherworldly places.

## ***NEW POWERS***

### **Bless/Curse**

By placing a blessing upon others, you can bolster their effectiveness in battle and their ability to stay strong in the face of the enemy. Alternatively, it can be cast on the enemy to weaken their resolve.

Novice: Cost 2, Range Touch, Duration 10 minutes (1/minute). Recipient gains +2 to Spirit and linked skill checks, +4 with a raise.

Seasoned: Cost 2, Range Spirit x2, Duration 3 rounds (1/round). Target suffers a critical failure if her Trait roll is a natural 1, or 1 - 2 with a raise.

Veteran: Cost 5, Range Touch, Duration 3 (1/round). The touched target will automatically succeed a single Trait roll (except damage) regardless of the target number. Cannot be used on the caster.

Heroic: Cost 5, Range Smarts x2, Duration 3 (1/round). The target of this spell will automatically fail her next Trait roll (damage excluded), regardless of difficulty. Target cannot choose which roll to fail.

Legendary: Cost 7, Range Large Burst Template, Duration 10 minutes (1/minute). Allies within range gain +2 on all Spirit and linked skill checks for the duration of the spell, +4 with a raise.

### **Change Size**

With this Power, the spellcaster can cause objects or living creatures to grow or shrink in size. Each size step increase causes the target to gain or lose one step



in Strength and a point of Toughness (minimum of 2), and causes them to take up a 2" square beyond size +4 and a 3" square beyond size +8 (+1" per each further increase). Those reduced to size -2 or less can share space with other characters. Unwilling targets can make a Spirit check opposed by the arcane skill roll of the caster to resist. Multiple castings can affect the same target cumulatively.

Novice: Cost 2, Range Touch, Duration 10 minutes (1/minute). Either halves or doubles the size (and the weight) of an inanimate object. If the object is a weapon, this has the effect of increasing or decreasing its damage by one die type, down to a minimum of d4.

Seasoned: Cost 4, Range Smarts x2, Duration 3 (1/round). Increases or decreases the size of a living creature (see above).

Veteran: Cost 4, Range Smarts x2, Duration 1 hour (1/10 minutes). Halves or doubles the size and weight of an inanimate object.

Heroic: Cost 6, Range Smarts x2, Duration 1 minute (1/minute). Increases or decreases the size of a living creature.

Legendary: Cost 10, Range Smarts x2, Duration 1 day (1/hour). Increases or decreases the size of a living creature.

### **Prescient Defense**

By seeing a split second into the future, you can limit, or avoid altogether, one attack from an enemy. Once cast, the spell is good for the duration or until used, at which time it is expended and must be cast again. While it can be used in battle, this Power is most effective when venturing into dangerous territory where an unseen attack could come at any moment. The drawback is that the Power Points used to cast the spell do not regenerate until the spell goes off or is cancelled, keeping those points tied up.

Novice: Cost 2, Range Self, Duration 10 minutes (1/minute). You gain +2 Parry or Dodge on the next attack targeting you, +4 with a raise.

Seasoned: Cost 2, Range Touch, Duration 10 minutes (1/10 minutes). One touched recipient gains +2 Parry or Dodge on the next attack targeting him, +4 with a raise.

Veteran: Cost 5, Range Touch, Duration 1 hour (1/10 minutes). The recipient gains +2 Parry or Dodge on the next attack targeting him, +4 with a raise.

Heroic: Cost 4, Range Touch, Duration 10 minutes (1/10 minutes). The next attack targeting the recipient automatically fails, regardless of the attacker's roll.

Legendary: Cost 5, Range Touch, Duration 1 day (1/hour). The next attack targeting the recipient automatically fails, regardless of the attacker's roll.

### **Scrying**

This Power allows the caster to project his mind out away from his body, extending his senses of sight, smell, and hearing. Sometimes called "clairvoyance," this permits the caster to secretly gain information about places some distance away. It does not confer any special sensory powers upon the caster (if he cannot normally see in the dark, for example, *scrying* does not allow him to) but any natural sensory abilities the caster possesses affect his *scrying*. Someone casting *detect arcana* can "see" the scrier, and trace back to the source with their own *scrying*. Using *conceal arcana* can help guard against this (see *detect/conceal arcana*). However, the caster's senses cannot be targeted for an attack unless detected. While this spell is active, the caster is in a trance and unable to take any actions or defend himself, thus his Parry becomes 2. He can move at half Pace if he is led.

Novice: Cost 2, Range Smarts x2, Duration 3 (1/round). Project senses 6" per round.

Seasoned: Cost 3, Range Smarts x2, Duration 1 minute (1/round). Project senses 6" per round.

Veteran: Cost 5, Range Smarts x5, Duration 3 rounds (1/round). Project senses 12" per round.

Heroic: Cost 8, Range 1 mile, Duration 3 rounds (1/round). Project senses at any speed.

Legendary: Cost 10, Range Smarts x miles, Duration 3 rounds (1/round). Project senses at any speed.

### **Slow**

Working opposite *speed*, this Powers causes the target to grow sluggish, effecting their Pace and actions. The caster must make an arcane skill roll opposed by the target's Spirit in order to succeed.

Novice: Cost 2, Range Smarts, Duration 3 (1/round). The target's base Pace is halved. With a raise, movement requires an action, so that moving and acting in the same round requires multi-action penalty.

Seasoned: Cost 2, Range Smarts x2, Duration 3

(1/round). The target must redraw cards of 10 or higher, except Jokers, on initiative. With a raise, this becomes a 7 or higher.

Veteran: Cost 4, Range Smarts x2, Duration 3 (1/round). The target's base Pace is halved. With a raise, movement requires an action, so that moving and acting in the same round requires a multi-action penalty. In addition, the target must redraw cards of 10 or higher, except Jokers, on initiative. With a raise, this becomes a 7 or higher.

Heroic: Cost 5, Range Smarts x2, Duration 3 (1/round). The target's base Pace is halved. With a raise, movement requires an action, so that moving and acting in the same round requires a multi-action penalty. The target also suffers a -2 to Parry and Dodge. In addition, the target must redraw cards of 10 or higher, except Jokers, on initiative. With a raise, this becomes a 7 or higher.

Legendary: Cost 8, Range Smarts x2, Duration 3 (1/round). The target's base Pace is halved. Movement requires an action, so that moving and acting in the same round requires a multi-action penalty. The target also suffers a -2 to Parry and Dodge. In addition, the target must redraw cards of 10 or higher, except Jokers, on initiative. Becomes 7 or higher with a raise.

## **Summon**

This Power allows the character to call forth creatures to provide aid, either in helping fight against opponents or, possibly, in solving other problems. Conversely, it can be used to summon inanimate objects. Trappings will make all the difference with this Power, as the type of creature summoned will depend heavily upon the caster. For example, characters attuned with the wilderness might use it to call wild animals, while a fire mage might use it to

summon an extraplanar fire elemental. One creative use of the Power might be allow a caster to belch a cloud of stinging bees. The exact nature of the creature summoned is left to the discretion of the GM. Summoned creatures appear as quickly as possible. In some cases, circumstances might not permit some creatures to reach the spellcaster (say, deep in a dungeon or in a lifeless desert). Otherwise, creatures will appear on the round following the activation of the Power and can act as soon as they arrive. Summoned creatures always use the summoner's initiative.

Novice: Cost 2, Range Smarts x2, Duration 3 (1/round). Summons one small creature (like a snake or cat) or a swarm of tiny creatures (like flies or bees); or summons one object worth no more than \$10.

Seasoned: Cost 3, Range Smarts x2, Duration 3 (1/round). Summons one medium creature (like a dog or falcon) or a swarm of small creatures (like rats); or summons one object worth no more than \$250.

Veteran: Cost 4, Range Smarts x2, Duration 3 (1/round). Summons one large creature (like a horse), a swarm of medium creatures (like cats), or one intelligent creature (like an orc or shadow); or summons one object worth no more than \$500.

Heroic: Cost 5, Range Smarts x2, Duration 3 (1/round). Summons one huge creature (like a rhino), two medium creatures (like dogs), or one medium special creature (like a genie or elemental); or summons one object worth no more than \$750.

Legendary: Cost 6, Range Smarts x2, Duration 3 (1/round). Summons one gigantic creature (like an elephant), three medium creatures, or one powerful creature (like a demon or dragon, but not a Wild Card); or summons one object worth no more than \$1,000.

