

# The Keep of the Thirteenth Hour

## Edited Kevin Cowley

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### PART 1

### Players Guide

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Vortex (vortex@azer.co.uk)

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## 1. Introduction

The Amber DRPG – published by Phage Press is based upon the Amber series of books by Roger Zelazny. Players are strongly advised to have read the books. Failing this a good synopsis of the stories including the Pattern Fall War and Merlin's exploits can be found on the following web sites.

<http://www.dkcomm.net/rhea/AmberRPG/introduction.html>

<http://www.stwing.upenn.edu/~avm/Amber.shtml>

[http://members.tripod.com/~hurakan\\_2/amber/amber-timeline.txt](http://members.tripod.com/~hurakan_2/amber/amber-timeline.txt)

History is not necessarily as in the books so don't take everything written there as gospel.

The Campaign will be based upon a Partial Powers system which is listed in the following sections. Some of these are my own works but most of it comes from "The Fixers" website at <http://tripod.metalamber.com>. The sections and Sorcery, Conjunction and Magic are from John Biles website at <http://www.dkcomm.net/rhea/AmberRPG/index.html>.

John Bile's site also has some good examples of the use of powers, magic, combat, and what not to do. I recommend reading these pages before playing. The following are direct links to the relevant pages

<http://www.dkcomm.net/rhea/AmberRPG/Play.html>

<http://www.dkcomm.net/rhea/AmberRPG/play2.html>

<http://www.dkcomm.net/rhea/AmberRPG/play3.html>

<http://www.dkcomm.net/rhea/AmberRPG/Info5>

Characters will initially know nothing of Amber or the Courts of Chaos. They will know nothing or very little of their Amberite or Chaosite parent (if one of their parents is from the courts then they need to determine which House). If they knew their parent they last saw them when they were a teenager, some time prior to their 16<sup>th</sup> birthday.

Despite your parentage you will not have walked any of the Patterns (broken or otherwise) and will not have assayed the Logrus!

If from Corwin's Shadow Earth then the current date is January 15<sup>th</sup> 2004. Corwin was last here in January 1995. The Pattern Fall War ended in June 1995. Merlin was last here in June 2003 when Bill Ross disappeared. The time ratio between this Earth and Amber is 1.5:1. The ration between Amber and the Courts is 1:10. The ratios for various other Shadow Earth's is as below

Shadow Earth (Atlantis – 1000 BC)	0.0005
Shadow Earth (Ancient Greece – 300 BC)	0.0007
Shadow Earth (Roman Empire – 50AD)	0.0337
Shadow Earth (Mongol Empire – 1250)	0.94
Shadow Earth (Japanese Shogun – 1600)	1.2
Shadow Earth (Napoleonic War – 1810)	1.35
Shadow Earth (American Civil War – includes Deadlands 1876)	1.4
Shadow Earth (First World War – 1915)	1.43
Shadow Earth (Second World War – 1940)	1.45
Shadow Earth (Korean World War – 1952)	1.46
Shadow Earth (Vietnam World War – 1970)	1.47
Shadow Earth (Falklands World War – 1982)	1.48
Shadow Earth (Gulf World War – 1992)	1.49
Shadow Earth (Chaos Earth – Palladium – 2098)	1.57
Shadow Earth (After the Bomb – Palladium – 2020)	1.51
Shadow Earth (Rifts Earth – Palladium – 2387)	1.79
(AD&D world or equivalent - AD1600 equivalent)	2.0
(Palladium RPG)	1.5

I suggest that the time ratio for most characters is between 1.5:1 and 4:1. This will put them far enough out in Shadow to have not heard of either Amber or the Courts. They may have heard of Carnelian but they've never been there!

## 2. Characters and Character Generation

### 2.1 Auction and Points

Characters will be generated using 160 points. You get either Blood of Amber or Blood of Chaos for free but if you want both then the other must be paid for from these points. If you want Logrus powers or Advance Shapeshifting powers then you must have Blood of Chaos. If you want Pattern (any form) then you must have Blood of Amber.

There will be an auction at the game start. All rounds of the auction will be by secret bidding. I will collect the bids and tell you what the values for the various rankings are. All Rankings Count! There are 7 significant classified ranks plus a 'ranked' classification which indicates you were in the auction for that attribute.

Only characters with an Amber Rank in an attribute may participate in the auction for that attribute. No attribute may be reduced below Chaos Rank and only two attributes may be 'bought down' to Chaos Rank. Buying down to Chaos rank gains 10 point per attribute 'bought down'.

Characters must allocate between 40 and 80 points to attributes. Character may secretly buy up their attributes after the auction but the 80 point limit applies. This will not change the rankings but may change the outcome of a fight between siblings. If the attributes are equal the higher ranked character wins. If the attributes are unequal the character with the higher attribute wins! Note – attributes are sub-divided, it is the points in the sub-divisions that matter; See Attributes and Abilities.

I will create 6 NPCs that will also take part in the bidding auction. 5 of these will be available to players joining later in the game and one will remain an NPC at all times. Of the 5 I have developed backgrounds and powers for 3 of them. The bid strategy for the NPC's is predefined prior to the auction. These 6 characters will obey all the rules for character generation.

Characters should allocate between 10 and 20 points to named mundane skills. These skills should reflect their chosen background. The number of points determines the level of expertise in the skill and may affect inherent attribute skills (see below). The table below gives a rough description at critical point levels. No starting character may allocate more than 8 points to a single skill.

Points	Description
1	Equivalent to 1 <sup>st</sup> class Honours University Education or 5 years real world learning or experience. Top 1000 ranking in Shadow
2	Equivalent to 1 <sup>st</sup> class Honours University Education plus 5 years real world experience or 10 years real world learning or experience. Top 100 ranking in Shadow
4	Equivalent to 1 <sup>st</sup> class Honours University Education plus 15 years real world experience or 20 years real world learning or experience. Top 10 ranking in Shadow
8	Equivalent to 30 years real world learning or experience. Top 3 ranking in Shadow. Top 100 ranking in neighbouring Shadows
16	Equivalent to 50 years real world learning or experience. Top ranking in Shadow. Top 3 ranking in neighbouring Shadows. Top 10 Ranking in Amber.

Points not allocated to Attributes and Mundane Skills are used to by Powers and Items. All characters will be given the chance to acquire Pattern and Trump powers. If you don't have the points available then you won't be able to purchase them. This means if you don't have the 10 points necessary for Pattern Imprint you don't get to walk the Pattern. Those characters with Chaos parentage will be given the opportunity to Assay the Logrus and acquire Logrus powers.

All Items must be approved by me in Advance!

### 2.2 Gaining More Points.

Okay, so you've got the minimum 40 points in the auction and the minimum 10 points on skills, got 10 points of bad stuff (See Good Stuff and Bad Stuff), and two of your attributes are Chaos Rank, but the 140 points you've now got for powers and items are not enough. Well you can get a few more.

Writing a character history of 0.5 to 1.0 sides of A4, single spaced, and type in 10 point Times new Roman will get you 2 points. 1.5 to 2.0 sides will get you 4 points, and 5 plus pages will get you 7 points plus depending upon how interesting I find it.

Producing an A6 or A5 Trump Sketch (ie Black and White) of your character will get you 3 points.

Producing an A6, A5, or A4 full colour Trump of your character will get you 5 points.

Producing a character diary of at least 1 side of A4, single spaced, and type in 10 point Times new Roman will get you 2 points per diary when I receive it! Each diary should cover the session's events in a day-by-day basis from the character's point of view.

All diaries and Trump will be published on the Internet on the campaign web pages. Characters acting on information or reacting to remarks in other characters diaries, will incur experience penalties and Bad Stuff.

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If you can't produce your own Trump and you get somebody else to do it then I'll divided the points amongst the characters, with the majority going to the character of the artist. Photographs of famous people processed in Photoshop, Paintshop Pro, or equivalent are not acceptable.

In addition to all the above if you have Blood of Chaos you can take an Enemy and anybody may take a Disorder. Enemies range from a minor noble in an opposing house (1point) to a Blood Feud with a major house (5point). Disorders have to be something that have a permanent debilitating effect on the characters ability to perform day to day functions and must be consistent with your attributes, you can't be blind if you have 1 or more points in Endurance:Healing or schizophrenic if you have Amber or better Psyche .

### 2.3 Attributes and Attribute Skills

The Amber DRPG has only 4 stats Psyche, Strength, Endurance, and Warfare. It has long been recognised that these are too broad and various attempts have been made to define combined skills. I'm going one step further. Each broad category is made up of several sub-categories, including one called general which is the one that the auction determines your ranking for. Just because you're ranked first in general warfare doesn't mean you're first in strategy & tactics, unarmed combat, armed combat, or one of the other sub-categories.

In a specific category your ranking is determined purely on the number of points you've obtained in it. Thus Joe (First in Warfare) who has 18 points in warfare-tactics will always lose to Bill (5<sup>th</sup> in Warfare) who has 21 points in warfare-tactics in a tactical battle.

The number of points in any sub- category is determined as follows. Divide the number of points allocated to the attribute by 2 (rounding down). Allocate this amount to the General Skill. Now allocate a total number of points equal to that allocated to the attribute amongst all the sub-categories except general. If you're a ranked character, consult the table below. Multiple the apportionment by general and add to general. The actual maximum value a sub-attribute, including general, may have is listed under max points. Thus if you're ranked 3<sup>rd</sup> and have an attribute value of 20 your general is 10+15 (3\*10/2) but your actual general is 25\*15/16=23.

Lastly multiply the attribute by the apportionment value and distribute the resultant point amongst all sub-categories except general. The maximum value a sub-attribute may have is that of general.

Ranking	General	Apportionment	Max Points (Untrained)
unranked	None	Attribute/10	General/2
ranked	Attribute/10	Attribute/4	10*General/16
7 <sup>th</sup>	Attribute/10	Attribute/2	11*General/16
6 <sup>th</sup>	Attribute/8	3*Attribute/4	12*General/16
5 <sup>th</sup>	Attribute/6	Attribute	13*General/16
4 <sup>th</sup>	Attribute/4	5*Attribute/4	14*General/16
3 <sup>rd</sup>	Attribute/2	3*Attribute/2	15*General/16
2 <sup>nd</sup>	Attribute	7*Attribute/4	General
1 <sup>st</sup>	5*Attribute/4	2*Attribute	General

#### 2.3.1 Psyche

##### 2.3.1.1 General

A catch all category for situations where nothing fits the sub-categories below

##### 2.3.1.2 Will Power

This is the mental force and resilience possessed by the character.

##### 2.3.1.3 Logic

This is the ability of the character to logically work through problems to arrive at a solution. The character must have all of the information necessary to solve the problem otherwise a logic based solution is not possible. A high logic is necessary for Warfare: Strategy/Tactics

##### 2.3.1.4 Intuition

This is the ability of the character to work through a problem with insufficient information and derive the correct answer by guesswork.

##### 2.3.1.5 Memory

This is the ability of a character to remember information and then recall it when required.

##### 2.3.1.6 Perception

This is the ability to notice what is happening about a character.

##### 2.3.1.7 Spatial Awareness

This is the ability to correctly determine distance and the spatial relationship of objects, such as the ability to determine that the gap 100m away is sufficiently wide to drive your car through at 70kmh.

#### **2.3.1.8 Danger Sense**

This is the ability to recognise that you're about to walk into a trap or that something untoward is about to happen.

#### **2.3.1.9 Empathy**

This is the ability to read emotions, determine stress or anxiety, and assess the emotional state of a subject. It can be used as a method of detecting lies.

### **2.3.2 Strength**

#### **2.3.2.1 General**

A catch all category for situations where nothing fits the sub-categories below

#### **2.3.2.2 Bench Press**

This is the raw ability to lift mass off the ground whilst stationary (standing, kneeling, or lying).

#### **2.3.2.3 Lift**

This is the ability to lift and carry mass. For examples a character may be able to bench press 200kg but not move with it. A character that can lift 200 kg can move at least 10m with it, whilst the same character could carry 50kg several hundred meters.

#### **2.3.2.4 Torsional**

This is the ability to twist or bend objects held in the hands or to pull them apart.

#### **2.3.2.5 Impact**

This is the ability to transmit force to another object. Just because you can lift 200kg doesn't mean you can transmit the same force to another object because the muscle requirements are different.

#### **2.3.2.6 Agility**

This is the raw fluidity of movement. A person with a high agility is graceful and conservative in movement, whilst on with low agility is clunky. A high agility coupled with high intuition gives the person fast reflexes.

### **2.3.3 Endurance**

#### **2.3.3.1 General**

A catch all category for situations where nothing fits the sub-categories below

#### **2.3.3.2 Mental**

This is the ability to maintain mental effort. A character with a high will power but a low mental endurance can't concentrate or mentally resist another for very long.

#### **2.3.3.3 Physical**

This is the ability to physically keep going for long periods of time. A character with a high physical endurance but low will power could run for miles but would have great difficulty staying awake for several days.

#### **2.3.3.4 Healing**

This is a measure of the healing ability of the character. All Amberites have exceptional healing abilities but this determines exactly how exceptional they are.

#### **2.3.3.5 Constitution**

This is a measure of how resistant the character is to disease, illness, and poison. A character with a low constitution but high healing would always be getting ill even if they then recovered quickly.

### **2.3.4 Warfare**

#### **2.3.4.1 General**

A catch all category for situations where nothing fits the sub-categories below

#### **2.3.4.2 Strategy/Tactics**

This is the ability to conduct a battle or series of battles making best use of all available assets, terrain, and conducting campaigns to maximise the chance of coming out on top. This may include deliberately losing a given battle or situation to strengthen the long term objectives. Unless the character as received formal training then the maximum number of points in this sub category is determined by their ranking.

#### **2.3.4.3 Unarmed**

This is the ability to fight without weapons. Unless the character has received Martial arts training then the maximum number of points in this sub category is determined by their ranking.

#### **2.3.4.4 Armed**

This is the ability to fight with a hand held weapon such as a club, staff, axe, knife, sword, spear, flail etc. Unless the character as received formal weapons training then the maximum number of points in this sub category is determined by their ranking.

#### **2.3.4.5 Swordplay**

This is a special sub category of armed and is used when using a sword. All of the Elder Amberites are trained in a variety of sword fighting styles. The character must have had training in sword combat to put points into this category. Suitable mundane skills include Fencing, Kendo, Rattan,

#### **2.3.4.6 Propelled**

This is the ability to fight with a hand propelled and thrown weapons such as a bow, crossbow, club, axe, knife, sword, spear, bolas, boomerang etc. Unless the character as received formal weapons training then the maximum number of points in this sub category is determined by their ranking.

#### **2.3.4.7 Firearms**

This is the ability to maintain and fight with explosive propelled weapons such as muskets, rifles, revolvers etc. Unless the character as received formal weapons training then the maximum number of points in this sub category is determined by their ranking. The Character must have come from a world where such weapons existed to have any points in this sub-category.

#### **2.3.4.8 Artillery**

This is the ability to maintain and fight with explosive propelled indirect fire weapons such as canon, mortars, rockets etc. Unless the character as received formal weapons training then the maximum number of points in this sub category is determined by their ranking. The Character must have come from a world where such weapons existed to have any points in this sub-category.

#### **2.3.4.9 Guided**

This is the ability to maintain and fight with explosive propelled indirect or direct fire guided weapons such as guided missiles, laser guided bombs, wire guided missiles or torpedoes, etc. Unless the character as received formal weapons training then the maximum number of points in this sub category is determined by their ranking. The Character must have come from a world where such weapons existed to have any points in this sub-category.

#### **2.3.4.10 Armour**

This is the ability to operate weapons such as tanks, APCs, self-propelled launchers, and in high tech societies ground based power armour and robots, etc. Unless the character as received formal weapons training then the maximum number of points in this sub category is determined by their ranking. The Character must have come from a world where such weapons existed to have any points in this sub-category.

#### **2.3.4.11 Fighter**

This is the ability to operate weapons such as combat aircraft, and in high tech society's orbital fighters, flying armour and robots, etc. Unless the character as received formal weapons training then the maximum number of points in this sub category is determined by their ranking. The Character must have come from a world where such weapons existed to have any points in this sub-category.

### **2.4 Choosing a Parent**

I'm not going to pick your parent for you. You need to decide who you wish your parent(s) to be. However, there are a few things you need to bear in mind. To be able to walk the Pattern you must be one of Oberon's grandchildren, and to assay the Logrus you must have a parent who is or was a member of one of the Houses of Chaos.

If you have both Blood of Amber and your mother was one of Oberon's daughters then you are automatically an orphan brought up somewhere either in an orphanage or by adopted parents. There is no record of who your real parents are only that you were abandoned!

If you have both Blood of Amber and Blood of Chaos and your mother was a member of the Courts then she was in human form when she met your father on the shadow where she has been exiled for a capital crime against the Courts. You are unlikely to be treated well should you enter the Courts and your true parentage is discerned.

Of the daughters of Oberon, Fiona and Florimel are thought not to have any children. Of the two Florimel is unlikely to have abandoned any child and is known to have been on Shadow Earth for the period 1970 through 2002. During this time she had no children and had none hanging about!.

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Corwin's history is also recorded. He arrived in London, England in 1666 during the Great Plague. He stayed in England for a while before travelling in Europe and settling in France, until the Second World War when he moved to back England. In 1970 he moved to America with his English Chinese girlfriend, who in 1973 bore him a daughter. He lives with them until 1977, when he moves to his own residence in, New York. He disappears from Earth 1987 although his movements until Early 1995 are accounted for.

This leaves the rest of the children of Oberon as potential parents, Brand, Bleys, Benedict, Eric, Caine, Julian, Random, Gerard, and Deirdre. Should you want one of the proscribed Amberites as a parent (including Findo and Osric) then you'll need a very good background story!

If you have Blood of Chaos then neither Dara nor Jasra can be your mother. Your Chaosian parent is from one of he the following houses Hendrake, Helgram, Sawall, Chanicut, Jesby, Amblerash, Barimen, Minobe.

Whatever your parentage you should arrange your history so that you start the game with an age of between 25 and 35.

## **2.5 Good Stuff and Bad Stuff**

Stuff in the Amber DRPG is a measure of how much the universe favours or disfavors you. Those with an abundance of good stuff are lucky, healthy, stylish, and outgoing, whilst those with Bad Stuff are unlucky, sickly, dowdy, and sullen. In this Amber campaign stuff is a real force, what we'd commonly call Chi. It can therefore be influenced and has real affects on the denizens of shadow.

When creating your character you can choose to have Good Stuff, Zero Stuff, or Bad Stuff. There is a limit of 10 points of Good or Bad Stuff at creation. Good Stuff and Bad Stuff are bought with CPs on a one for one basis, Good Stuff costing Cp's and Bad Stuff gaining CP's to spend.

I treat stuff as permanent. The only way to change it once the game commences is via roleplay. The universe is a fickle thing. Getting it to smile on you is difficult. Pissing it off is easy.

## **2.6 Powers**

### **2.6.1 Pattern**

Based upon an original work by Doyce Testerman & Randy Trimmer. Modified by

The original "Basic Pattern" as described in the Amber DRPG was comprised of: Blood of Amber, Pattern Imprint, Shadowwalk, Pattern Search, Hellriding/Use Royal Way, Manipulate Probability, Mindwalk the Summoned Sign/Pattern Sight, Pattern Defence (Internalise Sign), and Track Shadowwalker.

The "Advanced Pattern" abilities were Mindwalk the Summoned Sign/Pattern Sight, Scrying Lens, Teleport, Shadow Pockets, and Mold/Eraser Shadow.

#### **2.6.1.1 Prerequisites**

- One cannot have Blood of Amber if, at creation, he gains more than 40 points from lowered attributes.
- To acquire Pattern Imprint without dying in the process requires at least Amber Rank in Endurance and Chaos Rank in Psyche.
- To acquire True Pattern Imprint without dying in the process requires at least Amber +10 Rank in Endurance and Amber Rank in Psyche.
- To acquire any True Pattern power, one must have first acquired the equivalent Pattern power.
- To acquire any Advanced ability, one must have at least 35 points of Basic Pattern abilities (including, of course, blood of Amber and Pattern Imprint).
- To acquire any Exalted ability, one must have at least all the Basic abilities, and 25 points of Advanced Pattern abilities.

### 2.6.1.2 Contents

- B-[05] Blood of Amber
- B-----[10] Pattern Imprint (10 pts per Pattern imprinted)
- B-----[05] Shadow Walk
- A-----[Shadow Walk+10]Shadow Walk in Amber
- B-----[05] Pattern Search
- B-----[05] Hellriding/Use Royal Way
- A-----[10] Ride Pattern Waves
- B-----[05] Manipulate Probability
- B-----[Shadow Walk + 05] Shadow Shift items
- B-----[05] Mindwalk the Summoned Sign/Pattern Sight
- B-----[05] Pattern Defence (Internalise Sign)
- A-----[Pattern Defence +10] Pattern Defence (True Pattern)
- A-----[05] Temporary Pattern Swell
- E-----[10] Encompass Pattern
- E-----[05] Radiate Pattern Field
- E-----[05] Extended Pattern Swell
- B-----[05] Track Shadow Walker
- A-----[05] Pattern Cloaking
- A-----[Pattern Cloaking+10] Pattern Cloak (True Pattern)
- A-----[05] Improved Sight
- A-----[05] Pattern Tendrils
- A-----[Pattern Tendrils+10]Pattern Tendrils (True Pattern)
- E-----[05] Pattern Magic
- E-----[Pattern Magic +10] Pattern Magic (True Pattern)
- E-----[05] Create Pattern Artefacts
- E-----[Create Pattern Artefacts +10] Create Pattern Artefacts (True Pattern)
- E-----[Temporary Pattern Swell + 05] Exorcise Pattern Ghost
- E-----[05] Summon Forth Pattern Ghost
- E-----[10] Pattern Ghost Editing
- A-----[05] Scrying Lens
- A-----[05] Teleport
- E-----[05] Advanced Teleport
- A-----[Manipulate Probability + 05 for the first use, 03 for the second, and 02 for the third] Shadow Pockets
- A-----[Manipulate Probability + 05] Mold/Erase Shadow
- E-----[05] Gate Shadow
- E-----[05] Meta-Shadow Manipulation
- E-----[05] Create Shadow Loop

B: Basic Power; A: Advanced Power; E: Exalted Power.

Note True Pattern Abilities class as Advanced Powers.

### 2.6.1.3 Blood of Amber (05 points)

You possess the blood of amber, which means one of your parents is an Amberite, and gives you the possibility to walk the Pattern. Blood of Amber also ensures that you've got the Human form as one of your Basic forms for Shape shifting purposes.

#### **2.6.1.4 Pattern Imprint (10 points)**

Walk one of the Elemental Patterns (worth 3h30 of Heavy Exertion or half your Collapsing time, whichever is higher). This activates the Blood of Amber, so now the Blood Curse of an Amberite can be invoked. The rarest used, yet most feared; of all the powers of those of the Blood of Amber is their ability to deliver a Blood Curse. Usually delivered when dying, the curse is an evoking of a character's personal relationship with the Pattern, a directing of their life energies towards some terrible goal. It is also, theoretically, possible to perform a "Blessing", such as that bestowed by Oberon at the end of the Chronicles of Amber. Once performed, there is NO KNOWN WAY of removing a Blood Curse.

#### **2.6.1.5 Shadow Walk (05 points)**

In Shadow, if you stand unmoving, you are in the middle of a vast universe. However, each step forward is an opportunity to visit another "next door" universe, another of the infinite number of possible variations on a world. In Shadow, so long as an Amberite can move, walking, riding, sailing, swimming, flying, driving, or crawling, it is possible to move through Shadow. This is done by changing minor things that lay in your path. The character decides that over the next hill will be a patch of blue flowers, around the next corner is a jagged rock face, and in the next village is a country fair. Down that alley is a shop dealing in obscure weapons. By such minor changes you move closer to what you seek in Shadow. Shadow Walking is relatively easy since you are changing very subtle, very small details. So, for example, in a ride through the woods of Shadow Earth, around the corner you might expect to see a green jay instead of a blue jay. That one detail is an easy change. Since the changes are so minor Shadow Walking is fairly slow. As long as someone can see you, they can follow you through Shadow. A person of the Blood Of Amber can lead any amount of people through Shadow as long as there is a visual link, even if indirect (i.e. The Amberite can be seen by Troop A, Troop A can be seen by Troop B, and so on). All parties involved move through Shadow simultaneously. However, to lead many people, such as an army, in Shadow, requires using the Royal Way.

Skipping Forward In Time: The character goes to a place where time moves slowly. While the character is spending a few minutes in the "slow time" Shadow, time is speeding hour by hour along in Amber. So a character can leave, spend a few minutes out in Shadow, and return days, or weeks later. It's even possible to find a Shadow that moves so slowly that it become almost like a stasis, and where the character can wait for years to pass in Amber.

Holding Back Time: The other handy trick of Shadow time is going out to a "fast time" Shadow, where hours pass relative to minutes ticking in Amber. A character could go to Shadow Earth, sleep 10 hours and return to Amber where only 4 hours have gone by. In faster Shadows it's possible to spend years in preparation, while only a day or so passes in Amber. Should endurance become a factor, it has an endurance cost of one-fifth the normal requirement.

#### **2.6.1.6 Shadow Walk in Amber (Shadow Walk+10 and Psyche+20)**

For a very long time it was thought not to be possible to manipulate shadow close to Amber let alone on the mountain itself. However to reach the True Pattern without Dworkin's assistance that is exactly what must be done. Shadowwalk in Amber gives the possessor the ability to manipulate shadow in Amber outside of the castle grounds! This ability can only be gained once the True Pattern has been walked!

#### **2.6.1.7 Pattern Search (05 points)**

You have now sufficient knowledge and mastery over the Pattern to search efficiently for anything you desire, be it someone, something, a Shadow of Desire...

So, you can find Creatures and Artefacts with point values. For someone of Amber Psyche, each point takes one day to find if hellriding (multiply all values by seven if Shadowwalking); those with higher Psyches and more experience will need less time to find things: for each point, time is usually 24 hours - 1/2 your psyche conflict points (minimum 12 hours per point). The remaining Conflict points (that is, those over 24), if any, times two, will diminish the total searching time by one hour by point.

Hellriding and Shadowwalking involve movement with the idea of perceptual changes (usually a change in the visual aspect of the environment, but sometimes other senses). But you're also able to search for intangibles, such as setting off in search of "the Shadow of your Desire". This ability also allows the research of a specific person as long as a clear psychic impression of the subject is known and kept foremost in mind during the travel.

#### **2.6.1.8 Hellriding/Use Royal Way (05 points)**

Hellriding is a harder and faster way to go than Shadow Walking. In Shadow Walking you changed one detail, a blue jay to a green jay. In a Hellride you focus on a detail, and change the whole world around it. Spot a blue jay and you decide to enter another Shadow completely different from Shadow Earth, but where blue jays still fly. Hellriding is hard, but fast. Another problem with Hellriding is that generally a certain level of speed must be maintained for the Hellride to progress. Since things change so quickly in a Hellride most technological means of travel (such as cars, planes, and boats) won't work at least some of the time, most Amberites tend to use a reliable mount, such as a well-trained horse. Animals that are to experience Hellrides must be specially trained or they tend to panic and cause the rider difficulties he/she doesn't want during such a stressful and concentration-intensive procedure.

Hellriding can get you from near Amber to the Courts of Chaos in less than a week. Generally three days of Hellriding can get you to and from most places in Shadow. Hellriding is "normally" tiring (normal endurance cost).

Slower than Shadow Walking is travelling through Shadows where everything is to the character's liking. For example, one can choose to walk through the worlds where there will always be welcoming faces and rosebuds strewn on the roadway. Or, if you choose to travel in a luxurious train, you can stick to those Shadows that contain rails. This is usually known as Selective Shadow Walking or the Royal Way, and it is extremely slow but it's very comfortable (one-tenth the normal endurance cost). Normal Shadow Walking from near Amber to the Courts of Chaos would take approximately six weeks, a year if Selective Shadow Walking is being used.

#### **2.6.1.9 Ride Pattern Waves (Hellriding/Use Royal Way + 10)**

This Ability uses the character's intimacy with the Pattern to ride the waves of probability that the Pattern radiates to greatly increase the efficiency of the character's shadow travelling abilities. What previously took days to transverse can be accomplished in a matter of hours (Travel Time is divided by four or by one-fourth your psyche conflict points rounded to the nearest half-number, that which is the greatest).

#### **2.6.1.10 Manipulate Probability (05 points)**

Out in Shadow, if there is any reasonable chance at all of something happening, then a character with Pattern can make it happen. The main limitations are time, since using Pattern takes a few moments of concentration, and probability. A character can't make something unlikely happen, not without going into an adjacent Shadow. The shadings of one Shadow to the next are vague. That means that small changes can be made without travelling. Short of money? Imagine a loose floorboard, under which is hidden a treasure, look and it will be there. Those with the imprint of Amber's Pattern are endlessly lucky. What is possible can, with time and effort, be made probable, and what is probable can be made certain. While this power is absolute, it always involves some movement, a shifting of the variety of Shadow for a particular shade. Any Shadow manipulation is also slightly hazardous because of your involuntary movement in Shadow. With enough time it's possible to shift just about anything in Shadow. However, there are two important limitations.

First, in order to shift Shadow you must move. Subtle changes don't require much movement, but the more drastic the change, the more you must move around. The problem here is that you can easily move right out of one Shadow and into its neighbour. Be wary that, while shifting, you don't start moving away from your objective. Second, shifting Shadow is fairly slow. Far slower than combat time. If you wish to make use of some Shadow shifting its best if it is prepared before a battle. A minor change, such as the colour of a coin, might take as much as a half a minute. Something useful, such as weakening a wall, or making a weapon brittle, could take a minute or more.

#### **2.6.1.11 Shadow Shift items (Shadow Walk + 05 points)**

The ability to Shadow shift through Shadow while at the same time altering the physical objects or conveniences possessed by the character to forms appropriate to the local Shadow environment. That is, if the characters were Shadow shifting in a car, the car would change to a variety native to the current Shadow and to a stage coach when cars no longer function or are out of place.

#### **2.6.1.12 Mindwalk the Summoned Sign/Pattern Sight (05 points)**

Now you have the concentration to be able to keep the Sign of the Pattern manifesting as you retrace your path upon it mentally. This will take several minutes (seven minutes, minus ten seconds by psyche conflict point with a minimum of one minute), but it empowers the Sign, thus allowing you to scry with your Pattern Sight and eventually learn the secrets of changing Shadow by direct manipulation of the Sign. Mindwalking the Sign is only slightly less difficult than walking the actual Pattern (usually costing Endurance as one hour of Heavy Exertion, with the time passed with it in mind costing five times the normal Endurance cost), but it can be accomplished much more quickly. You also now have the concentration to Manipulate Probability without moving, and the power to evoke the Pattern while still within Amber.

#### **2.6.1.13 Pattern Defence (Internalise Sign) (05 points)**

Picture the Pattern, Concentrate on this image, and move it into your body. This takes a few moments at best, depending on your Psyche and how well you can concentrate (usually two minutes minus two times your psyche conflict points seconds), but it strengthens your mind, and lends strength to your existence. The main use is defensive, so a character with Pattern Defence on is pretty much immune to the Logrus, and other Chaos generated forces. Likewise, it's difficult or impossible to use invasive Magic on a character that has Pattern brought up like this. On the other hand, keeping the Pattern internalised requires real concentration, so the character can't run or fight effectively. If the character's attention is broken, then the Pattern instantly flickers out. In game terms, for defensives purposes, it multiplies your conflict points (brute psyche or psyche finesse) by four against chaos and by two against magic, for defensives purposes only.

#### **2.6.1.14 Pattern Defence (Internalise Sign) (True Pattern Imprint, Pattern Defence +10)(True Pattern)**

The patterns of Kolivar, Tyr N'gth, and Rebma are but reflections of the True Pattern. As reflections their power is limited. This ability means that you can now use the True Pattern for defence rather than one of its reflections. In game terms, for defensives purposes, it multiplies your conflict points (brute psyche or psyche finesse) by eight against chaos and by four against magic, for defensives purposes only.

#### **2.6.1.15 Temporary Pattern Swell (05 points)**

The ability to temporarily produce Pattern power swells in the local Shadow, thus increasing the strength of Pattern and Order in the area. This power has a limited area of effect (up to Brute Psyche kilometres), and needs concentration. It impedes any and all kind of Shadow Manipulation, doubling all the times required for such a feat. It also greatly weakens Chaos creatures, as well as the influence of Logrus.

#### **2.6.1.16 Encompass Pattern (10 points)**

This ability gives the player character a reflection of the Pattern in their form. This allows the character to strike and inflict Monstrous damage (8 points level) to Logrus based creatures or Deadly damage (4 points level) to non-chaosians, but only with his/her Body. The damage becomes Primal (16 points level) if applied directly on Logrus-charged Blood. Note that if you try to use this power while bleeding a Logrus-charged blood.... Let's just say you won't enjoy the experience. That is, if you survive. By the way, it also gives you a (very) visible blue aura, and, evidently, acts as a very aggressive protection against Logrus forces. Endurance cost is 45 at first, and then per minute.

#### **2.6.1.17 Radiate Pattern Field (05 points)**

As Encompass Pattern, but on a radius: it allows the character to produce a field of pure Pattern power with up to half your Brute Psyche meters radius. Endurance cost is 30 minutes, + 15 per 2 meters radius (round up) at first, and then per minute. It will damage anything it encounters as Encompass Pattern, and will also repel them with strength equal to half your Brute Psyche (rounded to the nearest number). Inside the field they will also take damage, but only at one-half the intensity of the field's edge, and will also be repelled with strength equal to one-fourth your Brute Psyche. It also aligns the place inside the field with the scientific laws of Amber, which can cause many drastic changes.

This power necessitates a great deal of concentration, and only lets you walk or talk quietly.

#### **2.6.1.18 Extended Pattern Swell (05 points)**

The ability to radiate a Pattern field to cause surrounding Shadows to more closely emulate the Shadow that houses the character. This makes the Shadow more 'real', impeding Shadow Travel and Manipulation (time is multiplied by five). Usually, this makes the shadows more like Amber, with the scientific laws of the shadow emulating those of Amber. It is nonetheless possible, while more tiring, to keep the Shadow's laws untouched: Endurance cost becomes 15 every two minutes, instead of 05 every minute.

#### **2.6.1.19 Track Shadow Walker (05 points)**

The breaks and distortions in Shadow, caused by those who have the Power to move from one Shadow to another, can be detected through the use of Pattern Sight. The character looks for tiny disruptions in Shadow, attempting to find their source locations in the Shadow being studied, which other Shadows are involved, and what Power was used in the disruption. How long this takes depends on how old the trail and how major the disruption. If a single Hellrider passed through the Shadow just minutes before, the traces could be detected in just a minute or two. If the passage had taken place the day before, it might take an hour to find the traces. However, if the disturbance was major, as is the case if a vast army was led through, then the traces will be obvious and easy to find even days later. The effectiveness of this is limited by the age of the trail, care the pursued used in covering their trail, number of people being followed, and the psyche of the person doing the following.

#### **2.6.1.20 Pattern cloaking (05 points)**

This power enables a character to reduce the apparent strength of the Pattern within his body, so that someone using Pattern Sight or a similar ability doesn't see your true power.

#### **2.6.1.21 Improved Sight (05 points)**

This lets you, above and beyond Pattern-sight; detect the presence of people with either the Blood of Amber or the Courts, as in the Amber Rulebook. Quite rare. It also gives you an idea of the relative strength of this power within the character (up to 25, 50, 75 or more points).

#### **2.6.1.22 Pattern Tendrils (05 points)**

Pattern tendrils can be extended for a short time in the local Shadow or in a Shadow you're seeing via your Scrying Lens, to bring to target energy from the Pattern, or to form a psychic connection to a target. They can also be used to destroy spells and things of Magic by contact (Magic being a 'minor power'), unless otherwise protected against the Pattern. This disenchantment works against magical constructs (i.e. things created by Conjunction), spells, and powers acquired through Shapeshifting (unless coming from a Basic Form) if your Psyche conflict points are higher than your opponent's Endurance conflict points. By bringing to a creature or artefact energy from the Pattern, you can instil in them a part of the Pattern. This will make them more stable, powerful and 'real' (one hour per point, with an endurance cost 30 times the usual, for a maximum number of points equal to one-half your Psyche Conflict points). This is an extremely exhausting power, each minute counting as five minutes of Heavy exertion.

**2.6.1.23 Pattern Tendrils (True Pattern Imprint, Pattern Tendril +10) (True Pattern)**

As per Pattern Tendrils except when creating creatures/object the image is of the True Pattern not one of its reflections.

**2.6.1.24 Pattern Magic (05 points)**

As the other Power Magic's, this lets you use the Pattern as a part of your Spells, using the 'Invoke Power' Advanced Spell Component.

**2.6.1.25 Pattern Magic (True Pattern Imprint, Pattern Magic +10) (True Pattern)**

As the other Power Magic's, this lets you use the True Pattern as a part of your Spells, using the 'Invoke Power' Advanced Spell Component.

**2.6.1.26 Create Pattern Artefacts (05 points)**

This lets you create artefacts that in some way harness the power of the Pattern.... Basic point here is that these artefacts will work about anywhere Pattern does, and can channel and hold more energy than an equivalent Shadow-powered item. In Game terms, this allows you to create artefacts up to the 8 points level, or possessing a Pattern Image on them (well, sort of...). The problem is, you must be next to a Pattern to create such items. Another thing is that such items, becomes part of their creator. Thus, they must be paid for with points, unless quickly returned to their source.

**2.6.1.27 Create Pattern Artefact (True Pattern Imprint, Create Pattern Artefacts+10)(True Pattern)**

As per Create pattern Artefacts, except that you may now use the image of the True Pattern rather than one of its reflections.

**2.6.1.28 Exorcise Pattern Ghost (Temporary Pattern Swell + 05 points)**

This ability gives the player character the ability to dismiss Pattern ghosts of themselves or others (at - 05 psyche ranks) created by the Pattern in which they have their imprint or weaken Pattern ghosts of other Patterns (giving to their attributes a penalty of one-third your psyche conflict points).

**2.6.1.29 Summon Forth Pattern Ghost (05 points)**

This ability gives the player the power to summon forth from the Pattern the Pattern ghost of another personage. The summoned Pattern ghost will be an earlier version of the entity taken from the Pattern's recording keeping ability, and is NOT bound to obey your every command. In fact, the GM should play them as NPCs. Another problem is that the Pattern can block you, or select a particular version of the Ghost, if she's got more than one. Finally, the Ghost will soon dissipate, unless constantly fuelled by Pattern energy or Amber Blood, and will be rather easily dismissed by Pattern or Logrus Forces, just as Merlin did with the Ghosts of Dworkin and Oberon: consider that any Pattern or Logrus attack with a Brute Psyche at least equal to the Ghost's will put an end to its existence and, if not, will severely drain him of energy.

**2.6.1.30 Pattern Ghost Editing (10 points)**

This lets you 'edit' the personality of a Pattern Ghost you're summoning, just as the Pattern and the Logrus do in Merlin's Saga. The only Problem with it is that, the more changes you make the more confused and dulled the Ghost will be. And, then again, the Pattern can impede your efforts.

**2.6.1.31 Scrying Lens (05 points)**

Once the Pattern is summoned to your mind you can use it as a great lens to peer into Shadow. Anyone, anything can be observed in this way. And, having found them, you may cast your Pattern Tendrils through the lens to touch mind to mind.

Finding a particular item, or person, is, however, not as easy as it might sound. Frankly, there's a lot of ground to cover. Just scanning all of Castle Amber could take hours, especially if you include the myriad of dungeon tunnels. On the other hand, if your Psyche is sharp, and if the object of your search is not disguised, then things can go much more quickly. Likewise, if Pattern is being disturbed, by a Hellride, or by any manipulation of Shadow, or even the drawing of a Trump, then the source of the disturbance should be easy to locate.

Searching out in Shadow is usually a lot easier. If the character knew about Corwin's long-time residence on Shadow Earth, and knew how to locate the place, then a search of that entire Shadow would take just a couple of minutes. Why so fast? Because the character wouldn't have to do any kind of place by place searching. Instead the entire Shadow would be observed, and any 'real' things, stuff originating from Amber or Chaos, would show up in contrast with the rest of the Shadow.

**2.6.1.32 Teleport (05 points)**

A character with this power brings up the Pattern Lens, scry upon an area, and then, through sheer force of will and Pattern Mastery, displaces himself from his current location and into the area looked upon. This requires a massive effort of endurance (5 hours of exertion), and will tire even a high-ranked individual. The character may choose any place in Shadow, though he must be able to scry upon it and places that are blocked or warded against Pattern or Psyche will be off-limits to the character via this power. A greater problem is that your image of the Pattern will be broken and inactive after such a feat, requiring from you to walk again the Pattern.

#### **2.6.1.33 Advanced teleport (05 points)**

Just as Teleport, with the difference that it doesn't break your Pattern image.

#### **2.6.1.34 Shadow Pockets (Manipulate Probability + 05 points for the first use + 03 and 02 points for the second and third)**

On a small scale, it is possible to create personal Pocket Shadows that can be used for various purposes. A Shadow Pocket would then be an artificial Shadow, with just a sliver of Amber's image, brought into existence by a character's minute warping of the Sign of the Pattern brought to mind.

Shadow Pockets can be fixed to a particular location or can be moved around by their creator. The environment inside the Shadow Pocket is also entirely up to its creator. One drawback to Shadow Pockets is their fragility. As artificial constructs, others easily destroy them with the strong touch of either the Pattern or the Logrus. There are three main uses of Shadows Pockets: the Hidey-Hole, the Portable Hole and the Personal retreat. At first, the Pattern Master can use efficiently only one of these techniques. The second can be bought for three points, the third for two points.

When used as a Hidey-Hole, the character creates an immobile Shadow Pocket in some area and then stores something there to prevent its discovery. While immobile, the Shadow Pocket is difficult to locate with Pattern or Logrus Sight, and impossible to detect by other means. It is also more stable, and can withstand all but direct confrontation with such Powers.

The second usage of the Shadow Pocket as a portable hole is similar to the Hidey-Hole except it is mobile and travels with the character. S/He needs not to concentrate on this movement, and the Pocket will travel with him/her even through Shadow. It can be used to store things too large to conveniently carry, or to store things temporarily. Since it is mobile, it is more noticeable, but can be reinforced and protected since it's travelling with its creator.

The third common usage of the Shadow Pocket is the personal retreat. Since the character can design and alter the Shadow Pocket at will, using the Pattern, it is a perfect area to quickly get away to as a personal sanctuary. While being within such a construct isn't inherently dangerous, if the construct were attacked from outside and was destroyed, that which is contained within would suffer varying consequences. Those things that are real, such as the Pocket's creator, would merely be thrust into an adjacent Shadow, or perhaps several Shadows distant (depending on the Power which destroyed the Pocket). Those things that are of Shadow would likely be destroyed, though highly magical items and creatures have a small chance of survival.

#### **2.6.1.35 Mold/Erase Shadow (Manipulate Probability + 05 points)**

By bringing the Pattern to mind and walking it, you can change Shadows wholesale, altering it to fit your wishes: the basic idea is that all Shadow exists as a reflection of Amber, distorted by the distant Logrus. With this method, you can alter time flow, and with time more profound changes (such as the civilization) can be enacted: the character can radically alter the structure of the Shadow, or even erase it altogether. Erasing Shadows is not something you would do lightly as it seems to have a detrimental effect on the overall arrangement of Pattern waves and Shadow: Doing away with a Shadow, either on purpose, or by accident, will upset things in the larger system of Shadow. Shadow Storms, shifting of Shadow barriers, and the displacement of established pathways through Shadow can all result from a Shadow being wiped out. An even bigger problem is that elder Amberites and Lords of Chaos will likely notice this kind of large-scale interference in the order of things.

It is possible to affect a real place, like Amber, but it is VERY tiring (up to forty five times the normal endurance cost).

#### **2.6.1.36 Gate Shadow (05 points)**

By using the summoned Scrying Lens to look through Shadow to another place, and then editing the Pattern lens to bridge the gap between where the character is and the place viewed, temporary gates through Shadow can be created. Of course, these gates last only as long as your concentration.

#### **2.6.1.37 Meta-Shadow Manipulation (05 points)**

This lets you use Pattern to manipulate the relationships between Shadows, and to manipulate several Shadows at once. This is good for making Shadows appear in someone's path, as witness Oberon's actions in Lorraine, affecting multiple close Shadows, and opening paths through Shadow, although Logrus is better at this application, or to fusion shadows or make them inaccessible. This power allows you to open Shadow to others, putting the changes of an Hellride in the way of those who know nothing of it. Those already Hellriding can be obstructed and/or sidetracked as long as you devote your attention to it: shift the Shadow that lies in their path, and you can make passage smooth or rough, as you see fit.

#### **2.6.1.38 Create Shadow Loop (05 points)**

This ability allows the character to take a Shadow and loop that Shadow onto itself into a Shadow Klein bottle. This Shadow when entered cannot be left by Pattern based Shadow shifting or by Black Paths or by any kind of Shadow shifting or Shadow walk. Shadow paths may terminate in the Shadow Loop but will not lead out. This ability doesn't stop those trapped inside the loop from utilizing trump or advanced Pattern imprint to leave the Shadow.

## 2.6.2 Trump Artistry

### 2.6.2.1 Prerequisites:

-A good Psyche (Perception) is useful to "sense" the subject of a trump. Psyche (Willpower) is used to 'force' or 'resist' a Trump contact. Psyche (Obfuscate) is used to appear 'out' or as someone else. Those with Human Psyche cannot draw efficient Trump Sketches.

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B: Basic Power; A: Advanced Power; E: Exalted Power.

### **2.6.2.3 Trump sketches (15 points)**

Trump sketches can be drawn in pencil, marker, charcoal, etc. They are relatively 'quick and dirty' Trumps which are good for a limited number of uses and do not possess the innate indestructibility of real Trumps. They can be made in 30 minutes to two hours, though Dworkin is rumoured to be able to create one in less than 30 seconds! Trump sketches are good for a limited number of uses depending on the creator's Psyche. After this usage is complete the sketch will be unempowered and no longer viable for either communication or transport. If the Trump Sketch is to reach across Shadow, then the creator must have either the ability or the potential to influence shadow (Blood of Chaos or Amber, Broken Pattern, etc.). Otherwise, the Sketch works only within the Shadow it was created in. This ability also conveys on the possessor the ability to sense Trump energy use nearby (as the trump trick of the same name).

Creation time is 120 minutes, minus 30 seconds per point Psyche:General minus 5 minutes per skill point above 15 (minimum time 30 seconds).

Note that, unless you've got Pattern Imprint, Logrus Imprint or another power allowing you to search for something in Shadow, you cannot reach through it. Also, a Pattern-based Trump cannot reach someone in a Shadow blocked to Pattern, and, conversely, a Logrus-based Trump cannot reach someone in a Shadow blocked to Logrus.

### **2.6.2.4 Novice Trump (10 points)**

See Create Trump (below) -- double to triple any and all creation times... Trump sketches from memory are more than likely impossible. This ability also conveys on the possessor the ability to use Trump Defence (see the trump trick of the same name).

### **2.6.2.5 Create Trump (15 points)**

This involves creating a card representing some particular person, place, thing or object. When the user concentrates on the card there will be a psychic bond between the user and the subject of the card. Creating a Trump takes from 2 hours to 3 days of concentrated work depending upon the character's Psyche, Endurance, and relative level of experience with making Trumps. As time passes, the character will find that creating such paintings takes less and less time. Suhuy, for example, could probably render a fully functional Trump in 20-30 minutes of work.

The medium used also determines some of the time so painting in oils, while better for highest quality Trumps, takes much longer to dry and become functional whereas Acrylics are relatively quick drying albeit not as conducive for that 'ultra-realistic' look which is the hallmark of quality Trumps.

Working from memory, without a live model, will DOUBLE or TRIPLE the amount of time to create a card. Trumps made from descriptions, without the Trump Artist ever having observed the subject, have a HIGH probability of linking to a Shadow, instead of the actual subject.

When the Trump Artist first sits down to create a Trump, he/she must clear his/her mind, then think upon the subject of the Trump they wish to create, and finally bring up the Power of Trump. Once in the empowered state, they then begin drawing the lines upon the medium they are using, rendering a life-like representation of the subject, and embedding the Power of Trump into the image. Trumps cannot be drawn if there are things to distract the Artist, they must have total concentration during the entire process, and any interruptions during the Trump creation stage will require them to start over.

This ability also conveys on the possessor the ability to sense the identity of a Trump Caller (as the trump trick of the same name), as well as recognize trump artistry styles that he or she has encountered before.

Creation time is 60 hours, minus 15 minutes per point Psyche:General minus 90 minutes per skill point above 15 (minimum time 30 minutes).

### **2.6.2.6 Trump sculptures (05 points)**

This ability allows you to create sculptures of a target that works just like a trump, save that, so long as you can touch them and "feel" them, you don't need to see them in order to initiate a trump contact. As a side effect, and unlike the cards, which evoke a person by her appearance and her public behaviour, the sculptures lets you feel something different, closer to the true self of the target.

Creation time is 120 hours, minus 15 minutes per point Psyche:General minus 90 minutes per skill point above 15 (minimum time 90 minutes).

### **2.6.2.7 Trump Sculptures Divination (05 points)**

With this, you can use your sculptures in Trump Divination, disposing them and asking them questions. This has its advantages, even if the answers are often cryptic.

### **2.6.2.8 Trump Magic (05 points)**

This very useful power lets you incorporate Trump Energies into your spells with the "Invoke Power" Advanced Spell Components ability. Note that such spells require special racks, costing twice the normal cost (see the entry for Advanced Spell Components).

**2.6.2.9 Create Trump Rack (05 points)**

This allows the character to create a trump that holds a spell. To activate it, you must make a "trump call" to your spell. The spell must be maintained on the trump to keep it active, and the Trump must represent the effects of the Spell. A single trump or trump sketch can hold only one spell at a time. A spell held on a trump sketch will dissipate when used or when the sketch dissipates, leaving the card a blank. One held on a true Trump will be cast normally, but the image on the card will not vanish, and thus can be reused to hold a similar spell. An added benefit is that these racks can hold Trump-based Spells. In game terms if you want to buy a Trump Rack, the base cost is 2 points for a normal rack, 4 points for a rack and cast trump, multiplied by the quantity modifiers. Example: 10 rack trumps would cost  $2 * 2 = 4$  points.

**2.6.2.10 Improved Trump Rack (05 points)**

The ability to make a permanent Trump spell: the spell depicted on the trump will not dissipate after casting, nor will it deteriorate over time. Note that you need to make a trump contact with your spell in order to cast it. Of course, you can combine this with Instant activation, for example. Such an item costs, should you buy it, 4 points, 8 if it is a hack and rack spells trump, times the quantity multiplier.

**2.6.2.11 Trump Deception (05 points)**

A Trump can be altered or designed so that it looks like something that has nothing to do with where it actually links. An example would be a trump of 'Castle Amber' that actually took the user to Brand's Dungeon of Painful Innuendoes. Alternately, one can make a trump that reacts like a 'real' trump, but is actually connected to nothing. ("Eric can't be dead... see? His trump still gets cool.").

**2.6.2.12 Discern Unknown Psyche Signature (05 points)**

The ability to create trumps of places or persons that the character has not met or seen by learning of that person's psyche and taints from someone else who had met the other person or gone to the place in question. This can include copy the trumps that the player comes into possession of.

**2.6.2.13 Blindman's Trump (05 points)**

The ability to use a card's psyche signature to attune to it, this allows you to activate a card that you're touching without seeing it.

**2.6.2.14 Create Recorder Trump (05 points)**

The ability to create a trump that is initially blank but records if possible a precise location. There are two possibilities for such a trump: When activated, it records a place, becoming a trump of that place, or it is a "mutable" trump, which represents always the last place from which the possessor trumped from. Such a trump takes twice as long to create than a normal trump.

**2.6.2.15 Quick Transport (05 points)**

A Trump can be altered or designed so that as soon as contact is made, transportation is automatic. Note the combination of Quick Transport and Quick Activation makes a great Trump Trap.

**2.6.2.16 Trump Backward (05 points)**

The ability to send someone (possibly yourself) back through to where they recently Trumped out. This may require a psyche check or a psyche conflict if your "victim" knows what you're doing and is unwilling or trying to impede you.

**2.6.2.17 Quick Activation/Quick Sketch (03 points)**

A Trump can be specially designed to take only moments to activate. When it is touched and concentrated on like a normal Trump, it activates almost immediately, popping on without warning. This power also allows the artist to make a very quick, but impermanent 'normal' trump, as a sketch.

**2.6.2.18 Instant Activation (02 points)**

A Trump can be created to activate instantly, by sight or touch alone. When someone looks and concentrates, or touches the active face, the Trump instantly activates.

**2.6.2.19 Trump Memory (05 points)**

In creating a card, either a new one, or redrawing an old one, you memorize the image, so it is permanently imprinted upon your mind. That means you can attempt to contact an image without an actual card being present. This is a great effort on both the Psyche and Endurance (worth 30 minutes of exertion) of the Trump Artist, but if persistent it can be accomplished. Note that this is only possible with person trumps not those of places or objects.

**2.6.2.20 Remote Trump Utilization (05 points)**

The ability to activate a trump from only sight without physical contact: If the character can see a trump, he can use it.

**2.6.2.21 Initiate of the True Image (05 points)**

The initiate has achieved the level of knowledge and insight to understand the True Power of Trump. As a result, the Trump Artist may make a thorough appraisal of the Psychic imprint of anyone whose card he possesses, including any Powers that have imprinted themselves on the subject's Psyche. The Trump Artist can also screen those who pass through his Trump Gates by using Trump energy to scan the subject.

**2.6.2.22 Dual Trump Image (05 points)**

Allows you to create a trump that holds two or more images, any of which may be contacted separately with extra effort. The main use, however, is that such trumps allows simultaneous multiples contacts.

**2.6.2.23 Connection Transit (05 points)**

The ability to go through to a character's trump as though it were a location trump and travel to where the character is located without being pulled through his trump.

**2.6.2.24 True Trump Attachment (05 points)**

The ability to see through a shapeshifter's efforts (not including those utilizing the Total Psyche Emulation) to hide their own psychic signature, and to create a trump that connects to the intended target instead of whom the shapeshifter was imitating. The character does not however know what the appearance of the target will be until the trump is used and the shapeshifter is contacted or affected instead.

**2.6.2.25 Trump Psyche Holding (10 points)**

This power lets you use a person's trump to store their psyche/soul into it, should the body be destroyed or possessed. Of course, you can still expel yourself the soul, using some spells, and then imprison it in a trump...

**2.6.2.26 Trump Connection Tunneling (05 points)**

The ability to ignore a Trump or psychic barrier and access a trump on the other side so that the character can contact someone or teleport himself to the location behind the psychic barrier.

**2.6.2.27 Create Trump Artifacts (05 points)**

This lets you create artefacts, such as Ghostwheel, that have Trump Qualities and Powers, and in some way harness the power of Trump.... Basic point here is that these artefacts will work about anywhere Trumps does, and can channel and hold more energy than an equivalent Shadow-powered item. In Game terms, this allows you to create artefacts with Trump abilities up to the 8 points level (i.e. they can have any Power or Quality up to the 4 points level, and Trump Powers up to the 8 points level). Contrary to other Create (power type) Artefacts, This ability can be used anywhere Trumps works, which gives you more flexibility. Another thing is that such items, becomes part of their creator. Thus, they must be paid for with points.

Possible uses for this include a transport item, which would be easier to carry than a deck of place cards, and one very nasty idea a player came up with - a Trump gun. Basically this trumps a person, giving them the option to block the call, and then if it's accepted, fires through the link at them. This could also allow an item to trump in power from an established source, giving a Sorcerer a better connection to his power source (for purposes of Supplying Magical Energy external to the wizard), or supplying Trump energies to Trump-based Spells (created with Trump Sorcery). Another possibility is a high-tech item that would work in places where its power source (but not the basic physics) didn't function.

**2.6.2.28 Oniric Trump Artistry (05 points)**

You can enter in someone's dreams by his or her trump. With a second trump, you can even impose the trump image of a person in another else's dreams, so they'll share the same dream.

**2.6.2.29 Shape Dreams (05 points)**

You can shape someone's dreams, bending them to your will.

**2.6.2.30 Advanced Trump Summoning (Trump Magic + 10 points)**

In order to use these powers, you must have first mastered some Sorcery powers, such as the "Advanced sorcery components" and "True Conjuration" abilities. It allows you to summon trumps or to create cards themselves able to conjure things, as per the Creatures and Artefacts rules (three hours per point).

**2.6.2.31 Trumps of Desire (10 points)**

This allows you to draw Trumps of places, items and people that you have never encountered, but have conceived. It links the Trump to a Shadow resembling the Trump's images; since Shadow is infinite, any drawing can be made into a Trump. Time is typically six hours per point for a Shadow and twice the normal time for a person. This is not dependant on Pattern, Logrus or any method of Shadow travel.

#### **2.6.2.32 Trump-based Healing (05 points)**

By calling on the Image of the subject, the Trump Artist may use Trump Energies to restore a damaged subject to wholeness. This ability may be limited by the level of familiarity between the Artist and subject, the Artist's ability, and the level of reality the subject exists at. Relative to other exalted disciplines, trump-based healing is relatively inexpensive point-wise, but is extremely draining on the healer in both body and mind.

#### **2.6.2.33 Visual Trump (05 points)**

The trump artist can now make a trump call to someone in line of sight, but without needing a trump, or trump out to any place in line of sight. Otherwise, this works just as a regular trump call, with the exception that each use counts as 10 minutes of exertion.

#### **2.6.2.34 Mental Trump (05 points)**

By mentally drawing a trump, you can establish a trump link without a trump (to a person or a place). This power acts just like a normal trump link (mental link and teleportation), but the link is somewhat harder to create. And, of course, just like a normal trump, you need to know the place, item or people you wish to trump to, unless some other abilities (like Trumps of desire) allows you to do otherwise. Note also that, once used, the link will be severed, and that this doesn't count as the drawing of an actual trump for Trump Memory purposes. Time is usually twice what it would take to draw an actual Trump Sketch of the place, and counts as heavy exertion.

#### **2.6.2.35 Living Trump (10 points)**

At this level of development, one's understanding of the Ideal Image is so complete; s/he is infused with its power. As a result, foci are no longer necessary to use Trump. Inter-shadow travel, communication and other Trump applications can all be accomplished by tapping into the Image of the desired effect contained within the Artist's mind: Focus on the Image of a place to travel there, focus on the Image of a person to communicate, travel to, or summon them. The only limit to this power is that you must be able to draw a trump of the person or place you want to contact (i.e. you can't go to a place you've never seen, or contact someone you don't know), and your endurance, as each use counts as ten minutes of exertion.

#### **2.6.2.36 Summon Forth Virtual Universal Trump Deck (Trump of Desire + 10 points)**

The ability to access the universal trump deck of all physical locations and travel there at will: This allows you to travel to places you've never seen. At this level, you're no longer dependant on Pattern, Logrus or anything else to reach through Shadow.

#### **2.6.2.37 Trump Field Control (05 points)**

The ability to deactivate or activate all trumps in the local shadow environment. Very tiring (Endurance cost times 15). The area you can affect is function of the character's psyche (Two times your Brute Psyche meters radius).

#### **2.6.2.38 The Truest Image (??? points)**

Many possibilities exist at these exalted levels of mastery of the True Image, the costs of which must be left to the GM. Here are some possibilities:

.Trump-based Necromancy: Usually, when a subject dies, the Trump Image becomes useless because the subject has moved from a state far away from its Ideal Image, in effect taking on a new Ideal Image. A truly powerful Artist can use the old Image to track down the new Ideal Image, and communicate with the subject, or even (if s/he's feeling insane) try to restore it.

.Trump-based Cloning: By accessing the Ideal Image of the subject of a Trump, the TA could theoretically bring into being a copy, effectively cloning the subject, instead of using the Trump as a conduit for opening Psychic contact. This should be very difficult and very, very dangerous. It would probably go one level beyond Absurd. Using this ability to duplicate simple objects may be more acceptable/possible.

Trumping Shadows: Instead of using the Trump to contact the subject, the TA could attempt to use the Ideal Image to connect to other Ideal Images of that subject. This is suspiciously similar to Trump Cloning, but does not involve an act of creation, merely location -- the duplicate is a Shadow, and therefore an (even more) imperfect copy.

### **2.6.3 Trump Tricks**

B: Basic Power; A: Advanced Power; E: Exalted Power.

#### **2.6.3.1 Basic Trump Tricks**

(Create Trump will convey on the artist these trump trick abilities for 'free' but the ability to create Trumps is NOT required for these trump tricks if the character would rather simply learn the tricks. They represent abilities learned by careful study of how to use Trump, without any inherent facility in making them)

B-[05] Sense Trump

B-[05] Trump Defence

B-[05] Trump Caller Identification

### **2.6.3.2 Advanced Trump Tricks**

(Note that most of these 'tricks' require Basic Trump Artistry, meaning at least the Create Trump ability, unlike basic tricks)

B-[05] Trump Caller Identification  
A-----[05] Self-Identification  
A-[02] Trump Division  
A-----[03] Trump Linking  
A-----[05] Identification Jammer  
A-[05] Trump Blackout  
A-[05] Trump Cloak  
A-[05] Trump Jamming  
A-----[05] Trump Redirect  
A-----[05] Trump-Call Waiting  
A-----[05] Bypass Call Refuse  
A-[Instant activation + 05] Trump message  
A-[05] Trump Spying  
A-----[Trump Caller Identification + 05] Trump Spying Detection  
A-----[Trump Caller Identification + 05] Trump Search  
A-----[05] Trump Security/Subterfuge  
A-[05] Trump Gate  
A-----[05] Trump Filter

### **2.6.3.3 Exalted Trump Tricks**

(Note that these require at least Initiate of the True Image and 20 points of Advanced Trump Artistry to be learned, unlike other tricks)

E-[05] Shunt Energy  
E-[05] Shift Perspective  
E-[05] Impromptu Trump Trap  
E-----[Trump Backward + 10] Create Trump Loop  
E-----[05] Trump Pockets  
A-----[03] Trump Linking  
E-----[15] Combine Scenes  
E-----[15] Draw Power  
A-----[05] Trump-Call Waiting  
E-----[Remote Trump Utilization + 05] Trump Chain  
E-[05] Trump Image Disguise  
E-----[05] Disguised call  
A-[05] Trump Spying  
E-----[10] Advanced Trump Spying

### **2.6.3.4 Sense Trump (05 points)**

A character with this ability is able to sense the usage of Trumps in his vicinity. Actual range is dependent upon a great many factors and the GM will be the ultimate arbiter as to whether the character can sense the usage or not. Factors affecting this would include the sensing character's Psyche, the proximity to the Trump user, any and all intervening barriers (including other people), magical wards and the like, etc. Base range is about ten meters times your Psyche conflict points. Additionally, the character will be able to sense the power used on making Trumps. When a character is within a few hundred feet of a Trump being created they will immediately notice this great flux of power (unless the artist has taken special precautions using various wards, scry blocks, Psyche dampers, etc.). Someone who is a Trump Artist is also able to detect the characteristics of a Trump by careful examination. If the creator has an extreme Psychic advantage, any ill effects/traps on the Trump might have a chance to activate. Otherwise, the Artist is informed of the pitfalls.

#### **2.6.3.5 Trump Defense (05 points)**

As in the rulebook.

#### **2.6.3.6 Trump Caller Identification (05 points)**

This power allows the character to tell the identity of a caller, without opening to the contact. Upon receiving a Trump Contact check through your Trump Deck. The card of whoever is making the call will be psychically active (though if another Trump conversation is taking place, this will only narrow down the possibilities). Obviously, this only works if the character happens to have a Trump of the caller. As the character becomes greater attuned with this Power he/she will be able to merely concentrate upon his/her Trump deck to determine the caller's identity (this requires Trump expertise level one, with a total Psyche Conflict points + Trump expertise of 15 or more). Note that this effect requires that the caller has previously been spoken to frequently via Trump so that their Psychic image is well known to the character. If the character is a trump artist, this Skill/Power also enables a character to become familiar with the style and magical 'mark' of a Trump artist. Unless purposefully obscured the character should be able to recognize a new Trump as either one of several artists with which he/she is familiar or as an unknown. If an unknown artist is encountered any subsequent Trumps rendered by the same person would be obvious to the character as being from this particular 'unknown' artist.

#### **2.6.3.7 Self-Identification (05 points)**

This is the ability to identify yourself before the opening of the contact: the person you're trying to call will know that the trump call comes from you.

#### **2.6.3.8 Trump Division (02 points)**

The ability to open two or more contacts (up to one-half your psyche conflict points) at a time without letting either know party. Each will be aware something is up, but not what.

#### **2.6.3.9 Trump linking (03 points)**

This allows you to link several trump calls together for a conversation, with you as the telecommunications central: everyone must be in trump contact with you. Note that this means that any person in the trump net can attack psychically any other people in it, you included. More so, if you are somewhat incapacitated or unwilling to continue, the trump net will instantly be destroyed.

#### **2.6.3.10 Identification Jammer (05 points)**

When someone tries to use Trump Caller Identification on you, this ability ensures that it won't work by activating all of his Trumps: s/he knows that s/he's receiving a Trump Call, but can't determine from whom.

#### **2.6.3.11 Trump Blackout (05 points)**

Normally during a Trump call, the background and environs of both callers are visible to each other. With this power, you can keep your Trump image from revealing your position - the other person will hear your voice, but the image on the card will remain what was painted on it. Luke demonstrates this power sometimes in the second series. Alternately, the image on the card goes completely black.

#### **2.6.3.12 Trump Cloak (05 points)**

The ability to make the player's own trump or others they have created seem either cold or hot without adjusting its connection ability.

#### **2.6.3.13 Trump jamming (05 points)**

It's possible, with intense concentration, to jam any one Trump. It requires the actual card of the subject to jam, and counts as Heavy Exertion. Concentrate on a single card and the victim will be blocked from sending or receiving Trump calls. Psyche advantage is not 'required' when using this method if the other person simply gives up. However, should someone "push" the contact, there will be a Psychic battle with the person.

#### **2.6.3.14 Trump Redirect (05 points)**

Alternately, rather than making it impossible to reach a certain person, you can make any trump call to one person actually connect to someone else. The trump of both the blocked person and the target of the redirection are required.

#### **2.6.3.15 Trump-Call waiting (05 points)**

The ability to detect and receive a Trump call, while in the middle of another. The calls can be merged (everyone in contact with everyone else), one call can be halted until the other's complete (although if you're in contact with a high Psyche person, they may detect the call, too), or the call can be blocked. The latter call may even be substituted for the one in progress (that one, then, would either be terminated or put on hold). To get really good at this, 5 more points should be added.

**2.6.3.16 Bypass Call Refuse (05 points)**

This power lets you get a Trump contact with someone without giving him or her a chance to refuse. Sound nifty? The drawback is that you have to wait around, listening at their Trump until they call someone else, before you can do this. The way it works is, if they've got a contact via Trump with someone else, their mental Trump 'door' is 'open'. You just add yourself to the conversation as a totally silent third party, and when they end the call, they're still in a Trump contact - with you.

**2.6.3.17 Trump Message (Instant activation + 05 points)**

This lets you record a message that plays upon contact with the trump (like a low-power trump link). It lasts for about six hours per Psyche Conflict point. This can of course be combined with other abilities like compulsion, to insert a subliminal gea on a trump. An alternative consists in a message that plays to anyone that tries to contact you (or anyone for whom you possess a trump that you have drawn).

**2.6.3.18 Trump spying (05 points)**

There is another level of concentration where you simply observe the operation of Trump. This allows you to overhear conversations as the Trump is being used. However, you must actually touch the specific Trumps. If you have a Trump for only one of the participants in a Trump Contact, you will overhear only what that person says, and will be unable to "hear" the other end of the conversation.

**2.6.3.19 Trump Spying Detection (05 points)**

As Trump Caller Identification, but it also detects if someone is trying to use your card for something, such as Trump Spying: if you have the card of the person spying you, s/he will be detected as a Trump Caller would. If you don't.... Well, too bad! You will only detect that someone is spying on you, and only if you have at least a definite advantage (two-time his points) in Psyche finesse.

**2.6.3.20 Trump Search (Trump Caller Identification + 05 points)**

Trump search, the ability to follow trump connections in use and identify who the parties are involved are. This detects Trump communications and identifies the parties (if you've got a Trump or psychic impression of them. If not, you'll just know that "someone" is involved), so you can use Trump Spying or another ability.

**2.6.3.21 Trump Security/Subterfuge (05 points)**

This Power can be used to cloak Trump conversations from those who might be sensitive to such (a very distinct Psyche advantage by the opposing party would be required to sense such) and make Trump Spying and/or Trump Sensing nearly impossible.

**2.6.3.22 Trump Gate (05 points)**

Trump Gate is the ability to create an open doorway from any one place to another. It requires the use of a Trump for the destination point. The Trump is then opened normally, but instead of walking through the Trump the user pours Psychic energy into the connection and reinforces the bridge between the two places. Finally, a temporary doorway from one Shadow to another is created. At least Amber Rank Psyche and Endurance is required to create such a Gate, and the character will be totally exhausted from the effort if at that minimum Attribute requirement. Trump Gates only stay open, unattended, for 10 minutes or so, though if the character wishes he/she may continue to pour more energy into it to maintain it, though even a top-ranked individual would be hard pressed to keep one open for more than 30 minutes. Endurance cost is 2 hours, + 30 minutes per minute over ten.

**2.6.3.23 Trump Filter (05 points)**

A Trump gives you the power to control the physical crossing of objects or people through a gate. You can block any person or item, but if you're trying to keep someone from crossing your Trump Gate, s/he can try to force the passage with his/her Brute Psyche.

**2.6.3.24 Shunt Energy (05 points)**

With either a trump link opened or a specially made Trump (meaning one with Quick Transport and Instant Activation), you can shut energy through the Trump if you have it facing the attack. And with Living Trump ability, you don't even need a Trump anymore, so long as you're ready to shunt the attack and subscribe to the condition described before.

**2.6.3.25 Shift Perspective (05 points)**

The ability to change the trumps focus and to move around within the trump, as well as pulling back or moving closer in the area.

**2.6.3.26 Impromptu Trump Trap (05 points)**

By manipulation of the ebb and flow of trump energies in a spied-upon trump contact, the TA could achieve a number of effects. First, the TA would have to have cards for both ends of the connection. Strengthening the pull of one end of the connection while decreasing the strength of the other end, loosening its anchor in Shadow, creates a 'quick and dirty' trump trap that pulls subject A to the location of subject B.

Another variation on this is redirecting a call to a trump trap he is holding, shunting the victim into the limbo of his choice. The artist needs a trump of the 'reroute' location.

**2.6.3.27 Create Trump Loop (Trump Backward + 10 points)**

The ability to make a trump loop. A trump loop places the character inside the trump: you redirect a call to a circuit of two cards depicting each other. The victims are then trapped in a closed system between a trump and another trump, from which they cannot escape without aid, unless they possess the Living Trump power, the Pattern's Teleport ability or else.

**2.6.3.28 Trump pockets (05 points)**

The power to create a small pocket of reality linked to a trump, in which you can store items or people. However, such a trump will be much more obvious than a normal trump and a little investigation by someone with Pattern or Logrus sight will reveal the Trump pocket. While they are difficult to destroy from the outside, if the trump who holds them is destroyed, any and all in the pocket are lost forever to this world. Unless, of course, they escape first.

**2.6.3.29 Combine Scenes (15 points)**

The ability to use more than one Trump card, then merge their pictures and auras, combining them. This can be done using a person's Trump and that of a place (using the new card would then transport the person to the place) or two places. If they are both Shadows, this creates a new, merged Shadow. If one is Shadow, the other real, some attributes of the real place can be imposed upon the Shadow. If they are both real, well, you're messing with the universe, someone will probably find out, and boy, are you gonna get it!. If they're two people, you'll either merge their minds, impose one mind on the other, or possibly cause someone to think they're someone else, maybe even induce schizophrenia!.

Endurance cost is heavy: 3 hours at first, plus the eventual time passed wrestling with the psyche of the persons involved (this is a Brute Psyche conflict).

**2.6.3.30 Draw Power (15 points)**

This extremely powerful ability allows you to take on an aspect of an artefact, creature or people depicted on one of your trumps (you must have drawn it yourself). Anything can be obtained this way, be it an attribute or a power. You can only duplicate one such ability at a time, however, which still makes this VERY potent. Your target's Psyche Finesse Conflict Points (including his eventual Trump Expertise) mustn't be greater than 1.5 times yours. The abilities that require a certain degree of skill can also be imitated, as you draw your power and skill directly from your source.

If you duplicate an attribute, you must say what percentage of your target's abilities you're taking on. If you duplicate a power, you must say precisely what abilities you're taking (so, if you don't know that your target can do a thing, you can't take emulate power).

Activating this ability is fairly fast: about 15 minutes, minus 30 seconds per Psyche Conflict Point over the Amber Rank. Endurance cost is 4 times the activation time at first, plus normal heavy exertion after.

You incur, of course, the risk of losing your identity to what you're taking on power: add one to your target's Psyche CPs per 10 minutes. If this ever becomes greater than twice your own Psyche CPs, you're in trouble.

Also, the drain can be felt by your source of power: Add one to your target's Psyche Finesse CPs for any attribute CP, for any five power points or for any artefact & creature point you're drawing, as well as for any Trump Expertise point s/he's got. If this is greater than twice your own Psyche Finesse, s/he knows that whatever is happening, you're the one doing it. S/He can then engage you in Psychic Battle (a Brute Psyche contest) to try to block you. Otherwise, all s/he knows is that s/he is losing efficiency in abilities equal to 1/5 times what you're draining (for powers, a loss of efficiency considered as a "power inaptitude" of 1/20 points drained).

**2.6.3.31 Trump Chain (Remote Trump Utilization + 05 points)**

The ability to trump chain, that is, use a trump in possession of another person if the character is in trump contact with that person.

**2.6.3.32 Trump Image Disguise (05 points)**

Allows the artist to intercept a call in process and pose as one of the parties involved in the contact. First, this requires a clear Psyche advantage and a trump of the individual they intend to disguise themselves as. The artist then insulates the subject of one end of the contact from trump energies. That accomplished, the TA channels the energies into the Trump he is holding for that subject, and uses the psychic imprint of that individual contained in the card, to mask his own. In theory, disguised calls could be made in a similar manner.

### 2.6.3.33 Disguised call (05 points)

As said before, this is the ability to impersonate someone else when making a trump call. This requires a trump of the person you intend to impersonate.

### 2.6.3.34 Advanced Trump spying (10 points)

This allows the artist to spy on a subject's surface thoughts by concentrating on his trump. A subject whose Psyche finesse is higher than yours will detect you, as will one over who you only have a Minimal Advantage (less than one and a half his points) if he has more Good Stuff than you. Even more, you can be detected by a Trump Caller Identification.

## 2.6.4 Logrus

Shape Logrus Tendrils, Blast Primal Chaos Energy and the second use of Conduct Primal Chaos Energy: Credits to GussMan.

The original "Basic Logrus" (as described in the Amber DRPG) was comprised of

The "Advanced Logrus" abilities were Shadowmastery, Mold Shadow, Summon Primal Chaos, Logrus Tendril Servants, and Summon & Bind Creatures of Chaos.

### 2.6.4.1 Prerequisites:

- One cannot have Chaos Blood if, at creation, he gains more than 70 points from lowered attributes.
- To acquire Logrus Imprint requires a minimum of Chaos Psyche and Amber Endurance plus the following levels of Shapeshifting ability

SS:Basic	25
SS:Features/Body Parts	10
SS:Automatic/Primal Form	10
SS:Shift Wounds	10
SS:Shift Aura	15
SS:Anatomy & Structure	15
- To acquire Logrus Imprint one must be tutored by a Logrus Master within the Courts of Chaos. This takes between 5 and 10 years Court Time!
- To acquire any Advanced ability, one must have at least 35 points of Basic Logrus abilities (including, of course, blood of Chaos and Logrus Imprint).
- To acquire any Exalted ability, one must have at least all the Basic abilities, and 25 points of Advanced Logrus abilities.

### 2.6.4.2 Contents

B-[05] Chaos Blood  
B-----[10] Imprint/Summon the Sign of the Logrus  
B-----[05] Rack Arcane Forces  
B-----[05] Logrus Sight(through Sign)  
B-----[05] Summon/Control Tendrils of the Logrus  
A-----[05] Shape Logrus Tendrils  
A-----[Logrus Sight + 05] Tendril Magic  
E-----[05] Logrus Magic  
B-----[05] Logrus Defense/Shield of Power  
E-----[05] Logrus Armor  
A-----[05] Shadowmastery  
A-----[05] Mold Shadow  
E-----[05] Create Ways  
E-----[05] Meta-Shadow Manipulation  
E-----[05] Logrus Flow Adjustment  
A-----[05] Summon Primal Chaos  
E-----[05] Control Primal Chaos  
E-----[Shape Logrus Tendrils + 10] Conduct Primal Chaos Energy  
E-----[05] Blast Primal Chaos Energy  
E-----[Summon and bind Creatures of Chaos + 05] Create Logrus Artifacts

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B-----[05] Tendril Conjuraction  
A-----[05] Logrus Tendril Servants  
E-----[05] Swipe of Logrus  
E-----[05+] Additional segments  
A-----[05] Summon and Bind Creatures of Chaos (1hr/pt)  
E-----[Tendril Magic + 10] Bind Demons  
E-----[10] Bind People  
E-----[05] Bind Artifacts  
E-----[Meta-Shadow Manipulation + 05] Bind Shadows  
E-----[15] Bind Powers

B: Basic Power; A: Advanced Power; E: Exalted Power.

#### **2.6.4.3 Chaos Blood (05 points)**

One of your parents comes from the courts, so you have chaotic blood, which gives you a demonic form as one of your Basic forms. It has Extra-hard weaponry, and is resistant to normal weapons. More powerful demonic forms can be bought as per the Shapeshift ability "Alternates Forms". If you've grown into the courts, you may also describe up to 6 forms that you can adopt in a precise situation, be it a physical or an emotional one. When in these situations, you MUST take the form, unless you've also mastered the Shapeshift ability "Automatic Shape Shift/Primal Form". If you don't describe these forms, you can, at any moment, define an unused form. However, the number of unused forms is divided by two, rounded down (i.e. if you defined 4 forms, you only have 2/1= 1 unused form). Those who grew up in Amber, as they couldn't develop their abilities, have 3 unused forms, that may manifest in a stressful situation on the Logrus-controlled side of the Universe.

#### **2.6.4.4 Imprint/Summon the Sign of the Logrus (10 points)**

Traverse the Logrus and recover from the induced madness. Those knowledgeable about the Logrus and its inner workings are able to summon the Sign of the Logrus, which is a shifting, angular, glowing construct invisible to the naked eye. Some people come out of the Logrus with what is commonly called "Logrus gifts": artefacts such as Frakir or Mandor's spheres, which complement their owner's abilities. In Game terms, the player invests some points, and the GM will generously give him an Artefact or Creature with a point value of 1.5 times the points invested by the player, keeping also in mind the size considerations.

#### **2.6.4.5 Rack Arcane Forces (05 points)**

Rack Spells into the summoned Sign of the Logrus. This typically adds ten minutes to the Casting time. One can rack up to three times his Psyche Conflict Points spells. These will deteriorate over time (about one day per Psyche Conflict Point, +/- twice the stuff ratio).

#### **2.6.4.6 Logrus Sight (through Sign) (05 points)**

The Summoned Sign of the Logrus can be used as an improved sensory organ, which one looks through. It provides "sight" in a great many more spectrums than those normally available and can be "fine-tuned" by its user to meet the demands of the situation. The user can see Magic, Pattern, Logrus, Trump, as well as things which are hidden. He/she can use it to analyse any of the above things to gain greater information regarding them. Things can also be seen to be either of Shadow, of Amber, or of the Courts of Chaos.

#### **2.6.4.7 Summon and Control the Tendrils of the Logrus (05 points)**

This Power allows one who has brought the Summoned Sign to mind to manifest Tendrils from the Logrus. To use these tendrils the character must then "put his/her arms into the Arms of the Logrus" which takes a minute or so. The Logrus Master may shape its force into useful shapes, extensions far more powerful, and more flexible than normal Shadow matter, but nonetheless rather crude. These extensions of the Logrus operate with Strength equivalent to the Psyche of the Logrus Master who wields them: Use hand to hand or swordplay accordingly to the situation, but with psyche replacing strength, and consider the tendrils as being Extra-hard weapons.

#### **2.6.4.8 Shape Logrus Tendrils (05 points)**

Allows you to shape your Logrus tendrils into more precise forms, such as sharp or cutting items, or any item the Logrus master can think of, so long as it isn't too big: keys, glass, etc. In combat, shaped tendrils can do Double damage.

#### **2.6.4.9 Tendril Magic (Logrus Sight + 05 points)**

Combined with Logrus Sight, touching of the subject by Summoned Logrus tendrils will reveal whether or not a character is Shape Shifted, if they are charged with Ambient Magic (i.e. Power Words), and the general level of the subject's Psyche, health, and mental state. The tendrils of the Logrus can also be used to "link" into the delicate web-work of magical spells and deactivate them, or it can be used to send a raw-power feedback along a mental or magical contact. Touching things of Magic with a Logrus tendril usually will tell what type of spell it is, and the exact spell if it is a common one or one known by the character. Logrus tendrils can "pry" open inactive Gates, insinuate themselves into a magical "sending" and backtrack it to its origin, or spells can be cast out along the tendrils and sent into Shadow.

#### **2.6.4.10 Logrus Magic (05 points)**

This lets you use the Logrus as a part of your spells, by allowing you to use its energy in sorcery with the "invoke power" Advanced spell component.

#### **2.6.4.11 Logrus Defence/Shield of Power (05 points)**

The Tendrils of the Logrus can also be used for defensive purposes. With the Sign summoned to mind you can fill your body with the force of Logrus Tendrils, making it resistant to the effects of Pattern, Magic, Psyche, or other forces (in effect, doubling your psyche conflict points), but providing no physical protection. In game terms, it doubles your brute psyche or your psyche finesse when you defend against the aforementioned forces. Alternately, the Logrus Tendrils can be made into a Shield of Power, blocking in any one direction, which is effective against physical, energy and most Magical attacks, but doesn't provide protection against Pattern, Logrus, Trump or Psyche. You cannot use both techniques at the same time.

#### **2.6.4.12 Logrus Armour (05 points)**

An Enhancement upon Logrus Defence, this allows you to weave your Logrus Tendrils as with Shield of Power, except that they are closely bound to your body, effectively creating a Logrus-powered armour. On the down side, while the armour is pretty tough, it isn't as strong as the Shield, and the impacts can sometimes be felt through it (consider it to be a 4 points level defence). More so, while it protects against Pattern-based attacks, they tend to disrupt the armour, which can only be maintained by a strong concentration. On the up side, it requires no special concentration, and you can try to combine it with other powers that use your tendrils, such as making spikes on it via Shape Logrus Tendrils.

#### **2.6.4.13 Shadowmastery (05 points)**

Characters with this Power can use the Summoned Sign to spot weak areas in the Shadows of Amber and the Courts and by using the Logrus Tendrils they are able to create "Shadow Veils" or areas which may be stepped through to the next Shadow without further manipulation. This is especially useful in the Courts where areas change so drastically from one Shadow to the next. Most of the areas of the Courts are strewn with Shadow Veils linking the entirety of the Courts together.

#### **2.6.4.14 Mould Shadow (05 points)**

Using the Logrus, and the Chaos resident in any Shadow, it is possible to manipulate the structure of that Shadow, altering it to fit your wishes. In this way, for example, the physical laws of the Shadow, or the form of its inhabitants, or any simple detail, will be changed. It takes about as long as it takes Pattern initiates to Shift Shadow. Eventually, if not tended, the Shadow will drift back to its original form. The closer to Primal Chaos, the easier a Shadow is to manipulate, and Shadows near Amber are nearly impossible to change.

#### **2.6.4.15 Create Ways (05 points)**

Unlike Amberites, who simply Shadow Walk or Hellride to their perfect Shadow retreat, those of the Courts of Chaos will find a Shadow, and then manipulate it to perfection. Since Shadows modified with Mold Shadow have a tendency to lose their form and start continually changing, which is the normal way of Chaos Shadows, most Logrus Masters settle on a particular domain as home, called a Way (This naming can take one of two forms, either the character's first name is included, i.e. Mandorways, or, more commonly, the family name, such as the Ways Of Sawall), a way being a series of linked Shadows. It is then shaped and maintained with a combination of Logrus, Magic, and powerful Chaos creature servants. While the personal realms of Shadow will, with precautions in place, survive a long absence, very few Chaos Lords ever maintain more than one personal realm at a time. This power thus allows a Shadow Master to string many molded Shadows together to form a residence for a Chaos Lord and his entourage: a kind of enhanced veil between many little Shadows to form a room. In essence you can picture it Mould Shadow being used to create the floor, walls and ceiling of part of a room while Shadowmastery is used to make "doors" that join all these Shadows into one single room.

#### **2.6.4.16 Meta-Shadow Manipulation (05 points)**

This lets you use Logrus to manipulate the relationships between Shadows, manipulate several close Shadows at once, and open paths through linked Shadows. In basic form, everything that can be accomplished on a Shadow via Mould Shadow can be done to several Shadows at once.

#### **2.6.4.17 Logrus Flow Adjustment (05 points)**

The ability to adjust the flow of chaos in the local area to temporary dam it up and then let flow through in a chaos surge lessening the ability of pattern based powers.

#### **2.6.4.18 Summon Primal Chaos (05 points)**

This is the final lesson of the Logrus Master only taught to those formally in the Shadow Master's guild and only with their permission. Primal Chaos, a force in direct connection with the untamed Chaos at the remote center of the Courts, will bring total destruction to whatever Shadow it occupies. Once summoned it must be dispelled quickly, or it will run amuck, eventually absorbing the entire Shadow back into nothingness.

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When it is summoned, the tendrils of the Logrus are used to keep it in check and contain its area to a small (Psyche finesse CPs meters radius), controllable force, utterly destroying everything of Shadow substance it contacts. While in this condition, it cannot be moved. This is extremely taxing on the character's Endurance and Psyche. Only characters with Amber Rank or better in both can hope to contain the Chaos, once summoned, and even if more highly Ranked this control can only be maintained for a few minutes (One-fourth your psyche conflict points minutes, with an endurance cost of one hour per minute). After this time, the Logrus Master must either attempt to dispel it (using the Logrus tendrils to snuff it out) or release it. Once released, unless halted by some force (perhaps some disciplines of the Pattern), Primal Chaos will destroy the entire Shadow where it was summoned.

**2.6.4.19 Control Primal Chaos (05 points)**

This ability lets a character move or shape summoned Primal Chaos, instead of just controlling its size. The area you can control is roughly equal to a circle of (Psyche Finesse CPs) meters radius.

**2.6.4.20 Conduct Primal Chaos Energy (Shape Logrus Tendrils + 10 points)**

This is a dreaded power in personal combat, as it allows the Logrus master to infuse his or her Logrus Tendrils with Primal Chaos energy. The damage this can do is enormous, especially if the tendrils were shaped into dangerous forms, but nonetheless limited when compared to the full might of the primal chaos. Indeed there is a kind of balance between the limited quantity of energy one can invest into his tendrils without losing control of the Chaos, and the fact that this energy is usually directly applied to the target. Consider the damage to be somewhat equal to the 8 points level. Note that this makes your tendrils VERY obvious, crackling with the raw energies of the Primal Chaos. Endurance and Psyche cost are as per Summon Primal Chaos.

Another possibility is to "poison your tendrils with the essence of Primal Chaos. The wounds caused by these extensions will be very hard to heal, the cells replicating randomly, much like Primal Chaos infection with a Shapeshifter (though on a minor scale). The effects are comparable to a 4 points-level poison, and the Endurance cost is only twice the normal cost for Heavy Exertion.

**2.6.4.21 Blast Primal Chaos Energy (05 points)**

This is the Ultimate in Heavy personal blasts: the ability to shoot Primal chaos blasts. It requires to have summoned your Logrus Tendrils, but you keep them close to your hands and shaped as a blast canon. Very tiring (30 minutes of Heavy Exertion per blast), very dangerous (if you lose control, you will unleash Primal Chaos upon you), and very destructive (08 points damage).

**2.6.4.22 Create Logrus artefacts (Summon and Bind creatures of Chaos + 05 points)**

This lets you create artefacts, commonly called "Logrus gifts" (as the items acquired while walking through the Logrus) that in some way harness the power of the Logrus... Basic point here is that these artefacts will work about anywhere Logrus does, and can channel and hold more energy than an equivalent Shadow-powered item. In Game terms, this allows you to create artefacts up to the 8 points level, or being Logrus tendrils (well, sort of...). The problem is, you must be next to the Logrus to create such items. Another thing is that such items, become parts of their creator. Thus, they must be paid for with points, unless quickly returned to their source.

**2.6.4.23 Tendril Conjunction (05 points)**

He/she can use Tendrils to reach through Shadow, or to reach things at a distance on the current Shadow. When reaching through Shadow, the Logrus tendrils can be made to seek anything desired, locate it, grab it and draw it back to the Logrus Master. Searching in Shadow or Chaos for something with the Logrus has advantages and disadvantages. The advantage to using Logrus is that you can find generic objects fast. Grabbing any defined object, sword, a plate of food, a lantern, anything defined in a general sense comes quickly as the Logrus finds the nearest occurrence in Shadow and snaps to it.

Unfortunately, the more specific you get, and the further out in Shadow you are, the longer it takes the Logrus to locate something. If you are in a Medieval-type Shadow, trying to use a Logrus Summoning to get a specific piece of high-tech equipment will take a LONG while. The game mechanic effect is that if the player wishes to define the object in terms of points, it takes a long time (up to a day per point for items that are not anywhere near in Shadow), and the Quantity Multiplier is limited to Named and Numbered. If the player will define the object in general terms it takes much less time, but the GM will have full control over the results...

**2.6.4.24 Logrus Tendril Servants (05 points)**

It is possible to separate a tendril of the Logrus, give it a simple instruction, and leave it, unattended, to perform its duty.

Logrus servants have Strength and Psyche each equal to Chaos Rank, and a Human Level Warfare. In place of Endurance they have tireless Stamina, but can only heal or regenerate in a place where Logrus is strong. They have no "minds" as such, and will simply dissolve if attacked by a superior Psyche. The number of Logrus servants on "duty" at any given time depends on the Psyche of their creator (usually one per Psyche Conflict Point).

**2.6.4.25 Swipe of Logrus (05 points)**

Allows the character to summon a temporary segment of the Logrus to perform one single quick ability possessed by the character and then depart without having to bring the Logrus to mind. You can use at any moment a number of segments equal to one-fourth your Psyche Conflict points (i.e. 0 for 1-3 Psyche CP, 1 for 4-7 and so on...). Any "used" segment will be available anew 24 hours later. The tasks possible with this ability are those that would take only a few moments, sending a tentacle to smash into an opponent, scanning the local area, and so forth.

**2.6.4.26 Additional Segments (05 points per segment)**

You can have an increased capacity to use Swipe of Logrus. This costs you 5 points per additional segment available, up to two times the base number.

**2.6.4.27 Summon and Bind Creatures of Chaos (05 points)**

As detailed in the Shadow Knight rulebook (1hr/pt). This is the only way Demons can be conjured. It allows you to summon and bind minor creatures (no more than 10 points times the quantity multiplier, with up to 2 points ratings), or to summon Major Demons.

**2.6.4.28 Bind demons (Tendrils Magic + 10 points)**

This lets you use the forces of the Logrus to control Demons when you encounter them without a relevant spell handy. Best example is what Mandor does to Merlin's Ty'iga in the end of Sign of Chaos, just before the assault on the Keep of the Four Worlds. Basically, you insinuate Summoned Logrus Tendrils into the very being of the Demon, effectively bonding him to your will. Obviously, this requires a Psychic battle against the Demon. Nonetheless, Demons are especially vulnerable to the Logrus, which gives you an advantage of five Psyche ranks for the conflict. This takes as long as the Psyche Conflict.

**2.6.4.29 Bind People (10 points)**

Just as Bind demons, this consists in working the arcane threads of the Logrus, but into the lattice of a person/creature instead of into a Demon. You must beat your victim in Psychic Conflict, and it doesn't work against someone with Pattern Imprint, as the Pattern in their blood protects the Amberites against the Logrus. Time required for this varies greatly, but is always at least equal to the Psyche Conflict points of your victim, expressed in days.

**2.6.4.30 Bind Artefacts (05 points)**

By insinuating your Logrus Tendrils into an Artefact, you can cut the links between it and its master, and bond it to you. This also lets you take control of any sufficiently advanced artefact (even computers). The only items protected from you are those that somehow carry the Image of the Pattern. This generally takes one week per point of the Artefact.

**2.6.4.31 Bind Shadows (Meta-Shadow Manipulation + 05 points)**

The power to take control of a Shadow, this works just like Bind Artefacts, but with Shadows instead. Time is just the same: one week per point. Note that by binding a Shadow, you can seal it against Pattern, so that Shadowwalk can not be used to reach it.

**2.6.4.32 Bind Powers (15 points)**

By working the Logrus Tendrils into the nature of a Power, you can take control of it. Well, except for Pattern, of course. This is a very long process, taking as long as one month per point of the power. Once a Logrus user has used his Tendrils to Bind a Power, such as Sorcery, all sorcery of that particular type is vulnerable to Logrus control without the long insinuation time.

## 2.6.5 Shape Shift

### 2.6.5.1 Prerequisites:

- Endurance is crucial to Shapeshift. Follow the guidelines of the Amber DRPG.
- To acquire certain Advanced Powers, Blood of Chaos must be taken.
- To acquire any Advanced ability, one must have at least 35 points of Basic Shapeshifting abilities.
- To acquire any Exalted ability, one must have at least all the Basic abilities, 25 points of Advanced abilities, and Blood of Chaos.

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B: Basic Power; A: Advanced Power; E: Exalted Power.

### 2.6.5.3 Basic Shifting to Known/Basic Forms (20 points)

You can shape shift into any basic form, of comparable mass, that you have studied, i.e. that you have a full Psychic impression of. In this context, "basic form" means an organic non-vegetable form. Forms that you are not practiced in will be clumsy and seem disoriented. Typically there is no significant effect on attributes. You get the locomotive abilities of the studied form (flight, swimming, etc), but other abilities such as poison, or firebreathing, are beyond the scope of this ability and are part of more advanced shape shifting abilities.

The character may have one or more Basic forms that are considered more or less native for them. One is the human form, available if you've got Amber Blood, and is typically worn on a day to day basis, at least for an Amberite. Another form is the Demon Form, and is the basic form of a Chaosian. Lastly, each shapeshifter possesses, know or unknown to them, something called a Primal Form. This form is an unconscious manifestation of their innate shapeshifting ability and may take over in times of extreme danger. It is an extension of the characters true nature and can almost instantly shift to meet most survival needs. The danger is that the character may lose himself completely to the form. If this ever happen, his true self will remain dormant until his psyche is some how able to regain control. For more on this, refer to the Amber DRPG.

#### **2.6.5.4 Shape Shift Features/Body Parts (05 points)**

You can only accurately substitute yourself for another person if you've had close contact and the opportunity to practice. Partial shifting of features, like moving your facial proportions around so that you are no longer recognizable, is easy. However, doing this analytically, for example, trying to turn your hair red by picturing the colour you want, doesn't work. Instead, you should try imagining some other redheaded character, someone you know well, concentrate on their hair, and then imitate the person.

Alternatively, characters may choose specific parts of their body to shift. This could allow them to grow an extra finger, claws, toughen their skin, or even sprout a pair of wings. However, simply adding a feature to the body does not give them the ability to use it. So a character that grows a set of wings would still not be able to fly, conversely, using a simple feature such as an extra finger is a simple matter.

#### **2.6.5.5 Mould Unliving non-self Organic Matter (05 points)**

On touch the shapeshifter extends their shapeshifting to organic and unliving matter, changing it to their will. This takes considerable concentration. They can only change the shape of a thing, not its molecular composition. This part of the power allows ones clothes to change with them.

#### **2.6.5.6 Shape Shift Others (05 points)**

Characters who possess this ability are able to impose their Shape Shifting on someone else. The character must make psychic contact, and if the subject resists, he must be completely dominated by the character's Psyche to proceed. On the other hand, if the subject of the Shape Shifting is willing, the process can be quick and simple. You can not do Advanced Shifting abilities on others. This includes the ability to form Blood Creatures from another's blood (if the shapeshifter has that part of Advanced Shapeshifting), and to heal the wounds of others

#### **2.6.5.7 Absorb & Eject Organic Mass (05 points)**

Many forms cannot be adequately done with the mass possessed by a Human sized character. It is for this reason that a character with Shape Shift can use his/her power to absorb mundane Shadow Material into him/herself to take on sufficient mass for the desired form. For example, when the Demon Servant, Gryll, came to Merlin to take him back to the Courts he lacked sufficient mass and size to carry Merlin on his back. Gryll then proceeded to absorb some furniture from Merlin's room in order to gain the desired size and mass.

The Shadow Material that the character absorbs cannot be living material, nor can it be magical. It must be considered generally mundane in the Shadow in which the material exists in order for the Shapeshifter to be able to assimilate it into himself. This process increases the time required to Shape Shift greatly, adding up to 15 minutes to it. If he wishes to then go to a form with less mass/size he or she will have to expel the absorbed matter first, which will take twice as long as absorbing it. Note that the character may not decrease their mass less than their smallest Basic Form's original starting total.

#### **2.6.5.8 Automatic Shape Shift/ Primal Form (05 points)**

You let your involuntary control of shape shift take over. Your body will change into a form that has a greater chance of survival. Useful for surviving a number of awkward situations. You can consciously will yourself into Primal Form or you can stop your subconscious from forcing you into Primal Form. However, you still have no control over yourself while you are in Primal Form.

#### **2.6.5.9 Shift Wounds (05 points)**

This allows you to use your shape shifting ability in order to heal wounds. Minor cuts and scratches tend to heal almost instantly (1 to 5 seconds), open wounds close quickly (about 20 to 60 seconds). More serious wounds like deep flesh wounds, or broken bones take a much longer time (from 2 to 20 minutes). Wounds heal much slower (about twice as slow) when the character is not in a Basic Form or not concentrating.

#### **2.6.5.10 Fluid Flesh (Shape features/body parts + 05 points)**

Faster and easier shifting. More drastic changes for the same effort, or much easier shifting into learned or easy forms. Only with this enhancement can shapeshifting be controllably used in combat. It also allows the shapeshifter to make essentially permanent changes much faster than normal, and heal wounds at a greatly increased rate. Usually this makes shapeshifting twice as fast (time is divided by two, or by one-fifth your endurance conflict points, whichever is greater).

#### **2.6.5.11 Shift Aura (05 points)**

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This shifts the mind's Mental Structure so it takes on a completely different Psychic aura. Note that it doesn't change the ability, the Psyche, or anything else. It just changes the appearance of the mind, so that a Psychic touch will not detect the difference. Some of the possible auras include that of a plant or animal, the lesser Psyche of a normal human, or the imitation of any person's Psyche known to your character. This power can also be used to cloak the presence of the Logrus or Pattern in a person, or to make either of them appear in a greater/lesser magnitude than is truly the case. However, it cannot cloak the power of a Pattern or Logrus Champion, unless it has been first reduced to the equivalent of a "normal" imprint.

This process usually takes several days. To enact this change requires a ritual meditation of up to an hour for oneself and up to a day for another. It deflects trumps, temporarily de-attunes stuff.

**2.6.5.12 Selected Directional Multiple Psyche Emulation (05 points)**

Using multiple psychic signatures and power taints emulated at one time, you can present a different type of Psychic aura to different sorts of detection such as pattern sight, Logrus sight, magical vision, or another scanning method available.

**2.6.5.13 Psychic Mimicry (05 points)**

The power to mimic another character's psyche signature or taints to the point that when trump artists try to make a trump of the psyche signature of the character utilizing this power, they instead create a trump of the entity the character was imitating.

**2.6.5.14 Lynchpin Avoidance (05 points)**

This is the ability to evade intrusive spells, either by changing your psychic aura after the target was named, or by making yourself "invisible" to these spells. It must be implemented before the spell is completely cast or as the last linchpin is put into place, and is less effective against spells which works with "line-of-sight" type of target identification. Consider it to generally add up to six ranks in Psyche Finesse when determining if you're affected by the spell, three against LOS spells, and only half that if you're not prepared (respectively three and one and a half rank).

**2.6.5.15 Total Aura Cloak (05 points)**

The ability to completely nullify the character's psyche signature and taints, making oneself immune to all kind of psychic detection. One must concentrate to keep up the shield, and only simple actions can be performed while this power is in operation.

**2.6.5.16 Shift Persona (05 points)**

Part of the problem with trying to imitate someone else, regardless of whether you look, sound, smell and feel like them, is that you can still give yourself away by not acting like them. Shape Shift Persona lets you change your personality so even slight, subtle mannerisms can be imitated. In order to do this, you must have a Psychic Imprint of the person you're trying to copy.

There are dangers to Shape Shifting Persona. If you attempt to Shape Shift into the personality of a particularly powerful mind, you run the risk of it overwhelming you. In essence, you actually become that person, and may totally lose control over your character. Usually this ends with sleep or unconsciousness, when your own natural Persona will come back into existence.

**2.6.5.17 Exalted Persona Shapeshift (10 points)**

You have mastered the art of the shape shift to such an extent that you can have two minds: you take on the personality of who you impersonate, all the while keeping your own thoughts and secrets. You can perfectly imitate any Amberite or Chaos lord, so long as you've had a psychic contact with him.

**2.6.5.18 Blood Creatures (05 points)**

The blood of an individual possessing this Power has very special properties. Cut yourself, bleed out a few drops, and you can shape the blood into a creature of your desire. This creature will have a measure of your own powers. So, for example, if you have the Blood of Amber, your blood creature will have a bit of power over Pattern as well.

Corwin's 'bloodbird' is a prime example of a creature made of Shape Shifted blood. In this case the bird has the power to fly through Shadow and has an innate "homing" connection to Corwin. It's also important to note that the bloodbird is a non-player character. It operated independently of Corwin, delivering Oberon's package, then leaving, and then returning to rescue Corwin at that moment when his life was in grave danger.

This can be combined with Empowerment or the 'Mimic Intrinsic Powers' advanced Shapeshifting ability to create enhanced blood creatures. All blood creatures have an all-over coloration, which is the same as that of the blood of their creator; this cannot be changed. Obviously a shapeshifter cannot create too many blood creatures, or ones which are too large, without starting to suffer from the effects of blood loss.

#### **2.6.5.19 Infectious possession (10 points)**

This creates from your own blood an organism which will attempt to take over and possess another organism, effectively bonding him to you, just as if he was one of your Blood Creatures. An Endurance conflict is nonetheless required. It also allows you to absorb mass from a living organism you've infected, as in Absorb & Eject mass.

#### **2.6.5.20 Shift Anatomy and Structure/Acquire Form's Abilities (05 points)**

Instead of having to shift into animal form to gain the animal's ability, you can simply change your own form to add the ability. For example, you can have your character sprout wings like a bird or a bat, or develop claws or armored scales. In addition, you can move around, change, duplicate, and augment the body's internal organs. Aside from the obvious benefits of generating two hearts, or a sub-brain, you can use this ability to regenerate lost body parts, which takes about a week of total concentration. However, this is extremely difficult, requiring precise medical knowledge about how your body and your organs work and are constituted. This also gives you the ability to radically shift your metabolism and biochemistry and to maintain non-regular metabolisms on the fly. In effect, this power gives the player immunity to most mundane and non-magical poisons.

#### **2.6.5.21 Berserker (Shift Personna + 05 points)**

A ShapeShift-enhanced ability to just Keep Going, with a process similar to automatic shapeshift, but geared to fighting rather than self-preservation, primarily by overriding the normal 'cuts-off'. Everything is seen as a matter of combat. This will kick in when the shapeshifter is hurt and generally runs until everyone else has fallen down or run away. A wound has no effect unless it is enough to kill the berserker at a stroke; other than this it will heal essentially instantly. Chopping off parts of the berserker deprives the berserker of that part until it grows a new one (which will not take very long); merely cutting deep into it won't even reduce its co-ordination, as the berserker is running on shapeshift, rather than its nervous system. However, chopping off parts does allow the berserker to be 'whittled away'. Endurance has some effect on when one stops, but if there are still things to hit, the berserkers will probably push themselves until they fall unconscious. Note that berserk combat style is not at all geared to self-preservation; the berserker will generally fight in fully offensive mode at all times. Their ability to distinguish anything other than 'target' is limited, especially as they are under the control of their unconscious, not conscious, minds. Stuff is relevant here, but the character is generally out of the players' hands while using this ability...

#### **2.6.5.22 Forbidden Shape shift (05 points)**

You are well beyond the ordinary limits of the ShapeShift, and dwell into forbidden knowledge. For example, you can modify your brain in order to have multiples brains simultaneously active, which allow you to cast spells much more quickly (See the Mandor entry in Shadow knight) or act in multiples bodies. So long as two of your "brains" are in the same shadow, they can communicate telepathically. In fact, they are one. In different shadows, an empathic link subsists (which can be used against you), but that's all until they're in a mental link anew. The danger, of course, is that if your "brains" are sufficiently far away, or in a shadow that doesn't allow psychic communication, the link can be broken, and they may become different individuals, each believing to be the real one... Another problem is that your imprints are lessened, so the endurance cost of any Pattern or Logrus ability is multiplied by the number of copies of yourself that you've made. This problem disappears for each of your clones that gains the Pattern or Logrus Imprint, but this breaks the link between them and the other clones, and they become separate individuals.

#### **2.6.5.23 Mimic Intrinsic Powers (05 points)**

Essentially the 'creatures of power' ability, but it also allows the mimicry of abilities, which can only be found in inanimate objects (for example the power to rack spells). This power allows the shapeshifter to, for example, have intrinsic armour, spell rack capability etc., as long as they have studied something with the desired ability. The number of such abilities that can be incorporated into oneself at once depends on ones Psyche (at roughly the rate of 1 point of Power/Quality per 8 points Psyche:General). One can have more abilities than ones Psyche would normally allow by spending earned points; one point spent gives one 1 extra point of Power or Quality; this can never be more than twice the number of points of Powers or Qualities one can manifest at the same time.

Combining this power with the ability to shed mass allows the creation of living things with useful abilities of most kinds from ones body. It also allows the enhancement of ones natural body armour and weapons into higher-level forms (see "Alternate Forms"). If one has Blood Creatures too, this allows the creation of enhanced blood creatures as a similar manner to what can be done with Empowerment, but with the caveat that one must have studied the relevant creature. With the Absorb/Shed Mass ability this can also be used to create empowered items.

#### **2.6.5.24 Create ShapeShifting Artifacts (Blood Creatures + 05 points)**

Just as the others Create (power type) Artefacts, this grants you the power to create exceptionally potent creatures or artefacts, but they must be created as Blood Creatures.

**2.6.5.25 Approximate Advanced Form Ability (05 points)**

This power allows the character to a minor extent to mimic an advanced ability of a given form that the character has shapeshifted into. These abilities would be such as pattern imprint, Logrus mastery, and magic. Only one power can be emulated at any given time. The character must have met someone with the ability to emulate and then perform a form study on the individual. This also won't really give the power to the character, and a detailed study can reveal the fraud, but it allows you to mimic Basic powers at about half their normal efficiency.

**2.6.5.26 Replicate Advanced Form Ability (15 points)**

This is a very potent ability, which allows one to emulate the advanced abilities of a given form that you have studied. You can mimic almost any advanced ability, except those that requires too much skill and practice (and even these can be copied with time). This approximation is never as good as the true power, though, and thus has only 75% of the original power's efficiency.

**2.6.5.27 Total Psyche Emulation (Psychic Mimicry + Shift Persona + 05 points)**

The ability to completely be able to emulate the psyche and power signature of anyone the character has previously performed a form study. There is no known way to tell the copy from the original.

**2.6.5.28 Form Assumption Connection (10 points)**

Ability to tap into the power available to a form by taking it from that form: This forms a connection between the character and the possessor of the form in question, giving him the same powers. This ability is quite dangerous to utilize if the character takes on the form of a personage or entity that possesses a higher psyche level. The new form will attempt to take over the form of character, replacing their personality with their own until the character utilizing this ability can be made to go back to their true form by force or due to damage. Another possibility is that, by trying to channel too much power, you might hurt yourself, or worse.

**2.6.5.29 Non-organic Forms (05points)**

Allows you to shapeshift into non-living beings or items (such as a sword, water, diamond...). Specifics are somewhat messy: Turning yourself into stone is not smart, for example, since it has a significantly higher density than you do in your human form, so you'd end up smaller. You'd also have a lot of problems moving. If you shapeshift to a rigid or immovable form you're still just as rigid. By the way, your face usually appears somewhere in the new form, but it doesn't have to. Thus if you were willing to lose the mobility and size you could turn yourself into a rock, indistinguishable from any other rock by normal means. However you wouldn't be able to see or hear...you'd be limited to your natural psychic sense and whatever senses rocks have...Be careful to the risks of loss of identity linked to the shapeshifting into a creature too far from the human (or Chaosian, or whatever...) form. You can't shapeshift into fire or energy. For this, you must have the "Energy Forms" ability.

**2.6.5.30 Energy Forms (05 points)**

You can shapeshift into elemental or energy beings, and product energy (such as light, lightning, fire....) directly from your body. All through Prince of Chaos Mandor and Dara use this, going around as pillars of flame, storms, and so on. The size of the forms you can assume is related to your mass. Now, while you could use this power to give yourself natural attacks, like lightning bolts from a storm, there are a lot of simpler ways to do this. For one thing learning to create such attacks would take a lot of practice in each form. For another, projecting energy is VERY tiring. Amber rank endurance would be prostrated after two or three such bolts (this counts as one hour of heavy exertion per bolt). Chaos rank endurance would last for maybe one. As an aside or two, you can't do this to only part of your body, unlike most forms of shapeshifting. It's either all or nothing. You can't just turn your left arm into flame. Another thing is that your new form tends to be cohesive. Someone with a sword could damage you in an elemental form (for lack of a better term; the forms don't have to be elemental) by swinging it through you. The presence of a foreign object would disrupt your body and injure you, albeit probably not as much as if you were in human form. If someone managed to detach part of your body, you'd lose that portion of your body mass. And if, for example, you get extinguished while in a fire form you're in real trouble. If your form is totally destroyed you're dead. So sticking in a fire form around a water mage is probably a dumb thing to do. You can use this power to make yourself less vulnerable to certain dangers, but there are usually concurrent risks from the form itself.

Note that this also gives you the ability to produce magical energy from your body, which may be useful in conjunction with Reshaping Magic.

**2.6.5.31 Energy Redirection (05 points)**

The ability to redirect most energy forms directed at the character (i.e. lighting, magic, fire, light, radiation...), letting it pass through your body without damage. While this may be possible with some inorganic forms, this power works all the time, even if you're not shapeshifted into a specific form. Note that this isn't complete invulnerability to energy attacks, as you won't deflect all the energy. More so, if you're being it at once (or in rapid succession) by two opposite energies, you won't be protected against both attacks, and may even suffer additional damage from the energy you're not protecting against.

**2.6.5.32 Alternate Forms (05 for 02 points of qualities)**

This allows extra forms with various abilities, each block of 02 qualities points costing 05 points.

Examples:

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**The Keep of the Thirteenth Hour**  
**Edited Kevin Cowley**  
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Minor Demon (10): Extra-Hard Claws and Teeth (01), Resistant to normal weapons (01), Capacity to glide (02)

Major Demon (30): Double damage Claws and Teeth (02), Resistant to Firearms (02), Capacity to fly (04)

Vampire (20): Invulnerable (04), Vulnerability to sunlight (-04), Capacity to fly (04), Rapid healing (02), Sharp Teeth and Claws (01), Tireless (04)

Werewolf (05): Extra-Hard Claws and Teeth (01), Resistant to normal weapons (01)

The basic Demonic form is considered to have "for free" the following: Extra-Hard Claws and Teeth (01), and Resistance to normal weapons (01). These two points subtract from the cost of any Advanced demonic form.

## **2.6.6 Creatures, Artifacts, and Constructs**

### **2.6.6.1 Credits**

The costs and description of C&A abilities are Copyright 1994, 1995, 1996 by Casey McGirt, with slight adaptations by The Fixer 2001 and 2002. The Create (power type) Artefacts and Constructs rules are Copyright 2002 by The Fixer.

### **2.6.6.2 Introduction**

Usually, one can only create or find artefacts with a maximum of 4 points in a quality or power. However, there are two ways to have more powerful creatures or artefacts: one is through the various Create (power type) Artefacts abilities; the other is through the creation of Constructs.

You will also find here a listing and description of Item Qualities and Powers.

### **2.6.6.3 Create (power type) Artefacts**

#### **2.6.6.3.1 Specifications**

The Create (power type) Artefacts ability does not always allow a greater Quality or Power level, and works in specific ways, which are written down here:

- Create Pattern Artefacts requires access to a Pattern. The artefact (or, more rarely, the creature) can be drawn from the Pattern, actually emerging from it, or an existing item or creature can be suffused with energies drawn from it (if creating a construct, you need only to extract or suffuse a critical component). A secondary effect is that a created item will be at least partly composed of silver, and that a created one will be at least partly changed to silver. However, Pattern Creatures and artefacts cannot reach the 8-points level in the following: Shape Shifting, Trump Images, Power Word Capacity and Spell Storage Capacity. This also lets you create an item with a Pattern Image upon it (like the Pattern swords).
- Create Logrus Artefacts (which cannot, of course, be combined with Create Pattern Artefacts) works in the same way, the differences being that the object must be drawn from, or suffused at the Logrus, and that there's no relationship to silver. The Logrus cannot provide an 8-points level in the following: Shadow Movement, Healing, Shape Shifting and Trump Images. You also gain the ability to create Creatures or items with a Logrus Extension linked to it.
- Create Jewel Artefacts gives you the power to create artefacts or creatures based upon the Jewel of Judgement. This requires either to have them traverse the internal three-dimensional Pattern or to be suffused by JoJ energies at creation. This cannot provide the following qualities and powers: Vitality, Movement, Stamina, Aggression, Intelligence, Healing, Shape-Shifting, Trump Images, Power Word Capacity, Spell Storage Capacity. However, the powers possessed by the Creature or Artefact are slightly stronger than they should be, which gives it a +5 bonus in any confrontation with it and may allow it to do things they shouldn't be able to, most of the times when coupled with the JoJ, and so, even more if it is a construct which is also attuned to the JoJ (see below, in the Constructs rules section).
- Create Broken Pattern Artefacts works just as Create Pattern Artefacts, but does not allow increased powers, nor increased Damage Rating. Nonetheless such an Artefact can have a Broken Pattern Image upon it.
- Create Trump Artefacts lets you create an artefact anywhere, but the only capacity available at the 8-points level are Trump Images, and, if you've also got the Create Trump Rack ability, Power Word and Spell Storage capacity.
- Create ShapeShifting Artefacts can work anywhere, but the only powers available to the 8-points level is Shape Shifting.
- Advanced Powers and Qualities (the advanced Conjuration ability) works anywhere, but does not allow Damage, Psychic quality, Psychic defence, Shadow Movement, Shadow Manipulation at the 8-points level. If you also master Create Logrus or Pattern Artefacts, it allows you to enchant such an item anywhere, suffusing it of Pattern or Logrus energy with your Logrus or Pattern Tendrils.

#### **2.6.6.3.2 Power Images**

One with the appropriate Create (power type) Artefacts ability can imbue an item or creature with the image of a power. While such an image isn't as strong as the real imprint, it does make the C&A real. So, it will be almost as resistant to Shadow Manipulation as an Amberite or Chaosite, and will have added benefits. However, it becomes a NPC, and thus can turn against its creator. So, it is often incorporated in mindless artefacts, such as weapons, for they have no mind whatsoever. Be careful, though: one can never know what will happen when you play with the basics of reality, and such an item might very well develop its own consciousness, especially if the Power it is based upon wish it so (as happened to Frakir when it gained the Logrus Image).

The available Imprints, and their powers, are described below:

- **Pattern Image (08 points):** This grants the item a partial image of the Pattern, or the image of a part of the pattern. This makes the item as resistant to Logrus and Chaos forces as someone who has assayed the Pattern. Such an image can also be extremely destructive versus Logrus-charged blood (such as with Chaosites and Chaos Demons), as it ignites their blood (as Corwin proved time and time again with Grayswandir). It increases the damage rating of the weapon to the next level (minimum damage is Serious or 4-pts level). On Amberites and other creatures without Chaos energy in their blood, this makes the wound much more difficult to heal, as it is more "real": Shapeshift can't close such wounds, and regeneration is WAY harder, taking at least 10 times the usual duration. Alternatively, it can increase Order in an eight-meter radius, lessening the influence of Chaos, and weakening Chaos Creatures who don't fare Order very well, working essentially as a Temporary Pattern Swell.
- **Logrus Image (06 points):** This gives the item the power to serve as a Logrus Tendril: it can extend an extension to search for something through Shadow, it can be used (at half normal strength) in combat, and you can store up to twelve spells in it, as you would in the Logrus. On a weapon, it creates a kind of timorous wound that is very difficult to heal (thus impending Shapeshifting wounds) and can even be fatal to those with Amber Endurance.
- **Broken Pattern Image (cost varies depending upon the Broken Pattern it is based upon):** Such an item is real, and can project a Broken Pattern tendril, as well as store up to twelve spells in it, even if this is no more efficient than storing spells in a real Broken Pattern. On a weapon, it is dangerous for Chaosites, as blood can be inflamed, so, this increases by one level the damage rating of the Weapon, up to a maximum of Serious Damage (04 pts-level). For Amberites, the wound is difficult to heal: regeneration takes three times as long, and Shapeshift wounds takes hours instead of seconds.

#### **2.6.6.4 Constructs**

##### **2.6.6.4.1 Power Source**

Works mostly as in Shadow Knight. You must define the powers upon which your construct is based. Then, you go on, unless you want it to have some capacities that cannot be covered by the normal qualities and powers rules (even at the 16-points level), but fall under the realm of a power it is based upon. You must then pay the following cost:

- Pattern: 16 points.
- Logrus: 12 points.
- Jewel of Judgement: 10 points. This mostly allows the Construct the same benefits as being attuned to the JoJ.
- Broken Pattern: varies accordingly to the Broken Pattern it is based upon.
- Trumps: 08 points.
- ShapeShift: 04 points.
- Sorcery: 02 points.
- Shadow Power: 01 point.

This allows the Construct to do some of the things described in Shadow Knight, or any action possible with this particular power, so long as it is something that its creator can do. Of course, The Construct can improve later.

##### **2.6.6.4.2 Base Shadow**

As in Shadow Knight, save that the quantity multiplier is the same as for C&A below. The Shadow Quantity multiplier also apply to the eventual Power Source cost, unless the Shadows are defined as one Shadow hosting the Construct, the others serving as energy sources. In such a case, the mother Shadow is bought separately, with a quantity multiplier of 1, the other Shadows being paid for as a whole (with quantity modifiers...)

##### **2.6.6.4.3 Construct Powers and Qualities**

Every power and quality of the Construct must be bought as per the usual Artefact and Creature rules. However, the maximum level it can have in a power or quality is raised by one. So, any Construct can have any power or quality at the 8-points level, and those created with Create (power type) Artefacts can have some of these at the 16-points level. In this case, for Logrus and Pattern-based Constructs, you don't create it at the Pattern or Logrus site, you only create or suffuse with energy one or more "pieces" that will be integrated to your Construct.

If you want your Construct to have one or more “brains”, you must apply a quantity multiplier to its intelligence, psychic quality and psychic defence (although some brains can have one or more of these at a greater level than the others can). Those multipliers are valid for all the “brains” in a given Shadow. If your Construct is based on multiple Shadows (i.e. it is present in multiple Shadows: this does not apply to Energy source Shadows) and must have “brains” in more than one Shadow, you must apply an appropriate Quantity multiplier (x1, x2 or x3). So, yes, it is possible to have a horde of “brains” in every Shadow of an innumerable series, if you’re not afraid of the cost. This can accelerate the applications of a power, or allow multiple intellectual tasks at once. It is also possible to use two different powers at the same time, or the same power on two different things.

#### **2.6.6.4.4 Manifestations**

They are bought as in Shadow Knight.

#### **2.6.6.4.5 Transferals**

It is no longer a multiplier, but rather an added cost, which varies accordingly to the type of link to the manifestation and the eventual transferral of powers or qualities from the Construct to the manifestation. This can be bought multiple times, if you want many powers or qualities to be transferred. The first number is for intrinsic connection, the second is for Shadow canal, and the third is for the Interrupter type of connection:

- No transferral (There’s only a psychic link between the manifestation and the Construct): 1/2/3. Note that this psychic link, just as any such link, allows spellthrowing through it, as well as a psychic attack.
- Transferral of a given quality: 2/4/6: one quality, always the same, is transferred. It cannot be changed.
- Transferral of a given power: 3/6/9: as with quality, but with a power.
- Transferral of any one quality: 3/6/9: The quality transferred can be changed at will, but only one quality can be transferred at a time.
- Transferral of any one power: 4/8/12: as with transferral of any one quality, but with any one quality or power.
- Transferral of special powers: 5/10/15: this allows transferral of powers non-covered by the normal C&A rules.

Add +1/2 the above costs per additional quality or power transferred beyond one. These are transferred to the manifestation. To be transferred to a person would require either this to person be defined as the manifestation, or an additional transferral to be made, from the manifestation to someone. I advise GMs to be cool in this matter: these rules are already making constructs very expensive.

Every transferral MUST be at the same level of connection if they come from the same Shadow.

#### **2.6.6.4.6 Construct Psyche**

It is bought under C&A rules, as intelligence, psychic quality and psychic defence.

It is however possible to have a power-boosted psyche, as in Shadow Knight. The Construct’s Brute Psyche is then raised by a number of points equal to twice the Shadow’s reality level times the Shadow’s quantity multiplier (from 1 to 3). This costs 2 points. The Construct cannot canalise more energy without destroying itself. If it chooses to do so, it can multiply the additional energy by two, but will suffer 10 times the normal Endurance loss, and be destroyed if it ever reaches the Collapsing level. For Tireless Stamina, this happens after 200 hours. It will also definitely lose one point (not CPs! C&A points!) in Psychic quality or defence every times it reaches a new exertion level while doing so.

Also remember that Primal Planes (04) are extremely rare, so it is very difficult to have them in Named and Numbered quantity. Also, while Shadows of the Realms (02) are more common, it is almost as difficult to find them in Horde quantity.

### **2.6.6.5 Item Qualities:**

#### **2.6.6.5.1 Vitality**

Physical Strength, and, for Artefacts, the measure of life in the item.

- Chaos Vitality [1]: Chaos-level (two Strength Conflict points). Brings an Artefact to life.
- Amber Vitality [2]: Amber-level (four Strength Conflict Points).
- Ranked Vitality [4]: Low-Ranked in the Strength Auction (equivalent to eight Strength Conflict Points).
- Extraordinary Vitality [8]: Mid-Ranked (sixteen Strength Conflict Points).
- Supreme Vitality [16]: High-Ranked. Would give Gerard a fight (twenty-four Strength Conflict Points).

#### **2.6.6.5.2 Movement**

Enhance the speed of Artefacts and Creatures.

- Item Mobility [1]: Gives an Artefact movement based on its form.
- Double Speed [2]: Doubles the natural speed of a Creature (up to about 60 miles per hour), or allows inanimate objects without other means of movement to move at the pace of a jog. At this level, gliding may be imbued into an Artefact or Creature.
- Engine Speed [4]: Allows Creatures to keep up with powered vehicles. Depending on the creature, speeds range from 60 to 100 miles per hour (about 96 to 160 kph). Items without other means of locomotion can travel up to 30 miles per hour (48 kph). Flight may be placed into an Artefact or Creature, although Flight speed will be only half of what Engine Speed would normally imbue.

- -Greater Speed [8]: At this point, the Artefact or Creature can gain true flight, at Engine Speed, or, less often, a ground level speed exceeding that of the fastest vehicles . Alternatively, an item without other means of locomotion can now travel at up to 60 miles per hour (96 kph).
- -Immense Speed [16]: Generally only used for Flying Artefacts or Creatures, this allows movement at incredible speeds, like a plane.

#### **2.6.6.5.3 Stamina**

Allows exertion over extended periods. Also used for powering certain Item Powers.

- Chaos Stamina [1]: Chaos-level (tired in 2 minutes, strained in 20, exhausted in 45, collapsing in 1 hour).
- Amber Stamina [2]: Amber-level (Tired in 40 minutes, Strained in 10 hour, Exhausted in 15 hours, collapsing in 40 hours).
- Ranked Stamina [4]: Tired in 80 minutes, Strained in 20 hour, Exhausted in 30 hours, collapsing in 80 hours.
- Supreme Stamina [8]: Tired in 160 minutes, Strained in 40 hour, Exhausted in 60 hours, and Collapsing in 160 hours.
- Tireless Stamina [16]: The Artefact or Creature will never get tired.

#### **2.6.6.5.4 Aggression**

Basic reflexes and combat skills.

- Combat Training [1]: Better than mere humans (about 1,5 Warfare Conflict Points). Creatures fighting in groups are equal to Chaos-level (two Warfare Conflict Points), as are items specializing in a form of combat.
- Combat Reflexes [2]: Chaos-level (two Warfare Conflict Points), or Amber-level if specialized (4 Warfare Conflict Points).
- Combat Adept [4]: Amber-level (4 Warfare Conflict Points), or Low-Ranked if specialized (8 Warfare Conflict Points).
- Combat Mastery [8]: Low to Mid-Ranked (8 Warfare Conflict Points), or Mid to High-Ranked if specialized (16 Warfare Conflict Points).
- Combat Supremacy [16]: Mid to High-Ranked (16 Warfare Conflict Points). If specialized, a near-equal fight for Benedict (24 Warfare Conflict Points).

#### **2.6.6.5.5 Resistance To Damage**

Amber equivalent of an Armour Rating.

Note that a sufficiently-skilled fighter can find the weakness in almost any defence, and even if the armour is not penetrated, the force of the blow (in full or in part) may transfer through. Resistance is still based on the item's form, so a set of armour with Resistant to Normal Weapons is tougher than a cloth with the same property. I consider armour as being resistant to normal weapons (01 point), so armour with resistance to firearms will have a resistance of 2+1 points. On the other side, the rings of protection and other pieces of jewellery protects as if the protection was lower by one point, even if they resist to damage with their full power. So a ring with Resistance to Normal Weapons will not protect you, but will be resistant to damage itself. With a transferral, it would grant you an armour of 1-1=0 pts. This would not greatly protect you from a blow, but could keep away rain and such annoyances...

- Resistance to Normal Weapons [1]: Deflects most normal weapon strikes.
- Resistance to Firearms [2]: Resistant (but not invulnerable to) bullets, explosions, fire, and the like.
- Impervious to Normal Weapons [4]: Impervious to attacks from normal weapons.
- Impervious to Firearms [8]: Cannot be penetrated by bullets, explosions, fire, etc.
- Invulnerability [16]: Nothing less than a major power can affect the Item in any fashion.

#### **2.6.6.5.6 Damage Rating**

The damaging effects of Items. Tends to cancel out an equal-value defence. Note that the added durability of the item is not protection. It simply prevents the item itself from being destroyed when striking. This can also be used to represent poisonous items, including envenomed weapons.

- Extra-Hard [1]: Can impact with great force without being damaged, and penetrates surfaces that are Resistant to Normal Weapons. If defined as a poison, it is potentially fatal to those of Human Endurance (assuming a direct hit/dose).
- Extra Damage [2]: Increases damage done, and gives added durability. Penetrates surfaces that are Resistant to Firearms. Poisons are potentially fatal to those of Chaos Endurance.
- Serious Damage [4]: Capable of inflicting moderate damage with even a minor hit, and has exceptional durability. Penetrates surfaces that are Impervious to Normal Weapons. Poisons are potentially fatal to those with an Amber END (not ranked).
- Deadly Damage [8]: Rips through opponents, causing serious wounds. Penetrates surfaces that are Impervious to Firearms, and has extraordinary durability. Poisons are potentially fatal to those with a Low-Ranked END (8 Endurance Conflict Points).

- Greater Damage [16]: At this level, every hit becomes potentially fatal. Can only be damaged by a major Power. Any surface will be penetrated with ease, regardless of defensive value. If a poison, it is potentially fatal to those with Mid-Ranked END (16 Endurance Conflict Points).

#### **2.6.6.5.7 Intelligence**

Not only comprehension, but also the ability to communicate with others.

- Animal Intelligence [1]: An Artefact or unintelligent Creature can be given the ability to speak in the language of the creator (usually Thari), but with a limited vocabulary. Intelligence level is the equivalent of a well-trained dog.
- Human Intelligence [2]: The Artefact or Creature is as intelligent as the average human is, and capable of the full range of human expression, including speaking, singing, etc.
- Enhanced Intelligence [4]: Better than the average human, the Artefact or Creature is capable of very complex expression and intelligence, learning several languages, and otherwise equal to a high-IQ individual.
- Advanced Intelligence [8]: The Item is now imbued with full expression in any language it knows, can contemplate several lines of thought at the same time, and otherwise act more intelligent than most beings.
- Quantum Intelligence [16]: The Item now has near-unlimited comprehension and communication abilities.

#### **2.6.6.5.8 Psychic Quality**

Confers a limited version of the Psyche attribute, used mainly for powering mental contacts or powers. Higher levels may also be keyed to sensing Psychic phenomena.

- Psychic Sensitivity [1]: Chaos-rank for purposes of mental contact (2 Psyche Conflict Points). For Artefacts with no intelligence, the ability to receive commands and understand specific orders is gained.
- Psychic Awareness [2]: Amber-rank for purposes of mental contact (4 Psyche CPs), or Chaos-rank with the added ability to sense danger. This danger sense is roughly equivalent to what a high Psyche individual would feel, concentrating on the detection of hostile thoughts and emotions directed toward the owner of the Item (or the Item itself) at a range of 10 meters. Alternatively to the Danger Sense, it can allow psychic communication up to a hundred meters.
- Extraordinary Psychic Sense [4]: Low-Ranked for purposes of mental contact (8 Psyche CPs), or Amber psyche with special sensing capabilities. Danger sense works as below (to a range of 20 meters), but flashes of insight will also allow the sensing of future events, including when its owner is in danger (up to an 1 hour). Or it can permit contact through one Shadow with the owner, and even through close Shadows, though this is time-consuming, and does not allow for physical transferral. Alternatively, has Chaos-level psyche with the Danger Sense and communication abilities described with Psychic Awareness. Or the GM and player may agree on yet another ability.
- Psychic Battery [8]: Mid-Ranked for purposes of mental contact (16 Psyche CPs), or Low-Ranked with special sensing capabilities: Danger Sense at 40 meters with flashes of insight up to 2 hours in the future, or easy communication through close Shadows, becoming difficult through related Shadows. Alternatively, Amber-level Psyche with all the abilities of Extraordinary Psychic Sense
- Supernatural Psychic Power [16]: High-Ranked for purposes of mental contact (24 Psyche CPs), or Mid-Ranked with special sensing capabilities (Danger sense to 80 meter with insight up to 4 hours, or easy communication through related Shadows, becoming difficult through Shadow), or Low-ranked psyche with all the abilities of a Psychic Battery.

#### **2.6.6.5.9 Psychic Defence**

Covers general resistance to Psychic attack.

- Chaos Resistance [1]: Chaos-level (2 Psyche CPs).
- Psychic Neutral [2]: The Item is cloaked versus Psychic detection, although a detailed check by someone with Ranked Psyche will reveal it. Actual defence is Amber-level (4 Psyche CPs).
- Psychic Barrier [4]: As Psychic Neutral, except with Low to Mid-Ranked resistance (8 Psyche CPs). Optionally, the Item can instead have a Psychic Barrier, which makes it resistant to ALL Psychic influence. This is a two-way barrier, preventing the Item from using any Psyche-oriented abilities. While easily detectable by those with high Psychic sensitivity, breaking through a Psychic barrier requires a great Psyche, or multiple people with Ranked Psyche working as a group (This is equivalent to 16 Psyche CPs).
- Psychic Shield [8]: Mid to High-Ranked (16 CPs), or a stronger Psychic Barrier (24 CPs).
- Psychic Block [16]: The Item has a quasi-perfect Psychic Resistance (24 Psyche CPs) or a near-impregnable Psychic Barrier (36 CPs).

## **2.6.6.6 Item Powers**

### **2.6.6.6.1 Shadow Movement**

Gives the Item limited movement through Shadow.

- Shadow Trail [1]: Can follow others through Shadow.
- Shadow Path [2]: Can travel to well-known Shadows.
- Shadow Seek [4]: Can travel toward a person or item in Shadow. Note that this usually involves travelling through the worst of "Hellriding" routes, and often is a hit-or-miss process.
- Shadow Walk [8]: Can walk through Shadow like an Amberite.
- Shadow Transport [16]: Can teleport to known areas in Shadow. The number of memorized places is equal to twice the Intelligence cost of the Item if costing fewer than 4 pts, 40 if costing 8 points, infinite if costing 16 pts.

### **2.6.6.6.2 Shadow Manipulation**

Limited power over aspects of Shadow.

Note that some uses of this power may require another Item quality or power for full effectiveness (such as a Damage Rating).

- Shadow Alteration [1]: The Item can change a single aspect of Shadow. For example, a sword with Shadow Alteration could manifest fire upon the blade (additional damage should generally be bought with this).
- Minor Shadow Molding [2]: The Item can change a variety of simple Shadow items and features.
- Shadow Molding [4]: The Item is capable of altering a wide variety of Shadow items and features, including slight changes in the inhabitants of the Shadow. Note that this requires great psyche superiority (3 times) and is completely ineffective against anyone with access to a form of real power, such as Broken Pattern, Chaos or Amber Blood, etc.
- Advanced Shadow Molding [8]: Can change some of the major features of a Shadow, such as alteration of probability to a limited extent, the magical environment, etc.
- Shadowmastery [16]: The Item can manipulate most features of a Shadow, unless it is under the influence of a major Power, such as Pattern, etc.

### **2.6.6.6.3 Healing**

The ability to repair damage to an Artefact or Creature.

- Item Healing [1]: The item heals as fast as a normal creature.
- Amber Healing [2]: Heals and regenerates as Amber-level Endurance.
- Rapid Healing [4]: Heals and regenerates as Low to Mid-Ranked Endurance.
- Exceptional Healing [8]: Heals and regenerates as Mid to High-Ranked Endurance.
- Regeneration [16]: Within a matter of minutes, the Artefact or Creature will heal any damage done to it. Even regrowing lost parts is quick, requiring less than an hour. Note that this will take a toll on the Stamina of the Item, generally rendering it inoperative for a time.

### **2.6.6.6.4 Shape-Shifting**

The ability for an Item to alter its form. Qualities and Powers carry over to all forms.

- Alternate Form/Shape [1]: One alternate form, described when it is created. Must be of comparable size and mass. This cannot give seemingly "magical" abilities, as an invisible form or a flaming form.
- Named and Numbered Forms/Shapes [2]: As Alternate Form, but several forms, not to exceed twelve, are available. These are chosen when the Item is created. Alternatively, one form, with seemingly "magical" abilities, as an invisible form or a flaming form.
- Limited Shape Shift [4]: Can assume the shape of any animal or item of comparable size and mass. Initially limited to a few forms, the Item can gradually learn new ones. Alternatively, Named and Numbered "magical" forms can be available.
- Shape Shift [8]: The item has full Shape Shifting abilities. It can learn a new form with minimal practice, accelerate its healing rate, and absorb/eject mass. Or it can have Limited Shape Shift with the ability to switch to "magical" forms.
- Advanced Shifting [16]: In addition to the above, the Item has additional capabilities in an area. Examples include, but are not limited to: Dimensional Shifting (changing position in space, or even time), Component Shifting (can subdivide into several parts), etc. Or it can have Shape Shift with the ability to switch to "magical" forms.

#### **2.6.6.6.5 Trump Images**

Bestows Trump capabilities. Can only be created by Trump Artists. Any such item is Impervious to normal weapons (4) for free.

- Contains Trump Image [1]: The Item doubles as a Trump, holding a single Trump image.
- Personal Trump Deck [2]: The Item holds several images, but is limited to those personally created by the Trump Artist.
- Powered By Trump [4]: In addition to being able to hold Trump images, the Item is considered directly powered by the energies of Trump, and can thus be used as a power source for Trump Sorcery.
- Trump Link [8]: The item is capable of maintaining a permanent Trump link, which can be used in several ways. For example, a ring could be made that could transport itself (and the wearer, since Trump is not limited to single-object transport) to the other end of the link at any time. Note that such a link can be broken just like any other Trump connection, but the item will constantly try to reconnect. The link can, of course, be changed at will.
- Trump Icon [16]: The Item is a virtual Trump computer. It can access any known person or place with the powers of Trump, and do nearly anything that can be done with Trump images. Ghostwheel's capabilities are an example of this.

#### **2.6.6.6.6 Power Word Capacity**

Can use one or more Power Words, powered by the Item's Stamina, and using Psychic Quality to determine the effect.

- Single-Word Capacity [1]: Can hold a single Power Word (Basic Words only).
- Named and Numbered Words [2]: Can hold either named and numbered Power Words, or a single Advanced Power Word.
- Advanced Power Words [4]: Holds either "Named and Numbered" Advanced Power Words, or a single Exalted Power Word.
- Exalted Power Words [8]: Holds named and numbered Exalted Power Words.
- Runic Mastery [16]: Holds all the Power Words possessed by the creator, and can create new ones if intelligent enough.

#### **2.6.6.6.7 Spell Storage Capacity**

Allows an Item to "Rack" spells.

- Single Spell Capability [1]: Can rack a single spell. Requires a magic wielder to invoke.
- Named and Numbered Spells [2]: Can rack named and numbered spells.
- Rack and Use Spells [4]: Can rack and cast named and numbered spells. The effectiveness of any spell cast by the Item is based on its Psychic Quality.
- Spell Processor [8]: The Item can design spells. The amount of time needed to create a new spell is based on the item's Intelligence and Psychic Quality (items in personal Shadows can also be affected by Control of Contents and/or Control of Time Flow). It also has the capability of racking and using spells, as above. A Spikard is an example of this, with the main portion in a fast-time Shadow.
- Spell Library [16]: Holds an extensive collection of spells. Any spell known by the item can be created and racked in a very short time (roughly a minute, modified by Intelligence, Psychic Quality, and, if the item is in an appropriate Shadow, Control of Contents/Time Flow). It also has the abilities of a Spell Processor, as above.

### **2.6.6.7 Cost Multipliers**

#### **2.6.6.7.1 Transferral**

The first multiplier is for if the item loses the power when it is transferred, while the second is used if the item retains the power, as well as allowing the character to use it. The multiple is applied to the Quality or Power being transferred. I also include the "normal" point cost, for those who prefer this option.

- Confer Quality [x2/x4 or +05/+10]: Allows the user to use the Quality, in addition to the Item.
- Confer Power [x4/x5 or +10/+15]: Allows the user to use the Power, in addition to the Item.

#### **2.6.6.7.2 Implanted Item Qualities/Powers**

This basically allows the character to buy an item quality or power as an actual power of the character. It generally cannot be taken away, though this will depend on the specifics of the power and GM fiat. As for transferral, the multiple is applied to the Quality or Power in question.

- Implant Quality [x5 or +15]: Gives an Item Quality to a character.
- Implant Power [x6 or +20]: Gives an Item Power to a character.

### **2.6.6.7.3 Quantity**

Allows the character to have multiples of a certain Artefact, Creature or Construct. The multiplier is applied to the total cost of the item after all other multipliers have been taken into account. Note that while each item must have the same powers, they can have different, set forms. Thus, a Named and Numbered set of Extra-Hard weapons may include 3 swords, 2 daggers, and an axe.

- Unique [x1]: A single Item.
- Named and Numbered [x2]: Up to a dozen of the Item.
- Horde [x3]: An extremely large number, centred in one location. On short notice, up to 50 or so may be found.
- Shadow-Wide [x4]: Can be found in Horde qualities everywhere in a Shadow.
- Cross-Shadow Environment [x5]: Found in every Shadow that contains a particular environment.
- Ubiquitous [x6]: Found throughout Shadow.

## **2.6.7 Jewel Of Judgement**

### **2.6.7.1 Credits**

Based upon the Queens Of Amber template for the JoJ, itself mainly a rewriting of the existing JoJ power levels presented in the Amber DRPG and in Shadow Knight.

### **2.6.7.2 Intro**

Possession of the jewel will change the flow of time around the wearer and drain him of his lifeforce. For each day during which you wear it, you will suffer an endurance loss of five minutes, which CANNOT be recuperated through rest so long as you wear it. With each increment of 30 minutes, you will gain one "warped time" point, which you can add to your Conflict points any time speed and reaction time are of the essence, such as swordplay.

### **2.6.7.3 Contents**

[10] Jewel Link  
-----[00] Shadow Manipulation  
-----[00] Temporal Control  
-----[00] Jewel Teleportation  
-----[05] Energy Swell  
-----[05] Create Jewel Artefacts  
-----[10] Manipulate Shadow without Jewel  
-----[05] Jewel Shadow Walk  
-----[05] Jewel Sight  
-----[05] Rack & Hang Spells in the Jewel  
-----[05] Jewel Magic  
-----[05] Cast through the Jewel  
-----[05] Control Jewel at range  
-----[10] Jewel Mastery  
-----[05] Sign of the three-dimensional Pattern  
-----[10] Greater Shadow Manipulation

### **2.6.7.4 Jewel link (10 points)**

Basic attunement to the Jewel of judgement. This gives you powers as per the Amber rulebook. It also allows you to rip energy from the heart of the jewel, at a rate of one-half the endurance points recovered minutes. Such energy will nonetheless disappear after Psyche conflict point minutes, at a rate of five energy points per five minutes.

### **2.6.7.5 Shadow Manipulation (00 points)**

As per the Amber rulebook. Only possible if you possess the Jewel.

### **2.6.7.6 Temporal Control (00 points)**

As per the Amber rulebook. Only possible if the Novice possesses the Jewel.

### **2.6.7.7 Jewel Teleportation (00 points)**

As per the Amber rulebook. Only possible if the Novice possesses the Jewel.

**2.6.7.8 Energy Swell (05 points)**

You can drain energy directly from the heart of the JoJ, temporarily replenishing your reserves. This can even heal the energy loss caused by the jewel itself. It takes one-fifth the energy recovered minutes, but will disappear after five times your Psyche Conflict point's minutes, at a rate of 5 points per ten minutes.

**2.6.7.9 Create Jewel Artefacts (05 points)**

With this capacity, you can create items, creatures or constructs based on the power of the Jewel of the Judgement.

**2.6.7.10 Manipulate Shadow without Jewel (10 points)**

As per the Amber rulebook description of the JoJ's Shadow Manipulation abilities. Possible if the initiate does not possess the Jewel.

**2.6.7.11 Jewel Shadow Walk (05 points)**

The Jewel gives individuals at this level of mastery the power to move through Shadow. Though this movement is slow by comparison to Pattern Shadow Walking (about one-fourth the Speed of Shadow Walking), shadow barriers do not impede Adepts of the Jewel. Only possible if the initiate possesses the Jewel.

**2.6.7.12 Jewel Sight (05 points)**

It is possible to develop Jewel Sight, which performs in much the same way as the Pattern Lens.

**2.6.7.13 Rack & Hang Spells in the Jewel (05 points)**

A sorcerer can learn how to use the Jewel as an aid to spell casting, by hanging spells on it. This takes about 1/5 of the spell's casting time.

**2.6.7.14 Jewel Magic (05 points)**

This is the power magic using the jewel as an energy source. Only possible if you've got the Jewel, unless you've mastered the Control Jewel at Range ability.

**2.6.7.15 Cast through the Jewel (05 points)**

You can cast spells through the Jewel (via Jewel Sight), which enables you to target spells across shadow.

**2.6.7.16 Control Jewel at range (05 points)**

You can use the jewel from a distance, localize it in Shadow, contact it wherever it is and then teleport to it or bring it back to you.

**2.6.7.17 Jewel Mastery (10 points)**

You exert your influence over the Shadows, and even on some aspects of Amber itself, changing and molding the reality as you wish.

**2.6.7.18 Sign of the three-dimensional Pattern (05 points)**

You can bring to mind the sign of the three-dimensional pattern that lies inside the Jewel. Although this works as Jewel Sight, the main use of this ability is to protect you from the other powers, as it offers complete protection against the Pattern, magic, Logrus... A less explored capacity is the possibility to look at possible other realities, other versions of Amber that could have been or are somewhere, as well as the fundamental structure of reality.

**2.6.7.19 Greater Shadow Manipulation (10 points)**

The Amber universe is but one of the alternatives for you. Just as an Amberite can Shadow Walk, you can travel between the different versions of Amber.

## **2.6.8 Abyss**

### **2.6.8.1 Intro**

The Abyss is the third Major Power; it represents death and entropy. The forces of the Abyss are hostile and alien to the Shadow worlds created by the Logrus and the Pattern.

Abyssal powers are far from subtle: Passage through shadow using Abyssal powers always leaves a noticeable trail, and tends to damage the shadows as well. Abyss is a destructive and unsubtle power, and generally not well suited for anyone attempting to operate within Amber.

### **2.6.8.2 Prerequisites**

- To acquire Abyssal Taint without dying in the process requires at least Ranked Endurance.

### **2.6.8.3 Contents**

B-[10] Abyssal Taint  
B----- [05] Protect contents from the Abyss  
B-----[15] Abyssal Defence  
B-----[10] Abyssal Manifestation  
A-----[15] Infuse with Abyss  
B-----[05] Movement in the Abyss  
B-----[05] Abyssal Sight  
B-----[05] Create Abyss Opening  
A-----[05] Item Storage  
A-----[05] Abyssal Tunnel  
A-----[05] Abyssal Gate  
A-----[10] Summon Abyssal Minions  
A-----[05] Abyssal Veil  
A-----[05] Abyssal Negation  
A-----[05] Shape Shadow  
E-----[10] Call the Abyss  
E-----[15] Summon Abyssal Storm

B: Basic Power; A: Advanced Power; E: Exalted Power.

### **2.6.8.4 Abyssal Taint (10 points)**

This power gives the Abyssal Initiate the ability to survive and to move around in the Abyss, in order to reach the Rim for example, and handle abyssal energies. Without this power, exposure to the Abyss will result in immediate physical deterioration and possibly death. Movement in the Abyss can be compared to swimming, but the actual energy comes from the Psyche. This power is pre-requisite to all other Abyss Powers.

### **2.6.8.5 Protect Contents from the Abyss (05 points)**

Physical things or even other persons can be granted temporary immunity from the forces of the Abyss, but this lasts only as long as the Abyss Master concentrates on the subjects. It is also possible to attune items or persons to the Abyss. This takes longer time and ends when the subject leaves the Abyss

### **2.6.8.6 Abyssal Defence (15 points)**

This power enables the Abyssal Initiate to infuse his/her body with Abyssal energy, such that the initiate is resistant to attacks by Pattern, Logrus, and Trump. Spells that utilize such energies are much reduced in efficacy, though they may have some effect. The initiate must concentrate to activate this power, but after activation the effect lingers for 10-40 minutes, during which time the initiate is protected. Note that it is impossible to contact the initiate with trump while he/she is infused with Abyssal energy. Another facet of this power is that while imbued the Initiates touch becomes harmful to non-abyssal creatures. Wounds inflicted by the Initiate while in such a state do not heal normally, and often become infected.

### **2.6.8.7 Abyssal Manifestation (10 points)**

Much like Logrus tendrils, an Abyssal Adept can summon a physical manifestation of the Abyss, which can be used to damage (and damage only, as these are too destructive). Damage caused by such Manifestations is slow to heal and can be instantly fatal to non-real creatures. Possible manifestations include tendrils, swords, energy pulses, etc. Consider it to be 4-points damage, added with a 4-points poison.

### **2.6.8.8 Infuse with Abyss (15 points)**

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This power enables an Abyssal Adept to infuse a creature with the Abyss. Creatures so infused suffer four hours of Heavy Exertion. Those who collapse will die immediately, those who don't will adapt by taking on an Abyssal Taint (meaning the creature is forced to buy the power Abyssal Taint).

**2.6.8.9 Movement in the Abyss (05 points)**

Allows faster movement, by folding the fabric of the Abyss, and the ability to search for things or persons in the Abyss. Like with the Logrus it is easier to find general things, while specific items take very long.

**2.6.8.10 Abyssal Sight (05 points)**

The ability to see the influences of Abyss Power as well as other powers, in much the way that Logrus Sight works. Abyss energies can be detected and analyzed, while other powers can only be identified generally. In the Abyss the repercussions triggered by the use of Abyss Power can be detected and followed, like following the path of a Shadowwalker. An Abyss Master can also use Abyssal Sight to see entropic forces and identify weakness in an object, person etc.

**2.6.8.11 Create Abyss Opening (05 points)**

Allows one to open small holes to the Abyss. This makes instant travel to the Abyss possible. Other things can be done with an Abyss Opening and the appropriate power.

**2.6.8.12 Item Storage (05 points)**

The ability to store items in the Abyss. They are brought back through a small Abyss Opening, which transports the items to the Abyss Masters location. The character knows where to open the portal, but anyone with Abyss Power has the potential to find the items. However the Abyss is a vast place and the chances of someone else finding your items are slim. All items placed in the Abyss using this ability are protected from the entropic forces.

**2.6.8.13 Abyssal Tunnel (05 points)**

One can rend holes from the Abyss to a Shadow, allowing the Abyss Master to travel through Shadow. It takes some time to form the hole, but actual travel is as fast as a Trump. The Abyss Master must know the Shadow he is linking the Abyssal Tunnel to. Thus, this power enables the Abyssal Adept to effectively teleport. The rift closes immediately after the adept has passed through, but always leaves some kind of trace destruction at both sites.

**2.6.8.14 Abyssal Gate (05 points)**

This power allows the Abyssal master to create a temporary Abyssal Tunnel, which can last as long as the Abyss master concentrates upon it. Other persons can then travel through the Gate. This drains a lot of energy, though not as much as a Trump Gate.

**2.6.8.15 Summon Abyssal Minions (10 points)**

This power enables the Abyssal Master to summon Abyssal Creatures to his/her current location: Once an Opening has been made, you can now summon and control beings from the Abyss. If the summoner wants creatures with any sort of qualities, this call can take up to 1 hour/point of Quality. Instead of normal creature Powers these creatures can have a measure of Abyss Power (also 1 hour/point, Basic abilities only. Abyssal taint is, of course, free). They cannot be banished or manipulated by other Powers.

**2.6.8.16 Abyssal Veil (05 points)**

Must be summoned through an Abyss Opening. Once summoned, this Veil neutralizes any effects of magic or lesser powers that tries to penetrate it. The Veil is a good physical defense too, as it also destroys all material objects. Against an Amberite or Lord of Chaos it will work as a hindrance, and may even damage them. It works as defense against Pattern and Logrus forces as well, although it will be weaker against them. The user must position the Abyssal Veil and it cannot be moved. The Veil looks like a curtain made of nothingness.

**2.6.8.17 Abyssal Negation (05 points)**

The Master can use this ability to disrupt manifestation of greater powers. It can be used to break trump contacts, to hinder the raising of the Sign of the Logrus or the use of Pattern, and it can even inhibit shapeshifting. Note the choice of words: inhibit, hinder, disrupt. This power is in no way perfect, but it does make it harder for someone to use the greater powers.

**2.6.8.18 Shape Shadow (05 points)**

This power can be used to 'edit' a shadow: The adept can increase the overall entropy in the shadow, or alter the passage of time within the shadow. This allows the Abyss Master to manipulate it just like a Logrus Master, but only in a negative direction. One cannot change a plain into a cosy beach, while it could easily be changed into a swamp.

**2.6.8.19 Call the Abyss (10 points)**

This power enables one to call the Abyss through an Abyss Opening, allowing it to run amok in a Shadow. Given any time at all, the Abyss behaves just like a black hole. If not contained, it can swell to immense size devouring whole worlds, and eventually the whole Shadow. The Abyss could be banished by the use of Advanced Pattern or Logrus, although it is not an easy task. Called Abyss is the only known thing that can completely obliterate Primal Chaos.

**2.6.8.20 Summon Abyssal Storm (15 points)**

Self-explanatory. An impressive storm composed of Abyssal energies, which can shadowshift, just like a Shadow tempest, destroying any and all in its wake.

**2.6.9 Magic**

**2.6.9.1 Power Words**

**2.6.9.1.1 Intro**

Invasive Power words generally require a psychic advantage over the target in order to succeed, however if the targets true name is known they will be effective regardless of any psychic differential.

**2.6.9.1.2 What can Power Words do?**

Power Words produce immediate, short-term, usually single-target effects. They feed off the user's life force, eventually leading to exhaustion.

Power words last only a few seconds, then fade. Advanced levels of Power Words can produce longer lasting, more intense, or area-effect magics.

Power Words come in many different forms. The classic form is spoken words of power, but they also may come in the forms of drawn symbols, origami, special knots in ropes, etc. The beginner must pick a specific form, but can then learn alternate methods of performing power words by spending points later (or during character creation, for that matter).

**2.6.9.1.3 How Do I Learn Power Words?**

As with Conjunction and Sorcery, the first stage of learning power words is some sort of magical initiation. This varies by style (rune masters hang from trees, knot-tyers face a night naked with the spirits, word speakers must practice some virtually impossible to pronounce poem until finally they get it right, etc). In game terms, Magical Initiation costs five points and grants the ability to now buy Power Words (or other Magical powers). The character can now see magical energies, enabling them to detect spells in progress, magical items, and enchantments. They can also tell if the shadow they are in allows magic and with time can find the sources of magical energy in it.

**2.6.9.1.4 Using Power Words**

How Many Power Words Can I Do Before I Fall Down and Can't Get Up?

Power Words cause fatigue (1 point for a Basic power word, 2 for an Advanced power word, and 4 for an Exalted power word). One moves along the Scale of Exhaustion at a speed dependent on one's Endurance.

The Scale of Exhaustion:

State \ Endurance	Human	Chaos	Amber	Amber (Ranked)
Just Fine. You're not tired at all	0-3	0-6	0-12	Divide the lower of Endurance:Physical or Endurance:Mental by 3 and add that to 12. That's the # of points of power words you have to utter to be shoved up one step on the table. (For example, if Corwin has End 99, he can utter $33+12=45$ points of power words before he becomes Tired)
Tired. You need rest, but can still move around or fight as needed	4-6	7-12	13-24	Divide the lower of Endurance:Physical or Endurance:Mental by 3 and add that to 12. That's the # of points of power words you have to utter to be shoved up one step on the table.
Exhausted. You can just barely move, but mostly you lie around exhausted	7-9	13-18	25-36	Divide the lower of Endurance:Physical or Endurance:Mental by 3 and add that to 12. That's the # of points of power words you have to utter to be shoved up one step on the table.
Unconscious. You collapse and slumber for a long time	10-12	19-24	37-48	Divide the lower of Endurance:Physical or Endurance:Mental by 3 and add that to 12. That's the # of points of power words you have to utter to be shoved up one step on the table.

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State \ Endurance	Human	Chaos	Amber	Amber (Ranked)
Mortally Wounded: Your lifeforce is ebbing, and you need help fast	13-15	25-30	49-60	Divide the lower of Endurance:Physical or Endurance:Mental by 3 and add that to 12. That's the # of points of power words you have to utter to be shoved up one step on the table
You drop quite dead	16-18	31-36	61-72	Divide the lower of Endurance:Physical or Endurance:Mental by 3 and add that to 12. That's the # of points of power words you have to utter to be shoved up one step on the table
Explode and fail to have any effect: Any expenditure which goes past the 'drop quite dead' level kills you and the power word doesn't actually go off because you didn't have enough juice for it. Sorry	19+	37+	73+	

**2.6.9.1.5 Contents**

B [05] Magical Initiation

B -----[5] Power Words:

B-----[1 each] Power Words

B-----[03] Power Word Boost

A-----[2 each] Advanced Power Words (Requires 10 Power Words)

A-----[03] Advanced Power Word Boost

A----- [10 each form] Alternate Form

E-----[4 each] Exalted Power Words [Requires 5 Advanced Power Words]

E-----[05] Area Power Words

B: Basic Power; A: Advanced Power; E: Exalted Power.

To acquire Advanced powers requires 10 Basic power words and 10 points in Power Words

To acquire Exalted powers requires 10 Advanced power words and 25 points in Power Words

**2.6.9.1.6 Magical Initiation (05 points)**

The character has the potential to develop skills with power words, sorcery, and conjuration/artificing. The character can now see magical energies, enabling them to detect spells in progress, magical items, and enchantments. They can also tell if the shadow they are in allows magic and with time can find the sources of magical energy in it.

**2.6.9.1.7 Power Words (05 points)**

The character has been taught the basics of one form of Power Words – usually the Spoken Form. The character knows how to speak, draw, or carve them to initiate their effects. Each actual word must be learnt separately.

**2.6.9.1.8 Basic Power Words (1 point each)**

Some of these are slightly changed from their canonical rules descriptions, while others are new.

Unless specifically state in the descriptions the durations are

Target : Self

Psyche	Human	Chaos	Amber	Ranked
Duration	3 Seconds	8 Seconds	11 Seconds	11 + Psyche:General/5 Seconds

Target : Other

	Human	Chaos	Amber	Ranked
Human	Instant	No Effect	No Effect	No Effect
Chaos	3 Seconds	Instant	No Effect	No Effect
Amber	8 Seconds	3 Seconds	Instant	No Effect
Ranked	11 + Psyche:General/5 Seconds	8 + Psyche:General/10 Seconds	3+Psyche:General/20 Seconds	Instant/No Effect

Unless specifically stated in the descriptions the Ranges/Areas of Effect are

	Human	Chaos	Amber	Ranked
Radius	3 feet	8 feet	11 feet	11 + Psyche:General/5 feet

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The Power Word types are indicated by a pair of letters following the name. The first letter designates the target affected and the second the area of effect.

Targets are

- S Self
- O Other – Contest of Psyche applies
- N Object – No contest of Psyche

Areas are

- T Touch – object must be touched unless target is self
- R Range – A single point within the area of effect is affected
- A Area – All objects within the area of effect are affected

**Balance [S][T]** --This briefly increases your coordination and balance. Useful for things like tightrope walking and not stumbling over the edge of cliffs.

**Burst of Magic [S][R]**--This triggers a small burst of magic. It can be used to immediately cast a Petty level spell even in a place where magic normally fails. It will slightly augment an extant spell's power level. It can also be used to trigger a magical item's functions (A rather dangerous use).

**Burst of Psyche [S][T]** --This will briefly augment your Psyche:Willpower by the greater of 5 points or 15%. Note a Human+5 Psyche is still weaker than a Chaos Psyche. If you're looking for a way to defeat Fiona then this is not it - unless you think you're close already.

**Burst of Strength [S][T]** --There are 4 forms of this Power Word which each act on a different Strength sub-attribute - Bench Press, Lift, Torsion, Impact. This will briefly augment the appropriate sub-attribute by the greater of 5 points or 15%, allowing the delivery of a powerful blow, or the ability to lift an object heavier than normal.

**Burst of Speed [S][T]** --Momentarily speeds the character up. Most useful when you are trying to escape/outrun someone and a last burst of speed would really help. Can be a slight benefit in combat by speeding up a swing, but really designed for running, dodging and diving for cover.

**Burst of Toughness [S][T]** --This briefly hardens you against a blow, conferring resistant to normal weapons, there by slightly reducing the damage it causes. Especially useful for when you're falling; use it right before you hit.

	Human	Chaos	Amber	Ranked
Duration	Instant	3 Seconds	5 Seconds	5 + Psyche:General/10 Seconds

**Burst of Trump [O][R]** --This creates a surge of trump energy. It will trigger trump traps (good for studying them without being caught in them), activate trump devices, and help break through Trump Jamming. Does mean things to Logrus tendrils.

**Defensive Luck [S][T]** --Causes a bit of luck which can save your ass from a poor combat decision, assuming the odds aren't TOO hard against you.

**Fumble [O][T]** --Causes the target to briefly have a klutz attack and lose their grip on something. Tightly held objects (like weapons in combat) become vulnerable to disarming, while loosely held objects (a weapon just drawn, a bottle you're trying to open, etc) will be dropped entirely.

**Induce Boredom [O][A]** --You've all known teachers and bosses with this one. The target briefly becomes bored with life and unalert. It works very poorly in combat, but rather well against people like security guards you need to sneak past.

	Human	Chaos	Amber	Ranked
Radius	1 feet	3 feet	5 feet	5 + Psyche:General/10 feet

**Induce Euphoria [O][A]** -- The target feels happy and euphoric for a few seconds. An nonaggressive target will generally stop noticing what is going on around them for the duration. While not as useful in combat as a Neural Disrupt, it has the advantage that the target may not realize that the happiness was caused by someone else.

	Human	Chaos	Amber	Ranked
Radius	1 feet	3 feet	5 feet	5 + Psyche:General/10 feet

**Induce Fear [O][A]** -- Fills the target with irrational terror. If the user of the Power Word has a superior Psyche, the target will lose all concentration and panic for a second. Animals, or creatures of similarly low intelligence, will generally bolt and keep running even after the fear fades, not realizing that the fear was produced by a Power Word.

	Human	Chaos	Amber	Ranked
Radius	1 feet	3 feet	5 feet	5 + Psyche:General/10 feet

**Light Strobe [N][A]** --Light Strobe causes a flash of light. Useful for sight or blinding people.

**Lifeforce [S/O][T]** --A burst of lifeforce will revive sleeping or knocked out people, help someone escape being on the verge of death, and reduce the stress of shapeshifting. It also will make very tired people briefly more alert.

**Pain Attack [O][T]** --This causes a brief surge of agony in the target.

**Process Surge [O][R]** --This will cause some electrical, chemical or mechanical reaction to briefly flare up. Delicate equipment may be wrecked by this.

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**Shade [N][A]** --This causes the surrounding area to briefly get darker. Mostly useful for scaring the weak-minded

**Spark [N][A]** --This causes a small spray of sparks. It's enough to ignite a fire, light fireworks or a cigar, or cause some mild pain to a victim.

**Thunder Peel [N][A]** --Nothing says 'I am Wizard, Hear me Roar' like a clap of ominous thunder.

Cooking

**Brown [N][R]** --This will brown about one 12" frying pan containing about 2lbs worth of meat.

**Boil [N][R]** --This will bring a 9" Saucepan containing about 5 pints of water and its contents to the boil. Multiple powerwords may be required to actually cook the food.

**Chop [N][R]** --This will chop or dice about 5 pounds of vegetables, meat, or fruit into small cubes for cooking.

**Peel [N][R]** --This will peel about 5 pounds worth of vegetables ready for cooking. Use on potatoes, carrots, onions, leeks, swedes, etc.

**Scramble [N][R]** --Scrambles one 12" frying pan worth of eggs,milk and butter.About 1 dozen eggs, two pints of milk, and a couple of ounces of butter.

**Season [N][A]** --This will season one small cook pot worth of food. At this level,it will only simulate one spice.

**Skin [N][A]** --This will strip the skin from about one chicken worth of meat. It only works on dead things, so no trying to skin the living, bucko.

**Stir [N][A]** --This will stir up to about 3 gallons worth of liquid, soup, or stew. Be warned that some liquids are volatile.

**Tenderise [N][A]** --This will tenderise about 3 lbs meat.

**Prepare [N][R]** --This will clean and remove detritus from about 5 pounds worth of vegetables ready for cooking or chopping. Use on cabbage, letuce, and other such vegetables

Disrupts/Negations

**Chaos Negation [O][T]** --This is intended for self-protection against Chaos attacks(usually Logrus). It works best as an internal defence, but with sufficient Psyche advantage, you can zap Chaos manifestations in the world around you.

**Coordination Disrupt (aka Stumble) [O][T]** --The victim stumbles. Those whose Strength is substantially lower than your Psyche may fall down. Very nasty to people in situations like edges of cliffs, tightropes, etc.

**Item Negation [O][R]** --Item Negation is used to briefly knock out the special powers of items for a few seconds. If the item is being held or carried by another sentient being, they can defend it with their psyche in addition to the resistance the item gains from its creator's psyche (Items resist Negation with 2/3rds the Psyche of the item's creator). Items which have been conjured may dissolve away completely if successfully Item Negated by someone with enough of a Psyche advantage.

**Magic Negation [O][R]** --Magic Negation knocks out spells in the process of being cast, or which are hanging around, taking up space. They resist with the psyche of their creator.

**Neural Disrupt [O][T]** --This triggers a nervous twitch as you briefly disrupt the victim's nervous system.

**Pattern Negation [O][R]** --This is intended for self-protection against Pattern attacks. It works best as an internal defence, but with sufficient Psyche advantage, you can zap Pattern manifestations in the world around you.

**Process Snuff [O][R]** --This briefly dampens some electrical, chemical or mechanical reaction in process, such as causing an engine to briefly stall, or a fire to nearly gutter out. Multiple Process Snuffs in quick succession will kill the process entirely.

**Psychic Disrupt [O][T]** --This disrupts the victim's ability to concentrate, causing them to briefly lose control of any powers they're using which require concentration (For example, if using the logrus, all the tendrils they're controlling will flail randomly for a second or two.)

**Resume True Form [O][T]** --This forces the target to assume their most natural form. Be warned that for Chaosians, Demon Form is in fact their most natural form...A victim with Advanced Shapeshifting will have a choice of their base forms. Someone with Exalted Shapeshift will simply laugh at your petty little power word, though even he will flicker if you have a psyche advantage on him.

**Sound Disrupt [N][A]** --This creates a brief burst of silence around you.

**Trump Disrupt [O][T]** --Trump Disrupt may knock out an active Trump connection. Depending on your Psyche and your opponents skill you will either succeed or not. Don't try this on Brand.

**Weaken Structure [N][T]** --This briefly creates a weak spot in something solid, which can then be exploited to break it if you're quick. One punch or blow can be delivered to an object every 3 seconds. For humans this means they get one chance to shatter/break an object, Chaosians 2, Amberites at least 3.

	Human	Chaos	Amber	Ranked
Duration:object	Instant	3 Seconds	5 Seconds	5 + Psyche:General/10 Seconds

Miscellaneous

**Cheat at Dice [N][T]** --Causes up to five rolled dice to come up the way you want them to.

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**Freshen Up [S][T]** --This leaves the user clean and sparkly, though it won't prevent you getting dirty again. Useful for court occasions.

**Twiddle [N][R]** --This causes a machine to perform one of its functions. You can target a specific function if you're aware of how it would normally be triggered.

**Wizard Mark [N][T]** --At the basic level, this is mostly useful for impressing people, as the mark fades within minutes to hours, depending on Psyche. Still, it lets you put a nifty rune on something for a short time.

Special

Special because of prerequisite powers, which are noted after the point cost.

**Instant Shift [S][T]** --Only useful for people with Shapeshifting. Allows you to instantly change to one of your basic forms in a heartbeat.

**Shift Feature [S][T]** --Changes one feature of a shadow object almost instantly. Can change coinage into local coinage, one colour into another, a hostile dog into a friendly one, etc. The harder it is to shift shadow in the area, the more likely the shifting is to fall short of the desired change.

**Shadow Hop [S][T]** --A quick, uncontrolled shift into an adjacent shadow. Useful for getting away from an enemy, but you end up lost, and close enough that a shadow shifter can find you in a few seconds.

**2.6.9.1.9 Advanced Power Words (2 points each)**

Advanced Words are twice as taxing to Endurance as normal Power Words. Unless specifically state in the descriptions the durations are

Target : Self

Psyche	Human	Chaos	Amber	Ranked
Duration	5 Seconds	12 Seconds	17 Seconds	17 + Psyche:General/3 Seconds

Target : Other

	Human	Chaos	Amber	Ranked
Human	3 Seconds	Instant	No Effect	No Effect
Chaos	8 Seconds	3 Seconds	Instant	No Effect
Amber	11 Seconds	8 Seconds	3 seconds	Instant/No Effect
Ranked	17 + Psyche:General/3 Seconds	11 + Psyche:General/10 Seconds	8 + Psyche:General/20 Seconds	3 + Psyche:General/40 Seconds/ Instant

Unless specifically stated in the descriptions the Ranges/Areas of Effect are

	Human	Chaos	Amber	Ranked
Radius	5 feet	12 feet	17 feet	17 + Psyche:General/3 feet

**Hand of Steel [S][T]** --This momentarily hardens the skin, conferring both Extra Hard and Resistant to Normal Weapons to the target for a moment.

	Human	Chaos	Amber	Ranked
Duration:object	Instant	3 Seconds	5 Seconds	5 + Psyche:General/10 Seconds

**Balance [S][T]**--This briefly increases your coordination and balance. Useful for things like tightrope walking and not stumbling over the edge of cliffs.

**Burst of Magic [S][R]**--This triggers a small burst of magic. It can be used to immediately cast a Petty level spell even in a place where magic normally fails. It will slightly augment an extant spell's power level. It can also be used to trigger a magical item's functions (A rather dangerous use).

**Burst of Psyche [S][T]**--This will briefly augment your Psyche:Willpower by the greater of 5 points or 15%. Note a Human+5 Psyche is still weaker than a Chaos Psyche. If you're looking for a way to defeat Fiona then this is not it - unless you think you're close already.

**Burst of Strength [S][T]**:There are 4 forms of this Power Word which each act on a different Strength sub-attribute - Bench Press, Lift, Torsion, Impact.This will briefly augment the appropriate sub-attribute by the greater of 5 points or 15%, allowing the delivery of a powerful blow, or the ability to lift an object heavier than normal.

**Burst of Speed [S][T]**: Momentarily speeds the character up. Most useful when you are trying to escape/outrun someone and a last burst of speed would really help. Can be a slight benefit in combat by speeding up a swing, but really designed for running, dodging and diving for cover.

**Burst of Toughness [S][T]**--This briefly hardens you against a blow, conferring resistant to normal firearms, there by slightly reducing the damage it causes. Especially useful for when you're falling; use it right before you hit.

	Human	Chaos	Amber	Ranked
Duration	Instant	3 Seconds	5 Seconds	5 + Psyche:General/10 Seconds

**Burst of Trump [O][R]**--This creates a surge of trump energy. It will trigger trump traps (good for studying them without being caught in them), activate trump devices, and help break through Trump Jamming. Does mean things to Logrus tendrils.

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**Defensive Luck** [S][T]--Causes a bit of luck which can save your ass from a poor combat decision, assuming the odds aren't TOO hard against you.

**Fumble** [O][T]--Causes the target to briefly have a klutz attack and lose their grip on something. Tightly held objects (like weapons in combat) become vulnerable to disarming, while loosely held objects (a weapon just drawn, a bottle you're trying to open, etc) will be dropped entirely.

**Induce Boredom** [O][A]--You've all known teachers and bosses with this one. The target briefly becomes bored with life and unalert. It works very poorly in combat, but rather well against people like security guards you need to sneak past.

	Human	Chaos	Amber	Ranked
Radius	2 feet	5 feet	8 feet	8 + Psyche:General/7 feet

Induce Euphoria [O][A]--The target becomes very giddy for a few seconds. A non-aggressive target will generally stop noticing what is going on around them for the duration. While not as useful in combat as a Neural Disrupt, it has the advantage that the target may not realize that the happiness was caused by someone else.

	Human	Chaos	Amber	Ranked
Radius	2 feet	5 feet	8 feet	8 + Psyche:General/7 feet

Induce Fear [O][A]--Fills the target with irrational terror. If the user of the Power Word has a superior Psyche, the target will lose all concentration and panic for a second. Animals, or creatures of similarly low intelligence, will generally bolt and keep running even after the fear fades, not realizing that the fear was produced by a Power Word.

	Human	Chaos	Amber	Ranked
Radius	2 feet	5 feet	8 feet	8 + Psyche:General/7 feet

Light Strobe [N][A]--Light Strobe causes a flash of light so bright that the people will remain blinded a bit longer even after the light fades.

Lifeforce [S/O][T]--A burst of lifeforce at this level will heal petty wounds and cure minor diseases (like colds). Even people collapsed of exhaustion snap awake, though grogginess soon sets in. Someone bleeding to death will quickly have all their wounds clot.

Pain Attack [O][T]--This causes a brief surge of very intense agony in the target

Process Surge [N][R]--This will cause some electrical, chemical or mechanical reaction to briefly flare up tremendously. This may well break anything not fairly tough.

Shade [N][A]--This causes the surrounding area to plunge into abject darkness for a few seconds.

Spark [N][A]--This causes a substantial spray of sparks. This will ignite just about anything flammable.

Thunder N][A]--Nothing says 'I am Wizard, Hear me Roar' like a clap of ominous thunder. Anyone who can hear it will suffer some lingering deafness as well.

**Disrupts and Negations**

Chaos Destruction [O][T]--This is intended for self-protection against Chaos attacks (usually Logrus). It works best as an internal defence, but you can also zap Chaos manifestations in the world around you. Chaos constructs will start to unravel after being hit with this

Coordination Destruction (aka Klutz Attack) [O][T]--The victim loses all coordination and briefly becomes a total klutz.

Item Destruction [O][T]--Item Negation is used to briefly knock out the special powers of items for a few seconds. It will do so regardless of the creator's psyche, though the holder of the item can protect it with his.

Magic Destruction [O][R]- An extended form of the Magic Negation Power Word, this word can damage the magic maintaining a conjured item, causing it to decay rapidly. If the item is not destroyed, the conjurer can generally repair the damage and prevent further decay by spending a minute per point in the item. This has no effect on powers and qualities paid for with points, but permanent conjured items just decay more slowly than normal ones. It also knocks out spells quite effectively.

Neural Destruction [O][T]--The victim has a brief epileptic fit, leaving them fairly vulnerable.

Pattern Destruction [O][T]--This is intended for self-protection against Pattern attacks. It works best as an internal defence, but you can also zap Pattern manifestations in the world around you. It will damage or destroy minor Pattern Items.

Process Destruction [N][R]--This will knock out some electrical, chemical or mechanical reaction in process, unless it is very large (You can't PS a forest fire, but you could put out all the flames on one tree)

Psychic Destruction [O][T]--This disrupts the victim's ability to concentrate, causing any powers they're actively using to go crazy for a few seconds.

Resume True Form [O][T]--This forces the target to assume their most natural form. Be warned that for Chaosians, Demon Form is in fact their most natural form...A victim with Exalted Shapeshifting will have a choice of their base forms. If the victim has only Basic Shapeshift, you can force him into which ever of his basic forms you want, assuming you know what they are.

Sound Destruction [N][A]--This creates a longer lasting burst of silence.

Trump Destruction [O][R]--Trump Disrupt will knock out an active Trump connection. If used on a card you're holding, it works automatically, otherwise you need Psyche advantage. It will also damage or destroy minor Trump items.

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Weaken Structure (Break Structure) [N][T]--This shatters something solid which lacks Damage Resistance.

Miscellaneous

Cheat at Cards [N][T]--Draw the Hand you want. This works best if you're dealing.

Twiddle [N][R]--This allows complete control over a machine's functions for a few seconds. One could make a vending machine cough up free candy, for example...

Wizard Mark [N][R]--Put a rune on something. It lasts for hours to days, depending on how much psyche you have.

Special Power Words: Special because of prerequisite powers, which are noted after the point cost.

Grab [N][R]: This power word grabs the named object with a quickly summoned Logrus tendril and yanks it into your hands. Your psyche must beat the target's strength if the object is restrained. It has a range of 30 + Psyche points feet on the Chaos side of Ygg, and 11+ Psyche feet on the Amber side.

Instant Shift [O][T]--Only useful for people with Shapeshifting. Perform any basic shapeshifting function instantly.

Shadow Step [S][A]: The expanded form of Shadow Hop, this allows for a controlled hop. The character can Step out of combat, run a few feet, and Step back into the original shadow, behind their bewildered opponent.

**2.6.9.1.10 Exalted Power Words (4 points each)**

Exalted Words are twice as taxing to Endurance as Advanced Power Words and four times as taxing as Basic Power Words. Unless specifically state in the descriptions the durations are

Target : Self

Psyche	Human	Chaos	Amber	Ranked
Duration	6 Seconds	16 Seconds	22 Seconds	22 + 2*Psyche:General/5 Seconds

Target : Other

	Human	Chaos	Amber	Ranked
Human	8 Seconds	3 Seconds	Instant	No Effect
Chaos	11 seconds Seconds	8 Seconds	3 Seconds	Instant / No Effect
Amber	17 Seconds	11 Seconds	8 Seconds	3 Seconds/ Instant
Ranked	22 + 2*Psyche:General*5 Seconds	17 + Psyche:General/5 Seconds	11 + Psyche:General/10 Seconds	8 + Psyche:General/20 / 3 + Psyche:General/40 Seconds

Unless specifically stated in the descriptions the Ranges/Areas of Effect are

	Human	Chaos	Amber	Ranked
Radius	6 feet	16 feet	22 feet	22 + 2*Psyche:General/5 feet

**Hand of Mithril [S][T]** --This momentarily hardens the skin, conferring both Extra Damage and Resistant to Firearms to the target for a moment.

	Human	Chaos	Amber	Ranked
Duration:object	Instant	3 Seconds	5 Seconds	5 + Psyche:General/10 Seconds

**Balance [S][T]** --This briefly increases your coordination and balance substantially. You could briefly run up a a sword blade or runs across moving oars.

**Burst Of Magic [S][R]** --This triggers a hefty burst of magic. It can be used to immediately cast a minor or average level spell even in a place where magic normally fails. It will somewhat augment an extant spell's power level. It can also be used to trigger a magical item's functions (A rather dangerous use).

Burst of Psyche [S][T]--This will briefly augment your psyche. If you already have an advantage, you'll gain serious ground. If you're weaker, but only a little, you'll briefly surge ahead. If you're a lot weaker, this likely isn't going to be enough.

Burst of Strength [S][T]--You become substantially stronger for a short period of time. If you already have an advantage, you'll gain serious ground. If you're weaker, but only a little, you'll briefly surge ahead. If you're a lot weaker, this likely isn't going to be enough.

Burst of Speed [S][T]-- Momentarily speeds the character up. If you already have an advantage, you'll gain serious ground. If you're weaker, but only a little, you'll briefly surge ahead. If you're a lot weaker, this likely isn't going to be enough.

Burst of Toughness [S][T]--This briefly hardens you against a blow, reducing the damage it causes. Especially useful for when you're falling; use it right before you hit.

Burst of Trump [O][R]--This creates a surge of trump energy. It will trigger trump traps (good for studying them without being caught in them), activate trump devices, and help break through Trump Jamming. Will likely give a nasty jolt if directed at a Logrus manifestation.

Defensive Luck [S][T]--Causes a substantial bit of luck to save your ass.

Fumble [O][T]--Causes the target to drop what they're holding unless it's tied to them or they have a lot of Strength.

Induce Boredom [O][A]--The target is so bored, that even in combat; they'll lose interest for a little while.

	Human	Chaos	Amber	Ranked

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Radius	3 feet	8 feet	11 feet	11 + Psyche:General/5 feet
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Induce Euphoria [O][A]--The target becomes very giddy for a few seconds. A non-aggressive target will generally stop noticing what is going on around them for the duration. While not as useful in combat as a Neural Disrupt, it has the advantage that the target may not realize that the happiness was caused by someone else.

	Human	Chaos	Amber	Ranked
Radius	3 feet	8 feet	11 feet	11 + Psyche:General/5 feet

Induce Fear [O][A]--Fills the target with irrational terror. If the user of the Power Word has a superior Psyche, the target will lose all concentration and panic for a second. Animals, or creatures of similarly low intelligence, will generally bolt and keep running even after the fear fades, not realizing that the fear was produced by a Power Word.

	Human	Chaos	Amber	Ranked
Radius	3 feet	8 feet	11 feet	11 + Psyche:General/5 feet

Light Strobe [N][A]--Light Strobe causes a flash of light so bright that the people will remain blinded a bit longer even after the light fades.

Lifeforce [S/O][T]--A burst of lifeforce at this level will heal petty wounds and cure minor diseases (like colds). Even people collapsed of exhaustion snap awake, though grogginess soon sets in. Someone bleeding to death will quickly have all their wounds clot.

Pain Attack [O][T]--This causes a brief surge of very intense agony in the target

Process Surge [N][R]--This will cause some electrical, chemical or mechanical reaction to briefly flare up tremendously. This may well break anything not fairly tough.

Shade [N][A]--This causes the surrounding area to plunge into abject darkness for a few seconds.

Spark [N][A]--This causes a substantial spray of sparks. This will ignite just about anything flammable.

Sonic Boom [N][A]--Nothing says 'I am Wizard, Hear me Roar' like a clap of ominous thunder. Anyone who can hear it will suffer some lingering deafness as well.

Disrupts and Negations

Chaos Destruction [O][T]--This is intended for self-protection against Chaos attacks (usually Logrus). It works best as an internal defence, but you can also zap Chaos manifestations in the world around you. Chaos constructs will start to unravel after being hit with this

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Magic Destruction [O][R]- An extended form of the Magic Negation Power Word, this word can damage the magic maintaining a conjured item, causing it to decay rapidly. If the item is not destroyed, the conjurer can generally repair the damage and prevent further decay by spending a minute per point in the item. This has no effect on powers and qualities paid for with points, but permanent conjured items just decay more slowly than normal ones. It also knocks out spells quite effectively.

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Pattern Destruction [O][T]--This is intended for self-protection against Pattern attacks. It works best as an internal defence, but you can also zap Pattern manifestations in the world around you. It will damage or destroy minor Pattern Items.

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Resume True Form [O][T]--This forces the target to assume their most natural form. Be warned that for Chaosians, Demon Form is in fact their most natural form...A victim with Exalted Shapeshifting will have a choice of their base forms. If the victim has only Basic Shapeshift, you can force him into which ever of his basic forms you want, assuming you know what they are.

Sound Destruction [N][A]--This creates a longer lasting burst of silence.

Trump Destruction [O][R]--Trump Disrupt will knock out an active Trump connection. If used on a card you're holding, it works automatically, otherwise you need Psyche advantage. It will also damage or destroy minor Trump items.

Weaken Structure (Break Structure) [N][T]--This shatters something solid which lacks Damage Resistance.

Miscellaneous

Cheat at Cards [N][T]--Draw the Hand you want. This works best if you're dealing.

Twiddle [N][R]--This allows complete control over a machine's functions for a few seconds. One could make a vending machine cough up free candy, for example...

Wizard Mark [N][R]--Put a rune on something. It lasts for hours to days, depending on how much psyche you have.

Special Power Words: Special because of prerequisite powers, which are noted after the point cost.

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Grab [N][R]: This power word grabs the named object with a quickly summoned Logrus tendril and yanks it into your hands. Your psyche must beat the target's strength if the object is restrained. It has a range of 30 + Psyche points feet on the Chaos side of Ygg, and 11+ Psyche feet on the Amber side.

Instant Shift [O][T]--Only useful for people with Shapeshifting. Perform any basic shapeshifting function instantly.

Shadow Leap [S][A]: The expanded form of Shadow Step, this allows for a longer step. The character can step out of the shadow they're in, run a several yards, and then step back into the original shadow.

**2.6.9.1.11 Power Word Boost (03 points)**

One can choose to put more OOMPH into one's power words by expending additional life force. It costs five times the normal Endurance, but it doubles the effectiveness of a power word. This is a good way to knock yourself out quick, but sometimes worth it.

**2.6.9.1.12 Advanced Power Word Boost (03 points)**

Double power not enough? Invest 20 times the normal Endurance and you can have five times the normal effect. This is very flashy, but also very Endurance costly.

**2.6.9.1.13 Area Effect Power Words (05 points)**

Most Power Words normally only effect one target, although a few have some area of effect (Light Strobe, Shade, etc). This enhancement enables you turn Touch Power Words into Range power words and Range Power Words into Area Power words. Power words that are already Area Power Words have their area of effect increased as below.

	Human	Chaos	Amber	Ranked
5*Endurance	*1.5	*2	*2.5	*3
20*Endurance	*2	*3	*4	*5

This can be combined with Power Word Boost or Advanced Power Word Boost if you really need to, though it will knock you out fast and quite possibly kill you very dead.

**2.6.9.1.14 Alternate Power Word Forms (10 points each additional Form)**

This enables you to learn alternate means of performing Power Words and convert words you know between the methods you know.

- Word Magic: This is the standard form, in which words are spoken to articulate the powers.
- Paintings: Abstract or realistic. You paint patterns or symbols onto an object to activate the power word. Easily combinable with Trump to produce Trumps that trigger Power Words when activated.
- Knot-tying: You tie various ornate knots into ropes and then untie the knot to activate the power word
- Origami: Creating unique paper statuary for each power word you know and then crush the shape to activate the power word
- Stick Carving: You carve patterns into sticks and then break the stick to activate the power word

Rune Magic (Inscription Magic) and Chi (or Ki) powers are separate forms of Power Words that have their own requirements and restrictions.

**2.6.9.2 Sorcery**

**2.6.9.2.1 What can Sorcery do?**

Sorcery reshapes reality in a very immediate and impressive manner. It has major disadvantages of scale and speed of preparation, however, and in the need to adjust one's spells for new conditions before they can be used. Where an Advanced Pattern Master could turn Shadow Earth into Care Bear Land fairly easily, a Sorcerer would blow himself up doing the same thing...after spending months to years casting the spell. On the other hand, Pattern won't let you throw lightning bolts or fly.

Sorcery can do almost anything that isn't the realm of a stronger Power, and if you possess a stronger Power, you can learn to integrate that Power with Sorcery. It has the major limitation that it can never reach out of the shadow it is used in, unless combined with a higher Power.

Things Sorcery does well:

- Establish psychic contact with people in the same shadow, especially if they are in line of sight. This contact can then be used to monkey around with their minds or yank things out of said minds.
- Shield against psychic contact
- Find things within the same shadow
- Divine information about something in the same shadow, including beings of Reality.
- Summon, re-direct, destroy, or control energy
- Mould shadow into new forms
- Move things within the same shadow
- Defend against Sorcery and Conjuraton and Power Words (ie, against Magic)
- Dispel other spells.

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- Do ugly things to spells racked in a container or a person's mind
- Create spells which trigger themselves on a pre-set condition (such spells will quickly unravel or fade if moved into a different shadow and are usually used to trap places you want to keep enemies out of)

Things Sorcery can't do by itself:

- Conjure matter from nothing (the realm of Conjunction). This doesn't preclude summoning a desired object from elsewhere in the same shadow, however.
- Create Trumps
- Permanently prevent a Shapechanger shifting forms.
- Move the Pattern or the Logrus
- Create Logrus tendrils
- Summon Primal Chaos, Primal Order, or Shadow Storms
- Affect spells racked on the Logrus or a Broken Pattern.

With basic sorcery, spells must either be instantaneous (such spells can have permanent effects, like turning people to stone), suspended until a trigger condition is met (wards), operate continuously in the same location until they gradually degrade, or they require that the sorcerer maintain the effect by concentration in order to direct it. Advanced sorcery enables the sorcerer to create self-directing spells which can be given simple instructions and left to work on their own without requiring concentration.

#### **2.6.9.2.2 Casting Times for Sorcery**

For simplicity's sake, magic is here defined according to roughly how powerful the effect is, which defines how long it takes to cast a spell and what level of magic the shadow must support in order to sustain it.

- Petty: 1-3 seconds casting time: Changing your eye colour. Lighting a candle. Picking a simple lock. Turning water into carbonated water. Creating a flash of light. Make someone look at you.
- Minor: half a minute: Sending a telepathic message across a room. Changing your hair colour. Lighting a barbecue grill. Turning water into Coke. Generating a five foot radius sphere of light. Make someone think about you.
- Average: Five to ten minutes: Sending a telepathic message across the castle. Generating a taser-like effect with lightning. Changing your skin colour. Lighting a person on fire. Turning water into wine. Lighting the entire courtyard. Make someone like you. Fly at running speed. Teleport short distances. Create magical shields to repel attacks.
- Difficult: 1 hour: Sending a telepathic message several miles. Blasting several people with fire or lightning. Impersonating someone. Turning water into liquid mercury. Lighting a small town. Make someone love you. Teleport long distances. Fly at horse speed.
- Challenging: 3-6 hours: Send a telepathic message anywhere in a shadow. Teleportation within the same shadow (Those with Trump, Pattern, or Logrus can also build spells to teleport anywhere they've ever been). Blasting a small crowd. Turning water into gold. Lighting a large town. Make someone worship you as a god. Create nigh-invulnerable force fields. Fly at motor racing speeds.
- Hard: 1-3 days Reshape Castle Amber to your will. Level the walls of a city. Blow up small armies with magic. Turn air into gold. Illuminate an entire nation. Fly at jet aircraft speed.
- Incredibly hard: 1-4 weeks Mind control dozens of people at once. Blow up large cities. Turn Kolvir into a Kwiki-Mart. Teleport dozens of people at once to different destinations. Light up an entire continent. Achieve Escape Velocity.
- God-like: 1-4 months Do anything you can imagine to any shadow dweller in whatever shadow you're currently in. Do almost anything to any person with blood of Reality, if you can overwhelm their psyche backed up by their Reality Power, which isn't easy.

#### **2.6.9.2.3 Racking Spells**

Weak spells are quick and easy. But most spells take long enough to cast that when you're under stress, you'll die before you finish them. That's what racked spells are for. Sorcerers can rack spells in specially prepared items, casting them in advance, then storing them until needed.

Mages with Conjunction can summon themselves up a spell rack when they need one. Mages with Logrus can hang spells on the Logrus. Broken Pattern Mages can do the same, although the Broken Pattern tends to warp their magics. Crazy mages with Shapeshifting can rack multiple spells in their head, although this is dangerous.

Racked spells do have several disadvantages. They decay over time and you periodically will have to recast them if you don't use them fast enough. The stronger the spell, the quicker it unravels. This means you can't spend a few years in a quick time shadow racking spells, then bring them out to crush your enemies, because most of them will unravel by the time you finish the last ones.

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Secondly, racked spells require a certain amount of fiddling with in order to actually be released somewhere other than where they were cast. Crucial components, called 'lynchpins', have to be reconfigured to make them work. The more powerful the spell, the more tweaking, in general. Still, this makes releasing them a matter of seconds instead of minutes, hours, or days.

Finally, don't forget you're still going to need a source of magic for them to draw on; racked spells won't work in a shadow with no magic or with magic which is too weak.

#### **2.6.9.2.4 Power Sources**

##### **2.6.9.2.4.1 Personal Power**

Desperate mages can power their magic using their own life force. The emphasis here is 'desperate'. You are feeding off your own Endurance, which tends to quickly become dire. Spells powered by personal power can be cast anywhere, even if the shadow doesn't normally support magic.

Petty:

- Human Endurance: One makes you tired. Two make you exhausted. Three makes you fall down.
- Chaos Endurance: You can manage two spells without significant penalty. Each two after that moves you from tired to exhausted to unconscious.
- Amber Endurance or Higher: At Amber, as chaos rank, but by threes. At higher ranks, you can increasingly use petty magics at will without tiring significantly.

Minor:

- Human Endurance: A single minor spell makes you exhausted. After two you pass out.
- Chaos Endurance: You can manage one spell without significant penalty. Each one after that moves you from tired to exhausted to unconscious.
- Amber Endurance or Higher: You can manage two fairly easily. After three, you are tired, after five you are exhausted, and after seven, you pass out. At higher ranks, you can increasingly use minor magics without tiring significantly.

Average:

- Human Endurance: A single average spell leaves you on the verge of collapse. A second one without getting proper rest will kill you.
- Chaos Endurance: Each one cast moves you from tired to exhausted to unconscious.
- Amber Endurance or Higher: You can manage one fairly easily. After two, you are tired, after four you are exhausted, and after six, you pass out. At higher ranks, you can increasingly use large numbers of average magics before you collapse.

Difficult:

- Human Endurance: A single difficult spell puts you on the verge of death. You will need medical help.
- Chaos Endurance: The first spell leaves you exhausted. The second one would drive you to the verge of death.
- Amber Endurance or Higher: A single difficult spell leaves you tired. A second one leaves you on the verge of collapse. A third one would kill you. At higher ranks, you can handle more of these, but you'll still drain quickly.

Challenging:

- Human Endurance: You drop dead.
- Chaos Endurance: You pass out and can't even try to cast a second one.
- Amber Endurance or Higher: You totter about on the verge of collapse after just one. A second one would kill you. At higher ranks, you can handle more Challenging magics before passing out or dying, but it's still not wise.

Hard:

- Human Endurance: You don't just die, your entire body is consumed and crumbles to dust. And the spell fails anyway.
- Chaos Endurance: You sink into a coma, and sleep for weeks to months. When you awaken, your endurance sinks to human.
- Amber Endurance or Higher: You pass out and sleep for days. At higher ranks of Endurance, you don't sleep as long, and at really ludicrous levels (80+), you only reach the verge of collapse.

Incredibly hard:

- Human Endurance: You completely evaporate as if you had never been, but the spell fails regardless.
- Chaos Endurance: You drop dead.
- Amber Endurance or Higher: You sink into a coma and drop to Chaos endurance after about six months nap time. If you have 10 or more points in Endurance, you simply lose ten of them.

God-like:

- Human Endurance: You explode within a second of trying to cast it. Out of control energies explode around you in some much weaker form of the effect.
- Chaos Endurance: You burst into flames and burn away to ash. Spell fails.
- Amber Endurance or Higher: If you have 0-4 points in Endurance, you drop dead and nothing happens. If you have 5-20 points in Endurance, you spend two years in a coma and wake up with Chaos Endurance. If you have 21-30 points in Endurance, you wake up in a year at Amber Endurance. If you have over 30 points, you lose 30, and wake up after six months of coma.

#### **2.6.9.2.4.2 Stored Power**

Smart mages carry a magical 'battery' of some kind with them wherever they go, so that if they're desperate, they can draw on it to perform spells if necessary. These batteries have the major flaw that other mages can easily detect them, which can make stealth past a mage tricky. Also, broken batteries explode, which is never fun.

#### **2.6.9.2.4.3 External Power Sources**

The safest, but least reliable source of power is external power sources. Every shadow where magic works has sources of magical energy. Sometimes it collects in foci points, and in other shadows, it is evenly spread throughout the shadow. Depending on the nature of local magic, this power is tapped in different ways, and learning these ways is the most time consuming aspect of adapting to different shadows. Many shadows are non-magical and have no such sources of magic at all.

It takes about a week for a Chaos psyche sorcerer to learn how to adapt his spells to use local power sources. With Amber psyche, a day will suffice. Every ten points above that halves the time (10--12 hours, 20--6 hours, 30--3 hours, 40--90 minutes, etc). This enables the sorcerer to fill in the needed 'magic of shadow' lynchpin during casting. This is only possible if the sorcerer is a Broken Pattern, Pattern, or Logrus user (or has some other way to study the nature of Shadow). This is usually only necessary when one moves a substantial distance across shadow, or if the shadow in question has been moulded to change its laws. For example, all of the shadows which make up the Golden Circle share the same laws of magic as Amber, and thus there is no need to tinker with one's spells within that area. Chaos is the same way, although a fair number of Houses of Chaos tinker with local magic rules to give them an advantage on their home ground.

#### **2.6.9.2.4.4 Logrus Conduit**

Sorcerers who have bought 'Logrus Sorcery' can use the Logrus as a conduit to draw power from other shadows to perform magic even in non-magical shadows. They are vulnerable to having their logrus conduit tendril cut, however.

#### **2.6.9.2.5 Contents**

B [05] Magical Initiation

B-----[00]Sorcery:

B\_\_\_\_\_ [03] Basic Sorcery on one side of Ygg

B----- [02] Basic Sorcery on both sides of Ygg

S-----[05]Trump Sorcery (Trump Magic)

S-----[05] Advanced Trump Sorcery (Trump Magic+15, Trump Sorcery+15)

S-----[05] Logrus Sorcery (Logrus Magic)

S-----[05] Advanced Logrus Sorcery (Logrus Magic+15, Logrus Sorcery+15)

S-----[05] Broken Pattern Sorcery (Broken Pattern Magic)

S-----[05] Advanced Broken Pattern Sorcery (Pattern Magic+15, Broken Pattern Sorcery+15)

S-----[05]Pattern Sorcery (Pattern Magic)

S-----[05] Advanced Pattern Sorcery (Pattern Magic+15, Pattern Sorcery+15)

S-----[05]True Pattern Sorcery (True Pattern Magic)

S-----[05] Advanced True Pattern Sorcery (True Pattern Magic+15, True Pattern Sorcery+15)

S-----[05] Shapeshifting Sorcery (Shapeshifting Magic)

S-----[05] Advanced Shapeshifting Sorcery (Shapeshifting Magic+15, Shapeshifting Sorcery+15)

A-----[05] Quick Casting

A-----[05] Intelligent Spells

E-----[07] Contingency Casting

E-----[03] Self-Maintaining Spells #

B-----[03] Spell Rack

B-----[02] Spell Stealing

E-----[02] Bestow Spell

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- E-----[03] Bestow Spells
- A-----[05] Sardine Racking
- E-----[05] Horde of Spells
- E-----[05] Personal Spell
- E-----[05] Cantrips
- E-----[05] Personal Sorcery
- E-----[05] Spell Maintenance Spells

B: Basic Power; A: Advanced Power; E: Exalted Power, S: Special – Advanced but see description

# Requires Spell Maintenance Spells and Intelligent Spells as Pre-requisites

To acquire Advanced powers requires 35 points in Basic Sorcery

To acquire Exalted powers requires all the basic abilities plus 25 points in Advanced Sorcery

#### **2.6.9.2.6 Basic Sorcery – One side of Ygg (03 points)**

This is the capacity to create new spells using by combining Sorcery's basic spell qualities or 'components', and also includes the capacity to rack and cast one spell. The basic spell components out of which whole spells are created are:

- **Shadow Opening:** The first component spell of the Sorcerer is that of creating opening or 'gates' from on Shadow to another, or simply from one point to another within the same Shadow. These gates are usually temporary, maintaining themselves just with the Psychic energy of the caster, for only an instant. The most common Shadow Opening is a Teleportation, used by the caster to travel through Shadow. However, with the addition of magical energies, either from a Magical Energy component, or from other tapped energies, the opening can be kept open longer. Given sufficient energy, a Shadow Opening can be maintained indefinitely. Sometimes, as with the Pressurized Lava spell, a Shadow Opening spell is useful as a weapon. Similar gateways can be used to channel in water, wind, or other natural elements. The lightning Bolt spell uses a Shadow Opening to gate in the lightning, but the area must first be prepared with a Shadow Manipulation; otherwise, the bolt would pass through the nearest object, namely the caster.
- **Shadow Manipulation:** A spell to alter or change the stuff of Shadow can be used by itself. Shadow Manipulation can be used to change the form of a piece of Shadow stuff, like changing a steel door into one made of clear glass. In combination with a mind touch component, Shadow manipulation can be used against a person, induce sleep, pain, or some kind of change in a victim.
  - Shape Shift Shadow Items
  - Prepare an Item or Area for Magical Energy.
  - Define Channel for Magical Energy

Each change counts as a separate use of this component. For example, casting a single spell that turns a rock into an amulet, and then prepares that amulet for storing magical energy, would require two uses of this component.

- **Magical Energy:** This spell creates raw magical power. Limits of the energy that the spell can generate is more a matter of how much spells and objects can contain, rather than any innate shortage of magic; shortages in local magical energy merely make this component take longer to cast. If a spell is to be maintained without constant concentration, it must have a 'pool' of magic to work with. Objects are usually limited to an hour's worth of magic and fields, such as magical walls, wards, and so on are usually limited to about twelve hours.
- **Mind Touch:** Opens a mind to mind link between the caster and a subject. This link works the same way as touch or a Trump contact, allowing the two minds to touch. Taken by itself, this spell simple creates a link. It is also the basic building block of any spell that can directly affect another creature. Overcoming the Psyche of the victim is always a consideration (unless the object of the spell opens their mind and becomes a willing subject). This means a Psyche superiority, where the caster dominates the victim, is usually needed.
- **Measure Substance:** This is used to perform "detect" and "analyse" and "locate" spells. The more specific the target being searched for, the more detail can be produced. ie- A Detect Substance spell could pick out everyone in a crowd with any Powers or bit of reality to them, but would not specify between Pattern and Logrus, for example. Detect Magic might spot racked spells and identify a man as a sorcerer, but would not notice that he had Pattern Imprint. This component spell can be used to perform a search for something, but is limited to searching a single shadow, since the nature of Magic is usually slightly different in other shadows and the spell will not function there.
- **Counter Magic:** This is used to create spells which defend against Magic or disrupt and destroy it. They can be cast quickly and simply.

Basic Sorcery at this level allows you to operate on one side of Ygg (chosen at character creation). This is either Amber Shadows or Chaos Shadows. When in the opposite realm you cannot use your powers.

#### **2.6.9.2.7 Basic Sorcery- Both Sides of Ygg (02 points)**

This extends your abilities to both side of Ygg, allowing you to operate freely in both realms.

#### **2.6.9.2.8 'Power' Sorcery (05 points each, requires 'Power' Magic)**

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This is used to invoke a Power as part of a spell. Each form cannot be learnt unless that power is possessed at the basic level. Trying to invoke incompatible Powers (Like Logrus/Trump or Logrus/Pattern) in one spell is a very bad idea... As is trying to rack a Pattern, Broken Pattern, or Trump invoking spell in the Logrus, or a Trump, Logrus, or Shapeshifting spell in a Broken Pattern. Racking Spells on the Logrus or Broken Pattern is purchased as a Logrus or Broken Pattern power, and is distinct from what this ability allows.

To incorporate the power into spells the power must be understood at the power magic level.

- **Pattern Sorcery:** Spells infused with the Pattern become firmer and harder to dispel or counter. Pattern magics can incorporate the powers of Pattern known to the sorcerer. For example, a person could cast spells which manipulate probabilities. Pattern Defence drops in effectiveness against them.
- **Logrus Sorcery:** Logrus-infused spells grow more powerful, but also become erratic, having unexpected effects. Logrus magics can incorporate the powers of the Logrus known by the sorcerer. Logrus Defence drops in effectiveness against them.
- **Trump Sorcery:** Trump sorcerers can use trumps of people as links to them which greatly enhance their ability to break through the person's defences. They can use detection magics to learn things about a person or place using that person or place's trump without them being present. They can use Petty Magic to teleport to any place they have a Trump of. They can also rack spells in trumps which will trigger when the trump is used. Trump Defence drops in effectiveness against them.
- **Broken Pattern Sorcery:** The spells are backed up by the Broken Pattern, which helps them to resist being dispelled. They can incorporate Broken Pattern Powers. However, they suffer from the flaw in the Broken Pattern, which means they always have some sort of flaw. Broken Pattern makes for especially effective counterspells.
- **Shapeshifting Sorcery:** Powers of Shapeshifting can be worked into the spell, which can alter the form of even those with the Blood of Reality. One can also use it to rapidly trigger one's own shapeshifting abilities by racking spells to induce specific shifts in oneself. With advanced shapeshifting, you can create Creatures of Blood who can rack and use spells (or use Sorcery to replenish the lost mass/life force inherent in creating creatures of blood and thus create them much more quickly without mangling yourself).

**2.6.9.2.9 Advanced 'Power' Sorcery (05 points, requires 'Power' Magic +15, 'Power' Sorcery +15)**

A potent ability, fusing Magic and the power together at a basic level. Spells cast with this ability are resisted almost as if they were the power incorporated into them, and show a jump in power even above normal Power Sorcery. This is the threshold to some of the unknown, unlisted feats of grand magic. One must have begun to study the power itself at the advanced level to buy this.

**2.6.9.2.10 Quick Casting: (05 points)**

This allows the caster to reduce the casting time of a spell by one step on the Casting Time table. They can also fill in lynchpins at double normal speed.

**2.6.9.2.11 Intelligent Spells (05 points)**

A spell with this micro-spell will be possessed of a certain degree of intelligence, and can guide itself without aid from its caster. It can accept complicated commands, such as a ward whose password or list of authorized personnel can be updated at will. Spells with this micro-spell and Manipulate Shadow can be cast across shadow boundaries to any shadow in the immediate area (where there is no significant difference in the function of magic). A lightning bolt could be crafted that would turn a corner and aim for the largest human target, or "the man in red robes," even if the sorcerer was unsure of the target's position.

**2.6.9.2.12 Contingency Casting: (05 points)**

You can rack spells to go off or cast themselves under certain, preset conditions. For example, you can set a racked healing spell to go off if you fall unconscious, or a shielding spell to go off if someone swings a sword at you. However, these spells can only be used as they are set to -- you can't cast the aforementioned healing spell on a comrade, or even on yourself if you aren't unconscious! Also keep in mind that the spell tends to be very literal minded.

**2.6.9.2.13 Self-Maintaining Spells (05 points) (requires Intelligent Spells and Spell Maintenance Spells)**

The holy grail of the busy wizard. By tacking an extra 10% onto the casting time, you can create spells which will maintain themselves, leaving you free to work on other matters. This power requires intelligent spells and spell maintenance spells as pre-requisites.

**2.6.9.2.14 Spell Rack (03 points)**

Twelve Spell Points worth of spells can be stored in a properly prepared container. You know how to make such containers. One additional spell can be racked in one's mind, with a maximum level determined by one's psyche.

Difficulty Level	'Spell Point Cost'	Psyche needed to Rack in Head
Petty	1 for 8	Human
Minor	1 for 4	Chaos
Average	1 for 2	Amber
Difficult	1	11+
Challenging	2	21+
Hard:	4	51+
Incredibly hard:	8	76+
God-like	16	126+

*Table 1- Spell Racking Table*

**2.6.9.2.15 Spell Stealing (02 points)(Use Other People's Racked Spells)**

The Sorcerer can detect and use spells racked by other people. This power works as usual for containers; the Sorcerer must be in Psychic contact with the container in order to access the spells therein. This allows creation to they can spend a few minutes of study in order to figure out exactly what the spell does and what Lynchpins must be specified, or they can be brave and try to cast it without knowing what it does. If the subject resists, the Sorcerer must have the Psychic advantage to cast the spell.

This can be used, if you successfully invade another Sorcerer's mind, to use them as a living spell rack, including setting off spells they've racked in their head.

**2.6.9.2.16 Bestow Spell (02 points)**

The Sorcerer can rack a spell in another person's mind for that other person to use. See the Spell Point Table to determine how large a spell the person can hold. This depends on the recipient's psyche. Double the time to release the spell if the subject does not have Magic Initiation and Cast Spells on One Side of Yig.

**2.6.9.2.17 Bestow Spells (03 points)**

Rack 12 points of spells in another person for their use. See the Spell Point Table to determine how large a spell the person can hold. This depends on the recipient's psyche. Double the time to release the spell if the subject does not have Magic Initiation and Cast Spells on One Side of Yig.

**2.6.9.2.18 Sardine Racking (05 points)**

You can now double the spell point capacity of a spell rack (usually turning 12 into 24 at this level, but also a rack 1 spell point item into a rack two spell points item). This is somewhat dangerous, since the item wasn't really DESIGNED to do that. If you have bad stuff or low psyche, there is some danger of accidentally releasing multiple spells whenever you use the crammed rack. If you have both, you're heading for disaster.

You can rack 2 spells inside your brain; this is somewhat safer than with an item, as you know your brain well. As with Rack Spells, this is limited by your psyche.

**2.6.9.2.19 Horde of Spells (05 points)**

You can now make items which will hold 50 spell points. This is a 4 point item property. If you wish to risk your instant annihilation, you can use Sardine Racking to double the capacity, but...

You can rack 4 spells inside your brain; this is somewhat safer than with an item, as you know your brain well. As with Rack Spells, this is limited by your psyche.

**2.6.9.2.20 Personal Spell (05 points)**

You can hard-wire 1 point worth of spells into your head permanently. This takes ten times the normal racking time and you're vulnerable as hell during the process. This involves doing psychic surgery on yourself, so is not to be undertaken lightly. Be forewarned that if someone invades your mind successfully, they can then use you as a 'magic item' to cast said spell (s). You can, if you choose, alter your selection; see above for the necessary time. Such spells still require the normal lynchpin release time for a racked spell when cast. Use of this ability prevents using your head for racking a single spell as per 'Rack Spells'.

**2.6.9.2.21 Cantrips (05 points)**

You can now perform petty magic's at will with but a thought.

**2.6.9.2.22 Personal Sorcery (05 points)**

You can hard-wire 12 points worth of spells into your head permanently. This takes ten times the normal racking time and you're vulnerable as hell during the process. This involves doing psychic surgery on yourself, so is not to be undertaken lightly. Be forewarned that if someone invades your mind successfully, they can then use you as a 'magic item' to cast said spell (s). You can, if you choose, alter your selection; see above for the necessary time. Such spells still require the normal lynchpin release time for a racked spell when cast. Use of this ability prevents using your head for racking a single spell as per 'Rack Spells'.

**2.6.9.2.23 Spell Maintenance Spells (05 points)**

This enables you to create spells which will do the maintenance on your racked spells for you. Such spells take about five minutes per spell point of racked spells to cast. This can be combined with Intelligent spells to create an intelligent spell which will do your spell maintenance for you over its duration. (If you choose to rack a spell maintenance spell, determine the 'difficulty' by comparing the casting time of the spell to the spell casting time table)

### 2.6.9.3 Conjunction

#### 2.6.9.3.1 What is Conjunction

Conjunction is the art of enchanting things and creating things from nothing. It enables you to mould shadow into new forms, create things from nothing, and imbue pre-extant items and creatures with new powers and qualities.

Its main subcategories are:

- **Basic Conjunction:** The object takes one minute per point to build, but it will fade away after a while (several days out in Shadow, less time near Pattern, more time near Chaos). It also instantly vanishes if moved across Shadow. Such items can only be created where Shadow is malleable; this will not work in Amber and is difficult in the Golden Circle. On the other hand, Chaos Shadow is highly magically charged and easy to manipulate. An object can be temporarily implanted with magical power. Attunement takes an hour, and each point of power adds ten minutes. The power lasts ten times as long as a simple Conjured Shadow Shape would, but it also fades when moved across Shadow.
- **Conjure Shadow Shape:** You can create flimsy items that can't survive leaving the shadow of their creation very easily--1 minute per point.
- **Empowerment:** You can empower a pre-existing item with Qualities and Powers. After thirty minutes preparation, the item can be infused with Qualities (10 minutes per point) and Powers (1 hour per point). Such items are fairly durable, but will lose their powers permanently if taken to null-magic shadows, and may suffer problems in some other shadows.
- **High Compelling:** This allows one to alter a victim's memories or implant imperatives in them, if you overcome their Psyche.
- **Complex Conjunction:** One hour per point for Qualities and Powers; the item can survive in any shadow until it is actively dispelled, although its powers won't function in null-magic areas.
- **True Conjunction:** This ability requires one to possess the ability or potential to mould Shadow, creating conjunctions which will never fade unless they are deliberately dispelled. The effect can either be an Empowerment or a Complex Conjunction, and it takes ten times as long to cast.

Conjunction requires familiarity with the Item Construction Rules. Unless you've bought it up to a high level, you can only imbue items with Qualities and Powers in the 1-4 point range, although any given item can have a LOT of qualities and powers.

Conjunctions are vulnerable to being dispelled by the use of some Logrus, Pattern, or Trump powers against them.

#### 2.6.9.3.2 Contents

B [05] Magical Initiation

B---- [05] Basic Conjunction

B-----[05] Conjure Shadow Shape

A-----[05] Item Analysis

E-----[05] Improved Item Analysis

B-----[05] Empowerment

A-----[05] High Compelling

B-----[05] Complex Conjunction

S-----[05] Racked Conjunction

S-----[05] Advanced Racked Conjunction

S-----[05] Trump Conjunction (Trump Magic)

S-----[05] Advanced Trump Conjunction (Trump Magic+15, Trump Conjunction+15)

S-----[05] Logrus Conjunction (Logrus Magic)

S-----[05] Advanced Logrus Conjunction (Logrus Magic+15, Logrus Conjunction+15)

S-----[05] Broken Pattern Conjunction (Broken Pattern Magic)

S-----[05] Advanced Broken Pattern Conjunction (Broken Pattern Magic+15, Broken Pattern Conjunction+15)

S-----[05] Pattern Conjunction (Pattern Magic)

S-----[05] Advanced Pattern Conjunction (Pattern Magic+15, Pattern Conjunction+15)

S-----[05] True Pattern Conjunction (True Pattern Magic)

S-----[05] Advanced True Pattern Conjunction (True Pattern Magic+15, True Pattern Conjunction+15)

S-----[05] Shapeshifting Conjunction (Shapeshifting Magic)

S-----[05] Advanced Shapeshifting Conjunction (Shapeshifting Magic+15, Shapeshifting Conjunction+15)

A-----[10] Advanced Powers and Qualities

E-----[10] Exalted Powers and Qualities

E-----[05] True Conjunction

E-----[05+] Quick Conjunction

B: Basic Power; A: Advanced Power; E: Exalted Power, S: Special – Advanced but see description

To acquire Advanced powers requires 35 points in Basic Conjunction

To acquire Exalted powers requires all the basic abilities plus 25 points in Advanced Conjunction

#### **2.6.9.3.3 Basic Conjunction (05 points)**

The object takes one minute per point to build, but it will fade away after a while (several days out in Shadow, less time near Pattern, more time near Chaos). It also instantly vanishes if moved across Shadow. Such items can only be created where Shadow is malleable; this will not work in Amber and is difficult in the Golden Circle. On the other hand, Chaos Shadow is highly magically charged and easy to manipulate.

An object can be temporarily implanted with magical power. Attunement takes an hour, and each point of power adds ten minutes. The power lasts ten times as long as a simple Conjured Shadow Shape would, but it also fades when moved across Shadow.

#### **2.6.9.3.4 Conjure Shadow Shape (05 points)**

Shape a shadow object into what is desired. The enhancement takes about an hour, but it will fade away after a while (several days out in Shadow, less time near Pattern, more time near Chaos). It also instantly vanishes if moved across Shadow. This is also vulnerable to being dispelled.

#### **2.6.9.3.5 Item Analysis: (05 points)**

The character can analyse a conjured item by touch, slowly identifying its various abilities. It is possible to identify the creator of the item if you have experience with their style of conjunction.

#### **2.6.9.3.6 Improved Item Analysis (05 points)**

Analyse conjured items at a distance of several yards, enabling the examination of other characters' items from across the room without alerting them (unless your staring at the item in question is noticed). Takes several minutes by sight, while analysis by touch is now a matter of brief moments.

#### **2.6.9.3.7 Empowerment (05 points)**

A shadow object can be temporarily implanted with magical power. Attunement takes a half-hour, each point of a quality adds ten minutes, and each point of power adds an hour. While vulnerable to dispelling, it is not easily broken by Shadow Travel.

#### **2.6.9.3.8 High Compelling (05 points)**

The ability to conjure memories, and emotions within a target. With enough time the target's memories or personality may be altered to whatever the user may wish, though a psychic impression of the new personality is needed. A Geas may also be given, though its duration depends largely on how different the new behaviour would be from the targets usual attitude.

#### **2.6.9.3.9 Complex Conjunction (05 points)**

A Conjured Shadow Shape can be designed to be permanent within the Shadow it was created in. This takes one hour per point. Any attempt to dispel the conjunction must cross the Psyche of the conjurer.

#### **2.6.9.3.10 Power Conjunction (05 points)**

Power Conjunction lets you conjure items containing those powers, and backs up the item with some extra force, making it harder to dispel. For example, Trump Conjunction can be used to conjure items with built in Trump Images.

#### **2.6.9.3.11 Racked Conjunction (05 points)**

This name is used instead of 'Sorcery Conjunction' or 'Power Word Conjunction', which would look silly. You can now create spells which rack Conjunctions (perform the Conjunction in advance, rack it like a spell, and trigger it quickly). You can also imbue Power Words into objects if you have any. And you can create items which can cast spells.

#### **2.6.9.3.12 Advanced Powers and Qualities (10 points)**

Up to the 8 point level.

#### **2.6.9.3.13 Exalted Powers and Qualities (10 points)**

Up to the 16 point level.

#### **2.6.9.3.14 True Conjunction (05 points)**

This ability requires one to possess the ability or potential to mould Shadow, creating conjunctions which will never fade unless they are deliberately dispelled. The effect can either be an Empowerment or a Complex Conjunction, and it takes ten times as long to cast.

#### **2.6.9.3.15 Quick Conjunction (05 points)**

Quick Conjunction changes the time frame for casting Conjunction magic. Every 5 points spent, improves the unit of time in the rate of Conjunction one step on the following list: six hours - one hour - ten minutes - one minute - ten seconds - one second - one-tenth second - etc.

## 2.6.10 Chi Powers

### 2.6.10.1 Introduction

The powers presented here are based upon work done by for the Nine Princes in Hongkong Campaign (<http://matantisi.com/ghoul/9pinhk.html>).

Whilst originally based on this work I have substantially modified them so that there is a consistency between Chi effects, Inscription Magic, and Power Words.

For a character to have Chi powers they must have 4 skill points in one of the following Martial Art forms Buginkan (Ninjitsu), Tai-Chi Chuan, Aikedo, Tae-Kwon Do or 4 points in Buddhism or Taoism.

Chi is a basic substance of reality. It exists every where except the Abyss and comes in positive and negative form. The closer to Amber a traveller gets the greater the positive Chi, whilst the closer to Chaos the greater the negative Chi. Positive Chi is used for "Constructive/Healing" type actions and Negative Chi is used for "Destructive/Harming" type actions.

Positive Chi gathers in areas of natural beauty and serenity, whilst negative Chi gathers in dark, dank, claustrophobic areas. Thus there is a huge abundance of Positive Chi close to the Rebma, Kolvir, and Tir-na Nog'th patterns whilst there is a huge abundance of negative Chi close to the Logrus. People with Bad Stuff have an over-balance of negative Chi whilst people with Good Stuff have an over balance of Positive Chi.

Chi Healing cannot be performed on a person suffused with Negative Chi (Greater than 5 points of Bad Stuff) or with zero positive Chi (see below)!

### 2.6.10.2 Calculating you Chi

A person has both positive and negative Chi and usually these are in balance, unless the person is ill, stressed, or similar in which case they have an imbalance of negative Chi.

The following table gives the basic amounts of Chi based upon Psyche and Endurance. Add both figures together to give the base Chi.

	Human	Chaos	Amber	Ranked
Psyche	4	12	16	16 + Psyche:General/4
Endurance	2	6	8	8 + Endurance:General/8

Half of this Chi is positive and half negative. For each point of Bad Stuff deduct 4 positive Chi and add 4 negative Chi. Similarly for each point of Good Stuff add 4 positive Chi and deduct 4 negative Chi. Neither positive nor negative Chi can drop below zero.

### 2.6.10.3 Recovering Chi

Chi is recovered naturally through rest - either sleep or meditation. The table below give the amount of rest required to replenish one point of Chi.

	Human	Chaos	Amber	Ranked
sleep	24 hours	12 hours	8 hours	480 - 3*Psyche:General/2 minutes
Meditation	16 hours	8 hours	6 hours	360 - Psyche:General minutes

### 2.6.10.4 Prerequisites

- To acquire Chi Powers one must have 4 points in one of the following Martial Arts forms Buginkan (Ninjitsu), Tai-Chi Chuan, Aikedo, Tae-Kwon Do or 4 points in Buddhism or Taoism .
- To acquire any Advanced ability, one must have at least 10 points of Basic abilities (Enhance Sub-Attribute, Resist Sub-Attribute, Power Words).
- To acquire any Exalted ability, one must have at least 30 points of Basic abilities, and 25 points of Advanced abilities.

### 2.6.10.5 Contents

- B-----[4] Martial Arts Skill
- B-----[2] Sense Chi
- B-----[3]Channelling
- B-----[1 each] Enhance Sub-Attribute
- B-----[1 each] Resist Sub-Attribute
- B-----[1 each] Basic Chi Effect
- A-----[10] Chi Adept
- A-----[10] Advance Channelling
- A-----[5] Chi Effect Boost

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- A-----[2 each] Advanced Chi Effect
- A-----[2 each] Enhance Sub-Attribute
- A-----[2 each] Resist Sub-Attribute
- E-----[10] Chi Master
- E-----[10] Exalted Channelling
- E-----[5] Advanced Chi Effect Boost
- E-----[4 each] Exalted Chi Effect
- E-----[4 each] Enhance Sub-Attribute
- E-----[4 each] Resist Sub-Attribute
- E-----[10] Dragon Chi

B: Basic Power; A: Advanced Power; E: Exalted Power,

**2.6.10.6 Sense Chi (02 points)**

This ability allows a character to read the Chi aura of their surroundings or another person if within 10 feet of them. They can sense whether Chi is in balance, and access the level of imbalance and in which direction the imbalance occurs.

**2.6.10.7 Enhance Sub-Attribute (01 points each)**

Chi Focusing allows a character to exceed their normal abilities in an offensive/external fashion. Thus, a character with Enhance Warfare could use their Chi to give them a better chance of winning a duel with an opponent thought to have a better Warfare. Enhance must be purchased (separately) for each sub-attribute of the four attributes (Warfare, Strength, Psyche and Endurance).

An enhance ability takes between 30 and 60 seconds of mental preparation to activate.

An enhanced attribute is increased by the greater of 5 points or 15% of the governing general attribute.

This bonus is accrued each time the enhancement is taken thus someone with Advanced Enhance Warfare:Propelled gains +10 or +30% of their warfare:general.

The cost in Chi per use depends on the level of activation - 2 at basic, 4 at advanced, and 8 at exalted.

The duration of activation is dependent on Psyche:General or Endurance:General - use the lower value and consult the table below.

**2.6.10.8 Resist Sub-Attribute (01 points each)**

Chi Focusing allows a character to exceed their normal abilities in a defensive/internal fashion. Thus, a character with Resist Psyche could use their Chi to give them a better chance of not being beaten in a battle of will by an opponent thought to have a better Psyche. Resist must be purchased (separately) for each sub-attribute of the four attributes (Warfare, Strength, Psyche and Endurance).

A resist ability takes between 30 and 60 seconds of mental preparation to activate.

A resisted attribute is increased by the greater of 5 points or 15% of the governing general attribute.

This bonus is accrued each time the resist is taken thus someone with Advanced Resist Endurance:Constitution gains +10 or +30% of their warfare:general.

The cost in Chi per use depends on the level of activation - 2 at basic, 4 at advanced, and 8 at exalted.

The duration of activation is dependent on Psyche:General or Endurance:General - use the lower value and consult the table below.

**2.6.10.9 Channelling (03 points)**

This is the ability to focus Chi into form that can affect the substance of shadow. Channelled Chi can either be used to power spell like effects or can be thrown as raw energy balls. Channelling Chi is very taxing both mentally and physically so a good Endurance:Mental is required. Generating a single ball of Chi energy has the equivalent fatigue cost to using a basic power word.

**2.6.10.10 Basic Chi Effect (01 Point)**

This is the ability to produce a shadow affecting affect from channelled Chi energy. These affects are similar to that learnt through Magic (See Power Word descriptions of appropriate level) but the range of effects is limited. Most abilities require the user to be mentally prepared requiring several minutes of deep concentration. Once the required mental state has been achieved one ability can be activated every 30-60 seconds until the user becomes fatigued.

Fatigue effects are calculated as per Power Words except that a basic Chi Effect costs 3 fatigue, an Advanced Chi Effect 6, and an Exalted Chi Effect 12. This Fatigue is taken for each duration interval that concentration is maintained. Each activation costs 1 point of Chi - this can be either positive or negative unless specifically stated in the effect designation. Unless otherwise stated in the description the duration interval is given in the table below

	Human	Chaos	Amber	Ranked
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Duration:self	5 Seconds	12 Seconds	17 Seconds	17 + Psyche:General/4 Seconds
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The following Chi effects are available. The target and range designation is as per Power Words.

**Balance [S][T][P/N]**

See Power Word of same name.

**Burst of Agility [S][T][P/N]**

See Power Word of same name.

**Burst of Speed [S][T][P/N]**

See Power Word of same name.

**Burst of Strength [S][T][P/N]**

See Power Word of same name.

**Burst of Toughness [S][T][P/N]**

	Human	Chaos	Amber	Ranked
Duration:self	3 Seconds	8 Seconds	11 Seconds	11 + Psyche:General/5 Seconds

**Fumble [O][T][P/N]**

See Power Word of same name.

This effect has two durations. The duration in the table above gives the length of time that the user can inflict this on others by touch. To determine how long it affects a given individual use the Target:Other table For Basic Power Words

**Induce Fear [O][T][N]**

See Power Word of same name.

This effect has two durations. The duration in the table above gives the length of time that the user can inflict this on others by touch. To determine how long it affects a given individual use the Target:Other table For Basic Power Words

**Light Strobe [N][T][P/N]**

See Power Word of same name.

**Lifeforce [S/O][T][P]**

See Power Word of same name.

**Pain Attack [O][T][N]**

This effect has two durations. The duration in the table above gives the length of time that the user can inflict this on others by touch. To determine how long it affects a given individual use the Target:Other table For Basic Power Words

**Spark [S][T][P/N]**

See Power Word of same name.

**Coordination Disrupt (aka Stumble) [O][T]**

This effect has two durations. The duration in the table above gives the length of time that the user can inflict this on others by touch. To determine how long it affects a given individual use the Target:Other table For Basic Power Words

**Neural Disrupt [O][T][N]**

See Power Word of same name.

This effect has two durations. The duration in the table above gives the length of time that the user can inflict this on others by touch. To determine how long it affects a given individual use the Target:Other table For Basic Power Words

**Psychic Disrupt [O][T][N]**

See Power Word of same name.

This effect has two durations. The duration in the table above gives the length of time that the user can inflict this on others by touch. To determine how long it affects a given individual use the Target:Other table For Basic Power Words

**Weaken Structure [N][T][P/N]**

See Power Word of same name.

**Shift Feature [S][T][P/N]**

**Heal [S/O][T][P]**

This is a semi-instant form of Enhance Endurance:Healing. It will cause the body to instantly regenerate body cells sufficient to repair minor wounds, bruises, blisters, sprains, or minor burns in a small area (foot, hand, knee, elbow, shoulder, neck, cheek, etc). As a general guide any wound or injury that a fit 18-25 yr old human can heal in a week can be healed in half an hour.

**Blink [S][T][P/N]**

This is an alternate form of Shadow Step. Rather than step into an alternate shadow it allows the caster to step across the current shadow, instantly moving from one point to another. The distance travelled is dependant upon Psyche.

Human	Chaos	Amber	Ranked
3ft	12ft	22ft	22ft + Psyche/4 ft

**2.6.10.11 Chi Adept (10 points)**

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Your use of Chi has progressed to such a level that your body has adapted and can now store an additional amount of Chi equal to your base Chi. Your rate of Chi recovery also doubles.

**2.6.10.12 Advanced Channelling (10 points)**

This is the ability to focus Chi into form that can affect the substance of shadow. Channelled Chi can either be used to power spell like effects or can be thrown as raw energy balls. Channelling Chi is very taxing both mentally and physically so a good Endurance:Mental is required. Generating a single ball of Chi energy costs 6 fatigue points and 2 points of Chi

**2.6.10.13 Advanced Chi Effect (02 points each)**

This is the ability to produce a shadow affecting affect from channelled Chi energy. These affects are similar to that learnt through Magic but the range is not as broad and more specialised. The same Chi effects as describe under Chi Effects:Basic are available. The Durations are increased as per the table that follows and all conflicts are resolved using the Advanced Power Word Target:Other table. Use the descriptions for the Advanced Power Word of the same name unless a description is provided.

	Human	Chaos	Amber	Ranked
Duration:self	8 Seconds	17 Seconds	25 Seconds	25 + Psyche:General/3 Seconds

**Heal**

This is an instant form of Enhance Endurance:Healing. It will cause the body to instantly regenerate body cells sufficient to repair moderate wounds, bruises, blisters, sprains, or light burns in a small area (foot, hand, knee, elbow, shoulder, neck, cheek, etc). As a general guide any wound or injury that a fit 18-25 yr old human can heal in a month can be healed in a few hours.

**Blink**

This is as alternate form of Shadow Step. Rather than step into an alternate shadow it allows the caster to step across the current shadow, instantly moving from one point to another. The distance travelled is dependant upon Psyche.

Human	Chaos	Amber	Ranked
100 yds	300 yds	900 yds	900 yds + Psyche:General*5 yds

**2.6.10.14 Chi Master (10 points)**

Your use of Chi has progressed to such a level that your body has adapted and can now store an additional amount of Chi equal to your base Chi. Your rate of Chi recovery also doubles

**2.6.10.15 Exalted Channelling (10 points)**

This is the ability to focus Chi into form that can affect the substance of shadow. Channelled Chi can either be used to power spell like effects or can be thrown as raw energy balls. Channelling Chi is very taxing both mentally and physically so a good Endurance:Mental is required. Generating a single ball of Chi energy costs 12 fatigue points and 4 points of Chi

**2.6.10.16 Exalted Chi Effect (04 points each)**

This is the ability to produce a shadow affecting affect from channelled Chi energy. These affects are similar to that learnt through Magic but the range is not as broad and more specialised. The same power words as describe under Chi Effects:Basic are available. The Durations are increased as per the table that follows and all conflicts are resolved using the Exalted Power Word Target:Other table. Use the descriptions for the Exalted Power Word of the same name unless a description is provided.

	Human	Chaos	Amber	Ranked
Duration:self	13 Seconds	27 Seconds	39 Seconds	39 + Psyche:General/2 Seconds

**Heal**

This is an instant form of Enhance Endurance:Healing. It will cause the body to instantly regenerate body cells sufficient to repair minor wounds, bruises, blisters, sprains, or minor burns in a small area (foot, hand, knee, elbow, shoulder, neck, cheek, etc). As a general guide any wound or injury that a fit 18-25 yr old human can heal in six months can be healed in 12-24 hours.

**Blink**

This is as alternate form of Shadow Step. Rather than step into an alternate shadow it allows the caster to step across the current shadow, instantly moving from one point to another. The distance travelled is dependant upon Psyche.

Human	Chaos	Amber	Ranked
1 mile	3 miles	9 miles	9 miles + Psyche:General/5 miles

**2.6.10.17 Power Word Boost (05 points)**

One can choose to put more OOMPH into one's power words by expending additional life force. It costs five times the normal life force, but it doubles the effectiveness of a power word. This is a good way to knock yourself out quick, but sometimes worth it.

**2.6.10.18 Advanced Power Word Boost (05 points)**

Double power not enough? Invest 20 times the normal life force and you can have five times the normal effect. This is very flashy, but also very life force costly.

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**2.6.10.19 Dragon Chi (10 points)**

You are now so at one with the substance of shadow that you can draw Chi directly from the environment rather than drawing it from within. Divide the fatigue for any Chi power by 3! You can also draw your base Chi from Shadow every 12 hours and your body can store an additional amount of Chi equal to your base Chi.

## **2.6.11 Embedded Inscription Magic**

### **2.6.11.1 Introduction**

There are various forms of Embedded Inscription Magic but the difference between this form and other forms of the same type is that the Inscription is not destroyed in the process of casting the spell and the spells do not decay, wear out, require relearning, vanish in non-magic shadows, or disappear when hit with 'dispelling magic' (although this will cause them to become inactive for a period). The two commonest forms of Inscription Magic are Tattoo and Rune Magic.

In Tattoo Magic the wielder has a Tattoo form the spell effect to be cast applied to their body which they are then able to activate by touch. In Rune Magic the Runes are carved into an object and again are activated by touch, but the object must be attuned to the wielder before they can be used. The difference between the two is that tattoos can never be attuned to anybody other than the person onto which they are set and fade when the person dies, where as Rune Objects can be attuned to a new user if they are lost. Rune Objects can only be attuned to a single user at a time.

Inscribing a person with a 'Basic' tattoo or and object with a Rune bestows the Resistant to Normal Weapons (1) ability, however the cost of the first tattoo or Rune is double the normal cost.

Inscribing a person with an 'Advanced' tattoo or and object with a Rune bestows the Resistant to Firearms (2) ability. If this is the first rune or tattoo or less than 4 'Basic' runes or tattoos have been inscribed then the cost is doubled.

Inscribing a person with an 'Exalted' tattoo or and object with a Rune bestows the Impervious to Normal Weapons (4) ability. If this is the first rune or tattoo or less than 4 'Advanced' runes or tattoos have been inscribed then the cost is doubled.

Tattoos and Runes are bought in a similar manner to Items and are in effect a rack for a single power word, sorcery spell, or conjuration spell. The base costs for Tattoos and Runes depend upon their affect, their racking ability, and their power source.

### **2.6.11.2 Contents**

B [05] Magical Initiation

B---- [03] Empowerment (per form)

B-----[02] Activate (per form)

A---- [20] Inscribe (per form)

A----- [01] Inscribe Basic Power Word (requires Power Words) (per form)

A----- [02] Inscribe Advanced Power Word (requires Advanced Power Words) (per form)

E----- [04] Inscribe Exalted Power Word (requires Exalted Power Words) (per form)

A----- [01] Inscribe Petty Sorcery Spell (requires Basic Sorcery) (per form)

A----- [02] Inscribe Minor Sorcery Spell (per form)

A-----[02] Inscribe Average Sorcery Spell (per form)

A----- [02] Inscribe Difficult Sorcery Spell (per form)

E----- [04] Inscribe Challenging Sorcery Spell (per form)

E----- [04] Inscribe Hard Sorcery Spell (per form)

E----- [04] Inscribe Very Hard Sorcery Spell (per form)

E----- [04] Inscribe God-Like Sorcery Spell (per form)

A----- [05] Inscribe Basic Conjuration Spell (requires Basic Conjuration) (per form)

A----- [10] Inscribe Advanced Conjuration Spell (requires Advanced Conjuration) (per form)

E----- [20] Inscribe Exalted Conjuration Spell (requires Exalted Conjuration) (per form)

B: Basic Power; A: Advanced Power; E: Exalted Power

To acquire Advanced powers in a Form requires 20 points in basic powers for that Form in addition to any other requirements.

To acquire Exalted powers in a Form requires 20 points in basic powers for that Form in addition to any other requirements.

### **2.6.11.3 Empowerment (03 points per form)**

This is the ability to impose your psychic imprint on an object containing Inscriptions. It must be taken for each form Tattoo, Rune, Gem, etc. Once an object is psychically imprinted to you then any of the Inscriptions may be used, provided you have the Activate ability, by touching them.

An object must be re-imprinted after each additional set of Inscriptions are added.

**2.6.11.4 Activate (02 points per form)**

This is the ability to ‘cast’ the effect the Inscription by touch. Once this ability is purchased any Inscription on an attuned object may be activated. The principle behind activating any of them is the same.

In most cases activating an Inscription a second time whilst the first activation is still in effect has the effect of resetting the duration of the effect not doubling it! I’ll leave GM’s to use their common sense in this respect. Conjuring two Deadly Damage Swords is acceptable, two Bursts of Psyche is not.

**2.6.11.5 Inscribe (20 points per form)**

This is the ability to construct a basic Inscription holder into which an ability can then be inscribed. Each form Tattoo, Rune, Gem, etc. must be learnt separately. Once the basic knowledge of Inscription construction is learnt then the specifics for each ‘power’ type must be learnt separately.

If an Inscription is to be powered by tapping the power from Shadow then knowledge of Sorcery is required. Inscriptions of this type will only work in Shadows where the laws of magic are the same as the Shadow in which the Inscription is created.

Powering an Inscription by tapping an energy source such as elemental fire requires knowledge of Advanced Sorcery, whilst using a primal power (Pattern, Logrus, Trump, and Abyss) requires knowledge of using that power in Sorcery.

Certain forms has intrinsic properties, eg Tattoos always affect the creature to which they are applied. To affect another object or creature the ‘Affect Other’ ability must be purchased. The opposite is true of Rune and Gem powers.

The exact size of each form is variable but they are never less than 25mm (1”) in diameter and never more than 175mm(7”) in diameter.

**2.6.11.6 Inscription Costs**

Basic Power Word Inscription	2 points
Advanced Power Word Inscription	3 points
Exalted Power Word Inscription	4 points
Petty Sorcery Inscription	2 points
Minor Sorcery Inscription	2 points
Average Sorcery Inscription	3 points
Difficult Sorcery Inscription	3 points
Challenging Sorcery Inscription	4 points
Hard Sorcery Inscription	6 points
Very Hard Sorcery Inscription	8 points
God-like Sorcery Inscription	12 points
Basic Conjuraton Inscription	2-4 points
Advanced Conjuraton Inscription	4-7 points
Exalted Conjuraton Inscription	8-12 points
Power From Shadow	+1 point
Power Gate	+2 points
Primal Power Source	+3 points
Confer on Wielder	+0/+1 point
Confer on Other	+0/+1 point

**2.6.11.7 Typical Inscriptions**

A simple representation of a Weapon, Shield, or Armour	Conjures a normal version of the item	Basic - 2 points
A simple representation of a Weapon, Shield, or Armour outlined in Flames	Conjures a 1 point version of the item	Basic – 3 points
A simple representation of a Weapon, Shield, or Armour depicted with an Aura	Conjures a 2 point version of the item	Basic - 4 points
A decorated representation of a Weapon, Shield, or Armour	Conjures a 4 point version of the item	Advanced - 7 points
An elaborate representation of a Weapon, Shield, or Armour	Conjures a 8 point version of the item	Exalted – 12 points
An Animal	Conjures a normal version of the Animal	Basic - 2 points
An Animal depicted with an Aura	Conjures a 1 point version of the Animal	Basic – 3 points
A decorated Animal	Conjures a 2 point version of the Animal	Basic - 4 points
An elaborate Animal	Conjures a 4 point version of the Animal	Advanced - 7 points
A Mythical Creature	Conjures a 2 point version of the Creature	Basic - 4 points

### 3. Example Character

#### 3.1 Augustine 'Tank' Malchovich

Let's create a Marine Commander aboard the CAF Cruiser Meron. His father is Julian and his mother is the daughter of one of the Minor Lords of the Chaos house Minobe. She was exiled for absconding after her marriage to Lord Krane of House Jesby was announced, and then getting herself pregnant. We want Tank to be first in Endurance and first or second in Strength, with a good Warfare. However he's a bit thick so were buying down his Psyche to Chaos and using the points for Shapeshifting. We need to keep points back because we want to assay the Logrus and maybe walk the Pattern.

Blood of Amber and Blood of Chaos cost us 5 points total.

The auction is first and we're allocating 70 points to Attributes. The order determined for the auction (by drawing cards is) Endurance, Psyche, Warfare, and Strength. After all the bidding Tank has the following ranks

- Endurance – 1<sup>st</sup> – 37 points
- Psyche – Unranked – Chaos
- Warfare – ranked – 2 points
- Strength – 2<sup>nd</sup> – 31 points

Dividing the points ignoring ranks, we decide on the following

<p>Psyche (Chaos)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">-</td></tr> <tr><td>Will Power</td><td style="text-align: center;">-</td></tr> <tr><td>Logic</td><td style="text-align: center;">-</td></tr> <tr><td>Intuition</td><td style="text-align: center;">-</td></tr> <tr><td>Memory</td><td style="text-align: center;">-</td></tr> <tr><td>Perception</td><td style="text-align: center;">-</td></tr> <tr><td>Spatial Awareness</td><td style="text-align: center;">-</td></tr> <tr><td>Danger Sense</td><td style="text-align: center;">-</td></tr> <tr><td>Empathy</td><td style="text-align: center;">-</td></tr> </table> <p>Strength (31)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">15</td></tr> <tr><td>Bench Press</td><td style="text-align: center;">8</td></tr> <tr><td>Lift</td><td style="text-align: center;">7</td></tr> <tr><td>Torsion</td><td style="text-align: center;">5</td></tr> <tr><td>Impact</td><td style="text-align: center;">5</td></tr> <tr><td>Agility</td><td style="text-align: center;">6</td></tr> </table>	General	-	Will Power	-	Logic	-	Intuition	-	Memory	-	Perception	-	Spatial Awareness	-	Danger Sense	-	Empathy	-	General	15	Bench Press	8	Lift	7	Torsion	5	Impact	5	Agility	6	<p>Endurance (37)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">18</td></tr> <tr><td>Mental</td><td style="text-align: center;">6</td></tr> <tr><td>Physical</td><td style="text-align: center;">17</td></tr> <tr><td>Healing</td><td style="text-align: center;">6</td></tr> <tr><td>Constitution</td><td style="text-align: center;">8</td></tr> </table> <p>Warfare (2)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">1</td></tr> <tr><td>Strategy/Tactics</td><td style="text-align: center;">-</td></tr> <tr><td>Unarmed</td><td style="text-align: center;">-</td></tr> <tr><td>Armed</td><td style="text-align: center;">-</td></tr> <tr><td>Swordplay</td><td style="text-align: center;">-</td></tr> <tr><td>Propelled</td><td style="text-align: center;">-</td></tr> <tr><td>Firearms</td><td style="text-align: center;">1</td></tr> <tr><td>Artillery</td><td style="text-align: center;">-</td></tr> <tr><td>Guided</td><td style="text-align: center;">-</td></tr> <tr><td>Armour</td><td style="text-align: center;">1</td></tr> <tr><td>Fighter</td><td style="text-align: center;">-</td></tr> </table>	General	18	Mental	6	Physical	17	Healing	6	Constitution	8	General	1	Strategy/Tactics	-	Unarmed	-	Armed	-	Swordplay	-	Propelled	-	Firearms	1	Artillery	-	Guided	-	Armour	1	Fighter	-
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General	1																																																														
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Artillery	-																																																														
Guided	-																																																														
Armour	1																																																														
Fighter	-																																																														

As 1<sup>st</sup> Rank in Endurance we get to add  $5 \times 37 / 4 = 46$  points to Endurance:General and divide 74 points amongst the other categories.

As 2<sup>nd</sup> Rank in Strength we get to add 31 points to Strength:General and divide  $7 \times 31 / 4 = 54$  points amongst the other categories.

As ranked in Warfare we get to add  $2 / 10 = 0$  points to General and  $2 / 10 = 0$  points divided amongst the other categories.

Thus we get

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 Edited Kevin Cowley  
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<p>Psyche (Chaos)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">-</td></tr> <tr><td>Will Power</td><td style="text-align: center;">-</td></tr> <tr><td>Logic</td><td style="text-align: center;">-</td></tr> <tr><td>Intuition</td><td style="text-align: center;">-</td></tr> <tr><td>Memory</td><td style="text-align: center;">-</td></tr> <tr><td>Perception</td><td style="text-align: center;">-</td></tr> <tr><td>Spatial Awareness</td><td style="text-align: center;">-</td></tr> <tr><td>Danger Sense</td><td style="text-align: center;">-</td></tr> <tr><td>Empathy</td><td style="text-align: center;">-</td></tr> </table> <p>Strength (31)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">56</td></tr> <tr><td>Bench Press</td><td style="text-align: center;">21</td></tr> <tr><td>Lift</td><td style="text-align: center;">20</td></tr> <tr><td>Torsion</td><td style="text-align: center;">12</td></tr> <tr><td>Impact</td><td style="text-align: center;">15</td></tr> <tr><td>Agility</td><td style="text-align: center;">17</td></tr> </table>	General	-	Will Power	-	Logic	-	Intuition	-	Memory	-	Perception	-	Spatial Awareness	-	Danger Sense	-	Empathy	-	General	56	Bench Press	21	Lift	20	Torsion	12	Impact	15	Agility	17	<p>Endurance (37)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">64</td></tr> <tr><td>Mental</td><td style="text-align: center;">16</td></tr> <tr><td>Physical</td><td style="text-align: center;">41</td></tr> <tr><td>Healing</td><td style="text-align: center;">16</td></tr> <tr><td>Constitution</td><td style="text-align: center;">28</td></tr> </table> <p>Warfare (2)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>General</td><td style="text-align: center;">1</td></tr> <tr><td>Strategy/Tactics</td><td style="text-align: center;">-</td></tr> <tr><td>Unarmed</td><td style="text-align: center;">-</td></tr> <tr><td>Armed</td><td style="text-align: center;">-</td></tr> <tr><td>Swordplay</td><td style="text-align: center;">-</td></tr> <tr><td>Propelled</td><td style="text-align: center;">-</td></tr> <tr><td>Firearms</td><td style="text-align: center;">1</td></tr> <tr><td>Artillery</td><td style="text-align: center;">-</td></tr> <tr><td>Guided</td><td style="text-align: center;">-</td></tr> <tr><td>Armour</td><td style="text-align: center;">1</td></tr> <tr><td>Fighter</td><td style="text-align: center;">-</td></tr> </table>	General	64	Mental	16	Physical	41	Healing	16	Constitution	28	General	1	Strategy/Tactics	-	Unarmed	-	Armed	-	Swordplay	-	Propelled	-	Firearms	1	Artillery	-	Guided	-	Armour	1	Fighter	-
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Having determined our attributes, our parentage, and got the auction out of the way we've used up 5+70-10=65 of our 160 points. We've now got to allocate a minimum of 10 points to mundane skills that reflect our career as a Marine in a high tech society.

As we're not a warfare specialist we'll pick up some skills that may be useful.

- Energy Weapons - 2
- Aerospace Fighters - 1
- Unarmed Combat -2
- Zero-G Manoeuvres -1
- Force Blades -1
- Power Armour -1
- Grav-Bikes-2

This leaves us 85 points to spend on powers either immediately or later in the game. We decide that Tank's quite flash and the universe looks kindly on him so take 10 points of Good Stuff - we can always burn these later on powers, attributes, or items.

The universe Tank comes from is high tech, magic, and is quite used to strange aliens and shapeshifters. Given his mother is Chaosian we decide that he's been able to shapeshift since he was a kid and has become quite good at it developing several forms to suit various needs over the years. We therefore can buy various Shapeshifting powers.

Basic Shapeshifting to Known Forms (20) - Primal Form, Demon Form (Normal, Non-Flying, Air Breathing), Human Form, Demon Form (Winged), Demon Form (Aquatic), Demon Form (Vacuum Survival)

Automatic Shapeshift/Primal Form (5)

Shift Wounds (5)

Shift Features/Body Parts (5+5) Fluid Flesh

Mould Unliving non-self Matter (5)

This uses 45 of our remaining 75 points leaving us 30. We're going to need 10 points later for Logrus Imprint and a lot more if we want to do anything useful with it. Similarly it's going to take 10 points for Pattern Imprint and 5 points for Shadow Walk if we don't want to be reliant on our brothers and sisters. If we bank these we've still got 5 points to play with. We decide to burn these on a suit of armour. As we know nothing of Amber or Shadow it can't have any powers relating to Shadow Manipulation but damage resistance and other such abilities should be okay.

- Armour - Engine Speed (4)
- Impervious to Normal Weapons (4)
- Extra Damage (2)
- Amber Healing (2) - regenerative armour

Since we've gone seven points over our 5 we reduce our good stuff to 3.

## Character Sheet

Character Name \_\_\_\_\_ Player \_\_\_\_\_  
 Height \_\_\_\_\_ Weight \_\_\_\_\_ Age \_\_\_\_\_ Hair Colour \_\_\_\_\_ Eye Colour \_\_\_\_\_

Attributes ( ) \_\_\_\_\_

Powers ( ) \_\_\_\_\_

Psyche ( ) \_\_\_\_\_

Blood of \_\_\_\_\_

General	
Will Power	
Logic	
Intuition	
Memory	
Perception	
Spatial Awareness	
Danger Sense	
Empathy	

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Strength ( ) \_\_\_\_\_

General	
Bench Press	
Lift	
Torsion	
Impact	
Agility	

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Endurance ( ) \_\_\_\_\_

General	
Mental	
Physical	
Healing	
Constitution	

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Warfare ( ) \_\_\_\_\_

General	
Strategy/Tactics	
Unarmed	
Armed	
Swordplay	
Propelled	
Firearms	
Artillery	
Guided	
Armour	
Fighter	

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Skills ( ) \_\_\_\_\_

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