

Amber Players Guide

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PART 1

Players Guide

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1. Introduction

The Amber DRPG – originally published by Phage Press is based upon the Amber series of books by Roger Zelazny. A re-write by Erick Wujick, called Lords of Olympus was published in 2010 (approx.). Knowledge of Amber and the background pertaining to it depends on the campaign, and a good knowledge is really necessary for a Throne War campaign. If you want to do a little swatting up as a player then you really do need 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.stwing.upenn.edu/~avm/Amber.shtml>

http://members.tripod.com/~hurakan_2/amber/amber-timeline.txt

History, i.e whatever the campaign background is, is not necessarily as in the books so don't take everything written there as gospel.

Any game I run is based upon a Partial Powers system which is listed in the following sections. Most of what follows is either my own work or adapted from work by the 'The Fixer', who originally hosted the "Net book of Amber". His website, I believe, still exists at <http://amberpg.free.fr/Amber/rules.html>. The sections on Sorcery, Conjunction and Power Words in their original form are from John Biles website¹ Again I have heavily modified these to provide a consistent framework with regards to resolving casting times and fatigue and made a number of significant other changes particularly in respect of cleaning up and clarifying Conjunction and how it works and can be used, especially in respect of moving Conjured items across Shadow. I've also re-ordered a lot of the material so it makes more logical reading.

John Bile's site also had some good examples of the use of powers, magic, combat, and what not to do. I used to recommend reading these pages before playing, but these are now gone along with the rest of his site. I should really have kept copies but I didn't.

1.1 What is Amber?

From an RPG perspective as a new player to Amber the following may prove a useful summation: -

Describing Amber to anybody not familiar with the books is actually fairly difficult for lots of reasons. If we look at the books then you could describe Amber as the tale of the struggle for the throne of Amber after the notional death of Oberon, the long standing King of Amber. Except that is a vast simplification, and doesn't really give any hint as to why it's so different as setting to any other.

If you know the books then you could say they are a parallel to the stories about Faeries, or specifically the Fae, and the Ceili and Un-Celie courts, where Amber or Amberites are the Celie Court and the Lords of Chaos or Chaosite) are the Un-Celie court, except that does hold true within the books.

You could also from looking at the books say that Amberites are Gods or Demi-Gods, and Chaosites are Demons, but that implies a whole lot of things that again just don't hold true.

So from a RPG setting perspective what is true and useful, and what isn't.

There is a very famous quote about Amber that very much holds true, at least in any game which holds in some way close to canon, *"Any world or Universe, whether it can support life as we know it, or life as we don't, or no life at all, or holds to any of the laws of reality as we know them or not, that can be imagined, exists somewhere in Shadow"*.

As a concept this is one of the key features of Amber.

The second is, that there are various means of crossing through Shadow, some quick, some easy, and others neither. Exactly how this is done very much depends on whether you have access to any such means or even know it is possible, and that depends on your heritage, and the "setting", which in this case how your "GM" has set things up and what sort of game they're intending to run. A game for players who are inherently familiar with Amber and the rules will be very different to one where the players know little or nothing about Amber and what is and isn't possible.

So, let's look at "Heritage", and return to some of those concepts about that I said don't strictly hold true. Within Amber there are 3 groups of people, Amberites, Chaosites, and "Human", where "Human" means any humanoid intelligent life form that is neither an Amberite or Chaosite, and depending on your GM and the setting, and how they interpret things, God, Demi-God, Demon, Devil, Angel, or other notionally "immortal" lifeform that appears in humanoid shape. Within my campaigns you'll find a lot more besides.. so don't assume.

Within the rules Amberites, those people who specifically have "Blood of Amber", meaning they are a direct descendant of Dworkin (don't specifically worry about who he is, other than that he is Oberon's father, and don't worry about him either), are notionally the most powerful, and are normally what the Players play.

Please note the caveats here. Depending on you GM and the setting, Amberites, even the "Elder" Amberites may not be the most powerful entities around, and sometimes by a very long way. This is especially true in my campaigns, Amberites are not Gods!

¹ As of Late 2020 The Keep.org and John Bile's website appear to no longer exist.

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Notionally "below" the Amberites you have the Chaosites, and the closest descriptive tag that may be applied to these is "Demon". This does not mean they are "evil" (and they are not Demons.. these are something else entirely). The same range of goals, ambitions, and morals that exist within the whole of humanity as we know it exists within the Chaosite population. Note also the "notionally below" statement. High Ranking Chaos Lords can easily give any Amberite a run for their money and can defeat most of them in the right circumstances.

So, what else do you need to know from an RPG perspective?

Firstly, magic exists, and there are a number of forms, some more powerful than others, some which work in some shadows and some which don't. Whether a Shadow supports the use of Magic in any form, and how powerful it may be is a function of the Shadow, and can be turned on or off with one of the "True" powers.

Secondly, Amberites, and Chaosites for that matter, even as young adults, are much more powerful than humans, although some "elite" humans can compete with them. For example, an "average" Amberite would struggle to beat Usain Bolt at his peak, losing by perhaps half a second, but that same Amberite could also run a 1500m against the world's best and lose by a similar margin, or run a 10,000m in a similar manner. They could also maintain a "B grade under the UK A-Level system" without particularly trying. Chaosites are generally not as good but no slouches either.

Where Chaosites have the advantage over Amberites is that they are all natural shapeshifters. Now what this means exactly depends on the game setting, but under default rules they have 2 "natural" forms, one human and one "Demon", and the demon form has some natural armour, and an ability to do more damage. This is not to say, that Amberites cannot shapeshift. They can learn the ability but they are never as good at it.

Before I get to the "True" powers there is one other specific power that exists within the game. This is Trump, and again this power must be learnt. Those with "Trump" ability and one of the other powers, including Sorcery (one of the forms of Magic), can do lots of interesting things, if they have a trump of the place they want to go, or the person they want to talk to. As with Magic, Trump may or may not work in any given Shadow, and like Magic can be turned on and off in a shadow.

So the "True" powers are where the real abilities of the Amberites and Chaosites lie. One is restricted to Amberites, and the other to Chaosites, although if you have the right parentage and the right attributes, have both "Blood of Amber" and "Blood of Chaos", you can in theory acquire both. Again, this is all very GM and campaign specific, even if the base rules allow it.

The True Power for Amberites is "Pattern". Only those with "Blood of Amber" can set foot on it a live, but you have to "walk" it in its entirety to gain access to its power. Having the right Pattern skill allows the fastest movement across shadow, and is the least disruptive form of crossing shadows.

The True Power for Chaosites is "Logrus". Only those with "Blood of Chaos" can "Assay" the Logrus, but you need to be a really adept shapeshifter before you can even attempt it, and not all those who do come out alive, and/or intact. Logrus has some advantages that Pattern doesn't, and can be used, if you have the right skill, to smash openings between shadows, allowing you to move between them. It is one of the more destructive methods of traversing shadow, but not the most destructive.

Amber, has potentially the most depth of any system, and in theory what you can do is constrained only by what your GM will allow and what you can conceive. It is a game where player goals are in a lot of ways key, and certainly once you get into the system, it is very much the players who govern what happens, both in terms of how a given problem is solved/resolved or not, what the consequences of that may be, and how the future of Shadow pans out. It is also a game where what you get out of it is directly proportional to what you put into it.

There is no concept of "XP for treasure", treasure and wealth are completely (well comparatively) meaningless in Amber - read the "Cash, Coins, and Economy" page on my website if you want to know more. Experience in Amber comes in the form of "Character Points" (CP). Everything in Amber is bought with CP.

CPs are awarded for "Playing in Character", achieving "Character Goals", and "furthering the Story". CPs can also be gained for other things - see the section on "Gaining More Points."

There are also no "Classes" or "Stereotypes" or "Archetypes" within Amber. If you're not familiar with the system then creating a character can be daunting.

It's why for my introductory campaigns (Adventures in Roleplay) I have a questionnaire. It allows you as a player, with my help to create a "Character". As with everything Amber, who, how, and what you play are all down to you, although that is constrained by the setting - at least initially. There are also 4 examples of how to create characters, based both on different "Genres" on my website. One of these demonstrates how to convert from an existing Archetype (character) in another system, and one of the others is how to create a character from a pure concept.

2. Characters and Character Generation

2.1 Attributes - Introduction

The Amber DRPG in its original form 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, assuming there is one, determines your ranking for. In the absence of an Auction there are various other means for assigning rankings, which vary by campaign. Just because you're ranked first in Warfare:General doesn't mean you're first in strategy & tactics, unarmed combat, armed combat, or one of the other sub-categories.

Each stat has a value within 4 bands, Human, Chaos, Amber, and Ranked

In a traditional Amber Game, Amber Characters start with their attributes as Amber or Amber Ranked. During character creation stats may be "bought down" to Chaos Rank gaining 10 character points (See Sections 2.4 and 2.5), but this has significant consequences. Whilst it is theoretically possible to "buy down" to Human, gaining another 10 points, it should never be done as it effectively prohibits the character from gaining any ability or power.

A typical traditional low power entry game would start with 60 points available to allocate to attributes, a typical introductory game with 40 to 80 points, a medium level game with 80 to 120 points available to allocate to attributes, and a high-end game with 120 to 160 points. Typically, Elder Amberites would have 200 points plus in attributes.

2.2 Attributes and Sub-Attributes

2.2.1 A Note about "General"

The General sub-attribute exists for each of the 4 main attributes and is a "Catch-All" category, used when none of the other sub-attributes is deemed suitable. Unlike the other sub-attributes points are never directly assigned to it when the governing attribute is raised, it is simply recalculated based on the Attribute value.

2.2.2 Psyche

The Psyche attribute is the attribute which describes all things "mental" or "intellectual" about a character.

2.2.2.1 Will Power

This is the mental force and resilience possessed by the character. It is important for all forms of Psychic Conflict and Resistance, and of significant importance in relation to a number of powers and abilities.

2.2.2.2 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

2.2.2.3 Intuition

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

2.2.2.4 Memory

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

2.2.2.5 Perception

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

2.2.2.6 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.

2.2.2.7 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.

2.2.2.8 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.

2.2.2.9 Charisma[Optional]

This optional attribute is sort of the opposite of empathy. It is a measure of the attractiveness or charm that the character radiates which inspire devotion in others or which causes them to trust and follow the character.

2.2.3 Strength

The Strength attribute is one of two attributes that define the physical characteristics of the character. In many ways it can be considered the character's physical prowess.

2.2.3.1 Lift

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

2.2.3.2 Carry

This is the ability to pick up and carry an object or mass whilst still being able to walk, shuffle, or stagger. For example, a character may be able to Lift 200kg but not move with it. A character that can carry 200 kg can move at least 3m with it, whilst the same character would be able to carry 50kg several hundred metres if not kilometres.

2.2.3.3 Tortion

This is the ability to twist or bend objects held in the hands or to pull them apart. It is a measure of “grip strength” and therefore the ability either to resist having an object pulled from your hands, your ability to pull an object from another’s hands, and your ability to hang by your finger tips from the edge of a building in the rain without falling off.

2.2.3.4 Impact

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

2.2.3.5 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.

2.2.4 Endurance

The Endurance attribute is the other attribute that defines the physical characteristics of the character. In many ways it can be considered to be a measure of the characters durability.

2.2.4.1 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.

2.2.4.2 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.

2.2.4.3 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.

2.2.4.4 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.

2.2.5 Warfare

The Warfare attribute is the attribute that describes how the character fares in combat. Whilst this could be considered on a purely physical level this is not the case as combat also includes a considerable level of mental discipline. In combat situations the GM should not only take into account the characters physical sub-attribute in this attribute category but also their Strategy/Tactics sub-attribute as this potentially may allow a less combat orientated character to survive against a physically more competent character just by use of superior strategy or tactics.

2.2.5.1 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.

2.2.5.2 Unarmed

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

2.2.5.3 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. If you’re using a sword and have swordplay your warfare attribute is the sum of the two attributes.

2.2.5.4 Swordplay²

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. Your points in Armed are added to any points in this category. Some Martial Arts training allow you to add your unarmed points instead.

² I’m currently considering replacing this with a Martial Weapons skill, which means you have specific training in a weapon or weapons. I need to determine how this sub-attribute would work with some Martial arts skills which provide specific training (Kata’s) for 6 to 8 weapons.

2.2.5.5 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. Your points in Armed are added to any points in this category.

2.2.5.6 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. Your points in Armed are added to any points in this sub-attribute

2.2.5.7 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 and have been trained to use such weapons to have any points in this sub-attribute.

2.2.5.8 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 and have military service with suitable units to have any points in this sub-attribute

2.2.5.9 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 and have military service with suitable units to have any points in this sub-attribute.

2.2.5.10 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 and have military service with suitable units to have any points in this sub-attribute.

2.3 Attribute and Sub-Attribute Ranks

All Attributes that are Amber level or above have sub-Attributes. Chaos level and Human level attributes do not, they just have an attribute value (at least until I completely workout a fully scalable system).

All sub-attributes are built from 2 components, a "base" value and a "bonus" value. The "base" value relates directly as determined below to the number of points in the governing Attribute. The "bonus" value relates to the "rank" of the Attribute, thus an entity (Player Character, Non-Player Character, or "monster") can have an Amber level stat but no "bonus".

In a Amber game with an Auction, all players entering the Auction, automatically qualify as "Ranked". If there is no Auction then it down to the GM as to how ranks are used and assigned (if at all).

In a specific sub-attribute, the strength of that sub-attribute is determined purely on the number of points the character has in that sub-attribute, and is the sum of the "base" and "bonus" elements. At least 1 point from the "base" must be applied to each sub-attribute

Thus Joe (ranked First in Warfare) who has 18 points in warfare-tactics will always lose to Bill (ranked 5th in Warfare) who has 21 points it warfare-tactics in a tactical battle (all other factor being equal).

The number of points in the Sub-attributes for an Attribute is determined as follows.

Sub-Attribute:General:Base	Divide the number of points allocated to the attribute by 2 (rounding down)
SubAttributes(Except General): Base	Allocate a total number of points equal to the value of the attribute amongst all the sub-attributes except General
Sub-Attribute:General:Bonus	Multiply the Attribute by the General Apportionment Ratio for your rank
SubAttributes(Except General): Bonus	Consult the table below and multiply the Attribute by the Sub-Attribute Apportionment Ratio for your rank and allocate the resultant number of points amongst all the sub-attributes except General

No sub-attribute total may exceed the value of the General Sub-Attribute! No sub-attribute, other than specific sub-attributes of warfare, may have a value of 0.

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Note: Whilst allocating 1pt to each sub-attribute from the “base” it mandatory it is recommended that 1pt from any “bonus” is also allocated to each sub-attribute.

[Optional Rule:

Because there is a variation in the number of sub-attributes, Endurance=4, Strength=5, Warfare=10, Psyche=8, the Warfare and Psyche sub-attributes are often disadvantaged by the divide by 2 round down rule. The following optional rule applies when calculating the sub-attribute values for Psyche and Warfare

Sub-Attribute:General:Base	Multiply the number of points allocated to the attribute by 3 and divide by 4 rounding the result down.
SubAttributes(Except General): Base	Multiply the number of points allocated to the attribute by 3 and divide by 2. Allocate this value of points amongst all the sub-attributes except General
Sub-Attribute:General:Bonus	Multiply the Attribute by the General Apportionment Ratio for your rank
SubAttributes(Except General): Bonus	Consult the table below and multiply the Attribute by the Optimal Sub-Attribute Apportionment Ratio for your rank and allocate the resultant number of points amongst all the sub-attributes except General

End Optional Rule]

Ranking	General Apportionment Ratio	Sub-Attribute Apportionment Ratio	Optional Sub-Attribute Apportionment Ratio
unranked	None	Attribute/10	3*Attribute/20
ranked	Attribute/4	Attribute/4	3*Attribute/8
7 th	Attribute/2	Attribute/2	3*Attribute/4
6 th	5*Attribute/8	3*Attribute/4	9*Attribute/8
5 th	3*Attribute/4	Attribute	3*Attribute/2
4 th	7*Attribute/8	5*Attribute/4	15*Attribute/8
3 rd	Attribute	3*Attribute/2	9*Attribute/4
2 nd	9*Attribute/8	7*Attribute/4	21*Attribute/8
1 st	5*Attribute/4	2*Attribute	3*Attribute

2.4 Auction and Points

Characters will be generated using the points values set out in the Campaign guide.

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 Powers (any form) then you must have Blood of Amber.

Note: the term Blood in the above contexts denotes DNA, so therefore you must have this from birth; unless you can come up with a really good story as to how you may have acquired your DNA rewrite elsewhere.

Depending on the campaign there may or may not be an auction at the game start. If there is an Auction, 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 Amber level 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’.

If there is no auction then you will be assigned a rank if you have an Amber level attribute. Typically this is either Rank 5 or Rank 4.

Characters must allocate points to attributes as set out in the Campaign guide. Characters may secretly buy up their attributes after the auction but the Campaign Guide Maximum Attribute 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.

Depending on the campaign it is useful to create a number of NPCs which may or may not be part of the auction. Whether they are or not depends on their function during the campaign. If NPCs are created to take part in the auction their bid strategy should be predefined prior to the auction and they will obey all the rules for character generation.

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Characters should allocate points to named mundane skills as set out in the Campaign guide. 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 st class Honours University Education or 5 years real world learning or experience. Top 1000 ranking in Shadow
2	Equivalent to 1 st 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 st 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 buy Powers and Items. Depending on the campaign all characters are likely to be given the chance to acquire Pattern, Trump, and where applicable Logrus 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. If you want multiple "power" imprints then you'll need a good psyche. This is explained further under the Pattern power.

All Items must be approved by the GM in Advance!

[Optional Rule:

Tenth Level Skills: Players may have other skills which whilst not considerable enable them to do a mundane and simple thing that having a full 1 point in the skill is not warranted for. This also applies when a character may need to learn to do something that they've never been exposed to.

For example a character from a medieval background exposed to the 20th/21st Century has a lot to learn, not only about the 20th/21st Century, but also other things like driving a car. Doing a 2 week intensive driving course would therefore warrant a 0.1 point in Pilot:Automobile, meaning that they know the mechanics of being able to drive but don't expect them to be Lewis Hamilton or Max Verstappen.

Similarly a 20th/21st Century character suddenly exposed to having to ride a horse, would gain a 0.1 point skill in Ride after 2 or three weeks having to do so all day on a regular basis, including having to saddle, unsaddle, groom and feed their horse at the end of the days ride. A 0.4 level skill confers a reasonable level of experience indicating the character can cope in most normal situations.

End Optional Rule]

2.5 Gaining More Points.

[Optional – subject to GM Approval]

Okay, so you've spent the minimum points in the auction and the minimum 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 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 typed 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 the GM receives 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.

If you can't produce your own Trump and you get somebody else to do it then the GM should 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 of 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 .

2.6 Choosing a Parent

See the relevant section in the Campaign Setting Guide

2.7 Good Stuff and Bad Stuff

Stuff in the Amber DRPG is a measure of how much the universe favours or disfavours 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. It can therefore be influenced and has real effects 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.

Stuff should be treated as a permanent aspect of the character. 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. Note to GM's if the character gets themselves in a really mess and should conceivably die but there is a way of mitigating the effect (no matter how obscure) then a grievous wound and some Bad Stuff should be used instead.

2.8 Exertion, Exhaustion, and Recovery

Throughout the Powers section there is reference to levels of exertion. Unfortunately, when I first downloaded all these rule adaptations the sections on exertion were completely missing. I have over the years meant to do something about this omission and convert these levels so that they fit within my own adaptations.

In examining the Powers there appears to be a sliding scale of Exertion, something like that presented below

Level	Description (typical activities)
Normal	Normal exertion is everyday moving about, walking, talking, eating, etc. Typically anything which doesn't increase the heart and breathing rate significantly is classed as "Normal".
Light	Activity which moderately increases the heart rate and rate of breathing, such as walking quickly, climbing a flight of stairs, carrying a moderately heavy load for a short distance. Push starting a light saloon down hill.
Medium	Activity which significantly increase the heart rate and rate of breathing, such as jogging a short distance, climbing a flight of stairs quickly, picking up a heavy load and carrying it a short distance. Push starting a medium saloon on the flat.
Heavy	Activity which results in major increase in heart rate and breathing. Sprinting 10-20m for the bus, running a mile, running up a 2 storey flight of stairs, picking up a load on the limit of what you can lift, push starting a heavy saloon up hill.
Extreme	This is a very special category for very intense but short duration energy expenditure. Sprinting 100->200m as fast as possible, sprinting up 5->10 flights of stairs, holding open a Trump Portal.

Stealing from the Power Words and Chi Powers we have a sliding scale of effects

State	Effect
Fine.	You're not tired at all
Fatigued.	You know you've been exerting yourself and are starting to notice it. You can still move around or fight as needed but at a 10% reduction in efficiency.
Tired.	You need rest, but can still move around or fight as needed but at 50% efficiency.
Very Tired	You are in dire need of rest, but can move about sluggishly. Your concentration wanders and doing complex tasks is exceedingly difficult.
Exhausted.	You desperately need of rest. Moving about is difficult, anything more than a few paces leaves you breathless, and you tend to stagger. Fighting is nigh on impossible, as is doing anything that requires any form of concentration. You tend to hallucinate and can't focus your vision properly.
Unconscious.	You collapse and slumber for a long time

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So all that is left is to determine what level of exertion and for what period moves you from one state to the next.

Exertion	Human	Chaos	Amber	Ranked
Normal	12 hours	18 hours	24 hours	24+min(End:Phys,End:Men)/6 hours
Light	300 minutes	450 minutes	11 hours	11 hours + min(End:Phys,End:Men)*10 minutes
Medium	100 minutes	150 minutes	220 minutes	220 + min(End:Phys,End:Men)*4 minutes
Heavy	25 minutes	40 minutes	70 minutes	70 minutes + min(End:Phys,End:Men) minutes
Extreme ³	11 seconds	20 seconds	35 seconds	35 seconds + min(End:Phys,End:Men)/2 seconds

Recovering endurance, for all classes except extreme can be achieved through sedentary rest, sleep, or meditation. The time required to move down the scale depends on your starting point.

Exertion	Ranked	Amber	Chaos	Human	Notes
Unconscious	8 hours - (End:Gen)*2 minutes	8 hours	10 hours	12 hours	1
Exhausted	320 minutes - (End:Gen) minutes	320 minutes	400 minutes	8 hours	2
Very Tired	240 minutes - (End:Gen) minutes	240 minutes	300 minutes	6 hours	3,6
Tired	150 minutes - (End:Gen)/2 minutes	150 minutes	200 minutes	4 hours	4,6
Fatigued	80 minutes - (End:Gen)/4 minutes	80 minutes	100 minutes	2 hour	5,6

When recovering from periods of Extreme Endurance, the Recovery time (Seconds) for Amber rank is calculated as

$$7200/(((\text{End:} < \text{phys or men} >) * \text{End:Heal} * \text{End:Heal} * \text{End:Con} * \text{End:Con})^{(1/6)})$$

Notes

- 1 Recovery by Sedentary rest or Mediation is (implicitly) not possible.
- 2 Recovery by Sedentary rest increases recovery time to 300% and it is almost impossible to avoid falling asleep. Recovery using Meditation is not possible (unable to maintain the required mental state)
- 3 Recovery by Sedentary rest increases recovery time to 200% and it is almost difficult to avoid falling asleep. Recovery by Meditation increases recovery time to 150% but once in the Meditative state the practitioner will not fall asleep.
- 4 Recovery by Sedentary rest increases recovery time to 150%. Recovery by Meditation decreases recovery time to 95%.
- 5 Recovery by Sedentary rest increases recovery time to 125%. Recovery by Meditation decreases recovery time to 75%.
- 6 To use Meditation as a recovery mechanism the base requirements as for Chi but at half values (2 points) must be fulfilled, with 2 points in Yoga as an acceptable alternative.

³ Extreme Exertion is a special classification and is treated differently to other types. It is a very intense but short duration expenditure of energy and cannot be maintained for very long. As soon as the characters fatigue level reaches exhausted they automatically collapse. No ifs, no buts, no maybes! They are then forced to rest for their recovery time at the end of which the number of periods of Extreme exertions are multiplied by the time for Heavy Exertion and then treated as Medium Exertion. For example, 3 periods of Extreme Exertion become 3 periods of Heavy Exertion for a time basis, which equates to 5/6 of a period of Medium exertion.

2.8.1 Some Notes on Sleep and Exhaustion

So how does all this work In-Game? Let's look at an example, using an Amberite who has an Endurance of 12 and is Rank 5. This would translate to a Stat block which may look a little like this..

Endurance	12
General	6+9
Mental	3+3
Physical	3+5
Healing	3+2
Constitution	3+2

Taking the Ranked Block from above and plugging the numbers in..

Exertion	Ranked	Resultant Value
Normal	24+min(End:Phys:8,End:Men:6)/6 hours	24+(6/6)=25 hours
Light	11 hours + min(End:Phys:8,End:Men:6)*10 minutes	11hrs+6*10 mins = 12 hours
Medium	220 + min(End:Phys:8,End:Men:6)*4 minutes	220+(6*4)= 244 mins
Heavy	70 minutes + min(End:Phys:8,End:Men:6) minutes	70+6 = 76 mins
Extreme	35 seconds + min(End:Phys:8,End:Men:6)/2 seconds	35+(6/2) = 38 seconds

But what do those numbers actually mean?

Let's say that our Amberite is either a Lord of the Manor, or a typical office worker. They spend their day in meetings, moving about, talking to people. Nothing particularly stressful. So after 25 hours their level of "tiredness" or exhaustion would move from "Fine" to "Fatigued", after another 25 hours it would move to "Tired", and after 75 hours to "Very Tired". So after more than 3 days they could really do with taking a break and getting some sleep.

Consulting the "Recovery" table, our starting point is "Very Tired". This mean that after 240-15=225 minutes of Sleep we move down the scale to "Tired", a further 150-(15/2)=143 minutes moves it to "Fatigued", and a third block of 80-(15/4)=77 minutes moves it to "Fine"

Now let's assume that our 10 hour day is not quite as boring and mundane, so equates to "Light" activity. We also work out for a couple of hours (80min of Medium + 40min of Heavy).

We now have to consider the "work out". We have 1/2 a block of Heavy and 1/3 of a block of Medium. Now Heavy has about 1/3 the duration of Medium so if we convert the Heavy to medium (multiply by 3) we get 1.5 blocks of medium, which if we add to our 1/3 block takes us to 2.1 blocks. But we need to factor in the 10 hours or 5/6 of a block of light activity. Converting this to medium (dived by 3) gives us about 1/3 of a block, for a total of 2.4. So we move from "Fine" to "Tired"

But we now spend the evening relaxing (sedentary rest), before possibly getting some sleep. A starting point of "Tired" means we need (150-(15/2))*1.5=215 minutes of sedentary rest to move us down a level. Therefore by the time we actually go to bed, we're somewhere between "Fatigued" and "Tired". If we assume worse case, and use "Tired" again 143 minutes of sleep moves us to "Fatigued", and a further 77 minutes moves us to "Fine".

2.9 Powers

2.9.1 Pattern

The following is based upon an original work by Doyce Testerman & Randy Trimmer, modified by the Fixer, with subsequent modification to fit within my Attributes and Endurance System, and further modification and adjustments relating to managing multiple power imprints, the multiple Patterns, and True and reflective instances.

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 Shadow-walker.

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

2.9.1.1 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.
- See also notes under Pattern Imprint relating to having multiple "power" imprints.

2.9.1.2

Contents

- B-[05] Blood of Amber
- B-----[10] Pattern Imprint (10 pts per Pattern imprinted)
- B-----[05] Mindwalk the Summoned Sign/Pattern Sight
- B-----[05] Shadow Walk
- A----- [05][Shadow Walk+10][True Pattern Imprint]Shadow Walk in Amber
- B----- [05] Pattern Search
- B----- [05] Hellriding/Use Royal Way
- A----- [05][Hellriding+10] Ride Pattern Waves
- E----- [05][Ride Pattern Waves +5] Create Shadow Path
- B----- [05] Manipulate Probability
- B----- [Shadow Walk + 05] Shadow Shift items
- B-----[05] Pattern Defence (Internalise Sign)
- A----- [Pattern Defence +10] [True Pattern Imprint] Pattern Defence
- 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] [True Pattern Imprint] Pattern Cloak
- A-----[05] Improved Sight
- A-----[05] Pattern Tendrils
- A-----[Pattern Tendrils+10] [True Pattern Imprint] Pattern Tendrils
- E-----[05] Pattern Magic
- E-----[Pattern Magic +10] [True Pattern Imprint] Pattern Magic
- E-----[05] Create Pattern Artefacts
- E-----[Create Pattern Artefacts +10] [True Pattern Imprint] Create Pattern Artefacts
- 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-----[05 for the first use, 03 for the second, and 02 for the third][Manipulate Probability + 10] 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.

2.9.1.3 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.

2.9.1.4 Pattern Imprint (10 points)

You have acquired by walking one of the elemental patterns – Kolvir (Castle Amber), Tirna Nog'th, Remba, Carnelian, or the True Pattern, and imprint of that pattern on your Psyche. This imprint allows you access to further powers based upon the pattern.

The nature of the Psyche is such that it can hold multiple primary power images simultaneously provide it is resilient enough. For each 10 points of Psyche (A->A+9=1,A+10->A+19=2,etc) you can hold one image but there are additional constraints for mixing Logrus, Abyss, and Pattern and/or primary Patterns and either Pattern or Logrus or Abyss. Between a Logrus, Abyss, or Pattern imprint there must be a blank imprint, thus with a Psyche of under 20 you can only hold a single imprint. Additionally between a primary pattern imprint (True Pattern or Carnelian) and another pattern imprint there must also be a blank imprint. Thus to have both the imprint of the Kolvir pattern and Carnelian pattern simultaneously you must have a psyche of 20 or greater.

Walking a pattern is extremely tiring. The first time a character ever walks a pattern, which for the Amber patterns activates the Blood curse power they require to rest for

$$2880-10(\sqrt{\text{Psy:Will*End:Men}}+\sqrt{\text{End:Phy*Str:Gen}}) \text{ minutes (2880 minutes == 48 hours)}$$

There after walking one of the Amber reflections of the True Pattern equates to medium exertion, double that for the True and Carnelian Patterns.

The Amberite Blood Curse is one of the rarest used, yet most feared; of all the powers of those with Blood of Amber. 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 or Blessing.

Babel Fish - Optional:

There is evidence in the original books, that the Pattern gives people who walk it the ability to communicate with anybody they encounter, although this is not explicitly stated, and it's also not stated in the original Amber rules.

This rule is therefore completely optional but all the Amber GMs I've played with have used this, and I use it myself as it makes logical sense, otherwise every time a character moves into a new shadow they'd potentially have to spend weeks learning a new language or be unable to communicate with anyone.

This confers the ability to understand verbal (or non-verbal if in psychic contact) language communication with anybody sufficiently close and to be understood in return. This does not confer the ability to actually speak the language in question!

It also confers the ability to understand non-arcane written texts or hieroglyphs. It does not confer the ability to write however.

To be affected the person, persons, entity, or entities being communicated with must be within the average of Pys:SA and Psy:Perc feet.

2.9.1.5 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 (see below) but it empowers the Sign thus allowing you to perform any action requiring the power of the Pattern as its basis, for example to examine peoples aura's.

At this level what can be determined is quite limited, you can detect basic abilities provided you know how to interpret what you see, ie you must have been exposed to shape shifters to know what a shapeshifters aura looks like. With regards to magic you can only tell that they can use magic not what form unless they have advanced powers, when the auras are sufficiently different that you may be able to tell them apart. Remember unless you know what you're looking at you can't identify it.

With further study it allows you to walk through shadow, change the probability of things happening, scry, evoke the pattern as a defence, use the pattern to manipulate real objects, and eventually learn the secrets of changing Shadow by direct manipulation of the Sign. Mindwalking the Sign is less difficult than walking the actual Pattern, equivalent to one hour of medium exertion, with the time passed with it in mind equal to light exertion cost.

To calculate the time taken to Mind Walk the sign use the following formula

$$T = (420 - PR(1+(SW+3MW)/60))*P$$

Where

$$PR = \text{Psy:Gen} + \text{End:Men} + \text{Psy:Wil} / 2$$

$$SW = \text{Number of points in Shadow Walk}$$

$$MW = \text{Number of points in Mind Walk}$$

$$P = 1 \text{ unless you've walked the True Pattern in which case its } 0.9$$

The base ability to 'read' an object's or person's abilities in clear line of sight is determined by the formula $2 * (\text{Psy:SA} + \text{Psy:Perc}) / \text{ft}$

Beyond this distance objects and people obey the 'square law' rule, so the more powerful the object the further away it can be detected, thus the Pattern can be detected from $100 * (\text{Psy:SA} + \text{Psy:Perc}) / \text{ft}$

It is also possible to read a person's or object's aura that is completely covered or obscured (such as behind a door) but you need to be really close to do so $(\text{Psy:SA} + \text{Psy:Perc}) / 4\text{ft}$

2.9.1.6 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, shadow walking is classed as light exertion but a double cost (ie half the time periods).

2.9.1.7 Shadow Walk in Amber (Shadow Walk+10 and Psyche+20 and True Pattern Imprint)

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. Shadow-walk 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! Shadow Walking in Amber is classed as medium exertion.

2.9.1.8 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, or 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 Hell-riding (multiply all values by seven if Shadow-walking); those with higher Psyches and more experience will need less time to find things: for each point, time is usually 24 hours – $\text{Psyche:General}/16$ (minimum 12 hours per point).

If $\text{Psyche:General}/8 - 24$ is greater than 0, then the total search time is reduced by $(\text{Psyche:General}/8 - 24) * 2$ hours.

Hell-riding and Shadow-walking 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.

2.9.1.9 Hell-riding/Use Royal Way (05 points)

Hell-riding is a harder and faster (approximately 6 times) means to travel than Shadow Walking. In Shadow Walking you changed one detail, a blue jay to a green jay. In a Hell-ride 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. Hell-riding is hard, but fast. Another problem with Hell-riding is that generally a certain level of speed must be maintained for the Hell-ride to progress. Since things change so quickly in a Hell-ride most technological means of travel (such as cars, planes, and boats) won't work at least some of the time, most Amberites tend to either use a reliable mount, such as a well-trained horse, or sailing ship. Animals that are to experience Hell-rides 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. Ships crews are also recommended to be experienced or they go insane, which often why a covering storm is a good idea.

Hell-riding can get you from near Amber to the Courts of Chaos in 12 days. Generally 7 days of Hell-riding can get you to and from most places in Shadow.

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 10 weeks, a year if Selective Shadow Walking is being used.

Hell-riding is classed as medium exertion but at 2/3 cost.

2.9.1.10 Ride Pattern Waves (Hell-riding/Use Royal Way + 10)(05 points)

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 your Psyche:General/16 points rounded to the nearest half-number, that which is the greatest).

2.9.1.11 Create Shadow Path (Ride Pattern Waves+5)(05 points)

This ability allows the user to create a path permanently linking 2 Shadows. Whilst continually walking the same path between 2 Shadows will over hundreds of trips forge a permanent path, as has happened between Amber and the Golden circle states, this ability allows such a permanent link to be created in a single trip. The downside is that travel is slow equivalent to using the Royal Way and 20 times the normal endurance cost.

The ability can also be used to restore paths damaged by Shadow Storms, the effort required dependent upon the damage done, from 5 to 20 times the endurance cost.

Notes: The long method for creating shadow paths is a cumulative chance for the path to form and then a decreasing chance to break.

Once a path, and it must be the same path, has been traversed 50 times, and that's at least 40% in each direction, there is a 1% chance for a path to form. For each additional 10 traversals the chance to form the path increases by 1%.

Once formed the path has a 10% chance per traversal to "break", although a break does not reset the chance for the path to reform on the next traversal. For each 10 traversals where the path does not break the chance to break is decreased by 1% to a minimum of 1% (there is always the possibility for a path to break no matter how well established it is).

2.9.1.12 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.

2.9.1.13 Shadow Shift items (Shadow Walk + 5)

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.

2.9.1.14 Pattern Defence (05 points)

Using the Pattern defensively has 2 mutually exclusive forms. One form is a physical manifestation that works as a shield against physical attacks and the other is an internalized construction that works against non-physical forms of attack, particularly magic. Whilst this second form won't work against most physical attacks it does have really serious consequences if the wielder is struck by a Logrus Tendril or Logrus weapon.

Using the Pattern in either form requires considerable concentration, and whilst physical movement is possible, it can only be accomplished at 20% of normal speed. Riding a horse is possible but at nothing faster than a walk. Driving a vehicle is impossible but there is no restriction on being a passenger.

As a physical manifestation the Pattern is invoked as a physical shield, so will protect the direction in which the character is facing only. In this mode it stops any physical attack, including but not limited to melee attacks, thrown or propelled projectiles, and any magic attack which has a physical form including but not limited to Magic Missiles, Lightning Bolts, Frost Bolts, and Fire Balls. Note, since the shockwave from an explosion is a physical attack it will be stopped by the shield.

The shield can be as small as the wielder wishes and be either round or oval in shape. The maximum diameter is equal to Psyche:Spatial Awareness meters. Typical shields are either round and 3m in diameter or oval and 3m in height and 5m in width.

When attacked by a Logrus weapon the resultant outcome depends upon the relative strength of the Weapon vs the psychic strength (Will Power) of the Pattern Wielder. If one is less than twice the strength of the other then both parties are temporarily rendered unconscious and will wake with the mother of all headaches which will last several hours. The weapon will be flung several hundred yards away and will be rendered inactive for several days. If the Pattern wielder has the superior strength then at a minimum they will be stunned for several seconds and at worst for several minutes. If their strength is more than 8 times then the Logrus Weapon will be destroyed otherwise it will be damaged, the severity depending on the strength advantage. The converse is also true, except depending upon the strength of the Logrus wielder, whilst their weapon will take damage decreasing in severity until at 8 times it suffers no ill effect, the weapon will cleave through the shield and damage the Pattern wielder in an inverse ratio..i.e full damage at 8 times advantage.

The difference between Logrus Tendrils and Logrus Weapons are that Tendrils are wielded with the Psyche:Will Power of their wielder. This means that when a Tendril is destroyed the Wielder will be flung backwards where as if the Pattern Shield is broken the Pattern wielder will be flung backwards.

Maintaining the Pattern as a physical shield counts as medium exertion at double cost. Maintaining the Pattern as an internal shield against magic counts as medium exertion.

2.9.1.15 Pattern Defence (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 effect the True Pattern is twice the strength of one its reflections.

2.9.1.16 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 Psyche:General/16 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.

2.9.1.17 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.

2.9.1.18 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.

2.9.1.19 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.

2.9.1.20 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 Hell-rider 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.

2.9.1.21 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.

2.9.1.22 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).

2.9.1.23 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:General/16 is higher than your opponent's Endurance:General/16. 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 Psyche:General/32 points). This is an extremely exhausting power counting as heavy exertion.

2.9.1.24 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.

2.9.1.25 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.

2.9.1.26 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.

2.9.1.27 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.

2.9.1.28 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.

2.9.1.29 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).

2.9.1.30 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.

2.9.1.31 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.

2.9.1.32 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.

2.9.1.33 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.

2.9.1.34 Advanced teleport (05 points)

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

2.9.1.35 Shadow Pockets (Manipulate Probability+5)(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.

2.9.1.36 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).

2.9.1.37 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.

2.9.1.38 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.

2.9.1.39 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.

2.9.2 Trump Artistry

2.9.2.1 Prerequisites:

- A good Psyche (Perception) is useful to "sense" the subject of a Trump, or to Detect Trump signatures, or Trump Power in Use.
- A good Psyche (Willpower) is used to 'force' or 'resist' a Trump contact. Psyche (Will Power) is used to appear 'out' and Psyche (Empathy) as someone else.
- To acquire any Advanced ability, one must have at least 50 points of Basic Trump abilities.
- To acquire any Exalted ability, one must have at least 25 points of Advanced Trump abilities and acquire the Initiate of the True Image power which requires bathing in the Fount of Worlds.

2.9.2.2 History

- Trump in the original Netbook of Amber consisted of Trump Sketch's, Novice Trump, and Create Trump.
- Trump Sketches has been replaced by Trump Doodle, Trump Scene, Trump Waxwork, and Trump Wireframe.
- Novice Trump has been replaced by Trump Caricature, Trump Panorama, Trump Figurine, and Trump Mock-up.
- Create Trump has been replaced by Trump Portrait, Trump Landscape, Trump Statuette, and Trump Diorama.
- Trump Sculptures has been subsumed under Trump Waxwork, Trump Figurine, and Trump Statuette.
- Current (as at version 1.8) structure and descriptions are draft and potentially subject to change

2.9.2.3 Contents

B- [10] Trump Doodle
B----- [05] Trump Caricature
B----- [10] Imbue Power [Trump Caricature/Trump Panorama/Trump Figurine /Trump Mock-up]
B----- [07] Trump Portrait
B- [10] Trump Scene
B----- [05] Trump Panorama
B----- [10] Imbue Power [Trump Caricature/Trump Panorama/Trump Figurine /Trump Mock-up]
B----- [07] Trump Landscape
B- [10] Trump Waxwork
B----- [05] Trump Figurine
B----- [10] Imbue Power [Trump Caricature/Trump Panorama/Trump Figurine /Trump Mock-up]
B----- [07] Trump Statuette
A----- [05] Trump Statuette Divination [Trump Statuette +10]
B- [10] Trump Wireframe
B----- [05] Trump Mock-up
B----- [10] Imbue Power [Trump Caricature/Trump Panorama/Trump Figurine /Trump Mock-up]
B----- [07] Trump Diorama

B----- [10] Imbue Power [Trump Caricature/Trump Panorama/Trump Figurine /Trump Mock-up]
A----- [05] Replicate Picture Trump [Trump Portrait/Trump Landscape +15]
A----- [05] Rack Replicate Picture Trump [Replicate Picture Trump +10]
E----- [05] Initiate of the True Image
E----- [05] Self Replicating Picture Trump [Rack Replicate Picture Trump +10]
A----- [05] Replicate Sculpture Trump [Trump Statuette/Trump Dioramas +15]
A----- [05] Rack Replicate Sculpture Trump [Replicate Sculpture Trump +10]
E----- [05] Initiate of the True Image
E----- [05] Self Replicating Sculpture Trump [Rack Replicate Sculpture Trump +10]
A----- [05] Trump Magic
A----- [05] Create Trump Rack
E----- [05] Improved Trump Rack
A----- [05] Trump Deception

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- A----- [05] Discern Unknown Psyche Signature
- A----- [05] Blindman's Trump
- A----- [05] Create Recorder Trump
- A----- [05] Quick Transport
- A----- [05] Trump Backward
- A----- [03] Quick Activation
- A----- [02] Instant Activation
- A----- [05] Trump Memory
- A----- [05] Remote Trump Utilization
- E----- [05] Initiate of the True Image
- E----- [05] Dual Trump Image
- E----- [05] Connection Transit
- E----- [05] Trump Tracker
- E----- [05] True Trump Attachment
- E----- [10] Trump Psyche Holding
- E----- [10] Trump Connection Tunnelling
- E----- [05] Create Trump Artefacts
- E----- [05] Oniric Trump Artistry
- E----- [05] Shape Dreams
- E----- [Trump Magic + 10] Advanced Trump Summoning
- E----- [10] Trump of Desire
- E----- [05] Trump Healing
- E----- [05] Visual trump
- E----- [05] Mental Trump
- E----- [10] Living Trump
- E----- [Trump of Desire + 10] Summon Forth Virtual Universal Trump Deck
- E----- [05] Trump Field Control
- E----- [??] Truest Image

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

2.9.2.4 Trump Doodle (10 Points) / Trump Scene (10 points)

Trump Doodles are simple pictorial representation of people, whilst Trump Scenes are simple pictorial representations of places. Each version must be purchased as a separate ability.

Trump Doodles/Trump Scenes can be drawn in pencil, pen, 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 Doodles/Trump Scenes are good for a limited number of uses depending on the creator's Psyche. After this usage is complete the Trump Doodle/Trump Scene will be un-empowered and no longer viable for either communication or transport. If the Trump Doodle/Trump Scene 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.) and the Imbue Skill. Otherwise, the Trump Doodle or Trump Scenes works only within the Shadow in which it was created. Mastering either of these abilities also conveys on the possessor the ability to Sense Trump energy nearby (as the trump trick of the same name).

Creation time is 120 minutes, minus 30 seconds per point Psyche:General minus 2 minutes per skill point above 15 (minimum time 30 seconds). Note For skill level add points equal to the number of points in Trump Caricature/Trump Panorama (as applicable) and five the number of points in Trump Portrait/Trump Landscape (as applicable), to the number of points in Trump Doodle/Trump Scene.

2.9.2.5 Trump Waxwork (10 Points)

Trump Waxworks are simple sculpted representations of people. Working from a generic base the Trump Artist renders a detailed representation of the person they are depicting.

Trump Waxworks are typically made from paraffin wax, air drying modelling clay, or 3D printable plastics. 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 4 to 8 hours. Trump Waxworks are good for a limited number of uses depending on the creator's Psyche. After this usage is complete the Trump Waxwork will be un-empowered and no longer viable for either communication or transport. If the Trump Waxwork 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.) and the Imbue Skill. Otherwise, the Trump Waxwork works only within the Shadow in which it was created. Mastering this ability also conveys on the possessor the ability to Sense Trump energy nearby (as the trump trick of the same name).

Creation time is 240 minutes, minus 1 minutes per point Psyche:General, minus 1 minute per point Strength:Agility, minus 3 minutes per skill point above 15 (minimum time 60 minutes). Note For skill level add points equal to the number of points in Trump Figurine and five the number of points in Trump Statuette, to the number of points in Trump Waxwork.

2.9.2.6 Trump Wireframe (10 Points)

Trump Wireframes are simple model representations of places. Unlike picture trumps, which fix the arrival point, the trump artist can chose to arrive at any visible point in the modelled scene. Note if the Trump Artist models the outside of a building then the arrival point is outside the building. To arrive in a room in a building then Trump Artist has to model the room. The Trump Artist cannot model the whole building and then pick a room to arrive in!

Trump Wireframes are typically made from card or similar material which can easily be cut and coloured, using a polystyrene or poly carbonate base. Models are typically made either on a 9", 12", or 15" square base, or a 9"x 7", 12"x9", or 15"x12" rectangular base, and as are tall as required to maintain the scale and perspective of the scene being modelled. 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 8 to 16 hours. Trump Wireframes are good for a limited number of uses depending on the creator's Psyche. After this usage is complete the Trump Wireframe will be un-empowered and no longer viable for either communication or transport. If the Trump Wireframe 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.) and the Imbue Skill. Otherwise, the Trump Wireframe works only within the Shadow in which it was created. Mastering this ability also conveys on the possessor the ability to Sense Trump energy nearby (as the trump trick of the same name).

Creation time is 480 minutes, minus 1 minutes per point (each) of the following Psyche:General, Psyche:Perception, Psyche:Spatial Awareness, Strength:Agility, minus 5 minutes per skill point above 15 (minimum time 240 minutes). Note For skill level add points equal to the number of points in Trump Mock-up and five the number of points in Trump Diorama, to the number of points in Trump Wireframe.

2.9.2.7 Imbue Power (10 points)[Appropriate Power]

This ability allows you to modify the Trump Energy infused into the picture/figurine/diorama when creating a Trump such that the Trump can reach through Shadow. To do so you must have the appropriate power that allows this.

The commonest powers which readily allow this are Pattern Imprint with Mind Walk the Summoned Sign and Logrus Imprint with Summon Sign. Subject to GM approval there may be others including Sorcery.

Note that a Pattern-based Trump cannot reach someone in a Shadow blocked to that Pattern, and, conversely, a Logrus-based Trump cannot reach someone in a Shadow blocked to that Logrus.

No Advanced Trump ability can be learnt without this ability.

2.9.2.8 Trump Caricature (5 Points) / Trump Panorama (5 points)

See Trump Portrait/Trump Landscape (below) -- double to triple the base creation times... Trump Doodles/Trump Scenes from memory are more than likely impossible. Mastering either of these abilities also conveys on the possessor the ability to use Self-Identification and Trump Defence (see the trump tricks of the same name).

2.9.2.9 Trump Figurines (5 Points) / Trump Mock-ups (5 points)

See Trump Statuette/Trump Diorama (below) -- double to triple the base creation times... Trump Figurines / Trump Mock-ups from memory are more than likely impossible. Mastering either of these abilities also conveys on the possessor the ability to use Self-Identification and Trump Defence (see the trump tricks of the same name).

2.9.2.10 Trump Portrait (7 Points) / Trump Landscape (7 points)

Trump Portraits are detailed pictorial images of people, whilst Trump Landscapes are detailed pictorial images of places. Each version must be purchased as a separate ability.

Creating a Trump Portrait or Trump Landscape requires a very good knowledge of the person or place to be depicted and is easiest when the subject is present or the artist is at the location being depicted. If the Artist knows the person or place very well, and has previously created sketches or other reference material relating to the picture being drawn then this condition can be waived.

Most Trumps are created on high quality card, each card being about 7" by 3¾", but they can be any size and type of medium that the Artist has available to work with. Note, the image must be sufficiently detailed to accurately depict the person or place.

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 Portrait or Trump Landscape takes from 2 hours to 3 days of concentrated work. The time taken depends 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. Note this is the actual drawing time, not the elapsed time.

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 adequate representative images and relevant knowledge, 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, will almost invariable link to a Shadow version of that subject, rather than the actual intended version of the 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. Given the time taken, the Artist may need to rest during the process. As long as they are not interrupted or disturbed and the Trump remains within $(\text{Psyche:Will}+2*\text{Psyche:SA}+3*\text{Psyche:Perc})/2$ feet at all times, then they may pause and rest as many times as they wish.

Mastering either of these abilities conveys on the possessor the ability to sense the identity of a Trump Caller and Create a Trump Portal (as the trump tricks 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 2 points Psyche:General minus 30 minutes per skill point above 7 (minimum time 2 hours).

In addition to creating full Trumps the Trump Artist can also create Trump based Trump Doodles/Trump Scenes (as applicable). Whilst they have the same power as a full Trump they don't have the innate durability (All Trump Cards are classed as items with the 4 point item ability Impervious to Normal Weapons). As such they are much quicker to create. Base Creation Time is 24 hours, minus 20 minutes per 5 points Psyche:General minus 20 minutes per skill point above 7 (minimum time 15 minutes). Trump Doodles/Trump Scenes created using this power are classed as having the 1 point item ability Resistant to Normal Weapons.

2.9.2.11 Trump Statuette (07 Points)

Trump Statuettes are detailed models of people.

Creating a Trump Statuette requires a very good knowledge of the person to be depicted and is easiest when the subject is present. If the Artist knows the person very well, and has previously created sketches or other reference material relating to the Statuette being sculpted then this condition can be waived.

The best Statuettes (other than those create using magic), are made from die cast metals or resin. The base process is similar to that for Waxworks, except that once the basic likeness is achieved the figure can then be embellished in any manner the Artist choses. Note unlike for a Waxwork, individual limbs and body parts can be rendered separately and then assembled into the final figure, allowing then to adopt poses. Note that the complete creation of the figure, including all embellishment must be completed within the timeframe for construction, including all restrictions on concentration etc.

Working from memory, without a adequate representative images and relevant knowledge, will DOUBLE or TRIPLE the amount of time to create the statuette. Statuette made from descriptions, without the Trump Artist ever having observed the subject, will always link to a Shadow version of that person, rather than the actual person.

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 constructing/creating all the elements of the statuette in whatever medium they are using, rendering a life-like representation of the subject, and embedding the Power of Trump into the image. Trumps cannot be created 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. Given the time taken, the Artist may need to rest during the process. As long as they are not interrupted or disturbed and the Trump remains within Psyche:Will feet at all times, then they may pause and rest as many times as they wish.

Mastering this ability conveys on the possessor the ability to sense the identity of a Trump Caller and Create a Trump Portal (as the trump tricks of the same name), as well as recognize trump artistry styles that he or she has encountered before. Creation time is 90 hours, minus 30 minutes per point (each) of Psyche:General, Psyche:Perception, Psyche:Empathy, Strength:Agility minus 60 minutes per skill point above 7 (minimum time 15 hours).

In addition to creating full Trumps the Trump Artist can also create Trump based Trump Waxworks. Whilst they have the same power as a full Trump they don't have the innate durability (All Trump Sculptures are classed as items with the 4 point item ability Impervious to Normal Weapons). As such they are much quicker to create. Base Creation Time is 36 hours, minus 30 minutes per point (each) of Psyche:General, Psyche:Perception, Psyche:Empathy, Strength:Agility minus 60 minutes per skill point above 7 (minimum time 5 hours). Trump Waxworks created using this power are classed as having the 1 point item ability Resistant to Normal Weapons.

2.9.2.12 Trump Diorama (07 Points)

Trump Diorama are detailed models or perspective views of places. Unlike picture trumps, which fix the arrival point, the trump artist can chose to arrive at any visible point in the modelled scene. Note if the Trump Artist models the outside of a building then the arrival point is outside the building. To arrive in a room in a building then Trump Artist has to model the room. The Trump Artist cannot model the whole building and then pick a room to arrive in!

Creating a Trump Diorama requires a very good knowledge of the place which is being depicted. The Artist must have previously visited the place and created sketches and/or other reference material relating to model being assembled.

The best Dioramas are made for a complex variety of materials all designed to accurately and most effectively portray the scene being modelled. Similar to Wireframes, models are typically made either on a 5", 9", or 12" square base, or a 5"x 7", 12"x9", or 5"x12" rectangular base, and as are tall as required to maintain the scale and perspective of the scene being modelled.

Working from memory, without a adequate representative images and relevant knowledge, will DOUBLE or TRIPLE the amount of time to create the model. Dioramas made from descriptions, without the Trump Artist ever having observed the location, will link to a Shadow version of that place, as depicted in the model.

Mastering this ability conveys on the possessor the ability to create a Trump Portal (as the trump tricks of the same name), as well as recognize trump artistry styles that he or she has encountered before.

Creation time is 120 hours, minus 30 minutes per point (each) of the following Psyche:General, Psyche:Perception, Psyche:Spatial Awareness, Strength:Agility, minus 60 minutes per skill point above 7 (minimum time 30 hours).

In addition to creating full Trumps the Trump Artist can also create Trump based Wireframes. Whilst they have the same power as a full Trump they don't have the innate durability (All Trump Sculptures are classed as items with the 4 point item ability Impervious to Normal Weapons). As such they are much quicker to create. Base Creation Time is 60 hours, minus 30 minutes per point (each) of the following Psyche:General, Psyche:Perception, Psyche:Spatial Awareness, Strength:Agility, minus 60 minutes per skill point above 7 (minimum time 10 hours). Trump Wireframes created using this power are classed as having the 1 point item ability Resistant to Normal Weapons.

2.9.2.13 Replicate Picture Trump (05 Points) [Trump Portrait / Trump Landscape +15]

This ability allows the artist to produce a copy of an existing Portrait or Landscape trump, assuming they have the pre-requisite ability, in one quarter of the time it would take to create a new trump of the subject from scratch.

The process of replicating a trump is similar to creating a new one, except that the blank medium is placed over an existing trump. The artist then clears their mind, enters an empowered state, and then concentrates on the trump to be replicated. In this state using only a brush or stylus in a similar manner to taking a brass rubbing they can duplicate the existing trump.

Note. The duplicate of the trump bears the trump and artistic signature of the duplicator not that of the creator of the original trump.

2.9.2.14 Replicate Sculpture Trump (05 Points) [Trump Statuette / Trump Diorama +15]

This ability allows the artist to produce a copy of an existing Statuette or Diorama trump, assuming they have the pre-requisite ability, in one quarter of the time it would take to create a new trump of the subject from scratch.

Note. The duplicate of the trump bears the trump and artistic signature of the duplicator not that of the creator of the original trump.

2.9.2.15 Rack Replicate Picture Trump (05 Points) [Replicate Picture Trump +10]

This ability is an extension of the Replicate Picture Trump ability and allows the artist to produce multiple copies (number dependent upon psyche:perception, psyche:willpower, and rack replication skill) at a time. Whilst this process takes 200% longer than normal replication the advantage is that multiple copies are produced.

No of copies = $(1 + ((\text{Psy:Perc} * \text{Psy:Perc} * \text{Psy:Will}) / (20 * 20 * 20))) * (1 + (\text{Rack Picture Replication} - 5) / 10)$

Note the Artist can only replicate the type of Trump they have the pre-requisite skill for.

2.9.2.16 Rack Replicate Sculpture Trump (05 Points) [Replicate Sculpture Trump +10]

This ability is an extension of the Replicate Sculpture Trump ability and allows the artist to produce multiple copies (number dependent upon psyche:perception, psyche:willpower, and rack replication skill) at a time. Whilst this process takes 200% longer than normal replication the advantage is that multiple copies are produced.

No of copies = $(1 + ((\text{Psy:Perc} * \text{Psy:Perc} * \text{Psy:Will}) / (20 * 20 * 20))) * (1 + (\text{Rack Statuette Replication} - 5) / 10)$

Note the Artist can only replicate the type of Trump they have the pre-requisite skill for.

2.9.2.17 Self-Replicating Picture Trump (05 Points) [Rack Replicate Picture Trump +10]

This is the ultimate ability in creating picture trumps. Once the Self Replicating Picture Trump has been created, the creator or the possessor if they have Initiate of the True Trump ability, can concentrate on the trump, reach "inside" the trump and draw an exact duplicate of the trump out of it, in one twentieth of the time it would take to create the equivalent new trump.

Creation of the trump in the first place takes four times longer than for a normal trump.

Note the Artist can only replicate the type of Trump they have the pre-requisite skill for.

2.9.2.18 Self-Replicating Sculpture Trump (05 Points) [Rack Replicate Statuette Trump +10]

This is the ultimate ability in creating Sculpture trumps. Once the Self Replicating Sculpture Trump has been created, the creator or the possessor if they have Initiate of the True Trump ability, can concentrate on the trump, reach "inside" the trump and draw an exact duplicate of the trump out of it, in one twentieth of the time it would take to create the equivalent new trump.

Creation of the trump in the first place takes four times longer than for a normal trump.

Note the Artist can only replicate the type of Trump they have the pre-requisite skill for.

2.9.2.19 Trump Statuette Divination (05 points)

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

2.9.2.20 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).

2.9.2.21 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.

2.9.2.22 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.

2.9.2.23 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.").

2.9.2.24 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.

2.9.2.25 Blindman's Trump (05 points)

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

2.9.2.26 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.

2.9.2.27 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.

2.9.2.28 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.

2.9.2.29 Quick Activation (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.

2.9.2.30 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.

2.9.2.31 Trump Memory (05 points)

In creating a trump, 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 trump 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.

2.9.2.32 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.

2.9.2.33 Initiate of the True Image (05 points)

This ability can only be gained by bathing in the Fount of Worlds and surviving.

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.

2.9.2.34 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.

2.9.2.35 Connection Transit (05 points)

The ability to use a trump representing a person as though it were a location trump and travel to where the person is located without being pulled through by the person.

2.9.2.36 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.

2.9.2.37 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...

2.9.2.38 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.

2.9.2.39 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.

Creation time is 60 hours * number of artefact points, minus 10 minutes per point Psyche:General minus 30 minutes per skill point above 15 (minimum time 60 hours).

2.9.2.40 Trump Tracker (05 points)

This lets you create a Trump that functions as a locator, allowing the creator to Trump to a location up to Psyche: Intuition metres of the location of the Trump. The creator can tell whether the Tracking trump is stationary or moving, on the person to whom it was given or stashed in a location.

2.9.2.41 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.

2.9.2.42 Shape Dreams (05 points)

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

2.9.2.43 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 Conjunction" 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).

2.9.2.44 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.

2.9.2.45 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.

2.9.2.46 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.

2.9.2.47 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.

2.9.2.48 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.

2.9.2.49 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.

2.9.2.50 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).

2.9.2.51 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.

2.9.3 Trump Tricks

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

2.9.3.1 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-----[Sense Trump 03] [03] Trump Divination [Skill:Tarrot 1+]
B-[03] Trump Defence
B-[01] Self Identification
B-----[03] Trump Caller Identification
B-[03] Trump Portal

2.9.3.2 Advanced Trump Tricks

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

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

2.9.3.3 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

2.9.3.4 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.

2.9.3.5 Trump Divination (03 points) [Sense Trump 03, Skill:Tarrot 1+]

This power allows the character to use a full 78 card trump deck to attempt to Scry or determine the answer/outcome of a question. If scrying for themselves (they are the Querant) they shuffle the deck for $120 - ((\text{psy:Per} + \text{psy:DngrS})/2)$ seconds, whilst holding the question they want answered in their mind. They then cut the deck and deal 6 cards in a standard spread and "interpret" the cards. Effectively the GM decides what information to impart as per the rulebook. If reading for another person as the querant, then the querant must concentrate on the question whilst the Reader (the character performing the reading) shuffles the cards for $240 - ((\text{psyR:Per} + \text{psyR:DngrS} + 2 * \text{psyR:Emp} + \text{psyQ:Emp})/2)$ seconds. The querant then cuts the deck, and the reader picks up the lower section of the deck and deals the 6 cards required for a standard spread. psyR values are the psyche values of the Reader, and psyQ values are the psyche values of the querant.

2.9.3.6 Trump Defence (03 points)

As in the rulebook.

2.9.3.7 Trump Caller Identification (03 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: This ability 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.

2.9.3.8 Self-Identification (01 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.

2.9.3.9 Trump Portal (03 points)

This is the ability to open a trump portal either using a "Place" Trump or from an established contact with another person such that a gate way is established between the two ends of the connection, allowing movement of other persons or things in either direction. Unlike the Trump Gate ability the portal only remains open for as long as the creator of the portal can maintain concentration on it. The basic portal, which is 1.8m high and 1m wide, takes 6 seconds to form (irrespective of Psyche), and holding it open counts as Extreme Exertion. The portal can be enlarged if the creator desires but each 1% increment in dimensions increases the cost by 10%, so a 1.98m high by 1.1m wide portal would cost Extreme Exertion at 110%, whilst a 2.16m high by 1.2m wide would cost Extreme Exertion at 120%.

2.9.3.10 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.

2.9.3.11 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.

2.9.3.12 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.

2.9.3.13 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.

2.9.3.14 Trump Cloak (05 points)

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

2.9.3.15 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.

2.9.3.16 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.

2.9.3.17 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.

2.9.3.18 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.

2.9.3.19 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).

2.9.3.20 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.

2.9.3.21 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.

2.9.3.22 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.

2.9.3.23 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.

2.9.3.24 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.

2.9.3.25 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.

2.9.3.26 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.

2.9.3.27 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.

2.9.3.28 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.

2.9.3.29 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.

2.9.3.30 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.

2.9.3.31 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).

2.9.3.32 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).

2.9.3.33 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.

2.9.3.34 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.

2.9.3.35 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.

2.9.3.36 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.

2.9.4 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.

2.9.4.1 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.
- See also notes under Pattern Imprint relating to having multiple "power" imprints.

2.9.4.2 Contents

B-[05] Chaos Blood
 B-----[10] Logrus Imprint/
 B-----[05] Summon the Sign/ Logrus Sight
 B-----[05] Rack Arcane Forces
 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] Shadow Mastery/Create Shadow Veil
 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
 B-----[05] Tendril Conjunction
 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.

2.9.4.3 **Chaos Blood (05 points)**

One of your parents comes from the courts, so you have chaosian 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.

2.9.4.4 **Logrus Imprint(10 points)**

Traverse the Logrus and recover from the induced madness.

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 invest 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.

2.9.4.5 **Summon the Sign /Logrus Sight(05 points)**

So you thought you recovered from the madness that is the Logrus ... think again.. it's always there lurking just out of reach. However, if you have the concentration and will power you can force the madness to manifest itself as a physical entity, a shifting, angular, glowing construct invisible to the naked eye. This will take several minutes (see below) but it empowers the Sign thus allowing you to perform any action requiring the power of the Logrus as its basis, for example to 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.

At this level what can be determined is quite limited, you can detect basic abilities provided you know how to interpret what you see, ie you must have been exposed to shape shifters to know what a shapeshifters aura looks like. With regards to magic you can only tell that they can use magic not what form unless they have advanced powers, when the auras are sufficiently different that you may be able to tell them apart. Remember unless you know what you're looking at you can't identify it.

Summoning the Sign is significantly less difficult than actually gaining the imprint in the first place, equivalent to one hour of medium exertion, with the time passed with it in mind equal to light exertion cost.

To calculate the time taken to Summon the sign use the following formula

$$T = (420 - PR(1+(SW+3MW)/60))*P$$

Where

$$PR = \text{Psy:Gen} + \text{End:Men} + \text{Psy:Wil} / 2$$

$$SW = \text{Number of points in Shadow Walk}$$

$$MW = \text{Number of points in Mind Walk}$$

$$P = 1 \text{ unless you've walked the True Pattern in which case its } 0.9$$

2.9.4.6 **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:Memory Points spells. These will deteriorate over time (about one day per Psyche:Memory, +/- twice the stuff ratio).

2.9.4.7 **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.

2.9.4.8 **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.

2.9.4.9 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.

2.9.4.10 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.

2.9.4.11 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.

2.9.4.12 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.

2.9.4.13 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.

2.9.4.14 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.

2.9.4.15 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.

2.9.4.16 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.

2.9.4.17 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.

2.9.4.18 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.

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.

2.9.4.19 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:Spatial Awareness) meters radius.

2.9.4.20 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.

2.9.4.21 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).

2.9.4.22 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.

2.9.4.23 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...

2.9.4.24 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).

2.9.4.25 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.

2.9.4.26 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.

2.9.4.27 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.

2.9.4.28 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.

2.9.4.29 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.

2.9.4.30 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.

2.9.4.31 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.

2.9.4.32 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.

2.9.5 Shape Shift

2.9.5.1 Prerequisites:

- Endurance is crucial to Shapeshift..
- To acquire certain Advanced Powers, Blood of Chaos or Blood of the Abyss 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 or in some cases Blood of the Abyss.

2.9.5.2 Contents

B-[20]	Basic shifting to Known/Basic Forms
B-----[05]	Shape Shift Features/Body Parts
B-----[05]	Mould Non-Living Non-Self Organic Matter
A-----[05]	Absorb and Eject Organic Mass
A-----[05]	Adjust Structural Mass
-----[05]	Blood of Chaos/Abyss
A-----[05]	Shape Shift Others
B-----[05]	Automatic Shape Shift/Primal Form
B-----[05]	Shift Wounds
A-----[Shape Shift Features/Body Parts + 05]	Fluid Flesh
A-----[05]	Shift Aura
-----[05]	Blood of Chaos/Abyss
E-----[05]	Selected Directional Multiple Psyche Emulation
E-----[05]	Psychic Mimicry
E-----[05]	Lynchpin avoidance
E-----[05]	Total Aura Cloak
A-----[05]	Shift Persona
-----[05]	Blood of Chaos
E-----[10]	Exalted Persona ShapeShift
A-----[05]	Blood Creatures
-----[05]	Blood of Chaos
E-----[10]	Infectious possession
-----[05]	Blood of Amber
A-----[05]	Metabolic Manipulation
-----[05]	Blood of Chaos/Abyss
A-----[05]	Shift Anatomy and Structure, Acquire Forms Abilities
-----[05]	Blood of Chaos
E-----[Shift Personna+ 05]	Berserker
E-----[05]	Forbidden Shape Shift
-----[05]	Blood of Chaos/Abyss
E-----[05]	Mimic Intrinsic Powers
-----[05]	Blood of Chaos
E-----[Blood creatures + 05]	Create ShapeShifting Artifacts
E-----[05]	Approximate Advanced Form Ability
E-----[15]	Replicate Advanced Form Ability
E-----[Psychic Mimicry + Shift persona +05]	Total Psyche Emulation
E-----[10]	Form Assumption Connection
E-----[05]	Non-organic forms
E-----[05]	Energy Forms
E-----[05]	Energy redirection

E----- [02 points per form plus 05 points per 04 points of qualities(per form)] Alternate Forms

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

2.9.5.3 Chaos Blood (05 points)

One of your parents comes from the courts, so you have chaosian 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 may not have developed fully, but will still have at least 2 defined forms :- a human form (normal day-to-day form) and a chaosian form (this inherently manifests during puberty so will be known). They may also have a 3rd form usually some form of animal, typically a large dog, horse, or deer. This means they will potentially have 2 unused forms, that may manifest in a stressful situation on the Logrus-controlled side of the Universe.

2.9.5.4 Blood of the Abyss (20 points)

This is an option very much subject to GM approval.

One of your parents hails from the courts of the Abyss, so you have Abyssal blood and intrinsically Abyssal Taint.

Since you are half Abyssal Demon you have not only a demonic form as one of your basic forms but can purchase certain Abyss powers at a reduced cost.

Abyssal Demonic form is superior to Chaosite Demonic form bestowing as a baseline Extra-Damage weapons and Resistant to Firearms. As Shapeshifters Abyssal Demons are not as powerful, and cannot Assay the Logrus. They otherwise follow the basic rules or shapeshifters having a human form, a demon form, an animal form, and a primal form. Additional forms may be purchased as per the Shapeshift ability "Alternates Forms", however the forms abilities are limited to 4 point powers as a maximum and may not select Vulnerabilities to reduce the costs.

There is also one significant downside to having Blood of the Abyss, unless you're playing in my Keep of the Thirteenth Hour Campaign when there is a second Campaign specific one. For the first years of your life you could not survive outside of the Abyss for more than 3 hours Amber time in any 24 hours period. At a year old you began to develop the ability to adapt to the world outside the Abyss adding 3 hours per Amber month (36 Amber Days) until the age of 7 (219 hours maximum, minimum return duration = half of the time spent outside). At this point your body under goes the first of two dramatic changes, the other occurring when you reach puberty at the age of 13. After the first change the time increases to the greater of End:General or 7 hours (calculated from the age of 12 months) with the return duration reducing to one quarter the time spent outside. After the second change the time increases to $(1 + ((\text{End:Con} + \text{End:Heal}) / 20)) * \text{End:General hours}$ (calculated from the age of 12 months) with the return duration reducing to $12 - (\text{End:General} / 10) \%$ with a minimum time of 24 hours. So an 18 yr old with End:General of 20, End:Con of 6, End:Heal of 4 can spend $(1 + ((6+4)/20)) * 17 * 12 * 20 = 1.5 * 408 \text{hrs} = 255 \text{days}$ outside the Abyss before needing to return for $((12 - (20/10)) * 6120) / 100 = 10 * 6120 / 100 = 612 \text{hours} = 25 \text{days } 12 \text{hours}$. Note this time is in Amber hours so multipliers for the local shadow time flow apply.

2.9.5.5 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 fire breathing, 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 and is typically worn on a day to day basis, at least for an Amberite. Another form is the Demon Form, [Optional] not available to Amberites unless they have mixed Amberite/Chaosite or Amberite/Abyss parentage, and is the basic and typically normal form of a Chaosian.

Lastly, each shapeshifter with Chaosian or Abyssal Blood 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 themselves completely to the form. If this ever happen, his true self will remain dormant until his psyche is somehow able to regain control. For more on this, refer to the Amber DRPG.

I will leave it up individual GMs as to whether they implement the following or not:-

Primal Form - Optional:

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The Primal form is a form to ensure the survival (if possible) of the character. It should be aligned along one of 2 principal characteristics – fight or flight. A flight primal form cannot necessarily fly although most can to a greater or lesser extent. The principal factor governing a “flight” form is that is designed to flee the scene and get as far away from danger as fast as possible. As such it should be highly agile, exceedingly quick, and as a result exceedingly lightly armed and armoured. It may have a single, potentially debilitating offensive capability, such as a flash discharge, which used as the form is assumed to provide a momentary distraction to enemies to increase the chances of being able to flee.

A “fight” form is exactly the opposite. It is heavily armoured, treat as 4 point armour, and exceedingly resistant to damage. The form has a high rate of regeneration which can only be sustained for a very short period, End:Phys seconds, does significant damage (in terms of force not penetration – treat as +1 level on the characters normal damage potential), but is slow and clumsy.

When either forced into or actively assuming Primal Form the shapeshifter will remain in this form for $\text{End:Gen}/4 + (600 - \text{Psy:Gen} - \text{CR})$ Minutes where CR is Psyche Rank dependent. For Chaos Ranked Characters with a Psyche of below 20, CR is their Psyche. For Ranked Characters CR is $(20 + ((9 - R) * (P - 20)))$, where R is the Rank, with Amber Rank=8, and P is the Psyche, with Amber Ranked characters adding 20 to their psyche.

When returning from Primal form all shapeshifting abilities are disabled for $(1200 - \text{End:Gen} - 4 * \text{End:Heal} - 2 * \text{End:Con})/12$ hours.

Note: There is generally no known method of accelerating the return from primal form. However, a Chi master can push positive chi, if the shapeshifter is in a significant positive chi area, onto the shapeshifter which may at the GMs discretion accelerate the process.

Primal Form – Additional – Optional:

Under the default Primal Form Rules, Amberites with a shapeshifting ability cannot have a Primal Form unless they also have Blood of Chaos. However, a GM may wish to allow an Amberite to have a primal form with the following caveat. It is a flight form and once assumed there is no means for the character to return to their normal form on their own. It requires another Amberite with a significant psyche advantage to re-integrate their psyche so they can regain control. This does mean that they have to be able to capture and subdue the primal creature.

Demon Form – Optional:

Demon forms have the potential to have wings, and therefore the potential to bestow the ability to fly. Since Demon forms are not built along the same guidelines as birds and do not bestow the power of magical flight, the wings must be of sufficient dimensions to lift the body. Allowing for a +/- 15% size change between human and demon form, if the human weight is greater than the 55% ,of the normal weight for height band the demon cannot actually fly, even with a huge wingspan – note even at this sort of weight the wing span will be 5 times the characters height with each wing having a spread equal to the characters height. The character can glide however, the distance being inversely proportional to the characters weight – the heavier the character the shorter the distance.

Basic Form (Amberites) – Optional:

In the original books the only Amberites that exhibit any form of shapeshifting abilities are Dworkin, who is technically a full blooded Chaosite, and Corwin, although he only uses Blood Creatures. Removing the demon form for Amberites, unless they have mixed parentage is logical, but does make this ability less worthwhile as a result. Therefore instead of a “demon” form Amberites gain 2 additional forms, the first is an animal, usually a big cat (cougar, panther) or a wolf or a large dog, and the second is a second human form, either that of an adult twice their current age or a child half their current age and of significantly different appearance – although the eyes are always their own. Note that these forms are the same gender as the character.

2.9.5.6 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 at the basic level, 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. Note: Similar restrictions apply, at basic level, to similar changes such as changing your skin tone, eye colour, or gender. At an Advance level ($\geq +5$) the restrictions, except for the outward appearance of Gender are no longer applicable. At very advanced level ($\geq +15$) the character can change gender completely sufficient to pass all but a Chromosome test.

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 may not be able to fly (see notes under Demon Form above for rules governing the ability to fly), conversely, using a simple feature such as an extra finger is a simple matter.

2.9.5.7 Mould Non-Living Non-Self Organic Matter (05 points)

On touch the shapeshifter extends their shapeshifting to organic and non-living 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, provided they are made from organic materials. Note: Plastics class as organic matter for the purposes of this power as they are derived from carbon molecules. This also means that characters can warp and create holes in wooden doors, assuming their composition (and this includes any glue/resin substrate) is wholly organic.

2.9.5.8 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

2.9.5.9 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 original starting mass nor increase their mass to more than twice their original starting mass.

2.9.5.10 Adjust Structural Mass (05 points)

This is an enhanced form of Absorb & Eject Organic Mass. At the basic level it increases the upper limit on the mass that can be absorbed to 250% of their original starting mass, but more importantly it allows them to reduce their mass by up to 15%.

The two are significant in when assuming a flying form and/or a form to transport another individual. Without a saddle the transformed form cannot carry more than 12% of the forms mass and 20% with a generic saddle. Note these are the no-stress loads. At 50% stress (reduce speed by 1/3) they can carry 14%/25% and at maximum load (reduce speed by ¾) they can carry 16%/30%. A custom built specifically adapted saddle increase the load limits by 20%.

The problem comes with flying forms. The wingspan in feet required to fly is 7/9 of the forms mass in Kg, so a character with a mass of 45Kg(100lbs) has a wingspan of 35ft, and a transformed height of 7/9 of their smallest forms original height (usually their human form). The larger the wing span the greater the distance and space required to take off, unless a suitably high ledge or building is available (at least 5 times the wingspan).

The mass reduction is achieved by expelling an organic cellular mass. Given this is an organic structure, similar to meat, then it will rot and decay in the same manner according to the environmental conditions. In can be preserved in the same way as meat, if the character wants to re-absorb it at a later time.

At a level of +5 the mass increase becomes 350% and mass decrease becomes 25%. At +10 the mass increase becomes 400% and the decrease 30%. For each additional 5 points thereafter the mass increase limit increases by 2% and the decrease limit increases by 0.5%.

Note Mimic Intrinsic Powers negates 50% of the base mass used to calculate the required wingspan for a flying form, hence why Supernatural creatures don't require such large wings as their mass would otherwise indicate.

2.9.5.11 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. For those that have a Primal Form (Not Amberites unless they also have Blood of Chaos – See Optional Rules), you can consciously will yourself into Primal Form or you can stop your subconscious from forcing you into Primal Form (unless doing so would result in you dying). However, you still have no control over yourself while you are in Primal Form.

2.9.5.12 Shift Wounds (05 points)

This allows you to use your shape shifting ability in order to heal wounds. Consult the table below to determine how long it takes to heal a particular wound category. Each wound must be healed separately

Points to note:

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Open wounds are wounds that bleed profusely but are not in themselves life threatening, typically requiring stitches to get them to close properly. Minor breaks or fractures to key bones (leg/arm/ribs) fall within this category. The more serious the wound the longer it takes to stop it from bleeding before the wound can be healed. The time taken is the time to completely remove the effect of the wound. There is no scarring.

Deep wounds may bleed profusely and are often life threatening without rapid treatment and often require surgery to fix. Major breaks to key bones also fall into this category. As with Open wounds the more serious the wound the longer it takes it to stop bleeding. It is not advisable for a shapeshifter with a deep wound to go attempt to move until the wound is staunched (use open wound time as a guide).

Serious wounds are wounds which are immediately life threatening, either causing the shapeshifter to bleed out, or suffocate, or die due to a major organ failure (including broken neck and/or spine). Note: Any penetrating wound which punctures both the pericardial sack and the heart, will kill in 15 to 30 seconds and result in unconsciousness in half that time!! To deal with this level of wound the shapeshifter must divert all their concentration and attention to fixing the wound (equal to 10 times the Open Wound Time) after which they cannot move for a period equal to 5 times the Open Wound time. If the wound would result in their death before it can be treated to the point it can be healed, this will trigger a reversion to Primal Form if they have one (with its own implications for their ability to shapeshift thereafter). One the wound has been fixed to the point it could be healed, the shapeshifter can move slowly and carefully without dying but any undue exertion is likely to kill them. If they rest for a further period equal to 5 times the Open Wound time, then they remove the risk from dying from undue exertion, but extreme exertion or engaging in combat is still likely to kill them. As with other wound categories the total healing time is the time to completely recover, with no ill effects from the wound.

To staunch wounds the character must both concentrate and actively try and hold the wound together. The time taken to staunch it depends on the severity but is between 3 and 10 times the heal time for the wound level below, so staunching an Open wound uses the Minor wound time, staunching a Deep Wound uses the Open wound time, etc.

Wounds heal twice as slow when the character is not in a Basic Form and 5 times as slow when not concentrating. Both effects are cumulative.

Endurance	Minor	Open	Deep	Serious
Human	1-5 hrs	5-20 Hrs	20-60 hrs	60-300 hrs
Chaos	1-5 min	5-20 min	20-60 min	60-300 min
Amber	HR sec	5-10*HR sec	40-80*HR sec	5-20*HR min

HR for Amber rank is calculated as $120 * (\text{End:Gen} + \text{End:Heal}) / (\text{End:Gen} * \text{End:Heal})$.

Healing Minor Wounds counts as Normal Exertion, Open wounds as Light Exertion, Deep Wounds as Medium Exertion, and Serious Wounds as Heavy Exertion. See Endurance for Details.

2.9.5.13 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).

2.9.5.14 Shift Aura (05 points)

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.

2.9.5.15 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.

2.9.5.16 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.

2.9.5.17 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).

2.9.5.18 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.

2.9.5.19 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.

2.9.5.20 Exalted Persona Shapeshift (10 points)

You have mastered the art of the shape shift to such an extend than 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.

2.9.5.21 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.

2.9.5.22 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.

2.9.5.23 Metabolic Manipulation (05 points) [Optional]

This is a more limited form of "Shift Anatomy and Structure/Acquire Form's Abilities (SAS/AFA)" available to Amberite Shape Shifters. Firstly they can only make adaptations that don't alter a basic bipedal form, so no growing wings to fly – if they want to fly/glide then they need to assume a natural form that can. Secondly, they can't duplicate internal organs, but they can alter their position and use this power to regenerate lost limbs and organs, with the same caveat on doing so as for SAS/AFA – Note: this does allow them to convert their lungs into gills if the need arises, but it takes several minutes to do so, which means they could either drown or suffocate if they're not careful when doing so. They are also limited on the degree of changes, for example they can change their skin to resemble that of a crocodile, snake, or armadillo, but that cannot change it into hard chitinous armoured plates. As with SAS/AFA they can also shift their metabolism and biochemistry to maintain non-regular metabolisms on the fly. In effect, this power gives the player immunity to most mundane and non-magical poisons.

2.9.5.24 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 armoured 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 is 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.

2.9.5.25 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...

2.9.5.26 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.

2.9.5.27 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.

2.9.5.28 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.

2.9.5.29 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.

2.9.5.30 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.

2.9.5.31 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.

2.9.5.32 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.

2.9.5.33 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 Chaotian, or whatever...) form. You can't shapeshift into fire or energy. For this, you must have the "Energy Forms" ability.

2.9.5.34 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.

2.9.5.35 Energy Redirection (05 points)

The ability to redirect most energy forms directed at the character (i.e. lightning, 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.

2.9.5.36 Alternate Forms (02 points per form plus 05 points for 04 points of qualities)

Each selection of this ability allows the character to add a new and additional forms to the five conferred by Basic Shapeshifting. This new and additional form must be fully defined at the time the power is selected and the character must have sufficient points available to pay for the form in full. Once a form has been defined it cannot be upgraded; if a more powerful version of that form is required the character must buy it as a new form. In defining the form each block of 04 qualities points costs 05 character points. Vulnerabilities may be selected for the form to offset the forms costs but they can never reduce to cost to below 5 points. This power can be selected multiple times to add multiple additional specialized forms if required.

Qualities and Vulnerabilities are defined in 2.9.7.6 Item Qualities:

Examples:

Minor Demon (7): Extra-Hard Claws and Teeth (01), Resistant to normal weapons (01), Capacity to glide (02)

Major Demon (12): Double damage Claws and Teeth (02), Resistant to Firearms (02), Capacity to fly (04)

Vampire(22): Impervious to Firearms(08), Vulnerability:Environment:Sunlight(-04), Supreme Stamina(08), Rapid Healing(02), Capacity to Fly(04), Extra Damage Teeth/Claws(02), Vulnerability:Dependency:Blood(-02)

Werewolf(07): Serious Damage Teeth/Claws(04), Impervious to Normal Weapons(04), Vulnerability:Contact:Silver(-02), Double Speed (02), Rapid Healing (02)

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 demoniac form.

Characters with ranked attributes may inherently have some of these qualities such as "Ranked Stamina" or "Rapid Healing". In the case of the latter, selecting Rapid Healing as a quality will double the characters normal healing rate when in this form.

2.9.7 Creatures, Artifacts, and Constructs

2.9.7.1 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.

The Backbones, Ribs, and Skeletons addition to the rules are Copyright 2019 Kevin Cowley.

The rewrite of the Vulnerabilities section of the rules are Copyright 2011 Kevin Cowley.

2.9.7.2 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.

2.9.7.3 Create (power type) Artefacts

2.9.7.3.1 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 Conjunction 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.

2.9.7.3.2 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.

2.9.7.4 (Power type) Backbones, Ribs, and Skeletons

One issue with Conjunction and Items with qualities is that the item either fades quickly or is destroyed if taken across shadow because it is not real. An artefact created with a "Create Power Artefact" is inherently real but this requires access to the Power source as described above, and is inherently overkill for just making an item "Real". It is also not an issue that Trump users face when creating a Trump that works across shadow, they simply wrap the Pattern Image into the Trump and it works, and with no points cost or other implications.

Conjurers with the relevant conjunction ability and possessing the appropriate power can embed a representation of the power image into their creations giving them more substance and thus increasing their resistance to being moved across shadow. There are 3 levels of power image incorporation, Ribs, Backbones, and Skeletons. Whilst these structures increase the lifespan of an object in relation to decay and destruction when moved across shadow they do not increase the resilience of the object being dispelled as a full image would nor do they confer any of the other abilities the full image does.

Ribs are the weakest of the power approximations. In the Native shadow of the object, or the Shadow where the object is first created, they increase the lifespan of the object by a factor of 10. When moving the object through Shadow it's lifespan depends on where in Shadow you are. The closer to a Pattern or to a Logrus, the shorter the lifespan, whilst the closer to Ygg, the longer the lifespan. Typically moving within the Golden Circle, the lifespan is measured in hours (the closer to the far boundaries the longer the lifespan, the closer to Amber the shorter). Near Ygg, objects will last a few days, whilst near the Logrus, their life span is measured in tens of hours. The rate of traversal of Shadow is also a factor, the faster you cross shadow the faster the rate of decay.

- **Backbones** are the intermediate instantiation of the power approximations. In the Native shadow of the object, or the Shadow where the object is first created, they increase the lifespan of the object by a factor of 100. In other respects they are the same as Ribs except within the Golden Circle, the lifespan is measured in tens of hours, Near Ygg objects will last tens of days, whilst near the Logrus, their life span is a few days. Alternatively, the object can have the same lifespan as a Rib but a damage resistance of "Resistant to Normal Weapons".
- **Skeletons** are the strongest of the power approximations short of a full Image achievable using the Power Magic ability. In the Native shadow of the object, or the Shadow where the object is first created, they increase the lifespan of the object by a factor of 1000. In other respects they are the same as Ribs except within the Golden Circle, the lifespan is measured in days, Near Ygg objects will last a few hundred days, whilst near the Logrus, their life span is a few weeks. Alternatively, the object can have the same lifespan as a Backbone but a damage resistance of "Resistant to Firearms".

Skeletons can also be invested with points which increases their effects

Pattern Skeleton (3pts)- Increases the damage Rating of the weapon by 1 level and ignites Logrus charged Blood

Logrus Skeleton (2pts)- A wound inflicted by this weapon causes poison damage equal to Extra-Damage in addition to physical damage

2.9.7.5 Constructs

2.9.7.5.1 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.

2.9.7.5.2 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...)

2.9.7.5.3 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.

2.9.7.5.4 Manifestations

They are bought as in Shadow Knight.

2.9.7.5.5 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.

2.9.7.5.6 Construct Psyche

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

It is however possible to have a power-boostered 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.

2.9.7.6 Item Qualities:

2.9.7.6.1 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).

2.9.7.6.2 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, or imbues the Artefact or Creature to glide.
- 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.

2.9.7.6.3 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.

2.9.7.6.4 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).

2.9.7.6.5 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.

Note: Specialized, High Power, and High Tech weapons have the ability to by-pass or reduce the effectiveness of these ratings. Just because the item/creature has invulnerably does not mean it can withstand a direct blast from a high power laser or plasma rifle unscathed.

2.9.7.6.6 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).

2.9.7.6.7 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.

2.9.7.6.8 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.

2.9.7.6.9 Psychic Defence

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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).

2.9.7.7 Item Powers

2.9.7.7.1 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.

2.9.7.7.2 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.

2.9.7.7.3 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.

2.9.7.7.4 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.

2.9.7.7.5 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.

2.9.7.7.6 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.

2.9.7.7.7 Spell Storage Capacity

Allows an Item to "Rack" spells.

- Single Spell Capacity [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.

2.9.7.8 Cost Multipliers

2.9.7.8.1 Transferal

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.

2.9.7.8.2 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.

2.9.7.8.3 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.

2.9.7.8.4 Vulnerabilities

Vulnerabilities allow a character to offset or reduce the base cost of an item, to a minimum of 2 points (or 5 in the case of Shapeshifting: Additional Forms), and are divided into four categories

- 1) Environment: A substance that through exposure reduces a characters/creatures/items ability to function and/or that result in physical Harm, may cause death, but from which a character can heal once the source of the substance has been removed. E.g. In the case of the Vampire form outlined in the Shapeshifting:Alternate Forms power the vulnerability is sunlight(UV light)
- 2) Addiction: A substance that if not ingested on a regular basis reduces a characters/creatures/item ability to function (note fuels are not considered an addiction in the case of powered items). The significant difference between this and a Dependency is that the addictive substance may, in the case of an overdose, result in death, whilst in the case of a dependency not having access to the substance will eventually result in death.
- 3) Dependency: A substance that if not ingested on a regular basis reduces a characters/creatures/item ability to function through sickness or similar detrimental effect, causing physical harm, and eventually death (note fuels are not considered a dependency in the case of powered items as they are a normal substance required by the form. Similarly, oxygen for carbon based lifeform is not considered a dependency). E.g. In the case of the Vampire form outlined in the Shapeshifting:Alternate Forms power the dependency is blood.
- 4) Contact: A substance that if used against a character negates another quality E.g. In the case of the Werewolf form outlined in the Shapeshifting:Alternate Forms power the vulnerability is Silver.

Of the three only Addictions may be bought off after character creation. Additionally Addictions are restricted by Psyche Rank. A character/creature/item with

- Chaos Psyche may not have more than 6 points worth of addictions,
- Amber Psyche may not have more than 2 points worth of addictions
- Ranked Psyche may not have more than a single minor addiction
- A ranking Psyche (rank 7 or above) may not have any addictions!

Vulnerabilities have 4 grades. The higher the grade the greater the number of points “returned” when selecting the vulnerability

- Minor: -01
- Major: -02
- Serious:-04
- Extreme: -08

2.9.7.8.4.1 **Environmental Vulnerabilities**

Minor: Exposure results in the reduction of all stats to 90% of their maximum over a period of 60 minutes. Exposure beyond this length of time reduces the characters constitution by 1 point per 5 minutes. When the constitution reaches zero the character starts taking physical injury and will die when their constitution reaches –ve it’s normal maximum.

Major: Exposure results in the reduction of all stats to 75% of their maximum over a period of 30 minutes. Exposure beyond this length of time reduces the characters constitution by 1 point per 3 minutes. When the constitution reaches zero the character starts taking physical injury and will die when their constitution reaches –ve it’s normal maximum.

Serious: Exposure results in the reduction of all stats to 25% of their maximum over a period of 10 minutes. Exposure beyond this length of time reduces the characters constitution by 1 point per minute. When the constitution reaches zero the character starts taking physical injury and will die when their constitution reaches –ve it’s normal maximum.

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Extreme: Exposure results in the reduction of all stats to 10% of their maximum over a period of 2 minutes. Exposure beyond this length of time reduces the characters constitution by 1 point per 10 seconds. When the constitution reaches zero the character starts taking physical injury and will die when their constitution reaches -ve it's normal maximum.

2.9.7.8.4.2 Dependency Vulnerabilities

Minor: The character can live without this substance for a while. For each time period without this substance reduce all stats and health by 10% of their maximum. When the characters Endurance reaches 0 they fall into a coma. For each time period there after reduce the chance of recovery by 10%. When the chance of recovery reaches 0 the character dies.

Major: The character can't really live without this substance but they can get by for a while. For each time period without this substance reduce all stats and health by 25% of their maximum. When the characters Endurance reaches 0 they fall into a coma. For each time period there after reduce the chance of recovery by 10%. When the chance of recovery reaches 0 the character dies.

Serious: The character can't live without this substance but they might be able to survive for a short time without it. After the first time period without this substance reduce all stats and health to 50% of their maximum. For each 10th of the time period beyond this reduce them by 5% of their maximum. When the characters Endurance reaches 0 they fall into a coma. For each 10th of a time period there after reduce the chance of recovery by 10%. When the chance of recovery reaches 0 the character dies.

Extreme: The character can't live without this substance. For each 10th of the time period without this substance reduce all stats and health them by 15% of their maximum. When the characters Endurance reaches 0 they fall into a coma. For each 10th of a time period there after reduce the chance of recovery by 25%. When the chance of recovery reaches 0 the character dies.

	Time Period (hours)			
Endurance	Minor	Major	Serious	Extreme
Chaos	100	40	10	2
Amber	200	80	20	4
Ranked	240	96	24	5
Ranking	Ranked+End:Heal/12			

2.9.7.8.4.3 Addiction Vulnerabilities

Minor: The character can live without this substance for a while. For each time period without this substance reduce all stats and health by 10% of their maximum. After losing 30% of their attributes the character goes "Cold Turkey" and their stats and health reduce by a further 20%. At the end of the next time period if they have the points to buy off the addiction then after each recovery time period their stats will return to their maximums at 10% per recovery period, otherwise they will remain at this level until the character gets a fix when they will return to their maximum at a rate of 10% per 10th of the recovery period. Until the character gets a fix they will become more and more distracted, aggressive, and anti-social until they do.

Major: The character can just about manage without this substance for a while. For each half time period without this substance reduce all stats and health by 10% of their maximum. After losing 50% of their attributes the character goes "Cold Turkey" and their stats and health reduce by a further 35%. At the end of the next time period if they have the points to buy off the addiction then after each recovery time period their stats will return to their maximums at 5% per recovery period, otherwise they will remain at this level until the character gets a fix when they will return to their maximum at a rate of 5% per 10th of the recovery period. Until the character gets a fix they will become more and more distracted, aggressive, and anti-social until they do.

Serious: The character can barely function without this substance. For each quarter time period without this substance reduce all stats and health by 10% of their maximum. After losing 50% of their attributes the character goes "Cold Turkey" and their stats and health reduce by a further 35%. At the end of the next half time period if they have the points to buy off the addiction then after each recovery time period their stats will return to their maximums at 10% per recovery period, otherwise they will remain at this level until the character gets a fix when they will return to their maximum at a rate of 10% per 10th of the recovery period. Until the character gets a fix they will become more and more distracted, aggressive, and anti-social until they do.

Extreme: The character cannot function live without this substance. For each 10th of a time period without this substance reduce all stats and health by 5% of their maximum. After losing 50% of their attributes the character goes "Cold Turkey" and their stats and health reduce to 5% of their maximum. At the end of the next quarter time period if they have the points to buy off the addiction then after each recovery time period their stats will return to their maximums at 2% per recovery period, otherwise they will remain at this level until the character gets a fix when they will return to their maximum at a rate of 2% per quarter of the recovery period. If the character does not get a fix or buy off the dependency then they will fall into a coma for a period equal to a recovery period. If they do not buy off the vulnerability at this point then it is converted permanently to a Serious Dependency Vulnerability at this point.

2.9.7.8.4.4

Contact Vulnerabilities

Minor: reduces a quality by 1 step e.g. a 04 quality becomes an 02 quality

Major: reduces a quality by 2 steps e.g. a 04 quality becomes an 01 quality

Serious: reduces a quality by 3 steps e.g. a 04 quality is completely negated

Extreme: reduces a quality by 4 steps e.g. a 04 quality would become equivalent to 01 dependency vulnerability for the duration the substance is in contact with the creature.

2.9.8 Jewel Of (Judgement, Justice, Dreams)

2.9.8.1 Credits

The original import of this was 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.. However, it has now substantially been re-written to fit with my own campaign, in which multiple Jewels exist.

2.9.8.2 Intro

Possession of the jewel will change the flow of time around the wearer and drain him of his life force as per the Time Distortion effect explained below, irrespective of whether the possessor is attuned to the jewel or not.

Attunement of a Jewel is akin to either walking the Pattern or Assaying the Logrus, and embeds an "Imprint" of the 3 dimensional Pattern embedded in the Jewel in the individuals Psyche. The Jewels obeys the general rules for imprints as described under psyche.

Whilst it is possible to attune more than 1 jewel there is no significant benefit in doing so. However, if 3 individuals, each attuned to a different jewel and each in possession of the jewel, are within 30 ft of each other then the benefits bestowed by the jewel are increased by 50%.

Selection of this power is by agreement of the GM only.

2.9.8.3 Contents

[10] Jewel Imprint

-----[00] Time Distortion

-----[02] Jewel Link

-----[05] Shadow Manipulation

-----[05] Temporal Control

-----[05] Elemental Control

-----[05] Jewel Teleportation

-----[05] Energy Swell

-----[05] Jewel Shadow Walk

-----[05] Jewel Sight

-----[05] Jewel Link+10

-----[05] Create Jewel Artefacts

-----[10] Manipulate Shadow without Jewel

-----[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

2.9.8.4 Jewel Imprint (10 points)

You have walked the pattern within the jewel and survived, and like the pattern you now have an imprint within you. This enables you to sense the presence of the jewel within Psyche:Perc*Psyche:SA * 5 feet and any of the jewels within 1/3 of that range.

2.9.8.5 Time Distortion (Inherent Side Effect)

For each time unit (see below) that you are in possession of the jewel, the jewel being either carried about your person or within 3 feet of you, the time dilation factor increases by 2% exponentially (tdf=1.02^(1.25t)). This means that after 100 time units time appears to flow 11.9 times as fast for you as it does for everyone else. Whilst this has a significant benefit in terms of you being able to react to and avoid situations (see below) it has a significant downside, it also reduces your endurance rate by 2% exponentially per time unit so that after 100 hours your endurance rate is 13% of that before you started carrying it. (See Section 2.8 Exertion, Exhaustion, and Recovery for details of endurance rates.) This reduction cannot be recuperated through rest as long as the jewel is worn, carried, or within 3 feet of you.

The rate at which your endurance rate is recovered is determined by your END:Heal. Note this recovery is dependent upon the availability of food and drink and the ability to rest completely (sleep, meditate, or lounge about).

	Recover	Human	Chaos	Amber	Ranked
		4 hours	2 hours	1 hours	60-(End:Heal/4) min
	Time Unit	Human	Chaos	Amber	Ranked
		1hours	2 hours	4 hours	240+(End:Const) min

The effect of Time dilation is to increase your ability to dodge, block, and/or deliver attacks or perform actions, where speed and agility are the principle factors affecting the outcome.

Time	TD	End	Time	TD	End	Time	TD	End	Time	TD	End	Time	TD	END
0	1.0	1.0	20	1.64	0.67	40	2.69	0.45	60	4.41	0.30	80	7.24	0.20
1	1.02	0.98	21	1.68	0.66	41	2.76	0.44	61	4.52	0.29	81	7.42	0.20
2	1.05	0.96	22	1.72	0.64	42	2.82	0.43	62	4.64	0.29	82	7.61	0.19
3	1.07	0.94	23	1.76	0.63	43	2.90	0.42	63	4.75	0.28	83	7.80	0.19
4	1.10	0.92	24	1.81	0.62	44	2.97	0.41	64	4.87	0.28	84	7.99	0.19
5	1.13	0.90	25	1.85	0.61	45	3.04	0.41	65	4.99	0.27	85	8.20	0.18
6	1.16	0.88	26	1.90	0.59	46	3.12	0.40	66	5.12	0.27	86	8.40	0.18
7	1.19	0.87	27	1.95	0.58	47	3.20	0.39	67	5.25	0.26	87	8.61	0.17
8	1.21	0.85	28	2.00	0.57	48	3.28	0.38	68	5.38	0.26	88	8.83	0.17
9	1.25	0.83	29	2.05	0.56	49	3.36	0.37	69	5.51	0.25	89	9.05	0.17
10	1.28	0.82	30	2.10	0.55	50	3.44	0.37	70	5.65	0.25	90	9.28	0.16
11	1.31	0.80	31	2.15	0.54	51	3.53	0.36	71	5.79	0.24	91	9.51	0.16
12	1.34	0.78	32	2.20	0.53	52	3.62	0.35	72	5.94	0.24	92	9.75	0.16
13	1.38	0.77	33	2.26	0.52	53	3.71	0.35	73	6.09	0.23	93	9.99	0.15
14	1.41	0.75	34	2.32	0.51	54	3.80	0.34	74	6.24	0.23	94	10.24	0.15
15	1.45	0.74	35	2.37	0.50	55	3.90	0.33	75	6.40	0.22	95	10.50	0.15
16	1.48	0.72	36	2.43	0.49	56	4.00	0.33	76	6.56	0.22	96	10.76	0.15
17	1.52	0.71	37	2.49	0.48	57	4.10	0.32	77	6.72	0.21	97	11.03	0.14
18	1.56	0.70	38	2.56	0.47	58	4.20	0.31	78	6.89	0.21	98	11.31	0.14
19	1.60	0.68	39	2.62	0.46	59	4.30	0.31	79	7.06	0.21	99	11.59	0.14

Additionally the jewel’s Time Distortion affects means that any Temporal effects applied to a person carrying the jewel don’t work correctly. At a minimum the time rate for the person carrying the jewel is TD/2, otherwise the effect of the Temporal spell is to multiply the spells time rate effect by TD/2. This means “slow” spells have a decreased effect and “haste” spells have an enhanced effect.

The effect of TD is approximately as follows

The ability to land, dodge, or block an attack, loosely defined by (War:<Weap> + STR:Agil)/2 is increased by TD. Thus if you’re attacking with a sword and have War:Sword 6+4 and Str:Agil 2+2 and have a TD of 1.41, your War:sword is effectively 14 and your Str:Agil is effectively 5.6.

Note however that those with high Psyche:Logic or War:Strat can negate this advantage after a number of combat rounds, and trying to use this against Benedict after the second attack will definitely get you killed.

2.9.8.6 Jewel link (2 points)

Whilst in possession of the jewel, the jewel being either carried about your person or it is within 3 feet of you and your psyche is dominant, you have learnt to tap the basic power of the jewel. This means you can draw energy from the jewel

2.9.8.7 Shadow Manipulation (05 points)

This power is very similar to the Pattern and Logrus powers for moulding shadow. By bringing the 3D pattern in the jewel to mind and walking it, you can change the parameters for a given Shadow wholesale, altering it to fit your wishes. With this ability, you can alter time flow, and with time more profound changes (such as the civilization) can be enacted.

Unlike the Pattern the Jewel cannot erase shadows entirely, but it has advantages over both the Pattern and the Logrus in that it can lock shadows such that neither of these powers function, there by negating their ability to change or link to the Shadow.

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

Use of Shadow Manipulation is only possible if the Novice is in physical possession the Jewel.

2.9.8.8 Temporal Control (05 points)

The term "Temporal Control" is something of a misnomer in relation to the jewel. Whilst it's possession inherently distorts time for the wearer, this ability gives the novice a degree of control over that distortion, specifically it allows the novice the ability to increase or decrease the distortion for a period of time.

The novice has the option to increase the Time Dilation (TD) between 5 and 50 steps, with the corresponding effects (as per section 2.9.8.5) for up to Psy:Gen/8 minutes. The downside of doing this is that after the period expires the TD automatically increases by 2/5 or the number of steps it was increased by.

The novice has the option to decrease the Time Dilation (TD) by up to Psy:WIL/8 steps, with the corresponding effects (as per section 2.9.8.5) for up to Psy:Gen/8 minutes. The downside of doing this is that after the period expires the TD automatically increases by 3/2 of the number of steps it was decreased by.

Use of Temporal Control is only possible if the Novice is in physical possession the Jewel.

2.9.8.9 Elemental Control (05 points)

Each of the Jewels has the ability to manipulate two elemental domains (Earth, Air, Fire, Water). All the Jewels can manipulate the air domain, making the control of the weather possible.

Each of the other domains is tied to a specific jewel:

Jewel of Judgement – Fire

Jewel of Justice – Water

Jewel of Dreams – Earth

Use of Elemental control is only possible if the Novice is in physical possession the Jewel.

2.9.8.10 Jewel Teleportation (05 points)

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

2.9.8.11 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.

2.9.8.12 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.

2.9.8.13 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.

2.9.8.14 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.

2.9.8.15 Jewel Sight (05 points)

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

2.9.8.16 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.

2.9.8.17 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.

2.9.8.18 Cast through the Jewel (05 points)

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

2.9.8.19 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.

2.9.8.20 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.

2.9.8.21 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.

2.9.8.22 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.

2.9.9 Abyss

2.9.9.1 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.

Selection of this power is by agreement of the GM only.

2.9.9.2 Prerequisites

- To acquire Abyssal Taint without dying in the process requires at least Ranked Endurance or Blood of the Abyss (Intrinsic).

2.9.9.3 Contents

B-[20] Blood of the Abyss
B-[10] Abyssal Taint
B----- [05] {03} Protect contents from the Abyss
B-----[15] {10} Abyssal Defence
B-----[10] {07} Abyssal Manifestation
A-----[15] {10} Infuse with Abyss
B-----[05] {02} Movement in the Abyss
B-----[05] {02} Abyssal Sight
B-----[05] Create Abyss Opening
A-----[05] {02} Item Storage
A-----[10] Protection From Shadow
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.

2.9.9.4 Blood of the Abyss (20 points)

This is an option very much subject to GM approval.

One of your parents hails from the courts of the Abyss, so you have Abyssal blood and intrinsically Abyssal Taint.

Since you are half Abyssal Demon you have not only a demonic form as one of your basic forms but can purchase certain Abyss powers at a reduced cost.

Abyssal Demonic form is superior to Chaosite Demonic form bestowing as a baseline Extra-Damage weapons and Resistant to Firearms. As Shapeshifters Abyssal Demons are not as powerful, and cannot Assay the Logrus. They otherwise follow the basic rules or shapeshifters having a human form, a demon form, an animal form, and a primal form. Additional forms may be purchased as per the Shapeshift ability "Alternates Forms", however the forms abilities are limited to 4 point powers as a maximum and may not select Vulnerabilities to reduce the costs.

There is also one significant downside to having Blood of the Abyss, unless you're playing in my Keep of the Thirteenth Hour Campaign when there is a second Campaign specific one.

For the first years of your life you could not survive outside of the Abyss for more than 3 hours Amber time in any 24 hours period.

At a year old you began to develop the ability to adapt to the world outside the Abyss adding 3 hours per Amber month (36 Amber Days) until the age of 7 (219 hours maximum, minimum return duration = half of the time spent outside).

At this point your body under goes the first of two dramatic changes the other occurring when you reach puberty at the age of 13.

After the first change the time increases to the greater of End:General or 7 hours (calculated from the age of 12 months) with the return duration reducing to one quarter the time spent outside.

After the second change the time increases to

$(1 + ((\text{End:Con} + \text{End:Heal}) / 20)) * \text{End:General}$ hours (calculated from the age of 12 months)

with the return duration reducing to

$12 - (\text{End:General} / 10) \%$ with a minimum time of 24 hours.

So an 18 yr old with End:General of 20, End:Con of 6, End:Heal of 4 can spend $(1 + ((6 + 4) / 20)) * 17 * 12 * 20 = 1.5 * 4080 \text{hrs} = 255 \text{days}$ outside the Abyss before needing to return for $((12 - (20 / 10)) * 6120) / 100 = 10 * 6120 / 100 = 612 \text{hours} = 25 \text{days} 12 \text{hours}$. Note this time is in Amber hours so multipliers for the local shadow time flow apply.

2.9.9.5 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.

2.9.9.6 Protect Contents from the Abyss (05 points)[3points]

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

2.9.9.7 Abyssal Defence (15 points)[10 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.

2.9.9.8 Abyssal Manifestation (10 points)[07 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.

2.9.9.9 Infuse with Abyss (15 points)[10 points]

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).

2.9.9.10 Movement in the Abyss (05 points)[02 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.

2.9.9.11 Abyssal Sight (05 points)[02 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.

2.9.9.12 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.

2.9.9.13 Item Storage (05 points) [02 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.

2.9.9.14 Protection From Shadow (10 points)

This ability allows a denizen of the Abyss to exit the Abyss and enter the Realm of Shadow without immediately dying in the process, as the interaction between their basic essence and the reality of shadow cause each other to cancel each other out.

This ability is intrinsic for Shadow denizens that acquire Abyssal Taint or for those with Abyssal Blood.

The ability works similarly to the requirements for those with Abyssal blood needing to return to the Abyss to re-infuse themselves with Abyssal Energy except the conference of the ability to exist in the realm of Shadow is nowhere near as long as those who are or were originally native Shadow Denizens.

Not all Abyss denizens are created equal however. Some like the xxx Clan are much more able to survive in Shadow than others. As a result there is a "clan" based factor applied to the time in Shadow that the denizen can spend without ill effects. Those least able to survive have a base 0.1 multiplier, the average denizen a base 0.3 multiplier, and those most able a base 0.5 multiplier.

This multiplier is increased by 1/10th of the base value for each point above 10 the denizen has in this ability.

2.9.9.15 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.

2.9.9.16 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.

2.9.9.17 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.

2.9.9.18 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 defence 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 defence 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.

2.9.9.19 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.

2.9.9.20 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.

2.9.9.21 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.

2.9.9.22 Summon Abyssal Storm (15 points)

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

2.9.10 Magic

2.9.10.1 Power Words

2.9.10.1.1 Intro

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

2.9.10.1.2 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).

2.9.10.1.3 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.

2.9.10.1.4 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.
Mortally Wounded: Your life force 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+	

2.9.10.1.5 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

2.9.10.1.6 Magical Initiation (05 points)

The character has the potential to develop skills with power words, sorcery, and conjuration/artifing. 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.

2.9.10.1.7 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.

2.9.10.1.8 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.

Choke[O][T] – This induces a swallowing action in the target in such a way as the “flap” which closes the airway is in the wrong position, inducing “Choking” in the target. In most circumstances this just induces a severe “coughing” fit in the target completely distracting them whilst they recover. However, if the target is eating food or drinking a drink when this is triggered then the effect is far more severe and can result in the death of the target, if aid is not immediately rendered to dislodge the food or drink from their throat.

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. A 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.

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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.

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, tigtropes, 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] --Use of this power word breaks weak structures, such as Rice Paper Walls, Horticultural or picture glass, and weakens others, such as soft wood doors, but has no effect on anything stronger such as thin metal or hardwood doors, Weakened structures that don't break under the effect of the spell, can be punched or struck causing them to break whilst the spell is active. 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, Chaosites 2, Amberites at least 3.

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	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.

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.

2.9.10.1.9 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.

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	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.

Choke[O][R] – This induces a swallowing action in the target in such a way as the “flap” which closes the airway is in the wrong position, inducing “Choking” in the target. In most circumstances this just induces a severe “coughing” fit in the target completely distracting them whilst they recover. However, if the target is eating food or drinking a drink when this is triggered then the effect is far more severe and can result in the death of the target, if aid is not immediately rendered to dislodge the food or drink from their throat.

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

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.

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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.

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.

Break Structure [N][T]-- Use of this power word shatters very weak structures, such as Rice Paper Walls, Horticultural or picture glass, and cracks and warps stronger materials, such as soft wood doors, reinforced glass, and thin metal sheet (1mm or less in thickness). It will also weaker stronger structures hardwood doors, brick and concrete block walls, and metal sheet up to 2mm thick. Weakened structures that don't break under the effect of the spell, can be punched or struck causing them to break whilst the spell is active. 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, Chaosites 2, Amberites at least 3..

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

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.

2.9.10.1.10

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 sword blade or runs across moving oars.

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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
Radius	3 feet	8 feet	11 feet	11 + Psyche:General/5 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	3 feet	8 feet	11 feet	11 + Psyche:General/5 feet

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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.

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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.

Shatter [N][T]-- Use of this power word shatters very weak and weak structures such as soft wood doors, reinforced glass, and thin metal sheet (1mm or less in thickness). It will also warp and crack stronger structures such as hardwood doors, brick and concrete block walls, and metal sheet up to 2mm thick, and substantially weaken stronger materials such as reinforce concrete, and steel plate upto 12mm thick. Weakened structures that don't break under the effect of the spell, can be punched or struck causing them to break whilst the spell is active. 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, Chaosites 2, Amberites at least 3..

Miscellaneous

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

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Special

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 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.

2.9.10.1.11 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.

2.9.10.1.12 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.

2.9.10.1.13 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.

2.9.10.1.14 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

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- 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.

2.9.10.2 Casting Time, Mana, and Shadow Magic Level – Rules for Sorcery and Conjunction

In the original rules, in reference to the original book series, there are lots of references to the effect of the degree to which a given shadow supports magic; including references to shadows where casting magic is impossible, low magic shadows, and highly magical shadows.

Even the original revision of the Magic rules By John Biles make the same references but nowhere in the rules are these factors taken into account.

In John Bile's partial powers rules on which this ruleset is substantively based all Sorcery and Conjunction spells have a casting time based upon their complexity, where complexity is in reality a combination of both how many components they require to cast and the amount of magical energy, typically referenced as 'Mana' that they require to cast. Note the specific reference to Sorcery and Conjunction spells since they both (normally) require an external magical energy source, unlike power words which typically rely on the casters personal magic. In all instances Mana is measured in terms of Fatigue as follows in the next section.

Examining the Casting Time conundrum, the problem is that on what level of magical energy in a shadow is the Casting Time based? In a low magic shadow, the inference is there is little magic energy available, whilst in a high magic shadow, magical energy should abound. Logically therefore it should be significantly easier to draw the required amount of energy to cast the spell in a high magic shadow than in a low magic shadow. Similarly if you caster has a 'Mana Battery' then Casting should be equally quick.

What follows is therefore some logic relating to applying the above in the context of 'Casting Times', which in turn can be used to provide a more 'dynamic' fatigue usage.

In the rules it's always been faster to cast a racked spell than to cast the spell from scratch, although casting a racked spell assumes the requisite amount of Mana is immediately available, which is contrary to what the rules actually say. Racked Casting by the rules just removes the time required to 'put the spell together' by suppling the missing lynchpin elements to cause the spell to 'fire'. None of which actually makes sense if a caster regularly uses the same spell.

Based on all of the above let us assume that the greater of twice the racked casting time or 20% of the nominal casting is the actual time required to 'recite' the spell and the remainder of the time is required to aggregate the required energy to cast the spell.

This fixes the casting time element irrespective of the level of Mana in a Shadow, noting that you can have a shadow with a zero Mana level but which still allows magic to be cast, and shadows with high mana levels that don't allow magic to be cast (for example if magic has been turned off in a shadow, using the Jewel of Judgement, Pattern, or Logrus).

The remaining 80% element is therefore the 'aggregate the energy required' element and logically should be based on base magical energy level of a shadow ignoring the cases where magic has been turned off, since if magic has been turned off it doesn't matter what the energy level is because you can't cast magic at all, including Power Words!

We also need to fix a reference point for where that base casting time applies, so we have to assume that the base is based on an 'Average' magic shadow (ignoring any definition as to what that means, but from references in the books we can assume that Amber is Average, the Courts are very high, and Earth is low)

$$F = 19.99334 - (1.397832/0.07084655) * (1 - e^{-(0.07084655 * M)})$$

If C is the base casting time then the actual Casting time is

$$C_a = C * 0.2 + C * 0.8 * F$$

Where

Amber: F=1

Courts: F=0.25

Earth: F=5

So an Average Difficulty spell with a default casting time of 10min would take (2+8)=10min in Amber, (2+5*8)=42min on Earth, and (2+0.25*8)=4min in the Courts.

However this assumes that the spell is being directly cast, not being racked, and not using a 'Mana Battery'!

When 'Racking' a spell only a minimum amount of Mana is required, so when initially racking a spell F=0.1.

When casting a spell using a Mana Battery as the power source, use F=0.1 .

2.9.10.3 Magical Energy (Mana) and Fatigue – Rules for Sorcery and Conjunction

2.9.10.3.1 Casting Spells

Both Conjunction and Sorcery require a source of magical energy to power the spells. In shadows that support magic, some or all of this power can be drawn from the environment, otherwise an alternate power source is required.

Casting any spell, whether racking the spell or direct casting, requires effort on behalf of the Caster. This is one element of the Fatigue incurred when casting any spell, and is based on the complexity of the spell in a similar manner to Power Words.

Fatigue is measured in 'Points' in the same manner as for Power Words.

- Petty = 1pt
- Minor = 2pts

- Average = 3pts
- Difficult = 7pts
- Challenging = 11pts.
- Hard = 19pts
- Very Hard = 27pts

The remaining element is based on the Magical Energy required to power the spell which is based on the greater of the Casting Time Energy Component in a Default Environment or the Casting Time Energy Component in the current Environment.

When casting a Racked spell the fatigue on the caster is $1/6^{\text{th}}$ (round up) of the casting fatigue cost of the spell; so a Difficult spell (7+7) fatigue would cost 2+7 fatigue to cast (remember the required energy component still needs to be fulfilled from somewhere) when racked. [Optional: If casting multiple racked spells sequentially then the fatigue costs can be aggregated and then divided, so casting 4 Difficult spells sequentially would be $4*7/6=28/6=5$].

Note when racking the spell it also requires some magical energy to “hang” the spell in the first place. This required energy is $1/10^{\text{th}}$ (round up) of the energy cost of the spell.

Racked Spells also have to be maintained in order to stop them unravelling. The rate at which they require maintaining is a function of the Difficulty of the Spell, the Magical Environment, and the entropy of the Environment (The Closer to a Pattern the Faster they decay). After each Decay period the caster must expend $1/20^{\text{th}}$ (round up) of the energy fatigue cost of the spells being maintained.

If the spell is cast as a ritual (required for Summoning spells in Conjunction) then the fatigue cost is shared amongst the total number of casters involved (who may in turn draw power from a number of contributing supplicants – willing or not – who have been attuned in advance). Note also that ritual spells may also draw the energy component from the contributing supplicants.

2.9.10.3.2 Fatigue as a measure of Magical Energy (Mana)

The remaining question is how to translate the Magical Energy requirement for a spell into Fatigue. Why? Because a really desperate Mage can use their own internal Energy reserve, assuming it's sufficient to power the spell, as those who cast Power Words do. The general problem is that Conjunction and Sorcery spells require significantly more energy than Power Words do, so Mages can kill themselves attempting to cast a spell which fails in the process.

The basic energy required to cast a spell is thus obtained by dividing the 'Energy Component' of the casting time by 5 rounding up, so 32min would require 7pts of Fatigue to cast.

If the energy is being drawn from the environment, with the environmental factor is greater than 1, then use the greater of the casting time/5 rounding up or the casting time/15. Thus a Challenging spell with a base 270min casting time would either cost 13+44 fatigue or 13+72 fatigue. Remember the Casting Time element is fatigue caused by casting the spell and accrues against the Casters Exhaustion level, whilst the Energy Component is paid via the Energy Source used.

2.9.10.3.3 Magical Energy(Mana) Sources

2.9.10.3.3.1 Personal Mana

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. The amount of Fatigue used to power the spell is outlined above. For the effect of Fatigue on the Caster use the Fatigue Cost Table for Power Words. Remember the total cost of casting the spell is being drawn from the Mages endurance, so they can kill themselves and fail to cast the spell!

2.9.10.3.3.2 Stored Mana

Smart mages carry a magical 'battery' of some kind with them wherever they go, as it enables faster casting than having to tap an environmental source. These batteries have the major flaw that other mages can readily detect them, which can make sneaking past another mage tricky. Also, broken batteries, or over charged batteries explode, which is never fun.

Mana Batteries are created using the Empowerment Ability and can be created by both Conjurors and Sorcerers.

The object to be converted to a battery must first be “Attuned”. Basic Attunement of the object takes 18 hours - 3 minutes per point of psyche:empathy – 1 minute per point psyche:will

Once ‘basically attuned’ the object can be further refined converting it to receptacle for storing “Mana” or “Magical Power” in the form of Fatigue Points. This secondary Attunement takes 6 hours - 1 minutes per point of psyche:empathy – 15 seconds per point psyche:logic

Magical Power stored in this way may then be used to cast spells with minimal fatigue cost.

The rate at which power can be racked is purely dependant on the availability of magical power in the environment. In an ‘average’ magic environment this equates to 20 points per hour (see below) but this is divided by the environmental magic factor so on Earth this drops to 4 points per hour. It takes a few minutes to start the process but thereafter, as long as the item is either held by the Mage or worn by them in contact with their skin, power is transferred automatically, until the Mage stops the transfer (This can lead to overcharging of a battery with potentially explosive results).

The amount of power an object can hold depends on its size and the material it is constructed from

- A simple ring 2-6 points (gold 2, silver 4, platinum 6)
- A small gem 2-6 points (precious 4-6, semi-precious 2-4)
- A medium gem 4-9 (precious 7-9, semi-precious 4-7)
- A large gem 7-15 (precious 10-15, semi-precious 7-11)
- Small pendant/brooch 4-9
- Large pendant/brooch 7-15
- Necklace 11-31
- Wand 11-23
- Staff 21-121

Note for wands and staves the amount of energy the item is capable of holding depends on the material from which it is made, the quality of the craftsmanship, and the intricacy of the design.

2.9.10.3.3 External Power Sources

The safest, but least reliable source of power is external power, drawing magical energy from the environment. 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 Mage 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 Mage to fill in the needed 'magic of shadow' lynchpin during casting.

This method of adaption is only possible if the Mage has some mechanism to study the nature of the Shadow, such as Pattern (True, Image, Broken, of other), Logrus, and/or optionally Abyss and/or Jewel abilities. 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.

Without the ability to study shadow the precepts of magic in the shadow must be learnt from a dweller in that shadow who has learnt, usually by a long and arduous apprenticeship the relevant governing rules.

When drawing power from an external source the available fatigue that can be drawn in a given locale and the rate at which it replenishes determine the strength of magic that can be cast. It is down the GM to define these parameters.

When drawing from the general environment there is only a limited amount of energy that can be continually drawn from the local area, the scale of local being determined by the GM. For a typical low magic shadow such as Earth this is a 1.5mile radius around the caster. In the first hour the maximum amount of available energy can be drawn, each succeeding hour halving the amount until it drops to 1pt/hour. For each hour energy is not drawn, the available amount of energy doubles until it reaches the maximum available amount. This means that if the Mage is moving the rate at which energy can be drawn can potentially be maintained, but this depends on the speed at which the Mage can move.

Note also that technology, modern buildings, and metal boxes block the ability to draw Mana from the environment, so typically it is almost impossible to draw Mana in large towns or cities, unless built on a major river, where the river acts as a conduit (and the Mage must be on the banks of the river to use it), and from within the confines of a car or truck. So on Earth if a Mage is travelling on foot at, at least 3mph, then they will be able to continually draw 4pts/hour for as long as they keep moving.

Additionally there are times when the amount of magical energy increases for brief periods. At sunrise and sunset on equinoxes, and at aphelion or perihelion, or the point of total eclipse the amount of energy that can be drawn is temporally doubled, whilst during a major planetary alignment the amount of energy available is 3 to 7 times normal.

2.9.10.3.4 Logrus Conduit

Mages who have bought 'Logrus Conjunction/Sorcery' can use the Logrus as a conduit to draw power from other shadows to perform magic even in non-magical shadows. The fatigue costs for the spell are additional to the cost of maintaining the Logrus Tendril in the first place. Additionally, Logrus Tendrils are susceptible to being cut or disrupted.

2.9.10.4 Sorcery

2.9.10.4.1 History

- Under the original Netbook rules the correspondence between 'Casting Time', 'Difficulty' and Mana were vague and illogical. Spells of similar difficulty often had vastly different casting times and Mana requirements. IN versions 1.9.3 through 1.9.5 these were revised to be consistent between both Sorcery and Conjunction.

- Under the original Netbook rules, there were two 'spheres of influence' for sorcery, 'one side of Ygg', or 'both sides of Ygg'. Which side a character starts with 'Pattern Influence' or 'Logrus Influence' is determined at least initially by character background. Note this is alluded to in the Amber books, including in the Phage Press rules but is never written as an explicit rule. With version 1.10 the 'Spheres of Influence' is expanded. See the Additional Spheres of Influence rules.' Basic Sorcery – One Sphere of influence' replaces 'Basic Sorcery – One side of Ygg'. 'Basic Sorcery – Additional Sphere of Influence' replaces 'Basic Sorcery – Both Sides of Ygg'.

2.9.10.4.2 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 Conjunction and Power Words (ie, against Magic)
- Dispel other spells.
- 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.

2.9.10.4.3 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: Raw casting time:- 1->3 seconds: Racked casting time:- N/A
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: Raw casting time:- 20->40 seconds: Racked casting time:- 2->4 seconds
Sending a telepathic message across a room. Changing your hair colour. Lighting a barbeque grill. Turning water into Coke. Generating a five foot radius sphere of light. Make someone think about you.
- Average: Raw casting time:- Five to ten minutes: Racked casting time:- 6->10 seconds

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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:** Raw casting time:- 45 to 75 minutes: Racked casting time:- 15->25 seconds
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:** Raw casting time:- 3-6 hours : Racked casting time:- 54->98 seconds
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:** Raw casting time:- 1-3 days : Racked casting time:- 3->7 minutes
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:** Raw casting time:- 1-4 weeks : Racked casting time:- 21->84 minutes
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:** Raw casting time:- 1-4 months : Racked casting time:- 5->20 hours
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.

2.9.10.4.4 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.

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.

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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

2.9.10.4.6 Basic Sorcery – One Sphere of Influence (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 in shadows that are categorised by a single sphere of influence (chosen at character creation).. When in shadows that do not correspond to that sphere of influence you cannot use your powers.

Note: Taking the generic 'Logrus Dominant' Sphere of Influence allows you to operate in spheres where the Logrus has predominant influence but may still not allow you to operate at maximum effectiveness. This is particularly true when in a 'House Wey' in the Courts where magic is often 'tweaked' by the owing house to give them 'home ground' advantage.

2.9.10.4.7 Basic Sorcery – Additional Sphere of Influence (02 points)

This extends your abilities to operate in an area of Shadow which influenced either by a different or by multiple powers, where the influence of any primary power is so small as to have no effect, or where the primary powers cancel each other out (which is not the same as the powers being too weak to have an effect).

2.9.10.4.7.1 **Know Spheres of Influence**

- ◆ Pattern Dominant
- ◆ Logrus Dominant
 - <Chaos House Wey> (needs to be taken for each Chaos house)
- ◆ Pattern/Logrus Negated
- ◆ No Primary Power

2.9.10.4.7.2 **Optional extended Spheres of Influence**

If the Abyss is present as a power then these should be used instead.

- ◆ Pattern Dominant
- ◆ Logrus Dominant
 - <Chaos House Wey> (needs to be taken for each Chaos house)
- ◆ Abyss Dominant
- ◆ Pattern/Logrus Negated
- ◆ Pattern/Abyss Negated
- ◆ Logrus/Abyss Negated
- ◆ Pattern/Logrus/Abyss Negated
- ◆ No Primary Power

2.9.10.4.8 'Power' Sorcery (05 points each, requires 'Power' Magic)

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).

2.9.10.4.9 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.

2.9.10.4.10 **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.

2.9.10.4.11 **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.

2.9.10.4.12 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.

2.9.10.4.13 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.

2.9.10.4.14 Sorcerous Empowerment (03 points)

This is the Sorcerers version of the Conjurer's Basic Empowerment Ability. It is identical with the exception that Sorcerers cannot embed Qualities and Powers other than Spell Storage Capacity, Intelligence (requires Intelligent Spells), and Combat Reflexes (requires Quick Casting), and cannot strengthen the object with Ribs, Backbones, or Skeletons.

2.9.10.4.15 Sorcerous Racking (05 points)

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

2.9.10.4.16 Spell Stealing (05 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.

2.9.10.4.17 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 Ygg.

2.9.10.4.18 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 Ygg.

2.9.10.4.19 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.

2.9.10.4.20 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.

2.9.10.4.21 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'.

2.9.10.4.22 Cantrips (05 points)

You can now perform petty magic's at will with but a thought.

2.9.10.4.23 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'.

2.9.10.4.24 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)

2.9.10.5 Conjunction

2.9.10.5.1 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-existent items and creatures with new powers and qualities.

Its main subcategories are:

- Conjunction: Create mundane items/creatures from nothing
- Shadow Shape: Morph one form of a mundane item into another
- Shadow Conjunction: Create items/artefacts/creatures with Qualities and Powers from Shadow Material
- Empowerment: Infuse items/creatures with Qualities and Powers including other forms of Magic
- Compelling: Force a creature to do something, if you overcome their Psyche.
- Summoning: Call a creature to you

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.

2.9.10.5.2 Casting Difficulties for Conjunction

This is the comparable difficulties for Creating Items, Shaping Shadow, Empowering Items, Compelling Targets, or for Summoning Creatures. Note the latter must be done as rituals using the correct form of pentagram.

- Petty: Raw casting time:- 5-10 seconds: Racked casting time:- N/A
 - Conjunction => up to 75g of a pure element inversely proportional to its atomic weight, up to 50g of a simple compound, up to 30g of a simple alloy, 15g of a complex alloy, 7.5g of a simple organic structure
- Minor: Raw casting time:- 1 to 2 minutes: Racked casting time:- 12->24 seconds
 - Conjunction => up to 1Kg of a pure element inversely proportional to its atomic weight, up to 650g of a simple compound, up to 400g of a simple alloy, 200g of a complex alloy, 100g of a simple organic structure, 50g of a complex organic structure
 - Empowerment => per point of quality (Cannot be Racked)
- Average: Raw casting time:- 15 to 30 minutes: Racked casting time:- 45->90 seconds
 - Conjunction => up to 30Kg of a pure element inversely proportional to its atomic weight, up to 20Kg of a simple compound, up to 15Kg of a simple alloy, 7.5Kg of a complex alloy, 4Kg of a simple organic structure, 2Kg of a complex organic structure
 - Shadow Shape => per point of quality.
 - Empowerment => per point of power (Cannot be Racked)
 - Compelling => up to low animal intelligence
- Difficult: Raw casting time:- 1 to 3 hours: Racked casting time:- 3->9 minutes
 - Conjunction => up to 300Kg of a pure element inversely proportional to its atomic weight, up to 200Kg of a simple compound, up to 150Kg of a simple alloy, 75Kg of a complex alloy, 40Kg of a simple organic structure, 20Kg of a complex organic structure
 - Shadow Shape => per point of power.
 - Empowerment => Attuning an object (Cannot be Racked)
 - Compelling => up to high animal/near human intelligence
- Challenging: Raw casting time:- 10 to 15 hours: Racked casting time:- 18->27 minutes
 - Conjunction => up to 3tonnes of a pure element inversely proportional to its atomic weight, up to 2tonnes of a simple compound, up to 1tonne of a simple alloy, 500Kg of a complex alloy, 250Kg of a simple organic structure, 125Kg of a complex organic structure
 - Compelling => up to high human/low chaos intelligence
- Hard: Raw casting time:- 1-3 days: Racked casting time:- 1->3 hours
 - Conjunction => up to 60tonnes of a pure element inversely proportional to its atomic weight, up to 40tonne of a simple compound, up to 20tonnes of a simple alloy, 10tonnes of a complex alloy, 5tonnes of a simple organic structure, 3tonnes of a complex organic structure
 - Compelling => up to high chaos/unranked Amber intelligence
- Incredibly Hard: Raw casting time:- 1-4 weeks: Racked casting time:- 3->16 hours

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- Conjunction => up to 750tonnes of a pure element inversely proportional to its atomic weight, up to 500tonnes of a simple compound, up to 250tonnes of a simple alloy, 125tonnes of a complex alloy, 75tonnes of a simple organic structure, 25tonnes of a complex organic structure
- Compelling => up to low ranked Amber intelligence
- Summoning
- God-like: Raw casting time:- 1-4 months: Racked casting time:- 1->4 days
 - Conjunction => up to 15,000 tonnes of a pure element inversely proportional to its atomic weight, up to 10,000 tonnes of a simple compound, up to 5,000 tonnes of a simple alloy, 2,500tonnes of a complex alloy, 1500 tonnes of a simple organic structure, 300 tonnes of a complex organic structure

2.9.10.5.3 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. Conjurers like Sorcerers can rack Conjunction spells (and only Conjunction category spells) in specially prepared items, casting them in advance, then storing them until needed.

A Conjurer with either Shadow Shape or Empowerment can create 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 magic. 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.

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. Still, this makes releasing them a matter of seconds instead of minutes, hours, or days.

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- B [05] Magical Initiation
- B---- [05] Basic Conjunction
- A-----[05] Item Analysis
- E-----[05] Improved Item Analysis
- A-----[05] Complex Conjunction (Basic Conjunction+5)
- E-----[05] True Conjunction
- B-----[03] Basic Compelling
- A-----[05] High Compelling (Basic Compelling +5)
- E-----[05] True Compelling
- B-----[03] Empowerment
- A-----[05] Complex Empowerment (Basic Empowerment+5)
- A-----[05]Basic Power Imbuement
- A-----[05] Advanced Power Imbuement (Basic Power Imbuement+10)
- E-----[05] True Power Imbuement (True Conjunction)
- A-----[10]Advanced Powers and Qualities
- E-----[10] Exalted Powers and Qualities
- E-----[05 per ½ step] Quick Conjunction
- E-----[05] True Empowerment (Complex Shadow Conjunction + appropriate Power Magic)
- B-----[03] Basic Shadow Shape
- A-----[05] Complex Shadow Shape (Complex Conjunction)
- E-----[05] True Shadow Shape (True Conjunction + appropriate Power Magic)
- B-----[03] Basic Shadow Conjunction
- A-----[05] Complex Shadow Conjunction (Complex Conjunction)
- A-----[10]Advanced Powers and Qualities
- E-----[10] Exalted Powers and Qualities
- E-----[05 per ½ step] Quick Conjunction
- E-----[05] True Shadow Conjunction (True Conjunction + appropriate Power Magic)
- A-----[05] Complex Conjunction (Basic Conjunction+5)
- 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)

B: Basic Power; A: Advanced Power; E: Exalted Power, S: Special – Advanced/Exalted 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

2.9.10.5.5 Basic Conjunction (05 points)

This allows you to create simple mundane objects, items, and materials from seemingly thin air. Small quantities of low atomic number elements are easy to do, whilst a simple wooden chair is far more complex, in fact wood is far harder to create than wine, stone, or a simple steel sword because of the complexity of organic materials. The time taken to fashion the spell depends on the quantity and complexity of the item. Conjuring handfuls of a single element can be done in a few seconds, simple items like mild steel, water, wine can be done in a few minutes, whilst more complex compounds such as wood, cotton, wool, milk and be done in a few hours, beyond that it is up to the GM to decide. For example a good quality 3 course meal including wine could be conjured in 15-30 minutes depending on the psyche (average perception, intuition, empathy) of the caster and the malleability of the shadow (double or triple times in Amber and the Golden Circle).

At this level of conjunction it is not possible to create living organisms or creatures.

Items conjured with this power will fade away after a while (10 to 15 days out in Shadow near Ygg, between a day and 2 days in the Golden Circle, a day or less near a Pattern, 1 to 3 days near a Logrus) and vanish instantly if taken out of the shadow they were created in (Note: Whilst the Golden Circle Shadows all have the same laws or physics/chemistry/time as Amber they are all distinct Shadows with shadow between them, so crossing from one to another counts as Shadow Traversal).

2.9.10.5.6 Basic Shadow Shape (03 points)

The ability to morph mundane shadow objects from one form into another. These creations obey the rules for basic items but it is easier, less time consuming and less strenuous to morph similar objects than to conjure them from scratch. Thus water can become wine in a few seconds, wool becomes silk, timber becomes paper or furniture etc

2.9.10.5.7 Basic Shadow Conjunction (03 points)

This is a more complex form of Basic Conjunction that allows items with Qualities and Powers to be created. Created objects will fade away after a while (3 to 5 days out in Shadow near Ygg, 5 to 7 hours near Pattern, 21 to 36 hours days near a Logrus) or instantly vanish if moved out of the Shadow they were created in.

Objects with Qualities and Powers take 10 minutes per point of Quality and 1 hour per point of Power to create. Such items can only be created where Shadow is malleable; this will not work in Amber and is difficult in the Golden Circle and Carnelian. On the other hand, Chaos Shadow is highly magically charged and easy to manipulate

Qualities and Powers are limited to the 2 point level and to a total of 12 points maximum. At this level of Shadow Shape it is not possible to create living organisms or creatures, but mechanical automatons are possible

2.9.10.5.8 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.

2.9.10.5.9 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). Analysis takes several minutes by sight, while analysis by touch is now a matter of brief moments.

2.9.10.5.10 Basic Empowerment (03 points)

This ability allows an existing shadow item to be temporarily implanted with Qualities and Powers, or to be strengthened with Ribs, Backbones, or Skeletons, or to be converted to a "Mana" or "Magical Power" battery.

The object to be empowered must first be "Attuned". Basic Attunement of the object takes 18 hours - 3 minutes per point of psyche:empathy – 1 minute per point psyche:will power

A mundane object imbued with Qualities and Powers lasts ten times as long as a simple Conjured Shadow Shape would, but it also fades when moved across Shadow. The item is also vulnerable to being dispelled.

Qualities and Powers are limited to the 2 point level and to a total of 12 points maximum. At this level of Empowerment it is not possible to attune living organisms or creatures

To increase the durability of an object it can be imbued with either Ribs, Backbones, or Skeletons, if the creator also possess one of the major powers (Pattern, Logrus, Abyss, Trump).

2.9.10.5.11 Basic Compelling (03 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 it's duration depends largely on how different the new behaviour would be from the targets usual attitude.

At this level of Compelling it is not possible to influence/manipulate creatures of more than low animal intelligence.

- 2.9.10.5.12 High Compelling (Basic Compelling+4, 05 points)**
This extends Basic Compelling to allow creatures up to near human intelligence.
- 2.9.10.5.13 Complex Conjunction (Basic Conjunction+4, 05 points)**
This extends Conjunction to allow the creations of complex allows, and larger more complex items. It also allows the creation of simple organic organisms such as plants, trees, algae, fungi, amoeba, etc.
- 2.9.10.5.14 Complex Shadow Shape (Basic Shadow Shape+4, 05 points)**
This is basically the same as Basic Shadow Shape except that it increases Qualities and Powers to the 4 point level and the total item points to 32 points maximum. At this level of Shadow Shape it is only possible to create creatures of up to low animal intelligence.
- 2.9.10.5.15 Complex Empowerment (Basic Empowerment+4, 05 points)**
This is basically the same as Basic Empowerment except that it increases Qualities and Powers to the 4 point level and the total item points to 32 points maximum. At this level of Empowerment it is possible to attune creatures of up to and including low animal intelligence.
- 2.9.10.5.16 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.
- 2.9.10.5.17 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.
- 2.9.10.5.18 Advanced Powers and Qualities (10 points)**
This extends the complex powers to allow up to the 8 point level Qualities and Powers to be incorporated. It also increase the points limit by 50%.
- 2.9.10.5.19 Exalted Powers and Qualities (10 points)**
This extends the complex powers to allow up to the 16 point level Qualities and Powers to be incorporated. It also increase the points limit by 100%.
- 2.9.10.5.20 Quick Conjunction (05 points per ½ step)**
Quick Conjunction changes the time frame for casting Conjunction magic. Every 5 points spent, improves the complexity of casting by a 1/2 step, so with 10 points spent hard becomes challenging, challenging becomes difficult etc. The lower limit is ½ petty.
- 2.9.10.5.21 True Compelling (Complex Compelling, 05 points)**
This extends High Compelling to allow creatures of human intelligence and super human intelligence (including lesser demons) to be influenced.
- 2.9.10.5.22 True Conjunction (Complex Conjunction, 05 points)**
This extends Complex Conjunction to allow the creations of high-tech alloys, and large and significantly complex items. It also allows the creation of living organisms of animal intelligence (including horses, dogs, whales, porpoise, and apes) and in ritual form the summoning of demons and their ilk.
- 2.9.10.5.23 True Shadow Shape (Complex Shadow Shape, 05 points)**
This extends Complex Shadow Shape to allow the creation of permanent⁴ items.

⁴ Subject to them being dispelled by one of the major powers assuming the higher of the object's or creator's psyche can be overcome.

2.9.10.7 Techno-Wizardry

2.9.10.7.1 What is Techno-Wizardry

Techno-Wizardry is a mixture of both Conjunction and Sorcery. Whilst the practitioner can use magic, the magic can only be actuated by enchanting a constructed device, and then activating the device by means of a trigger, switch, or similar to cast the magical effect. Unlike Conjunction it only allows the mage to imbue pre-extant items with powers and qualities, principally via Sorcery Spells, Conjunction type effects, and/or Power Words.

Techno-Wizards are neither as powerful as a pure Conjurer when Conjuring nor as powerful as a Sorcery in terms of the full variety of spell effects they can use. Effectively they can only use a Sorcery type spell if it can be actuated via an object. Typical types of effects are guns which shoot lightening, energy bolts, bolts of frost, cones of cold, cones of fire, or fire balls. In a similar vein they could build a wire extruder that extruded a particular type of wire when triggered, or an ever dispensing flour hopper.

Its main subcategories are:

- Empowerment: Infuse items/creatures with Qualities and Powers including other forms of Magic
- Sorcery: Enchant with a Sorcery Spell like effect
- Conjunction: Enchant such that it creates or transmutes substances in a container
- Power Words: Enchant with a Power Word like effect

Techno-Wizardry 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 1-8 point range, although any given item can have a LOT of qualities and powers.

Techno-Wizardry constructs are vulnerable to being dispelled by the use of some Logrus, Pattern, or Trump powers against them.

2.9.10.7.2 Casting Difficulties for Techno-Wizardry

This is the comparable difficulties for Embedding Spell Effects into Devices and for Empowering Items.

- Petty: Raw casting time:- 1->3 seconds: Fatigue Cost 1pt
 - Empowerment => recharge per point of mana
 - Conjunction => up to 30g of a simple compound, up to 20g of a simple alloy, 10g of a complex alloy, 4g of a simple organic structure
 - Sorcery => Lighting a candle. Picking a simple lock. Turning water into carbonated water. Creating a flash of light
- Minor: Raw casting time:- 20->40 seconds: Fatigue Cost 3pt
 - Empowerment => per point of quality
 - Conjunction => up to 400g of a simple compound, up to 250g of a simple alloy, 120g of a complex alloy, 60g of a simple organic structure, 30g of a complex organic structure
 - Sorcery => Lighting a barbeque grill. Turning water into Coke. Generating a five foot radius sphere of light.
- Average: Raw casting time:- Five to ten minutes : Fatigue Cost 7pt
 - Empowerment => per point of power
 - Conjunction => up to 12Kg of a simple compound, up to 9Kg of a simple alloy, 4.5Kg of a complex alloy, 3Kg of a simple organic structure, 750g of a complex organic structure
 - Sorcery => Generating a taser-like effect with lightning. Lighting a person on fire. Turning water into wine. Lighting the entire courtyard. Fly at walking speed.
- Difficult: Raw casting time:- 45 to 75 minutes: Fatigue Cost 21pt
 - Empowerment => Attuning an object
 - Conjunction => up to 120Kg of a simple compound, up to 90Kg of a simple alloy, 45Kg of a complex alloy, 12Kg of a simple organic structure, 3Kg of a complex organic structure
 - Sorcery => Blasting several people with fire or lightning Teleport short distances. Create magical shields to repel attacks
- Challenging: Raw casting time:- 3-6 hours : Fatigue Cost 49pt
 - Conjunction => up to 3tonnes of a pure element inversely proportional to its atomic weight, up to 2tonnes of a simple compound, up to 1tonne of a simple alloy, 500Kg of a complex alloy, 250Kg of a simple organic structure, 125Kg of a complex organic structure

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- Sorcery => Teleport long distances. Fly at horse speed. 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. Create force fields

2.9.10.7.3 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, except Techno-Wizards have developed a very specific and specialized method of racking a spell in an item such that they don't decay over time. The downside is they can only be activated/cast from the item in which they are embedded.

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. Techno-Wizardry at the basic level does not allow such a reconfiguration, which means a Basic TechnoWizard device ceases to function if it is moved from the shadow in which it was created. Advanced Techno-Wizardry allows a device to have a removable and at Exalted level a reprogrammable configuration module that means a device can be modified to work in Shadows other than the one in which it was created.

All Techno-Wizard devices require a source of magic to work. Each therefore has a mana battery for them to draw on which allows a limited number of uses before requiring a recharge. Conjurers with the Empowerment ability can therefore also recharge Techno-Wizard devices

2.9.10.7.4 Contents

- B [05] Magical Initiation
- B---- [05] Basic Techno-Wizardry One side of Ygg
- B-----[03] Basic Techno-Wizardry Both sides of Ygg
- B-----[05] TW Empowerment
- B-----[05] TW Sorcery
- B-----[05] TW Conjunction
- B-----[05] TW Power Words
- A---- [10] Advanced Techno-Wizardry
- A-----[05] Item Analysis
- E-----[05] Improved Item Analysis
- A-----[05] Complex Empowerment (Basic Empowerment+5)
- A-----[05]Basic Power Imbuement
- A-----[05] Advanced Power Imbuement (Basic Power Imbuement+10)
- E-----[05] True Power Imbuement (True Conjunction)
- A---- [10] Exalted Techno-Wizardry
- E-----[05] True Empowerment (Complex Shadow Conjunction + appropriate Power Magic)
- S-----[05]Trump Conjunction Techno-Wizardry (Trump Magic)
- S-----[05] Advanced Trump Techno-Wizardry (Trump Magic+15, Trump Techno-Wizardry +15)
- S-----[05]Logrus Techno-Wizardry (Logrus Magic)
- S-----[05] Advanced Logrus Techno-Wizardry (Logrus Magic+15, Logrus Techno-Wizardry +15)
- S-----[05]Broken Pattern Techno-Wizardry (Broken Pattern Magic)
- S-----[05] Advanced Broken Pattern Techno-Wizardry Conjunction (Broken Pattern Magic+15, Broken Pattern Techno-Wizardry +15)
- S-----[05]Pattern Techno-Wizardry (Pattern Magic)
- S-----[05] Advanced Pattern Techno-Wizardry Conjunction (Pattern Magic+15, Pattern Techno-Wizardry +15)
- S-----[05]True Pattern Techno-Wizardry (True Pattern Magic)
- S-----[05] Advanced True Pattern Techno-Wizardry (True Pattern Magic+15, True Pattern Techno-Wizardry +15)
- S-----[05]Shapeshifting Techno-Wizardry (Shapeshifting Magic)
- S-----[05]Advanced Shapeshifting Techno-Wizardry (Shapeshifting Magic+15, Shapeshifting Techno-Wizardry +15)

B: Basic Power; A: Advanced Power; E: Exalted Power, S: Special – Advanced/Exalted but see description

To acquire Advanced powers requires 35 points in Basic Techno-Wizardry

To acquire Exalted powers requires all the basic abilities plus 25 points in Advanced Techno-Wizardry

2.9.10.7.5 Basic Techno-Wizardry (05 points)

This allows you to create simple mundane objects, items, and materials from seemingly thin air. Small quantities of low atomic number elements are easy to do, whilst a simple wooden chair is far more complex, in fact wood is far harder to create than wine, stone, or a simple steel sword because of the complexity of organic materials. The time taken to fashion the spell depends on the quantity and complexity of the item. Conjuring handfuls of a single element can be done in a few seconds, simple items like mild steel, water, wine can be done in a few minutes, whilst more complex compounds such as wood, cotton, wool, milk and be done in a few hours, beyond that it is up to the GM to decide. For example a good quality 3 course meal including wine could be conjured in 15-30 minutes depending on the psyche (average perception, intuition, empathy) of the caster and the malleability of the shadow (double or triple times in Amber and the Golden Circle).

At this level of conjuration it is not possible to create living organisms or creatures.

Items conjured with this power will fade away after a while (10 to 15 days out in Shadow near Ygg, between a day and 2 days in the Golden Circle, a day or less near a Pattern, 1 to 3 days near a Logrus) and vanish instantly if taken out of the shadow they were created in (Note: Whilst the Golden Circle Shadows all have the same laws or physics/chemistry/time as Amber they are all distinct Shadows with shadow between them, so crossing from one to another counts as Shadow Traversal).

2.9.10.7.6 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 conjuration.

2.9.10.7.7 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). Analysis takes several minutes by sight, while analysis by touch is now a matter of brief moments.

2.9.10.7.8 Basic Empowerment (03 points)

This ability allows an existing shadow item to be temporarily implanted with Qualities and Powers, or to be strengthened with Ribs, Backbones, or Skeletons, or to be converted to a "Mana" or "Magical Power" battery.

The object to be empowered must first be "Attuned". Basic Attunement of the object takes 18 hours - 3 minutes per point of psyche:empathy – 1 minute per point psyche:will power

A mundane object imbued with Qualities and Powers lasts ten times as long as a simple Conjured Shadow Shape would, but it also fades when moved across Shadow. The item is also vulnerable to being dispelled.

Qualities and Powers are limited to the 2 point level and to a total of 12 points maximum. At this level of Empowerment it is not possible to attune living organisms or creatures

To increase the durability of an object it can be imbued with either Ribs, Backbones, or Skeletons, if the creator also possess one of the major powers (Pattern, Logrus, Abyss, Trump).

The Attunement of a mundane object can be further refined converting it to receptacle for storing "Mana" or "Magical Power" in the form of Fatigue Points. This secondary Attunement takes 6 hours - 1 minutes per point of psyche:empathy – 15 seconds per point psyche:will power

Magical Power stored in this way may then be used to cast spells without racking up fatigue. Each Fatigue point takes 1 hour - 20 seconds per point psyche empathy - 10 seconds per point psyche:will power, with a minimum time of 10 minutes per point, to rack. The amount of power an object can hold depends on its size and the material it is constructed from

A simple ring 1-3 points (gold 1, silver 2, platinum 3)

A small gem 1-3 points (precious 2-3, semi-precious 1-2)

A medium gem 3-6 (precious 4-6, semi-precious 3-5)

A large gem 5-9 (precious 7-9, semi-precious 5-7)

Small pendant/broach 3-6

Large pendant/broach 5-9

Necklace 7-13

Wand 15-21

Staff 15-71

2.9.10.7.9 Complex Empowerment (Basic Empowerment+4, 05 points)

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This is basically the same as Basic Empowerment except that it increases Qualities and Powers to the 4 point level and the total item points to 32 points maximum. At this level of Empowerment it is possible to attune creatures of up to and including low animal intelligence.

2.9.10.7.10 Advanced Powers and Qualities (10 points)

This extends the complex powers to allow up to the 8 point level Qualities and Powers to be incorporated. It also increase the points limit by 50%.

2.9.10.7.11 Exalted Powers and Qualities (10 points)

This extends the complex powers to allow up to the 16 point level Qualities and Powers to be incorporated. It also increase the points limit by 100%.

2.9.11 Chi Powers

2.9.11.1 Introduction

The powers presented here are based upon work done by for the Nine Princes in Hong Kong 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 Bujinkan (Ninjitsu), Gung Fu, Tai-Chi Chuan, Aikedo, Tae-Kwon Do or 4 points in Buddhism or Taoism.

Chi is a basic substance of reality. It exists everywhere except the Abyss and comes in positive and negative form. The closer to Amber a traveler 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)!

2.9.11.2 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.

2.9.11.3 Recovering Chi

Chi is recovered naturally through rest - either sleep or meditation. The table below give the amount of rest required to replenish 10% of your base 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

2.9.11.4 Prerequisites

- To acquire Chi Powers one must have 4 points in one of the following Martial Arts forms Buginkan (Ninjitsu), Gung Fu, 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, Basic Chi Effect).
- To acquire any Exalted ability, one must have at least 30 points of Basic abilities, and 25 points of Advanced abilities.

2.9.11.5 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
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,

2.9.11.6 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.

2.9.11.7 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.

2.9.11.8 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.

2.9.11.9 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.

2.9.11.10 Basic Chi Effect (01 Point)

This is the ability to produce a shadow affecting affect from channeled 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 - as stated in the effect designation. Unless otherwise stated in the description the duration interval is given in the table below

	Human	Chaos	Amber	Ranked
Duration:self	5 Seconds	12 Seconds	17 Seconds	17 + Psyche:General/4 Seconds

The Chi Effect types are indicated by a triplet of letters following the name. The first letter designates the target affected, the second the area of effect, and the third the type of Chi required to activate the 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

Chi types are

- P Positive
- N Negative

The following Chi effects are available.

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]

See Power Word of same name.

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. A single activation lasts as follows but the effect is permanent

	Human	Chaos	Amber	Ranked
Duration:self	15 Seconds	40 Seconds	60 Seconds	60 +3*Psyche:General/2 Seconds

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 dependent upon Psyche.

Human	Chaos	Amber	Ranked
3ft	12ft	22ft	22ft + Psyche:SA/2 ft

2.9.11.11 Chi Adept (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.

2.9.11.12 Advanced Channelling (10 points)

This is the ability to focus Chi into form that can affect the substance of shadow. Channeled Chi can either be used to power spell like effects or can be thrown as raw energy balls. Channeling 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.

2.9.11.13 Advanced Chi Effect (02 points each)

This is the ability to produce a shadow affecting affect from channeled 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 [S/O][T][P]

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 [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
100 yds	300 yds	900 yds	900 yds + Psyche:General*5 yds

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Break Structure[N][T][P/N]

See Power Word of same name.

Sound Disruption[N][A][N]

See Power Word of same name.

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

Wall Walk[S][T][P/N]

This ability when activated allows the adept to perform one of two actions, to either run vertically up a wall (subject to the height limit below) or to run horizontally along the vertical face of a wall or building or smooth rock face for as long as they concentrate. It does not bestow the ability to jump across gaps between vertical surfaces of traverse a broken and pitted rock face (such as those associated with slate or sandstone/chalk/limestone). The adept must be running when the ability is activated, having taken at least half a dozen strides, and when ascending a vertical surface must be able to leap up onto that surface, and then exit either onto a horizontal surface or reach a horizontal or near horizontal surface that will support their weight at that height. Note when using a vertical ascent they may potentially use it to 'leap' to reach a ledge or other surface they can then attempt to cling onto (assuming that that surface can also support their weight.. GMs should carefully consider factors such as shock and/or point loading)

	Human	Chaos	Amber	Ranked
Ascend Vertically	9ft	21ft	37ft	37ft + Psyche:General/6ft
Traverse Horizontally	7 Seconds	15 Seconds	29 Seconds	29ft + Psyche:General/3 Seconds

Walk on Water[S][T][P/N]

This ability when activated allows the adept to run across the surface of still water without sinking. If the body of water is not traversed completely during activation then the adept immediately falls in. The Adept must commence their run, and be able to make half a dozen strides from a solid surface before moving onto the water surface.

Human	Chaos	Amber	Ranked
11ft	29ft	53ft	53 + Psyche:General/6ft

Slow Fall[S][T][P/N]

This ability when activated allows the adept if within the controlling distance of a vertical surface to fall, making use of the surface to slow their descent such that they suffer no injury from the fall. If the total distance fallen would be greater than that allowed then the ability has no effect on the outcome of the fall [GMs may choose to allow 5% leeway on this such that minor injuries result in these circumstances. Note also that an adept could lower themselves over the edge of a building and then drop, there by artificially reducing the fall height by their own height].

	Human	Chaos	Amber	Ranked
Controlling Distance	2ft	5ft	9ft	9ft + Psyche:SA inches
Fall Distance	13ft	29ft	43ft	43ft+Str:Agil/2 ft

2.9.11.14 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

2.9.11.15 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.

2.9.11.16 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 [S/O][T][P]

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 [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
1 mile	3 miles	9 miles	9 miles + Psyche:General/5 miles

Shatter Structure[N][T][P/N]

See Power Word of same name.

2.9.11.17 Chi Effect 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.

2.9.11.18 Advanced Chi Effect 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.

2.9.11.19 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.

2.9.12 Embedded Inscription Magic

2.9.12.1 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.

2.9.12.2 Contents

B [05] Magical Initiation

B---- [03] Empowerment (per form)

B-----[02] Activate (per form)

B---- [10] 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 Conjunction Spell (requires Basic Conjunction) (per form)

A----- [10] Inscribe Advanced Conjunction Spell (requires Advanced Conjunction) (per form)

E----- [20] Inscribe Exalted Conjunction Spell (requires Exalted Conjunction) (per form)

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

To acquire Advanced powers in a Form requires 45 points in basic powers for that Form in addition to any other requirements – exclude points for Magical Initiation.

To acquire Exalted powers in a Form requires 20 points in Advanced powers for that Form in addition to any other requirements.

2.9.12.3 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.

2.9.12.4 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.

2.9.12.5 Inscribe (10 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.

2.9.12.6 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 Conjunction Inscription	2-4 points
Advanced Conjunction Inscription	4-7 points
Exalted Conjunction 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

2.9.12.7 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

Basic Inscriptions

Advance Inscriptions

Exalted Inscriptions

2.9.13 Mogwai (Draft)

2.9.13.1 Introduction

The Mogwai powers are inspired by the concepts of Pokemon as outlined on the global wiki page <http://en.wikipedia.org/wiki/Pok%C3%A9mon> and adapted to fit into the Amber universe. They result from an offhand comment regarding a prospective player playing a Pokemon trainer.

The Mogwai in classical oriental mythology are untethered spirits and post the 16th century are often viewed as evil, unhelpful, spiteful, or just a pain-in-the-neck. In the Amber context the Mogwai are just spirits, and like any other entity react according to their treatment and/or environment. They can be found in any place with a high Chi (see also Chi powers) by those who firstly believe they exist and who can both Sense Chi and Sense Magic.

Mogwai have two natural forms, either an ethereal, astral, or elemental form (dependent upon their powers) and either a bipedal or animal form. In both cases they appear to be between 18” and 24” in height and appropriately proportioned to this. In bipedal form they resemble the gremlins from “Gremlins II” with wide variation in skin tones, colouring, and material (scales, spines, fur, etc), whilst in animal form they appear as animals of the appropriate size (pine martins, ferrets, stoats, weasels, rabbits, hares, cats, large birds, lizards, etc).

As per the original concepts Mogwai are first captured, then tamed, and finally trained to use their powers at the behest of their trainer. The downside of this process is that they no-longer draw power from the natural environment but directly from the trainer.

2.9.13.2 Contents

B ----	[2] Buddhism/Taosim/Martial Arts Skill
B -----	[2] Sense Chi
B -----	[5] Magic Initiation
B -----	[2] Sense Mogwai
B -----	[5] Construct Waistar
B -----	[2] Tether
B -----	[5] Train Mogwai
B -----	[5] Enhance Mogwai
B -----	[5] Heal Mogwai
A -----	[5] Advanced Train Mogwai
A -----	[5] Advanced Enhance Mogwai
A -----	[5] Advanced Heal Mogwai
E -----	[5] Exalted Train Mogwai
E -----	[5] Exalted Enhance Mogwai
E -----	[5] Exalted Heal Mogwai
E -----	[10] Evolve Mogwai

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

To acquire Advanced Powers requires at least 50 points of basic Powers and at least 2 Mogwai

To acquire Exalted Powers requires at least 30 points of Advance Powers and at least 4 Mogwai, 2 of which must have at least xx points of powers

2.9.13.3 Sense Chi (02 points)

See power of same name under Chi Powers

2.9.13.4 Sense Mogwai (02 points)

This is the ability to sense a Mogwai in the immediate vicinity of the character. With greater experience the character can determine if the Mogwai is wild, trained, tethered, and what its powers may be.

2.9.13.5 Construct Waistar (05 points)

This allows the character to builds a container object to hold a tethered Mogwai. Each Waistar must be constructed separately and each is a 1CP object with the following abilities :- Resistant to Normal Weapons, Mould Shadow Stuff. Once tethered the Mogwai can be released or recalled to the Waistar at the will of the controlling entity (subject to the governing laws of the Shadow).

2.9.13.6 Tether (02 points)

This ability allows a character to bind a wild MogWai to a Waistar. Each Mogwai must be bound separately and each bind costs 2 points; i.e. this ability is selected once for each Mogwai a character has. Mogwai are points entities and are paid for as an item using CP. See Section nn below for details of basic Mogwai and costs.

2.9.13.7 Train Mogwai (05 points)

This ability allows a character to teach a tethered Mogwai how to utilize its powers and to direct them at his command. The character can train a maximum of 20 points worth of Mogwai and an individual Mogwai can have no more than 10 points worth of abilities

2.9.13.8 Enhance Mogwai (05 points)

This ability allows a character to boost the powers of a Mogwai by expending more. A power may be enhanced by a maximum of x points or n % whichever is the greater at a cost of chi.

2.9.13.9 Heal Mogwai (05 points)

This ability allows a character to heal a Mogwai by expending chi. A character may heal n fatigue points at a cost of c chi.

2.9.13.10 Advanced Train Mogwai (05 points)

This ability allows a character to teach a tethered Mogwai how to utilize its powers and to direct them at his command. The character can train a maximum of 60 points worth of Mogwai and an individual Mogwai can have no more than 16 points worth of abilities

2.9.13.11 Advanced Enhance Mogwai (05 points)

This ability allows a character to boost the powers of a Mogwai by expending more. A power may be enhanced by a maximum of x points or n % whichever is the greater at a cost of chi.

2.9.13.12 Advanced Heal Mogwai (05 points)

This ability allows a character to heal a Mogwai by expending chi. A character may heal n fatigue points at a cost of c chi.

2.9.13.13 Exalted Train Mogwai (05 points)

This ability allows a character to teach a tethered Mogwai how to utilize its powers and to direct them at his command.

The character can train a maximum of 100+Psyche:Mem/4 points worth of Mogwai.

2.9.13.14 Exalted Enhance Mogwai (05 points)

This ability allows a character to boost the powers of a Mogwai by expending more. A power may be enhanced by a maximum of x points or n % whichever is the greater at a cost of chi.

2.9.13.15 Exalted Heal Mogwai (05 points)

This ability allows a character to heal a Mogwai by expending chi. A character may heal n fatigue points at a cost of c chi.

2.9.13.16 Evolve Mogwai E (10)

by expending CP a character can add additional powers and abilities to an existing Mogwai

2.9.13.17 Mogwai

The basic abilities and costs of a Mogwai are as follows Alternate Form (Animal/Ethereal)[1], Combat Reflexes[2], Basic Speed, Animal Intelligence, Normal Toughness, Normal Damage, Psychic Sensitivity[1], Normal Vitality for a cost of 4 points.

When a Mogwai is purchased its powers must be selected from the following list and must obey the limits for the characters "Train Mogwai" ability. A low level Mogwai can only improve its powers and abilities once it has gained sufficient experience in its own right, the character has the CP to pay for the additional powers/abilities, and they have gained the Evolve Mogwai ability.

When a Mogwai uses its powers it suffers fatigue in the same way a character would. Powers which create spell like effects (Chi powers, Power Words), Spells, or manipulate Shadow require chi to activate. This Chi is drawn directly from the trainer. When the trainer runs out of chi the Mogwai is unable to use its powers. When a Mogwai runs out of fatigue it must return to its Waistar. In shadows where magic does not operate, or Shadows linked to a primary power (Amber, The Golden Circle, Courts of Chaos) Mogwai can neither be invoked from nor return to their Waistars. Mogwai already manifest from their Waistars are forced to their "real" forms (biped or animal form) and may remain active provided they have sufficient fatigue to do so.

Quality/Ability	Cost
Combat Adept	+2
Combat Mastery	+6
Enhanced Speed	+1
Glide	+1
Great Speed	+3
Fly	+3
Human Intelligence	+1
Enhanced Intelligence	+3
Resistant to Normal Weapons	+1
Resistant to Firearms	+2
Impervious to Normal Weapons	+4
Impervious to Firearms	+8
Extra hard Teeth/Claws	+1
Extra Damage Teeth/Claws	+2
Serious Damage Teeth/Claws	+4
Deadly Damage Teeth/Claws	+8
Psychic Awareness	+1
Extraordinary Psychic Sense	+3
Chaos Psychic Defense	+1

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Quality/Ability	Cost
Amber Psychic Defense	+2
Psychic Barrier	+4
Chaos Vitality	+1
Amber Vitality	+2
Ranked Vitality	+4
Shadow Alteration	+1
Amber Healing	+1
Ranked Healing	+3
Limited Shapeshift	+1
Full Shapeshift	+3
Single Basic Chi Power	+1
Numbered Basic Chi Powers(4/12/16)	+2
Single Advanced Chi Power	+2
Numbered Advanced Chi Powers(4/12/16)	+4
Magic Ability (Needed to cast spells)	+3
Single Racked Spell	+1
Numbered Spells (4 points)	+2
Racked Spells(12 points)	+4

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 – 1st – 37 points
- Psyche – Unranked – Chaos
- Warfare – ranked – 2 points
- Strength – 2nd – 31 points

Dividing the points ignoring ranks, we decide on the following

Psyche (Chaos)	
General	-
Will Power	-
Logic	-
Intuition	-
Memory	-
Perception	-
Spatial Awareness	-
Danger Sense	-
Empathy	-
Strength (31)	
General	15
Lift	8
Carry	7
Torsional	5
Impact	5
Agility	6

Endurance (37)	
General	18
Mental	6
Physical	17
Healing	6
Constitution	8
Warfare (2)	
General	1
Strategy/Tactics	-
Unarmed	-
Armed	-
Swordplay	-
Propelled	-
Firearms	1
Artillery	-
Guided	-
Armour	1
Fighter	-

As 1st Rank in Endurance we get to add $5 \cdot 37/4 = 46$ points to Endurance:General and divide 74 points amongst the other categories.

As 2nd Rank in Strength we get to add 31 points to Strength:General and divide $7 \cdot 31/4 = 54$ 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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Psyche (Chaos)	
General	-
Will Power	-
Logic	-
Intuition	-
Memory	-
Perception	-
Spatial Awareness	-
Danger Sense	-
Empathy	-
Strength (31)	
General	15+31
Lift	8+13
Carry	7+13
Torsional	5+7
Impact	5+10
Agility	6+11

Endurance (37)	
General	18+46
Mental	6+14
Physical	17+26
Healing	6+14
Constitution	8+20
Warfare (2)	
General	1
Strategy/Tactics	-
Unarmed	-
Armed	-
Swordplay	-
Propelled	-
Firearms	1
Artillery	-
Guided	-
Armour	1
Fighter	-

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

Powers (nn)

4. <Template Character Sheet>

Total Points (100/100)

Attributes (60)

Psyche (n) $R5 < \frac{n}{2} + 3\frac{n}{4} > < n+n >$

General	-
Will Power	-
Logic	-
Intuition	-
Memory	-
Perception	-
Spatial Awareness	-
Danger Sense	-
Empathy	-

Stuff – Zero (0)

Background - (0) Experience – (0)

Strength (n) $R5 < \frac{n}{2} + 3\frac{n}{4} > < n+n >$

General	-
Lift	-
Carry	-
Torsional	-
Impact	-
Agility	-

Languages:

Endurance (n) $R5 < \frac{n}{2} + 3\frac{n}{4} > < n+n >$

General	-
Mental	-
Physical	-
Healing	-
Constitution	-

Warfare (n) $R5 < \frac{n}{2} + 3\frac{n}{4} > < n+n >$

General	-
Strategy/Tactics	-
Unarmed	-
Armed	-
Swordplay	-
Propelled	-
Firearms	-
Artillery	-
Guided	-
Armour	-
Fighter	-

Skills (nn)

Equipment