

# *Guardians of Utaemia*

## *Recorder Abilities Book*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Recorder

Recorders are historians; recorders of events. They have powers granted them to accomplish this, sometimes, difficult task.

## Prerequisites:

1. Trade-Skill, "Artist"

:

# Mass: Mental Invincibility (Ability)

Mental attacks and manipulations can be turned for self and others while Recording.

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: 1space (5') + the next two spaces surrounding that space.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant while Recording.

Explanation: While Recording the Recorder can invoke “Mass: Mental Invincibility”, which will give the Recorder and all perceived allies protection in the “Area of Effect” a 1% per 2 levels advanced, turning any and all forms of mental-attack and influences (unless one does not wish to resist).

Hand movement: Must be Recording.

Healing: None.

Immunities: Mindless creatures are not effected.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 50%

Notes: None.

Range: Recorder. See: “Area of Effect”

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 50,000 white-gold / Spell-rune: 500 white-gold

# Mass: Physical Invincibility (Ability)

Physical attacks can be turned self and others while Recording.

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: 1space (5') + the next two spaces surrounding that space.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant while Recording.

Explanation: While Recording the Recorder can invoke “Mass: Physical Invincibility”, which will give the Recorder and all perceived allies protection in the “Area of Effect” a 1% per 2 levels advanced, turning any and all forms of physical-attack and influences (unless one does not wish to resist).

Hand movement: Must be Recording.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 50%

Notes: None.

Range: Recorder. See: “Area of Effect”

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 50,000 white-gold / Spell-rune: 500 white-gold

# Mass: Spiritual Invincibility (Ability)

Spiritual attacks can be turned self and others while Recording.

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: 1space (5') + the next two spaces surrounding that space.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant while Recording.

Explanation: While Recording the Recorder can invoke “Mass: Spiritual Invincibility”, which will give the Recorder and all perceived allies protection in the “Area of Effect” a 1% per 2 levels advanced, turning any and all forms of spiritual-attack and influences (unless one does not wish to resist).

Hand movement: Must be Recording.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 50%

Notes: None.

Range: Recorder. See: “Area of Effect”

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 50,000 white-gold / Spell-rune: 500 white-gold

# Mental Invincibility (Ability)

Mental attacks and manipulations can be turned for self while Recording.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: Recorder only.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant while Recording.

Explanation: While Recording the Recorder can invoke “Mental Invincibility”, which will give the Recorder a protection of 1% per level advanced, turning any and all forms of mental-attack and influences.

Hand movement: Must be Recording.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 60%

Notes: None.

Range: Recorder.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold / Spell-rune: 300 white-gold

# Physical Invincibility (Ability)

Physical attacks can be turned for self while Recording.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: Recorder only.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant while Recording.

Explanation: While Recording the Recorder can invoke "Physical Invincibility", which will give the Recorder a protection of 1% per level advanced, turning any and all forms of physical-attacks.

Hand movement: Must be Recording.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 60%

Notes: None.

Range: Recorder.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold / Spell-rune: 300 white-gold

## Pulse Wave (Ability)

Cause all opponents of the Recorders group to be knocked down as if a roll of 01-02 was rolled during an attack.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: 1space (5') + the next two spaces surrounding that space.

Avoidance-roll: See: "Explanation"

Damage: Any possible damages that might occur will be rolled for. See: "Combat, Falling during" in the C section of the Basic Rules Book.

Duration: Instant.

Effect time: Instant.

Explanation: This ability will cause all opponents of the Recorders group to be knocked down as if a roll of 01-02 was rolled during an attack. If an avoidance-roll vs. "Coordination" and "Strength" is successfully rolled the effected creatures and/or characters will only miss one full attack and not grounded.

Any creature with a strength x2 or greater than the Recorder will not be knocked down but will have a penalty of 40% on its next attack. No avoidance-roll possible.

Hand movement: None. The Recorder does NOT have to be recording to invoke this ability.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Recorder. See: "Area of Effect"

Resting time: 1 turn (5 seconds)

Special: None.

Susceptibilities: None.

Value: Scroll: 20,000 white-gold / Spell-rune: 200 white-gold

# Record (Ability)

Recorder slips into a trance, scribing all events with wording and illustrations, depicting an event.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Recorder only.

Avoidance-roll: None.

Damage: None.

Duration: One full situation.

Effect time: Instant.

**Explanation:** Recorders are the great historians of the world, recording events and happenings in all walks of life, and in all situations.

Recorder slips into a trance, scribing all events, using illustrations and words to depict an event.

While this ability is in effect, the Recorder cannot scribe, illustrate, or place ANY form of deceitful lies about the event(s); It is forbidden. If a Recorder were to be foolish enough to attempt such blasphemy, he or she would be stripped of the character title Recorder forever unless he or she can defeat Avasheen, the Jahtha of Knowledge, in a duel to the death.

Avasheen is the female human Jahtha of Knowledge. She keeps a close eye on her followers.

While scribing and Recording events a Recorder invoke other powers. This ability is very useful, but also is a prerequisite to invoking other protection abilities for self and others while Recording.

**Hand movement:** One hand (it doesn't matter, so long as the Recorder can scribe events).

**Healing:** None.

**Immunities:** None.

**Invoke time:** Instant. But pen must be put to paper as it is invoked, or this ability will not work.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Not applicable.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 10,000 white-gold / **Spell-rune:** There is not spell-rune created for this.

# Spiritual Invincibility (Ability)

Spiritual attacks can be turned for self while Recording.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: Recorder only.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant while Recording.

Explanation: While Recording the Recorder can invoke “Spiritual Invincibility”, which will give the Recorder a protection of 1% per level advanced, turning any and all forms of spiritual-attacks.

Hand movement: Must be Recording.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: 60%

Notes: None.

Range: Recorder.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold / Spell-rune: 300 white-gold

# True Sight (Ability)

Recorder has a chance to see through visual deceits, illusions, etc.

Modification Point cost: 60

Ability-points to invoke: 30

Area of Effect: 1space (5') x your awareness.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: The Recorder will be able to see what actually lies before him or her as it really is. There will be a 01% chance per level to see things how they really are. See: "Maximum adjustment"

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time:

Maximum adjustment: 91%

Notes: None.

Range: Recorder only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: There is no spell-rune created for this.