

Fate Studies

Taps into the powers of the Fate. Once Fate Studies has been purchased, a character can then proceed to purchase the actual abilities of the Fate.

Modification Point cost: 2

Prerequisites

1. Divine Favor: Must be granted one Divine favor that relates to the path of the Fate.
2. Seeker Ability: "Basic Defense / Offense".
3. Seeker Ability: "Magical Prowess".
4. Seeker Ability: "Metaphysical Studies".

Dream

Fate will call upon a dream to guide him or her with the next decision.

Modification Point cost: 2

Ability-points to invoke: 2

Ability Preparation: None.

Area of Effect: Invoker or other.

Avoidance-roll: To successfully Dream, an Avoidance-roll vs.”Mental-attack” must be successful by the Invoker.

Damage: None.

Duration: One dream (about 1 hour (720 turns).

Effect time: When the targeted sleeps next.

Explanation: Fate will call upon a dream to guide the targeted toward the next single choice he or she must make. The extent of the help this dream will have will be as follows:

%Roll: Help results:

01-20: A little help (dream will increase the chance of success for the Fate's next single choice by +5%).

21-40: Helpful (dream will increase the chance of success for the Fate's next single choice by +10%).

41-60: Very helpful (dream will increase the chance of success for the Fate's next single choice by +15%).

61-80: Highly helpful (dream will increase the chance of success for the Fate's next single choice by +20%).

81-00: Extremely helpful (dream will increase the chance of success for the Fate's next single choice by +25%).

Hand movement: None.

Healing: None.

Immunities: Dreamless creatures are not effected.

Invoke time: 3 turns (15 seconds). After the spell is invoke, and after the targeted retires to his or her bed and sleep, the Dream power of this spell will begin.

Maximum adjustment: Not applicable.

Notes: The Fate must be familiar with the target of the spell for it to work when not in sight.

Range: 1 league (3 miles) x the level of the Fate.

Resting time: None.

Special: None.

Susceptibilities: A sleeping target is susceptible to the power of this spell.

Value: Scroll: 7,000 white-gold / **Spell-rune:** 70 white-gold

Fortune

Increases the Luck for one targeted creature.

Modification Point cost: 2

Ability-points to invoke: 2

Ability Preparation: None.

Area of Effect: Invoker or other.

Avoidance-roll: None.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When this power is invoked upon a creature, Luck will be increased 1-D4 (+1 per level advanced).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds).

Maximum adjustment: 1-D4 +5

Notes: None.

Range: 1 space (5') x the invoker's Awareness. Example: If a invoker has a 20 awareness, the range will be 20 spaces (100').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 4,000 white-gold / **Spell-rune:** 40 white-gold

Misfortune

Drains Luck from one targeted creature.

Modification Point cost: 2

Ability-points to invoke: 2

Ability Preparation: None.

Area of Effect: One target.

Avoidance-roll: Yes: vs. "Enchantment".

Damage: 1-D4 Luck drained (+1 per level advanced). See: "Explanation".

Duration: Instant (luck will regenerate at normal after the situation has ended).

Effect time: Instant.

Explanation: When this power is invoked upon a creature, if that creature fails to make a successful avoidance-roll, Luck will be drained as if the targeted had used it during that creature's turn. When the Luck of a creature is drained, the next physical turn of that creature will be forfeit.

See: "Luck" in the Basic Rules Book for the specific ruling on expending Luck.

See: "Notes".

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds).

Maximum adjustment: 1-D4 +5

Notes: A creature will not lose its next physical turn if it is not in a combat/hostile situation.

Range: 1 space (5') x the invoker's Awareness. Example: If a invoker has a 20 awareness, the range will be 20 spaces (100').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 4,000 white-gold / Spell-rune: 40 white-gold

Vision

Fate will have a chance of having a vision once per moon.

Modification Point cost: 2

Ability-points to invoke: Passive ability that is always in effect.

Ability preparation: None.

Area of Effect: Fate only.

Avoidance-roll: None.

Damage: None.

Duration: discretion of the game master

Effect time: Instant.

Explanation: Fate will have a 1% chance, per 10 levels advanced, of having a vision once per moon. What the Vision will be will be to the discretion of the G.M. This Vision will be significant to the well being of the Fate, and to further him or her personally in some way (great or small).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: 10% chance to have a Vision once per moon (30 days).

Notes: None.

Range: Fate only.

Resting time: discretion of the game master

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 25,000 white-gold / **Spell-rune:** There is no spell-rune created for this.