

# Other Significant Features

Other significant features are special abilities you will check for at the creation of your character. With these abilities, basic information is given. The G.M. can expound on them, or not . . . it is up to him or her. Roll on chart #1 to see if your character will have any SPECIAL ATTRIBUTES:

Note

No Beginner's Luck (B.L.) may be used in deciding what Other Significant Feature can be gotten. However, B.L. can be used to see if you will have any Other Significant Features.

## Chart #1

%Roll: Other Significant Features (O.S.F.) DETERMINATION

01-98: None.

99-00: Roll once on chart #2 for the number of O.S.F. your character will have.

## Chart #2      No B.L.

%Roll: # O.S.F.:

01-85: 1

86-95: 2

96-00: You will have more that 2 O.S.F, roll once on chart #3.

# Chart #3      No B.L.

%Roll: # O.S.F.:

01-80: 3

81-94: 4

95-00: You will have more that 4 O.S.F, roll once on chart #4.

Chart #4      No B.L.

%Roll: # O.S.F.:

01-78: 5

79-95: 6

96-99: 7

00: 8

## No B.L.

%Roll: Other Significant Features:

01-02

Mental Invisibility: Your character will have 10-60% (roll 1 D-6 x 10) chance to escape the effects of scrying or magical items that locate another mentally (i.e., Telepathy).

Dragon's Eye Sleep State: While sleeping, if there is a disturbance, your character must roll an Avoidance-roll vs. "Awareness" to become aware of it, and to wake up.

Normally, an Awareness Check (roll your Awareness or below) must be successful to initially become aware of something out of the ordinary happening around one that is sleeping. Then to actually become conscious, an Avoidance-roll vs. "Consciousness" must be rolled for each turn until successful.

Dragon's Eye Sleep State eliminates having to roll multiple checks.

Lesser Weapon Resistance:

Unless struck with a MAGICAL weapon, you may take little or no damage, depending on your level.

For every level advanced above 0, you will have one point of shielding against damages taken to your flesh (your physical body). These points are sort of a shield; a pool of damage-points that will absorb the damage (i.e., hand-held weapons, fire or cold damages, a fall taken, claws, bites, punches, etc).

Example

If you are level #10, you can be struck for 10 points of damage without suffering any physical damage to your body (although enchantments that are released from a weapon, by making physical contact, can still be suffered from as normal).

Note

These extra damage-points will heal prior to actual damage to the body heals, and in the same manner as your characters' natural healing rate.



Greater Weapon Resistance: Unless struck with an ENCHANTED weapon, you may take little or no damage, depending on your level.

For every level advanced above 0, you will have two points of shielding against damages taken to your flesh (your physical body). These points are sort of a shield; a pool of damage-points that will absorb the damage (i.e., hand-held weapons, fire or cold damages, a fall taken, claws, bites, punches, etc).

#### Example

If you are level #10, you can be struck for 20 points of damage without suffering any physical damage to your body (although enchantments that are released from a weapon, by making physical contact, can still be suffered from as normal).

#### Note

These extra damage-points will heal prior to actual damage to the body heals, and in the same manner as your characters' natural healing rate.

Physical Invisibility: Your character will have 10-60% chance (roll 1 D-6 x 10) to escape the magical effects of scrying, or magical items and spells that locate another (i.e., crystal ball).

07-08

Wood Detection: Naturally detects presence of Oak, Iron and Dremmin-wood.

Range: Awareness = space distance that these woods can be detected.

Example

A character with a 25 Awareness will have a 25 space (125') range.

Gem Detection: Naturally detects presence of Diamond, Emerald and Ruby.

Range: Awareness = space distance that gems can be detected.

Example

A character with a 25 Awareness will have a 25 space (125') range.

**Metal Detection:**

Naturally detects presence of Starr, Mystical and Koar-steel metal.

Range: Awareness = space distance that these metals can be detected.

**Example**

A character with a 25 Awareness will have a 25 space (125') range.

Leather Detection: Naturally detects presence of Scale, Dragon and Borgus leather.

Range: Awareness = space distance that these leathers can be detected.

Example

A character with a 25 Awareness will have a 25 space (125') range.

### Spell-caster Detection:

Naturally detects presence of spell-casters within sight.

Range: 1' per point of intelligence & wisdom above 20 (Maximum range = 80'). Character must see a person or creature to detect spell-casting abilities.

### Note

The nature of the magic a person or creature can cast will not be known.

Natural fasting:

Character needs only partial sustenance. Roll on the following table:

%Roll: Result:

- 01-33: Character needs only  $\frac{1}{2}$  of the normal food and water usually taken.
- 34-44: Character needs only  $\frac{1}{3}$  of the normal food and water usually taken.
- 45-54: Character needs only  $\frac{1}{4}$  of the normal food and water usually taken.
- 55-63: Character needs only  $\frac{1}{5}$  of the normal food and water usually taken.
- 64-71: Character needs only  $\frac{1}{6}$  of the normal food and water usually taken.
- 72-78: Character needs only  $\frac{1}{7}$  of the normal food and water usually taken.
- 79-84: Character needs only  $\frac{1}{8}$  of the normal food and water usually taken.
- 85-89: Character needs only  $\frac{1}{9}$  of the normal food and water usually taken.
- 90-93: Character needs only  $\frac{1}{10}$  of the normal food and water usually taken.
- 94-95: Character needs only  $\frac{1}{11}$  of the normal food and water usually taken.
- 96-97: Character needs only  $\frac{1}{12}$  of the normal food and water usually taken.
- 98: Character needs only  $\frac{1}{13}$  of the normal food and water usually taken.
- 99: Character needs only  $\frac{1}{14}$  of the normal food and water usually taken.
- 00: Character needs only  $\frac{1}{15}$  of the normal food and water usually taken.



17-18

Body Weapon

Teeth are considered as ENCHANTED or MAGICAL weapons (Rank-0). Roll on the following chart to determine which:

%Roll: Result:

01-25: Enchanted

26-00: Magical

Thick boned:

Your character will have a less likely chance of breaking a bone by 50% Also your character will only incur 50% of the side effects and adjustments for breaking bones, spraining body parts, etc.

Knowledge:

Roll on the following chart for the type of knowledge your character will have:

1-D6

Roll: Knowledge types:

1: Creature

2: Language

3: Legends and Lore

4: Map

5: Riddle

6: Site structures

Roll 1 D-8 and times it by 10. This will indicate the % chance that your character will know something about one of these subjects.

Natural fear-resistance:

Your character will have 10-60% chance to not feel the effects of fear (roll 1 D-6 and times it by 10).

Natural CHARACTERISTIC:

%Roll: Characteristic (one of your character's characteristics will be 60)

01-12: Awareness

13-23: Charisma

24-34: Constitution

35-45: Coordination

46-56: Dexterity

57-67: Intelligence

68-78: Mental-strength

79-89: Strength

90-00: Wisdom

Vampiric Blood Infection: Your character has been changed by the bite of a Vampire. Roll on the following chart:

%Roll: Information:

01-68

You have been driven from city to city in hunger for blood. You have nothing to cope with the disease you have, and must attempt to find some way to master your situation.

You have acquired a Blood Cloak



You have acquired a Blood Ring which will enable you to resist the temptation, or need, for blood if you can avoid vs. "Constitution".

You have acquired a Greater Vampire Ring. Avoid vs. "Faith", +10, to be in total control.

You have acquired a Lesser Vampire Ring. Avoid vs. "Faith", +10, to be in total control.

You have found a Secret in The Wilderness which has given your character a "Hunger-resistance" of 10-80% (roll 1-D8 x 10). Check for this resistance to keep Blood-lust from taking control of your character's actions (if this check fails, THEN you may attempt to resist Blood-lust by attempting a successful avoidance-roll vs. "Mental-strength").

You have acquired this bite from a 2nd generation race vampire. See: "Jahtha, Tysha" in the J section of the Creatures Book for rulings on 3rd generation effects of this nature (you will be considered as 3rd generation vampire).

You have acquired this bite from a 1st generation race vampire. See: "Jahtha, Tysha" in the J section of the Creatures Book for rulings on 2nd generation effects of this nature (you will be considered as 2nd generation vampire).

You have acquired this bite from Tysha herself, meaning you are a 1st generation race vampire.

See

"Jahtha, Tysha" in the J section of the Creatures Book for rulings on 1st generation effects of this nature (you will be considered as 1st generation vampire).

Physical Empath: Your character can feel what another feels physically.

Range: Touch



### Mental Empath:

Your character can feel what another feels mentally.

Range: 1' per point of Awareness above 30 (Maximum range: 70'). If you have under a 30 Awareness, the range of this ability will be TOUCH.

### Natural Spell-Casting:

Your character can cast 1 random spell per 10 points of intelligence (rounded down) he or she possesses, yet not more than your current level. As your intelligence increases, you will eventually gain new spells to cast (even after the creation of your character).

A spell known will be the least powerful until modification points are used to increase its power.

Each spell will be completely random (discretion of the G.M.) and can be cast once per day.

Spell-points do not have to be expended to cast each spell if the minimum power of the spell is cast (but if you increase a spell's power with modification points, and wish to cast the increased power of the spell (and not the base spell itself) spell-points must then be used to cast it).

No prerequisites will be needed to know and cast each spell as casting such spells normally do; you will instinctively know them, and be able to cast them. If you follow the path of a caster, and use modification points to increase the power of a spell you naturally know, you will then be required meet the needed prerequisites to cast it.

Roll each spell up in the "Scrolls" section of the Treasure Book.

Tainted: Your character has been bitten by a Lykkinnin (01-50 = Lycanthrope, 51-00 = Lycanthra).

Spiritual Empath: Your character can feel what other creatures feel spiritually.

Gamblers luck: Your character will have the best of 5 chances to succeed at any type of gambling game.

Natural quick healing: Your character heals at x4 the normal rate of healing.

Natural magic-reading: Your character can read any scroll and cast the spell.

Energetic Hybrid (all touch abilities effect your character at only 50%):



Naturally Detects Insanity:  
and times it by 10).

Your character will have 10-60% chance to know the insanity of a Creature (roll 1 D-6

Holy/UnHoly: Your character is holy or UnHoly (it is the players choice). See: "Holy" and "UnHoly" in the Divine Favors Book.

Star-Gazer: Your character can see in distant worlds beyond. What this entails is strictly up to the G.M.

Photographic memory: Your character can remember things heard and seen 10-100% of the time (roll 1 D-10 and times it by 10).

Natural direction sense: Your character has the best of 3 chances when rolling for correct sense of direction (see the character sheet, page #1, Wisdom).

Limber: Can dislocate joints with little effort (extremely limber):  
out of physically tight predicaments.

Your character has 3 chances to succeed at getting

Ambidextrous: See: “Ambidextrous” in the Seekers Abilities for details.

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Natural body regeneration: As long as your character is not slain, he or she will heal from ANY wound at the normal rate of healing.



Water Breath: Character can breath water as well as air.

Natural Friendship: Character will have one random creature as a friend and ally for life. Roll on the following table to see from what region creature will be rolled from (roll on the WILDERNESS area of that region, on the “Species, General encounter roll chart for:” for the type of creature):

%Roll: Region:

01-20: Desert

21-40: Forest

41-60: Grassland

61-80: Mountain

81-00: Volcanic

Natural Casting: Character will have one random level, random spell, per 10 years that he or she has aged since birth. Go to the Treasure Book to roll up each spell (use the SCROLLS or RUNES section to do this).

Minor Immortality: Character will age until in his or her prime. Character will age no further. Character can be slain by a non-magical weapon or better, yet will never die of natural aging.

Note

If you have a Mutant keep track of the years so you can still gain your power per 10 years that you have lived.

**Characteristic Boost:** Your character gains 3-D10 +7 (roll 3 D-10 and add 7) points to add to his or her characteristics. These points may be added individually on any of your characteristics. If you wish to add one or more to your mental-strength, you may add 4 points of M.S. per 1 characteristic point added.

Depression Immunity: Your character is immune to the effects of depression.

Fear Immunity: Your character is immune to the effects of fear.

77-78  
Mania Immunity: Your character is immune to the effects of mania.



79-80

Charm Immunity: Your character is immune to the effects of charm.

Speech Immunity: Your character is immune to the effects of speech that deal with charm or persuasion.

83-84  
Poison Immunity: Your character is immune to the effects of poison.



Flying: Character can fly at x3 the rate of his or her BASE MOVEMENT (found under COORDINATION on page #1 of the character sheet.

Mystic: When physically assaulted there will be a 50/50 chance that all damages, and associated side effects, will pass through character without harming him or her:

Direction Sense: Character never loses direction if he or she has a knowledge of the current location.

Metamorph: Character can change into a random creature at will (it will take 3 moons to complete the transformation and gain all abilities of that creature). When changing into a random creature, the transformation cannot be stopped until complete.

Roll on "Regions, Random Determination of" in the R section of the Basic Rules Book to roll up a random creature you will be able to change into.

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Align Detection: Character can naturally detect another creature's align by touch if a successful avoidance-roll vs. "Awareness" is rolled:

Healing Acceleration: Character's wounds heal at the following rate (this applies to oxygen and blood-points as well):

%Roll: Healing rate:

01-10: x5

11-20: x6

21-30: x7

31-40: x8

41-50: x9

51-60: x10

61-70: x11

71-80: x12

81-90: x13

91-00: x14

Atone: Character can take on the sin of another. G.M. discretion.

Cat's perception: Character naturally knows up from down. Add 3-D10 to coordination.

Creation: Character can create one HOLY or UNHOLY creature from the essence of him or herself. The cost will be a permanent 7 damage-point loss from every area of his or her physical body per level of this creature created (creature cannot be higher level than character).

#### Specifics

1

If ever this HOLY or UNHOLY creature is destroyed, character will not gain back lost damage points; this is a permanent sacrifice to create this creature.

2

Character will be able to communicate verbally, or by touch, with creature at will.

Siren's Song: Character will have the ability of the Ocean Siren. This ability can be used as if he or she is a "Siren, Sea" See: "Siren, Ocean" in the S Section of the Creatures Book. Look up "Special abilities:".

Spirit Phase: Character can cause his or her body to become spiritual, along with any and all items he or she is wearing. This transformation to spirit will take 3 turns (15 seconds). To become physical once again will take the same amount of time.