

Guardians of Utaemia

Supernaturalist Abilities and Spells

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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.

Supernaturalist

This form of spell-caster is closely tied to the happenings of supernatural things. They are more sensitive to the mysterious and hidden things of the world, having an inner eye for detecting them.

Prerequisites:

1. Magical Prowess

Detection (Spell)

Detects that something is different about an item, place, or creature; something mysterious or supernatural.

Modification Point cost: 20

Area of Effect: The awareness of your character will be the “Area of Effect” that this spell will detect something different about an item, place, or creature.

Avoidance-roll: There is no avoidance-roll unless you are effecting a creature, in which it will be entitled to an avoidance-roll vs. “Magic”.

Casting time: 6 turns (30 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: Detects one single thing that is different about an item, a place, a creature; something mysterious, or supernatural. When this spell is cast it will reveal but one single mystery or supernatural phenomenon from one non-living or living thing. To know if there is yet another mystery to unfold, you must cast this spell again.

See: “Notes”

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: When this spell is cast, if a creature makes its avoidance-roll, or if there is nothing mysterious about a place or creature, all the caster will receive for knowledge on this subject will be this: “You Detect nothing unusual or mysterious”.

This spell gives no specific information on what mystery is detected, or what is supernatural about an item or place; just that there is something within the “Area of Effect”.that is very significant.

Range: 0 space range. This spell or ability can only be cast from where your character is presently standing.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

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

Familiar (Spell)

Supernaturalist can summon any one creature to be a companion to him or her.

Modification Point cost: 60

Area of Effect: The dimension or plane upon which the supernaturalist casts this spell within.

Avoidance-roll: None.

Casting time: 1 hour (720 turns).

Damage: None.

Duration: Permanent. The familiar will become a lifelong companion and trusted ally of the caster.

Effect time: Instant.

Explanation: When this spell is cast the supernaturalist will send out a call to a creature. This creature will come to the supernaturalist, serving as a permanent companion for the remainder of its life, or the remainder of the supernaturalist's life.

See: "Notes"

See: "Special".

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: A familiar will be able to communicate verbally with the caster. The caster can also see through the eyes of the familiar at will.

Range: 0 space range. This spell can only be cast from where your character is presently standing.

Resting time: None.

Special: Spell-points used to cast this spell are willingly forfeited forever in trade for the familiar.

Spell Preparation: Supernaturalist must meditate undisturbed for the "Casting time" of the spell.

Spell-points to cast: 15

Susceptibilities: None.

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

Foreigner (Spell)

Enables the caster to detect and spot out a one of a kind creature.

Modification Point cost: 70

Area of Effect: 1 league (3miles) x your current level.

Avoidance-roll: Caster must make a successful avoidance-roll vs. “Faith”

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell will enlighten the caster to the knowledge that there is a one-of-a-kind creature within the “Area of Effect”. What this creature is, or its exact location will not be given; only that there is a unique life form within the “Area of Effect”.

Hand movement: Two hands.

Healing: None.

Immunities: Magic-Resistance will negate the spell, letting the caster know what would be given to him or her if there were no such creature within the “Area of Effect” of this spell: None detected.

Maximum adjustment: None.

Notes: None.

Range: 0 space range. This spell can only be cast from where your character is presently standing.

Resting time: None.

Special: This spell can only be cast 1 / moon within the same “Area of Effect” it was initially cast within.

Spell Preparation: The caster cannot talk or be physically, mentally, or spiritually disturbed in any way, shape, or round-about way, or this will not work (it will have to be cast again). The caster must have complete concentration and focus on this matter for it to be successful.

Spell-points to cast: 35

Susceptibilities: None.

Value: Scroll: 70,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

Poltergeist (Spell)

Create a poltergeist from a being of spirit.

Prerequisites: Spiritualist. You must know the following Spiritualist spells: "Astral Sight", "Reveal Spirit".

Modification Point cost: 300

Area of Effect: 1 spirit.

Avoidance-roll: To resist this transformation, a spirit must pit its Mental-strength vs. the Mental-strength of the cast and win, or be subject to becoming a poltergeist (race to four). Only 1 check per 24 hours will be checked for, during which time, the caster must remain in the immediate area.

Casting time: 12 turns (60 seconds). See: "Avoidance-roll".

Damage: None.

Duration: Permanent.

Effect time: See: "Avoidance-roll". As the last Mental-strength vs. Mental-strength check is rolled, if the caster is successful, the poltergeist will be created, thus beginning its existence.

Explanation: If a caster is successful, the power of this spell will transform any spirit classed creature into a poltergeist, providing the caster does not let the spirit escape, or fall victim to the spirit's attack as it defends itself. The creation of a spirit into a poltergeist is risky business, for a spirit's natural instincts will be to either flee or attack the caster (usually the latter (70% chance -- of course, if the spirit knows the caster can defeat it, it will most likely flee).

A successfully transformed spirit will inhabit the area, place or item the caster focuses upon when the transformation is complete (but the area, place or item the caster focuses upon must be within the spell's "Range", and must be verbally stated by the player).

Example: If the caster successfully transforms a spirit into a poltergeist within an abandoned structure, but fails to state the bounds of its habitation, the newly created poltergeist will be independent; free to roam and inhabit that which is desires. If this occurs, there will be a 25% chance it will attempt to inhabit an item the caster carries. In any case, the newly created poltergeist will forever exist with a strong infatuation for the caster. To what end this infatuation takes its course will be strictly determined during game-play.

Hand movement: Two hands, and as each spell cast demands. See: "Prerequisites".

Healing: Not applicable.

Immunities: None. Not even spirits which have a natural immunity, or resistance, to magic, can avoid the power of this spell. A spirit MUST pit its Mental-strength vs. the caster's Mental-strength. There is no exception to this rule. This spell is not effected by magic resistances and immunities.

Maximum adjustment:

Notes: It is not necessary to know the following spells (but it would make things a lot easier to accomplish this task safely: "Astral Barrier", "Spiritual Food".

A willing spirit would be ideal to cast this spell upon.

Range: 10 spaces (50').

Resting time: 72 hours.

Special: A caster who creates a Poltergeist can openly, verbally, communicate with it.

Spell Preparation: None. This will be left to the wisdom of the caster.

Spell-points to cast: 150

Susceptibilities: None.

Value: Scroll: 2,000,000 white-gold / **Spell-rune:** 20,000 white-gold.

Sense (Spell)

Can sense naturally invisible and Naturally intangible creatures.

Modification Point cost: 40

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

Avoidance-roll: Caster must make a successful avoidance-roll vs. “Faith”

Casting time: 4 turns (20 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: This spell will pinpoint the location of NATURALLY invisible and intangible creatures within the “Area of Effect”. These creatures will not be seen, but the caster will know exactly the location in which they are presently at for the “Duration” of the spell.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 0 space range. This spell can only be cast from where your character is presently standing.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 20

Susceptibilities: None.

Value: Scroll: 40,000 white-gold / **Spell-rune:** 400 white-gold