

Guardians of Utaemia

Shaman 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.

Shaman

Shamans deal with the metaphysical magics of spirit and body. They are exorcists and conjurers of the supernatural forces that be. The Shaman can curse and remove curses. They have many other powers that are quite unnerving to the common people of the earth.

Prerequisites:

1. Seeker Abilities: "Creature Studies" (for "Infusion" for each type of creature Shaman wishes to enter into)
2. Seeker Studies: "Magical Prowess"
3. Seeker Studies: "Metaphysical Studies"
4. Trade-Skill, "Brewer"
5. Trade-Skill, "Herbalist"
6. Trade-Skill, "Medic"

Blood Talon (Spell)

Causes blood-loss to occur quickly, draining a creature of blood-points.

Modification Point cost: 20

Area of Effect: One creature

Avoidance-roll: Pit Constitution vs. your foe's Constitution and win to succeed in effecting your target.

Casting time: 3 turns (15 seconds)

Damage: 2-D4 blood-loss per turn for the "Duration" of this spell.

Duration: 1 turn (5 seconds) per 5 levels advanced.

Effect time: Instant.

Explanation: This spell will cause blood will seep from the ears, eyes and nose of the targeted if the Shaman wins the avoidance-roll against his or her opponent.

Hand movement: One hand.

Healing: None.

Immunities: Creatures that do not have blood within them to sustain their life are not effected.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x your awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: Physically wounded and bleeding creatures will take 2-D4 +1 blood-loss damage instead of the normal 2-D4

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

Concoction: Bacteria Antidote (Spell)

Create an Antidote against poison that will nullify the effects of being infected with bacteria.

Modification Point cost: 20

Area of Effect: Imbiber.

Avoidance-roll: Yes. Caster must successfully make an avoidance-roll vs. "Wisdom" once the concoction is completed to succeed.

Casting time: 10 turns (50 seconds) to create the potion (1 turn (5 seconds) to drink it).

Damage: None.

Duration: One Antidote potion will be created that will last permanently if sealed properly. See: "Effect time"

Effect time: After drinking this potion, the time for this potion to nullify the effects of poison will be 1 turn (5 seconds).

Explanation: This potion will nullify the effects of being infected by a specific bacteria.

Example: To be cured of a bacteria, you must create this potion with that specific bacteria within it. If an Antidote to cure a certain bacteria is created, it will ONLY help combat the effects of being effected by that certain bacteria.

Each Anitidote must be created with the poison of that which it will cure.

Hand movement: Two hands.

Healing: Heals the effects of bacteria infecting a creature.

Immunities: None. If a creature can be effected by bacteria, this potion will heal that creature.

Maximum adjustment: None.

Notes: None.

Range: Imbiber.

Resting time: None.

Special: If this potion is imbibed before being effected by bacteria, it will nullify future effects of that specific bacteria for 72 hours. It will only nullify the effects of one single bacterial effect (so if you are effected by the same bacteria twice, it will nullify the first one, but the second must be treated).

Only one Bacteria Antidote may be in effect at any given time.

Spell Preparation: Add the following ingredients into a potion bottle: 1 dose of bacteria (whatever bacteria you wish), and then fill the potion bottle almost to the top with purified water. Then "Concoction: Bacteria Antidote" must be cast upon it to create the potion. After this is done, the Bacteria Antidote Potion will be created.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 20,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

Concoction: Curse Antidote (Spell)

Create an Antidote against a curse that will nullify the effects of being cursed.

Modification Point cost: 80

Area of Effect: Imbiber.

Avoidance-roll: The Imbiber must make a successful avoidance-roll vs. "Faith" for this potion to relieve him or her of a curse.

Casting time: 10 turns (50 seconds) to create the potion (1 turn (5 seconds) to drink it).

Damage: None.

Duration: One Curse Antidote potion will be created that will last permanently if sealed properly. See: "Effect time"

Effect time: After drinking this potion, the time for this potion to nullify the effects of a curse will be 1 turn (5 seconds).

Explanation: This potion will nullify the effects of being cursed by an ability, phenominom, or spell.

Hand movement: Two hands.

Healing: Relieves the effect of one curse that has taken hold of the Imbiber.

Immunities: None. If a creature can be cursed, this potion will relieve the curse upon that creature.

Maximum adjustment: None.

Notes: None.

Range: Imbiber.

Resting time: None.

Special: None.

Spell Preparation: Add the following ingredients into a potion bottle: Blessed Water. Fill the potion bottle almost to the top with Blessed Water. Then "Curse Antidote" must be cast upon it to create the potion. After this is done, the Curse Antidote Potion will be created.

Spell-points to cast: 40

Susceptibilities: None.

Value: Scroll: 80,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

Concoction: Venom Antidote (Spell)

Create an Antidote against poison that will nullify the effects of being poisoned.

Modification Point cost: 20

Area of Effect: Imbiber.

Avoidance-roll: Yes. Caster must successfully make an avoidance-roll vs. "Wisdom" once the concoction is completed to succeed.

Casting time: 10 turns (50 seconds) to create the potion (1 turn (5 seconds) to drink it).

Damage: None.

Duration: One Antidote potion will be created that will last permanently if sealed properly. See: "Effect time"

Effect time: After drinking this potion, the time for this potion to nullify the effects of poison will be 1 turn (5 seconds).

Explanation: This potion will nullify the effects of being poisoned by a specific venom.

Example: To be cured of black widow venom, you must create this potion with black widow venom. If an Antidote to cure black widow venom is created, it will ONLY help combat the effects of being poisoned by a black widow.

Each Anitidote must be created with the poison of that which it will cure.

Hand movement: Two hands.

Healing: Heals the effects of venom.

Immunities: None. If a creature can be poisoned by black widow venom, this potion will heal that creature.

Maximum adjustment: None.

Notes: None.

Range: Imbiber.

Resting time: None.

Special: If this potion is imbibed before being poisoned, it will nullify future poisoning effects of that specific poison for 72 hours. It will only nullify the effects of one single poisoning (so if you are effected by the same poison twice, it will nullify the first one, but the second must be treated).

Only one Venom Antidote may be in effect at any given time.

Spell Preparation: Add the following ingredients into a potion bottle: 1 dose of venom (whatever venom you wish), and then fill the potion bottle almost to the top with purified water. Then "Concoction: Venom Antidote" must be cast upon it to create the potion. After this is done, the Venom Antidote Potion will be created.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 20,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

Exorcize (Spell)

Removes a possession, spell, or all things like them, from a creature or object.

Modification Point cost: 40

Area of Effect: One creature or object.

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed in removing an entity or spell from a creature or object.

Casting time: 12 turns (1 minute)

Damage: None. If the caster fails to Exorcize a creature or object, the possession can jump into the Shaman. This does not have to occur, but it can (discretion of the game master).

Duration: permanent.

Effect time: Instant.

Explanation: Above all rulings on this spell, there will be a 1% chance per level of the caster that the exorcism will work instantly and without pitting Mental-strength.

This powerful magic will remove a possession, spell, or all things like them, from a creature or object. The danger in attempting this is that, if the Shaman fails in the contest of mental-strength against another creature, or against the creature that has placed a hex upon an item, he or she will be open to gaining the same curse. It will be strictly up to the G.M. if the curse, hex, spell, or possession will jump onto the Shaman that fails to Exorcize something. If the Shaman becomes possessed with that which he or she is attempting to remove from a creature or object, that creature or object will be freed from the possession.

Hand movement: Two hands.

Healing: Only that possession is removed.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5')

Resting time: 12 turns (1 minute)

Special: The Shaman attempting to Exorcize something will have a +1 per 5 levels advanced added to the race to 4 when pitting his or her mental-strength against a spirit of any type. See: "Dead, Spirit . . ." in the D section of the Creatures Book

Spell Preparation: 8 Tallow candles must be lit about the Shaman and the object or creature in order for this spell to work. The candles do not have to burn completely, but merely lit while the spell is being attempted.

Spell-points to cast: 20

Susceptibilities: None.

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

Infusion (Spell)

See, hear and feel through another creature.

Modification Point cost: 20

Area of Effect: One creature

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed.

Casting time: 6 turns (30 seconds)

Damage: None.

Duration: 1 hour (720 turns) x your level.

Effect time: Instant.

Explanation: This spell will allow the Shaman to see, hear and feel through another creature. This will not allow the Shaman to control the thoughts or actions of a creature. The creature will not know that the Shaman is sharing its existence with it in any way, unless it has an ability or spell in effect to detect such things.

If x2 the spell-point cost is expended, this spell can be cast upon an item that is non-living as well, in which the caster will see and hear only.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Living creature: 1space (5') x your awareness. Non-living item: Touch.

Resting time: 6 turns (30 seconds)

Special: If cast upon a non-living item, and that item touches another non-living item, this spell will spread to that other item. The maximum amount of items that can be infected by Infusion = 1 per level of the caster.

Spell Preparation: See: "Range".

Spell-points to cast: Living creature: 20. Non-living item: 40

Susceptibilities: None.

Value: Scroll: 160,000 white-gold / **Spell-rune:** 1,600 white-gold

Soulbind (Spell)

Healing and aiding spells can be cast upon the other at a great distance.

Modification Point cost: 100

Area of Effect: One creature

Avoidance-roll: None.

Casting time: 12 turns (1 minute)

Damage: None.

Duration: 24 hours x the level of the caster

Effect time: Instant.

Explanation: This spell will enable the Shaman to bind to another for a period of time. During this time, all manner of healing and aiding spells can be cast upon the targeted at any distance.

Hand movement: Two hands.

Healing: None.

Immunities: If the targeted is conscious, this spell will only work if he or she is willing. If unconscious this spell cannot be avoided.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 12 turns (1 minute)

Special: None.

Spell Preparation: Caster will touch the target of this spell on either temple with his or her forefingers while casting this spell.

Spell-points to cast: 50 Spell-points used to cast this spell will not begin to regenerate until the "Duration" of the spell has expired.

Susceptibilities: An unconscious creature cannot avoid this spell.

Value: Scroll: 100,000 white-gold / **Spell-rune:** 10,000 white-gold

Spirit Familiar (Spell)

Call up a spirit to permanently serve you.

Prerequisite: Spiritualist spells: "Spirit flame" and "Spiritual Food"

Modification Point cost: 50

Area of Effect: Not applicable.

Avoidance-roll: None.

Casting time: 72 hours.

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will initiate the calling up of a Shaman Spirit to serve as a familiar companion for as long as you live.

If you are killed, but are brought back to life, and the Shaman Spirit is not destroyed or banished, it will rise with you when you rise from the dead.

The Shaman Spirit will guard the body of its Shaman master forever if the Shaman falls.

If a Shaman dies of natural causes, the Shaman Spirit will depart, having fulfilled the measure of its creation; it will be freed.

Hand movement: Two hands.

Healing: None.

Immunities: Only the Shaman Spirit can be called up as a familiar with this spell.

Maximum adjustment: None.

Notes: A Shaman Spirit called up from the Spirit Plane will be level 0

Range: This spell must be cast within a circle drawn with a candle (no more than 3 spaces (15') away).

Resting time: 72 hours.

Special: See: "Dead, Spirit, Shaman" in the Creatures Book for details and abilities on this creature.

Spell Preparation: The Shaman will draw a large circle with a candle in order to call up this familiar.

Spell-points to cast: 25 Spell-points used to cast this spell will not regenerate. Spell-points are freely given away by the caster in order to call up the Shaman Spirit Familiar.

Susceptibilities: None.

Value: Scroll: 300,000 white-gold / **Spell-rune:** There is no spell-rune created for this.