

Fate Studies

Taps into the powers of the Fate.

Modification Point cost: 2

Prerequisites

1. Divine Favors: Must be granted one Divine favor that relates to the path of the Fate.
2. Seeker Abilities: "Magical Prowess"
3. Seeker Abilities: "Metaphysical Studies"

Dream

Fate will call upon a dream to guide the targeted through a specific quest.

Modification Point cost: 2

Ability-points to invoke: 2

Ability Preparation: None.

Area of Effect: Caster or other.

Avoidance-roll: To successfully Dream an Avoidance-roll vs. "Mental-attack" must be successful by the caster.

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 through a specific quest. The extent of the help this dream will have will be as follows:

%Roll: Help results:

01-20: A little help

21-40: Helpful

41-60: Very helpful

61-80: Highly helpful

81-00: Perfectly helpful

Hand movement: None.

Healing: None.

Immunities: Dreamless creatures are not effected.

Invoke time: 3 turns (15 seconds). After the spell is cast, 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 amount of help a dream will give will depend upon the degree of the "Help results". The higher rolled the Help result is the more information that the G.M. may give to the success of of the thing which the targeted is doing.

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

Resting time: 3 turns (15 seconds)

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

Vision

Fate will have an cumulative 1% chance, per 10 levels advanced, of having a vision once per moon (there will be a check every 30 days after learning this power).

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).

Modification Point cost: 2

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

Ability preparation:

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.