

Guardians of Utaemia

Fate 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.

Fate

These are akin to spell-casters, but are not actually casters of magic. They invoke decrease of power upon the just and the unjust, the good and bad . . . blessings and woes.

Prerequisites

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

Ability-Strike (Spell)

Strips one ability from the targeted creature for a time.

Modification Point cost: 50

Area of Effect: One creature

Avoidance-roll: Avoidance-roll vs. "Wisdom"

Casting time: 4 turns (20 seconds)

Damage: Loss of one ability for the "Duration" of the spell.

Duration: 24 hours x the level of the caster

Effect time: Instant.

Explanation: By invoking this power upon a target, Fate will cease the knowledge of one ability completely. The targeted will think he or she yet knows the ability, but when attempting to preform it, it simply will not work (as if he or she had never learned it).

This power can be reversed to restore a lost ability also.

Hand movement: None.

Healing: If this spell is reversed, it will restore one lost ability if that ability is not permanently drained or lost.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x the awareness of the caster.

Resting time: 4 turns (20 seconds). Resting time will only take effect if this spell is successful.

Special: None.

Spell Preparation: Caster MUST know exactly what ability his or her targeted creature possesses, or it will not work.

Spell-points to cast: 25

Susceptibilities: None.

Value: Scroll: 100,000 white-gold / Spell-rune: 1,000 white-gold

Bane (Spell)

Stops the regeneration of luck and damage-points for the duration of the spell.

Modification Point cost: 12

Area of Effect: 20 spaces (100) out.

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength (race to 4) and win to succeed.

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: 1-D4 turns per 3 levels advanced.

Effect time: Instant.

Explanation: Fate will pit his or her Pit Mental-strength vs. another's Mental-strength (race to 4). If Fate wins, he or she will cause the regeneration of luck and/or damage-points targeted may have to cease for the "Duration".

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: Spell-points will not begin to regenerate until the "Duration" wears off.

Range: 1 space (5') x caster's level (caster does not need to see his or her target).

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 6

Susceptibilities: None.

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

Barrier (Spell)

Cause targeted to stay outside the power's "Area of Effect" for the “Duration”.

Modification Point cost: 14

Area of Effect: One creature

Avoidance-roll: Pit Mental-strength vs. your foe’s Mental-strength (single roll) and win to succeed.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 24 hours x the level of the caster

Effect time: Instant.

Explanation: Fate will pit his or her Pit Mental-strength vs. another's Mental-strength (single roll). If Fate wins, he or she will cause targeted to stay outside the power's "Area of Effect" for the “Duration”.

Hand movement: Two hands. Hands are held outward as if in rejection of his or her target.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: One creature

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 140,000 white-gold / **Spell-rune:** 1,400 white-gold

Beholder (Spell)

Through the caster's eyes, Beholder will allow another to see clearly what the caster has witnessed first hand.

Modification Point cost: 8

Area of Effect: 1 other can see what the caster has beheld per level advanced. So if the caster is 12th level, he or she can empower 12 others to behold what he or she has personally witnessed.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Concentration of caster (maximum "Duration" of 12 hours).

Effect time: Instant.

Explanation: Through the caster's eyes, this spell will allow another to see clearly what the caster has witness first hand. It cannot be imagined, but can be deceiving if the caster has hallucinated, or is seeing things due to insanity.

A conscious lie cannot be conceived of, imagined, and portrayed to another.

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: 12 hours.

Notes: None.

Range: 1 space (5')

Resting time: Equal to the "Duration" of the spell.

Special: None.

Spell Preparation: None.

Spell-points to cast: 4

Susceptibilities: None.

Value: Scroll: 25,000 white-gold / Spell-rune: 250 white-gold

Bless / Curse (Spell)

Sets a blessing or a cursing upon a target according to the will of the Fate.

Modification Point cost: 10

Prerequisite: There is a level Prerequisite to casting degrees of Blessings and Cursing as follows:

Minor: Level 10; Common: Level 15; Greater: Level 20; Power: Level 25

Area of Effect: One creature

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

Casting time: 5 turns (25 seconds)

Damage: See: "Explanation"

Duration: 1 moon (30 days)

Effect time: 2-D6 hours.

Explanation: Sets a blessing or a cursing upon a target according to the will of the Fate. This ability can be reversed to counter a blessing or cursing of lesser power -- if using a Minor Curse to reverse a Common, Greater, or Power Curse, it will not work.

Minor (you can cast this level of Bless / Curse at level 10)

Over charged by others, or stand your ground successfully; level #1 sickness strikes or is healed; 1 extra encounter check most powerful encounter of 3 rolls, or 1 less encounter check least powerful of 3 rolls.

Common (you can cast this level of Bless / Curse at level 15)

Burglarized, or gifted by others; level #2 sickness strikes, or is healed; level #1 disease strikes, or is healed; 2 extra encounter checks most powerful encounter of 3 rolls, or 2 less encounter checks least powerful of 3 rolls. --

Prerequisite: Minor

Greater (you can cast this level of Bless / Curse at level 20)

Robbed by others, or rescued from being robbed; level #3 sickness strikes, or is healed; level #2 disease strikes, or is healed; 3 extra encounter checks most powerful encounter of 3 rolls, or 3 less encounter checks least powerful of 3 rolls. -- Prerequisite: Common

Power (you can cast this level of Bless / Curse at level 25)

Murdered by others, or saved; level #3 disease strikes, or is healed; 4 extra encounter checks most powerful encounter of 3 rolls, or 4 less encounter checks least powerful of 3 rolls. Prerequisite: Greater

Hand movement: Two hands.

Healing: See: "Explanation"

Immunities: None.

Maximum adjustment: None.

Notes: None.

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

Resting time: 4 turns (20 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: Minor: Level 5; Common: Level 7; Greater: Level 10; Power: Level 13

Susceptibilities: None.

Value: Scroll: 100,000 white-gold / Spell-rune: 1,000 white-gold

Blessed Water (Spell)

Creates one holy or UnHoly water.

Modification Point cost: 25

Area of Effect: One hand-sized vial of water (4oz).

Avoidance-roll: avoidance-roll vs. “Faith”

Casting time: 10 turns (50 seconds)

Damage: 1-D6 x the level of the caster.

Duration: Holy and UnHoly water will last permanently if properly sealed.

Effect time: After the “Casting time” is done, it will take 24 hours for Holy Water and UnHoly water vials to become magical; able to harm Undead it is splashed upon.

Explanation: To create: Fate must fill one vile (or small bottle) with pure, unpolluted, water. After doing this he or she must then invoke the power of Blessed Water upon it and at the same time successfully make an avoidance-roll vs. "Faith". If successful, one Holy or UnHoly Water will be created depending upon the desire of the Fate.

Hand movement: Two hands.

Healing: Holy Water splashed upon a Holy creature will heal it in all areas of the body for 20 points of damage (exactly as the potion: “Healing 20”). On the other hand, a vile of UnHoly Water splashed upon an UnHoly creature will do the same. If imbibed (swallowed) the effect will be the same.

Immunities: ONLY Undead class creatures are HARMED by the power of Blessed Water.

Maximum adjustment: None.

Notes: None.

Range: This depends on how far one can fling the liquid or throw the vile as follows:

Flinging Blessed Water upon target: 1 space (5')

Throwing Blessed Water vile upon target: $\text{Dexterity} \div 2 = \text{the number of spaces it can be thrown.}$

Resting time: 10 turns (50 seconds)

Special: None.

Spell Preparation: Holy Water: Component for this power will be one diamond (of any size and value) that will be consumed upon the invocation (whether the Holy Water is successfully created or not).

UnHoly Water: Component for this power will be one black pearl (of any size and value) that will be consumed upon the invocation (whether the Holy Water is successfully created or not).

Spell-points to cast: 12

Susceptibilities: None.

Value: Scroll: 50,000 white-gold / **Spell-rune:** 500 white-gold

Fates Speak (Spell)

This power causes one power, a decree, to come upon the targeted of the spell.

Modification Point cost: 60

Area of Effect: One creature

Avoidance-roll: Pit Mental-strength vs. Mental-strength.

Casting time: 7 turns (35 seconds)

Damage: None.

Duration: one trial. See: "Explanation"

Effect time: Instant.

Explanation: This power Causes one of the following which Fate will decree:

Deterioration of soul: Undead and UnHoly creatures will gain a +10 on all rolls against targeted in all ways other than physical attacks.

This is a darkened sort of path that Fate has decreed upon a creature. Vampires are especially sensitive and aware of targeted (before every encounter roll 1-D20 -- if you roll a 20 it will be a vampire/vampiress.

The darker side to this fate is that undead that are intelligent will attempt, lure, or tempt the targeted into the path of darkness (whatever that darkness may be).

If, in the end, the targeted can resist the temptations of the dark side of life, he or she will be rewarded in some manner (Discretion of the G.M.).

Happiness of soul: Fate has had mercy upon an unhappy soul. This soul has struggled against a growing feeling of foreboding doom for some reason, and Fate has decreed his or soul should be free from this torment for a season. If targeted uses this time wisely to confront fears and overcome trials, he or she may just be rewarded with freedom from the torment which has afflicted him or her in this life.

Misery of soul: Fate has had mercy upon a happy soul. This soul has had little or no struggles in life, and this part of the power will throw him or her into such a path. If targeted uses this time wisely to learn and grow from sudden trials and hardships, he or she may just be rewarded (Discretion of the G.M.).

Regeneration of soul: Enchanted and Holy creatures will gain a +10 on all rolls against targeted in some way other than violence. This is a lighter sort of path that Fate has placed targeted onto. Enchanted / Holy creatures are especially sensitive and aware of targeted (before every encounter roll 1-D20 -- if you roll a 20 it will be an enchanted creature -- (Discretion of the G.M. as to what type of undead).

If, in the end, the targeted can resist the temptations of the lighter side of life, he or she will be rewarded in some manner (Discretion of the G.M.).

Note: This is just the opposite in effect as "Happiness of soul". This part of the ability is especially for creatures with naturally devious or darker natured tendencies (i.e., Mirellian Elf, Ogres, Goblins, etc.)

Hand movement: None.

Healing: None.

Immunities: Basic instinct creatures are not effected by the power of this spell.

Maximum adjustment: Not applicable.

Notes: None.

Range: There is no range to this spell, for it reaches even into other dimensions and planes of existence. However, the caster MUST have seen the targeted creature for him or herself at one point in his or her life in order for this spell to work on it.

Resting time: None.

Special: None.

Spell Preparation: See: "Range".

Spell-points to cast: 30

Susceptibilities: None.

Value: Scroll: 300,000 white-gold / Spell-rune: 3,000 white-gold

Fortune (Spell)

Regenerates luck for the targeted.

Modification Point cost: 15

Area of Effect: One creature

Avoidance-roll: None. This spell will only work on the willing.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D6 +1 turns.

Effect time: Instant.

Explanation: When this power is cast the targeted of its power will regenerate 1-D4 +1 luck per turn for the "Duration" of the magic.

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x the caster's awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 35,000 white-gold / Spell-rune: 350 white-gold

Heavy (Spell)

Inflicts a penalty to moral and wisdom checks and avoidance-rolls.

Modification Point cost: 10

Area of Effect: 1 target per 5 levels advanced.

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to effect each foe in the "Area of Effect".

Casting time: 1 turn (5 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: This power inflicts a negative 1-D4 x caster's level to all moral and wisdom checks.

Hand movement: None.

Healing: None.

Immunities: Animated and thoughtless creatures are not effected.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x the awareness of the caster. Targeted must be seen, even if obscured (targeted just need to be seen to some degree).

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5 per creature.

Susceptibilities: None.

Value: Scroll: 18,000 white-gold / **Spell-rune:** 180 white-gold

Minor Weakness (Spell)

Reveals one minor weakness that a creature or structure has.

Modification Point cost: 9

Area of Effect: One creature

Avoidance-roll: Pit Mental-strength vs. Mental-strength. Pit Wisdom vs. Wisdom. If casting this for a structure, just pit your wisdom against your self.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This power will reveal to the caster one minor weakness of a creature or structure. The weakness it will show will be very minor. If it is a creature, and that creature does not have a minor weakness, then the Fate will get no impression of weakness by usage of this power.

See: “Susceptibilities” in the “Explanation” of each creature to see if there are weaknesses it has. The G.M. will depict which will be the most minor of that creature’s weakness.

Hand movement: Two hands.

Healing: None.

Immunities: Creatures with no weakness are not effected by the power of this spell in any way.

Maximum adjustment: Not applicable.

Notes: The minor weakness it will show will be based upon the level and power of the Fate. Example: A 15th level Fate would be given different information on the weakness of a creature than a 35th level Fate (because their power range is different).

Range: 1 space (5') x the caster’s awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 4

Susceptibilities: None.

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

Soul Seek (Spell)

Reveals if a creature is happy, sad, angry, at peace, blessed or cursed, insane or sane, etc.

Modification Point cost: 10

Area of Effect: One creature

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

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: Explanation of ability: The Fate will see if a person is happy, sad, angry, at peace, blessed or cursed, insane or sane (by the aura of that person -- the aura will be strictly up to the GAME MASTER to describe). In this manner the Fate will be able to help another or be wary of him or her. It is a great ability to aid the Fate in being more aware of his or her surrounding, perils, and hindrances. It is also highly prized by the Fate to have this ability in that others may be aided in their walk of life.

When a Fate concentrates upon a person he or she may see into his or her being; their soul. Fate will roll his or her %dice; if the GAME MASTER matches that roll, the Soul Seeker ability will begin to manifest itself in that Fate. The next time the ability is attempted the Fate will only need to be within 1% of the G.M. %roll (not match it). If the attempt succeeds the Fate will then only have to be within 2% of the G.M. roll the next time it is attempted, and so forth until the Fate must only be within 45% of the G.M. %roll. It will begin to be much easier to see within the soul of a person.

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: 2 spaces (10')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 26,000 white-gold / **Spell-rune:** 260 white-gold

Weakness (Spell)

Reveals one weakness that a creature or structure has.

Modification Point cost: 18

Area of Effect: One creature

Avoidance-roll: Pit Mental-strength vs. Mental-strength. Pit Wisdom vs. Wisdom. If casting this for a structure, just pit your wisdom against your self.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This power will reveal to the caster one weakness of a creature or structure. The weakness it will show will be any weakness the G.M. sees fit to impart to the caster. If it is a creature, and that creature does not have a weakness, then the Fate will get no impression of weakness by usage of this power.

See: “Susceptibilities” in the “Explanation” of each creature to see if there are weaknesses it has. The G.M. will depict which will be weakness will be divulged to the caster.

Hand movement: Two hands.

Healing: None.

Immunities: Creatures with no weakness are not effected by the power of this spell in any way.

Maximum adjustment: Not applicable.

Notes: The weakness it will show will be based upon the level and power of the Fate. Example: A 15th level Fate would be given different information on the weakness of a creature than a 35th level Fate (because their power range is different).

Range: 1 space (5') x the caster’s awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 9

Susceptibilities: None.

Value: Scroll: 140,000 white-gold / **Spell-rune:** 1,400 white-gold