

# *Transformation Package v1.1*

*By Jay Rhoades for We Are Roleplayers*

## **The Spirit of These Rules**

This rules system is intended to allow players and staff hours of live-action fun without any amount of play stoppage. It is the responsibility of the players and staff to remember this when reading and interpreting the rules. We have done our best to clear up vagaries and make these rules sound, and we will continue to do so in the future. Still, players and staff should avoid constantly trying to find loopholes or language that allows them to do things that are against the spirit of the rules, as the spirit of the rules will be observed in all cases where interpretation is necessary.

### **What is a Transformation?**

A Transformation is an effect that changes the basic nature of a being. This type of change involves the manipulation of the physical and spiritual essence of the character such that he takes on aspects of an entirely different type of creature or a superior enhancement of the current being. This Transformation is a process, and it is never fully complete until the character receives his permanent death, at which point his old persona ceases to exist and he becomes a completely different being. When this occurs, the character will begin to lose all ties and memories of his old life and will slowly begin to adopt new priorities and interests. The way in which this occurs is often different for each transformed individual, but it happens in all cases.

During the initial part of Transformation there is a sort of pupa stage in which the character's old ways still dominate his actions, and yet a change has begun. During this time the Transformation takes a toll upon the spirit of the target, and it will occupy one of the character's available formal magic spirit slots. This is a crucial period in the development of the transformation, and the actions of the character during this period will help to determine what type of being he will become when the transform is complete. During this time, the character will be required to pursue quests to further his cause. This could take the form of furthering an extra-planar influence, being a great protector of his race, hunting and destroying undead or being the guardian of an aspect nature.

### **When can I activate the granted powers of my Transformation?**

The Event Plot team regulates the activation of a PC's Transformation. Any Transformation is inactive in an open setting unless a member of the Event Plot Staff of the current event gives the character specific permission. An open setting is one in which the transformed character can freely interact with other characters that may or may not know of his new abilities. If this is to occur within such a setting, the following rules will be followed:

1. If the character is attacked by another player, the transformation will remain active
2. If the character is affected by a berserk, vampire charm, enslavement or other such effect, the transformation will remain active.
3. If the character initiates an attack on another PC, other than stated above, the transformation will immediately go inactive

Any abuse or "loop holing" of these rules (such as the character's buddy casting a berserk on him so he will kill a third character using his transform abilities) will be cause for immediate & severe disciplinary action by the WAR Coordinators. This may include but is not limited to: Removal of the Transformation from the character & Player Suspension.

Once permission is granted for the character to transform, it is the character's option whether or not to transform. When the transformation is activated, the character affected by it can gain no granted powers until he has applied the appropriate type of makeup and/or costuming. Characters with an active Alteration upon their body can never activate a Transformation. In some extreme circumstances tied to plot, a character can be forced to transform, but this will occur only rarely.

In the case of closed modules, the residing plot marshal will determine which characters can transform and why. The reasons may or may not be apparent to the player at the time of his character's transformation. A closed module is a setting in which the character will not interact with anyone except for NPC's and members of

his own party. All characters in a specific closed setting or only certain ones will transform as designated by the plot marshal, and those transformed will remain so until the plot marshal dictates that they will no longer be transformed. At the beginning of a closed module in which transformations are active, the marshal will alert the PCs to this fact (although not which specific transforms will become active), and any PC wishing to flee the module that could logically do so will be able to leave it at that time. Please note that while within the confines of a closed setting, the abilities of transformations can be used in PC vs. PC confrontations.

### **Determining the outcome of a Transformation**

When a character takes on a Transformation, it is often with the intent of becoming a “higher” form of magical creature. This beginning transformation stage will take him along a path of quests as determined by the Campaign Plot team. When the character takes his permanent death, if he has sufficiently followed his tenants of his path to the satisfaction of the plot committee, he may permanently become an appropriate type of magical being. This new being is an NPC controlled by plot, and his goals and priorities will become consistent with a being of his type.

### **Mixing Alterations and Transformations**

At certain points it is possible that a character will want to mix the effects of an Alteration (such as becoming a golem) with those of a Transformation for one reason or another. No character can ever have two Transformations and/or Alterations active upon him at any given time. If a character has a Transformation on his spirit that is currently inactive, then he can be the target of an active Alteration. While this Alteration remains active however, he cannot choose to activate his Transformation. In addition, a character that has an active Transformation cannot be the target of an Active Alteration. Special cases of an involuntary change of form such as the *Curse of Transformation* and/or *Infection* do not follow this same hierarchy, and these will always dispel an active Alteration and cause any Formal Magic Transformation to become inactive for the duration of their effect.

## **THE TRANSFORMATIONS**

It is the intent that this system will be used in conjunction with plot approval. Transformations are not tools for enhancing power as much as they are a role-playing aid that defines a character’s particular focus. The added power that comes from transforms will only be activated infrequently, and should be activated to enhance a story line, not to specifically “power up” a character or party.

### **The Transformation Hierarchy**

Transformations follow a three Tier Hierarchy as follows, General, Path & Specialization as described below:

**General** – A general transformation is an infusion of magical energy that has very little characterization & serves mainly to enhance a character’s normal build bought skills. This type of transformation will never extend the character beyond permanent death. Any transformation formal scroll, even if path specific, can serve to give a general transformation equal to the level of the scroll. However, the school of magic will always be the same as that of the scroll.

**Path** – Specific transformation paths are specified by the transformation scroll itself. Some are very specific based on the school of magic such as Undead Hunter while others, such as Greater Race, can be found in all schools of magic. In order to change Transformation Paths, the character must start again from the 7<sup>th</sup> level formal magic transformation & use a scroll from the new path.

**Specialization** – Specialization in a path gives the character very powerful but very specific abilities. Specialization is chosen by the character during the casting of the transformation & cannot be changed unless another casting of the same Path is performed on the character. Characters may never purchase a Specialization Power from a different Specialization.

### **Favors**

Favors are used as a sort of alternative build points to purchase skills as outlined in *Transformation Powers* below.

### **Delivery Types <Delivery>**

There are 6 Delivery Types used in this system as described below. Every effect must have a Delivery Type associated with it. These all function as per the core NERO rules and are as follows: Incantation, Magic, Elemental,

Arcane, Spell Strike, Physical Strike & Critical Strike. Please see the NERO Rulebook for more information on use & defenses against these delivery types.

### Areas of Effect <AoE>

AoE denotes. There are 5 AoE's used in this rules set and they are defined below. If no AoE is noted in the ability, it will use the Default AoE which is single packet. All areas of effect must be paired with a Delivery Type.

**Single Packet (Default)** – This AoE is a single thrown packet per use.

**Multiple Packet <#>** - This AoE denotes a number of packets thrown equal to <#>. All packets must be thrown at once.

**Sight Radius** – This AoE will affect everybody, in line of sight to the caster, who hears the verbal. It will not affect anybody who is in a magically protected area.

**Voice Radius** – This area of effect will affect everybody who hears the verbal. This AoE will affect even those victims not in line of sight or who are in a magically protected area (IE: Circle of Power, etc.)

**Strike** – This AoE will affect only the person struck by the caster's weapon.

### Charges

Every skill purchased will have a number of "charges" associated with the purchase of the ability. Charges follow the rules for Critical Attack as defined in the Core Rules (Single Opponent, Line of Sight, etc). Some will only allow a single use per time purchased, some will give more than one use per time purchased, some will increase based on the character's level & some will be on continuously. Below you will find the definitions & notations that will be used in the following skill tables under the Charges column. Some skills will be able to purchased multiple times as denoted by a \*by the skill name. Each purchase of the skill will give you access to the corresponding number of charges shown under the Charges column.

**Fixed number (#)** – The number indicates how many charges each purchase will give you. IE: 1 will give 1 charge, 2 will give 2 charges, etc.

**Character Level Based (CL/#)** – This indicates a number of charges equal to the character's level (CL) divided by a number (#). In all cases, this result will always be rounded DOWN to nearest whole number. IE: For a level 20 character, CL/4 would be 20/4 or 5 charges, CL/5 would be 20/5 or 4 charges & CL/6 would be 20/6 or 3.33 which would be rounded down to 3 charges. The most common integers used are CL/2, CL/4, CL/5 & CL/10. Obviously, Character Level based Charges will increase as the character increases in level. Please note that if a character is lower level than the #, then he will have no charges available, even if he has purchased the skill. For example, an 8<sup>th</sup> level dwarven character who has a transform & buys the Massive Damage ability will have 8/10 = .8 which would be rounded to 0 charges.

**Continuous (C)** – This denotes powers that are always on, have essentially an unlimited number of charges which function continuously & may only be suppressed by 1 minute of uninterrupted concentration.

### **Earning and Losing Favors**

When a character obtains a transformation they will receive a number of Favors based on the character level and level of Transformation (Round down) obtained as indicated below. These favors will be available for use immediately upon transformation and will increase based on his rising character level. They will rarely increase or decrease beyond that except in the most unique of circumstances. A character may gain extra favors in special cases when dealing with campaign or epic level events or showing excellent role-play in pursuit of his path. The character may lose favors by straying from his course and committing acts contrary to his chosen path. If favor loss happens, the player will have to choose which of the character's transformation abilities will become inactive until the favors are restored. These favors may only be regained by performing acts of atonement and only then will he regain the use of previous abilities. No new powers may be purchased until inactivate abilities have been restored. In all cases, local plot shall determine the immediate source of the gain or loss of favors & will mark them for immediate use on the character sheet. They shall also submit a statement to campaign plot for permanent approval of those bonus favors. Favors & Bonus Favors are gained & limited as defined below.

#### ***Knight***

Type: Greater Earth/Celestial/Nature Being (7<sup>th</sup> Level Formal Casting)

Starting Favors: Character Level /2 (Round Down)

Bonus Favor Cap: +10

#### ***Lord***

Type: High Earth/Celestial/Nature Being (8<sup>th</sup> Level Formal Casting)

Starting Favors: Character Level

Bonus Favor Cap: +20

#### ***Icon***

Type: Master Earth/Celestial/Nature Being (9<sup>th</sup> Level Formal Casting)

Starting Favors: Character Level x2

Bonus Favor Cap: None

## Transformation Powers

Favors can be used to purchase the powers outlined in the following sections. These powers come in 3 types, General, Path & Specialization. All levels & types of transforms have access to the General Powers listed below.

### General Powers

General Powers Table

General Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Damaged by Dispel Magic <40>	0	C	Required by General Transform
Additional Body Points*	1	5	In body points (IE: 5 body per purchase)
Claws	1	1	
Spell Powers*	1	5	In spell levels (IE: 5 spell levels/purchase)
Special Ability <Spell Strike>*	1	1	Magic Delivery, "Spell Powers" Spells Only
Character Ability <Proficiency>*	2	1	A Weapon Skill, Combined Max of 10 purchases**
Character Ability <Critical Slay/Parry>*	2	1	+2, +4 Proficiency (etc)
Character Ability <Backstab>*	2	1	A Weapon Skill, Combined Max of 10 purchases**
Character Ability <Assassinate/Dodge>*	2	1	+4, +8 Backstab (etc)
Character Ability <Critical Disarm/Parry>	2	1	+2, +4 Proficiency (etc)
Character Ability <Critical Shatter/Parry>	3	1	+2, +4 Proficiency (etc)
Superhuman Strength*	3	1	+2 strength per purchase
Special Ability <Resist Battle Magic>*	3	1	
Character Ability <Critical Death/Parry>	4	1	+4, +8, +12 Proficiency (etc)
Special Ability <Magic Deliverance>	4	1	Not purchasable by Elementalist Transforms
Immune to <Normal Weapon Damage>	4	1	
Immune to <Silver Weapon Damage>	4	1	Not purchasable by Lycanthrope Transforms
Ambidextrous	5	1	Two Weapon or Style Master Skill
Special Ability <No Metabolism>>	5	1	None

\*Denotes a skill that may be purchased multiple times

\*\* You may only have 10 total purchases combined of these two skills, IE: 5 Prof & 5 Backstabs or 7 Profs & 3 Backstabs, etc.

## Path & Specialization Powers

### Celestial Elementalist

The Celestial Elemental Transformation is harnessing of extra-planar magic to enhance the mind & body. The magic opens the character to the flow of exotic & powerful elemental energy. His focus is to perpetuate his chosen element above all others & to eradicate the element that directly opposes his. Often, powerful creatures will choose to approach these individuals for assistance in furthering their planes influence. These creatures are sometimes taken as mentors by the Transformed or bartered with for other gains. The makeup requirement for a Celestial Transformation is blue glowing eyes.

**School of Magic:** Celestial

**Specializations:** Air, Darkness, Fire, Light, Stone & Water

**Oppositions:** Air vs. Stone, Fire vs. Water, Light vs. Darkness

#### Path Powers

Celestial Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Appearance	0	C	
Double Damage from <Type>	0	C	Required, <Type> opposite of Specialization
Innate Formal Effect <Planar Asylum>	1	CL/10	
Portal Identification	1	CL/10	
Pool of Elemental <Type>	2	CL/10	<Type> same as Specialization
Innate <Type> Aura	2	C	<Type> same as Specialization
Elemental Armor <Type>	3	CL/4	<Type> opposite of Specialization
Elemental Deliverance	4	C	Celestial Spells Only
Innate Formal Effect <Elemental Planar Gate>	4	CL/10	
Immune to <Type>	5	C	<Type> same as Specialization
Special Ability <Non-Corporeal Form>	5	C	
Inter Planar-Travel <Rift>	5	1	

\*Denotes a skill that may be purchased multiple times

#### Specialization Powers

Path	Path Power	Favor Cost	Charges	Limitations/Prerequisites/Notes
Air	Innate Cantrip <Boltstorm, Lightning>	3	CL/4	
	Innate Formal Magic <Whispering Wind>	3	CL/10	
	Fly	3	CL/10	
Darkness	Intra-Planar Travel, Lesser <Shadow Step>	3	CL/5	
	Enhanced Ability <Counter Tracking>	3	C	
	Greater Illusionary Race	3	CL/10	
Fire	Innate Effect <Spell Strike Elemental Flame Bolt 40> or <Elemental Flame Bolt 40>	3	CL/4	Must choose one or the other at time of purchase
	Fire Shield	3	CL/4	
	Innate Effect <Spell Strike Elemental Flame Blast 90> or <Elemental Flame Blast 90>	3	CL/5	Must choose one or the other at time of purchase
Light	Innate Effect <Elemental Identify>	3	CL/5	
	Innate Effect <Elemental Charm>	3	CL/4	
	Enhanced Mind <Any>	3	CL/10	
Stone	Innate Effect <Elemental Lesser Feeble Mind>	3	CL/4	
	Speak with <Stone>	3	C	
	Innate Cantrip <Render>	3	CL/4	
Water	Speak with <Aquatics>	3	C	
	Innate Cantrip <Boltstorm, Ice>	3	CL/4	
	Water Ability	3	C	

\*Denotes a skill that may be purchased multiple times

## Earth Elementalist

An Earth Being has Earth Magic flowing through his or her body and intermingling with their essence. This creature’s main focus and ability comes from the energies of chaos, death, life, dream, reason, and order. These conflicting energies in an unfocused, constantly struggling form would tear the mind & spirit of the transformed apart so requires the transformed character to choose one of these types of energy over the other. This focus is reflected in the character’s chosen path. The makeup requirement for an Erath Transformation is red glowing eyes.

**School of Magic:** Earth

**Specializations:** Chaos, Death, Dream, Life, Order, Reason

**Oppositions:** Chaos vs. Order, Life vs. Death, Dream vs. Reason

### Path Powers

Earth Power	Favor Cost	Charges	Limitations/Prerequisites/Notes
Damaged by <Dispel Magic, 40>	0	C	Required
Appearance	0	C	
Special Ability <Regeneration>*	1	1	
Innate Formal Magic <Planar Asylum>	1	CL/10	
Pool of Elemental <Type>	2	CL/10	<Type> same as Specialization
Elemental Armor <Type>	3	CL/4	<Type> opposite of Specialization
Innate Effect <Elemental Solidify>	3	CL/5	
Innate <Type> Aura	3	C	<Type> same as Specialization
Elemental Deliverance	4	C	Earth Spells Only
Group Curing	4	CL/4	
Threshold	4	CL/4	
Immune to <Type>	5	C	<Type> same as Specialization
Special Ability <Non-Corporeal Form>	5	C	

\*Denotes a skill that may be purchased multiple times

### Specialization Powers

Path	Path Power	Favor Cost	Charges	Limitations/Prerequisites/Notes
<b>Chaos</b>	Boundary Line vs. Order	3	CL/10	
	Innate Effect <Elemental Berserk>	3	CL/5	
	Innate Effect <Elemental Feeblemind>	3	CL/4	
<b>Death</b>	Innate Effect <Spell Strike, Elemental Death> or <Elemental Death>	3	CL/4	Must choose one or the other at time of purchase
	Innate Formal Effect <Elemental Obliterate>	3	1	Can be used against NPC’s Only
	Sense <Life>	3	C	
<b>Dream</b>	Innate Effect <Elemental Fear>	3	CL/4	
	Innate Effect <Elemental Sleep>	3	CL/4	
	Innate Formal Magic <Dream Vision>	3	CL/10	
<b>Life</b>	Innate Effect <Spell Strike Elemental Life> or <Elemental Life>	3	CL/4	Must choose one or the other at time of purchase
	Special Ability <Revive >	3	1	
	Sense <Death>	3	C	
<b>Order</b>	Boundary Line vs. Chaos	3	CL/10	
	Innate Effect <Elemental Enslavement>	3	CL/10	Can be used against NPC’s only
	Mind Abilities	3	C	
<b>Reason</b>	Innate Effect <Elemental Awaken>	3	CL/2	
	Innate Effect <Elemental Calm>	3	CL/4	
	Innate Formal Magic <Delve History>	3	CL/10	

\*Denotes a skill that may be purchased multiple times

## Greater Race

The Greater Race is a magical transformation that unlocks the perfection of the species. The magic Special Ability <Revive>s primal powers once wielded by ancient ancestors and simultaneously opens all possibilities of future powers to be obtained. Sometimes, chance will naturally see a person of a species with one of these special qualities but this transformation will allow access to them all. A fully transformed Greater Race being will always be the most single minded protector of his species up to and including the annihilation of other species who threaten his kin. Gaining a Greater Race Transformation can be done by either Earth or Celestial formal magic as determined by the Scroll. The makeup requirement for a Greater Race Transform will be normal racial makeup with silver glowing eyes.

**School of Magic:** Celestial, Earth or Nature

**Specializations:** Any of the standard races, must actually be that race

### Path Powers

Power	Favor Cost	Charges	Prerequisites /Limitations/Notes
Damaged by <Dispel Magic, 40>	0	C	Required
Illusionary Race	1	CL/10	
Character Ability <Resist Poison>*	1	1	
Character Ability <Resist Charm>*	1	1	
Character Ability <Resist Sleep>*	1	1	
Innate Claw Aura <Magic>	2	C	Claws
Innate Weapon Aura <Magic>	2	C	
Greater Illusionary Race	3	CL/10	
Claw Rake/Dodge*	3	1	Hardened Claws, +4 Str, +8Str, etc
Hardened Claws	3	C	Claws
Magic Deliverance	4	C	
Intra-Planar Travel (Gate)	5	1	
Final Defense	5	1	

\*Denotes a skill that may be purchased multiple times

**Specialization Powers**

Path	Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
<b>Barbarian</b>	Innate Formal Casting <DFM, Celestial>	3	CL/10	Must have Racial Detect Celestial Magic = 1 for per 5 character levels
	Endurance	3	CL/4	
	Special Ability <Regeneration>	3	CL/4	
<b>Biata</b>	Fly	3	CL/5	Must have bird wing phys reps
	Immune to <Charm/Sleep>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Sharp Claws	3	C	
<b>Drae</b>	Immune to <Charm/Sleep>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Night Vision	3	C	
	Innate Effect <Magic Fear>	3	CL/4	
<b>Dwarf</b>	Immune to <Poison>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Special Ability <Massive Damage>	3	CL/10	Must be wielding Axe, Mace or Hammer
	Threshold	3	CL/4	
<b>Elf</b>	Immune to <Charm/Sleep>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Sharp Sight	3	C	
	Pool of <Magic (Any)>	3	CL/10	Type Determined at time of Transformation
<b>Elf (Stone)</b>	Immune to <Charm/Sleep>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Innate Effect <Magic Calm>	3	CL/4	
	Fast Meditation	3	C	
<b>Elf (Wild)</b>	Innate Effect <Magic Animal Ways>	3	CL/2	
	Immune to <Charm/Sleep>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Speak with Animals	3	C	
<b>Gypsy</b>	Ancient Curse	3	CL/10	Must have Racial Gypsy Curse = 1 for every 5 character levels
	Group Bond <Gypsy>	3	C	Gypsy Race Only
	Ethereal Alchemy	3	CL/4	Herbal Lore
<b>Half-Ogre</b>	Immune to <Fear>	3	C	May roleplay bravery toward undead
	Physical Strike <Lesser Feeble Mind>	3	CL/4	Must Have Racial Strongarm
	Threshold	3	CL/4	
<b>Half-Orc</b>	Endurance	3	CL/4	
	Physical Strike <Wither Limb>	3	CL/4	Must have Racial Strongarm
	Threshold	3	CL/4	
<b>Hobling</b>	Evasion	3	C	
	Immune to <Poison >	3	C	Must have Racial Dodge
	Innate Effect <Physical Charm>	3	CL/4	Must have Racial Resists = 1 for every 5 character levels
<b>Human</b>	Innate Cantrip <Carrier Invulnerability>	3	CL/4	
	Foresight	3	C	
	Innate Cantrip <Lore>	3	CL/4	Must have Craftsman Other Skill = 1 for every 5 character levels
<b>Mystic Wood Elf</b>	Immune to <Charm>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Innate Cantrip <Lore>	3	C	Must have Craftsman Other Skill = 1 for every 5 character levels
	Innate Effect <Magic Awaken>	3	CL/4	Must have Racial Resists = 1 for every 5 character levels
<b>Sarr</b>	Immune to <Poison>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Night Vision	3	C	Claws
	Sharp Claws	3	C	Must have Racial Resists = 1 for every 5 character levels
<b>Scavenger<sup>+</sup></b>	Immune to <Poison>	3	C	Must have Racial Resists = 1 for every 5 character levels
	Burrowing	3	CL/4	Burrowing mammals/insect
	Fly	3	CL/4	Flying Animals/insects
	Natural Armor	3	C	Shelled/Carapace animal
	Night Vision	3	C	Nocturnal Animals
	Physical <Type>	3	CL/4	Per animal type
	Poison Spittle	3	CL/4	Snakes/Poisonous Creatures
	Special Ability <Regeneration>	3	CL/5/	Lizards
	Restore Limbs	3	CL/4	Salamanders
	Sharp Claws	3	C	Any
	Superior Scenting	3	C	Lupine
Threshold	3	CL/4	Ursine	

\*Denotes a skill that may be purchased multiple times

<sup>+</sup>Scavengers can purchase Immune to Poison & two other racially appropriate skills, campaign plot approval may be required

## Lycanthrope

Lycanthropes are being that have been infected with a disease that causes them to transform into wild, uncontrolled, beast-men. The transformation must start by contracting the disease but can be made more controllable by using dark Nature magic. Those with a Lycanthrope Transformation are bound by a strict roleplaying guideline. They are required to hunt humanoids for food weekly which means that that the character must go to plot at each event played & go “hunting”. This does not mean that they must hunt other players or even NPC’s of player races. However, player races are the most desirable food to lycanthropes.

**School of Magic:** Nature

**Specializations:** Bear, Jaguar, Rat, Tiger, Wolf

### Path Powers

Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Appearance	0	C	Required
Double Damage from <Silver>	0	C	Required
Character Ability <Resist Poison>*	1	1	
Night Vision	1	C	
Sharp Sight	1	C	
Special Ability <Regeneration>*	1	1	Can use only while feeding on fresh corpse
Character Ability <Scenting Ability>	2	C	
Hardened Claws	2	C	
Immune to <Disease>	2	C	
Carrier Attack <Disease>	3	CL/4	Claws Only
Innate Cantrip <Carrier Immunity , Disease>	3	C	
Claw Rake/Dodge*	3	1	
Immune to <Lesser Feeble Mind & Waylay>	4	C	
Special Ability <Rip from P/B/W/C>	4	C	
Immune to <Taint Blood>	5	C	
Infection <Lycanthropy>	5	1	Requires Carrier Attack <Disease>
Special Ability <Revive>	5	CL/10	Stopped by a killing blow with a silver weapon

\*Denotes a skill that may be purchased multiple times

### Specialization Powers

Spec.	Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Bear	Resist <Slay/Assassinate>	3	CL/10	Threshold
	Threshold	3	CL/4	
	Physical Strike <Lesser Feeble Mind>	3	CL/4	
Jaguar	Character Ability <Dodge>	3	CL/5	
	Innate Effect <Magic Fear>	3	CL/4	
	Symmetry	3	C	
Rat	Immune to <Disease & Taint Blood>	3	C	
	Innate Effect <Magic Fear>	3	CL/4	
	Innate Effect < Magic Taint Blood>	3	CL/4	
Tiger	Physical Strike <Lesser Feeble Mind>	3	CL/4	
	Physical Strike <Death>	3	CL/5	
	Threshold	3	C	
Wolf	Innate Effect <Magic Paralysis>	3	CL/4	
	Threshold	3	CL/4	
	Superior Scenting	3	C	

\*Denotes a skill that may be purchased multiple times

## Tyrran Guardian

The Tyrran Guardian is a being who has wholly embraced Tyrra and her innate power, using it to enhance his own abilities to become her champion. While he always seeks balance of intelligent species with the wilds of Tyrra, he will also choose a path which suits his personality & desire to see the most good done for Nature. Tyrran guardians will always fight against the corruption of nature whether by hunting of vile monsters, destroying those inflicted with a lycanthropic disease or annihilation of elemental influence on Tyrra.

**School of Magic:** Nature

**Specializations:** Druid, Ranger, Planar Guardian, Beast Master, Flora Master, Lycan Hunter

### Path Powers

Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Damaged by <Dispel Magic, 40>	0	C	Required
Appearance	0	C	
Illusionary Race (Tyrran Creature)	1	CL/10	
Resist Poison*	1	1	
Special Ability <Regeneration>*	2	1	
Natural Armor	2	C	
Scenting Ability	2	C	
Carrier Poison	3	CL/4	While using claws only
Converse with <Nature>	3	C	
Innate Cantrip <Carrier Immunity Poison>	3	C	
Hardened Claws	3	C	
Poison Spittle, Lesser	4	CL/4	
Threshold	4	CL/5	
Special Ability <Rip from P/B/W/C>	4	CL/2	
Immune to Poison	4	C	
Poison Spittle, Greater	5	CL/4	
Intra Planar Travel <Tree Walk>	5	CL/10	
Immune to <Physical Binding>	5	C	
Special Ability <Revive>	5	1	Self Only, Must have Special Ability <Regeneration> x3

\*Denotes a skill that may be purchased multiple times

### Specialization Powers

Spec.	Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Druid	Boundary Line <Unnatural Creatures>	3	CL/10	Any approved by local plot
	Harvest Tyrra's Bounty	3	CL/5	
	Innate Cantrip <Replenish Land>	3	CL/5	
	Pool of Physical <Damage Poison>	3	CL/10	
Ranger	Companion <Animal>	3	1	
	Dead Eye	3	CL/4	
	Sharp Sight	3	C	
	Endless Quiver	3	C	
Planar Guardian	Innate Effect <Magic Banish>	3	CL/4	
	Perceive Extra-planar	3	C	
	Pool of Magic <Tyrran>	3	CL/10	
	Innate Aura <Tyrra>	3	C	
Beast Master	Sharp Claws	3	C	
	Threshold	3	CL/4	
	Physical Strike <Lesser Feeble Mind>	3	CL/4	
	Innate Effect <Magic Control Animal>	3	CL/4	Converse with Nature
Flora Master	Sharp Claws	3	C	
	Highly Acidic Skin	3	C	
	Innate Effect <Physical Entangle>	3	CL/4	
	Innate Effect <Magic Control Plant>	3	CL/4	Converse with Nature
Lycan Hunter	Innate Aura <Silver>	3	C	
	Pool of Physical <Silver>	3	CL/10	
	Infused Blood <Silver>	3	C	
	Sense <Lycanthrope>	3	CL/4	

\*Denotes a skill that may be purchased multiple times

## Undead Hunter

The Undead Hunter is a magical transformation that unlocks a deep-seated abhorrence of undead allowing it to be turned into physical manifestations that which the destruction of undead. Only those whose who have had some traumatic experience at the hands of undead in their past seem to have the necessary rage to transform into an Undead Hunter. Undead hunting is by necessity a lonely existence as most are not willing to dedicate themselves to such a horrific life. Also, large numbers of combatants in battles with undead often give many new soldiers to an undead army which is not acceptable to those wishing to limit the advancement of undead. Their goal is to inflict maximum damage to the undead forces with a minimum expenditure of life.

**School of Magic:** Earth

**Specialization:** vs. Death Knight, vs. Ghost, vs. Liche, vs. Mummy, vs. Vampire, vs. Wraith

### Path Powers

Undead Hunting Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Damaged by <Dispel Magic, 40>	0	C	Required
Innate Cantrip <Healers Grace>	1	C	
Perceive Undeath	1	C	
Illusionary Race (Undeath)	1	1	
Innate Effect <Voice Radius, Magic Turn Undead>	2	CL/2	
Innate Effect <Spell Strike Harm Undead> or <Magic Harm Undead>	2	CL/4	Must choose one or other at time of purchase
Sense Undeath	3	CL/4	
Boundary Line <Undead>	3	CL/10	
Innate Cantrip <Bane of the Dead>	3	CL/10	
Immune to <Charm>	4	C	
Innate Effect <Spell Strike Destroy Undead> or <Magic Destroy Undead>	4	CL/5	Must choose one or other at time of purchase
Innate Formal Casting <Greater DFM>	5	CL/5	Undead Spirit Vessel Only
Innate Formal Casting <Create Stake of Woe>	5	CL/5	
Special Ability <Non-Corporeal Form>	5	C	

\*Denotes a skill that may be purchased multiple times

### Specialization Powers

Spec.	Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
<b>Death Knight Hunter</b>	Spell Parry <Death Knight>	3	CL/4	
	Damage Cap	3	CL/4	
	Innate Formal Effect <Magic DFM, Death Knight Spirit Vessel>	3	CL/2	
<b>Ghost Hunter</b>	Arcane Solidify	3	CL/4	
	Immune to <Fear>	3	C	
	Innate Formal Effect <Magic DFM, Ghost Remains>	3	CL/2	
<b>Liche Hunter</b>	Special Ability <Ricochet>	3	CL/10	
	Liche Bane	3	CL/4	
	Innate Formal Effect <Magic DFM, Liche Spirit Vessel>	3	CL/2	
<b>Mummy Hunter</b>	Pool of <Magic Flame>	3	CL/10	
	Immune to Mummy Curse	3	C	
	Innate Formal Effect <Magic DFM, Mummy Crypt>	3	CL/2	
<b>Vampire Hunter</b>	Special Ability <Arcane Solidify>	3	CL/4	
	Innate Formal Effect <Magic Stake of Woe>	3	CL/2	
	Infused Blood <Woe>	3	C	
<b>Wraith Hunter</b>	Immune to <Fear>	3	C	
	Intraplanar Travel <Gate>	3	1	Can follow a wraith who has Gated
	Innate Formal Effect <Magic DFM, Wraith Spirit Vessel>	3	CL/2	

\*Denotes a skill that may be purchased multiple times

## Undead

**School of Magic:** Earth

**Specialization:** Death Knight, Ghost, Liche, Mummy, Vampire, Wraith

### Path Powers

Undead Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
Damaged by <Dispel Magic, 40>	0	C	Required
Undying	0	C	Required
Innate Aura <Magic>	1	C	
Perceive Undeath	1	C	
Innate Effect <Magic Free Undead>	1	CL/1	
Voice Radius <Magic, Control Undead>	2	CL/2	
Innate Effect <Spell Strike Help Undead > or <Magic Help Undead>	2	CL/4	Must choose one or other at time of purchase
Sense Life	3	CL/4	
Immune to <Ice>	3	C	
Boundary Line <Life>	3	CL/10	
Innate Effect <Spell Strike Create Undead> or <Magic Create Undead>	4	CL/5	Must choose one or other at time of purchase
Innate Cantrip <Defiling Pool>	4	CL/4	
Carrier Attack <Drain>	5	C	Claws or Weapons
Innate Effect <Spell Strike Death> or <Magic Death>	5	CL/5	Must choose one or other at time of purchase

\*Denotes a skill that may be purchased multiple times

### Specialization Powers

Type	Power	Favor Cost	Charges	Prerequisites/Limitations/Notes
<b>Death Knight</b>	Innate Effect <Spell Strike Wither Limb>	3	CL/4	
	Innate Effect <Spell Strike Cause Mortal Wounds 40>	3	CL/6	
	Innate Effect <Spell Strike Magic Armor>	3	CL/4	
	Threshold	3	CL/4	
<b>Ghost</b>	Innate Effect <Magic Fear>	3	CL/4	
	Special Ability <Phase>	3	CL/5	Special Ability <Non-Corporeal Form>
	Special Ability <Non-Corporeal Form>	3	C	
	Immune to <Silver>	3	C	
<b>Liche</b>	Energy Fork*	2	1	
	Innate Effect <Arcane Deliverance>	3	CL/10	
	Innate Effect <Magic Dispel Magic>	3	CL/5	
	Spell Fork*	3	1	
<b>Mummy</b>	Innate Effect <Magic Curse>	3	CL/5	
	Innate Effect <Magic Weakness>	3	CL/4	
	Innate Effect <Magic Paralysis>	3	CL/5	
	Pool of <Magic Ice>	3	CL/10	
<b>Vampire</b>	Innate Effect <Arcane Vampire Charm>	3	CL/10	
	Special Ability <Regeneration>	3	CL/10	While Feeding Only
	Special Ability <Gaseous Form>	3	CL/10	
	Special Ability <Revive>	3	CL/10	Stopped by Killing Blow w/ Stake of Woe
<b>Wraith</b>	Immune to <Fear>	3	C	
	Intraplanar Travel <Gate>	3	1	
	Special Ability <Phase>	3	CL/5	Special Ability <Non-Corporeal Form>
	Special Ability <Non-Corporeal Form>	3	C	

\*Denotes a skill that may be purchased multiple times

## Definitions

### Additional Body Points

Each purchase of his skill will give the character five extra body points while transformed. These extra body points add to the character's total body and can be healed as normal while he remains transformed. These are the first points lost. When the transformation ends the transformed character's total body points will return to normal.

### Ambidextrous

This ability allows the character to use any of his purchased proficiencies in either hand. He will be proficient in all the weapon styles for which he has purchased a Proficiency. However, He can never use two long or longer weapons at simultaneously. For example: Ned the rogue has Prof +4, Short Sword, RH & Prof +2 Short Hammer, LH. He can now use his either hand at +2 for hammers & at +4 for short swords. Master Proficiencies will remove the weapon type restriction. In no way does this allow for adding the Proficiencies together.

### Ancient Curse

This ability gives the gypsy the ability to blight a foe with a powerful curse from ancient times. These curses are taken from the Fae packet and the approved are as follows: Litany Curse, Curse of the Beholder, Curse of the Masque, Curse of Greed, Curse of Disgust, Curse of the Black Thumb, Curse of Devotion, Curse of the Dance, Weakling's Curse, Curse of Insanity, Curse of the Eavesdropper and Curse of the Weak Stomached. It can also be used reversibly to remove an Ancient Curse or Lesser or Greater Fae Curse from a character. It cannot be used to affect a Curse of the Kings or an Area Curse.

### Appearance

This ability will allow the transformed character to take on altered visual characteristics while in transform. The decision of what features the character will exude will fall to the PC and the Campaign Plot Person in charge of their Apprenticeship. Usually, the character will still be recognizable as their character but some appearances may be so drastic that it may not be the case. In all cases, the Appearance must be related to their transformation.

### Backstab

This skill works exactly as the fighting skill Backstab ability and will add an additional +2 damage to all of the character's attacks delivered to the back of his victim.

### Boundary Line <Type>

This ability allows the character to create a protective barrier line up to 20' long. This barrier will bar creatures of <Type>, with a level lower than the character, from stepping across the boundary while creatures that are equal to or higher level than the caster may freely cross the line. The line must be continuous but may curve. Examples of types of creatures may include undead, elementals, fae or a certain type of monster as defined by the individual transform. The line will remain active until the character transformation becomes inactive. The phys rep for such a line must be something that would have a meaning according to the type of line. For example: A leafy vine to keep out elementals or a line of skulls to keep out undead. A piece of string or rope is never a sufficient phys rep for a Boundary Line. The skill is used by stating "Setting boundary line", putting up the rep, and then stating "Boundary Line Complete". These statements are out of game & can be made while silenced. Boundary lines may be dispelled by a Dispel Magic being cast upon the line.

### Burrowing

This ability is the same as movement type Burrowing and all the normal playtest rules apply.

### Carrier Attack <Type>

This ability duplicates the Carrier Attack skill as defined in the Core Rules. It must be assigned an effect as defined in <Type>.

### Character Ability <Type>

This ability duplicates the normal player ability named in <Type>. See the NERO core rules for details.

### Claws

The phys reps for this type of attack will be short sword in size (unless otherwise stated on the monster card) and covered in red duct tape. The red color helps to serve as an immediate indicator that the character is not using a weapon. If it is too dark for a character to see the red tape, then it is too dark to discern what type of weaponry a particular being is using. Claws can never be Disarmed, Shattered, or Destroyed. In addition, they may never be used to parry with and any damage dealt to a claw will affect the creature as if it had hit a legal

target. A Bite is essentially a single claw attack. The base damage for a claw or bite attack is set according to the phys rep size of the creature's claws, with dagger sized claws dealing a base of 1, short sword sized claws dealing a base of 2, etc. Claws are independently and individually retractable and do not even need to be carried, but a character using claws may never call a hold in order to pull them out. A character's Weapon Proficiencies will not affect the damage delivered by claws, but Superhuman Strength, Blade Spells, and other weapon enhancements will work as normal. Claws can never be the targets of a formal magic spell.

#### **Claw Rake/Dodge**

This ability works for claws in the same manner as Critical Slay/Parry works for weapons. It will allow the character to deliver a 100 point "Critical Rake" after stating "Prepare to Die". It will also allow the character to reversibly use it as a Dodge as per the Rogue skill. It can be purchased once for every +4 Strength purchased from the transformation skill set. Every 4<sup>th</sup> Critical Rake will deliver 200 points of damage instead of 100.

#### **Companion <Type>**

This ability allows the character to summon an NPC ally. This ability can only be used with the permission of plot. The type & power of this companion depends on the characters transformation & story line as decided by the player & campaign plot. The player may be required to provide an NPC to play the part of his Companion. The Companion does not necessarily exist to fight for the character but may do so as per the story line.

#### **Damage Cap**

The purchase of this ability will grant the character a damage cap as defined in the *Special Abilities* section of the Core Rules which can be invoked against a single target. The cap will be equal to 40 minus the character's level to a maximum of Cap 5. The out of game statement "Invoke Damage Cap" must be made for each time activated & the target of that activation indicated in some manner. (Stating a name, description or pointing is acceptable). Each activation of this ability has the duration of Line of Sight with the corresponding target.

#### **Damaged by <Type, Amount>**

This ability is a weakness sometimes required by a transformation. It causes the character to take damage from effects of <Type> that would not normally harm him. The <Amount> portion defines how much damage the character will take from said effect.

#### **Double Damage from <Type>**

This ability is a weakness that is sometimes required by a transform. It will always cost 0 favors but will most often be a requirement for another skill or as part of the initial transformation.

#### **Dead Eye**

This skill enhances ranged weapon attacks by 5 points against a single target in the manner of a critical attack.

#### **Elemental Armor <Type>**

This power will protect the transformed character from the chosen elemental <Type> in the form of Cloaks. All of the Cloaks will be against the <Type> element which will always be opposite to the character's chosen Elemental Path. This will not offer protection against any effect other than the listed types.

#### **Elemental Deliverance**

This power allows the character to deliver any spells from his skill set as either *Elemental* or *Incantation*. Only spells in his skill set are so affected, and spells from items, innate abilities, or similar abilities are unchanged by this power.

#### **Energy Fork**

This power allows the character to split the damage of a Celestial "I call Forth" or Earth Damage or Healing spell into bolts of half the damage of the spell per time purchased by announcing "Energy Fork" before the verbal. For example: With one purchase, A Dragon's Breath Spell which does 80 points of damage, may be delivered as two 40 point bolts of damage. A second purchase would allow him to cast it as two 30 point bolts & one 20 point bolt. The character may decide at the time of casting which order the bolts will be delivered if the damage is uneven. A character with multiple purchases may split his spell into any number of bolts up to his maximum. IE: A character with 4 purchases may still split his Dragon's Breath into two 40 pt. bolts. It is delivered as follows: "Damage Fork, I call forth a Dragon's Breath 40, Dragon's Breath 40." This will also work with alternate Delivery Types such as Magic, Elemental or Arcane. IE: "Damage Fork, Magic Dragon's Breath 40, Dragon's Breath 40."

#### **Endless Quiver**

This skill allows an archer to magically created arrows in his quiver. While transformed, no quiver tag needed & the player may pick up yellow packets during hold in the same manner as spell packets.

### **Endurance**

This ability will allow a character who has received damage, which would normally put him into his dying count (-1), to immediately be affected as if by an Arcane Stabilize and be at 0 body points. By its nature, this ability must be when character is unconscious. It must be used immediately upon receiving the damage that would take them to their dying count. The effect can be suppressed, but if done, the character will be dying as normal and cannot later in the count decide to use the ability.

### **Enhanced Ability <Type>**

This ability represents the character being able to gain magically enhanced non-combat abilities. When the transform is activated, the player may choose a physically based Craftsman Other skill (Tracking, Hunting, Scouting type abilities) that he has already purchased with standard build. That player will then possess a mastery of that ability (IE 10 purchases). What you learn, if anything, is at the discretion of Plot and some "specialty craftsman skills" not on the approved list of craftsman skills may not be taken without Plot approval. Should the character wish to use this skill without having previous purchases of the CO, he will have a solid foundation of knowledge about the subject (IE, 3 levels of the CO) but will not have a mastery of it. If a character has charges of this ability, when a new charge is activated, the master level knowledge from a previous charge is lost.

### **Enhanced Mind <Type>**

This ability represents the character being able to gain magically enhanced knowledge. When the transform is activated, the player may choose a knowledge based Craftsman Other skill (Lore, History or Theory type abilities) that he has already purchased with standard build. That player will then possess a mastery of that knowledge (IE 10 purchases). What you learn, if anything, is at the discretion of Plot and some "specialty craftsman skills" not on the approved list of craftsman skills may not be taken without Plot approval. Should the character wish to use this skill without having previous purchases of the CO, he will have a solid foundation of knowledge about the subject (IE, 3 levels of the CO) but will not have a mastery of it. If a character has charges of this ability, when a new charge is activated, the master level knowledge from a previous charge is lost.

### **Ethereal Alchemy**

This skill gives the character the ability to spontaneously create an alchemical substance from thin air. He must supply an empty vial or orange gas globe phys rep in order to use this skill. Each use will create one complete item without regard to production levels. The alchemy created using this skill can only be used by the transformed character creating it and will be lost immediately upon the transformation becoming inactive. The following types of alchemy are restricted and cannot be created by this skill unless individually approved by the event plot team: Love, Love Potion #9, Forget Me Not, Forget It Well, Euphoria, Enslavement or any non-standard alchemical substance.

### **Evasion**

This stealth ability gives the character the ability to mask his presence against such effects as Sense Life, Sense (Race) or other abilities that would reveal his true nature. If the character would normally be indicated by such ability, he will remain silent when they would normally be required to state "Here". This ability cannot be used to mask detection of an object or item that he may possess.

### **Fast Meditation**

This ability reduces the character's meditation time from 1 minute to 30 seconds. This affects all meditation based abilities. Refitting Physical or Dexterity Armor is not considered a meditation based ability but refitting Arcane Armor would be affected by this skill.

### **Final Defense**

This skill gives the character a number of defensive abilities as a last ditch defensive effort. When activated the character must plant his feet & not give ground. It gives the wearer a protective aura which counts as 200 points of armor, Resist Battle Magic x5 & Parry x3. If the character is reduced to -1, he will immediately stabilize at 0 & be unconscious. Any additional damage dealt while unconscious will take him to -1 & dying as normal. If unaided at 0, he will wake as normal after 10 minutes at 1 body.

### **Fire Shield**

When activated against an opponent, this ability causes a flaming shield to erect itself around the caster. It must be invoked against an opponent by making the out-of-game statement "Invoke Fire-shield & indicating the opponent in some fashion. While active, arrows, thrown weapons and gasses used by the indicated opponent cannot affect the transformed character within. These projectiles are consumed and deflected by the fire before reaching the character. This does not affect anything thrown with the "massive" damage type, spells, or any

other abilities or magical effects. Each time the character is hit with a projectile that is stopped, the character must state “No Effect”.

#### **Fly**

This is the same as the movement type Fly and all the normal rules apply. A flight can last a maximum of 5 minutes & is considered complete as soon as the character lands for any reason. The flying character may carry one passenger if he has Super Human Strength equal to or greater than +4. He must use both hands to hold the passenger so may not carry any items in his hands in this case.

#### **Foresight**

This ability allows the character to have brief glimpses into the future. This is a plot discretionary tool and there is no guarantee of when and how these glimpses into the future are going to appear.

#### **Group Bond <Type>**

This ability gives the character the ability to link all members of <Type> in his party to communicate in a way similar to Group Mind. This ability in no way conveys any type of special resistances or immunities to mind effects as does Group Mind. It merely allows private communication among the group. It is used by a character in the bond stating “Group Bond: <Message>”. All those characters in the bond will hear the communication and may respond as long as they are not unconscious, asleep or in some other way unable to think normally. Those affected by Imprison, Paralysis, Binding or other such effects will be able to communicate through the bond as normal. It will also allow the transformed character, with the standard Healing Arts ability, to check the health of any person in the bond without having direct contact with them. To use this ability, the transformed character will state “Group Bond: <Character Name>: Healing Arts: <Question>”. The named character will respond as appropriate to a normal Healing Arts use. If for some reason, one or the other cannot hear the question or answer, the bond is considered too weak to perform that function at that moment.

#### **Group Curing**

This power allows the caster to cast a curative spell on an entire group. The caster must plant his feet in order to cast in this way. The caster casts the spell and touches each target with a spell packet within 10 seconds of the casting of the spell. The number of targets that can be affected equals the number of Earth Magic spell slots the caster has at that level. The caster is subject to spell disruption while casting the spell in this way, and each individual target acts as its own spell. Once a casting has been interrupted no subsequent targets can be touched, but targets affected prior to the interruption are still affected. The spell name and curing number must be spoken as each target is touched such that the verbal will be “<Incantation><number>, <spell name><number>, <spell name><number>, etc.” Only Earth Magic spells with the word cure in the spell name can be cast via this method.

#### **Hardened Claws**

This ability will allow the character who already has purchased the Claws ability to have them harden in far more useful weapons. Hardened claws do not take damage from being struck by other weapons.

#### **Harvest Tyrra’s Bounty**

This ability will allow the character to “Harvest” components from the land around him. These components will be LCO & dissipate when the character’s transform goes down. It is performed on a 3-count action & can be shared with other members of his party. The character must supply phys reps which resemble natural things such as flowers, nuts, etc. A component phys rep must be provided for every component harvested. These components are generic & can function as any type of component the transformed character wishes.

#### **Healed by <Type>**

This ability causes the transformed character to be healed by a different energy than normal healing. He will be healed an amount equal to the damage rating of that energy (IE Flame Bolt 40 would heal 40, 10 Elemental Ice would heal 10, etc). Standard healing will also work on the character unless otherwise stated. A character can never be healed by weapon damage but will be immune to weapon damage of <Type>.

#### **Highly Acidic Skin**

All melee weapon strikes that cause body damage to the transformed character cause the attacker to be affected by a Physical Shatter to the weapon that caused the damage. This does not include bows (as the arrows are striking the character) but does include thrown weapons. The transformed character is required to make the out of game statement “Highly Acidic Skin” as he is being struck.

#### **Illusionary Race**

This power allows the caster to don the make-up of any other PC race when the transform is activated. The character will look like a member of the chosen race to all scrutiny except when targeted by an *Identify* formal

magic spell. When identified, the identifier will know the target's true race. In order to become another race, the transformed character will need to apply the appropriate make-up, although some allowances may be made for time constraints on closed modules but generally will require the full makeup. A character that alters his or her race in this way will not be able to purchase racial abilities, and will still look like him to those that would recognize his character.

#### **Illusionary Race, Greater**

This power allows the Transformed character to be a master of disguise. It allows the caster to don the make-up of any other NPC (non-pc playable race) race when the transform is activated. The character will look like a member of the chosen race to all scrutiny except when targeted by an *Identify* formal magic spell. When identified, the identifier will know the target's true race. In order to become another race, the transformed character will need to apply the appropriate make-up, although some allowances may be made for time constraints on closed modules but generally will require the full makeup. A character may not look like a specific person or creature (for example: King Aug of the Orcs) and full make-up for creatures such as Undead or Orcs may require full facial make-up. A character that alters his or her appearance in this way will not be able to use any monster abilities normally associated with the creature, and will still retain enough features to be recognizable as his or her character. Greater Illusionary Race does magically cover the "glowing" of the transformed person's eyes or will make it appear to be glowing the appropriate color for a specific type of monster (such as a Death Knight). The character may not, however, make his or her eyes glow a different color a specific creatures eyes do not naturally glow. For example, you may "cover" your glowing blue eyes to infiltrate an Orc encampment as an Orc, but you cannot simply decide that you wish your eyes to glow red. A word of warning: this only changes your appearance, not character concepts or role-playing quirks. You do not suddenly "know" everything about a race of creatures and you should role-play your character accordingly, because many creatures may be able to tell there is something different about you if you are not able to portray monsters typical personality traits. (For example: Just because you look like a Death Knight, doesn't mean your character automatically knows everything about a Death Knight, like the Code of Chivalry, or how a Death Knight would act).

#### **Immune to Weapon Damage <Type>**

The transformed character is immune to the weapon damage of <Type>. IE: Normal, Magic, Cold Iron, Magic, etc.

#### **Immune to <Type>**

This enhancement of the characters racial ability causes him to be immune to the listed type of effect. If the character has a Racial Resist prerequisite to have this ability, he must maintain the required level of resists or this ability will cease to work until the requirement is met. The character may not re-spend the favors if this condition occurs.

#### **Infused Blood <Type>**

This ability magically infuses the characters blood with a substance that is detrimental to specific types of beings who feed on them. If they are successfully fed upon by the type of creature against which their blood is infused, it will act on the creature as if he has received a killing blow from a source that would cause them permanent death. It will also protect the transformed character from any diseases or curses that the feeding would have bestowed upon him. The types of Infused blood are listed below.

Silver – Kills lycanthropes, protects against lycanthropy

Woe – Kills vampires, protects against vampirism

Cold Iron – Kills fae, protects against Fae Curses (and Fairy Cooties)

#### **Innate Cantrip <Type>**

This ability will allow the user to cast the cantrip <Type>. The innate cantrip will not require the use of components or a cantrip tome/page but will otherwise follow the rules for casting cantrips.

#### **Innate Claw Aura <Type>**

This power alters the type of damage delivered by the transformed character's claws to <Type> as defined by the type of transform. The character can choose to have this ability active or inactive when his transformation becomes active, and he can activate or deactivate it by successfully meditating. The valid choices for <Type> are Fire, Ice, Lightning, Stone, Earth, Chaos, Essence (Life Energy), Destruction (Death Energy) & Tyrra as defined by the individual Transformation.

**Innate Effect <Delivery > <Type>**

This ability gives the character the ability to innately cast the effect <Type>. It may ONLY be delivered as defined by the <Delivery> method regardless of any other skills possessed by the character.

**Innate Formal Casting <Type>**

This ability gives the character the ability to perform a formal magic as per the Formal Magic Rules. In this case, the caster will not require a scroll or the components to perform this magic but will be required to cast it from a Fish-Tail circle for 5 minutes. For any casting of a Formal Magic that references a caster level as a determining factor, the caster can either use his normal formal casting level or will have an effective Formal Skill Level equal to his character level/5, whichever is greater. IN no way will this ability cause the character to use any of his normal formal abilities. All non-instant formal effects cast in this manner will expire as soon as the caster's transform becomes inactive. (IE: Render, Magic Aura, Stake of Woe, etc.)

**Innate Formal Effect <Delivery, Type>**

This ability gives the character the ability to channel a formal magic effect without having to cast it in a circle. He will require neither formal magic scroll nor formal components to channel this effect. It must have a delivery Type assigned & state the Formal Magic Name to be delivered. IE: Magic Whispering Wind or Elemental Render Indestructible. All non-instant formal effects cast in this manner will expire as soon as the caster's transform becomes inactive. (IE: Render, Magic Aura, Stake of Woe, etc.) For any Formal Magic Effect that references a caster level as a determining factor, the caster will have an effective Formal Skill Level equal to his character level/5. Levels of formal magic possessed by the caster have no bearing on this ability.

**Innate Weapon Aura <Type>**

This power allows the transformed character to automatically alter the damage of any weapon he is using (excluding claws) to <Type> as defined by his individual transformation. The character can choose to have this ability active or inactive when his transformation becomes active, and he can activate or deactivate it by successfully meditating. While this is active, all other Aura's on the weapon are suppressed. The valid choices for <Type> are Fire, Ice, Lightning, Stone, Earth, Chaos, Essence (Life Energy), Destruction (Death Energy) & Tyrra as defined by the individual Transformation.

**Inter-Planar Travel <Type>**

This ability will allow the character to transport himself to a different plane of existence. It does not convey any special ability to survive on the destination plane. It will also allow the character to transport himself back to his home plane. This return to the character's home plane will always leave them in or adjacent to the common area referred to as the "Tavern". This ability normally takes the form of "Rifting" but may take other forms at the approval of plot. The character may transport a number of other willing passengers, equal to 1/10 his character level, which are touching him as he travels. Those characters that may be unconscious or otherwise normally unable to reason will still be willing or un-willing as per the player's decision.

**Intra-Planar Travel <Type>**

This ability will allow the character to magically transport himself from his current location into or adjacent to the in-game location of the "Tavern" or another place specifically approved by plot. This travel can assume one of many forms such as Gate, Shadow Walk, Wind Walk, Tree Walk, Stone Walk or other such types, as approved by plot. The character may transport a number of other willing persons equal to 1/10 his character level, who are touching him as he travels. Those characters that may be unconscious or otherwise normally unable to reason will still be willing or un-willing as per the player's decision.

In no case may this ability allow the character to appear in place that would be detrimental, in any way, to another player's character. This includes but is not limited to, an ambush point, inside a ward or protective circle or ahead of a character to warn his enemy.

**Intra-Planar Travel <Type>, Lesser**

This lesser travel ability will allow the character to magically transport himself to a destination within line of sight. Magical barriers such as Wards or Circles of Power will stop the character from crossing into an area unless specifically allowed by a plot marshal. In this case, the character will arrive just outside the barrier.

**Liche Bane**

This power subverts a liche's natural ability to resist magical attacks. It is activated against a liche in the manner of a critical attack. Any spell cast against that liche will be prefaced with the OOG statement "Liche Bane." Any Liche Bane spell cannot be resisted with that Liche's Resist Battle Magic ability. Protective spells, cloak/bane items and phases will not be affected.

### **Magic Deliverance**

This power allows the character to deliver any spells from his skill set as either *Magic* or *Incant*. Only spells in his skill set are so affected, and spells from items, innate abilities, or similar abilities are unchanged by this power.

### **Natural Armor**

This ability is the same as the natural armor Special Ability. It will give the character an amount of armor equal to 1.5 times the character level to a maximum of their class limitation including purchases of the Wear Extra Armor skill. Natural Armor cannot be destroyed in any way & can be refit in the same manner as physical armor.

### **Night Vision**

This ability allows the character to see in the dark as if normal light were present. This skill is intended for use with plot assistance and would allow the character information, such as the description of an NPC or environment even if the player cannot make out details due to the dark. Any vision color restrictions of the race still apply.

### **Perceive <Type>**

This ability will allow the character to “feel” energies of <Type> and be able to intuit their direction. For example: A character with Perceive <Elemental Energy> may be able sense the general direction of gathering of extra-planar creatures. Common types of things able to be Perceived are Undeath, Gates, Portals, Elemental Energy & Lycanthropic Energy. Many other types of Perception may be found as listed in the particular transformation description.

### **Physical <Type>**

This allows the character to have a packet attack of <Type>. All normal rules from the Physical Attacks play-test apply.

### **Physical Strike <Type>**

This skill allows the character to have a number of Physical Strikes of <Type>. All normal rules from the Physical Attacks play-test apply. These attacks may be used reversibly as a Parry’s as per the weapon skill.

### **Poison Spittle, Greater**

This ability grants the caster a number of poison attacks. The valid choices for <Type> are Sleep, Vertigo, Berserk, feeble Mind, Paralysis & Death Poison. The verbal for this is “<Type> Poison” or “<Type> Poison (Damage Amount)”. The packets used for this attack should not be orange.

### **Poison Spittle, Lesser**

This ability grants the caster a number of poison attacks. The valid choices for <Type> are Hallucinoid, Paranoia, Weakness, Cause Damage 10, and Cause Serious Damage 20 Poison. The packets used for this attack should not be orange.

### **Pool of Elements <Type>**

This ability allows the character a pool of magical damage that can be thrown as single packet delivered bolts of 10 Elemental <Type>. <Type> is determined at the time of purchase and cannot be changed. The valid choices for <Type> are Fire, Ice, Lightning, Stone, Earth, Chaos, Essence or Destruction. The pool will have a number of points equal to 10 times the character’s level to a maximum of 300.

### **Pool of Magic <Type>**

This ability allows the character a pool of magical damage that can be thrown as single packet delivered bolts of 10 Magic <Type>. <Type> is determined at the time of purchase and cannot be changed. The valid choices for <Type> are Fire, Ice, Lightning, Stone, Earth, Chaos, Essence (Life Energy), Destruction (Death Energy) & Tyrra as defined by the individual Transformation. The pool will have a number of points equal to 10 times the character’s level to a maximum of 300.

### **Pool of Physical <Type>**

This ability allows the character a pool of physical damage that can be thrown as single packet delivered bolts of 10 Physical <Type>. <Type> is determined at the time of purchase and cannot be changed. Valid choices for <Type> are Fire, Ice, Lightning, Stone, Acid, Damage Poison, Normal or Silver. Other damage types may be approved individually by campaign plot. The pool will have a number of points equal to 10 times the character’s level to a maximum of 300.

### **Portal Identification**

A transformed character with this skill will be able to identify the destination plane of any portal that he can examine for 60 seconds. This follows the rules outlined in *Identify* above, but the character will only need to stay within arm’s reach of the portal in order to identify it and will not need to touch it.

### **Proficiency**

This skill works exactly as the fighting skill Master Proficiency and may be purchased for either hand.

### **Resist Battle Magic\***

This will allow the transformed character to resist any effect delivered via Incantation, Arcane, Elemental, or Magic deliveries.

### **Resist <Type>**

This ability allows the character to Resist the effect <Type>. This may be a spell, group of spells, effect or delivery type as determined by the specific transform.

### **Sense <Type>**

This power allows the transformed character to sense specific types of creatures, powers, items or other factors. It is used by stating "Sense <Type>" at which time anything matching the criteria must respond "<Type>". For example: An undead hunter has the Ability Sense Undead, he would state "Sense Undead!" & any undead who hear his call would respond "Undead!"

### **Sharp Claws**

This enhancement of the Claws transform power will give the character an additional 1 damage to their attacks when using their claws for every 10 character levels. IE: A level 10 character would get +1 to his claw damage while a level 30 character would get +3.

### **Sharp Sight**

This skill gives the character a preternatural awareness of his surroundings. It will increase the skill level of all tracking, scouting and spotting craftsman skills by 3 levels. It may also give some other slight benefit at the discretion of plot such as spotting details of far off objects or creatures.

### **Sight Radius <Delivery> <Type>**

This ability causes the effect <Type> to affect everybody in line of sight of the caster who is not protected in some way. It is considered a 360° wave that emanates from the caster. Anybody who is not in line of sight of the caster (per the standard Line of Sight Rules) or who is inside a protective spell such as a Circle of Power or Ward will not be affected. This ability requires a <Delivery> (IE: Magic, Elemental, etc.) as well as the spell name or effect described in <Type>.

### **Solidify**

Per the WAR Monster Abilities 2006 document:

*"This effect will instantly cause a creature in Gaseous Form to reform. The being will immediately begin his count to reform as soon as he is hit with a Solidify. This is a packet attack that is always delivered as "Arcane." A Gaseous creature struck with this effect will be unable to become Gaseous again for the remainder of the current game day. In addition, Solidify will cause Non-Corporeal creatures to be unable to pass through walls and other objects for a period of 10 minutes."*

### **Speak with <Type>**

This ability will allow the character to speak with objects that normally cannot communicate such as rocks, trees, animals, etc. Generally, it is less of a conversation than a feeling or an image that be transferred from the object to the character. This power can only be used in the presence of a marshal who will give the information to the character.

### **Special Ability <Type>**

This skill gives the character an ability of <Type> as described in the Special Abilities section of the core rules. See the rulebook for definitions of these skills. Please note that due to the Core Rules which do not allow any effect which will shorten a character's 5 minute death count, the following will apply to No Metabolism for all transformations:

Any character with the Special Ability <No Metabolism>, who reaches the end of the 1 minute dying count, will have his Transformation Ability Revive activate. If the character does not have Revive in his transformation ability set, he will immediately have his transformation go into its dormant state. The character's death count will continue as normal. At this point, his transformation will NOT go active again during that encounter/module unless specifically enabled by the presiding marshal. This will only be done if the character's transformation is central to the ongoing plotline. The character's transformation will be available again at the next module/encounter where his transform would normally be permitted.

### **Spell Fork**

For each spell cast by a character with this ability, he may add an additional packet per purchase of this ability. All packets must be thrown at the same time. This denotes a wider dispersion of the spell, not an increase in

power of the spell. As such, any victim hit by a packet will all take the effect but a single person hit with multiple packets will still only take the effect once.

**Spell Parry vs. <Type>**

Each purchase of this ability will allow the character to negate Spell Strike spells delivered by his <Type> enemy.

**Spell Powers**

When this power is purchased the character will choose up to five levels of spells that he will be able to innately deliver as Incantation or Magic delivery. The spells chosen must be from the same school as that of the transformation. If multiple purchases of this power are made, it will allow for the choosing of higher-level spells. Spells must be chosen at the beginning of each transformation and may not be changed until the next time transformed.

**Spell Strike**

By obtaining this power, a transformed character can channel one of his *Innate Spell Powers* to a Spellstrike that can be delivered through his claws or a weapon. With each purchase of this power a single spell can be channeled in this way. This will have no effect on spells in memory or any other type of effect, and can only work in conjunction with *Innate Spell Powers* as detailed above. This power otherwise follows all of the standard rules for *Spellstrike* as outlined in the *Special Abilities* section of the core rules.

**Superhuman Strength**

With each purchase of this power the character will gain two points of superhuman strength as per the core rules.

**Superior Scenting**

This enhancement of the Scenting racial ability gives the character the ability to detect poisons immediately and identify their type with a 3-Count Action. It will also allow the character to add +3 levels to their skill at tracking or give the character the equivalent of three levels if no tracking is known by the character. All other scenting rules apply.

**Suppress <Type>**

This skill will act to suppress any single effect of <Type> for the duration of Line of Sight. This includes any Battle Magic, Cantrip Magic or Formal Magic effect of <Type>. This follows the standard line of sight rules as applied to Binding Magic Spells. If the Line of sight is broken, the suppressed effect will begin functioning as normal. This effect requires both a <Delivery Type> & <Area of Effect> which will be defined by the individual transform.

**Symmetry**

This ability allows the character to add all of his proficiencies from both hands together. He will be proficient in all the weapon styles for which he has purchased a Proficiency. However, He can never use two long or longer weapons at simultaneously.

**Threshold**

This ability is similar to the Special Ability of the same name as described in the core rules. It allows the character to reduce to 1 damage point any standard weapon attack that does not exceed the Threshold. Any standard weapon attack that exceeds the Threshold will do full damage as normal. Threshold is applied before any affect that causes double damage. Purchasing this power will give the character a Threshold equal to ½ their character's level rounded down. Each charge of this ability can be activated against a single target & has the Duration of Line of Sight. Multiple charges may be used simultaneously against multiple opponents. A charge is activated by making the out of game statement "Activate Threshold" and indicating the target.

**Undying**

This is the start of becoming a True Undead & is a required purchase for all Undead Transformations. It causes the following changes to the characters basic makeup:

1. Healed by chaos damaging spells & energy that have a numerical component (IE Cause Damage Spells & Chaos Damage)
2. Healed by Undead Healing Spells Help Undead & Defiling Pool
3. Harmed by Healing Spells & Healing Energy (including Healing Pool)
4. Take full damage from Harm & Destroy Undead Spells
5. Take double damage from Healers Grace cantrip

**Voice Radius <Delivery> <Type>**

This ability allows the character to effect a mass of those around him with just the sound of his voice. Any who hears the Verbal "Voice Radius <Delivery> <Type>" will take the effect stated. This ability will always require a <Delivery> which is any of Incantation, Magic, Elemental or Arcane and a <Type> which can be any spell or

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effect. This area of effect will cause any person who hears the verbal to take the effect even if they are in a protected area (such as Wards or circles of Power) or not in line of sight with the caster.

**Water Ability**

This ability causes the character to have Water Ability as defined in the WAR Local Rules Addendum.