

POWER TRAPPINGS (I)

Roll	Power & Notes
01-10	Melee power. Roll on appendix 10 for power trapping.
11-15	Melee weapon skill power or martial arts skill power.
16-25	Ranged power. Roll on appendix 10 for power trapping.
26-30	Ranged weapon skill power.
31-40	Assign a monster special ability as power. Roll on appendix 9.
41-43	Boost attribute: Choose one of strong, nimble, hardy, smart, willful, savvy.
44-46	Rapid Movement equipment power (e.g., flight, teleport, leap, sprint) See appendix 9 monster special abilities.
47-49	Alternative Movement equipment power (e.g., aquatic, burrowing, climbing, insubstantiality, shapeshifting). See appendix 9 monster special abilities.
50-52	Standard Athletics skill power (e.g., running, jumping, climbing, swimming).
53-54	Dodge skill power.
55	Disable device skill power.
56	Animal handling/riding skill power.
57	Wayfinding skill power.
58-59	Drive/pilot/crew skill power.
60	Negotiate skill power.
61-63	Deceive skill power. Includes illusion powers, see text.
64-66	Intimidate skill power. Includes fear/scare powers, see text.
67	Appeal skill power.
68-70	Empathy skill power. Includes telepathy/mind reading powers, see text.
71	Leadership or etiquette skill power.
72-75	Armor/shield protection equipment power. See role of armor, p.72 sidebar.
76	Hunt skill power.
77	Streetwise skill power.
78-80	Sneak skill power.
81-83	Notice skill power. Includes enhanced senses. See appendix 9 monster special abilities.
84-86	Survival skill power.
87-89	Healing skill power. Includes regeneration/resurrection, see text.
90-91	Language skill power.
92	Research skill power.
93	Craft/profession skill power.
94-95	Control/possession equipment power. Paired this power with a melee/ranged restraining attack: see text, see power trappings appendix 10 for restraining.
96-00	Summoning power. See text.

Attribute powers provide a +1 bonus shift to a skill check related to the attribute. Melee powers, ranged powers and skill powers either replace a conventional skill, or add +1 to a conventional skill. NPCs typically gain a power at +1, as one of their available skills/powers.

POWER TRAPPINGS (II)

Additional Guidelines for New Types of Powers

Summoning: The power summons one or more individual or teams/minions of creatures, with generic conflict 0 skill. Whether animals, humanoid or something else, treat the summoned creature(s) as an ally for one scene including any follow-up scenes. Whenever substantial time passes between scenes, the summoned creatures depart. Summoned creatures get a share of experience at the end of the story but usually do not share treasure or valuables.

Summon Monster: This variant summons a randomly generated beast/monster, which might be further defined by a window dressing category (e.g., outsider, angel or demon, etc). Summoned monsters by default are neither controlled nor friendly to the power user. Some monsters may be willing to negotiate a bargain, while others destroy everything within their reach, but they are never considered allies.

Call Undead: This summoning variant requires a supply of bodies in the scene, which the power user imbues with undeath as mindless minions. Besides window dressing, anyone who has been taken out in the scene is a candidate to raise as undead. Any character or creature successfully turned into undead is automatically dead, with no chance of recovery. Necromancers using summon undead typically need to touch a victim to turn them.

Animate: This summoning variant animates objects. Depending on the power trappings, that might be tables/chairs/coat-racks, or perhaps trees and large shrubs. The power needs the appropriate window dressing in the scene to animate as mindless minions.

Power trappings variables: Is there a lengthy summoning ritual? Do summoned creatures take time to awaken or arrive? Does the power's user need to negotiate with the summoned creatures? Are the creatures initially neutral or hostile to the power's user? Are the summoned creatures always mindless automatons, or (if humanoid) do they have personality traits?

Illusion: Treat illusion spells as a variant of deception. After the spell is successfully cast, make a second, opposed roll to see whether the illusion is sufficiently convincing and achieves its intended effect. The opposing side typically makes an unlimited assistance skill check led by a willful attribute, empathy skill check or general conflict. The power user may give a bonus shift for static and simple illusions (e.g., a closed chest, distant sound of footsteps, smell of stew), and successively larger shift penalties for large or complex illusions (e.g., huge tables of feasts, an attacking cavalry). If successful, the illusion is believed and those who see/hear it react accordingly. If the skill check fails, the trickery is revealed; the consequence is usually that any further illusions that scene have no effect.

Telepathy/mind reading: For the purposes of structured questions or exposing the unknown, treat telepathy/mind reading like an empathy check. A successful power skill check followed up with a yes-no question whether the target knows something useful about the question, can reveal a place, item, or rationale. Telepathy/mind reading can also spur additional yes-no questions to uncover new, relevant information related to a mission. By default telepathy/mind reading is cast by the power's user to read the thoughts of a subject. But by casting it on someone else, it should also double up as an equipment power, e.g., making the power's user and an ally able to communicate with each other across distances.

Power trappings variables: Can the power convey speech only, or also images? Is the target aware of being probed? If used as a link, does it require both parties to concentrate on tuning into each other at the same time? What is the range and duration of the power when used as a link? Does it require line-of-sight to work?

POWER TRAPPINGS (III)

Control/possession: This is a follow-up attack on an individual or team/minions already restrained. To take control of a target during a conflict, the power's user leads the roll, while the opposition leads with a willful attribute or general conflict skill. If the power's user is successful with the control attempt, the target switches sides and becomes an ally of the caster for the rest of the scene. Anyone under control will do anything s/he is told by the power's user, short of direct self-destruction.

Power trappings variables: Is the power's user limited to controlling one person or team/minions at a time? Is the power's user helpless while the power is in effect (e.g., in a trance while possessing the target)? Can the power's user see/hear through the subject's eyes and ears? Can the power's user perceive the target's thoughts? Is only the target's body being controlled, e.g., is the target's mind free to yell for help?

Healing: The healing power replaces first aid skill checks, or gives a shift bonus to the power user's first aid skill. A player character's -1 shift penalty to all skill checks when wounded also extends to use of healing power. Characters who are taken out cannot make any skill checks: That includes trying to heal themselves or anyone else.

Self-Repair: A self-repair variant of healing only works for the power's owner, and is available only as a special ability. As long as the power's owner remains alive, automatically make a skill check to recover between any scenes where time passes (i.e., not a follow-up scene). The player's character has no shift penalties to this roll for being wounded, and if the heal check is successful recovers from the wounded condition to grazed. Other characters with self-repair can continue to attempt recovery from being temporarily disabled. Self-repair power is similar to the regeneration special ability described in appendix 9 - monster special abilities).

Resurrection: Resurrection lets the power's user make a follow-up roll after a character is already determined dead, to see if that character can be brought back to life. This power is affected by shift penalties from baleful attacks (a poisoned or charred body is harder to bring back to life). As with healing, resurrection is a skill used to bring back others. A self-raising variant is available only as a special ability, which works like Self-Repair except that it may bring the power's user back to life. Any resurrection power should only get one try to restore life. If it fails, the target is confirmed dead.

Power trappings variables: Resurrection should be rare, expensive, and time consuming to perform. Such a significant ritual deserves its own cutscene. Resurrection may also be limited in frequency, e.g., only usable once per story. As noted above, the consequence of a failed resurrection should be that the target is confirmed dead and no more raise attempts can be made.

Fear/Scare: There are several variants of this power. Outside a conflict, this power can be used in place of, or else to give a shift bonus to intimidate skill. If successful, the power causes its intended fear effect. Targets more powerful than the power's user may be more willing to negotiate than press for conflict. Targets of equal or lesser power than the power's user may try to avoid that person, even by fleeing on sight.

Fear in conflict: If a fear/scare power is used in conflict, when the power user leads a successful attack, target(s) that take a level of damage may instead flee. Treat this as a restraining attack: Fleeing targets can recover from their fright if they participate in a successful conflict skill check to rally instead of the group attacking. Fear and other emotional powers cannot multiply damage, only special effects. When these powers lead an attack without support they never do damage. Fear/scare powers are countered by light/holy and mental/psychic trappings.