

Fading Sun's Combat Actions Charts.

Basic Fight Actions

Action	Level	Roll	Init	Goal	DMG	Effect
Fist	-	Dx+Fight	-	-	2	
Kick	-	Dx+Fight	-1	-	3	
Grapple	-	Dx+Fight	-2	-	2	If successful, roll str+Vigor vs target's Str+Vigor. If successful target is grappled; attack can choose to deliver grapple DMG per turn.
Charge	-	Dx+Fight	-3	-	3+	If successful, attacker and target get knocked down. Add 1d DMG/3m run
Dodge	-	Dx+Dodge	-	-	-	Subtract successes from opponent's successes.

Martial Arts Actions

Action	Level	Roll	Init	Goal	DMG	Effect
Martial Fist	1	Dx+Fight	-	-	3	
Martial Kick	2	Dx+Fight	-1	-	4	
Martial Hold	3	Dx+Fight	-1	-	3	If successful roll Dx+Fight (+Victory Pts) vs targets Str+Vigor. If Successful, target is grappled; attacker can choose to deliver DMG/Turn
Head But	3	Dx+Fight	-2	+1	4	Attacker takes DMG exceeding his endurance
Block	4	Dx+Fight	-	-	-	As Dodge, if successful, add 3 successes to resist attacks.
Confuse Foe	4	Wits+Knavery	-	-	-	-1 per victory point to oponents block, dodge or parry for attackers next action.
Disengage	4	Dx+Dodge	-1	+1	-	+3 to resist grapples
Martial Throw	4	Dx+Fight	-2	-	3	If successful, roll Dx+Fight (+Victory Pts) vs target's Str+Vigor. If successful, target is thrown. 1m/success, up to Str. Add 1d DMG/3m thrown.
Rooting	4	Dx+Fight	-	-	-	+3 success vs being knocked over
Claw Fist	5	Dx+Fight	-	-	4	
Drop & Kick	5	Dx+Fight	-	+2	4	-2 Init next action.
Tornado Kick	5	Dx+Fight	-1	-	5	
Sure Fist	6	Dx+Fight	-2	+2	3	
Leaping Kick	6	Dx+Fight	-2	-1	6	
Choke Hold	6	Dx+Fight	-3	-1	4	After 3 turns of grappling roll Str+Vigor vs targets End+Vigor. If successful target falls unconscious.
Bear Hug	7	Dx+Fight	-2	-1	4	Can rolls DMG each turn until target escapes
Iron Body	7	by block	-	-	-	Attacker takes 1d DMG per victory point of defenders blocking roll.
Speed Fist	7	Dx+Fight	+2	-	3	+3 Successes vs dodges and blocks.
Trip Kick	7	Dx+Fight	-2	-1	4	Roll vs targets Dx+Vigor. If successful target is knocked down.
Throw Group	7	Dx+Fight	-2	-	3	Roll vs target's attack. If successful throw target 1m/success, up to Str. Add 1d DMG/3m thrown. Can throw 1 attacker per fight rating
Block & Strike	8	Dx+Fight	-	+2/0	-/3 or 4	Block opponants attack if successful, roll Martial Fist or Kick attack with no multiple action penalty
Side Kick	8	Dx+Fight	-2	-1	5	Compare attackers successes +3 vs target's Dx+Vigor roll; if target looses, he is knocked down.
Power Fist	9	Dx+Fight	-	-1	5	Option: Spend Wyrd to add DMG (cost = 1W per 1d, up to 3 max)
Vital Strike	10	Dx+Fight	-3	-2	3	Roll complimentary Per+Physick; add victory dice to DMG.

Bharata zho Veda Martial Actions Chart (Eskatonic Martial Art)

Action	Level	Roll	Init	Goal	DMG	Effect
Pour the Water	5	Dx+Fight	-1	-2	-	Loss of Bladder control; Target may resist with a Wi+Vigor Roll.
Ignite the Fuse	6	Dx+Fight	-2	-1	4	Intense Pain
Shutter the Light	7	Dx+Fight	-1	+4	-	Unconsciousness; Taget can resist with a En+StoicMind roll.
Open the Mind's Eye	8	Dx+Fight	-2	-3	1	Synaptic Confusion

Jox Kai Von Actions (Ukar Martial Arts)

Action	Level	Roll	Init	Goal	DMG	Effect
Engage	1	Dx+Fight	-1	-	-	Both attacker and defender follow the rules of close combat (see desc)
Sticky Hands*	3	-	-	-	-	Boxer Ignores darkness penalties when engages with close combat
Gisdrom's Lesson*	5	Dx+Fight	-1	-	-	Disarm. If successful roll Dx+Fight (+victory) vs. target's St+Melee. If successful target drops weapon that can be thrown 1m/victory.
Kordo's Law*	7	Dx+Fight	-2	-1	3	Strike to windpipe: victim rolls En+Vigor or is stunned. A critical failure mean unconsciousness.

Anikrunta's Judgment*	8	Dx+Fight	-2	-1	4	Eye Gorge: If victim suffers more DMG than his END, he is blinded for 1turn/pt above his END. If 3xEND, blinding is permanent.
Paint the Face*	9	Dx+Fight	-1	-1	-	Character make two Fist (or martial Fist) actions without suffering the multi Action penalty and gains +2 successes vs the oponents Dodge. If first attack misses then the second attack also misses.

* These actions require the boxer to first engage the target.

Fencing Actions Chart

Note: Weapon determines base damage

Action	Level	Roll	Init	Goal	DMG	Effect
Parry	1	Dx+Melee	-	+2	-	Roll victory dice+weapon DMG as armour
Pommel Strike	2	Dx+Fight	-3*	-2*	3	*Penalties only apply if not within guard
Thrust	2	Dx+Melee	+2	-	-	
Slash	3	Dx+Melee	-2	-	+1	
Beat	3	Str+Melee	-	-	var	Only allowed if your weapon is bigger, only one action per round permitted Each cumulative round which gets past a defense, add 1 dmg dice
Counter Parry	3	Wits+Melee	-	-	-	Eliminates opponent's +2 parry bonus
Fancy Footwork	4	Dx+Vigor	-	-	-	Opponent's goal is reduced by 1 per victory point.
Flat of Blade	4	Dx+Melee	-	-	-3d	No victory dice are added
Compound Attack	5	Dx+Melee	-	-1	-	Your next turn's goal is at +2 bonus
Disarm	5	Dx+Melee	-2	-1	-	If successful, roll Dx+Melee (+victory points) vs. target's Str+Melee. If successful, target drop's blade, which can be thrown 1m/victory points.
Feint	5	Dx+Melee	-2	-1	-	Add 3 successes against dodges only
Stop Thrust	5	Dx+Melee	+3	-2	-	Reduce opponent's goal by a -2 penalty
Off-Hand	6	Dx+Melee	-	-	-	Suffer no penalties for off-hand weapons
Parry/Reposte	6	Dx+Melee	-	+2/-1	-	Parry attack, if successful, roll attack with no multi-action penalty.
Wall of Steel	6	Dx+Melee	-	-	-	Can make 3 parries
Cloak	7	Dx+Melee	-	0/-1	-	Parry opponent's attack with a cloak in the off-hand (armour = victory pts +3; goal = 8+ Str). If successful attacker can attempt to disarm.
Florentine	7	Dx+Melee	-	-	-	One attack and One Parry without multiple action penalties.
Athletic Strike	8	Dx+Melee	-3	-2	-	Perform athletic feat (swing from chandelier) in same action without a multiple action penalty.
Pierce	9	Dx+Melee	-2	-3	-	Ignore target's physical armour (not energy shields)
Double Strike	10	Dx+Melee	-1	-1	-	Attack with primary and off-hand weapons in same action (roll both attacks separately).

House Specific Specialised Fencing Actions

Action	Level	Roll	Init	Goal	DMG	Effect
Alecto Holy Parry	5	Dx+Melee	-	+4	-	Recieves no bonus against a Thrust action.
Al-Malik Second Strike	6	Dx+Melee	-	-1/-5	-	Characters may make a second attack if the first one fails.
Decados Diversion	4	Ex+Knavery	-	-	-	Subtract victory points from opponent's attack rolls.
Gizar Lunge	6	Dx+Vigor	+2	-2	+2	Get inside opponants guard, all their goals get a -2 penalty, all your get +2
Hawkwood Advance	5	End+Vigor	-	-	-	Character advances (and enemy retreats) by one meter/victory die.
Hazat Hammer	6	Dx+Melee	-	-	-	Each victory point reduces the targets parry or armour dice by one.
Justinian Defense	5	Dx+Melee	-2	-1	none	As Disarm, but weapons are Bound, may add vp's to Disarm
Li-Halan Kiri Tsuki	4	Dx+Melee	-2	-	-	Draw sword and strike in the same action.
Van Gelder Stance	5	Wit+Imp v Int+StoM	-	-	-	Uses Laws of Duelling to gain the upper hand, +2 to own goals, -2 others
Windsor Recovery	6	none	-	-	-	If an attack was unsuccessful, a parry may be made at -2 goal for free

Kraxi (Ukar Knife Fencing) Actions

Action	Level	Roll	Init	Goal	DMG	Effect
Ukmor's Grasp	8	Dx+Melee	-2/0	0/-1	2/knife	Attacker grapples opponent and then delivers a knife strike; no penalty
Sukara's Sweep	9	Dx+Melee	-1	-	knife	Two strikes against one or two opponent's. No penalty
Batha	10	Dx+Melee	-3	-2	knife	Roll complimentary Perc+Physick, add victory points as DMG.

Shield Actions Chart

Action	Level	Roll	Init	Goal	DMG	Effect
Shield Parry	1	Dx+Melee	-	-	-	Roll victory dice+shield defence dice as armour.
Shield Attack	2	Dx+Melee	-1	-	-	Ram shield into target; inflict shield DMG

Attack & Parry	3	Dx+Melee	-	-	-	Character parries with shield and attacks in same turn without suffering multiple action penalties.
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Firearms Actions Chart

Note: Weapon determines base damage

Action	Level	Roll	Init	Goal	DMG	Effect
Aim	-	Dx+Shoot	-3	+1/Turn	-	Maximum bonus is +3 (More if a sight is used)
Hipshot	-	Dx+Shoot	+2	-1	-	Only for first shot of the combat with handguns.
3-round burst	-	Dx+Shoot	-	-	+1	
6-round burst	-	Dx+Shoot	-1	-1	+3	
Empty Clip	-	Dx+Shoot	-1	-2	+5	+3 successes against dodges only
Spread	-	Dx+Shoot	-2	-1/m	+4	Spread up to 5m, anyone in the area targeted must dodge or get hit.
Snapshot	4	Dx+Shoot	+1	-2	-	Can be performed with a dodge for no penalty (No other actions may be taken in the same turn)
Quick Reload	5	None	-	-	-	Reload clip and fire; no multiple action penalty.
Quick Draw	5	Dx+Shoot	-2	-1	-	Draw gun and fire in the same action.
Off-Hand Shot	6	None	-	-	-	Suffer no penalties for off-hand shot
Recock	6	Dx+Shoot	-2	-1	-	Recock rifle or shotgun in the same action.
Leap & Shoot	7	Dx+Shoot	-1	-1	-	Leap 1m in any direction.
Roll & Shoot	8	Dx+Shoot	-2	-1	-	Roll up to 3m in any direction.
Two Gun	8	Dx+Shoot	0/-1	-	-	One shot from each handgun; no multiple action penalty.
Instinct Shot	9	Dx+Shoot	+1	-1	-	Fire at unseen target
Vorox Only Actions						
Zamla	4	None	-	-	-	Can reload one gun with two hands, while firing a third with no penalty
Hungbada	7	Dx+Shoot	-1	-1	-	Leap 1m in any direction, +1m/extra limb used (Cost +1 FB's or XP)
Zogzogzu	10	Dx+Shoot	-3	-2	-	Fire upto four handguns (or two handguns & one rifle) with no penalty.

Graa (Vorox Martial Arts)

Action	Level	Roll	Init	Goal	DMG	Effect
Denga	1	-	-	-	-	Four legs allows 3 metres free movement; Six legs allows for 5 metres.
Phrox	2	Dx+Dodge	-	-	-	Must use at least four legs. If successful, add three successes to resist.
Banga (Charge)	3	Dx+Fight	-3	-	3+	If successful, attacker and target knocked down. Add 2d DMG/3m Run.
Baja	4	Dx+Fight	-2	+2	4	As grapple, but with +4 bonus to the Vorox's Str+Vigor roll.
Tcheex	4	Wi+Knavery	-	-	-	Must use all limbs. Subtract one plus one per victory point from opponent's block, dodge or parry goals for his action.
Drox	5	Dx+Fight	-2	-	-	Allows a second action (using another limb) without multiple action penalty
Krox	5	Dx+Fight	-	-	-	As Dodge. Must use all limbs. If successful, add six successes to resist.
Hunga	5	Dx+Fight	-2	-	3	If successful, roll Dx+Fight (+victory) vs target's Str+Vigor. If successful target is thrown 1m/successes, up to Str. Add 1d DMG/3m Thrown. Each extra limb used adds 1m over the distance allowed.
Unga	5	Dx+Fight	-	-	-	+3 to resist being knocked over; additional +1 per extra limb used.
Chala	8	Dx+Fight	-2	-2	6	As bear hug. Can roll DMG each turn until target escapes.
Hungaba	8	Dx+Fight	-2	-	3	Roll vs. target's attack roll. If successful throw target 1m/success, up to STR. Add 1d DMG/2m thrown. Can throw one attacker per fight rating, plus one per extra limb used. If hunga is also know foes can be thrown further.
Throx	9	Dx+Fight	-3	-	-	Allows a third action (using another limb) without multiple action penalty

Garza	10	Dx+Fight	-1	-2	*	Attack with two limbs in the same action (roll both seperatly). A defender may block or dodge one attack with no penalty, but other attacks levies a -4 penalty to avoid.
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Glankesh Fencing Actions (Vorox Fencing)

<i>Action</i>	<i>Level</i>	<i>Roll</i>	<i>Init</i>	<i>Goal</i>	<i>DMG</i>	<i>Effect</i>
Glaax	1	Dx+Melee	-	+2	-	Roll victory dice+weapon DMG as armour; each victory point also allows one extra Glankesh to parry the blow and add it's DMG as armour.
Skaz	5	Dx+Melee	-2	-1	-	If successful roll Dx+Melee (+victory) vs. targets Str+Melee. If successful target drops weapon, which can be thrown 1m/victory. Each success allows an extra Glankesh to catch the weapon (-1 to opponent/Glankesh)
Skurz	6	Dx+Melee	-	-	-	Can make 3 parries, plus one per extra victory per extra Glankesh used.
Glangarza	10	Dx+Melee	-1	-2	6	Attack with two Glankesh in the same action (roll both seperatly). A defender may block or dodge one attack with no penalty, but other attacks levies a -4 penalty to avoid.

Melee Weapons

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Axe	Dx+Melee	-	-	7	5	-	-	-	L	5
Boarding Gun	Dx+Melee	-	-	3	3	-	-	-	M	10(+cost of gun)
Broadsword	Dx+Melee	-	-	6	4	-	-	-	L	15
Club	Dx+Melee	-	-	4	2	-	-	-	L	1 wing
Dirk	Dx+Melee	-	-	4	2	-	-	-	M	4
Flail	Dx+Melee	-	-	4	4	-	-	-	L	4
Garrote***	Dx+Melee	-1	-1	3	3	-	-	-	XS	5
Glankesh Sword	Dx+Melee	-	-	6	4	-	-	-	L	25
Glankesh Vorox Sword	Dx+Melee	-	-	6	4	-	-	-	L	25 (15 for Vorox)
Knife	Dx+Melee	-	-	3	1	-	-	-	S	2
Mace	Dx+Melee	-	-	5	3	-	-	-	L	10
Main Gauche*	Dx+Melee	-	-	3	2	-	-	-	M	4
Rapier	Dx+Melee	-	-	5	3	-	-	-	L	10
Scimitar/Katana	Dx+Melee	-	-	6	3	-	-	-	L	20
Spear	Dx+Melee	+1	-	5	3	-	-	-	XL	1
Splinter Sword	Dx+Melee	-	-	5/2	3	-	-	-	L	+500
Staff	Dx+Melee	+1	-	4	3	-	-	-	XL	1 crest
Suresnake Whip	Dx+Melee	+1	+3**	3	4	-	-	-	XL	100
Two-Handed Sword	Dx+Melee	+1	-	8	6	-	-	-	XL	30
Whip	Dx+Melee	+1	-1	3	4	-	-	-	XL	3

* When parrying, armour value is 5 + victory points.

** Against one chosen target, who must not leave the sight for over three turns or bonus is lost.

*** Must first make a successful grapple (-6 goals unless target is unaware of the attacker), then roll garrote DMG + victory pts.

Energy Melee Weapons

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Shocker *	-	-	-	+3d	-	-	-	-	-	+30
Frap Stick**	Dx+Melee	-1	-	6/3	5	-	-	-	L	15

* Electrified Melee weapon; use weapons traits

** Second damage listed is if stick is used as a club.

Artifact Melee Weapons

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Wireblade*	Dx+Melee	-	-	8	2	-	-	-	L	10,000+ (10)
Flux Sword**	Dx+Melee	-	+1	7	3	-	-	-	L	15,000+ (10)
Mist Sword**	Dx+Melee	-	+1	7	3	-	-	-	L	30,000+ (10)

* Ignores physical armour (not energy shields)

** Flux & Mist swords can leak through energy shields. Roll damage normally, but those dice that roll 1 or ignore shields

Thrown Weapons

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Dart	Dx+Throwing	-	-	2	2	5/10	-	2**	XS	2
Knife	Dx+Throwing	-	-	3	3	5/10	-	2**	S	2
Rock	Dx+Vigor***	-	-	1-2	1-3	5/10	-	2**	XS-L	NA
Slingshot	Dx+Shoot	-	-1	3	2	5/10	-	2	S	crest (1/4 crest 10 shots)
Star	Dx+Throwing	-	-	2	2	5/10	-	2**	XS	2

* A character may add his strength damage bonus

** The rate assumes a character is holding extra weapons in his off-hand and is quickly drawn from his stack with his throwing hand (loading does not require an extra action). A character can hold in his hand and throw more than one star or dart in the same action; maximum of three stars each. For extra star/dart thrown in the same action, subtract 1 from the goal roll, it takes an entire action to "load" multiple stars and darts into one hand.

*** If throwing skill is used instead of vigor, add one to the goal roll.

Bows and Crossbows

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Hunting Bow	Dx+Archery	-	-	4	4*	20/30	-	3	M	5 (1 wing/arrow)
Long Bow	Dx+Archery	-	-	6	6*	40/60	-	2	L	10 (1 wing/arrow)
Target Bow	Dx+Archery	-	-	3	3*	30/40	-	2	M	7 (1 wing/arrow)
Hand Crossbow **	Dx+Shoot	-	-	3	2(3)	10/20	-	1	S	7 (3 wings/bolt)
Med Crossbow **	Dx+Shoot	-	-	6	3(6)	20/30	-	1	M	10 (1 crest/bolt)
Hvy Crossbow **	Dx+Shoot	-	-	8	3(8)	20/30	-	1	L	15 (1 crest/bolt)

* -1 goal for every level of Strength required above the characters own.

** Number in the parentheses is the strength required to recock the bow. It takes two actions to reload the crossbow if the character does not have the required strength to draw the bow, it takes an entire turn to reload the bow - unless the bow has a crank or tool to aid him.

Slug Guns

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Assault Rifle (10mm)	Dx+Shoot	-	-	7	-	40/60	30	3(A)	XL	500 (2 firebirds/slugs)

Decados Groin Gun (.32)	Dx+Shoot	-	-1	3	-	5/10	4	2	XS	200 (3 clips/firebird)
Derringer (.32)	Dx+Shoot	-	-1	3	-	5/10	4	2	XS	50 (5 slugs/firebird)
Drexler Gatling Shotgun	Dx+Shoot	-	-	8	-	20/30	12	2(A)	L	500 (3 clips/firebird)
Hvy Autofeed (.47)	Dx+Shoot	-	-	6	-	30/40	8	3	M	300 (1 slug/firebird)
Hvy Revolver (.47)	Dx+Shoot	-	-	6	-	30/40	6	3	M	250 (1 slug/firebird)
Imperial Rifle (.40)	Dx+Shoot	-	-	6	-	40/60	10	2	XL	200 (3 slugs/firebird)
Lt Autofeed (.32)	Dx+Shoot	-	-	4	-	10/20	13	3	S	150 (5 slugs/firebird)
Lt Revolver (.32)	Dx+Shoot	-	-	4	-	10/20	6	3	S	100 (5 slugs/firebird)
Med Autofeed (.40)	Dx+Shoot	-	-	5	-	20/30	10	3	S	250 (3 slugs/firebird)
Med Revolver (.40)	Dx+Shoot	-	-	5	-	20/30	6	3	S	200 (3 slugs/firebird)
Mitchau Quarry Gun (.40)	Dx+Shoot	-	+2	5	-	30/40	6	2	M	50 (3 clips/firebird)
Shotgun - Shot	Dx+Shoot	-	-	8*	-	20/30	7	2	L	300 (2 loads/firebird)
Shotgun - Slug (.47)	Dx+Shoot	-	-	7	-	30/40	7	2	L	300 (1 slug/firebird)
SMG (.40)	Dx+Shoot	-	-	5	-	30/40	20	3(A)	L	350 (3 slugs/firebird)
Sniper Rifle (13mm)	Dx+Shoot	-	-	8	-	50/70	5	2	XL	700 (3 firebirds/slugs)

(A) = Gun as capable of autofire, * -1 DMG per 5 metres from the target.

Bullets

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Sunder Slugs	-	-	-	+1	Halfs targets	Armour				+5 firebirds/bullet
Vorox Claws	-	-	-	+2						+2 firebirds/bullet
Blast Capsules	-	-	-	+3	Leaks through energy shields					+6 firebirds/bullet

Flechette Guns

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Splinter Pistol	Dx+Shoot	-	+1	4	-	10/20	7(A)	3	M	300 (1wing/shot)
Splinter Rifle	Dx+Shoot	-	+2	5	-	20/30	13(A)	2	L	500 (1wing/shot)
- Thorn Ammunition	-	-	-1	+1	-	-	-	-	-	2 firebirds/shot
- Fang Ammunition	-	-	-	+2	-	-	-	-	-	7 firebirds/shot

Energy Guns

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Assault Laser	Dx+Shoot	-	+1	8	-	20/30	20	2	XL	700 (10/cel)
Blaster Pistol*	Dx+Shoot	-	-	7	-	10/20	10	1	S	700 (10/cel)
Blaster Rifle*	Dx+Shoot	-	-	9	-	20/30	15	1	XL	1000 (10/cel)
Blaster Shotgun*	Dx+Shoot	-	+2	9	-	10/20	8	1	L	1200 (10/cel)
Cluster Gun	Dx+Shoot	-	-2	6	-	10/20	5	1	XL	500 (10-20/shot)
Erupter Blaster Pistol*	Dx+Shoot	-	-	7	-	10/20	9(A)	1	M	1000 (10/cel)
Flamegun***	Dx+Shoot	-	+2	5/3	-	10/20	10	1	L	150 (5/canister)
Jet Pistol	Dx+Shoot	-	-2	6	-	10/20	2	1	M	300 (10-20/shot)
Laser Pistol	Dx+Shoot	-	+1	5	-	10/20	15	2	S	300 (10/cel)
Laser Rifle	Dx+Shoot	-	+1	7	-	30/40	23	2	XL	500 (10/cel)
Neural Disrupter****	Dx+Shoot	-	-3	5	-	10/20	6	1	S	3000 (10/cel)
Palm Laser	Dx+Shoot	-	-	3	-	5/10	7	2	XS	200 (10/cel)
Screecher (Sonic)**	Dx+Shoot	-	+1	5	-	10/20	15	1	S	300 (10/cel)
Stunner****	Dx+Shoot	-	+1	4(S)	-	10/20	15	2	S	300 (10/cel)

* Blasters can leak through shields. Damage dice which roll 1 or 2 ignore shields. Blaster shotgun: -1 damage per 5 metres from the target.

** Halve damage for targets with hearing protection (characters with their hands over their ears get this benefit).

*** Flameguns can deliver heat damage which ignores all armour. Roll damage normally, but those dice which roll 1 ignore armour (including shields). The second amount listed is the continuous damage due to the burning Ka plant oil sprayed over the target. Roll this damage (do not add victory dice) each turn after the first. If no damage is rolled any turn the flames go out.

**** If a target takes ANY damage from a stunner, roll Endurance+Vigor. If the roll fails, target is stunned for the turn (loosing any actions not taken) and the next. If the roll is a critical failure, target falls unconscious. If the damage taken is greater than the target's endurance, roll as above, but failure means the target is knocked unconscious. Stunner damage heals completely after one span; mark it with an "S" on the character sheet.

***** If damage exceeds target's endurance (or Psi whichever is higher), he is unconscious. Armour does not protect against this damage (except Psi Cloaks). Psychics may roll Psi+Stoic-Mind vs. the attackers successes.

Heavy Weapons

Weapon	Roll	Init	Goal	DMG	STR	RNG	Shots	Rate	SIZ	Cost
Lt Machinegun (10mm)	Dx+Shoot	-	-	7	-	50/70	50	3(A)	XL	750 (2firebirds/slug)
Grenade Launcher	Dx+Shoot	-	+1	V*	-	15/25	1	1	L	500 (65/grenade)
Rocketeer	Dx+Shoot	-	-2	9	-	20/30	5	1	XL	400 (25/grenade)
Missile Launcher	Dx+Shoot	-	+1	V**	-	75/100	1	1	XL	800 (100/missile)

* The damage varies based on what sort of grenade used

** The damage these missiles do varies based on what kind they are. High explosive missiles do 18 dice damage in the same way as a grenade. Armour piercing shapes only do 13 dice damage, and only effect one target, but armour only gets half of its protection dice.

Armour Chart

Armour	Defence	Str	Dex	Vigor	Cost
Padded Clothing (e)	1	-	-	-	1 wing
Heavy Cloth (e)	2	-	-	-	1 crest
Polymer Knit (e)	2 (6 vs. slugs)	-	-	-	200 firebirds
Spacesuit	3	-	-	-	100

Leather Jerkin	4	-	-	-	5
Synthsilk (e)	4	-	-	-	300
Studded Leather	5	-	-	-	8 (15 for plastic studs)
Half Plate	6	-	-1	-	30
- Plastic	6	-	-	-	60
Scale Mail	7	-	-1	-1	13
- Plastic	7	-	-1	-	20
Stiffsynth	7	-	-1	-	500
Chain Mail	8	-	-1	-2	20
- Plastic Mesh	8	-	-1	-	50
- Armour Mesh Spacesuit	8	-	-1	-	500
Plate	10	-	-2	-2	40
- Plastic	10	-	-1	-1	80
Ceramsteel	14	-	-5*	-5*	1000
- Adept Robes**	14	+2	+1	-	NA
Flame Retardant	+3 vs. fire only	-	-	-	+50
Frictionless Gel***	+6	-	-2	-	500
Psi Cloak	10d	-	-	-	3000

(e) = armour can be worn with an energy shield

* Penalties do not apply if suit is powered

** If not powered, use ceramsteel penalties

*** can be worn over any type of armour; modifiers are cumulative. Defence is halved against energy weapons.

Shields

<i>Shield</i>	<i>Roll</i>	<i>Defense</i>	<i>DMG*</i>	<i>SIZ</i>	<i>Cost</i>
Buckler	Dx+Melee	4	3	M	7 (12 for plastic)
Large Shield	Dx+Melee	8	6	L-XL	15 (20 for plastic)
Bullet-proofing	-	+4 vs. slugs	-	-	x2 normal cost
Razor-edge	-	-	+3	-	+15 firebirds

* When shield is used for attack (ramming into a target); see shield actions

Energy Shields

<i>Shield</i>	<i>Protection</i>	<i>Hits</i>	<i>Cost</i>
Standard	5/10	10	500
Dueling*	5/10	15	700+
Assault**	5/15	20	3000
Battle***	5/20	30	5000

* Concealable

** Very Rare. Can be worn with leather, plastic or most metal armours (except plate) since its field has a wider radius.

*** Extremely Rare. Can be worn with metal plate or ceramsteel armour since its field has a wider radius.

Bedlam						
Power	Lvl	Roll	Rng	Time	Wyrd	Effect
Prana	*	In+Focus	-	Temp	1	If successful, add Prana level (1-10) to martial and melee attack damage
Forced Entry	2	Dx+Observe	-	Temp	1	If successful, remove vp's from opponants armour to resist martial and melee attack damage
Confusion	3	Ego+Empathy	T	Instant	1	Requires two actions, one to touch and one to confuse. If successful target will miss their next action, or actions
Whirling Dervish	4	Pa+Focus	-	Temp	1	If successful, the psychic suffers no modifier for taking two actions and only -4 for taking three actions
External Vibrations	5	In+Vigor	T	Instant	1	The psychic can use this to destroy any inorganic material like armour or vehicle chassis. If successful, and more damage is rolled from a martial or melee attack than the item has Armour/Soak dice, it is destroyed
Inner Vibrations	5	In+Vigor	-	Temp	1	If successful, martial and melee attack damage leaks through energy shields like a blaster
Blur	6	Pa+Dodge	-	Temp	1	If successful, Reduce opponents Perception and Attack rolls by the number of vp's gained
Prana Burst	7	Pa+Vigor	-	Instant	1	The character acts like a 12-dice hand grenade, with the character as the centre of the explosion. The character takes no damage from it, but everyone else is effected normally. The radius is five meters (+2 per wyrd point spent).
Resonate	7	Ego+Impress	-	Instant	1	This allows the character to use Confusion on everyone within an enclosed area, like a tank. If the character hits the structure, everyone within it loses their next turn. If the character is inside whatever structure he hits, then it effects him as well. This should not work on much more than a 10x10 foot area.
Nerve Burn	8	Ego+Remedy	T	Temp	1	Requires two actions, as with Confusion. If successful target temporarily loses vp points from their physical stats
Stupefy	9	Ego+Empathy	T	Instant	2	Requires two actions, as with Confusion. If successful, target permanently loses vp points from their Wits stat Victims may resist with an Ego or Faith + StoicMind roll (psychics or theurges may substitute their Psi/ Theurgy if they wish)

Cloaking						
Power	Lvl	Roll	Rng	Time	Wyrd	Effect
ShadowDance	1/2	Wi+Sneak	-	Temp	1	This power gives the psychic an intuitive and reflexive ability to keep just beyond the limits of humoid perception, by slinking behind sight-obstructing objects and through shadows, instinctively utilizing blind spots, peripheral vision and subliminal distractions. The psychic gets a -2 penalty against cameras and cybernetic eyes. At level 2 this power can be used against multiple targets for a prolonged duration.
StoneWall	3/4	In+StoicMind	-	Temp	1	At this level the psychic can block any basic occult sensing power like SubtleSight, MindSight or the Theurgic 'Rending the Veil of Unreason' preventing targeted observations from reading the state of her body, mind or soul. At level 4 this power can be used against multiple observing targets for a prolonged duration.
Veiled Face	5/6	Ego+(Impress or Knavery)	-	Temp	1	With this power, the psychic can project false auras and thoughts that targeted observers with SubtleSight or MindSight will read as true reflections of his psyche. At level 6 this power can be used against multiple observing targets for a prolonged duration.
IronBrow	7/8	Ego+StoicMind	-	Temp	1	At this level the psychic can resist telepathic commands, psychic attacks, theurgic rites designed to force certain actions and most other types of occult mind control and domination. At level 8 this power can be used against multiple attacking targets for a prolonged duration.
Invisibility	9	In+Sneak	-	Prolonged	1	This power is true invisibility, letting light and almost all other forms of electromagnetic radiation, as well as psionic energies, pass through the body without any telltale distortion. At this level the psychic receives no penalty against cameras and mechanical eyes.

Soma																																									
Power	Lvl	Roll	Rng	Time	Wyrd	Effect																																			
Toughening	1	In+Vigor	-	Prolonged	1	If successful, add (vp's +2) to Endurance. Note: this does not increase vitality																																			
Strengthening	2	Pa+Vigor	-	Prolonged	1	If successful, add (vp's +2) to Strength.																																			
Quickening	3	Ca+Vigor	-	Prolonged	1	If successful, add (vp's +2) to Dexterity.																																			
Hardening	4	In+StoicBody	-	Prolonged	1	This power actually hardens the skin to a steely consistency, providing an armour rating of (vp's +3) against physical attacks, and (vp's +1) against energy weapons.																																			
Sizing	5	Ex+Vigor	-	Prolonged	1	With Sizing, the psychic may physically become shorter or taller, broader or thinner. This does not affect physical stats The amount by which size may be changed is based on the psychics victory points for the activation roll.																																			
<table border="1"> <thead> <tr> <th>VP's</th> <th>Height Inc</th> <th>Height Dec</th> <th>Weight Inc</th> <th>Weight Dec</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>+10%</td> <td>-10%</td> <td>+20%</td> <td>-10%</td> </tr> <tr> <td>2</td> <td>+20%</td> <td>-20%</td> <td>+40%</td> <td>-20%</td> </tr> <tr> <td>3</td> <td>+30%</td> <td>-30%</td> <td>+60%</td> <td>-30%</td> </tr> <tr> <td>4</td> <td>+40%</td> <td>-40%</td> <td>+75%</td> <td>-40%</td> </tr> <tr> <td>5</td> <td>+45%</td> <td>-45%</td> <td>+90%</td> <td>-45%</td> </tr> <tr> <td>6</td> <td>+50%</td> <td>-50%</td> <td>+100%</td> <td>-50%</td> </tr> </tbody> </table>							VP's	Height Inc	Height Dec	Weight Inc	Weight Dec	1	+10%	-10%	+20%	-10%	2	+20%	-20%	+40%	-20%	3	+30%	-30%	+60%	-30%	4	+40%	-40%	+75%	-40%	5	+45%	-45%	+90%	-45%	6	+50%	-50%	+100%	-50%
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5	+45%	-45%	+90%	-45%																																					
6	+50%	-50%	+100%	-50%																																					
Masking	6	Ex+Charm	-	Prolonged	1	At this level, the psychic may physically change her facial features (bone structure, eye colour, skin colour and texture, hair length and colour). One feature may be changed with each victory point. With a complementary rolls in Disguise and Acting the psychic can mimic others.																																			
Recovering	7	In+Remedy	-	Instant	1	If successful, the psychic can regenerate one Vitality level per victory point.																																			
Slowing	8	Ca+Focus	-	Prolonged	1	At this level, the psychic can slow down his bodily operations to an almost undetectable rate, feigning death and reducing the need for oxygen. The duration of this power can be increased at a cost of 1 Wyrd per additional span.																																			
Closing	9	In+Vigor	-	Prolonged	1	Closing renders the psychic immune to adverse environmental effects, such as airborne drugs and toxins, conventional diseases, extreme weather, etc. Closing does not render one immune to heat and cold in excess freezing or boiling temperatures, corrosive atmosphere, explosive decompression or Symbiot invasion.																																			

Turning

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
Psi Sense	1	Pe+Focus	Snse	Prolonged	1	The first step on this path involves a heightened sensitivity to the ambient Wyrd energy currents that surround us all the time. The psychic learns to "feel" nearby occult activity, even when not actually observing it with some type of wyrd vision, and can automatically know when it is directed or aimed at her. The vp's of this roll can be added to initiative for occult actions
Diffusion	2	Wi+Focus	LOS	Instant	1	This power teaches the basics of disrupting the flow of wyrd energy and dissipating it into an ineffectual wide scattering. The victory points for activating this power becomes a negative penalty on the opposing psychics (or theurges) roll.
Absorption	3	In+Focus	Snse	Prolonged	0	The character can absorb the occult energy of an attack, channelling it to her own Wyrd reserve. This does not necessarily halt the attack; for this the character must either resist the power or rite or use another level of Turning to diffuse or redirect it. If any attack is successful or redirected, she gains on Wyrd point, unless she is at her full rating, in which case she can channel the Wyrd into a Tabernacle or other Wyrd storage device (if she has one on her). This power costs no wyrd to activate, but requires five minutes of silent mediation; it lasts for one span.
All-Seeing Eyes	4	In+Observe	LOS	Instant	1	The character can examine the patterns which occult energy leaves on others. While this will not give the kind of detail Wyrd Sight or Secondsight does, it will allow the character to "read" the patterns left upon another to determine whether or not he is a psychic, theurge or other type of occult user (and what his stigma is). With three victory points, the character can know which paths or theurgic schools the target practices. Four victory points provides an idea how powerful the target is (her rating in psi or theurgy). Five victory points reveals if the targets Urge or Hubris is awakened, and six shows the Dark Side level.
Refraction	5	Wi+StoicMind	LOS	Instant	1	This power causes incoming occult energy to "Bounce" off the psychic, retaining its coherence so that its psionic effect (perception, attack or command) strikes an unintended target randomly chosen by the gamesmaster.
Reflection	6	Ego+Focus	Snse	Temp	1	At this level the psychic can return the effect of any occult power back upon the point of origin. This has been known to drive some telepaths mad, trapped in a strange loop of reading their own minds.
Wyrd Harvest	7	In+Charm	T	Instant	1	The character can tap into another's occult energy, adding it to his own reserves. The target must be willing. The character can take up to one Wyrd point per victory point gained on the roll, but only as much as the target allows. Wyrd Tabernacles can also be transferred this way (owner willing).
Redirection	8	Ego+Focus	Snse	Prolonged	1	The psychic can redirect the effects of any psychic action taken around him, sending FarHand manoeuvres spinning, returning attacks to attackers, making telepaths read the wrong minds, or just hogging all the Amalthean's healing rite for himself.
Dark Harvest	9	Ego+Impress	T	Instant	1	The character can tap into another's occult energy without that person's consent. The character can take up to one Wyrd point per VP gained on the roll. The target may resist using normal psychic defences. Wyrd from Tabernacles can also be transferred this way. This is a highly unethical power, regardless of how needy the character may be (even if he uses wyrd to save the universe). If used successfully, the character's Dark Twin may awaken or be strengthened: roll Ego+StoicMind to prevent this.

FarHand

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
Lifting Hand	1	Ex+Focus	LOS	Temp	1	The Psychic generates a single directional force, (25kg x Wits) +10kg /additional wyrd spent, at a speed of 1m/ turn
Throwing Hand	2	Pas+Focus	LOS	Temp	1	The psychic can utilise two directional forces (ie. Lift and Propel forwards an object in an attack), speed is enough to cause harm and damage is calculated appropriate to the object thrown. Weight is (10kg x Wits) +5kg per additional wyrd spent. When aiming at a moving target the psychic rolls Passion+Throwing. Effective Range is usually only 10m in this case
Crushing Hand	3	Ex+Fight	LOS	Temp	1	The Psychic uses a number of multiple directional forces, all centred on one point. Holding or Crushing an object. To hold something use the grapple rules, with this powers roll. To punch/ crush a target use the same roll and a damage of 3 plus vp's. Wyrd points only have to be spent when the power is activated, not for every punch or grapple.
Duelling Hand	4	Ex+(Melee or Shoot)	LOS	Temp	1	The psychic uses complex manipulations of forces which allow the use of mechanical objects, firearms or even melee weapons. If successful the weapon lifts into the air, after that the same roll is used to use the weapon for the rest of the duration.
Far Arms	5	Ex+Focus	LOS	Temp	1	The psychic can use any of the previous powers in combination, on Wits objects or Wits number of powers on one object
Far Wall	6	Ex+Stoic Mind	LOS	Temp	1	A barrier is created, to the shape and size of the psychics choosing (10m ² as a base before wyrd). Friends can pass easily, enemies can be halted. The barrier has 10d +vp's armour rating for everyone behind it, and for breaching it. Damage of less than the psychics urge will pass through the barrier to harm those on the far side.
Air Stride	7	Int+Focus	-	Temp	1	The psychic can control directional forces enough to fly at 10m (+5m per vp) per turn, for a duration of 10 turns per vp spent
Demolishing Hand	8	Pas+Focus	LOS	Instant	1	The psychic can compress directional energy at a single point. When it releases it is like an explosion. This explosion is very precise and can be placed so that it ignores energy shields. The damage is Wits + VP's and is stun. If the target is harmed after figuring armour, he must roll Endurance+Vigor. If failed he is stunned for two turns; If critically failed he falls unconscious, Or If the target takes more damage than his Endurance, If failed the target is knocked unconscious. (All stun heals after 1 span)
Air Dance	9	Ex+Focus	LOS	Temp	1	The psychic can use AirStride upon a number of people equal to his Wits rating and, for one additional wyrd send them in VP separate directions. By default though they all will travel in the same direction. Targets may resist with a Dex+ Dodge roll

Psyche

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
Intuit	1	Ex+Empathy	LOS	Temp	1	The psychic reads the most prominent emotion or emotions from the target.
Emote	2	Pa+Charm	LOS	Instant	1	The psychic can project their own most prominent emotion or emotions to a target (or any emotion they choose with a roll on Passion+Knavery). The target simply senses the emotion, and who's emotion it is. Though he may not know how he senses it.
Mind Sight	3/5	Ex+Observe	LOS	Temp	1	MindSight allows the psychic to read another's surface thoughts. Note that surface thoughts are only what is occupying the target's attention at the moment, and rarely involve long-term plans, habitual behavior or detailed recollections. Language barriers can get in the way, as can differences in psychology especially with alien races. A level 5 version of this power, MindSearch, allows the psychic to delve deeper, into the target's deepest thoughts and memories. The number of victory points should act as a guideline as to how deep or private are memories which can be read.
Mind Speech	4	Ex+Charm	LOS	Temp	1	The psychic can project her thoughts into another's mind. It is possible to hide the source of these thoughts, but the target may become aware that something is happening if a thought seems too outlandish to him. Language can be a problem
Heart's Command	5	Ex+Impress	LOS	Temp	1	The psychic can alter a targets's emotions. Language is not a factor here, but differences in alien psychology could pose a problem, eg. Once a psychic tried to befriend a feral vorox, and accidentally triggered its violent mating behaviour
Head Shackle	6	Ex+(Charm or Impress)	LOS	Temp	1	The psychic can issue a single simple command or instruction, which the target is forced to obey to their best ability. This power requires continued concentration, at least one action per turn. Language can be a problem
Brain Blast	7	Pa+Impress	LOS	Prolonged	1	The psychic overloads all of the targets pain receptor sites in the brain, effectively "wounding" him without inflicting any physical injury. For each victory point on the psychics roll, the target suffers a -1 wound penalty as if actually wounded (the vitality rating itself is not affected); This intense pain lasts the duration of the span.

Sympaticus	8	Ex+Empathy	Snse	Prolonged	1	The psychic can easily communicate with, or feel the emotions of, bonded targets, allowing the formation of a telepathic network among the non-psychic characters (all information must flow through the psychic using this power, i.e. non-psychic targets may not communicate directly, except through normal channels). -4 penalty to control or dupe members
Puppetry	9	Ego+Empathy	T	Prolonged	1	The psychic can possess a target. The psychics own body must remain inactive during the possession, though actions can be taken with an additional expenditure of WYRD points (one per action).

Sixth Sense

Power	Lvl	Roll	Rng	Time	WYRD	Effect
Sensitivity	1	Pe+Observe	Snse	Prolonged	1	Improves the physical senses, giving a +3 bonus to all perception tests.
Darksense	2	Wi+Observe	Snse	Prolonged	1	Allows the character to ignore any penalties due to darkness or blindness. Darksense manifests in a variety of ways, including sonar like acuity of hearing, tactile hypersensitivity to ground vibrations or minute air currents, or using a character's own bio-magnetic fields as kind or radar. Printed words or pictures may not be seen with this power.
Subtle Sight	3	Ex+Observe	LOS	Temp	1	The character can perceive the psychic auras of others. Auras can reveal general emotions and states of mind, whether someone is human or alien, and if he/she has psychic powers. Auras cannot reveal specific thoughts, although a very successful roll can supply quite a lot useful information about the target; colours correspond to emotions, movement of auras indicate general state of mind, and shapes within the aura can show what type of thoughts the target is thinking.
Premonition	4	Ex+Observe	Snse	Temp	1	The psychic can sense danger before it harms her. She must deliberately sense for this; it does not work automatically. Premonition will only warn the psychic that danger exists, not tell her exactly what is about to happen; the direction it will come from (when applicable) when three or more victory points have been rolled. Note that this power will only indicate immediate peril, such as a weapon aimed at the psychic, a critically overheated star-drive core, or a land mine the character is about to step on. Premonition does not reveal the existence of traitors, conspirators, or assassins who are merely stalking the character but who are not yet poised to strike. When this power is active, the psychic adds +2 to her initiative rating.
Clairvoyance	5	Ex+Observe	Dist	Prolonged	1	Known to non-phavian members as Farsight, this allows the psychic to see a distant place. The goal is modified by familiarity Easy (+4) - The psychics own home. Natural (+2) - The psychics home town or neighbourhood etc Standard - A place where the psychic is familiar. Hard (-2) - An unfamiliar place that the psychic knows about. Demanding (-4) - An unknown place. Tough (-6) - A completely Unknown Place.
Clairaudience	6	Ex+Observe	Dist	Prolonged	1	Known to non-phavian members as Farsound, this allows the psychic to hear at a distant place. The same modifiers from Far Sight apply. (The Ur-Ukar supposedly have an additional power at this level: FarTouch).
Shared Sense	7	Ex+Empathy	Dist	Prolonged	1	This power opens a direct sensory conduit from a bonded target to the psychic, who can see what the target sees, hear what he hears, and so on. Shared Sense allows the psychic to use her powers from a bonded target's perspective, treating the targets touch, sight and sensory ranges as her own. In other words, she can sense danger to the target with Premonitions, see from the targets eyes with Subtle Sight, etc.
WYRD Sight	8	In+Observe	LOS	Temp	1	The psychic can perceive normally invisible occult activity, such as theurgy rites, psychic powers, occult artefacts, etc. This can be considered an extremely refined form of Subtle Sight, revealing things which do not register at the lower level. For instance, the aura of a psychic shows a brilliant scintillating white light on the forehead; a beam extending from this light to another person can indicate a telepathic connection or Shared Sense. Most theurgic activity appears to be enveloped in a large unflickering candle-flame the top point of which stretches up to infinity. WYRDSight does not automatically confer the aura-reading ability of SubtleSight; each power operates within a different range of astral spectrum. The gamesmaster is urged to be creative when describing what a psychic sees with WYRDSight, keep in mind the individual auras are not being read, but rather all the broad occult forces at work in a given scene.
Senses Shock	9	Ex+Impress	T	Instant	1	With SenseShock the psychic can break down his target's natural adjustment of the intensity of sensory input, overloading the targets senses: mild light becomes blinding, whispers are screams, a massage becomes a pummelling, and so on. If activation is successful, the target is stunned and incapacitated for one turn per victory point on the activation roll (perhaps more if she is subjected to bright lights, loud sounds, a pummelling, etc). If the target was a psychic using SixthSense power, she could roll Introvert+StoicMind to resist being stunned.

Sympathy

Power	Lvl	Roll	Rng	Time	WYRD	Effect
Bonding	3	Ex+Empathy	T	Perpetual	Var	Creates a psychic bond with a willing person(s). A willing person may have been duped or forced into the bond. It costs equal to the persons Ego or Faith (highest) to bond. The bond then spends a full span in meditation with the subject(s) present. When using powers against Bonded targets, the WYRD cost for expanding the range, duration or choosing multiple targets is 1 less, making it easier for the psychic to affect those bonded to him at range or more than one of them at once. In addition, the psychic suffers no goal roll penalties for extending his range or number of targets. A psychic bond can last for years, but it will slowly wear away if not reinforced through use.
Sanctum	4	Ca+Focus	LOS	Perpetual	3	The psychic may attune himself to a particular place so that his powers may be used easier in connection with that place. While the place may be anywhere (it does not have to be planet bound - it could be a stateroom on a spaceship, a cave on an

asteroid, etc), it can only be a spot 10 metres in diameter. When within that spot, the psychic gains a +3 goal roll bonus to activate any of his psychic powers. The psychic must meditate within that place for a full span before creating a Sanctum Bond. If the psychic also has the FarSight power, he automatically alerted when someone enters his sanctum, as long as he is within the same solar system.

Totem 5 Wi+(Skill) T Perpetual Var The character can create a bond with an item, allowing him to use his powers easier in association with that item. Wyrd cost are one less, and all tasks are considered Natural(+2) - although this does not allow him to more easily use the item itself; a think machine may be just as baffling before a TotemBond as after. IN addition, the character gains such an affinity with the item that he always knows where it is anywhere within his sensory range. This does not confer any form of FarSight, it is simply a sense of the item's location. Wyrd points may be spent to extend the range for one span; this can only be done a number of times per week equal to the psychic's perception rating. Also, he knows whenever the item is damaged (as long as it within his affinity range).

The skill used to activated the bond depends on the skill rolled to use the item: Melee for Sword, Vigor for a pair of boots, Observe for a book, etc. The size of the item determines the Wyrd cost to bond it:

Size, XS	1 Wyrd	Size, L	4 Wyrd	Size, G	7 Wyrd	Size M	10 Wyrd
Size, S	2 Wyrd	Size, XL	5 Wyrd	Size, I	8 Wyrd		
Size, M	3 Wyrd	Size, H	6 Wyrd	Size, GA	9 Wyrd		

The psychic must meditate while touching the object for a full span before activating the Totem Bond.

Coven Brand 6 Ego+Impress T Perpetual Var A particular psychic is declared anathema, and has a sort of anti-bond placed upon him whereby it is harder for him to use his own powers against the psychic. This is usually performed by members of a psychic coven upon an outcast from their coven to prevent him from easily working against them at a later date. This is mainly used by the Favviana rather than the Invisible Path, who punish most extreme transgressions against them with dead instead of exile. It is only effective between the user of this power and the recipient.

This is cast just like bonding (level 3, above) except that the recipient must accept the brand. When a branded psychic uses powers against the psychic(s) who branded him, the Wyrd cost for any of his powers is increased by one. In addition, the psychic suffers a -2 goal roll penalty on all activation rolls against him.

Mojo Bond 7 Ex+Impress LOS Temp 1 The psychic can form a bond with another person over a distance and against his will. To do so he must have a sympathetic focus, an item that bears that bears the targets psychic resonance, such as a well-worn item of his clothing, a lock of hair, fingernail clippings, etc. These items must have a relatively fresh connection to the target, having been on him within the past month.

The psychic does not need to meditate or spend more than 1 Wyrd point, but the duration of the Mojo Bind may not be extended - he has 10 turns in which to gain his advantage. Once successfully used, this power may not be re-used on the same target for the rest of the span, and a fresh sympathetic focus must be used.

Mojo Bond confers the same Wyrd cost bonus and goal modifiers as the level 3 Bond.

Sever Bond 8 Ego+Impress T - 2 The psychic can sever any type of bond between two psychics (including a Mojo Bond or Coven Bond, below). The severing is permanent, although new bonds may be formed again using the same powers. Wyrd points may be spent to increase the targets if more than two people share the bond.

Coven Bond 9 Ex+Empathy LOS Temp Var Two or more psychics who share a bond (level 3) can merge their psyches into greater sympathy, allowing them to place Wyrd points into a collective pool from which any of them can draw upon at will for the duration of the span. The amount of Wyrd spent at activation by each of the participants is the amount of the collective Wyrd pool; a psychic's Psi rating is the maximum amount of Wyrd he may contribute. This pool exists for only one span, after which it disappears; the participants do not get any unspent Wyrd points back. While only one of the participants activates this power the other may make complementary rolls to aid her and all may contribute wyrd. This power is often used by covens performing group powers. Note that this power is not confined to psychics alone; a theurge who shares a psychic bond may also contribute and draw Wyrd.

Visioning

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
False Glimpse	1	Wi+Impress	Snse	Instant	1	At this level the psychic can create a brief illusion lasting one combat turn and affecting one sense only. For instance, she can generate an image of a gun in her hand, but if she "fires" it there will be no noise, and if she holds it in plane view too long, everyone will see that it is just a bit of plastic tubing. The illusion cannot be large, elaborate or detailed, and will not withstand close scrutiny; common effects are flashing then concealing a weapon, a face in a crowd, inserting a phrase into a conversation, or giving all in the room a whiff of smoke or lethal gas. The psychic gains a +1 to activate if a prop (like a toy gun) can be used, and a complementary Sleight of Hand or Knavery roll may enhance the effect at the gamesmasters discretion.
False Sight	2	Ex+Impress	Snse	Temp	1	This power is basically the same as False Glimpse, but may be maintained for up to 10 turns. This can be a liability, as targets have a better chance of spotting discrepancies.
Lying Sense	3	Ex+Focus	Snse	Temp	1	At this level , two illusions affecting different senses may be combined, so that a false gun will resound loudly if fired, or a smoking flamewgun will reek of burning Ka-Oil.
False Object	4	Wi+Focus	Snse	Prolonged	1	With this power a single realistically detailed object of up to humanoid size can be generated that will seem to have weight and solidity to the target(s). A false Object can be handled and manipulated by the target(s), but will not affect the physical world at large. (I.e. A false gun will never hit anything when fired, a False cudgel will pass though the skull it was swung at, and false wood will not burn). Objects with may moving parts and complex behaviours, like squawkers, think machines, golems and animals or people, cannot be created with this power.
False Scenery	5	Wi+Arts	Snse	Prolonged	1	This power enables the psychic to change a major aspect of the targets environment, like turning day into night, rearranging views and landmarks in order to disorient, Hiding things in plain sight and showing great spectacles happening in the distance. These illusory changes while affecting multiple senses and incorporating movement, are essentially inactive and stationary, in that the will not affect or be affected by the target(s).

False Creature	6	Ex+Performance	Snse	Prolonged	1	At this level a complex animate object such as a think machine, golem, animal or person may be created and controlled by the psychic. The psychic must be very familiar with the thing or person imitated for the illusion to be convincing. A False Creature can only act as specifically directed by the psychic, and like FalseObject cannot directly affect the physical world.
False World	7	Wi+Arts	Snse	Prolonged	1	At this level the psychic can project a total hallucinatory environment to surround the target(s). All the previous powers may be combined to populate the illusory world with people and things that can interact with the target(s) directly and convincingly. The illusion can be so convincing that a hapless target can actually feel the pain from an unreal assault, and suffer any resulting wound penalties although no actual Vitality is lost.
Persistence of Visioning	8	Wi+Focus	Dist	Perpetual	1	With this power the psychic may extend the range and duration of any previous powers without additional cost. False Objects continue to "exist" long after their creator has left the room, and FalseCreatures may be "Programmed" with a limited range of simple responses and habitual behaviour.
Mass Hallucination	9	Ego+Focus	Dist	Perpetual	1	This is the most powerful level to which a Visioneer can aspire, because with this power her illusion are no longer limited to a specific number of declared targets, but are plainly visible to all within range. The illusion are now actual images appearing in the physical world, and be registered by cybernetic eyes, cameras and other recording equipment.

Favyana Path Powers

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
TrueSpeech	7	Ex+Impress	LOS	Temp	1	This power may only be used on a willing subject; it will have no effect on unwilling subjects. However, once connection has been established, the subject cannot decide then to resist. The subject may be asked a number of questions equal to her victory points scored; she may only give truthful answers, and it is impossible to lie. This power is usually used during initiatory or membership ceremonies, or before any rank is conveyed on the subject. Usual questions include "Where does your true loyalty lie? Are you a member of the Invisible Path? What do you really think of Psychics?" Anyone who refuses to undergo such questioning is distrusted and rarely rises in the coven. (Of course, there is little to prevent this powers abuse by the psychic using it: intimate questions not pertinent to membership or the trustworthiness of the individual may be asked by unscrupulous questioners).

Invisible Path Powers

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
True Naming	5	Ex+Impress	T	Perpetual	Var	This rare power, unknown outside the Invisible Path, is a special form of psychic Bonding. It acts like Bonding in every way except that ANY psychic who knows the targets true name may take advantage of a Bond with the target simply by stating that name in association with a power used against him. As with Bonding the target must be willing to accept his True Name (given by the user of this power) A True Name may be erased only by replacing it with another TrueName. It is rumoured that theurgy or extreme acts of penance can erase it. It is known that those few Invisible Path members who have sought the Church's mercy and become Penitents no longer answer to their TrueName (the bond has been erased).
Memory Wipe	8	Ex+Knavery	LOS	Perpetual	1	This advanced version of HeadShackle allows one specific command to be given: target's memory of a particular span may be hidden or blocked from consciousness. This may be cast multiple times to effectively erase a wide portion of the targets past. However, even though the effect is perpetual, strong stimulation may jog the targets memory, bringing the memories back For instance, a noble thought to forget all about an evening dinner party may suddenly remember it a month later when a guest mentions that evenings duel with a rival. The stimuli must be strong with emotional content (involving a passionate rival or beloved spouse) or repeat the forgotten span in some way (the noble finds himself in a duel again, under the same tree - his feeling of daja vu opens up into a full scale memory). The older the memory, the easier it is to wipe it. However, memories of events important in defining the targets identity (his knighthood, his ordination, etc) are harder to erase: at least three victory points are required. The gamesmaster should feel free to make some other events in a targets life easier or harder to wipe.

Omen

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
Shadows Gone By	6	Ca+Observe	LOS	Temp	1	Past resonance allows the psychic to see, hear and feel what has happened in the past around a particular object. For instance, a knife used in a killing can be "read" to get a vision of the murderer, as well as the room where it took place etc. Multiple items may not be selected. The psychic chooses the time period, but it can be accompanied with a request for a particular event. How far she can see into the past depends on her successes: one year per success or century-ies with a critical success. The psychic can see a past period of about 10 turns (30seconds), but she can see more if she extends the duration of this power to prolonged (A "scene" will play itself out for her; cost 1 Wyrd)
Shadows to Come	7	Ca+Observe	LOS	Temp	1	Future resonance allows the psychic to see, hear and feel what will happen in the future around a particular object, place or person (the room a person will be in, who will be with them etc). These are shadows of the future, not what WILL happen. Multiple items may not be selected. he psychic chooses the time period, but it can be accompanied with a request for a particular event. How far she can see into the future dependson her successes: one year oer success or centuries with a critical success. The psychic can see a future period of about 10 turns (30seconds), but she can

see more if she extends the duration of this power to prolonged (A "scene" will play itself out for her; cost 1 Wyrd)

Voice of the Past 8 Wi+Focus - Prolonged 1 The psychic can channel the personality of someone who is dead. As in the film *Rashomon*, these ghosts of the past can sometime be accepted as witnesses in certain murder trials. Ancient or alien personages may require a scholar on hand to overcome barriers posed by dead or unfamiliar languages. The ghost will speak through the psychic long enough to give her tail. The church claims that these are not departed people but figments of the psychics twisted mind or demons parading as dead loved ones, but most people in the known worlds believe in ghosts anyway.

Oracle 9 Ca+Focus - - 1 The psychic can foretell the future with accuracy - but cryptically. The psychic goes into a trance and says things which must then be interpreted (i.e. he speaks of events to come in metaphors, abstractions, or inconclusive sentence fragments). The gamesmaster is the "voice" for these omens, and he should use this power to reveal the possible future for the characters in his drama. For example, a psychic player character uses Oracle to try and ascertain whether one of the other player characters will be the heir to a Hawkwood barony on Leminkained. The gamemaster knows that there is a rival who has not yet revealed himself, and this is a perfect moment to introduce him. So the tremulous voice from the future declares "Two will climb the mountaun...but onlt one will reach the peak."

Sathra Path Powers

Power	Lvl	Roll	Rng	Time	Wyrd	Effect
Communion	1	Fa+Impress	LOS	Instant	1	A pilot can pass his experience of the Sathra Effect on to other people, whether they want it or not. He uses this power at the same time he activates the jump, and choose which people he wants to take Communion. The number of victory points on the Communion roll becomes the 'flocks' victory points on the Sathra roll. Note that the flock cannot have a better experience than the pilot, so the Faith+Impress roll cannot have more victory points than his own Calm+DriveSpaceCraft roll.
Trail	2	Pe+Drive	Sol	-	1	The psychic can sense to which star system the last spaceship through a jumpgate went.
Unlatch	3	Ex+Search	Sol	Instant	1	The Sathrist uses his connection with the void to reduce the reset time for jumpgates. Each victory point reduces the jumpgate reset time by one level. A critical success allows the Sathraist to open a jumpgate that has been purposefully closed. This power can only be used on a specific reset period once.
Latch	4	In+Focus	Sol	Instant	1	The character can shut down a jumpgate just as if a ship went through it. Her Intr+Focus roll take the place of the reset roll (though the roll still still fails if it exceeds the Sathraist's Introvert+Focus). Note that a jumpgate cannot be latched again until the reset time has passed.
Space Speech	5	Ex+Impress	Sol Sol	-	1	The psychic can send a one-word message though space to a single target. Each success on the Extrovert+Impress roll allows her to add either one word or one target to the message. The message cannot begin or end at a planet or celestial body with an appreciable gravitational pull, however.
Void Touched	6	Wi+Inquiry	Dist	Prolonged	1	The character can sense the space around his own ship as if it were her body. Among other effects, every victory point give the character +1 to the goal number of all DriveSpaceCaft rolls. Like SpaceSpeech, this pwer does not work on any celestial body with a gravitational pull, nor does it sense anything within spaceships.
Search the Void	7	Ca+Search	var	Temp	1	The characters mind reaches out into space, acting just like Neutrino sensors. The number of successes on a Ca+Observe roll equal the number of AU's he can sense. The character can extend the duration by another 10 turns if they spend an additional Wyrd point. Again, this power does not work in contact with any celestial body with an appreciable gravitational pull.
Void Mind	8	Ego+Focus	Sol	Temp	1	The character can project her mind into space. Her body stays in its physical location, but her senses penetrate the void. If she is on a planet, she feels that she is just outside of the atmosphere. If she is in space, then her mind picks up just outside of her craft. Her senses can travel at the speed of light, and she can use all of her senses except touch. Again, she cannot sense anything occurring on any celestial bodies. The character can extend the duration by another 10 turns with the expenditure of an additional Wyrd point.
Vast Mind	9	Ego+StoicMind	var	Temp	1	The psychic projects her mind though a jumpgate (the gate does not have to be active). Her body stays in its pysical location, but her senses "jump" across the void to a solar system on the other side. The number of victory points gained on the roll determines how many jumps the characters mind can make; three victory points allows her mind to upto three jumps away (although she must still follow the know jumproads). However each additional jump cost one additional wyrd point. Knowledge of jumproads helps here; the character can only project to systems she knows she can reach (if she is not aware of a jumproute from Pandemonium to Apschai, her mind cannot travel there). This power suffers the same general limitations as VoidMind. The character can extend the duration by another 10 turns with the expenditure of an additional Wyrd point.

Vis Craft

Power	Lvl	Roll	Rng	Time	Wyrd	Effect																						
Vis Eye	1	Pe+Focus	LOS	Temp	1	The psychic can sense the use of energy around him (a there's active energy shield, a laser sight trained of the psychic, a spy camera filming him) and discern the type of energy (electrical, fusion) and trace its source (although this may require a sustained roll is the source is well hidden). A level 3 version of this power is allows the psychic to sense and discern spiritual energies, such as Wyrd, Symbiot Lifeforce or even the strange energy used b Anunnaki tech.																						
Vis Drain	2/4	Pa+Tech-Volt	T	Temp	1	The psychic can drain or cut off the flow of power to or from various items, such as fusion cells or buildings power grid (this power is not transferred anywhere useful unless the character also uses the VisFlow power bellow). The amount of Wyrd points spent determines how much power can be drained from a source. The psychic can spend wyrd to increase the duration to prolonged. <table border="0"> <tr> <td>Wyrd</td> <td>Power (equivalents)</td> </tr> <tr> <td>1 (base)</td> <td>1 fusion cell.</td> </tr> <tr> <td>2</td> <td>10 fusion cells; enough energy to power a small room or skimmer.</td> </tr> <tr> <td>3</td> <td>Enough energy to power a building or flitter.</td> </tr> <tr> <td>4</td> <td>Enough energy to power a city block or agora-based fusion generator.</td> </tr> <tr> <td>5</td> <td>Small-class starship (explorer, escort, raider).</td> </tr> <tr> <td>6</td> <td>Mid-class starship (frigate, galliot, assault Lander, freighter).</td> </tr> <tr> <td>7</td> <td>Capital class starship (Cruiser, Dreadnought, Luxury liner).</td> </tr> <tr> <td>8</td> <td>Capital City.</td> </tr> <tr> <td>9</td> <td>Starbase.</td> </tr> <tr> <td>10</td> <td>Terraforming Engine; Symbiot World Egg.</td> </tr> </table>	Wyrd	Power (equivalents)	1 (base)	1 fusion cell.	2	10 fusion cells; enough energy to power a small room or skimmer.	3	Enough energy to power a building or flitter.	4	Enough energy to power a city block or agora-based fusion generator.	5	Small-class starship (explorer, escort, raider).	6	Mid-class starship (frigate, galliot, assault Lander, freighter).	7	Capital class starship (Cruiser, Dreadnought, Luxury liner).	8	Capital City.	9	Starbase.	10	Terraforming Engine; Symbiot World Egg.
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Note that the range of this power may not be increased. Instead a level 4 version must be bought; its range is sight, which

may be increased with Wyrd Expenditure as per the normal rules.

Vis Flow	3/5	Pa+Tech-Volt	T	Instant	1	<p>The psychic can channel incoming energy to charge fusion cells, flashlights or even starship engines. He must touch the item to be charged and the source of the energy (a sparking live wire, a fusion charging plug, a Symbiot giving its Lifeorce). Mild shocks will not harm the psychic while this power is active, but he is not immune to energy attacks or severe power surges. It is possible to use this power when being attacked by lasers, blasters or high levels of VisCraft, but regardless of success on channelling the energy, the psychic will suffer any damage normally. (If an energy shield is used to absorb the damage, it also absorbs the energy - the psychic cannot transfer this energy).</p> <p>Generally, the transfer is power to power: A blaster bolt will charge one use by a blaster on a fusion cell, but this may mean two uses by a laser. The gamesmaster should compare the different uses for fusion cells and total the charges allowed per weapon, and be conservative in allowing too many uses from this power.</p> <p>There is a level 4 version of this power which allows the psychic to transfer spiritual energies, such as wyrd, symbiot lifeorce and even soul Shards to his own wyrd. However, only energy directed at the psychic - such as through a psychic or theurgic power - may be transferred. The psychic is not a vampire - he cannot walk up to someone, grab him and transfer wyrd points. However if the psychic is the recipient of 'The Laying on of Hands' rite which heals two Vitality points, he could choose to channel these two points into his wyrd rather than his Vitality.</p> <p>Note that the range of this power may not be increased. Instead a level 5 version (VisFlux) must be bought; its range is sight, and may be increased with Wyrd expenditure as per the normal rules.</p>
Vis Shock	4	De+(Fight or Melee)	T	Instant	1	<p>The psychic can transform her own bioelectrical field into a high voltage discharge with a hand-to-hand or melee attack. This normally adds four dice to any damage roll. However a character can also attempt to slowly slip under shields and hit the target once his fist or weapon is past the shield (suffer -2 initiative, withhold victory dice and hope the damage does not exceed the shield's impact threshold). Once the blow contacts a surface, the psychic can release the charge (four dice, ignore energy shields but not other armour). The range of this power may not be increased.</p>
Vis Shield	5	En+StoicBody	-	10 hits	1	<p>The psychic may use his own bioelectrical energy to erect a personal energy shield around himself. This acts similar to a standard energy shield; it allows 10 hits per power activation and the protection rating is 5/10. In addition, the field fluctuates at need so the character can wear any form of armour he desires without compromising the field. Note that the field does not interfere with VisFlow power (above); attacks absorbed by this power can be transferred elsewhere.</p>
Vis Bolt	6	Dx+Shoot	LOS	Instant	1	<p>The psychic can project energy at a target from a distance. The damage is equal to Endurance+ victory dice, plus one for every wyrd point spent. (max=psi rating). In addition, this damage can bleed through energy shields on damage dice results of a 1 or 2.</p>
Vis Vortex	7	En+Vigor	T	Instant	1	<p>The psychic can generate power, which he can use to recharge fusion cells, power skimmers etc. Use the chart given with the VisDrain power, above to determine the Wyrd point cost per power generated. The maximum amount of points the psychic may spend on wyrd to generate power is equal to his psi rating. The range and duration may be increased normally.</p>
Vis Storm	8	Pa+Vigor	LOS	Instant	1	<p>The psychic can unleash an energy surge on an area from a distance. The base radius from the shock point is 10 metres, and anyone standing within the radius is affected. The radius may be increased by 5 meters per extra wyrd point spent. The damage is equal to Endurance plus victory points, plus one dice for each extra wyrd point spent (max = Psi rating). In addition, this damage can bleed through energy shields on damage dice results of 1 or 2.</p>
Primal Vis	9	Pa+Focus	LOS	Instant	0	<p>The psychic can tap into an invisible, universal spiritual power grid to replenish and/or add to his wyrd points. This power may be used only once per span, but he can generate an amount of wyrd equal to 1 plus the victory points gained on the activation roll. In times of dire need, however the psychic may call on his Urge for aid: he gains an extra amount that span equal to his urge rating. The psychic must roll to resist its awakening (Ego+StoicMind): failure means that the Urge is awake. Even if the psychic had no levels in Urge, he may elect to take one level to gain the wyrd. Regardless, any wyrd points replenished with the Urge's aid are also tallied into the Dark Twin's wyrd pool with which it builds its psychic body.</p> <p>Some VisCrafters theorize that the source they are tapping into is a grid that encompasses all of space-time and was erected by the Anunnaki, and that it is this grid which powers devices like Philosophers Stones and JumpGates.</p>

Church Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect																		
The Prophet's Holy Blessing	1	Fa+Focus	G	T	-	1	Trace a cross on your companion's forehead or in her general direction If successful add VP's to the target's goal roll. The effect lasts for one roll																		
The Devotional Liturgy	2	Ex+Oratory	L	Snse	Prolonged	1	A Recitation of this passage from the Omega Gospels will boost your comrades morale. It lasts about 15 mins If successful add VP's to all Faith+Calm rolls made by all comrades within earshot. (Technology can not be used) Characters under the effect of the Liturgy may not Incite Passion or employ Steady Hand.																		
The Laying on of Hands	3	Ca+Remedy	P	T	Instant	1	Call upon Amalthea, Patron Saint of healing and compassion, disciple of the Prophet, to comfort an injured comrade If successful heal 1 wound per VP gained																		
The Prophet's Censure	4	Pa+Focus	LG	LOS	-	1	To give an enemy of the faith a small taste of divine displeasure; Repeating the first two lines of the Prophets Admonishment of the Unbelievers and make the sign of the barred jumpgate in the targets direction. If successful deduct VP's from the targets goal roll. The effect lasts for one roll																		
The Pulpit's Gift	5	Pa+Oratory	LG	Snse	One act	1	Mainly used by missionaries on new worlds, this rite increases the social influence of a theurge over a group of people If successful add VP's to all Chalm or Impress rolls directed at the group. (Technology can not be used)																		
Oath to the Saints	5	Fa+Oratory	LGP	LOS	Perpetual	1/psn	As Zebulon's disciples made their Oath of Fellowship in their time of worst trial, so may a group of believers pledge themselves to one another under the patronage of a saint. The leader of this rite must not be of the group (group rites) If successful, the group may use Theurgy on one another at a +2 bonus, and get a +1 bonus when performing a task appropriate to the virtue of the groups patron saint. Listed here are those which apply only to the greater saints:																		
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Betrayal within the party or to their saint breaks the oath: All previous bonuses reverse to penalties, this will be seen with the 'Rending the Veil of Unreason' rite if it is used on an offending member of the group. The only means of redemption is through Pilgrimage or another appropriate deed																									
The Tongues of Babel	6	Wi+Empathy	GP	-	Prolonged	1	Mainly used by missionaries, you must first listen to the natives speaking for considerable time prior to using this rite If successful add VP's to all communicative actions with speakers of the language. Reading is not usually possible																		
The Righteous Assnignation of Penance	7	Fa+Empathy	LP	-	-	1	After a person has given confession, and only if it warrants the aide of the Pancreator bless them and assign them a task. They must be warned that failure to complete the task may hold dire consequences. Whatever ails there soul will be cleansed from it, if they hold enough faith in their hearts if successful this power is capable of many things, if the pennance is not performed they will lose faith or gain hubris																		
Sanctification	7/8	Fa+Focus	GP	T	Perpetual	2	Bless the article using this long ritual, it is now a holy vestment, and will aide you in rite casting If successful add a+1 bonus to a casting specific rite, when using the vestment. This rite may be cast 'casters Theurgy' times on the same object, bonuses are cumulative. However failed rolls are counted towards this maximum. With careful care for the item the power instilled in it can be permanent, though without proper care the power will fade An 8th level version of this rite allows the creation of an Article of Faith; the same, though maximum bonus, is the Wyrd expenditure at the time of activation.																		
Shield of Faith	8	Ex+Focus	GP	-	-	1	Stand forwards of your comrades arms outstretched and be prepared to accept judgement, and you will be protected If successful a hemispherical field of holy energy with a three meter radius at its base is created, and moves with the caster. The shield will last for the rest of the span, and the radius can be extended with additional Wyrd (1m/ wyrd) The shield will activate at less than 15d and more than the casters Hubris rating, or 1. It will absorb Theurgy +VP hits Additional hits equal to Theurgy may be added, if an action is spent and one wyrd added																		
Providential Deliverance	9	Fa+Focus	LGP	-	-	1	Your faith will provide, as the Prophet said, and so minor miracles are possible which may save your life If successful, a highly improbable yet possible event will occur preventing the death of the Theurge in an unusual way																		

Orthodox Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect
Chasten	1	Ex+Debate	L	LOS	Temp	1	If you state a sin to a sinner, you can strip away the sinners self-delusional rationalizations, allowing guilt for the sin If successful, the sinner may make a faith+focus roll to lose a level of hubris The downside to this ritual it also effects the caster if they too have rationalised a sin away
Consecration	1	Fa+Focus	GP	T	One act	1	A temporary vestment is made, which will last a whole Act in the story. A critical makes this permanent. The item is cleansed of all evil taint and will provide (vp's/2) protection to the item if it is targeted again by any Theurgic powers Items of Tech level 5+ add +1 difficulty to be consecrated.
Blessed Confession	2	Ex+Empathy	L	Snse	Prolonged	1	Confession is a cleansing process, which clears people from their sins and leaves them open to the Pancreators grace. If successful, the sinner receives a (vp's+2) bonus to resist performing the confessed sin again
Light / Searchlight	2	Pa+Focus	G	-	Prolonged	1	Creates a glowing insubstantial sphere in the theurges palm, providing a 3m(+1m/vp) circle of light you can read by An alternate version of this rite creates a tight search-light beam which extends from the theurges palm 10m(+2m/vp)
Armour of the Pancreator	3	Fa+Dodge	LG	-	Prolonged	1	A field of holy energy surrounds the caster or a target, wearing light armour or less (unless they are unconcious)

Once cast the shield can not be transferred to anyone else. The shield will last for 1 span. The shield will activate for damage less than 10+vp's, and more than Hubris or 1. It will sustain Theurgy+vp's hits, which can be replenished by spending an action and a wyrd, which adds Theurgy hits only

Calm the Flock	4	Ex+Oratory	LG	Snse	-	1	Speaking words of wisdom and reason from the scriptures, will calm any mob or panic stricken crowd Provided all can hear him (without technological aide) 10 people per vp will be calmed (opposed roll if appropriate)
Faithful Heart	4	In+StoicMind	LP	-	Prolonged	1	This rite shields the soul and mind of a true believer against mental invasion or domination by outside forces, If successful target (or caster) gains VP's protection, which is deducted from the mental attackers goal
Tightening the Leash	4	Fa+StoicMind	LG	LOS	Temp	1	The caster rolls Faith+StoicMind against the psychics Ego+Focus. If the caster wins, the psychics powers are nullified 10 turns. This ritual only works on psychics who have become Penitents through Orthodox church training
Dispersion of Darkness	5	Pa+Impress	LG	-	Temp	1	With a verbal dispersion of evil and gesture of the power of faith over darkness, any form of evil may be repelled If successful, evil may come no closer than VP metres, duration can be extended by 10 turns for each additional wyrd
Protect the Flock	5	Fa+Leadership	LG	LOS	Perpetual	1	The theurge must convince at least one person, of a mundane reason for a supernatural event. The universe knows of the existence of evil, but the public would lose faith if they knew the extent which the supernatural enters into their lives
Consecration of Land	6	Fa+Focus	GP	-	One act	1	A prerequisite when building a temple, the theurge may consecrate (Extrovertx10)m ² , duration is 1 act unless criticised On consecrated ground the dead can not walk, and un penitent psychics powers have no effect Antimonists and Negative Ur artifacts receive a penalty equal to VP's
Redeem the Flock	6	Fa+Leadership	LGP	-	-	1	Sometimes the damage caused by the minions of darkness is too great to cover up, and the populace suffers greatly. The caster must first devote all their time and energy to saving the faith of the members of their parish Difficulty may be modified according to the scale of the disaster and the size of the community If successful, 15% per VP of the populace will be spiritually healed. And the priest may roll Faith+Focus to lose a hubris
Ritualis Staticus	6	Fa+Focus	L	-	Perpetual	1	To protect a flock from demonic incursion, use this ritual. Though it will only bar entry, it can not be used to expel This roll is opposed against the demons Ego+(number of Infernal Qlippoth), and only works if there really is a demon
Blessing the Crops	7	Ex+Survival	LGP	-	-	1	Crop Blessing will neutralize impurities and organic poisons, restore perishable foods within two days of their having spoiled, and in the case of untainted foodstuffs, make them more nutritious and fulfilling by 50% If successful an amount of feed equal to the Theurges rating in kilograms is purified
Exorcism	8	Fa+Impress	LGP	Snse	-	1	Exorcism can be a long and arduous process. It is a sustained action, and the exorcist needs to accumulate 25 vp's With each roll the wyrd must be spent, and the entity resists with Ego+Charm/Impress/Knavery, if it is a psychic who is being expelled from another's mind the Theurge must accumulate only the psychics Psi rating in successes
Sealing the Temple	9	Ca+Impress	LGP	-	Prolonged	1	Surrounds a Temple built on consecrated land with a holy shield, activating on less than 20d, and more than hubris or 1 The shield has Theurgy x2 hits, and an extra wyrd allows a further Theurgy rating in hits

Brother Battle Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect
Soul's Vessel	1	Pa+StoicBody	P	-	Prolonged	1	One of the core teachings is the perfection of the of the physical body as the instrument of action. If successful add +3 to the Goal number for any non-combat physical action, running, jumping etc.
Battle Sense	2	Pe+Skill	LG	-	Temp	1	After a study of the opponent, gain vp's to all goals when Dodging or Parrying against the foe, one skill only
Rightfully Guided Hand	2	Fa+Skill	LG	-	Temp	1	The Pancreator will steady your hand, under fire. If successful, add vp's to the desired combat skill. The same skill used in the activation of this rite.
Armour of the Pancreator	3	Fa+Dodge	LG	-	Prolonged	1	This rite is identical to the level 3 Orthodoxy rite, above, except the Brother Battle version can be expanded to include bulkier armour provided it has been Sanctified or Consecrated.
Zakhayelos's Eyes	3	Pe+Empathy	LGP	Snse	Prolonged	1	Zakhayelos, Lord of Hosts, never sleeps, prey in his name and he will watch over you when you sleep. If successful, the surroundings fill the characters dreams, he may make Perception rolls as if he was awake
Righteous Fervour	4	Pa+Vigor	L	-	One act	1	Discipline and loyalty are key words for you. If you fear you will sway from your divine duty. Declare your duty outloud ie. "No harm shall come to the bishop under my watch." or "I will safely deliver the writ to the Heirophant" If successful, the character becomes immune to any mental or social obstacles which would hinder his duty, from temptations, to persuasions and fast talks, etc., anything which would sway him from his duty. In addition, he receives +3 to his perception to notice possible physical obstacles (cutpurses, assassins, etc.) While the Brother Battle dedication is to be admired, it should be noted that fevered Brothers can become quite callous to pleas for help if they seem to hinder their duty. If they do refuse such pleas while fevered, they must confess their guilt within a week after the rites effect has ended. Otherwise, they risk gaining Hubris.
Liturgy of the Wrathful Host	5	Pa+Charm	LP	Snse	Prolonged	1	This passage is read to Brothers about to go into combat it fills their hearts with the fire of their holy cause If successful vp's from the reading may be added to any Faith or Passion based rolls. But, they may not incite passion The passage is about 10 minutes long and the range may not be enhanced using PA systems or the like
Smiting Hand	6	Fa+Vigor	LG	-	Instant	1	If successful, add vp's to either the brothers fist, kick or melee damage.
Fearsome Majesty	7	Pa+Impress	LG	LOS	Prolonged	1	This rite causes fear of the Pancreator to clutch the heart of the target. The target may take no action for that turn, and for the rest of the span suffers a penalty to all initiative and goal rolls equal to the victory points of the rite. The number of targets may be doubled with each additional Wyrd point spend. This rite cannot be cast upon someone under the influence of the Prophets Censure or Tortures of the Damned.
Heavens Axe	7	Fa+(Fight,Melee)	PG	T	Instant	2	"Pancreator to lend me your hand that I may strike down these enemies for thee"

Oath of the Shieldmates	8	Ex+Empathy	LGP	Snse	Prolonged	1	If successful (VP +2) people are struck with the same blow, the target and other targets up to Faith meters away This rite allows a Brother to band his comrades into an elite fighting unit. He can easily communicate with, or feel the emotions of, his shieldmates, allowing the formation of a telepathic network among the non-psychic characters (all information must flow through the psychic using this power, i.e. non-psychic targets may not communicate directly, except through normal channels). -4 penalty to control or dupe members. Not just any target may be chosen either, It must be someone who has pledged loyalty with the Brother to a common cause and has been through the Prophets Holy Blessing ritual with him.
Salutation to Zakhayelos Lord of Hosts	9	Pa+Impress	LGP	-	-	1	This exceptionally rare and powerful rite, a closely guarded secret of the order, enables a theurge to contact and summon to the physical world one of the "bodiless powers of the Emphyrean", the strong and warlike intelligence known as Zakhayelos. According to Eskatonic doctrine, Zakhayelos rules in the Fifth Emanation from the Celestial Sun, among the ranks of the Imperitories. Zakhayelos is the pure embodiment of all the military virtues to which the order aspires: Strength, Courage, Discipline, a perfect understanding of strategy and logistics. As with all Emphyrean powers, Zakhayelos will almost never take direct physical actions, such as fighting alongside the troops, but as a being of nearly limitless capabilities, can act in ways both grand and subtle to tip the scales of victory in the Brothers favour. Zakhayelos has been known to aid the order with signs and omens that reveal enemy positions and tactics, or to bolster troops with substantial (but temporary) increase in characteristics, or to appear in the sky above Brother Battle armies, displaying its most fearsome form to the enemy. When taking a visible form, Zakhayelos will most often appear as a tall noble knight clad in shining, elaborately decorated armour, wielding a flaming sword and a mirrored shield emblazoned with the church symbol. Many outside the church claim that such "angelic beings" are merely mass hallucinations called up from the minds of the believers by the theurge, and that they do not really exist. But they rarely make such claims in public.

Holy Order of Engineers Rituals (Eskatonic Order)

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect																								
Celestial Alignment	1	Pe+Observe	P	-	Perpetual	1	One of the earliest rites developed by Eskatonic theurges was that of Celestial Alignment, which proved useful to explorers on new planets seeking Ur-Artifacts or forgotten wisdom. This rite enables a theurge to keep perfect mental notation of all the movements of the surrounding solar system, as well as the constellations (as they appear to an observer on planetside). Thus the theurge, with but a glance at the sky, can reckon sidereal time and track his position, direction and motion as he travels across the planet. The effect of this rite is permanent, but applies only to the planet upon which it is cast, and does not need to be recast if the theurge returns to the planet. Celestial Alignment has some applications to interplanetary navigation (i.e. travel within a solar system), but not to interstellar travel or complex maneuvers like combat, docking or landing on a planet. The accuracy with which a theurge can figure his relative position in time and space is based on the victory points from casting the rite:																								
							<table border="1"> <thead> <tr> <th>Victory Points</th> <th>Time</th> <th>Position</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>+/- 10 minutes</td> <td>+/- 10 kilometres</td> </tr> <tr> <td>2</td> <td>+/- 9 minutes</td> <td>+/- 8 kilometres</td> </tr> <tr> <td>3</td> <td>+/- 7 minutes</td> <td>+/- 6 kilometres</td> </tr> <tr> <td>4</td> <td>+/- 5 minutes</td> <td>+/- 4 kilometres</td> </tr> <tr> <td>5</td> <td>+/- 3 minutes</td> <td>+/- 2 kilometres</td> </tr> <tr> <td>6</td> <td>+/- 1 minutes</td> <td>+/- 1 kilometres</td> </tr> <tr> <td>Critical</td> <td>exact second</td> <td>exact centimetre</td> </tr> </tbody> </table>	Victory Points	Time	Position	1	+/- 10 minutes	+/- 10 kilometres	2	+/- 9 minutes	+/- 8 kilometres	3	+/- 7 minutes	+/- 6 kilometres	4	+/- 5 minutes	+/- 4 kilometres	5	+/- 3 minutes	+/- 2 kilometres	6	+/- 1 minutes	+/- 1 kilometres	Critical	exact second	exact centimetre
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Cypher	2	In+Observe	PG	-	Perpetual	1	By means of this simple rite, an Eskatonic may magically transform a single page into so much gibberish - words are written in unrecognizable alphabets, bizarre pictures take the place of paragraphs, illustrations are replaced by other words or pictures, etc. Only by another casting of this spell may the text be read again. This is a common way of preserving secrets from the uninitiated outside the Order. Some Eskatonics allege that the gibberish produced by this spell is not gibberish - it is a magical tongue and pictorial vocabulary of the Emphyreans, which mortal men and women are simply blind to. Obviously any priest who knows this spell may unlock the text. Some cypher variants are rumoured to exist - spells which can lock the texts cypher and encode it with certain words which must be invoked for the spell to be reversed, thus adding one more level of security to the concealed text.																								
Divine Revelation	2	Wi+Focus	P	-	-	1	Developed from the common prayer for guidance, this rite guarantees the theurge some kind of significant insight into whatever problem is vexing her. The gamesmaster should adjust the degree of insight according to the victory points: one would furnish only the slightest of clues, something which might not even seem important to the player; three successes provides a more substantial answer that will lead most characters to a solution; five or six will grant the theurge a clear indication to the exact nature of her dilemma and what needs to be done to alleviate it. With a critical success profound leaps of logic are possible, where the gamesmaster may opt to give the player information to which her character would not normally have access.																								
Rending the Veil of Unreason	3	Pe+Focus	P	LOS	Prolonged	1	This rite grants the theurge the equivalent of the psychic power Subtle Sight, except that the auric image that the theurge actually perceives is based on the Eskatonic conception of the soul. Rending the Veil shows the actual "mirror" reflecting the light of the Celestial Sun, Holy Flame of the spirit, centred on the heart region within the conventional aura. The size of the reflected Flame indicates the targets Faith rating; with a Faith of 10, the Flame is large and bright, filling the surface of the "mirror", while a Faith of 1 shows up as a candle flame seen at the end of a dark corridor. Because this "mirror" can																								

be "tarnished" by sinful actions and intentions, the theurge may guess at the type and extent of the targets sinful ways by examining the condition of the targets "mirror".

Sin	"Tarnish"
Pride	Narrow vertical streaks.
Greed	Broad horizontal streaks.
Lust	Violet bubbles rising from the bottom.
Envy	Greenish streaks pointing inward from outer edges.
Sloth	This bluish bubbles rolling down from the top.
Wrath	Reddish streaks radiating from the centre.
Oathbreaking	Cracks; one for each oath broken, with size of cracks equalling importance of oath.

Besides this moral insight, the theurge may also read the aura as if using Subtle Sight, but the theurge needs victory points one greater than required for each level. General types may still be discerned with one victory point, but two is necessary to see colours, four to see motion and six to see shapes.

Second Sight 4 Pe+Focus P LOS Prolonged 1 This rite is the theurgic equivalent of the psychic power Wyrd Sight, but with more of an emphasis on the moral forces at work in the targeted viewing area. A theurge casting Second Sight may see a psychics Urge, for example a dark fetal form in the psychics brain (at low levels) or a fully formed shadow which moves independently of the psychic casting it. Second Sight reveals the presence of demonic influence, with their dark forms hovering in the air around a Antinomist, or coiled up in the body of someone who is possessed. Second Sight also shows the theurge details of any theurgic rite in effect, its type, target and caster.

Second Sight does not automatically confer the aura reading ability of Rending the Veil of Unreason; each power operates within a different range of the astra spectrum. The gamemaster should be creative when describing what a theurge sees with Second Sight; keep in mind that individual auras are not being read, but rather all the broad occult forces at work in a given span.

Dreams of Eternity 5 Fa+Empathy G T Special 1 By gently tapping someones crown point chakra (the top of the head), the Eskatonic can put her in a meditative trance from which only the most jarring disturbance will release her. The subject of this rite must roll Passion+Observe to take any action for the duration of the trance. It lasts for a number of turns equal to the Eskatonic's victory points +1. This is best performed on willing supplicants or unwary targets, upon whose heads the theurge can place his palm without arousing suspicion. The theurge must make a Dexterity+Fight roll to touch the head of an unwilling and resisting target, who can dodge the attempt. (The theurge does not suffer a multiple action penalty for performing this rite and making an attack roll the same turn).

Osseous Transmutation 5 Wi+Alchemy LG T Perpetual 1 By calling upon the transformative powers of his own indwelling portion of the Holy Flame, an Eskatonic priest can fossilize any object or body of substance less than or equal to his Theurgy rating times 20 in kilograms. (Additional mass can be bought at 10 kilograms per Wyrd point). The transmuted object is composed of grey chalky sand-stone-like stuff, which is just strong enough to support a humans weight but brittle enough to crack or crumble with sharp impact. The effect is permanent. Ur-Artifacts are not affected by this rite.

Living organic tissue cannot be affected with this rite. Even if it could, it would be considered an especially grave crime by the Order, since it would freeze the target's soul in the statue-like body and prevent the targets Luminous Return to the Emphyrean. There are, of course, rumours of renegade priests who have somehow attained such ability.

All-Seeing Eye 6 Pe+Observe LP - Prolonged 1 The equivalent of the psychic power FarSight, the right of All-Seeing-Eye allows the theurge to observe a place in which she is not actually present. Consult the description of FarSight to see how the casting roll should be modified according to the familiarity of the targeted place.

Burning Fist 6 Fa+Vigor PG - Instant 1 Similar to the Level 6 Brother Battle ritual "Smiting Hand", this rite draws forth the Holy Flame within and turns it to tangible power to strike down the forces of Darkness. Victory dice from this rite may be added to the priests fist or kick damage, in addition to normal combat damage. The eskatonic believes it is sinful to use this rite against any but the unliving or those who have been tainted by the demonic, for the Pancreator weeps when his own might is turned against his own flock.

Refinement of Essence 7 Wi+Alchemy LG T Perpetual 1 A more specialised form of the Rite of Osseous Transmutation, the Rite of Refinement enables the theurge to cast out impurities or non-essential elements from an object or body of substance less than or equal to his Theurgy rating times 20 in kilograms. (Additional mass can be bought at 10 kilograms per Wyrd point). Refinement may be used to purify fuel, strengthen building materials or detoxify food, water or atmosphere of a enclosed and sealed space.

Unlike Transmutation, Refinement may be used on living being for beneficial effects, but the same penalties apply and considerable discrimination and forethought are required; benign drugs and medicines, surgical implants, transplants or tissue grafts, and even undigested food will be forcibly expelled from the targets body. Cybernetic enhancements may break down or cause damage to their bearer.

Investiture 8 Ca+Focus LGP T Perpetual 1 The Rite of Investiture is used to create a Wyrd Tabernacle (see Relics) out of the targeted object. The maximum number of Wyrd points which the Invested Tabernacle may store is equal to the number of successes on the casting roll, and may be increased up to a maximum of 20 through repetition of the rite. Note that the Right of Investiture does not actually bind any Wyrd points into the Tabernacle; this is a separate process involving a Theurgy+Focus roll, as described above under Wyrd Tabernacles.

Knowledge and Concersation of Tholumiyelos, Lord of Wisdom 9 Pa+Impress LGP - - 1 This exceptionally rare and powerful rite, a closely guarded secret of the order, enables a theurge to contact and summon to the physical world one of the "bodiless powers of the Emphyrean", the clever and insightful intelligence known as

Tholumiyelos. According to Eskatonic doctrine, which describes the Empyrean as being presided over by "luminous sentience's" occupying a hierarchy of concentric Emanations from the Celestial Sun, Tholumiyelos rules in the Eighth Emanation, among the ranks of the Archons.

Embodying the Eskatonic virtues of questing for secret lore and the cultivation of metaphysical understanding, Tholumiyelos rarely manifests in physical form, and prefers instead to converse with the theurge who summoned it. These conversations would be virtually impossible for outsiders to understand since they are highly ritualized and formulaic, being a kind of catechism or question-and-answer session with Tholumielos taking the part of the teacher and the theurge being the student. Tholumiyelos seldom answers a direct question (e.g. "Is the duchess poisoning my meals?"), but is more likely to ask the theurge questions which will lead him to his own answer ("How do you think the duchess feels about you, and what political necessities might impinge on your relationship?"). When taking a visual form, Tholumiyelos will appear as an elderly hermaphrodite with clear sparkling eyes, holding an ancient book in the right, to male, hand bubbling crucible in the left, or female hand.

Sanctuary Aeon Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect
Cleansing	1	Fa+Focus	LGP	T	Prolonged	1	Similar to the Orthodox Rite of Consecration, Cleansing may be used to target people as well as objects, purifying them from evil taint or influence. The Cleansed person resists being affected by psychic powers, Antinomy, Urge or Hubris; half of the casters victory points (rounded down) becomes a negative penalty for any of these powers attempting to affect the target. This rite has also proven effective in treating wounds when no antiseptic is available. Some Amaltheans perform this rite daily as part of their regular devotional ceremonies. A Cleansed person participating in a rite acts as a vestment (+1 to rite roll), but the target must have some knowledge of theurgy, if not actual ability, in order to really participate. ("Hand me that crosier", does not count).
Hearth	2	Pa+Focus	LG	T	Prolonged	1	Favoured by missionaries on uncivilized worlds, this rite creates what appears to be a campfire, generating enough light to see a 10 meter radius, and enough heat to boil water or cook food. Unlike the Avestite rite Torchbearer, however, the flame created is not a natural fire; it is not hot enough to fire pottery or smelt ore, and cannot be used to start other fires or ignite flammable materials. No fuel is needed, but a cleared space must be prepared for the rite. Hearth lasts for one span per wyrd point.
Calming	3	Ca+Charm	G	LOS	Prolonged	1	Considered something of a joke by outsiders, the Calming rite disperses the negative energies of rage, hate, fear and even less negative (but sometimes equally destructive) simple excitement. This rite has prevented many confrontations from escalating to violence, which accounts for the Amaltheans reputation as diplomats. In addition, Calming may be effective for the targets who are psychically manipulated or possessed by demons; while it does not actually cure or prevent these conditions, it may aid the target by, for instance, silencing the possessed so the Exorcism may continue undisrupted. Add the victory points to any Calm rolls the target needs to make.
Knowing Heart	4	Pe+Empathy	P	LOS	Temp	1	This rite combines the effects of the psychic abilities Intuit and MindSight, in that it allows the theurge to observe the internal workings of the targets psyche, both emotional and intellectual. The same restrictions for MindSight apply here, in that only the current state of mind may be read (or felt); subconscious or deeply buried feelings, thoughts or intentions are not disclosed by the Knowing Heart, but may be, if the gamesmaster allows, be probed for with a critical success.
Read Ghost-Tinge	4	Pe+Empathy	P	LOS	Temp	1	Similar to the Knowing Heart Ritual, this rite allows the Amalthean to read the SEF about the sentient physical form. A green/blue energy field denotes health, grey denotes sickness, red psychological pain, and deep grey signals approaching death. Splotches of grey in an otherwise healthy SEF denotes the injured/sick portion of the body. Medical diagnoses can be made from this information (add the victory points on the casting roll to any Physic roll performed on the patient).
Fruitful Multiplication	5	Pa+(Vigor or S-of-Han	LP	T	Perpetual	1	Most often used to help feed famine areas, this rite increases the mass of a single targeted substance (such as food, water, cloth, building materials, breathable air, etc.) by a factor equal to the victory points. This rite will not replicate manufactured items, only basic materials. Attempting to this rite on money or precious metals is grounds for excommunication.
Health of the Congregation	5	Ca+Focus	PGL	LOS	Prolonged	1	A congregation draws its strength from the faith of its members. Health of the Congregation allows a priest to bolster all links in the chain of the community by bonding its members together to share in one another's suffering. A number of willing volunteers may divert the wounds of one another Congregation member to themselves in any combination. During the duration of the rite, each may take a number of Vitality damage points initially delivered to another member of the congregation equal to their Faith score. Thus, in Scotan the Vorox and Farther Haverson the Amalthean were linked to Sgt. Roc of the Muster, when Sgt. Roc gets hit by an assault rifle for five points of damage. Scotan and Haverson can elect to take some of this damage themselves; each can take up to their Faith in damage (1 for Scotan and 5 for Haverson). This rite allows one congregator plus one for every victory point to absorb damage for another. This damage is treated as normal damage of whatever type effected the target, be it fire, bullets. Lasers, falling or whatever. (Mark the damage with an "F" to keep track of the total number of a members Faith allows). Those linked by this rite elect to take damage, and do not have to take any damage that they do not choose to.
Restoration	5	Fa+StoicMind	LGP	T	Instant	1	By invoking the compassion of Saint Amalthea, a theurge can restore a body's spiritual humours to their proper balance: diseases can be cured and poisons expelled. Damage from these ills is not healed by the cause of the problem is removed, allowing patients to recover normally. In the case of disease, the patients own immune system wins over the virus, while poisons are expelled from the body, leaving evidence which may be analysed by investigators attempting to trace the prisoner. Additional, emotional turbulence can be soothed; the symptoms of neuroses or psychoses are abated, and a theurge may use this rite to aid therapy for such afflictions; the victory points on the activation roll becomes the goal bonuses

for the therapist or patient to work towards recovery.

Manna from Heaven	6	Fa+Focus	LP	-	-	1	Casting this rite creates a sufficient amount of food to feed 10 adults for one day per point of Wyrd spent. The quality and variety of food created is dependant on the victory points: 5 or 6 yields fully prepared meals, 3 or 4 a simple but hearty assortment of meats, vegetables, etc. and 1 yielding a chewy dense substance somewhere between jerky and old bread.
Healing Hand of Saint Amalthea	7	Ca+Physic	LGP	T	Instant	1	By meditating upon Saint Amalthea and reciting all the names of the Pancreator from the Compassionate Truths, the theurge may not only heal back one Vitality point per victory point (as the Church level 3 rite, The laying on of Hands), but also reattach severed limbs and remove deeply embedded shrapnel, diseased organs or insidious parasites. At the gamemasters discretion, the newly dead may be revived with a critical success.
Sanctuary	8	Fa+Charm	LGP	-	Prolonged	1	Perhaps the foundation of Sanctuary Aeons political survival through the ages, this rite acts as a powerful "damper field" preventing any violent or harmful actions. Affecting either a large room or a 10 meter radius around the theurge, and roll made within the Sanctuary using Fight, Melee or Shoot only succeeds on a 1, and any other malevolent or overly aggressive actions, such as a psychic attack will be contested by the rites roll.
Invitation to Hamomeyelos, Lord of Mercy	9	Pa+Impress	LGP	-	-	1	This exceptionally rare and powerful rite, a closely guarded secret of the order, enables a theurge to contact and summon to the physical world one of the "bodiless powers of the Emphyrean", the compassionate and beneficent intelligence known as Hamomeyelos. According to Eskatonic doctrine, Hamomeyelos rules the Sixth Emanation from the Celestial Sun, among the ranks of Virtues. Hamomeyelos has never revealed itself directly to anyone, but always manifests in a tangible physical form under the guise of a good Samaritan, a kindly stranger, a timely messenger, or any manner of helpful or generous locals, passers-by, wandering mendicants or even forgotten acquaintances. Regardless of the type of manifestation, Hamomeyelos will always be in a position to make available to the theurge and her party whatever safety, sustenance or support necessary (not necessarily what is requested, but what is truly required).

Temple Avesti Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect
Knowing the False Heart	1	Pe+Empathy	G	LOS	Prolonged	1	Essential to the Avestite pursuit of justice, this rite allows the theurge to act as a human lie detector. Since this rite focuses only on intentional dishonesty and deliberate untruthfulness, it is sometimes possible for the target to dissemble, hiding or twisting with contested roll of Wits+Charm. This roll can receive a negative modifier if the target is trying to hide a sin of his own, and a positive one if the target is protecting an innocent under suspicion. The Avestite may still detect half-truths with three or more victory points, and may guess their exact nature with a critical success. This rite affects only a single target.
Scent of Evil	2	Pe+Empathy	GP	Sns	Prolonged	1	Casting Scent of Evil enables a theurge to "sniff out" acts of Antimony, the actions of psychic's Urge and the presence of demons or alien artefacts with a negative influence. The rite only indicates the presence of such evil, but does not show the theurge exactly what is going on; some degree of precision is possible, however, with a more successful roll. One victory point, for example, merely signals evils presence in a general area ("There is evil in this house!"); with three or more a specific area can be sensed ("Somebody in this room..."); five or six gives the theurge a sense of the type of evil present (i.e., Antinimic, Urge, etc). With a critical success, the evils source can be pinpointed ("J'Accuse! Antinomy most foul!")
Sting of Conscience	3	Ex+Impress	LG	LOS	Prolonged	1	This rite is usually accompanied by a verbal harangue from the theurge or another Avestite, the two combining to make the target feel incredibly guilty about some past sin or misdeed. If uncontested, the target will feel compelled to confess and make up for the transgression. The target may choose to contest with a roll of Calm+StoicMind. When the rite is cast without the verbal accusations to guide it, there is no telling exactly what its effect may be. A relatively guiltless person may begin to obsess on some minor bit of mischief from childhood, while a truly sinful person may be driven to wildly self-destructive acts that could endanger everyone around him.
Blissful Ignorance	4	Fa+Impress	PGL	LOS	Temp	1	Avestites have long sought ways to show people that learning is not only unnecessary but counter to the Good Life. This rite helps the demonstrate it. The Avestite can reduce any learned skill the target has by one per victory point. If this reduces the skill the learned skill to 0, the target often cannot attempt to use that skill at all.
Torchbearing	4	Pa+Focus	G	T	Temp	1	With this rite the theurge can create a flame without using lighters, matches or a flint and steel. After the first 10 turns, the fire will need fuel to burn like any other, but it can be kept burning without fuel by spending one Wyrd point for each extra five turns. Normally the flame can only be ignited at touch, but a 6th level version of this rite exists in which the flame can be created anywhere in sight.
Fault of the Souless	5	'a+(Impress or Tech	LG	LOS	-	1	Developed soon after the Fall, this rite targets a piece of high-tech and causes it to malfunction. Normally used against personal technology (blasters, comlinks, a single computer terminal, a robot of human size or smaller), this rite can be used to target larger machines with an additional Wyrd expenditure based on size and complexity (e.g. 2 points to disable a personal land vehicle, 5 points for a buildings security system, and 50 points to take out a starship. At the gamemasters discretion, this can be adjusted by circumstances; for example, a theurge with sufficient tech knowledge may try to target only the starships control systems for 7 points). The severity of the malfunction is based on the victory points: one would be simple mishaps taking only a few turns to correct, such as misfires, jams etc.; three is more serious but repairable damage which cannot be corrected until the next span, like dead batteries, overheating motors, systems crash etc; fire or six means the machine is permanently ruined and unfixable, with broken chassis, cracked casing or wiped memories. With a critical success, spectacularly destructive effects may occur: fuel leakages, core meltdowns, smoke and sparks pouring out of the control panel while gears and springs drop out of the bottom of the console.

Fearsome Majesty	6	Pa+Impress	LG	LOS	Prolonged	1	This rite is identical to the level 6 Brother Battle rite of the same name.
Padre Pontius Cciardi's Touch of Fire	6	x+(Remedy, Physic)	LGP	T	Temp	1	The Touch of Fire is essentially the same as the Body of Fire, but the flame only manifests in the theurges hand and its effect are transferred to another person. Unfortunately, recipients must be secure in their faith to benefit from it; the target must successfully roll Faith opposed by his own Ego trait, or take burn damage instead of healing.
Inquisitory Commandment	7	Pa+Inquiry	L	LOS	Temp	1	Use of this rite is the theurgic version of a shot of truth serum; the target is compelled to answer all questions addressed to her. Questions must be answered fully, completely and honestly, without evasion or trickery. If the target chooses to contest the rite, the theurges Faith rating is subtracted from the contesting roll.
Tortures of the Damned	8	Pa+Impress	LG	LOS	Prolonged	1	This rite has basically the same effect as the psychic power BrainBlast, incapacitating the target with unimaginable pain, except that this theurgic version floods the targets mind with images of Gahanna (hell). These visions may take the form of Orthodox and Avestite description, burning hellfire or numbing cold lasting (or at least seeming to last) for eternity, or may take a more personal form, the reliving of a traumatic event or seeing ones greatest fears come to pass, or some amalgamation of both. In either case, the target will be a pathetic, sobbing wreck for at least seven turns after the rite is discontinued. Due to the deep psychological nature of this experience, however residual effects (such as dementia) may last for long afterward. This rite may not be cast on a target suffering the effects of the psychic power BrainBlast.
Petition to Jachemuyelos, Lord of Judgment	9	Pa+Impress	LGP	-	-	1	This exceptionally rare and powerful rite, a closely guarded secret of the sect, enables a theurge to contact and summon to the physical world one of the "bodiless powers of the Empyrean", the stern but fair arbiter of disputes know as Jachemuyelos. According to Eskatonic doctrine, Jachemuyelos rules in the Fourth Emanation from the Celestial Sun, among the ranks of the Dominions. Odd as it may seem to outsiders, the guidance of Jachemuyelos is what keeps the more fervent and overzealous inquisitors in check; this is not an entity of blind wrath and damnation, but a truly objective intelligence with a perfect comprehension of the balance between retribution and repentance. Only the most malevolent enemy of life and faith will ever see the harsh and vengeful aspect of Jachemuyelos, which is only spoken of in euphemistic whispers. All interactions with Jachemuyelos must be worded in rigid and precise legalese, as a counsellor approaches a judge. The visible aspect of Jachemuyelos is that of an older man with a long beard and stately judicial robes, holding the scales of Justice in one hand and a gavel of Order in the other.

Mendicant Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect
Calm of the Desert Fathers	2	In+StoicMind	-	Snse	Temp	1	The monk can project inner calm and clarity on himself/herself in times of danger or psychic probing. While within this state the monk can detect psychic probes, and can "hide" certain thoughts. Developed by followers of the Via Epistemic way. Unlike the Orthodox Ritual Faithful Heart, this shield cannot be cast by the theurge on another.
Summoning the Empyrean Angel	8	Fa+Focus	LGP	-	-	1	By contemplating the prayer "Angelus Pancreator nuntiavi Hombor" (the angel of the Pancreator declared unto Hombor), the monk summons to the world on the "bodiless powers of the Empyrean!", the gentle and compassionate intelligence called Bellus Angelos. Bellus Angelos attempts to solve dangerous situations through divine calming influence (granting +10 calm), and works to create harmony in tense situations, drawing on the better side of a sentient nature to work with others. Bellus Angelos appears as a beautiful woman, shimmering with numerous lights. Usually the angel does not appear in physical form, but quietly guides events.

Incarnates Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect
Word of the Prophet	1	Fa+Focus	GP	-	Prolonged	1	When reading aloud the words of Zebulon or pertinent passages from the Omega Gospels, the words have a deeper effect on the listeners than normal. Read the serfs and highlighting those sections which give credence to Incarnate belief (the personal relationship between the Pancreator and the individual should or Incarnate), this ritual reading helps spread the Incarnate word and make it intelligent and deeply significant to the audience.
Clear Path	2	Wi+Focus	P	-	-	1	This allows the Incarnate to see through a multitude of problems and come to a correct conclusion. It is useful when confronting Church authorities about their mission, as members of the Church try to put Incarnates into verbal theological traps. It is also useful when confronting an involved issue in daily life. Similar to the Divine Revelation of the Eskatonic Order although used for more mundane reasons (usually).
Sword of the Righteousness	7	Fa+Vigor	LG	-	Instant	1	Picking up any weapon or hand tool, the object becomes a Righteous Sword, which acts like a Flux Sword in all ways. This rite was long a secret of the now vanished White Brotherhood. Bishop Lucan taught it to Annika during her stay on Midian.

Children of Zuran Rituals

Power	Lvl	Roll	Cpnt	Rng	Time	Wyrd	Effect
Sweeping Samdei	2	Fa+Focus	LG	-	Prolonged	1	A healing double cross must be placed on a persons body, or a homes door, to ward off zombies. A zombie avoids the sign, even if attacked by the person wearing it. Zuranists state that the sign is a spirit which reminds Husks that they once lived. It takes 10 minutes to place the symbol. Only Zuranists perform this rite, usually in exchange for money, clemency or aid. They treat this as a well-guarded ritual. They do not need rivals in the business of Husk cleansing.
Golden Tongue of Zuran	3	Pa+Impress	LP	T	Prolonged	1	Casting this rite temporarily influences one in authority to be favourably disposed to the Zurnists. Useful when dealing with police, soldiers, magistrates or others, it softens deeply held prejudices.
Saint Coyotes Eyes	6	Fa+Focus	LG	-	Prolonged	1	Objects of value are made to appear like ordinary objects to others: a rare ruby appears like a piece of bread, a bundle

of firebirds like hay, etc. Useful in Zurraniist smuggling operations, this rite takes three turns and is chanted over the object while the sign of Saint Coyotes eyes is drawn upon it.
