



MICROLUXE 20

HANDBOOK

INTRODUCTION

Microluxe20 is a minimalist tabletop role-playing game designed with simplicity in mind. Using an easy-to-grasp, yet extremely robust framework, Microluxe20 allows for crafting exciting encounters that are fun and fluid, emphasizing storytelling and player interaction over the traditional "straight-jacket" skill systems found in many modern tabletop games.

Keeping compatibility in mind, OGL/d20 supplements should work out of the box, without any conversions; in fact, SRD/OGL adventures with any incompatibilities can be converted *on the fly* with almost no effort! The entire character sheet fits on one sheet of paper, meaning character creation and management is extremely quick and easy.

Microluxe20 is great for one-shot adventures, or teaching new players about tabletop gaming. However, unlike many one-shot styled tabletop games, it is also robust enough to cater to full-fledged campaign-style games as well, especially because of its compatibility with other OGL/d20 content.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game (RPG) is a cooperative narration game in which players assume the roles of characters in a fictional setting, deciding freely which actions to take as their fictional alter-ego. The Game Master(GM), the main narrator of the game, describes the game world and its inhabitants. The other players describe the intended actions of their characters, and the GM describes the outcomes. Actions taken within the game succeed or fail according to a formal system of rules and guidelines. For example:

GM: "You're walking along a path in a small wood when you hear noises coming from behind a large bush of vegetation. A sparkle of light reveals something shiny..."

Now it's your turn: Are you a fearful adventurer that decides to run for his life? Are you brave enough to search in the wood? Maybe you're a warrior that grabs his sword, sure that this is an ambush. Or maybe you're a smart and cunning rogue, climbing silently on a tree to look at what's behind the plants. Maybe you're a powerful wizard that casts a spell to clearly see through all obstacles in front of you. The possibilities are limitless! It's up to you to decide!

ITEMS NEEDED

To play Microluxe20, you will need **paper**, **pencils**, and a conventional set of **d20 tabletop dice**. The dice required to play are a 4-sided die (d4), 6-sided die (d6), 8-sided die (d8), 10-sided die (d10), 12-sided die (d12), 20-sided die (d20), and a Percentile 10-sided die (d10 showing 00/10/20/30, etc).

When referencing dice in the game, dice rolls are often abbreviated to something like "d6" or "d20", where the number after the "d" represents the number of sides on the die. Numbers in front of the "d" dictate how many times the die should be rolled.

For example, "3d6 + 5" means you roll three 6-sided dice, add their results together, then add 5 to the total.

While Microluxe20 does not require miniatures or tokens of any kind, having a handful of counters or markers on hand can help the Gamemaster describe the setup and positioning of the various encounters players will face.

GETTING STARTED

Microluxe20 can be played with as many people as the Gamemaster can handle, but 4 to 6 players is considered to be the optimal number. A table for all participants to sit at is recommended; players will be able to more easily roll dice and write on their character sheets.

The Gamemaster and players should sit down and agree on a set of rules governing table conduct before starting play; this can be as simple as "no shouting over each other", or as complex and innovative as necessary.

Once this is settled, the Gamemaster begins to describe the adventure, and the players create their characters.

CHARACTER CREATION

Creating a character in Microluxe20 is simple. You start by choosing a name and race, and build a story and physical description around those choices. Your character's class determines your starting skills, and you'll assign your stats to finish the process.

Choosing the name is one of the most difficult parts of the process; talk with your Gamemaster about what is thematically appropriate for the setting and your race, and see if they have any suggestions if you are stuck. Choose wisely, for once you have decided on a name, it is nigh impossible to disassociate it from the character.

RACES

Your character's race determines your overall physical appearance and provides a bonus to certain aspects of your character.

When creating a character, your player will be one of the major races of Terador. The world has a wealth of races to choose from, each with their unique history. While the Mir are the most common race in Terador, the many other races are fairly commonplace to see as well.

Race	Bonus	Race	Bonus
Humans	+1 to all skill rolls	Goblins	+3 DEX, -1 MIND
Great Elves	+2 MIND	Giants	+3 STR, -1 DEX
Forest Elves	+2 DEX	Orcs	+3 STR, -1 MIND
Halflings	+1 DEX, +1 STR	Dwarmir	+1 STR, +1 to any 1 Skill
Gnomes	+1 DEX, +1 MIND	Elvir	+1 DEX, and +1 to any 1 Skill
Forged	+2 natural AC	Orkeir	+2 STR, -1 MIND, +1 to Physical skill
Dwarves	+2 STR	Tauremir	+2 STR, -1 MIND, +1 to any 1 Skill
Minotaurs	+3 STR, -1 MIND	Gorimir	a +1 DEX, and +1 to any 1 Skill
Lycanthropes	+1 DEX, +1 to Guile skill	Slaan	+2 MIND, +1 DEX, -1 to STR

Once you have a name and race, you will need to decide on the physical attributes of your character. This includes things like eye color, hair color and length, the build of your character, whether they have any distinctive scars or markings, and similar attributes. A good physical description should be fairly short, but enough to identify your character even in a room full of people.

VICES AND VIRTUES

Designing a backstory and personality for your character is highly recommended. An easy way to start is to pick a vice (a weakness or failing of some sort), a virtue (something your character is good at), and a need or desire.

These can be anything you would want to roleplay - the character might be proficient with whips, have a crippling fear of snakes, and desire to find hidden treasures; or your character might have an anger issue with the town guard and just wants to be left alone to have a drink. The most interesting stories are created when the Vice or Virtue coincide with the character's desire, forming a conflict of some sort - the area where the treasure is hidden is inhabited by a colony of snakes, or the town guard keeps arresting the character for public drunkenness and disorder.

These factors, when carefully chosen, can significantly help in designing a character that is both interesting and rewarding to roleplay. As a general rule, if your character design is good, your Gamemaster will have numerous opportunities to weave your character's story into the narrative of the adventure; a bad character simply exists, without contributing anything of note to the narrative.

CLASSES

Classes define your character's way of life. Your character's class helps shape his/her combat style and methods of overcoming various obstacles. Your class provides a pathway, granting special powers and features for your character.

Fighters wear and use any kind of armor, shield, and weapon. They gain a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels onward. They also gain additional HP equal to their STR bonus every time they level up. Fighters gain the *Cleave* ability at level 5. If the Fighter's melee attack drops/slays a foe, the fighter gets one additional attack against another opponent within range. This ability can compound, meaning if one swing kills the second foe, the Fighter can continue to attack until he/she either misses or doesn't kill the foe with the attack.

Rogues can use light armor, can use bucklers, and can use simple weapons and complex light weapons. They have a +3 bonus to Guile. Rogues can *Sneak Attack*. If they successfully sneak (usually Guile+DEX, but depends on situation) up on a foe they can add their Guile skill rank to the damage of their first attack. Rogues gain the *Evade* ability at level 5. Any save that a rogue succeeds cannot deal damage to the rogue. For example, some spells deal half-damage even if the target saves successfully. With *Evade*, the rogue would not take any damage as long as he/she saved successfully.

Mages wear no armor, can not use shields, and can use simple weapons. They can cast arcane spells (Mage), and gain a +3 bonus to Knowledge.

Clerics can wear light or medium armor, can not use shields, and can use simple weapons. They cast divine spells (Cleric) and gain a +3 bonus to Communication. A Cleric can *Turn Undead* with a successful Magic Attack. The DC for the action is the current HP of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Paladins wear and use any kind of armor, shield, and weapon. They gain +1 to Physical and a +2 bonus to Communication. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels onward). Paladins can *Detect Evil* within 60 ft. at will and can heal up to 2 HP per level up to three times per day by *Laying on Hands*. *Laying on Hands* ignores Arcane and Divine Influence on casters, healing the full amount.

Rangers wear light or medium armor, can use shields, and can use simple weapons, complex ranged weapons, and complex one-handed weapons. They gain +1 to hit and +1 damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +1 bonus to Guile and a +2 bonus to Physical. Rangers gain the *Trapper* ability at level 5. When dealing with trap-related dice rolls (such as dodging a trap or searching for traps), a ranger gains a +2 bonus.

Illusionists wear no armor, can not use shields, and can use simple weapons. They can cast arcane spells (Illusionist) and gain a +2 bonus to Communication and a +1 bonus to Guile.

Druids wear any non-metal armor, can use non-metal shields, and can use simple weapons. They cast divine spells (Druid) and gain +2 to Knowledge and +1 to Physical. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can *Pass Without Trace* (be untraceable) at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2 HP per level when changing back into his/her human form.

Bards wear light armor, can use bucklers, and can use simple weapons and complex light weapons. They gain +2 to Communication and +1 to Guile. A Bard has the *Performance* ability, allowing him/her to counter sound-based effects within a 30 ft. radius. A Bard can use his/her song to *Charm Person* or *Remove Fear* (vs DC) up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist (player's choice) of 5 levels lower.

Psions can use light armor, can not use shields, and can use simple weapons. They can manifest Psion powers and gain +2 to Knowledge and +1 to Communication.

After choosing your character's race and class, you will need to configure your stats and skills.

STATS

There are 3 core stats that define a character:

Strength (STR): Strength represents the physical prowess of the character. It defines their resilience and toughness as well as how hard they can hit.

Dexterity (DEX): Dexterity represents the character's coordination, precision, agility, reflexes, balance and movement.

Mind (MIND): Mind represents the character's analytical thinking, as well as their wisdom, memory, knowledge of lore, and general intelligence.

When creating a character, you get 10 points to freely spend on your core stats, as long as no single stat is higher than 6. For example, a Fighter may choose to have 6 STR, 4 DEX, and 0 MIND.

Stat Bonus: For any stat, the Stat Bonus is that stat's value divided by two, rounding down. If the stat is negative, round towards negative infinity.

Hit Points (HP): Hit Points determine how healthy a character is. As they are injured or hurt, their HP depletes. To determine a character's starting HP, use the following formula:

$$10 + \text{STR stat} + 1d6(\text{with a minimum of } 3).$$

If a player's character is damaged to the point where their HP reaches zero (or below zero), the character becomes "downed", or unconscious and near death, with 0 HP. Further damage directly reduces their normally highest stat (either STR, DEX, or MIND). If that stat drops below -10, the character dies.

While downed, at the start of your turn, roll a d6. You have 3 chances (1 chance per turn) to roll above a 3. If successful, you are stabilized and return to 1 HP. Otherwise, if you are unsuccessful for 3 turns, the character dies. Healing items or spells stabilize downed characters, and the amount healed is restored to the character's HP.

Sometimes damage in combat is dealt directly to a character's Stats instead of Hit Points. If any stat reaches -10 or below, the character is downed and treated as if they were reduced to 0 HP. Damage while downed is applied to the character's next highest Stat instead of the Stat which caused the character to become downed.

Damaged stats will return to their normal levels after a long rest (4 hours).

Speed comes in 3 tiers, and determines how far a character can move in a round. Characters are either Slow (20ft.), Normal (30ft.), or Fast (35ft.). A character's Speed is determined by the game master and can be affected by spells and conditions.

Typically, Fighters or Paladins with Heavy armor are Slow, Rogues and Rangers are Fast, and the rest are Normal speed. When playing on a grid, 5ft. is approximately 1 grid square.

Armor Class (AC): A character's Armor Class represents their ability to evade or block physical attacks. The higher a character's AC, the more difficult it is to land a damaging blow. A character's Armor Class is determined by this formula:

$$10 + \text{DEX bonus} + \text{Armor bonus} + \text{Racial bonus (if applicable)}.$$

SKILLS & SAVES

There are 4 skills: **Physical, Guile, Knowledge, and Communication.** Skills are assigned a starting value of 0, and are improved by Class, Race, and allocated skill points. Roll higher than the given Difficulty Class to succeed.

Skill Rank = any bonus due to your class or race + any allocated points.

Skill Roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus; dodging a falling rock is Physical + DEX bonus; finding a trap is Guile + MIND bonus, and disabling a trap is Guile + DEX bonus.

The Gamemaster may allow other characters to assist a character when performing a skill roll, when appropriate. A character being assisted in an action rolls twice, and uses the higher of the two rolls.

Save Roll = d20 + stat bonus + situation modifiers

For compatibility purposes, the 3 saves in Microluxe20 (STR save, DEX save, and MIND save), directly match Fortitude, Reflex, and Will saves (often called "saving throws") found in other SRD-based games. Save rolls may not be assisted by other characters.

LEVEL ADVANCEMENT

Characters gain XP (or Experience Points) from defeating monsters, disarming traps, or from handling situations in innovative ways, at the GM's discretion. XP is awarded to all characters who take part in the encounter.

XP Gained = Hit Dice of defeated monsters, or the given XP for the trap, situation, etc. Add +1 for each doubling of the number of foes.

Example: Kobolds have 1 hit die, so 1 kobold = 1 XP. 2 kobolds are double the amount, so 2 kobolds = 2 XP (1 XP for first kobold + 1 XP for doubling). 4 kobolds are double the amount *again*, so 4 kobolds = 3 XP. A Black Bear has 3 hit die, so 1 Black Bear = 3 XP. 2 Black Bears = 4 XP. 4 Black Bears = 5 XP.

As characters participate in encounters, they will begin to accumulate XP. Characters advance to the next level when they have gained XP equal to 10 times their current level. After advancing, the total XP is reset to 0. If a character has more XP than is required for the next level, keep the excess XP and add it after resetting the character's XP to 0. For example, if a level 1 character has 8XP and is awarded 4XP, the character advances to level 2 with 2XP.

Example: The 1st level adventurers have just completed a dungeon adventure, and defeated five 1 XP encounters, a 2 XP trap and the 3 XP leader. That's a total of 10 XP, so they all advance to level 2. They need to gain another 20 XP to reach Level 3.

Alternatively, Gamemasters may decide to award levels at specific narrative milestones, instead of using an XP-based system. This is recommended for more experienced Gamemasters and for longer, story-focused campaigns.

Regardless of how they are awarded, each level adds:

- +1d6 to Hit Points (with a minimum of 3). Fighters also get additional HP equal to their STR bonus.
- +2 points to spend on skills. When upgrading skills, you cannot add more points to a skill if it is higher than or equal to your character's level + 5.
- Every 3rd level (3, 6, 9, 12, etc.), characters gain +1 STR, DEX, or MIND.
- Fighters gain +1 to their attack and damage rolls every 5 levels (5, 10, 15, etc.)
- New spell and power levels are unlocked at even-numbered levels (2, 4, 6, 8, etc.)

GAMEPLAY

When playing Microluxe20, the game will follow a basic pattern:

1. The GM shows or describes the world. The GM tells the players where they are and what they are doing, explaining any lore or recent happenings. For example, the GM may describe a small town that the players have just entered, telling them that they see a small stable, an inn and a few farm houses. The GM may elaborate, saying there are mountains in the distance, or bloody footprints on the ground near one of the farm house entrances.
2. The players decide on what they want to do, and describe their actions to the GM. Outside of combat, one player may speak for the whole party, or maybe each player has their own plans on what they want to do or investigate. The players don't necessarily need to take turns, but the GM still needs to be able to listen to each player's decision and resolve it. Decision resolution can be simple (for example, if the player simply wants to open the farm door, the GM can just tell the player what they see inside) or complex (perhaps the door is locked and the player must work out a way to get inside). In more complex situations, the GM may make use of dice rolls to determine the outcome of the player's action.
3. After the player decides on their action and describes it, the GM responds with the results of the player's action. Once the GM describes the outcome, the pattern starts over again, returning to step 1.

This pattern is used for any conflict resolution, aside from combat. Once combat begins in a situation, the game switches to a more rigid and structured ruleset, where players take turns deciding on and completing actions. Outside of combat, this basic pattern continues to keep everything fluid and simple, continually adapting to the adventure's storyline.

COMBAT

When entering combat, the pace of the game shifts from the free-form nature of exploration to tightly structured units of time called 'rounds', in which each character gets one turn. On their turn, characters may move up to their maximum speed and take one additional action (attack, cast a spell, move again, speak with someone, etc.), unless they are immobilized, unconscious, or otherwise incapacitated.

The order in which characters take their turns in combat is determined by rolling d20 + DEX bonus for **initiative** at the start of each round (ties are settled with a re-roll).

When making an attack, roll a d20, adding the appropriate **attack bonus** for the action. If the resulting total is greater than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical, dealing additional damage equal to your weapon's maximum damage. Melee attack bonuses are used for martial weapons, Missile attack bonuses are used for ranged combat, and Magic attack bonuses are used for staves and other magical items with special powers.

Melee Attack Bonus:	Missile Attack Bonus:	Magic Attack Bonus:
STR bonus + Character Level	DEX bonus + Character Level	MIND bonus + Character Level

While a character's attack bonus is +6 or more, they can make an additional attack by subtracting -5 for the new attack's bonus. This can be carried out up to three times. For example, if the total bonus is +12, three attacks can be made (at +12/+7/+2, respectively).

Fighters and Rogues may use DEX bonus + Level (Missile attack bonus) as their Melee attack bonus when wielding a light weapon. Fighters, Rogues, Bards, and Rangers may wield 2 light weapons and attack with both in a round, if they take a -2 penalty on all attack rolls that round. Rangers take a -1 penalty instead.

For each attack that hits, roll the damage die code on your weapon and subtract the resulting total from your opponent's HP. When wielding a Complex Melee weapon, add your STR bonus to the damage total.

Example: Your Human Paladin has hit an enemy Orc with his Greatsword (2d6, Complex). He rolls two six-sided die, getting 4+5 for a total of 9. Since it is a Complex weapon, he adds his strength bonus of +2, for 11 HP damage total. The Orc, having a meager 9 HP left, is killed instantly.

When all characters (including Gamemaster's characters) have taken their turn, the round is over. If there are any opponents left alive or not incapacitated, a new round begins. Otherwise, combat is over.

SPELLS

Spellcasters may cast any of their class spells as long as the spell level is equal to or below their class level. When casting a spell, characters make a Magic Attack, rolling 1d20 + Magic Attack Bonus. If the resulting roll is greater than the Spell Difficulty Class, the spell is successfully cast.

Spell Difficulty Class (DC): 10 (or spell-specific difficulty) + Target's MIND stat

When a spell is successfully cast, the spell immediately takes effect, unless the spell states that the target may make a specific save against the spell's effects. For example, a spell that forms spikes that protrude from the ground may allow the target to make a DEX save to try and escape the spell.

Casting a spell of any kind, regardless of the outcome, costs Hit Points. The cost is equal to the level of the spell being cast. For example, a 2nd level spell will cost the caster 2 HP.

A spellcaster may cast spells without expending HP by casting the spell over a duration of 10 minutes for each HP that would be otherwise be expended. Spells cannot be partially cast over time for a reduced HP cost, and casting a spell over time does not escape arcane/divine influence.

Once a spellcaster has cast a spell in an encounter, they enter a state called "arcane (or divine) influence". While in this state, their HP *cannot* be healed normally until they have a short rest. Healing spells cast on an injured caster under arcane/divine influence only heal ¼ of the given amount. Spellcasters automatically exit their influenced state after 1 hour of rest.

There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Starting at 1st level, select one "signature" spell per spell level that the character prefers to use over any other. These spells are easier to cast due to familiarity, costing 2 HP less to use.

CASTING METAMAGIC

Metamagic is the name for spells that alter or enhance the effect of another spell, allowing spellcasters to introduce some variety into their existing spells. Metamagic can be cast by any spellcaster, from a rod or as an action, regardless of whether the spellcaster is the one casting the spell being affected.

A Magic Attack roll is not normally required to cast metamagic. However, if the target spell's caster rejects the metamagic being cast on the spell, the metamagic's caster must make a Magic Attack roll to affect the target spell.

If a caster is attempting to cast metamagic on their own spell, the metamagic and the spell must be cast as separate actions, one after the other. This restriction is ignored if the caster is using a rod enchanted with metamagic, or if another caster is casting the metamagic.

Here are the three most common metamagic spells:

- **Extending** makes a spell last twice as long as it normally would. Extending a spell costs 2 HP.
- **Empowering** makes a spell do 50% more damage than normal. Empowering a spell costs 4 HP.
- **Widening** makes a spell's area of effect twice as big as normal. Widening a spell costs 6 HP.

MAGIC ITEMS

Author's Note: This section is intended to establish a common baseline for magical items. Gamemasters are encouraged to customize or even ignore this section as needed to fit their setting.

Magical items can be broadly divided into two categories: Active and Passive. Active magical items require some action on the part of the character to make use of their magical effects, while passive items provide their effect at all times. Using an active item may require a skill check of some sort, and may sometimes consume HP in the same fashion spellcasting does.

COMMON ACTIVE ITEMS:

Staves: The main tool of a spellcaster, the staff is a focus used to harness magical energy. Spellcasters usually require a staff to cast a spell. Staves may also contain one or more spells that the caster would not normally have access to; these spells can only be cast while wielding the staff. Spellcasters can create these at 9th level.

Rods: Usually employed for easier metamagic, rods may contain a single spell or magical effect. This spell can be cast by anyone for the appropriate HP cost, but non-spellcasting characters do so at +2 or more to the difficulty. Rods with a metamagic effect may be used in tandem with staves when casting a spell. Spellcasters can create these at 5th level.

Wands: Sometimes described as "magic-in-a-bottle", a wand contains a combination of a single spell and a set amount of charges. While there are charges left, any character may use the wand to cast the contained spell at the expense of a charge. Wands can be recharged, but usually require a significant HP cost for each charge. Spellcasters can create these at 5th level.

Potions: A single-use magical item, potions are a bottled magical liquid. When consumed, a potion confers a magical effect on the character that drank it. Spellcasters can create these at 3rd level.

Scrolls: Scrolls are small sheets of parchment that allow any character to cast a single spell simply by saying the text out loud. Reading the Scroll does not require a character to understand the language it is written in, and completely destroys the scroll. Spellcasters may use Read Magic to decipher a scroll without casting (and destroying) it. Spellcasters can create these at 1st level.

COMMON PASSIVE ITEMS:

Amulets, Charms, Rings, etc: Various items of jewelery may be enchanted to provide a magical effect. Most items of this sort provide a bonus to a stat or skill, but more spectacular effects are possible. Spellcasters can create these at 3rd level.

Armor and Weapons: Enchanted armor and weapons are usually the mark of a wealthy adventurer or noble, and usually provide some form of passive effect, ranging from a simple 'torchlight' effect to damage reduction, elemental resistances or bonuses, and more. Spellcasters can create Armor at 7th level, and Weapons at 9th level.

CREATING MAGIC ITEMS

The process to enchant an item with a magical effect differs slightly from item to item (and at the Gamemaster's discretion) but they all follow a similar pattern in their creation. Most enchantments will require access to special tools of some kind - potions will require a cauldron and beakers, wands and rods require tools to carve the magical trace-work into their surface, and jewelery requires fine tools to shape the item and socket gems into their proper places.

To begin the process, the player needs to have the base form of the item and purchase materials to perform the enchantment, and the spellcaster performing the enchantment must know the spell or use a scroll with the wanted spell. All materials used in the process are consumed, as well as any scrolls used as a source.

The cost of materials used to create a magical item is usually equal to 1/2 the HP cost of the enchantment process, in gold pieces. Thus, infusing a wand with a 1 HP spell would cost 2 gp, 5 sp in materials.

The enchantment process will require a spellcaster to infuse the item with HP equal to 5 times the cost of the spell or effect being enchanted with. A spellcaster takes a full hour to infuse 5 HP into an item, and the infusion process places the character under Arcane Influence. No more than one spellcaster may infuse an item at a time.

When creating a scroll or potion, the infusion HP cost is twice the HP cost of the spell being scribed.

When creating an item with magical charges, the maximum number of charges the item can hold is determined by $5 + \text{Magic bonus (Mind + Level)}$. Each charge requires twice the HP cost of the spell, but the item may be recharged at any point.

When the infusion process is finished, the character rolls MIND+Knowledge, and the result of the roll determines the effectiveness of the enchantment.

Result:	Effect
Natural 1	Critical Failure! The item is destroyed and the enchanter is reduced to 0 HP and is Unconscious.
2-9	Failure! All extra materials used are destroyed, but the base item is undamaged.
10-15	Minor Success! The item is enchanted, but the user must make a DC 15 Magic roll to use the item.
15+	Success! The item is successfully enchanted, and no other effect occurs.
Natural 20	Critical Success! The item is successfully enchanted, and gains +50% to its effectiveness.

Example: Your Mage wants to imbue a wand with Prestidigitation. This is a 1st-level Mage spell, so it will take 5 HP to enchant the wand, and 25 sp in material costs. Your Magic bonus is +3, so you decide to infuse it with three of the eight charges to start, bringing the total HP cost to 11.

You can only infuse 5 HP per hour, so you must focus on infusing the wand for slightly over two hours. You roll MIND+Knowledge when you have finished infusing the wand and - Presto! - you get a 17! The wand is successfully crafted, holding 3 / 8 charges.

RESTING & RECUPERATING

After players have been in combat, they may need to rest to regain their stamina. There are 2 forms of resting:

Short Rest: Resting for 1-4 hours constitutes a short rest. Characters heal up to $\frac{1}{4}$ of their Max HP (rounded up). Spellcasters are no longer under arcane/divine influence.

Long Rest: Resting for at least 4 hours constitutes a long rest. Characters heal all of their HP and short-term side effects. Spellcasters also lose their arcane/divine influence.

Resting for less than 4 hours recovers at most $\frac{1}{4}$ of a character's HP, regardless of the duration of the rest. Downed characters must be stabilized before they can rest.

After resting, characters may not rest again until they have lost $\frac{1}{4}$ of their total HP, or one hour has passed.

HEROISM

Heroism is intended to relieve some of the power incompatibilities with some d20 adventure types. If you find that the party is consistently too weak, try adding Heroism. **Heroism** is a bonus equal to the character's level that may be applied to an Attack Bonus, Damage roll, Saving Throw, or Skill Check. Heroism may be used up to three times per day.

APPENDIX

BASIC MASS COMBAT

Most combat is carried out one-on-one, with each set of stats (HP, AC, combat bonuses, etc) applying to a single character or creature. However, combat can be extended by using Combat Scale. Combat Scale is a multiplier that shows the amount of characters or creatures relative to their normal single-unit size. It is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

For example, a unit of 20 Goblin warriors will have CSx5 as per the table below. The combat stats are still HD1d8+1 (5HP), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4). Against anything with the same Combat Scale (for example, a unit of 15 Elves), combat is resolved normally as if it was one goblin against one elf.

COMBAT SCALE CHART									
Number in Unit	2-5	6-10	11-20	21-40	41-80	81-160	161-320	321-640	etc.
Combat Scale	x3	x4	x5	x6	x7	x8	x9	x10	etc.

Combat Scale comes into play when battling against forces of a different size. It acts as a multiplier for damage taken, and also divides any damage given. If the battle started between units of different CS, reduce the size of the Combat Scale as Hit Points as lost. For example, if the twenty Goblin warriors above are reduced to 2HP, they have lost over half of their unit, so they are now CSx4. When down to just 1HP, they are CSx3 with only 5 goblins remaining.

If the Combat Scale becomes the same for all opponents, resolve combat normally; the playing field is now level.

CALCULATING EXPERIENCE

Experience is gained from taking part in a battle equal to the Hit Die of the opponent, +1 for each CS higher than your own. For example, a member of the 20-strong Knights of the Rose (CSx5) will earn 3 XP after defeating an army of 35 Gnolls (a 2 Hit Die creature, CSx6).

MASS COMBAT EXAMPLE: KNIGHTS VS DRAGON

The 500-strong Knights of the Rose stand ready against the young Dragon. They are CSx10, while the Dragon, a single creature, is just CSx1, though formidable.

500 Knights: HD2d8+4 (14HP), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10

Dragon: HD13×12+39 (123HP), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24

The Dragon flies high above and breathes flames across their formation for 46HP damage. The knights dive for cover beneath their shields (Physical + DEX to dodge DC24. They roll 25, barely making it). They take ½ damage – 23HP, divided by CSx10 for 2HP. The Knights are down to 12HP.

They ready their horses to charge as the Dragon lands, the thunder of 2,000 hooves makes the young dragon hesitate. They hit (rolled 18+7 = 25 vs. AC21), scoring 11 damage, CSx10 for a massive 110HP damage. The Dragon is down to 13HP against the small army, bleeding from the impact of many lances. It roars and lunges in anger, biting savagely. It hits easily (rolled 6+20 = 26 vs. AC18) for 17 damage, divided by 10 = 2HP. The Knights are down to 10HP. If they fall below 7HP they will be at half their numbers and down to CSx9.

They draw their Longswords and surround the downed Dragon, though their weapons do little more than scratch the drake's hide (6 + 8 = 14, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19HP damage, CSx10 so 2HP lost. They are down to 8HP after watching a few more of their number be gobbled up.

Their longswords bit true (18 +6 = 24 vs. AC21), for 6HP damage, CSx10 for a total of 60HP against the drake. It's down, finally, though the Knights have lost 143 (500×4/14) of their number in the battle. They commend their souls in valor.

EQUIPMENT

When you create a character, you start with nothing but the clothes on your back and some gold in your pocket. Depending upon the setting and adventure your Gamemaster is running, you may have the opportunity to purchase some items before beginning play, or the Gamemaster may allow you to do your shopping in the game world.

These tables list a number of items, their stats, and prices for Gamemasters to populate their shops and worlds and loot tables. The availability of items in these tables is at the Gamemaster's discretion – just because it's on the list doesn't mean you can buy it at just any shop in the world.

STARTING WEALTH

The most common coin used on Terador is the *gold piece* (gp). The gold piece can be converted into other coins:

Copper Piece (cp)	Silver Piece (sp)	Gold Piece (gp)	Platinum Piece (pp)
100	10	1	1/10

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter, Paladin	150 gp
Rogue, Ranger	125 gp
Cleric, Druid	120 gp
Bard	100 gp
Mage, Illusionist, Psion	75 gp

WEAPONS

Here is the format for weapon entries (given as column headings on the table below):

- **Cost:** This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon (For example, buying a bow would include a quiver as well).
- **Damage:** The damage column gives the damage dealt by the weapon on a successful hit.
- **Range:** Any attack less than this distance is not penalized. However, every extra 5ft. imposes a -2 penalty on the attack roll.
- **Complexity:** Different weapons require different amount of training to use. The level of complexity relies on the player's class. For example, Mages cannot use Complex weapons.

LIGHT WEAPONS

Weapon	Cost	Dmg.	Range	Complexity	Weapon	Cost	Dmg.	Range	Complexity
Unarmed	—	1d2	—	Simple	Handaxe	5gp	1d4	—	Complex
Cestus	5gp	1d4	—	Simple	Hook	8gp	1d6	—	Complex
Dagger	2gp	1d4	10 ft.	Simple	Sap	8gp	1d6	—	Complex
Mace, light	5gp	1d6	—	Simple	Gladius	8gp	1d6	—	Complex
Sickle	5gp	1d6	—	Simple	Axe, throwing	10gp	1d6	10ft.	Complex
Pick, light	5gp	1d4	—	Complex	Hammer, light	12gp	1d6	20ft.	Complex

ONE-HANDED WEAPONS

Weapon	Cost	Dmg.	Range	Complexity	Weapon	Cost	Dmg.	Range	Complexity
Club	2gp	1d6	10ft.	Simple	Warhammer	20gp	1d8	—	Complex
Shortspear	4gp	1d6	20ft.	Simple	Battleaxe	20gp	1d8	—	Complex
Mace, heavy	12gp	1d8	—	Simple	Flail	20gp	1d8	—	Complex
Morningstar	12gp	1d8	—	Simple	Longsword	20gp	1d8	—	Complex
Whip	1gp	1d3	—	Complex	Trident	25gp	1d8	10ft.	Complex
Pick, heavy	15gp	1d6	—	Complex	Waraxe	35gp	1d10	—	Complex
Rapier	15gp	1d6	—	Complex	Sword, bastard	35gp	1d10	—	Complex
Scimitar	15gp	1d6	—	Complex					

TWO-HANDED WEAPONS

Weapon	Cost	Dmg.	Range	Complexity	Weapon	Cost	Dmg.	Range	Complexity
Bayonet	2gp	1d4	—	Simple	Lance	30gp	1d8	—	Complex
Quarterstaff	3gp	1d6	—	Simple	Scythe	35gp	2d4	—	Complex
Longspear	5gp	1d8	—	Simple	Chain, spiked	35gp	2d4	—	Complex
Spear	8gp	1d8	20ft.	Simple	Guisarme	35gp	2d4	—	Complex
Falchion	25gp	1d6	—	Complex	Greataxe	40gp	1d10	—	Complex
Flail, heavy	30gp	1d8	—	Complex	Halberd	40gp	1d10	—	Complex
Glaive	30gp	1d8	—	Complex	Greatsword	50gp	2d6	—	Complex
Greatclub	30gp	1d8	—	Complex					

THROWN WEAPONS

Weapon	Cost	Dmg.	Range	Complexity	Weapon	Cost	Dmg.	Range	Complexity
Dart	5sp	1d4	20ft.	Simple	Net	20gp	—	10ft.	Complex
Kunai	2gp	1d4	60ft.	Simple	Shuriken	10gp	1d6	30ft.	Complex
Javelin	10gp	1d6	30ft.	Simple					

RANGED WEAPONS

Weapon	Cost	Dmg.	Range	Complexity	Weapon	Cost	Dmg.	Range	Complexity
Sling	1gp	1d4	40ft.	Simple	Crossbow, hand	100gp	1d4	30ft.	Complex
Atlatl	5gp	1d6	60ft.	Simple	Shortbow	30gp	1d6	60ft.	Complex
Crossbow, light	35gp	1d8	80ft.	Simple	Shortbow, composite	55gp	1d8	80ft.	Complex
Crossbow, medium	50gp	1d10	120ft.	Simple	Longbow	75gp	1d10	100ft.	Complex
Crossbow, heavy	85gp	2d6	160ft.	Complex	Longbow, composite	100gp	2d6	120ft.	Complex

ARMOR & SHIELDS

Here is the format for armor entries (given as column headings on the table below):

- **Size:** The physical size of the armor. Different classes can only wear specific sizes of armor. Similar to armor sizes, different types of shields are only available to certain classes as well.
- **Cost:** The normal price of the armor.
- **AC Bonus:** The Armor Class bonus provided by the armor when worn.

ARMOR

Armor	Size	Cost	Bonus	Armor	Size	Cost	Bonus
Padded	Light	2gp	+1	Chainmail	Medium	150gp	+5
Leather	Light	10gp	+2	Breastplate	Medium	250gp	+6
Studded Leather	Light	50gp	+3	Splint Mail	Heavy	100gp	+5
Chain Shirt	Light	100gp	+4	Banded Mail	Heavy	200gp	+6
Hide	Medium	30gp	+3	Half-plate	Heavy	600gp	+7
Scale Mail	Medium	75gp	+4	Full Plate	Heavy	1,500gp	+8

SHIELDS

Armor	Cost	Bonus	Armor	Cost	Bonus	Armor	Cost	Bonus
Buckler	5gp	+1	Shield, medium wooden	35gp	+2	Shield, tower	100gp	+4
Klar (1d4 damage)	20gp	+1	Shield, medium steel	25gp	+2	Shield, kite	150gp	+5
Shield, light wooden	10gp	+1	Shield, heavy wooden	85gp	+3	Shield, Mithral	450gp	+6
Shield, light steel	5gp	+1	Shield, heavy steel	75gp	+3	Shield, Adamantine	1,500gp	+7

ADVENTURING EQUIPMENT

Characters may purchase equipment from the following lists with their starting money or select one of the standard adventuring "fast packs".

CLOTHING

Characters start with some clothing, usually a Traveler's outfit. Clothes and armor are separate items – going without clothing may cause some snide looks, but going without armor will likely see you dead.

Goods	Cost	Goods	Cost	Goods	Cost	Goods	Cost
Artisan's Outfit	1gp	Courtier's Outfit	30gp	Monk's Outfit	5gp	Royal Outfit	200gp
Cleric's Vestments	5gp	Entertainer's Outfit	3gp	Noble's Outfit	75gp	Scholar's Outfit	5gp
Cold Weather Outfit	8gp	Explorer's Outfit	10gp	Peasant's Outfit	1sp	Traveler's Outfit	1gp

ADVENTURING GEAR

Characters can purchase Adventuring Gear; a catch-all assortment of odds, ends, and small, useful items. A character could use Adventuring Gear to bandage their wound with some scrap cloth, fashion a torch, start a fire with flint and steel, or scribble a set of directional markings with some chalk.

Adventuring Gear is represented by a number of uses, of which one is consumed when the Adventuring Gear is transformed into a specific item. A single use of Adventuring Gear costs 1 sp, and the specific items Adventuring Gear can create are determined by the Gamemaster.

Kits and Tools provide a +2 bonus when attempting an action where the kit is relevant; for example, when picking a lock, a character with Thieves' Tools gains a +2 bonus on their Guile + DEX check.

Characters can also purchase items of a more specific nature, a number of which are listed below.

Goods	Cost	Goods	Cost	Goods	Cost
Acid (flask)	10gp	Grappling Hook	1gp	Pitcher, clay (½ gal.)	2cp
Antitoxin (vial)	50gp	Hammer	5sp	Piton	1sp
Artisan's Tools	5gp	Healer's Kit	50gp	Pole, 10 ft.	2sp
Backpack (empty)	2gp	Holy Symbol, wooden	1gp	Pot, iron (1 gal.)	5sp
Barrel (empty, 40 gal.)	2gp	Holy Symbol, silver	25gp	Pouch, belt (empty)	1gp
Basket (empty)	4sp	Holy Water (flask)	25gp	Ram, portable	10gp
Bedroll	1sp	Hourglass	25gp	Rations, trail (per day)	5sp
Bell	1gp	Ink (1 oz. Vial)	8gp	Rope, hempen (50 ft.)	1gp
Blanket, winter	5sp	Ink pen	1sp	Rope, silk (50 ft.)	10gp
Block and Tackle	5gp	Jug, clay (1 gal.)	3cp	Sack (empty)	1sp
Bottle, glass (empty, 2 pt.)	2gp	Ladder, 10 ft.	5cp	Sealing Wax	1gp
Bucket (empty, 2 gal.)	5sp	Lamp, common	1sp	Sewing Needle	5sp
Caltrops	1gp	Lantern, bulls eye	12gp	Signal Whistle	8sp
Candle	1cp	Lantern, hooded	7gp	Signet Ring	5gp
Canvas (sq. yd.)	1sp	Lock, simple	20gp	Sledge	1gp
Case, map or scroll	1gp	Lock, average	40gp	Soap (per lb.)	5sp
Chain (10 ft.)	30gp	Lock, good	80gp	Spade or Shovel	2gp
Chalk, bundle of 10	1sp	Magnifying Glass	100gp	Spellbook (blank)	15gp
Chest (empty)	2gp	Manacles	15gp	Spyglass	1,000gp
Craftsman's Tools	5gp	Mirror, small steel	10gp	Tent	10gp
Crowbar	2gp	Mug/Tankard, clay (1 pt.)	2cp	Thieves' Tools	30gp
Disguise Kit	50gp	Musical Instrument	5gp	Tinderbox	1gp
Firewood (per day)	1cp	Oil, pint flask	1sp	Torch (bundle of 10)	1sp
Fishhook	1sp	Paper (sheet)	4sp	Vial, ink or potion (1 oz.)	1gp
Fishing net (25 sq. ft.)	4gp	Parchment (sheet)	2sp	Water skin (2 pt.)	1gp
Flask (empty, ½ pt.)	3cp	Pick, miner's	3gp	Whetstone	2cp

MOUNTS AND RELATED GEAR

Goods	Cost	Goods	Cost	Goods	Cost
Barding, medium creature	armor price x2	Feed (per day)	5cp	Saddle, riding	10gp
Barding, large creature	armor price x4	Horse, heavy	200gp	Saddlebags	4gp
Bit and Bridle	2gp	Horse, light	75gp	Stabling (per day)	5sp
Dog, guard	25gp	Pony	30gp	Warhorse, heavy	400gp
Dog, war	75gp	Saddle, military	20gp	Warhorse, light	150gp
Donkey or Mule	8gp	Saddle, pack	5gp	War pony	100gp

FAST EQUIPMENT PACKS

Suggested starting packs for new characters. Each pack uses 35gp of a character's starting money.

Pack A	Pack B	Pack C
backpack	backpack	backpack
belt pouch	belt pouch	belt pouch
bedroll	bedroll	bedroll
hooded lantern	10 torches	10 torches
10 oil flasks	10 candles	tent
flint & steel	flint & steel	flint & steel
shovel	chalk (10)	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
rations (4 days)	rations (4 days)	rations (4 days)
adventuring gear (10 uses)	adventuring gear (10 uses)	adventuring gear (10 uses)

Rogues are advised to purchase Thieves' Tools if they want to pick locks, disarm traps, etc.

SPELL LISTS

The following spells have been customized and tweaked to make the game as smooth as possible. It is suggested to use these spells for all spell casters in the game, although spells from the SRD can also be used in Microluxe20 with slight modifications. With the following spell system in place, additional spells in the SRD (but not on this list) can easily be discovered in the game as loot, research, etc. if the GM desires.

ARCANE SPELLS (MAGE)

Mages are perhaps the simplest of spellcasters, working their craft of science and knowledge to channel the energies of the Astral Plane into complex productions of magic. Mages were the first to pioneer the Runic alphabet and tongue, in which scrolls are written and spells are cast.

1ST-LEVEL ARCANE SPELLS: CANTRIPS

- **Arcane Mark:** Inscribes a permanent personal rune (visible or invisible).
- **Detect Magic:** Detects spells and magic items within 60 ft. for up to 10 rounds/level or until concentration ends.
- **Ghost Sound:** Figment sounds for 1 round/level.
- **Light:** Object shines like a torch for 10 min./level.
- **Mage Hand:** 5-pound telekinesis. Lasts until concentration ends.
- **Prestidigitation:** Performs minor tricks for 1 hour.
- **Read Magic:** Read scrolls and spellbooks for 10 min./level.

2ND-LEVEL ARCANE SPELLS

- **Feather Fall:** Objects or creatures fall slowly for 1 round/level or until landing.
- **Floating Disk:** Creates 3ft. diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
- **Mage Armor:** Gives caster +4 armor bonus for 1 hour/level.
- **Magic Missile:** 3d6 damage; +1 missile per two levels above 1st (max of 5 missiles).
- **Sleep:** Puts up to 4d4 of creatures whose HP is less than double your HP into magical slumber for 3 rounds/level.
- **Shocking Grasp:** Touch delivers 1d6/level electricity damage (min of 3 damage, max of 6d6).

4TH-LEVEL ARCANE SPELLS

- **Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round + 1 round per two levels.
- **Flaming Sphere:** Creates rolling ball of fire, 3d6 damage, lasts 1 round/level.
- **Invisibility:** Subject is invisible for 10 rounds/level or until it attacks.
- **Knock:** Opens locked or magically sealed door with a DC of 20 or lower.
- **Levitate:** Subject moves up or down at your discretion for 10 rounds/level.
- **Spider Climb:** Grants ability to walk on walls and ceilings for 10 min./level.

6TH-LEVEL ARCANE SPELLS

- **Clairvoyance:** Hear or see at a distance up to 100 ft. for 10 rounds/level.
- **Dispel Magic:** Cancels a magical spell or effect.
- **Fireball:** Creates a minor explosion up to 60ft. away in an area with a 10ft. radius, dealing 1d6 fire damage/level.
- **Fly:** Subject flies at speed of 60 ft. for 10 rounds/level.
- **Lightning Bolt:** Summons a bolt of lightning from the caster's hands, dealing 3d8 + 1/level damage.
- **Vampiric Touch:** The caster touches a subject, draining away their life force. Deals 1d6 damage per two levels and the caster gains half of the damage as HP.

8TH-LEVEL ARCANE SPELLS

- **Animate Dead:** Creates up to 4 undead skeletons or zombies (requires remains).
- **Arcane Eye:** Creates an invisible floating eye, able to move 30 ft./round for 10 rounds/level.
- **Black Tentacles:** Tentacles grapple all within a 20 ft. radius for 1 round/level, making movement impossible.
- **Dimensional Door:** Teleports you short distances (up to 5 miles). The doors stay open unless destroyed.
- **Polymorph:** Gives one willing subject a new form for 10 rounds/level.
- **Stoneskin:** Ignore 10 points of damage per attack, up to 100 points total. Lasts for 10 min./level or until discharged.

10TH-LEVEL ARCANE SPELLS

- **Cloudkill:** Creatures in a 20ft. radius with HP less than $\frac{1}{2}$ your HP are killed; between $\frac{1}{2}$ and double your HP must save or die; more than double your HP take STR damage. Lasts for 1 round/level.
- **Contact Other Plane:** Lets you ask one question to an extraplanar entity. Lasts until concentration ends.
- **Feeblemind:** Target's MIND score drops to 1 for 1 hour/level.
- **Passwall:** Creates passage through wood or stone wall for 1 hour/level.
- **Teleport:** Instantly transports you as far as 100 miles/level.
- **Break Enchantment:** Frees targets from all enchantments, alterations, curses, and petrification.

12TH-LEVEL ARCANE SPELLS

- **Anti-magic Field:** Negates magic within 10 ft. of the caster's location for 10 min./level.
- **Chain Lightning:** 2d8/level damage; 1 secondary bolt/level, each dealing half damage rounded up. (ex. bolt 1 deals 13, bolt 2 deals 7, bolt 3 deals 4)
- **Contingency:** Sets a trigger condition for another spell. Lasts for 1 day/level or until discharged.
- **Disintegrate:** A small ray strikes a creature (or object) for 2d6 damage/level. If the target is reduced to 0 HP (or the target is an object), it is disintegrated.
- **Quest:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- **True Seeing:** Lets you see all things as they really are (decipher lies, look through secret doors, see through illusions, sense objects in the dark. etc) for 10 rounds/level.

14TH-LEVEL ARCANE SPELLS

- **Delayed Blast Fireball:** Creates a major explosion up to 100ft. away in an area with a 15ft. radius, dealing 1d8 fire damage/level. You can postpone the blast for 5 rounds.
- **Ethereal Jaunt:** You become ethereal (ghostly) for 1 round/level. The ethereal plane is a separate plane from the material plane, invisible to creatures on the material plane. It is gravity-less and dull; a land of ghosts, shadows, and wisps.
- **Finger of Death:** Kills one creature with 150 HP or less. The caster must physically touch the creature.
- **Plane Shift:** As many as 8 targets travel to another plane.
- **Power Word Blind:** Blinds creature with 200 HP or less for 1d4+1 rounds (permanent if creature has less than 50 HP).
- **Spell Turning:** Reflect 1d4+6 spell levels back at caster for 10 rounds/level or until the spell is expended.

16TH-LEVEL ARCANE SPELLS

- **Clone:** Creates a duplicate of yourself. The duplicate awakens when the original copy dies.
- **Horrid Wilting:** Deals 1d10/level nature damage within 30 ft.
- **Incendiary Cloud:** Cloud deals 5d6 fire damage/round for 1 round/level.
- **Irresistible Dance:** Forces a target to involuntarily dance for 1d4+1 rounds.
- **Power Word Stun:** Stuns creature with 150 HP or less for 2d4 rounds.
- **Trap the Soul:** Imprisons a target's soul and material body within a gem.

18TH-LEVEL ARCANES SPELLS

- **Astral Projection:** Projects you and companions onto the Astral Plane. The Astral plane is the space/plane in which Terador (and other worlds) reside. Filled with a thick air-like substance called "miasma", the Astral plane is a timeless plane with ever-changing gravity, known for its magic production.
- **Etherealness:** Travel to Ethereal Plane with companions for 10 rounds/level.
- **Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- **Meteor Swarm:** Four exploding spheres each deal 6d12 fire damage.
- **Power Word Kill:** Kills one creature with 250 HP or less.
- **Soul Bind:** Traps a newly dead soul inside an item, preventing resurrection.

DIVINE SPELLS (CLERIC)

Clerics cast spells by praying to their deity, receiving their answers in the form of manifestations of divine power. Clerics may lose their ability to cast spells if they blaspheme against their deity or take deliberate action against their deity's morals or values.

Clerics may regain their ability to cast spells by Atonement or taking action to repair their standing with their deity.

1ST-LEVEL DIVINE SPELLS: ORISONS

- **Create Water:** Creates 2 gallons/level of pure water.
- **Guidance:** +1 on one attack roll, saving throw, or skill check per round. Lasts for 10 rounds or until discharged.
- **Light:** Object shines like a torch for 10 min./level.
- **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- **Resistance:** Subject gains +1 on saving throws for 10 rounds.
- **Virtue:** Subject gains 1 temporary HP for 10 rounds.

2ND-LEVEL DIVINE SPELLS

- **Bless:** Allies gain +1 on attack rolls and Communication + MIND checks against fear for 10 rounds/level.
- **Bless Water:** Makes holy water.
- **Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- **Divine Favor:** You gain +1 per three levels on attack and damage rolls for 10 rounds.
- **Magic Stone:** Three small throwing stones are enchanted, gaining +1 on attack and dealing 1d6 +1 damage, with a range of 20ft. The enchantment lasts for 30 minutes or until discharged.
- **Shield of Faith:** Aura grants +2 or higher AC bonus for 10 rounds/level.

4TH-LEVEL DIVINE SPELLS

- **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary HP +1/level (max +10).
- **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
- **Delay Poison:** Stops poison from harming subject for 3 rounds.
- **Gentle Repose:** Preserves one corpse (or part of a corpse), so that it does not decay. Lasts for 1 day.
- **Remove Paralysis:** Frees up to 5 creatures within 60ft. from paralysis or slow effect.
- **Lesser Restoration:** Dispels any magical ability penalty or cures 1d4 points of temporary ability damage.

6TH-LEVEL DIVINE SPELLS

- **Create Food and Water:** Feeds three humans (or one horse)/level.
- **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
- **Prayer:** Allies within 40ft. get a +1 bonus on attack rolls, weapon damage rolls, saves, and skill checks. Enemies take a -1 penalty on all rolls for 1 round/level.
- **Remove Disease:** Cures all diseases affecting subject.
- **Searing Light:** Ray of light deals 1d8/two levels radiant damage, or 1d8/level against undead.

- **Speak with Dead:** Corpse answers one question/two levels. Lasts for 10 rounds/level.

8TH-LEVEL DIVINE SPELLS

- **Cure Critical Wounds:** Cures 4d8 damage +1/level (max +30).
- **Discern Lies:** Reveals deliberate falsehoods for 1 round/level or until concentration ends.
- **Freedom of Movement:** Subject moves normally despite impediments for 10 min./level.
- **Neutralize Poison:** Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
- **Restoration:** Restores any level and ability score drains.
- **Tongues:** Speak any language for 10 min./level.

10TH-LEVEL DIVINE SPELLS

- **Atonement:** Removes burden of misdeeds from subject (ex: a druid who has used metal objects can be forgiven by his/her deity).
- **Commune:** Deity answers one yes-or-no question/level. Lasts for 1 round/level
- **Mass Cure Light Wounds:** Cures 1d8 damage +1/level for many creatures.
- **Flame Strike:** Smite foes with divine fire (1d6/level radiant damage).
- **Raise Dead:** Restores life to subject who died as long as one day/level ago.
- **True Seeing:** Lets you see all things as they really are (decipher lies, look through secret doors, see through illusions, sense objects in the dark. etc) for 10 rounds/level.

12TH-LEVEL DIVINE SPELLS

- **Banishment:** Banishes extraplanar creatures within 50 points of your HP or less.
- **Mass Cure Moderate Wounds:** Cures 2d8 damage +1/level for many creatures.
- **Harm:** Deals 10 points/level damage to target.
- **Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
- **Heroes' Feast:** Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.
- **Quest:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

14TH-LEVEL DIVINE SPELLS

- **Mass Cure Serious Wounds:** Cures 3d8 damage +1/level for many creatures.
- **Destruction:** Kills subject with 150 HP or less, and destroys remains.
- **Ethereal Jaunt:** You become ethereal (ghostly) for 1 round/level. The ethereal plane is a separate plane from the material plane, invisible to creatures on the material plane. It is gravity-less and dull; a land of ghosts, shadows, and wisps.
- **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +45).
- **Greater Restoration:** Restores all level and ability score drains, and restores all levels and ability scores.
- **Resurrection:** Fully restores a dead subject from a small portion of the corpse.

16TH-LEVEL DIVINE SPELLS

- **Anti-magic Field:** Negates magic within 10 ft. for 10 min./ level.
- **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for many creatures.
- **Dimensional Lock:** Teleportation and interplanar travel blocked for 1 day/level.
- **Discern Location:** Reveals exact location of creature or object.
- **Fire Storm:** Deals 1d6/level fire damage.
- **Holy Aura:** +4 to AC, +4 resistance, and spell resistance of 25 against evil spells (the enemy must roll higher than a 25 just to cast the spell) for 1 round/level.

18TH-LEVEL DIVINE SPELLS

- **Astral Projection:** Projects you and companions onto the Astral Plane. The Astral plane is the space/plane in which Terador (and other worlds) reside. Filled with a thick air-like substance called "miasma", the Astral plane is a timeless plane with ever-changing gravity, known for its magic production.
- **Etherealness:** Travel to the Ethereal Plane with companions for 10 rounds/level.
- **Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- **Mass Heal:** Heals up to 8 allies, curing 10 points/level of damage, all diseases and mental conditions.
- **Implosion:** Kills one creature with 150 HP or less per round for 4 rounds or until concentration ends.
- **Soul Bind:** Traps a newly dead soul inside an item, preventing resurrection.

ARCANE SPELLS (ILLUSIONIST)

Illusionists focus their arcane power into creating phantasms of will and tricking others into believing their specific version of the world. For a powerful Illusionist, this can extend even to tricking Reality itself, allowing the caster to travel through solid walls, use shadows as doorways, and much more.

1ST-LEVEL ILLUSIONIST SPELLS: CANTRIPS

- **Arcane Mark:** Inscribes a permanent personal rune (visible or invisible).
- **Dancing Lights:** Creates torches or other lights for 10 min./level.
- **Detect Illusion:** Detects Illusions in a 60ft. radius for 10 rounds/level.
- **Ghost Sound:** Figment sounds for 1 round/level.
- **Prestidigitation:** Performs minor tricks for 1 hour.
- **Read Magic:** Read Scrolls and Spellbooks for 10 min./level.

2ND-LEVEL ILLUSIONIST SPELLS

- **Charm Person:** Forcefully makes one person your friend for 1 hour/level.
- **Color Spray:** Blinds creatures within a 15ft. cone, incapacitating them for 1 round.
- **Disguise Self:** Changes your appearance for 10 min./level.
- **Hypnotism:** Fascinates creatures within 15 points of your HP or less for 1d4 rounds.
- **Silent Image:** Creates a minor illusion of your design.
- **Ventriloquism:** Gain the ability to control one limb of a subject for 1 round.

4TH-LEVEL ILLUSIONIST SPELLS

- **Blur:** Caster gains +2 to AC, cannot be Sneak Attacked for 2 rounds/level.
- **Hideous Laughter:** Subject bursts into laughter, and is unable to perform any actions for 1 round/level.
- **Hypnotic Pattern:** Fascinate creature within 15 points of your HP or less for 1d8 rounds.
- **Invisibility:** Subject is invisible for 10 rounds/level or until it attacks.
- **Shadow Blade:** Creates an illusory shadow sword, dealing 3d6 + 1/level damage, with a range of 60ft.
- **Mirror Image:** Creates 1d4+1 decoys of caster for 10 rounds/level.

6TH-LEVEL ILLUSIONIST SPELLS

- **Daylight:** Creates an area with a 60ft. radius of daylight for 10 min./level.
- **Deep Slumber:** Puts creatures whose HP is less than double your HP into a deep sleep for 10 rounds/level.
- **Displacement:** Attacks against the subject miss 50% of the time for 1 round/level.
- **Invisibility Sphere:** Makes everyone within 10ft. invisible.
- **Minor Image:** Creates a minor illusion of your design with sound, smell, and thermal effects.
- **Suggestion:** Compels subject to follow stated course of action for 1 hour/level or until completed.

8TH-LEVEL ILLUSIONIST SPELLS

- **Charm Monster:** Make one monster believe it is your ally for 1 day/level.
- **Confusion:** Subjects behave oddly for 1 round/level.
- **Greater Invisibility:** Subject is invisible for 10 rounds/level and can attack.
- **Minor Creation:** Create one real cloth or wood object.
- **Phantasmal Killer:** A fearsome illusion terrifies one creature, dealing 5d8 damage.
- **Rainbow Pattern:** Lights Fascinate creatures whose HP is less than double your HP for 2d4 + 1 round/level.

10TH-LEVEL ILLUSIONIST SPELLS

- **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- **Dominate Person:** Controls subject telepathically for 1 day/level.
- **Major Creation:** Create one real cloth, wood, stone, or metal object.
- **Persistent Image:** Creates a minor illusion of your design with sound, smell, and thermal effects for 10 rounds/level.
- **Seeming:** Changes appearance of 1 person per 2 levels for 12 hours.
- **Sending:** Instantly delivers a short message to one subject located anywhere.

12TH-LEVEL ILLUSIONIST SPELLS

- **Mislead:** The caster becomes invisible and creates an illusory double in his/her place.
- **Permanent Image:** Creates a permanent illusion with sight, sound, and smell controlled by concentration.
- **Programmed Image:** Create one real cloth, wood, stone, or metal object that can be triggered by a specified event.
- **Shadow Walk:** Step into shadow and travel rapidly; 50mph for 1 hour/level.
- **Mass Suggestion:** Compels one subject per level to follow stated course of action for 1 hour/level or until completed.
- **True Seeing:** Lets you see all things as they really are (decipher lies, look through secret doors, see through illusions, sense objects in the dark. etc) for 10 rounds/level.

14TH-LEVEL ILLUSIONIST SPELLS

- **Mass Invisibility:** Up to 8 allies are invisible for 10 rounds/level or until they attack.
- **Phase Door:** Creates an invisible passage through wood and stone.
- **Power Word Blind:** Permanently blinds a creature with 200 HP or less.
- **Prismatic Spray:** Creates a 60ft. Cone-shaped burst of rays causing a variety of effects.
- **Project Image:** Illusory double (with half of the caster's HP) can talk and cast spells at medium range for 1 round/level or until it "dies".
- **Weird:** A fearsome illusion terrifies all creatures within 30 ft, dealing 5d8 damage.

16TH-LEVEL ILLUSIONIST SPELLS

- **Scintillating Pattern:** A pattern of discordant colors weaves through the air. The spell affects level + 1d6 creatures. Each effect lasts for 1d4 rounds. Creatures with less than 50 HP are unconscious, then stunned, then confused. Creatures with 50-100 HP are stunned, then confused. Creatures with over 100 HP are confused.
- **Shadow Evocation:** Creates an illusory version of Mage spells of 7th level or lower. If recognized as an illusion, the spell deals only ½ damage.
- **Simulacrum:** Creates partially real double (with half HP) of a creature (same level or lower than caster), formed from water, ice, or snow.
- **Sunburst:** Creates a piercing burst of light. Blinds all within 10 ft., dealing 5d12 damage.
- **Shadow Gambit:** Any shadow or illusory object becomes completely real for 3 rounds.
- **Prismatic Wall:** Creates a vertical, opaque 20 ft. wall that can be walked through, which protects from all forms of attack. Creatures with under 70 HP are blinded for 2d4 rounds if they are within 20ft. of the wall. Wall lasts for 10 rounds.

18TH-LEVEL ILLUSIONIST SPELLS

- **Moon Realm:** A creature that makes eye contact with the caster must make a will save. If failed, the creature is entrapped inside an illusory dimension under the complete control of the caster. If succeeded, the creature is permanently blinded.
- **Shades:** Creates 1d4 illusory doubles (with 75% of the caster's HP). Can talk and cast spells at medium range for 1 round/level or until they "die".
- **Phantasmal Weird:** Creates a phantasmal image of a fearsome creature. Target makes will save. If failed, target takes a Fortitude save or dies from fear. If succeeded, target takes 5d6 damage, 1d4 points of STR damage, and is stunned for 2 rounds.
- **Shadow Craft:** An illusory object becomes permanently real.
- **Complete Silence:** A subject becomes completely undetectable by sound.
- **Figmentation:** Any real object or subject is cast into an unknown location in the Ethereal Plane (The ethereal plane is a separate plane from the material plane, invisible to creatures on the material plane. It is gravity-less and dull; a land of ghosts, shadows, and wisps), making it a shadowy illusion. This spell, can only be cast without penalty the first time. After the first successful casting, if attempted again, the caster has a 50% chance of passing. If the caster fails, he/she is cast into the Ethereal Plane instead, becoming an illusion.

DIVINE SPELLS (DRUID)

Druids tend to be reclusive hermits, eschewing the busy life of towns and cities for the simple life of the forests and plains, gaining their powers from their worship of nature deities.

Druids must forgo the use of weapons and armor made of metal worked by mortal hands. Simple baubles and tools with small amounts of metal are not enough to draw their deity's ire, but like Clerics, Druids must spend time returning to the good graces of their deity if they stray.

1ST-LEVEL DRUID SPELLS: ORISONS

- **Create Water:** Creates 2 gallons/level of pure water.
- **Detect Magic:** Detects spells and magic items within 60ft. For 10 rounds/level.
- **Detect Poison:** Detects poison in one creature or object.
- **Mending:** Makes minor repairs on an object.
- **Read Magic:** Read scrolls and spell books.
- **Resistance:** Subject gains +1 on saving throws for 10 rounds.

2ND-LEVEL DRUID SPELLS

- **Entangle:** Plants entangle everyone in a 20ft. radius for 10 rounds/level.
- **Faerie Fire:** Outlines subjects with light for 1 minute/level, cancels blur, invisibility, etc.
- **Goodberry:** Creates 3d4 berries. Each berry can cure 1 HP (max 12 HP/day).
- **Obscuring Mist:** Fog surrounds your immediate vicinity (10ft.), providing concealment for 1 round/level.
- **Produce Flame:** 3d6 damage +1/level, touch or thrown.
- **Speak with Animals:** You can communicate with animals for 10 rounds/level.

4TH-LEVEL DRUID SPELLS

- **Barkskin:** Grants +2 bonus to AC for 10 min./level.
- **Gust of Wind:** Blows away or knocks down small-sized creatures.
- **Heat Metal:** Makes metal so hot, it deals 2d6 damage +1/level to those who touch it.
- **Summon Swarm:** Summons a swarm of bats, rats, or spiders for Knowledge + 2 rounds.
- **Tree Shape:** You look exactly like a tree for 1 hour/level.
- **Warp Wood:** Bends wood within a 20ft. radius.

6TH-LEVEL DRUID SPELLS

- **Call Lightning:** Calls a lightning storm into an area with a 5ft. radius. Lightning bolts come down from the sky dealing 3d6 + 1/level damage once per round for 1 round/level.
- **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy for 10 rounds/level.
- **Speak with Plants:** You can talk to normal plants and plant creatures for 10 rounds/level.
- **Spike Growth:** For 1hr/level, creatures within 20ft. take 2d6 damage per 5ft. movement, reflex save or they are slowed.
- **Stone Shape:** Sculpts small or medium sized stone into any desired shape.
- **Water Breathing:** Subjects can breathe under water for 2 hours/level divided by number of subjects.

8TH-LEVEL DRUID SPELLS

- **Air Walk:** Subject is able to walk horizontally on air for 10 min./level.
- **Anti-Plant Shell:** Keeps animated plants at bay for 10 min./level, with a 10ft. radius.
- **Ice Storm:** Hail is called from the sky, dealing 3d10 damage in an area within a 10ft. radius for 3 rounds.
- **Reincarnate:** Bring back a dead subject into a random body (a body that is nearby).
- **Repel Vermin:** Insects, spiders, and other vermin stay 10ft. away for 10 min./level.
- **Spike Stones:** All creatures within 20ft. take 3d8 damage. They must make a reflex save. If failed, they are slowed.

10TH-LEVEL DRUID SPELLS

- **Awaken:** One animal or tree gains human intellect (4 Mind).
- **Baleful Polymorph:** Transforms subject into a harmless animal.
- **Call Lightning Storm:** Calls a lightning storm into an area with a 5ft. radius. Lightning bolts rain from the sky dealing 3d12 + 1/level damage once per round for 1 round/level.
- **Insect Plague:** Up to 6 Locust Swarms (21 HP, 18 AC, slow, 2d6 attack) attack creatures for 10 rounds/level.
- **Transmute Rock to Mud:** Transforms 2 10ft. cubes/level of rock into mud.
- **Wall of Fire:** Creates a 20ft. wall of fire, dealing 3d12 fire damage. Passing through the wall deals 3d6 damage +1/level.

12TH-LEVEL DRUID SPELLS

- **Fire Seeds:** Creates Acorn Grenades (1d12 fire damage/level divided among up to 4 seeds) that can be thrown up to 60ft. and explode in a 10ft. radius, igniting combustibles and other flammable objects within range.
- **Live Oak:** Transforms an Oak tree into a treant.
- **Move Earth:** Magically dig trenches or build hills, in an area with up to a 50ft. radius and up to 10ft. deep.
- **Stone Tell:** Talk to natural or worked stone for 10 rounds/level.
- **Transport via Plants:** Instantly move once from one plant to another as long as the plants are the same type.
- **Wall of Stone:** Creates a shape-able wall of stone up to 5ft./level.

14TH-LEVEL DRUID SPELLS

- **Changestaff:** Your staff becomes a treant on command.
- **Control Weather:** Changes weather in local area. Takes half an hour to cast and take effect. Weather cannot be abnormal weather (meteors or other phenomena).
- **True Seeing:** Lets you see all things as they really are (decipher lies, look through secret doors, see through illusions, sense objects in the dark. etc) for 10 rounds/level.
- **Finger of Death:** Kills one creature with 150 HP or less. Must physically touch the creature.
- **Fire Storm:** Create a blazing storm dealing 1d6/level fire damage to up to a 60ft. radius.
- **Wind Walk:** You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.

16TH-LEVEL DRUID SPELLS

- **Animal Shapes:** One ally/level polymorphs into a chosen animal.
- **Mass Cure Serious Wounds:** Cures 3d8 damage +1/level for 1 creature/level, no two of which can be more than 30ft. apart.
- **Earthquake:** Intense tremor shakes 80ft. radius, collapsing ceilings, opening fissures, etc.
- **Repel Metal or Stone:** Perpetually pushes away metal and stone, lasting 1 round/level.
- **Sunburst:** Creates a piercing burst of light, blinding all within 10 ft., dealing 6d8 damage.
- **Word of Recall:** Teleports you back to a previously designated place.

18TH-LEVEL DRUID SPELLS

- **Antipathy:** Object or location affected by spell repels a certain creature type.
- **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- **Shapechange:** Transforms you into any creature, and change forms once per round.
- **Storm of Vengeance:** Create an enormous black storm cloud. Creatures inside are deafened while inside. On round 2, acid rains down, dealing 3d6 acid damage (no save). On round 3, 6 bolts of lightning strike for 5d12 damage/bolt. A creature struck can attempt a Reflex save for half damage. On round 4, Hailstones rain down, dealing 5d8 damage (no save). Ranged attacks and spells within the area of the storm are disrupted, with a 50% chance of failure.
- **Summon Nature's Ally:** Summon a 9th-level creature, 1d4 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.
- **Sympathy:** Object or location affected by spell attracts a certain creature type.

PSIONIC POWERS (PSION)

Psions are strange quirks of nature whose minds are warped from birth. They possess a natural connection with the Ethereal Plane, which allows them to directly project power into their surroundings. This often results in Psions perceiving the world in strange ways, and developing anti-social and amoral tendencies due to their outcast status.

Psions cannot use staves, rods, or metamagic. Instead, their powers are augmented with additional Hit Points (HP). The augmenting HP cost is noted under each power's entry. The combined HP cost for manifesting and augmenting a power (disregarding signature spell bonus) cannot exceed the character's psionic class level. Thus, a 3rd level psion could manifest a level 2 power by spending 2 HP, and augment it with at most 1 additional HP for a total HP cost of 3.

Psionic vs. Magical Effects: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. For example, detect magic detects psionics and dispel psionics dispels magic.

1ST-LEVEL PSION POWERS: MANTLES

- **Inkling:** Weakly manifest some psionic power, allowing tiny objects or creatures to be moved unpredictably.
- **Contact:** Project gibberish or meaningless sounds and images into a target's mind, confusing, disorienting, and possibly frightening them. *Duration:* 3 rounds.
- **Mental Spike:** Send a sharp mental force into a target's mind. Deal 1d6 + 1 force damage *Duration:* Instant.

2ND-LEVEL PSION POWERS

- **Psionic Charm:** Makes one non-aggressive (out of combat) person a friend. *Duration:* 1 hour/level. *Augment:* 4 extra HP raises duration to 1 day/level.
- **Control Object:** Telekinetically animate a small object. *Duration:* Knowledge, up to 1 round/level. *Augment:* None.
- **Detect Psionics:** Detect the presence of psionics. *Duration:* Knowledge, up to 10 rounds/level. *Augment:* None.
- **Mindlink:** Forge a limited mental bond with another creature. *Duration:* 10 rounds/level. *Augment:* Every 2 extra HP links another creature.
- **Mind Thrust:** Deal 3d6 force damage. *Duration:* Instant. *Augment:* Each extra HP adds 1d6+1 to damage.

- **Precognition:** Gain +2 bonus to one roll in the future. *Duration:* 10 rounds/level. *Augment:* None.

4TH-LEVEL PSION POWERS

- **Clairvoyant Sense:** See and hear a distant location. *Duration:* 10 rounds/level. *Augment:* None.
- **Cloud Mind:** You erase knowledge of your presence from a target's mind. *Duration:* 10 rounds/level. *Augment:* None.
- **Ego Whip:** Deal 1d4 MIND damage and daze a target for 1 round. *Duration:* Instant. *Augment:* Every 4 extra HP increases damage by 1d4 & save DC by 2.
- **Psionic Identification:** Learn the properties of a psionic item. *Duration:* Instant. *Augment:* None.
- **Read Thoughts:** Detect the thoughts of creatures in range. *Duration:* Knowledge, up to 10 rounds/level. *Augment:* None.
- **Sensitivity to Psychic Impressions:** Find out about an area's past. *Duration:* Knowledge, up to 10 min/level. *Augment:* None.

6TH-LEVEL PSION POWERS

- **Body Adjustment:** You heal 1d12 damage. *Duration:* Instant. *Augment:* Every 2 extra HP heals an extra 1d12.
- **Dispel Psionics:** Cancel psionic powers and effects. *Duration:* Instant. *Augment:* Each extra HP raises dispel check by 2.
- **False Sensory Input:** The subject thinks they see, hear, smell, taste, or feel something other than what their senses actually report. *Duration:* Knowledge, up to 10 rounds/level. *Augment:* Every 2 extra HP affects another target.
- **Fate Link:** Link the fates of two targets. When one loses hit points, the other loses the same amount. If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or lose two levels. *Duration:* 10 min/level. *Augment:* Every 2 extra HP raises DC by 1.
- **Psionic Blast:** Stun creatures in 30ft. cone for 1 round. *Duration:* Instant. *Augment:* Every 2 extra HP raises duration by 1 round.
- **Telekinetic Force:** Move an object (up to 250 lbs.) with your mind. *Duration:* Knowledge, up to 1 round/level. *Augment:* Each extra HP raises weight limit by 25 lbs.

8TH-LEVEL PSION POWERS

- **Control Body:** Take rudimentary control of foe's limbs. *Duration:* Knowledge, up to 10 rounds/level. *Augment:* Every 2 extra HP affects a target one size larger.
- **Death Urge:** Target tries to kill itself. *Duration:* 1 round. *Augment:* Every 4 extra HP raises save DC by 2 and duration by 1 round.
- **Psionic Dimensional Door:** Teleport short distance. *Duration:* Instant. *Augment:* 6 extra HP to manifest as a bonus action.
- **Mindwipe:** Wipe a part of target's mind to reduce target's current level by 2. *Duration:* 1 hr. *Augment:* Every 2 extra HP raises DC by 2. Every 3 extra HP reduces an extra level.
- **Schism:** Split your mind into two independent entities. *Duration:* 1 round/level. *Augment:* None.
- **Telekinetic Maneuver:** Telekinetically bull rush(push an opponent back one space), disarm, grapple (vs STR), or trip your target. *Duration:* Knowledge, up to 1 round/level. *Augment:* Every 2 extra HP grants a +1 bonus to maneuver checks.

10TH-LEVEL PSION POWERS

- **Mind Probe:** You discover the subject's secret thoughts. *Duration:* 1 round/level. *Augment:* None.
- **Psychic Crush:** Crush subject's mind, reducing subject to -1 hit points. *Duration:* Instant. *Augment:* Every two extra hit points increases save damage by 1d6 (base 3d6).
- **Second Chance:** Gain one free re-roll. *Duration:* 1 round/level, until discharged. *Augment:* None.
- **Trace:** Sense the destination of a subject's teleportation or dimensional shift. *Duration:* Instant. *Augment:* None.
- **Psionic Teleportation:** Instantly teleport up to 100 miles/level. *Duration:* Instant. *Augment:* None.
- **Psionic Sight:** Lets you see all things as they really are (decipher lies, look through secret doors, see through illusions, sense objects in the dark. etc). *Duration:* 10 rounds/level. *Augment:* None.

12TH-LEVEL PSION POWERS

- **Mass Cloud Mind:** Erase knowledge of your presence from the minds of one creature/level. *Duration:* 10 rounds/level. *Augment:* None.
- **Retrieve:** Teleport an item in your sight weighing 10lbs. or smaller directly into your hand. If an opponent has the item, it teleports only if the foe fails a Will save. *Duration:* Instant. *Augment:* Every 4 extra HP increases weight allowance by 10lbs.
- **Crystallize:** Turns a subject into crystal. The subject appears to be lifeless, but is not dead. Dispelling psionics or spells can return to the subject to its previous state (non-crystal). *Duration:* Permanent. *Augment:* None.
- **Null Psionics Field:** Create a field where psionic power does not function. *Duration:* 10 min/level. *Augment:* None.
- **Metabolize:** Restores level and stats from drains. *Duration:* Permanent. *Augment:* None.
- **Temporal Acceleration:** Your time frame accelerates for 1 round, making you speed up so much that everything else seems motionless. While Accelerated, you may use 2 actions and movements instead of 1 on each round. *Duration:* 1 round. (apparent time). *Augment:* Every 4 extra HP raises duration by 1 round.

14TH-LEVEL PSION POWERS

- **Ethereal Jaunt:** Become ethereal (ghostly) for 1 round/level. The ethereal plane is a separate plane from the material plane, invisible to creatures on the material plane. It is gravity-less and dull; a land of ghosts, shadows, and wisps. *Duration:* 1 round/level. *Augment:* None.
- **Fission:** You briefly duplicate yourself. *Duration:* 1 round/level. *Augment:* None.
- **Insanity:** Subject is permanently confused. On their turn, they roll 1d10. If they roll a 1, they act normally. 2-3, they do nothing but babble incoherently. 4-6, they flee as far away from the caster as possible. 7-10, they attack the nearest creature. *Duration:* Instant. *Augment:* Every 2 extra HP raises save DC by 1 and affects another creature.
- **Moment of Prescience:** You gain an insight bonus equal to your psionic character level on a single attack roll, check, or save. *Duration:* 1 round/level, until discharged. *Augment:* None.
- **Reddopsi:** Powers targeting you rebound back. *Duration:* 10 min/level. *Augment:* None.

16TH-LEVEL PSION POWERS

- **Astral Seed:** You plant a seed of your rebirth into the Astral Plane (The Astral plane is the space/plane in which Terador, and other worlds, reside. Filled with a thick air-like substance called "miasma", the Astral plane is a timeless plane with ever-changing gravity, known for its magic production). You return from death (even disintegration) after 10 days. *Duration:* Instant. *Augment:* None.
- **Hypercognition:** You can deduce almost anything. *Duration:* Instant. *Augment:* None.
- **Mind Blank:** Subject is immune to mental/emotional effects, scrying, and remote viewing. *Duration:* 1 day. *Augment:* None.
- **Mass Time Hop:** Willing subjects can hop forward in time. *Duration:* 1 hr/level. *Augment:* 6 extra HP to instantly manifest the power (even when it's not your turn).

18TH-LEVEL PSION POWERS

- **Assimilate:** Inflict 20d6 damage and incorporate creature (fully or partially) into your own body. *Duration:* Instant or 1 hr. *Augment:* None.
- **Psionic Etherealness:** You and 1 creature/3 levels become ethereal. *Duration:* 10 rounds/level. *Augment:* None.
- **Microcosm:** One creature (100 HP or less) or a group of creatures (each 30 HP or less, totaling to 300 HP maximum) is indefinitely trapped inside a world of its own imagination (no saving throw). *Duration:* Instant. *Augment:* Each extra HP raises the hit point limit of target by 10.
- **Timeless Body:** Ignore all harmful, and helpful, effects for 1 round. *Duration:* 1 round. *Augment:* None.