

Supernaturalist Studies

Taps into the powers of the Supernaturalist. Once Supernaturalist Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Supernaturalist.

Modification Point cost: 2

Prerequisites

1. Seeker Ability: "Magical Prowess".

Instill

Temporarily gift a Shiva with one of the caster's spells or abilities to use.

Modification Point cost: 2

Area of Effect: Shiva only.

Avoidance-roll: None.

Casting time: As the time it takes to cast the spell or invoke the ability.

Damage: None.

Duration: 1 hour + 1 per level advanced.

Effect time: Instant.

Explanation: This spell will temporarily gift a Shiva with one of the caster's spells or abilities to use (at the caster's current level). While a Shiva is gifted with her master's spell or ability, the caster cannot cast that spell or ability

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch. The caster must touch the Shiva physically for Instill to be cast upon her.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: See: "Range".

Spell-points to cast: 2 While Shiva has not yet cast the spell, or invoked the ability, these 2 spell-points will not regenerate.

Susceptibilities: Not applicable.

Value: **Scroll:** 10,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

Paranormal Perception

Increases awareness vs. supernatural happenings about you.

Modification Point cost: 2

Area of Effect: One creature.

Avoidance-roll: None. An avoidance-roll vs. "Magic" vs. an unwilling target.

Casting time: 1 turn (5 seconds).

Damage: None.

Duration: 1 hour (720 turns) + 1 hour per 3 levels advanced.

Effect time: Instant.

Explanation: This spell will give the targeted a +1 added Awareness +1 per level the caster has advanced, increasing all awareness checks and avoidance-rolls vs. supernatural occurrences (i.e., Poltergeists, Phenomenons and anything supernatural). Awareness checks and avoidance-rolls will never be more than maximum chance.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: 6 hours.

Notes: None.

Range: 1 space (5') x the caster's Awareness (i.e., If the caster has a 20 awareness, the range = 20 spaces).

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: Not applicable.

Value: **Scroll:** 7,000 white-gold / **Spell-rune:** 70 white-gold.

Preserve

Slows the course of atrophy over a non-living material.

Modification Point cost: 2

Area of Effect: One object no larger or heavier than the caster.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds).

Damage: None.

Duration: 1 moon (30 days) +1 moon per 10 levels advanced.

Effect time: Instant.

Explanation: This spell will stay the hand of atrophy brought on by the hand of time. This spell is only good to perfectly preserve an object against normal atrophy.

Hand movement: Two hands.

Healing: None.

Immunities: This spell only works on non-living, non-animated, objects.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2 While this spell's "Duration" is in effect, spell-points will not begin to regenerate.

Susceptibilities: Not applicable.

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

Shiva

This spell must be cast upon a master tailored doll woven from the fibers of the “Tilkure” plant.

Prerequisite: Trade-Skills of: “Sewing (master)”, “Artist, Sculpting (master)”.

Modification Point cost: 2

Area of Effect: One doll crafted from Tilkure.

Avoidance-roll: Only that this doll is successfully master crafted.

Casting time: 1 hour (720 turns).

Damage: None.

Duration: Life of the caster.

Effect time: 24 hours.

Explanation: This spell must be cast upon a master crafted doll woven from the fibers of the “Tilkure” plant. Shiva must be woven solid with Tilkure for this spell to work (meaning that no other fibers and fillers can be placed inside the doll to fill in the spaces to create it). Also, the detail of creating this doll is vital to its success.

See: “Special”

Legend

Rumored within the current legends are Shiva so finely crafted, they can cry tears, bleed in battle, and even feel emotion (but these are only fire-side tales).

Legend has it that there existed a Shiva so masterfully crafted, and so richly invested into, that she took for herself the name of Siri, and fought along side her creator in the Age of War, successfully helping to overthrow the chief of the Droglins, Akkib, "The Dread".

Hand movement: Two hands.

Healing: None.

Immunities: Shiva can only be created from the Tilkure plant. Shiva is totally immune to any form of pain.

Maximum adjustment: Not applicable.

- Notes:**
- 1 **Craftsmanship:** A poorly crafted Shiva will simply not work, and Spell-points used to create it will be wasted. Every physical detail must be master crafted, inside and out. It is not unlikely that this doll will take months, or even years to craft before the spell is cast upon it (yet this depends upon the skill of the tailors and how many are working on it).
 - 2 **Existing:** Only one Shiva can exist for a caster at one time.
 - 3 **Healing:** Shiva heal at the same rate of healing as their creator currently heals.
 - 4 **Life span:** If the caster dies, so will the Shiva.
 - 5 **Pain:** Shiva feel no pain from any type of wound.
 - 6 **Race:** Shiva can only be crafted as one of the race types (the same race types a player chooses when creating a character).

Range: Touch. The caster must create this doll by hand and then cast the spell upon it by touching it once it is created.

Resting time: 24 hours.

Special: Abilities vs. the investment to create Shiva: Upon the creation of a master crafted doll, woven from the fibers of the Tilkure plant, Shiva will have a different pool of abilities, characteristics and social make-ups vs. the money spent in the creation process. In other words, the more finely crafted, the higher the investment, the more complex Shiva will be.

See the following investments vs. the stats and abilities of the Shiva:

100 black-gold:

Appearance:	80% likeness of real race type.
Abilities:	None.
Characteristics:	1/4 that of what the caster has (rounded down).
Damage-points:	½ caster's current D.P. (rounded up) (Shiva will never gain more).
Defense:	As caster's when created (defense will increase at a rate +2 per 5 levels the caster advances after Shiva's creation).
Emotions:	None.
Instill?:	No.
Offense:	As caster's when created (offense will increase at a rate +1 per 5 levels the caster advances after Shiva's creation).
Realism: 80% real	to life features.
Social:	80% proficiency.
Special qualities:	None.

1,000 black-gold:

Appearance:	85% likeness of real race type.
Abilities:	None.
Characteristics:	½ of what the caster has (rounded down).
Damage-points:	As caster's current D.P.
Defense:	As caster's when created (defense will increase at a rate +2 per 4 levels the caster advances after Shiva's creation).
Emotions:	None.
Instill?:	No.
Offense:	As caster's when created (offense will increase at a rate +1 per 4 levels the caster advances after Shiva's creation).
Realism:	85% real to life features.
Social:	85% proficiency.
Special qualities:	Shiva knows the language of the caster only.

10,000 black-gold:

Appearance:	90% likeness of real race type.
Abilities:	None.
Characteristics:	3/4 of what the caster has (rounded down).
Damage-points:	As caster's current damage-points x2
Defense:	As caster's when created (defense will increase at a rate +3 per 3 levels the caster advances after Shiva's creation).
Emotions:	None.
Instill?:	Yes. 1 ability or 1 spell.
Offense:	As caster's when created (offense will increase at a rate +1 per 3 levels the caster advances after Shiva's creation).
Realism:	90% real to life features.
Social:	90% proficiency.
Special qualities:	Knows the language of the caster (read and write) + Shiva can learn to read, write, and speak 1 additional language (caster must know this language).

100,000 black-gold:

Appearance:	95% likeness of real race type.
Abilities:	Can eat and drink. This will mean that Shiva can be poisoned, drink beneficial potions, etc.
Characteristics:	100% of what the caster has.
Damage-points:	As caster's current damage-points x3
Defense:	As caster's when created (defense will increase at a rate +4 per 2 levels the caster advances after Shiva's creation).
Emotions:	Fear, Happiness.
Instill?:	Yes. 1 ability and 1 spell.
Offense:	As caster's when created (offense will increase at a rate +1 per 2 levels the caster advances after Shiva's creation).
Realism: 90% real	to life features.
Social:	90% proficiency.
Special qualities:	Knows the language of the caster (read and write) + Shiva can learn to read, write, and speak 3 additional languages (caster must know these languages).

1,000,000 black-gold:

Appearance:	100% likeness of real race type.
Abilities:	Can eat and drink. This will mean that Shiva can be poisoned, drink beneficial potions, etc.
Characteristics:	200% of what the caster has.
Damage-points:	As caster's current damage-points x4
Defense:	As caster's when created (defense will increase at a rate +5 per level the caster advances after Shiva's creation).
Emotions:	All known to the caster.
Instill?:	Yes. 10 abilities and 10 spells.
Offense:	As caster's when created (offense will increase at a rate +1 per level the caster advances after Shiva's creation).
Realism:	100% real to life features.
Social:	100% proficiency.
Special qualities:	Knows the language of the caster (read and write) + Shiva can learn to read, write, and speak 5 additional languages (caster must know these languages).

Spell Preparation: See: “Explanation” (must be a master crafted, life-size doll, from the Tilkure plant).

Spell-points to cast: 2 These points are lost permanently when this spell is cast.

Susceptibilities: None.

Value: **Scroll:** 60,000 white-gold / **Spell-rune:** There is no spell-rune created for this.