UNIVERSAL *fx*
A DIY kit for D20 *fx* powers
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This free supplement from Malladin's Gate Press is the first release in our new range of *D20 modern* support products. Contained within this document is a set of rules to enable you to design and build your own magic and psychic powers systems for *D20 Modern*.

THE BASICS
This system uses three simple game mechanics to allow an unlimited range of powers.

POWER APTITUDE
Firstly, you must buy a *Power Aptitude* feat to enable you to start buying powers. This is usually selected at first character level, but may be provided as a class feature. Your Power Aptitude Feat provides you with a number of *Power Points* per character level. These points are spent on activating your individual powers. You could receive any number of points depending upon the power balance of the game and the abilities the feat provides access to. Advanced classes that are specialist *fx*-users will usually increase this rate, often, but not necessarily, relating to a specific ability score.

POWER SKILLS
Secondly, there is a tree of *Power skill feats* beneath the *Power Aptitude* root that, although having no actual function of their own, provide the character with the ability to buy special *Power skills* with their usual skill points. Each skill will have its own linked ability score. These skills are normally purchased as cross-class skills, but may be given core-class status as part of an advanced class that deals with specific powers. Each skill provides the character with access to a number of abilities, each with a different DC requirement to activate the power.

ACTIVATION
Finally you have the culmination of these two abilities into a mechanism for activating the individual *fx* powers. As stated above, each power skill has an activation DC for any given power on associated with the skill. In addition, the skill lists the action required and the number of Power Points required to activate the power and maintain its effect (if appropriate). There will also be a cost given for a failed activation check.

If a character fails the check, they will likely still have to pay a certain amount of power points. Typically powers will require a variety of points to activate but will only cost the character one point should they fail. Other powers may have a failed check cost the character nothing, or be no different to the successful activation cost. Other powers still may drain the character of a greater number of points should they fail an activation check. The actual details of this are determined largely by the flavour of magic in your game and how you wish it to work.

TYPES OF POWERS
There are five different types of powers: Recovery Powers, Fuel Powers, Single Powers, Spell Paths and Supernatural Influences. These are general groups that share behaviour their powers.

RECOVERY POWERS
Sometimes a character cannot regain their power points without committing some action to regain them. This is a nice balancing factor for more powerful skills as it will require the character to develop their Recovery skills as well as their actual powers. The usual format for these skills is that the number of ranks a character has in a skill determines the types of action that can be taken to a regain power points, whereas the roll made determines the number of points that are recovered when the character takes the given action. This is a variable DC roll, where the character merely attempts the action and recovers a variable number of points based upon the highest of the listed DCs their dice roll result beats. It is also common for Recovery powers to have a *Feeding Impulse* that affects them when they are low on points. The higher the level of your Recovery power the lower the number of power points you can go down to before the *Impulse* kicks in. These different aspects vary from power to power, and you should read each power to determine the individual effects.

FUEL POWERS
Fuel powers have the ability to fuel other powers. The characters with these powers receive a number of points, based on the ranks in the skill, which can be used, in certain circumstances, instead of power points. Alternatively, they can provide you with bonuses to certain skill rolls based on the number of ranks you have in the skill. The specific details of what these powers actually fuel varies from skill to skill and you should examine the individual powers for more details. Often, fuel powers will have an additional effect, which can be any other type of power.

SINGLE POWERS
These powers are closest to skills in their effect on the game. These powers have one magical effect that merely increases ineffectiveness as the character develops that power. These powers have a variable DC whereby the character rolls against a given DC, but applies the highest result that their dice roll result has beaten.

SPELL PATHS
These powers provide you with a number of different magical effects at given target DCs. The character must decide which ability they are attempting to invoke before they make the roll, and must beat the listed target DC in the usual manner for a skill check. Alternatively, the character may only have access to certain powers on the path based on the number of ranks they possess in a given skill, with each individual power functioning in much the same manner as a Single Power.

SUPERNATURAL INFLUENCES
Supernatural Influences are not, strictly speaking, powers. They are an indication of the supernatural resources your character can bring to hand. An occult library is a good example of a supernatural influence. Often you will have Single Powers or Spell Paths that will require you have a certain level in a specific Supernatural Influence before they can be used. Unlike the standard powers, these do not have an associated skill, and are instead handled by a stackable feat, where each additional purchase of the feat increments the level of the influence by one.

OTHER CLARIFICATIONS
There are a number of other typical magic system mechanisms that need to be addressed for this system to slot comfortably in to the D20 System.

CASTER LEVEL
The character's caster level is difficult to determine. As these abilities are not usually connected to a character class the caster

level is difficult to determine. As the character could also have a character class that specialised in a given power we cannot simply use character level. This problem is largely alleviated by having power effects that are determined by the number of ranks a character has in a skill and the result of any skill checks rather than the caster level. However, there are other systems that affect the power externally, such as Spell Resistance and dispels. Therefore, a character's caster level needs to be determined by alternative means. The character is considered to have a different caster level for every root *Power Aptitude Feat* – that is, every feat that provides the character with power points with which to activate powers, even if there may be another feat tree below this feat itself. Thus, caster level is determined by adding up the number of character levels the character has possessed the given feat for, and dividing the result by two. Advanced and prestige classes that provide the character with bonuses to their caster will therefore work additional caster levels in to their class features (example classes are given below).

DESIGN CONSIDERATIONS

When you are designing your own powers you need to consider a few basic concepts. Not only will you need to consider the basic balance of the system you are implementing, but you must also consider both the nature of magic and other supernatural powers and frequency with which you wish players to develop these powers. It is also important to fully understand how such powers are likely to affect the mood of the game you are trying to build.

The Nature of the Supernatural

If you want to have magic in your game world, you need to seriously consider where is has come from and how it is manipulated. This will help you determine not only the flavour and themes you wish to explore through *fx* powers in your game, but also the ways in which you may want to balance the use of these powers in your game.

Supernatural powers can seriously affect the mood and pace of any role-playing game. By carefully considering the nature of magic in your game world you can harness this to help engineer the specific mood you wish to create. Do all characters in your world have access to these powers, or are they restricted to a few 'magic-user' character classes? A game where everyone has some form of supernatural ability allows you to explore magical powers as a major theme of the game. If the powers are restricted to certain classes you can keep back many secrets for the players to discover as they delve into the game. You can also consider whether the characters are able to use their magic openly or whether they must hide their abilities, for fear of persecution or worse. Games where magic is hidden provide an edge of fear underpinning all the character's actions. If magic use is common, or at least openly acknowledged, those with the abilities will feel they have a certain special status in society. There are many ways in which magic can be used to enhance the feel of your game.

The nature of magic can be a strong balancing factor. Those who control any kind of supernatural power will nearly always find themselves with a greater power than those without. In a game where all the characters have magic, it is a difference between the party and their environment. This type of game will inherently balance itself out, but care should be taken when balancing the challenge ratings of encounters you put the characters into. If you restrict magic to certain characters in the group you will need to make sure it is correctly balanced through the use of advanced classes, feat requirements and the power levels of the individual abilities themselves. The implementation of drawbacks for magical use can also be used as a useful balancing factor. This can be as simple as powers that inflict physical damage upon the caster, or more complex angst systems that draw the character down a
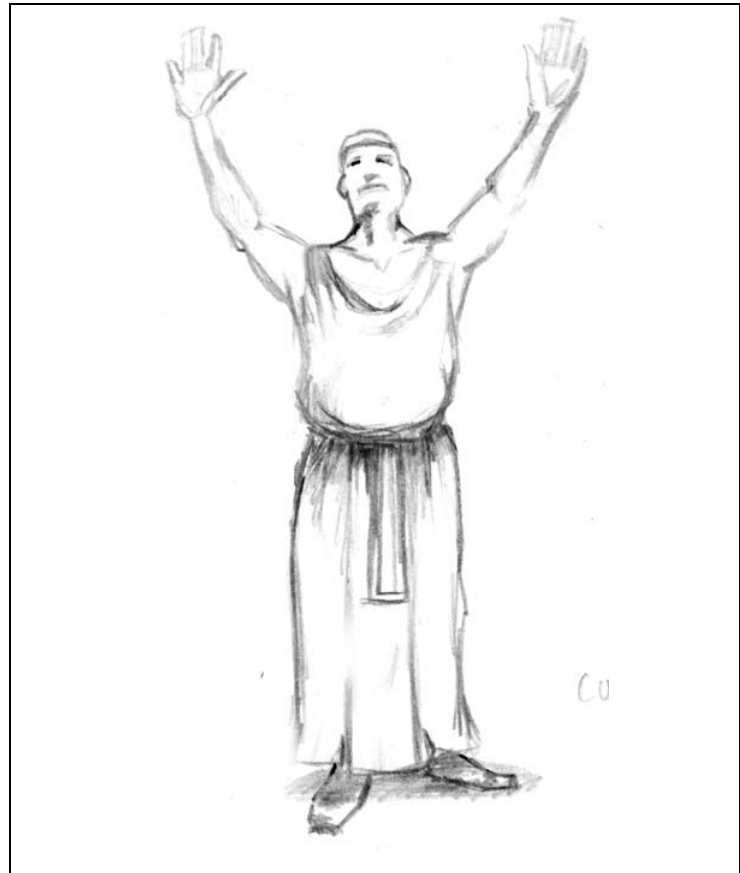
slippery road of insanity or depravation as they develop stronger and stronger abilities and struggle to handle their power.

Balancing Powers

The greatest problem with implementing magical abilities into a game is to balance them so that there are not so weak that no one bothers to use them or too powerful so that it makes your players with mundane characters envious or upset. The problem with writing a document like this is that it can never provide hard and fast rules for implementing anything due to the wide range of applications we are trying to cover. Instead we will discuss the different was in which you can implement magical powers into your game and provide discussions of game balance issues that they may provoke.

The first option we will consider is that where all the PCs have a certain amount of magical power. In this type of game, it is important to make sure that there is enough variety and flavour to the different powers that characters can play the full usual range of character types and just enhance their usual abilities with their powers. Fighter-types will need combat options from their powers, such as body-boosters and special manoeuvres or weapons. Rogue-types will be better suited with stealth powers or other skill-flavoured abilities, such as cyberkinetics or invisibility powers. Some characters will benefit from having powerful ranged attacks, whereas others will have abilities to control others by the power of their mind or other more socially-based abilities. If you want to start a campaign from scratch, you can provide the characters with additional skill points, bonus feats and allow them access to certain abilities as class skills rather than cross-class access. You can create specific advanced classes for each particular flavour of ability in the game. The only considerations you need to make in terms of balance are whether the different flavours of powers are balanced against each other, and to make sure the challenge ratings of any enemies are appropriately lowered to match the

party's true expertise. This can be a good type of game to introduce drawbacks to certain powers. It may fit with the mood of the game for certain powers to be inherently more powerful than others; this can be readily balanced by applying an appropriate penalty to the more powerful ability.

Next we will look at the game where only a few PCs will develop supernatural abilities. In these situations, the essential costs of having to spend character feats (as opposed to class bonus feats) and skill points to develop these abilities will mean that there is an existing inherent game balance to the system presented here. However, care and consideration must be made to determine correctly the individual balance of the powers themselves. There are many aspects open to the GM to manipulate this game balance. Not only can you choose a standard power-level to DC balance of any ability, but you can also manipulate the rate of development and recovery of power points, activation costs, feat requirements and apply penalties to the use of the abilities as discussed above. You can also use the advanced class system to allow characters access to improved rates of development of their supernatural powers, at the cost of a reduced progression of other class features, such as hit points, base attack and defence. The best way to successfully implement balanced powers in this type of game is through experience, but that may mean you have several disastrous gaming sessions before you get it right. As such we have provided, below, a group of example powers that you can either add into your game or use as a guide for power levels when designing your own supernatural abilities

EXAMPLE POWERS

This section considers a simple array of example powers, designed to cover a range of types of magical ability. They are designed with a 'slightly-magical modern-world' game setting in mind.

POWER APTITUDE FEATS

The following powers all work through one of the three feats described below. Each feat has the following additional headings: *Power Points*, detailing the progression of power point development and recovery, and *Drawbacks* detailing any additional systems for balancing the power.

BALANCED ASPECT APTITUDE

The character with this feat has the ability to manipulate dark magical forces whilst remaining in control. This provides them with access to a number of magical abilities that have largely subtle effects.

Requirements: Intelligence 11+
Benefit: The character with this feat may purchase additional feats that allow them to buy certain Balanced Aspect dependent power skills. These skills count as cross-class skills unless their character class specifically states otherwise.
Power Points: This ability provides the character one power point for every two character levels following purchasing the feat. These points are recovered at a rate of one per hour of rest.
Drawbacks: There are no specific drawbacks to using these powers.

DARK ASPECT APTITUDE

The character with this feat has access to raw magical energy and can form it into powerful effects.
Requirements: Charisma 11+
Benefit: The character with this feat may purchase additional feats that allow them to buy certain Dark Aspect dependent power skills. These skills count as cross-class skills unless their character class specifically states otherwise.
Power Points: This ability provides the character with five power points when they initially purchase the feat, and one additional point

for every four character levels following purchasing the feat. These points are recovered only through the use of a recovery skill (see below).
Drawbacks: The Dark Aspect, whilst providing its followers with powerful magical abilities, also sends them gradually insane. Every time a character rolls a one on a Dark Aspect based skill check they must make a will save at a DC equal to the DC of the ability they were activating or gain a psychosis. The power of their dark side also increases as they commit acts of depravity. Whenever the character commits an evil act the GM should 'award' the character with a number of depravity points between 1 and 4 (typically one point would be for a minor act, such as petty theft, whereas murder or rape would garner four points). The character can lose depravity points by performing good deeds. The GM should only allow the character to lose one per good act, but perhaps may allow them to lose two depravity points for a particularly impressive act of kindness. The total number of depravity points the character has accumulated acts as a negative modifier to their will save to avoid gaining psychosis for a botched Dark Aspect power roll. The GM can determine the exact effects of the psychosis, some examples are given below, in the rules for the *Inflict insanity* power (see *Mentalis* below). The GM can decide the relative strength of the psychosis, but should only provide the more penal afflictions to those who have accumulated a number of previous psychoses and have high depravity levels. There are no hard and fast rules for this, as it can seriously affect the player's role-playing experience of their character and the GM should judge each case on its merits when determining which psychosis to inflict upon the character. They should use factors such as the character's personality and the circumstances that led to them developing the psychosis to determine which to apply.

LIGHT ASPECT APTITUDE

This feat is possessed only by those of pure soul. They possess the ability to repress dark magic and to enable the flow of positive energies.
Requirements: Wisdom 11+
Benefit: The character with this feat may purchase additional feats that allow them to buy certain Light Aspect dependent power skills. These skills count as cross-class skills unless their character class specifically states otherwise.
Power Points: This ability provides the character with five power points when they initially purchase the feat, and one additional point for every four character levels following purchasing the feat. These points are recovered only through the use of the *Conscience* recovery skill (see below). Characters who take this feat may begin to develop their Conscience skill without purchasing an additional feat.
Drawbacks: This power precludes the character from developing any other magical powers. Those with this feat may not take the Dark Aspect Aptitude or Balanced Aspect Aptitude feats. If the character already has either of those feats they may not develop this feat.

POWER SKILL FEATS

There are a number of feats in addition that must be learned before characters can begin to develop their magic powers. These are linked together in feat trees that build upon more specific aspects of the three aptitudes. The feats below are summarised in table 1.

DEMONKIN

This feat represents those characters that have a dark, demonic aspect to their magic. This enables them to build up certain powers that enhance their bodies with powerful magics.
Requirements: Dark Aspect Aptitude
Benefit: The character with this aptitude gains access to the *Lifeforce Feeding* recovery skill. Characters who take this feat may begin to develop their Lifeforce Feeding skill without purchasing an additional feat.

Table 1: Power Feats

Feat	Requirements
Balanced Aspect Aptitude	Int 11+
Befuddlement	Balanced Aspect Aptitude
	Intelligence 13+
Chi Arts	Balanced Aspect Aptitude
	Base Attack +1
Meditation	Balanced Aspect Aptitude
Self Control	Balanced Aspect Aptitude
Dark Aspect Aptitude	Cha 11+
Demonkin	Dark Aspect Aptitude
Might	Dark Aspect Aptitude
	Demonkin
	Strength 13+
Resilience	Dark Aspect Aptitude
	Demonkin
	Constitution 13+
Sorcerous Aptitude	Dark Aspect Aptitude
	Balanced Aspect Aptitude
Mentalis	Dark Aspect Aptitude
	Sorcerous Aptitude
	Base Will Save +2
Pyromancy	Dark Aspect Aptitude
	Sorcerous Aptitude
	Charisma 13+
Light Aspect Aptitude	Wis 11+
Antimagic	Light Aspect Aptitude
	Base Will Save +2
Faith Healing	Light Aspect Aptitude
	Knowledge (theol. and phil.) 5 ranks
Truesight	Light Aspect Aptitude
	Spot 5 ranks

Note: Dark Aspect powers are either demon powers or sorcerous powers. This feat allows you to take the feats required to develop demon powers.

SORCEROUS APTITUDE
There are those in the world who can shape the dark magics into powerful forces and unleash a variety of magical effects. Whilst seen by many to be a force of dark magic, there is a requisite for the character to learn the discipline of the Balanced Aspect to fully master these Dark Arts.
Requirements: Balanced Aspect Aptitude, Dark Aspect Aptitude
Benefit: The character with this aptitude gains access to the *Meditation* recovery skill. Characters who take this feat may begin to develop their Meditation skill without purchasing an additional feat.
Note: Dark Aspect powers are either demon powers or sorcerous powers. This feat allows you to take the feats required to develop sorcerous powers.

POWER SKILLS
The skills listed below are designed to have some quite varied systems. This is so that you can gain an understanding as to the many different ways in which these skills can be controlled. Each skill requires the character to purchase a specific feat before they can begin to buy ranks in the skill. The requirements for each feat are listed with the skill descriptions.

ANTIMAGIC (Wis)
This is a *Single Power* that can be used to counter any magical effect. When an enemy is attempting to use a power and you either detect that they are forging a power or the power is directed at you, you may use your Antimagic as a defence against that power.

Feat Requirements: Light Aspect Aptitude, Base Will save +2.

Skill Description:
This power does not take any action to activate, and can be done so during another character's action. The GM may require a Sense Motive check to detect that someone is using a power against you. Whilst active, the power provides the character with a Spell resistance based on the check result:

DC of Antimagic skill Check	Spell Resistance
20	12
25	14
30	16
35	18
40	20

You must spend a Light Aspect power point each time you use this power. This is an instantaneous affect and is not maintained beyond the initial activation. Additional Light Aspect points must be spent and new rolls must be made for each spell or ability the character wishes to counter with *Antimagic*.

BEFUDDLEMENT (Int)
This power enables you to confuse and confound your opponents. It works by creating doubt in their mind, to a lesser or greater degree depending upon the level of this power.

Feat Requirements: Balanced Aspect Aptitude, Intelligence 13+.

Skill Description:
Each activation takes an attack action and provokes an attack of opportunity. This is a Spell Path power with the following effects at the given DCs:

DC 20: Hesitate
> You can cause an opponent to hesitate for a split second. This can allow you a moment to escape or to interrupt someone. In combat situations it causes the target to lose their next action. This power takes an attack action and costs one Balanced Aspect point to invoke.

DC 25: Indecision
> You can cause someone to reconsider a decision to take a particular course of action. It will give you the chance to argue your case for the alternative decision. You immediately make another Befuddlement skill check, resisted by the target's Will save. If successful, you will be able to convince then of the alternative course of action. This power costs one Balanced Aspect point to use. This power cannot be used in combat as it involves a usually long and heated discussion.

DC 30: Wrong turn
> At this level you can invoke this power to lose someone who is following you or remain hidden when someone is searching for you. They will just not look in the place where you are hiding, no matter how obvious. Spend a Balanced Aspect point to invoke this power. You immediately make a *Hide* skill check, adding any ranks in Befuddlement to the result. If the character is chasing you they resist with their *Spot* skill, if the character is searching for you whilst hidden they must instead use their *Search* skill. This power is an attack action to activate.

DC 35: Contradict
> With this power you can reverse the intent of a character's action. It requires a vocal cue and you must have an understanding of what the character is trying to achieve. Spend one Balanced Aspect point and take an attack action to activate this power. If the subject fails a Will save at a DC equal to 15 plus your Intelligence modifier, their intentions will be reversed. This can be used to prevent a fight starting, for

example, with the character using the power saying something like: "You don't really want to attack me." It can also be used to reproduce the famous Jedi mind trick; "These are not the druids you are looking for."

DC 40: Confusion
This power will cause the target to completely lose track of what they were doing and find it very difficult to comprehend what is going on. Spend a Balanced Aspect point and take an attack action. If the target character fails a will save at a DC equal to 17 plus your intelligence modifier they are unable to act for 2d4 plus you intelligence modifier actions. If they pass the saving throw they still lose their next action.

CHI ARTS (Wis)
This power is the use of magic in martial arts. It allows you to enhance you martial arts skills by manipulating Balanced Aspect magic.

Feat Requirements: Balanced Aspect Aptitude, Base Attack +1

Skill Description:
This is a Spell Path power, and requires you to spend a full-round action to focus your chi (attracting attacks of opportunity). The character spends one Balanced Aspect point to activate all the powers for the rest of the combat. Whenever a character wishes to use an individual ability, they simply make the roll and check against the target DC without having to take any additional action. Chi Arts as the following effects at each DC:

DC 20: Leap
When the character leaps, they fly through the air as if they are much lighter. When the character makes a Jump check, add half their number of Chi-Arts ranks to the roll, as an enchantment bonus.

DC 25: Block
The Chi-Artist can throw blocks around as if by instinct. Add your Wisdom modifier to your AC for the remainder of the combat. This roll is normally made when the power is first activated.

DC 30: Slow Fall
You fall great distances as if lighter than a feather, thus taking less damage when you hit the ground. Ignore the damage from 10ft of falling distance for every five ranks you have in the Chi Arts skill, rounding down.

DC 35: Deadly Blow
The Chi Master can strike at precise points to incapacitate their enemies. The character makes an unarmed attack that causes double the usual damage should the check succeed. On failure the attack does the usual damage.

DC 40: Enhanced Speed
At this level the Chi Artist moves with an almost inhuman speed. The character gains an additional move action each round. This roll is made as the power is activated and cannot be retaken should the check fail. The character must spend an additional power point each round to maintain this ability.

CONSCIENCE (Cha)
This power is a *Recovery* power for Light Aspect. When your character is kind to another or performs some selfless task, you can regain Light Aspect points.

Feat Requirements: This ability does not require the character to take an additional feat. All characters with the Light Aspect Aptitude feat can automatically develop this skill.

Skill Description:
On a Conscience skill check that exceeds DC 20 you regain 1 point, a roll that exceeds 30 gains you two points and a roll in excess of 40 will recover three power points. The number of ranks in the Conscience skill determines what acts you can draw Light Aspect points from, as detailed below:

1-5 ranks: Sacrifice
At this level of conscience you can regain Light Aspect points only when you put your own life, sanity or livelihood on the line for the sake of another.
Examples: Saving the kid from being run over. Giving away your life savings to charity. Confronting the creature that is terrorising the orphanage, even though it much more powerful than yourself.

6-10 ranks: Kindness
At this level you can begin to gain Light Aspect points back when you act in a benevolent manner, whether it works out for your benefit in the end or not. You do not have to risk any major sacrifice, just to be kind to others.
Examples: Helping the old lady cross the road. Administering first aid at the scene of an accident. Taking time to listen to a friend who has emotional problems.

11+ ranks: Fairness
Now your character can restore their Light Aspect points by merely being fair. By acting without prejudice or bigotry, your character can replenish their Light Aspect points.
Examples: Supporting a stranger's claim over one of your friend because it is right. Letting the cashier know that they have given you too much change.

Feeding Impulse: The character with this skill will suffer an overwhelming guilt when they drop down to three points of Light Aspect power. This causes them to suffer a –2 morale penalty to all skill checks, ability checks, attack rolls and saving throws until they can recover power points. Characters with 6 or more ranks in this skill are only affected if they drop down to two Light Aspect points and characters with 11 or more ranks are only affected when they are reduced to one point.

FAITH HEALING (Cha)
Those with Light Aspect who are of a religious nature often use this power. There are records of healers from all world religions, as the power comes from a general aura of holiness that can be represented by a Light Aspect aptitude.

Feat Requirements: Light Aspect Aptitude, Knowledge (theology and philosophy) 5 ranks.

Skill Description:
This power is a Single power, with a number of different results that can be achieved. To use this power, the character must spend a Light Aspect point and make a *Faith Healing* skill check. This takes an attack action and provokes an attack of opportunity. This power allows the character to achieve certain spell effects are given below:

DC 20: Cure Light Wounds
DC 25: Cure Moderate Wounds
DC 30: Remove Paralysis
DC 35: Remove Disease
DC 40: Remove Blindness/Deafness

LIFEFORCE FEEDING (Con)
This power is the curse of those who develop demonic powers. Those with this ability regain Dark Aspect points by feeding off the lifeforce of others.

Feat Requirements: This ability does not require the character to take an additional feat. All characters with the Demonkin feat can automatically develop this skill.

Skill Description:
On a Lifeforce Feeding skill check that exceeds DC 20 you regain 1 point, a roll that exceeds 30 gains you two points and a roll in excess of 40 will recover three power points. To facilitate this dark path the character gain the ability to grow sharp teeth, which allow the character to make a 1d4 piercing damage bite attack against grappled opponents. These teeth can be grown or retracted at will. As this is quite a dark and feral path, the moral issues involved with feeding from living creatures in this manner should be emphasised by the GM and all players in the group should be encouraged to role-play their own character's feelings on the subject. In addition, to feed from an unwilling human victim counts as an evil act, and characters with this skill will undoubtedly develop a large number of Depravity points. The number of ranks in the Lifeforce Feeding skill determines what acts you can draw Dark Aspect points from, as detailed below:

1-5 ranks: Flesh
    At this level of Lifeforce Feeding you regain Dark Aspect power points by feeding off raw, dead flesh. Every kg (approximately 2 pounds) of raw meat consumed allows the character to make a Lifeforce Feeding check to determine the number of Dark Aspect power points they recover. Characters who eat human flesh gain a +4 circumstance bonus to the skill check. The character can only regain power points by feeding from humans (or any human-like species) and animals.

6-10 ranks: Blood
    At this level of Lifeforce Feeding the character is able to drink the blood of living creatures to recover power points. The character can drink from a grappled or willing victim. In the space of one round the character can drink enough blood to allow them a Lifeforce Feeding check to regain power points. The attack causes the victim to lose 1 point of Constitution, temporarily. Passing a Fortitude save at DC 15 will negate this loss. The character can continue to feed until their victim is dead. Characters who drink human blood gain a +4 circumstance bonus to the skill check. The character can only regain power points by feeding from humans (or any human-like species) and animals.

11+ ranks: Life Energy
    This power allows the character to feed from a victim's very lifeforce. They can make a ranged touch attack on any character within 30 ft. That character suffers the same Constitution damage as listed above. Characters who use this attack against humans gain a +4 circumstance bonus to the skill check. The character can only regain power points by feeding from humans (or any human-like species) and animals.

Feeding Impulse: This power has a feeding impulse that causes the character to enter a bloodlust when they drop down to low levels of Dark Aspect power points. The impulse kicks in when the character has only three Dark Aspect points left. The character must make a Will save, at a DC equal to thirty minus five for every Dark Aspect power point they have remaining. For example, a character with only 1 Dark aspect point remaining must make the save against a DC of 25. If a character fails the saving throw they enter a bloodlust, where all characters become possible targets. They attacks the nearest character to them, whether friend or foe (randomise if there are multiple possible targets). During this attack they will only use melee, unarmed or bite attacks and attempt to kill their target in the quickest way possible so that they may feast on their flesh - they resort to their lowest recovery ability as the feral beast takes over. They can use only Demonkin related powers

whilst in this bloodlust. Characters who fail the will save may spend a Self Control point to stave off the bloodlust. The character must remake the will save each minute outside combat or at the start of their action each round whilst in combat (the smell of fear and blood in combat situations makes the bloodlust harder to resist). Characters with 6 or more ranks in this skill are only affected by bloodlust if they drop down to two Dark Aspect points and characters with 11 or more ranks are only affected when they are reduced to one point.

MEDITATION (Wis)
This recovery power allows the character to focus their mind and channel external energy through their body to recover their lost magical energies.

Feat Requirements: Balanced Aspect Aptitude
Note: Although this skill is available to those who have the Sorcerous Aptitude Feat, It is also available to any other characters with the Balanced Aspect for the purchase of the Meditation Feat.

Skill Description:
The character with this power uses their control over the Balanced aspect of magic to recover lost power points of any kind. The character takes an action as listed below (based on the number of ranks they have in the skill) and makes a skill check. If the result of the check exceeds DC 20 you regain 1 point, a roll that exceeds 30 gains you two points and a roll in excess of 40 will recover three power points. If you wish to regain Dark Aspect points you must also spend a balanced aspect power point. If the character is attacked during the action they must make a concentration check, at the same DC as if they were casting a spell, to avoid aborting the action. If the action is aborted the character loses any power points expended to use this ability. This action provokes an attack of opportunity from threatening opponents. The length of action requires is described below:

1-5 ranks: Full round action
6-10 ranks: Attack action
11+ ranks: Move action.

Feeding Impulse: There is no feeding impulse with this power.

MENTALIS (Int)
Mentalis is a Spell Path power used by sorcerers – Dark Aspect Magicians who shape their magic by their instincts. The Mentalis path involves controlling and manipulating the minds of others. The sorcerer using this power reaches out with the Dark Aspect and touches the minds of others, enabling them to twist and control the thoughts and actions of that character.

Feat Requirements: Dark Aspect Aptitude, Sorcerous Aptitude, Base Will Save +2

Skill Description:
This feat works by the character first making contact with the target's mind and then unleashing their dark magic through the channel created.

Contact:
    Before any of the powers can be used the Sorcerer must make contact with the victim's mind. The sorcerer must make a Mentalis skill check, resisted by the target's Will save. This attack action costs the sorcerer one Dark Aspect point. The target need not be in line of sight, provided the character is familiar with the target. If target is very familiar to the sorcerer, such as a friend or a close family member, they can contact them easily. When the target is reasonably familiar, such as a colleague or acquaintance, the sorcerer must beat the target's Will save by 10. If the target is only vaguely familiar, such as

having met the character only once, they must beat the target's will save by 20. If the character is in line of sight, they need only tie the contesting rolls to achieve success, no matter how unfamiliar that character is. This contact is a similar to the sorcerer bashing down the targets mental defences and burying himself or herself deep in the victim's psyche. There is no opportunity for communication, except possibly through the use of the *Alter Memory* power. The target is not aware of the presence in their mind unless the rolls are level, in which case the target felt a strange sensation as the sorcerer entered their mind. The Sorcerer cannot use this power to read the character's mind, as they are bypassing the target's higher processes. Once the character has used one of the powers below, the contact is severed, and must be regained to continue to use Mentalis powers. The power effects do not require the character to spend an additional action to achieve unless the character delays between the contact and achieving the particular effect, they are considered part of the contact action. The contact action takes an attack action and provokes an attack of opportunity.

The number of ranks in Mentalis determines the affects the character is able to achieve:

1+ ranks: Command
This power enables the character to command the target to perform an action. The victim must make an additional Will save at a DC of 15 plus the character's Charisma modifier. If the character passes the save, the sorcerer can only use a single word command on their target. However, if the saving throw is failed, the sorcerer can control the character with a single sentence command. The target is compelled to perform the action and is aware that it is not their intention. They feel an overwhelming compulsion to perform this action. Characters with the *Self Control* power can spend a Self Control point to resist the effects.

6+ ranks: Intent reversal
This power enables the sorcerer to reverse the intent of the character's next action. If the character was trying to keep quiet, they will suddenly shout out loud. If they were intending to run away they will be routed to the spot. This Sorcerer does not know what the character's intended action will be when they use this power, and so it can sometimes be a hit and miss power. The victim must make an additional Will save at a DC of 15 plus the character's Charisma modifier. Spending a Self-Control point can resist the effects of this power. However this must be done as a single action. The target character is forced to perform the altered course of actions until they can spend a second to get their head together.

11+ ranks: Inflict Pain
Using this power the character can cause damage to the victim. The character makes an additional Mentalis skill check and inflicts damage according to the highest DC exceeded:

DC 20: 1d6
DC 25: 2d6
DC 30: 3d6
DC 35: 4d6
DC 40: 5d6

A successful will save by the target will halve the damaged caused.

16+ ranks: Alter Memory:
This power can be used to change the character's memories. The sorcerer makes an additional Mentalis skill check, contested against the target's Will save. Under normal circumstances the character can use this power to affect the character's short-term memory. However if the Sorcerer beats their victim's roll by more then 10, the power can be used to manipulate recent events in the character's long-term memory, such as events in the last few months. If the character's roll is more than 20 higher than the target's they can completely alter the target's memory, even giving that character a new life history.

21+ ranks: Inflict Insanity
This power is used to send the victim insane. You make an additional Mentalis skill check and can apply any affects listed below, provided you beat target DC. This functions in the same manner as a Single Power skill, and you are not required to choose the desired affect before making the roll.

DC 20: Minor affliction, such as a tick, minor phobia or a stammer.
DC 25: A minor neurosis, such as an emotional imbalance or a strong phobia.
DC 30: A derangement, such as a delusion, mild schizophrenia or bipolar disorder.
DC 35: A debilitating disorder, such as a sociopath, multiple personalities or obsessive-compulsive disorder.
DC 40: A destructive disorder, such as a psychopath, a paranoid schizophrenic or catatonia.

The affects last for a day, plus an additional day for every five ranks the character has in Mentalis.

MIGHT (Str)
This is a single power used by many dark creatures and monsters. It is a power of superhuman strength. These creatures channel the magic through their body, causing their body to grow and become more muscular and powerful.

Feat Requirements: Dark Aspect Aptitude, Strength 13+.

Skill Description:
This single power has a physical effect, in that when activated, the character's body grows and looks different. At low levels this will be hardly noticeable, but at high levels the character's clothes will rip and tear. To activate *Might* the character must spend a Dark Aspect point and take a move action. The power is then active for the rest of the combat. When activated the character gains a bonus to their Strength ability score. The bonus that can be achieved is indicated below:

DC 20: +1d4+1 Strength.
DC 25: +1d6+1 Strength.
DC 30: +1d8+1 Strength.
DC 35: +1d10+1 Strength.
DC 40: +2d6+1 Strength.

PYROMANCY (Cha)
This power is another Sorcerer power, and is, in its application, similar to Mentalis. This power is a Spell Path that involves the creation and control of fire.

Feat Requirements: Dark Aspect Aptitude, Charisma 13+.

Skill Description:
When the character activates a power, they can choose to either create the fire themselves or utilise an existing fire source. The fire never burns the caster whilst they are using the power. If they create the fire themselves, they must spend a Dark Aspect point and take an attack action to summon the fire. This creates a palm-sized amount of fire. This is the amount of fire needed to fuel all the powers; a match or cigarette lighter is not enough. If the fire

used is already in existence, the character must take an attack action to bring it under control, but need not spend the Dark Aspect point. Either action provokes an attack of opportunity. The character must make a Pyromancy skill check at DC 20 to control an existing fire source or DC 30 to summon the fire. Pyromancy provides the following powers at the given ranks:

1+ ranks: Flame Hands
At this level the character can control the flame with their hands. The character must spend a Dark Aspect point to secure the Flame to his or her hands, but no challenge or action is required. This power can be used in combat to hit opponents with flaming punches. Such attacks are resolved as either unarmed attacks which cause an additional 2d4 fire energy damage or as a touch attack which deals 1d6 fire damage. As this power creates the required amount of fire for all the other powers, it is often invoked before any other powers are used. When a character uses Flame Hands to fuel another power, the flame hands remain active. This power is maintained by spending a power point after every minute.

6+ ranks: Flame Arrow
This power's name relates to its original, and simplest, use, however there are many other uses for this power. The technique involves releasing the fire and attaching it to an object. This could be an arrow, or even a sword or a bullet. To use this power the character must spend an additional Dark Aspect Point and make a Pyromancy skill check. If successful, any attacks from that object will cause additional energy damage. The character makes a pyromancy skill check to determine the amount of additional damage caused:

DC 20: +1d6
DC 25: +2d4
DC 30: +3d4
DC 35: +4d4
DC 40: +5d4

If the sorcerer wishes to enchant a complex item, such as a bullet in a gun, they must apply a –4 circumstance penalty to the check. This power adds damage to any one attack, and is expended as soon as the attack is carried out, whether it hits or not. Characters hit by the attack may make a Fortitude save to take only half of the additional damage.

11+ ranks: Fireball
At this level the character can fling the fire around like the sorcerers from legend. To use this power the Sorcerer must spend an additional Dark Aspect Point to release the flames, and then make a ranged touch attack against their desired target. The damage caused is based on a Pyromancy skill check as follows:

DC 20: +4d6
DC 25: +5d6
DC 30: +6d6
DC 35: +7d4
DC 40: +8d6

Characters hit by the attack may make a Fortitude save to take only half of the additional damage.

16+ ranks: Conflagration
At this level, the character can set things alight at a distance. The character chooses a target, spends two Dark Aspect points and takes an attack action to summon the flames. This attack caused the same damage as the Fireball above, but covers an area with a 20 ft radius. Any characters in the blast area can make a reflex saving throw to take only half damage.

21+ Ranks: Fire Elemental
This power enables the character to form a creature from fire and give that creature commands to attack (As they are made of fire they are capable of little else). This requires the character to spend two additional Dark Aspect points and make a Pyromancy skill check. The character summons a medium sized Fire Elemental for a duration in rounds equal to the number the character beat a DC of 20. See *Core Rulebook III* for the game statistics for elementals. The creature appears in any unoccupied position within 50 ft of the character.

RESILIENCE (Con)
This power is similar in many ways to Might. It is a Demon power that enhances the character's toughness and stamina.

Feat Requirements: Dark Aspect Aptitude, Constitution 13+.

Skill Description:
As a free action, the character can spend a Dark aspect power point and activate their Resilience power. This power provides the character with damage and energy resistance until their next action. The amount of damage and energy resistance gained is determined by the DC that the character beats:
DC 20: DR 5, ER 7
DC 30: DR 10, ER 15
DC 40: DR 15, ER 25

SELF CONTROL (Wis)
This power is gained through knowledge of the Balanced Aspect and how it affects your life. Through reinforcing your Super Ego with the power of the Balanced Aspect you can prevent yourself from being controlled by certain powers.

Feat Requirements: Balanced Aspect Aptitude.

Skill Description:
This powers makes you much more resistant to social and mental attacks, as you have a strong control over your emotions. Characters with a high level in this power can come across as cold and unemotional. This power is a single power and a fuel power. You can spend a Balanced Aspect point to gain a +1 bonus to your Will save for every five ranks in the skill, and you can spend your Self Control points to resist magical compulsions. You receive one Self Control spend-point for every four ranks you have in this skill. These points regenerate at a rate of one per day. You may resist any form of supernatural compulsion by spending one of these points. This could be external effects such as a Mentalis power, or internal compulsions such as Dark Aspect Creatures' feeding compulsions.

TRUESIGHT (Wis)
Light Aspect magicians often have a way of telling whether something is not right. They can use this power to detect characters using powers to hide or to know whether a character is human or not.

Feat Requirements: Light Aspect Aptitude, Spot 5 ranks

Skill Description:
To determine whether a character is human the Truesight user must spend a Light Aspect point and make a Truesight skill check, resisted by the target's Bluff skill. To detect a character that is using some form of supernatural concealment, they can add their Truesight score to any roll to detect that character, as described by that power itself. This power does not cost any Light Aspect points to use.

ADVANCED AND PRESTIGE CLASSES

These powers can be readily integrated into character classes. Such classes can provide the character with a greatly increased access to and control over their powers. Below are two new advanced classes; the Pure-Soul and the Sorcerer, and one new prestige classes; the Demonchilde.

DEMONCHILDE

The demonchilde has suffered their entire life with a dark aspect to their nature. They have always been prone to fits of violent rage and destructive tendencies. As they mature they begin to understand the true nature of their rage, and to channel their abilities. They learn that they are descended from a demonic heritage and have the gift of great power if they can learn to control it. Demonchilde learn to submit to their darker side in order to access their powers.

Such characters are often found on the underside of humanity. Their violent nature makes them feared by many and used by those who have need for thugs with few moral qualms. They also try to keep their nature hidden and as such often live alone or are homeless.

This class enables a demonkin character to gain a better understanding of their powers and abilities. As such they will integrate more successfully with a party of PCs than some others with similar powers. They make impressive fighters, and when the chips are down many would be glad to have a demonchilde watching their back for them. However, they will often stay on the verges of the party, fearing to entrust their dark secret onto heroic companions who may find their true nature abhorrent.

GAME RULE INFORMATION

The Demonchilde prestige class has the following game statistics:

Requirements:
To qualify for the Demonchilde class the character must meet the following requirements:

Base Attack:	+7
Feats:	Dark Aspect Aptitude
	Demonkin
	Might
	Resilience
Skills:	Lifeforce Feeding (5 Ranks)
	Might (5 Ranks)
	Resilience (5 Ranks)

Hit Dice: d10

Action Points: The demonchilde receives 7 plus half their character level action points each time they gain a new level.

Class Skills: The following skills (and their respective ability scores) are class skills of the demonchilde class: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Might (Str)*, Profession (Wis), Read/Write Language (none), Repair (Int), Resilience (Con)*, Speak Language (none), and Swim (Str).
* These skills require the character to have the requisite feat before they can be taken, but if the character does have the feat they may be developed as class skills

Skill Points: 5+ Intelligence modifier points per level.

Class Features:
The following are class features of the demonchilde class:

Control Bloodlust: At first level, the demonchilde learns better control over their bloodlust feeding impulse, allowing them to make a Will save (DC 15) to avoid attacking foes or innocents when the bloodlust takes them over. If there are no enemies to attack, the character will take out their bloodlust on the surrounding inanimate objects for 1d6 rounds, after which time the character is able to come out of the rage, but is *fatigued* for the next 1d6 hours. The character can, if they wish, remain in the bloodlust for the rest of the combat, but cannot come out of the bloodlust before the rolled round. After they have recovered from their fatigue the character will begin to suffer the feeding impulse again, if they have not managed to feed in the meantime.

Caster level: At levels 1, 3 and 5 the character's effective Dark Aspect caster level increases by 1. This stacks with their caster levels calculated from their character level and any other Dark Aspect caster level increase from other classes.

Dark Soul: At each level of they gain of the demonchilde class, the character increases their total number of Dark Aspect power points by one.

Channel rage: As they grow in control of their bloodlust, the Demonchilde learns not to fear it, but to use it as a powerful weapon against their foes. From second level the demonchilde is able to channel their rage through their bloodlust to gain a much more potent ability. When in bloodlust, the character gains a +4 bonus to Strength and Constitution, but a –2 to their defence.

Trigger bloodlust: At third level the character is able to trigger their bloodlust at will. The demonchilde uses this to enter a berserk frenzy against their most hated enemies. They are limited to using this ability only once per day at third level, but at fifth level they may trigger their bloodlust twice per day.

Pyromancy: Hell, the home of the Demonchilde's ancestors, is known for its fiery pits and burning spires. Thus the demonchilde learns to harness the power of flame. At fourth level the character.

Table 2: The Demonchilde

Level	Base Attack	For Save	Ref Save	Will Save	Special	Defence	Reputation
1	+1	+2	+0	+0	Control bloodlust, Caster level +1, Dark Soul	+1	+0
2	+2	+3	+0	+0	Channel rage	+2	+0
3	+3	+3	+1	+1	Trigger bloodlust (1/day), Caster level +1	+2	+1
4	+4	+4	+1	+1	Pyromancy	+3	+1
5	+5	+4	+1	+1	Trigger bloodlust (2/day), Caster level +1	+3	+1

gains the Pyromancy feat whether they meet the usual requirements or not. As such they are able to develop the Pyromancy power skill as a cross class skill

PURE-SOUL

Those of kind heart and forgiving nature are often looked down upon by others who consider themselves to have a more realistic outlook on life. However, the evils of the world feed dark magics, and purity of soul can provide the simplest defence against these powers. The pure-soul embodies this approach, and uses this power to fight the forces of evil.

These characters are often found amongst the clergy, or in other less popular religions. Alternatively they can be atheists or agnostics with as kind a heart as any. They are always involved in working with those less fortunate than themselves and seeking to ease the suffering of others regardless of their deeds.

These characters fit well into most parties. It is important to note that they are not the typical judgemental preacher, and they will rarely press their opinions on others, preferring to let their deeds show others that there is another way. As such they are often well received by many, and their powers will be useful to all.

GAME RULE INFORMATION
The pure-soul advanced class has the following game statistics:

Requirements:
To qualify for the pure-soul class a character must meet the following requirements:

Base Will Save: +2
Feats: Light Aspect Aptitude
Allegiance: Good
Skills: Knowledge (Theology and Philosophy) (6 Ranks)

Hit Dice: d6

Action Points: The pure-soul receives 6 plus half their character level action points each time they gain a new level.

Class Skills:
The following skills (and their respective ability scores) are the class skills of the pure-soul: Antimagic (Wis)*, Conscience (Cha), Craft (pharmaceutical, visual art, writing) (Int), Faith Healing (Cha)*, Investigate (Int), Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Treat Injury (Wis) and Truesight (Wis)*.
* These skills require the character to have the requisite feat before they can be taken, but if the character dies have the feat they may be developed as class skills

Skill points: 7 + Intelligence modifier points per level.

Class Features:
The following are class features of the pure soul class:

Caster Level: At levels 1, 3, 5, 7 and 9 the character's effective Light Aspect caster level increases by 1. This stacks with their caster levels calculated from their character level and any other Light Aspect caster level increase from other classes.

Grace of purity: At first level the character is protected by the strength of their Light Aspect powers. All of their saving throws receive a divine bonus equal to the character's Charisma ability modifier.

Divine Boon: at first level the Pure-soul gains a bonus to their total number of Light Aspect points available equal to their Wisdom modifier.

Light Aspect feats: At levels 2, 5 and 8 the character receives a bonus Light Aspect feat. The feats described in this document are: *Antimagic, Faith Healing* and *Truesight*, but more may be available.

Bonus feats: At fourth and seventh level the pure-soul receives a bonus feat that can be selected from the following list: *Attentive, Creative, Educated, Iron Will, Low Profile, Medical Expert, Meticulous, Renown, Surgery* and *Trustworthy*.

Bonus Insightful talent: At levels 3, 6 and 9 the character gains a bonus talent that can be taken from the Insightful talent tree of the dedicated hero.

Aura of courage: At tenth level the character's magical presence represses the negative magical forces that fuel fear. They are immune to fear and all allies within 10 ft of the pure-soul gain a +4 divine bonus to any saving throws to resist the effects of fear.

Table 3: The Pure-Soul

Level	Base Attack	For Save	Ref Save	Will Save	Special	Defence	Reputation
1	+0	+0	+0	+2	Caster level +1, Grace of purity, Divine Boon	+1	+1
2	+1	+0	+0	+3	Light Aspect feat	+2	+1
3	+1	+1	+1	+3	Caster level +1, Bonus Insightful talent	+2	+1
4	+2	+1	+1	+4	Bonus Feat	+3	+2
5	+2	+1	+1	+4	Caster level +1, Light Aspect feat	+3	+2
6	+3	+2	+2	+5	Bonus Insightful talent	+3	+2
7	+3	+2	+2	+5	Caster level +1, Bonus Feat	+4	+3
8	+4	+2	+2	+6	Light Aspect feat	+4	+3
9	+4	+3	+3	+6	Caster level +1, Bonus Insightful talent	+5	+3
10	+5	+3	+3	+7	Aura of Courage	+5	+4

SORCERER

True sorcerers are rare and powerful individuals. There is little magic left remaining in the modern world. Medieval witch-hunts left few of power alive, and those it did learned to keep their abilities hidden – a practice that their descendants and apprentices have passed down over the generations. Hence little is known about the sorcerers true power. They have a wide variety of powers and no two are ever exactly the same.

The sorcerer will often lead a reclusive life. They are often wealthy individuals, as their powers have been used over many generations to enhance their families careers and fortunes. The occasional wild talent that emerges in less favourable circumstances may be feared as a dangerous madman by their neighbours and family.

The purposes that draw together adventuring parties will likely attract the interest and attention of a sorcerer. As such they are often found with adventuring groups, fighting against the creatures of evil or searching for new magics to master and control.

GAME RULE INFORMATION

The sorcerer advanced class has the following game statistics:

Requirements:

To qualify for the Demonchilde class the character must meet the following requirements:

Feats:	Dark Aspect Aptitude
	Balanced Aspect Aptitude
	Sorcerous Aptitude
Skills:	Meditation (3 Ranks)

Hit Dice: d4

Action Points: The sorcerer receives 6 plus half their character level action points each time they gain a new level.

Class skills

The following skills (and their respective ability scores) are the class skills of the sorcerer: Befuddlement (Int)*, Bluff (Cha), Craft (visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (arcane lore, art, behavioural sciences, civics, current events, popular culture, theology and philosophy) (Int), Meditation (Wis), Mentalis (Int)*, Navigate (Int), Pyromancy (Cha)*, Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Self Control (Wis)* and Speak Language (none)

* These skills require the character to have the requisite feat before they can be taken, but if the character dies have the feat they may be developed as class skills

Skill points: 7 + Intelligence modifier points per level.

Caster Level: At levels 1, 3, 5, 7 and 9 the character's effective Light Aspect caster level increases by 1. This stacks with their caster levels calculated from their character level and any other

Light Aspect caster level increase from other classes. In addition, the caster's total number of Balanced aspect points available increases by their Intelligence modifier at first level and by one point at each level they gain an improved caster level.

Chi Focus: The sorcerer learns to channel greater magical forces through a focus on their meditative discipline. Their Balanced Aspect power point total increases by one for every level they have in this class.

Sorcerous Power: On achieving this class, the character truly awakens their full Sorcerous potential. They gain a bonus to their total number of Dark Aspect power points equal to their Charisma modifier.

Bonus power feats: At levels 2, 4, 5, 7, 8 and 10 the character gains a bonus power feat that can be selected from any power feat provided that the character meets the usual requirements.

Arcane Focus: The character chooses either the Balanced or the Dark aspect of their magic. They receive one bonus power point for the given aspect on attaining third level.

Power Focus: Each time the character gains this ability (at levels 6 and 10) they select a specific power. They receive a +2 bonus to any checks made for that power skill.
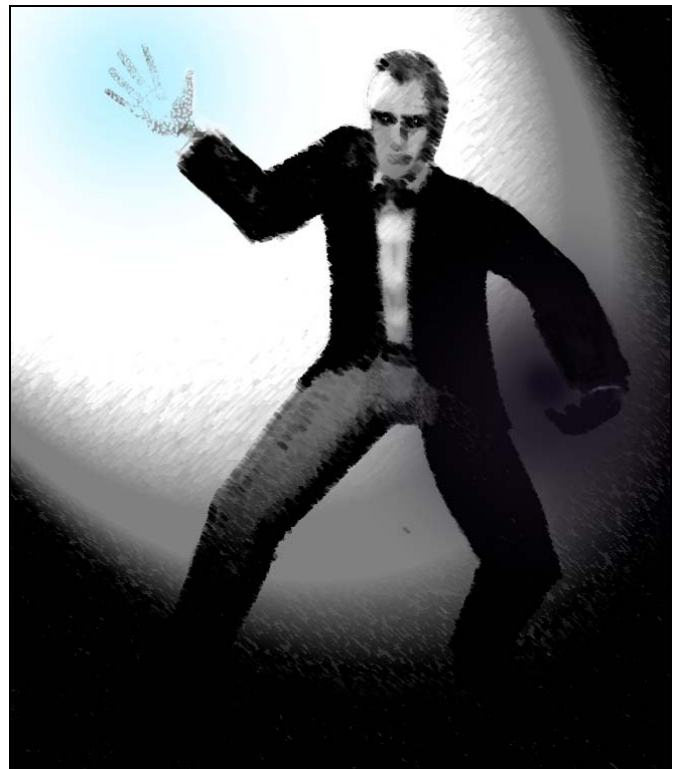
Table 4: The Sorcerer

Level	Base Attack	For Save	Ref Save	Will Save	Special	Defence	Reputation
1	+0	+0	+0	+1	Caster level+1, Chi Focus, Sorcerous power	+0	+1
2	+1	+0	+0	+2	Bonus power feat	+1	+1
3	+1	+1	+1	+2	Arcane Focus, Caster level+1	+1	+1
4	+2	+1	+1	+3	Bonus power feat	+1	+2
5	+2	+1	+1	+3	Bonus power feat, Caster level+1	+2	+2
6	+3	+2	+2	+3	Power focus	+2	+2
7	+3	+2	+2	+4	Bonus power feat, Caster level+1	+2	+3
8	+4	+2	+2	+4	Bonus power feat	+3	+3
9	+4	+3	+3	+5	Power focus, Caster level+1	+3	+3
10	+5	+3	+3	+5	Bonus power feat	+3	+4

GAMESMASTER'S INFORMATION

This section will discuss the above powers and classes, and consider how to implement them into your game. Each power group, and its associated class, is discussed in turn; Balanced Aspect, Dark Aspect – Demon Powers, Dark Aspect – Sorcery and Light Aspect. But first, it is important to note that this document is not designed to provide you with a complete magic system that you can just pick up and drop in to your game. While you can quite readily use all the powers presented, it is not complete. You will undoubtedly need to design a few of your own powers to gain the full benefit of this system. Below we will discuss some of our design considerations, in order to enable you to build your own powers.

BALANCED ASPECT

These powers are right at the lowest end of the scale. These are the only powers you can develop from first level. However, to achieve this will cost your character both of their starting feats and a chunk of their skill points to develop the power skills. There are two basic powers detailed for the Balanced Aspect; Befuddlement and Chi Arts, and two supplementary powers; Self Control and Meditation. Typically, a character who wants to develop one of these powers at first level will probably chose either Befuddlement or Chi Arts. As such we have detailed one combat-related power and one that provides a typical 'magic user' class with a variety of subtle magical effects. This is not much, so it is important to discuss the design criteria we used so that you can expand these powers out and allow your players more options.

The target DCs are quite large, meaning that many of the powers will be restricted to characters of high level, although taking a character class that enables the character to develop these powers as class skills will significantly improve the character's chances of attaining these levels of power. It is important to note that the higher level powers are restricted by the activation DC, rather than the character having to develop the skill to a set level of ranks (as with some of the Dark Aspect powers). This is a deliberate design consideration, and allows us to highlight how different mechanisms can be used to provide different balances between the abilities. For a low level character, the benefit will be with this type of ability, where you have the possibility of achieving the higher level powers, albeit sometimes small. The Dark Aspect powers that limit the character by a given number of ranks will be in ascendancy at higher levels, where the character can rely on being able to achieve a given effect, whereas the Balanced Aspect user will have slight chances of those powers failing to activate at all.

Another important design feature is the spread of power levels against the given DCs. Balanced Aspect powers typically range from the equivalent of a cantrip at its lowest levels, to the equivalent of a third level spell at the highest levels. The more powerful Dark and Light aspect powers have better abilities at the lowest ranks and achieve the power of third level spells earlier, but typically only advance to fourth level equivalent effects. This is because these highest levels of any powers are restricted to those who gain the ability to develop these powers as a class skill. A twentieth level character can only have eleven and a half ranks in a cross class skill, and is unlikely to have a total skill modifier somewhere between 15 and 20, making DC 35 and 40 checks very difficult if not impossible. Therefore the highest levels of all powers need to be balanced against each other, considering all factors, at these higher levels. Given the power scale of D20 Modern, we believe that the largest effects characters should be able to achieve should be the equivalent of fourth or fifth level spells; anything higher will destroy the 'realistic' edge of the game.

We have not presented a specific character class for Balanced Aspect magicians due to the limited number of powers we have presented, and because they can be readily developed from first level. The sorcerer is a master of both the Dark and Balanced aspects of magic and will allow the character to develop these powers as part of an advanced class. The Chi Arts power is a very generic introduction to a range of magically enhanced martial arts powers that will be detailed in our forthcoming D20 Modern supplement: *Modern Heroes: Martial Avengers*, along with the Martial Adept class that specialises in such powers.

DARK ASPECT – DEMON MAGIC

Demon powers are the best example of how *Single Powers* can be used. These two abilities simply boost the character's physical attributes to give them a significant edge in combat. As with the Chi Arts ability, The Demonkin powers are designed for those who wish to play a magically enhanced character. In contrast to the focus and discipline of Chi Arts and the Balanced Aspect, Demonkin powers can cost the character their sanity and humanity. This is a dark road to travel, which is a considered balancing factor of the powers. More so than sorcerers, Demonkin run the risk of gaining multiple Depravity points, and hence psychoses. Unlike sorcery powers, these powers can be developed from early levels. A first level character can take the Dark Aspect Aptitude and Demonkin feats, thus gaining a nice bite attack and energy drain ability through the *Lifeforce Feeding* power. From third level they can begin to develop the individual powers.

Demon magic provides us with a change to discuss a variety of design factors. Single powers are different to the powers we have discusses so far. Whereas they provide less flexibility than Spell Paths, such as Befuddlement or Pyromancy, they typically 'do' their single ability to a greater extent than any of the powers of a Spell Path. Both *Resilience* and *Might* are good examples of this. Both start with effects equivalent of second level spells, and whereas the utility of the effect does not change, the power does dramatically. A good roll on Might could gain the character an additional 13 points of Strength – that could be an extra +7 to attack and damage. Demon magic also provides us with the chance to discuss the implementation of *Recovery Powers*. The *Lifeforce Feeding* power provides a classic example of what can be achieved with a recovery power. Lifeforce feeding enhances a horror atmosphere, and will allow a player to develop a significant dark side to their character. Lifeforce Feeding will inevitably cause the character to gain depravity points as they commit unspeakable acts when they slip into their bloodlust. However, it is also interesting as a recovery power in that it provides a bonus as well as the ability to

recover spent power points. This balances this skill against the Meditation power, which has much less restrictions.

Discussing recovery powers also provides an opportunity to consider the *feeding impulse*. Both the Dark and Light Aspects provide the character with a solid block of power points when they first take the feat, whereas the Balanced aspect provides the character with lower staring amount, but a more rapid rate of improvement. This is because the feeding impulse, for starting characters will begin to affect them when they have three points remaining. Thus a character with five points can only safely spend one of them. As the character grows in power, they not only gain additional power points based on their level, but their 'safe minimum' also drops, providing them with access to additional power points.

The Demonchilde prestige class allows the character to develop a greater level of control over their powers, turning their bloodlust, which is technically a penalty, into a powerful tool similar to the Barbarian Rage ability. As the class represents an elite amongst the Demonkin who have learned to control their bloodlust, rather than the general masses of the demon-blooded, it is better represented as a prestige class rather than an advanced class. The ability of a character to develop these powers from early levels also determines the placing of this as a prestige class rather than advanced.

DARK ASPECT – SORCERY

Sorcery powers represent the combination of Dark and Balanced Aspects of magic. They are more disciplined than the feral demonkin yet have access to powers beyond the scope of the Balanced Aspect. Hence the character must develop more feats without any return. This restricts sorcerers to higher levels of character, as suits their power.

Many of the sorcerers powers have already been discussed above, and the design considerations of all their available powers have already been analysed. As such the discussion will need to focus on the Sorcerer advanced class. This class provides the character with increased access to magical powers, and a good number of skill points on which to spend them. The Sorcerer is designed so that it can be progressed into at fourth level, in much the same way as other advanced classes. Rather than specifically favouring any one class, the potential sorcerer must devote many of their feat slots and skill points into developing their powers. This requires the sorcerer to be dedicated to their cause. The sorcerer class, excluding their powers, is much weaker than many of the base classes. They gain only 1d4 hit points per level and have poor progressions in base attack, saving throws and defence. Their main abilities come from the fact that they develop a better variety of magical abilities than any other class.

The sorcerer class also shows some simple class features that can be used to increase the magical potential of a given character class. As combined magic users, able to draw upon both the Dark and Balanced aspects, the Sorcerer gains bonus power points to both types of magic. Firstly, they gain a level-based bonus to their Balance Aspect power points (which increase at an improved rate over Dark Aspect points for basic characters), and a bonus to their Dark Aspect points based on their Charisma score. This highlights two different mechanisms for providing an improved access to power points. In addition there are two different 'focus' powers, providing the character with a chance to specialise their character. The addition of bonus power points to one specific power aptitude allows the character to determine which power they are most likely to use most frequently. Bonuses to skill checks for specific powers are also good examples of ways in which a class can be used to provide an added edge to a magic using character.

LIGHT ASPECT

Light Aspect powers are used to introduce some magic concepts that fit more at home with the standard 'divine' definition than 'arcane'. These powers are based around the concept that magic is essentially an evil force (although using it is not necessarily an evil act) and that those who are truly good have a natural resistance to its power. As such the biggest restrictions to its use come from role-playing a truly good character. This is backed up in game terms by the *Conscience* recovery power, forcing the character to perform good deeds in order to regain their much needed power points.

The character who wishes to develop Light Aspect powers is restricted more by the requirements of the feats than by the number of feats they have access to. The three Light Aspect power skill feats are able to be developed from second level. This will likely mean that the character will not be able to take the feat until third level, requiring a character feat. However, it is possible – should the GM permit it – to allow the feats to be taken as bonus feats for one or more of the basic classes, thus enabling them to be developed from second level. Light Aspect powers are slightly weaker than those of the Dark Aspect, and so allowing this would not seriously affect the balance of the game. It is important, however, to maintain the skills as cross-class skills for characters of this level. We would suggest that the ideal basic class to allow access to these feats is the Dedicated hero, as many of the abilities of this class have been worked into the design of the Pure-Soul advanced class.

The Antimagic power provides the character with an ability to resist the effects of the dark forces of magic. As this system has been designed to be self contained, you should probably seriously consider whether this power will work against any other magical effects. This ability works well against the powers of the Dark and Balanced aspects of magic due to the themes that have been crafted into the design criteria of the overall system. If you have a fourth type of magic in your game, you should decide whether the Light Aspect can affect this ability. This rule is the same for Truesight ability. You also need to determine how Truesight will work with more standard invisibility powers to those of Befuddlement. Again, within a self contained system, Truesight is provided as a direct counter to Befuddlement. The Truesight mechanic might not be easily applied to alternative systems. Traditional Invisibility puts characters at a –4 penalty to hit the invisible character, this penalty can be reduced by the Truesight ability, to a maximum of zero. The invisible character also has a 50% chance of being missed, even if the attack check is successful. The characters ranks in Truesight can also modify this check by a suggested 2% for each rank.

The Pure-Soul advanced class provides a cleric-analogue for D20 Modern, utilising the Light Aspect magical powers. The class is closely linked to the Dedicated Hero class, gaining a number of talents, feats and skills normally available to that class. This is for two reasons; firstly, the ethos and nature of a dedicated hero will promote them to develop the Light Aspect if they are to develop powers at all; and finally, Wisdom is the primary ability score of each class. However, the addition of powerful magical abilities has meant that some of the physical aspects of the dedicated hero have been toned down. The pure-soul class shows how an advanced class can develop other powers and abilities than the power feats and skills. They have a couple of divine powers taken from the paladin class, which emphasise the warding nature of Light Aspect magic. They also gain bonus talents which can be taken from the Insightful tree of the dedicated hero, emphasising the close link between the two classes. As a parting note, you will have no doubt realised that this class offers three bonus Light Aspect feats, where only three exist. If you are to make best use of this class you will need to develop some new Light Aspect powers.