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Villains and Vigilantes: House rules

By John Bua

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Character creation: roll 3d6 five times and 5d6 once (for weight) 5d4 for females. You then assign the 3d6 rolls to S, E, I, A, and C. All males are default 6 feet. All females are default 5'8". You then get a 1d12 bonus points. These points can be used for (on a one on one basis) to add to the five attributes. Or you can increase your level. Or you can increase your weight 10lbs per point or your height by one inch. You can also buy Knowledge areas. To get more bonus points you can lower your weight by 10 lbs per point, or height by one inch per point gained.

Power selection: Roll 1d6. That's the number of abilities you get. Also roll percentile dice to get your one weakness. You can drop one weakness if you drop one power. You can also double a power if you drop another power. I find having a few doubled powers is better than a lot of random powers.

Where do Powers come from? In my universe, all superpowers are fueled from an extra dimensional source. Even body and Animal/Plant powers (but to a lesser extent). All meta-humans have an abnormality in their brain where one end of a tiny wormhole to this other dimension is present. It is through this worm hole that the energies come from.

Meta-human psychosis: Since all Meta-humans are channeling energy through their brains, they have a chance of this energy interfering with their thoughts and sanity. The more power they channel (i.e. the number of powers they possess), the greater the chance they can develop this psychosis. This psychosis manifests itself as an inability to distinguish fantasy from reality. A character might really truly believe that he is a Norse god, or king of Atlantis, and he will alter his habits to adhere to these "facts". If confronted with evidence that states the contrary, the Meta-human may become angered, and choose to leave, or even attack!

Meta-human psychosis has a chance of showing up every time a character goes up a level. The chance is 10 % per super ability the character has. This is reduced 10% per level the character has. Also it is reduced 10% per weakness the character has.

Ex: Meta Man has 10 powers. So he has 100% of getting MP. But he has four weaknesses so his chance is reduce by 40%. Its now only 60%. He just turned 5th level so this further reduces his chance by 50%. Meta Man has only a 10% chance of developing Meta-human Psychosis. (Note that if a power was doubled, this counts as two powers)

Modified Powers:

- Astral Powers: Pr=12 per hour. The character can move based on I, not A. The character can not become visible, nor communicate with any non-astral being. The astral traveler has no matter in his new form so it only has hit mods as hit points. The astral traveler will always find his body by the silver cord that emanates from the midsection and leads to the material body. This silver cord fades away after a few feet but the owner can see it if they wish. An astral body with out a silver cord can get lost and die. A material body without a silver cord is a ripe prize for a wandering spirit!
- Absorption. Most are as the rule book, but most absorption powers require movement points to use.
- Armor: a character with armor gains armor points equal to their basic hits per level. They are getting tougher and heavier with age. Tech armor reduces A for saves and initiative by 1 per 10 ADR.
- Cosmic Awareness; Pr=0. Remains one action. The character saves Id100. Each question lowers the intelligence by one. The harder the question, the GM may lower the I score as they see fit. If the die roll is less than the I score for the roll, they get the answer. If it misses by up to 50, they get nothing. If they miss up to 75 they get the wrong answer. If they miss up to 100, they are overwhelmed with the universe and go into a trance. They save Id20 per hour to awaken. If they miss over 100, then they are in the trance, but they have gain the attention of some Cosmic Power. This can be good or bad!
- Body powers
 - Anchored: There are three layers to this power. The hero with this power is anchored to his place in space/time. This power is activated with a thought.
 - Can not be teleported against will
 - Can not be dimensionally moved against will
 - Can not be moved in time against will. Each aspect of this power is considered one “dose” of this power.
 - Undifferentiated Body. This character has no organs, systems or anything of note inside their body. Just as a potato is one solid thing, so is the character. They are made up of some living material but they do not have anything specific inside them of note. This character seems all human on the outside, but inside they are uniform. The benefits of this are as follows. They can not be critically hit. They will not bleed and loose hits. They also can not be knocked unconscious by a blow to the head.

The mind is everywhere now, not just in one central location. This person will not benefit from first aid, or surgery. They can re grow lost limbs, eyes and such, but such regeneration is slow. They are also immune to most diseases, bacteria and viruses. But they may be susceptible to unknown ones. They are in effect, a new and unique species, as different from regular humans as humans are from amebas.

- Power Dynamo: A character with this power gets power back per turn no matter what they are doing. This is due to an extra organ somewhere in their body. See modified rules for regaining power.

- Quick Reflexes: A character with this power is fast on the draw. Instead of subtracting initiative by 15, they get to roll a 1d10 and subtract this from the 15 to see what that character now subtracts from initiative. *Ex: Speed Demon rolls initiative. His A is 20. He has quick reflexes and gets a modifier of 5. So he rolls his initiative. He rolls a ten. So the score is 10 plus 20 and we get 30. Now we are supposed to subtract 15 at this point but due to his quick reflexes, we subtract only 10. So Speed Demon goes on the 30th phase, 20th phase and the 10th. If he didn't have this power, he would go on the 30th and the 15th.*

- Flame powers: Mostly the same but I needed to point out that flying characters don't just create flame, but they also create thrust. No other change.

- Death Touch: Pr=20 per attempt. Upon a touch to the skin of a character they save vs. Current power or die. This is more lethal. Any use of this power warrants a Charisma Penalty Roll.

- Disintegration. Same as rule book, but this also does structural damage.

- Gravity Powers: Pr= variable. The power spent creates a warp of the power spent squared. The radius is the same as the power spent in movement points. *Ex: Warp Woman spends 10 power. She can create a Gravity Warp up to x100g s. It can affect an area up to 200 movement points.* Gravity power has been increased dramatically in my game!

- Invisibility: Pr=4 per hour thought only to activate. This power gives the character –
 - 100% to be detected by sight. It also gives the player -4 to be hit, and +4 to hit. It also has many advantages that need to be dealt with on a case by case basis. I added the bonus advantage that invisible characters can not be hit by normal laser attacks.

- For doubled invisibility a character can choose to be invisible to other types of Electromagnetic energies. This can be quite powerful at high doses.
- Invulnerability: This is the same but I added Invincibility. This power is like invulnerability but it is recovered by phase, not per turn. I give the players the choice of 3d10 invulnerability, or 1d10 Invincibility.
- Stretching Powers: Same as rules but with the added advantage of using stretching as a defense by reducing the damage a character takes from bludgeoning attacks. Total damage is cut in half. It's hard to smash anything that is stretchy!
- Psionics: Heat Subtraction: Pr=5 per use. This does 3d10 damage as ice powers as it removes heat from the target. It in effect removes kinetic energy from the subject. This can temporarily reduce a targets structural rating. However, it cannot be used to create ice armour or objects; it is not Ice power. It simply removes kinetic energy (heat) from the subject. As a defense, this power takes one action to set up, and then it costs one power per attack. It reduces the damage the attack does by 3d10. It sucks up the kinetic energy of the attack, making it less powerful.
- Psionics: Mental blast: Pr =3 as mind control. The attacker rolls Id20. The lower the better. The damage is equal to how far the d20 is from the character's Intelligence. *Ex: Mr. Brain has an I of 35. He shoots Dunder Man and hits with a mental blast. Mr. Brain rolls d 20 and gets a ten. This is 25 under his Int and does 25 points of damage!*
- Revivification: Mostly the same, but restored characters get 0 hits and 1 power. They are extremely fragile after coming back. Restored characters loose one level, and ALL their experience points. Any character at first level, CAN NOT be revived.
- Telekinesis (TK): Same as rules but you can make it based on ANY one attribute. You state which attribute you will use at the beginning. Also the defense is now more robust. The character can use TK to block each attack and subtract damage from each attack as the TK saps the attack of it's power. This is like putting up a mental barrier that the attack must get through to hit the character. You subtract damage from each attack based on the TK capacity the character has. For example each attack takes a TK blast to reduce the damage. Attacks affected are at GM's discretion.
- Telepathy: as rules but with bonuses from training or inventing. A telepath can train in telepathy or use an inventing point to learn other telepathic disciplines. Just as a spell caster can make spells, a telepath can create psionic abilities based

on the idea that they can read and send thoughts to other minds. Some samples of disciplines are : All these cost 5 power.

- Memory Bank. A person's brain can be used as an information dump. The telepath must touch the target. The memories are stored in a secure place within the target's memory. The target will not know the information nor be able to access it. A telepath must make a successful Id20 roll to do this. Each number that he rolls lower than his intelligence on a d20 is how many months the memory bank will stay secure.
- False Memories. A telepathy may weave false memories into a target. This is hard to do. Usually an inventing point must be spent by the telepath to come up with a good story. Then the target is touched. An intelligence struggle is rolled. Both telepath and target must roll Id20. If the target has a better roll, it doesn't work. If the telepath has a better roll, then each point lower than the roll needed alters one event of memory.
- Erase Memories. As above but memories are erased. They can be restored by making a save Id100 per year or by psychic surgery.
- Psychic Surgery: the telepath rolls Id100. If the roll is under the telepath's intelligence, then the surgery is a success. The telepath can undo false memories, erased memories, phobias, most mental disorders, etc. If the roll fails by up to 25 nothing happens. If it fails by up to 50, the target loses 2d6 intelligence points. If it fails by 51 or more, the target is reduced to 0 intelligence. Of course a target can resist the surgery. If they do so they roll Id20. The target must be either willing or not able to mentally resist. A drugged target makes it 25% more difficult as the images are distorted. Each use of surgery requires an inventing point.
- Distraction. A telepath can distract a target or targets by sending them thoughts that either spook them or interfere with concentration. They can affect as many targets as they have intelligence points. Each target after the first reduces the telepath's intelligence for purposes for the skill rolls. The telepath can barrage the target with thoughts that interfere with the target's ability to aim and concentrate. The result is that the target can get minus on their to hit rolls. The telepath and target both roll Id20. They add up how much they rolled UNDER their intelligence. If the telepath rolled well then the target has a minus of the difference in the two numbers. Remember the telepath's Intelligence is lowered by one for each person after the first. It takes one action to do this per turn. Example Mr. Brain tries to distract four ninjas. He won initiative and he sends an onslaught of thoughts into their minds. He rolls Id20. He rolls a nine. His intelligence is 25 so he succeeded by 14! The ninjas are goons and all have the same stats. They rolled a 10 and have intelligences of 12. They all succeeded by 2. So Mr. Mind beats them with a 14. However there are four guys so Mr. Mind gets a penalty of minus 3 because it's hard to do this to more people than one. So all the ninjas suffer a - 9 to hit!
- Meta Whip This is a really dangerous power. The telepath can close the warp that channels the wormhole that feeds the metapowers to the target.

This requires physical contact. Both the telepath and the target save 1d100. The target's successes take away the telepath's successes. If the telepath has any successes left after this, then the target loses his power for as many days as the telepath has successes.

- Teleportation: Mostly the same. A few added explanations. If the portal is used as an attack, the target gets Ad20 to jump away. If the edges of the portal are touched, the portal is destroyed, like a soap bubble. If the character tries to teleport a target away piecemeal, then the target is subject to a transmutation attack with the damage equal to the carrying capacity of the teleporter. Use the Brawling weapons chart to find the damage. Only the damage taken reflects what was Teleported. *EX: The Bamfer tries to send a demon away. The Bamfer grabs the demon and teleports away. Since this was an attack use of teleportation, and not a full teleport, the demon is subject to a carrier attack of transmutation. A hit is scored and the damage is rolled. Bamfer inflicts 12 damage to the demon as some of his mass is ripped away from him. The Demon rolls with it and only takes 2 damage. He laughs as only a few arm hairs vanished away with the Bamfer!* Some characters with extra doses or through technology may develop teleportation as a ranged attack. Teleportation attacks as transmutation, as it has to do with rearranging molecules. Anything teleported into a living being causes damage. For each 10lbs of matter teleported into a living being they take 1d20 damage. This is 5x Critical. A special attack is needed to do this.
- Transmutation: same as the rules but it only fully transforms a living thing when all its basic hits get changed. Structures are changed piecemeal. Ex: Transmuto blasts Meta Man with a transmutation ray. He hits and rolls 20 damage. Meta Man's invulnerability deals with ten, and he rolls with seven more. So he only takes 3 damage. This is nowhere near enough to turn him to stone, so all that happened was some hair on his arms turn to stone and fall off.
- Weather Control: Same as the rules but the die rolled to create the weather also tells you how many turns it takes for the weather you summoned to get here. This can be lowered by over exertion. One power extra can reduce the summoning roll by one. Also weather control can affect humidity, temperature and air pressure. Air pressure can be changed up to one tenth the character's carrying capacity. This can be maintained at 2 power per turn.
- Will Power: This power can be used to control every aspect of the character's body. It costs 1 power per turn per use of willpower. So if a character wishes to use it to maintain concentration, and use it to hold their breath, then it costs 2 power points per turn.
- Force Field: This power is mostly the same as the rules. The biggest difference is that when the field is hit, the player takes one tenth of the damage off of their power. If the power is exceeded, then the field is broken and the player takes

the hit AND the power loss. The attack is the same. The player must also state at character creation whether the field is opaque, clear, or translucent. Clear and translucent fields do not work against light/laser attacks. Force Fields also don't hole phased, non corporeal, or astral objects, unless trained or designed to do so.

Multiple Attacks

I have changed the multiple attack rules. You can attack as many times as you wish, but the power increases with each additional attack. The first attack is free, but the second is 2, the third is 3, the fourth is 4 and so on. The more you attack in a phase, the more you exert yourself! For example, Joe Karate attacks a goon. He throws three punches and a kick. His first attack is free, since it's the first attack of the round for him. The second cost 2, the third an additional 3, and the fourth attack, the kick, is 4 more. Joe Karate spends a total of $2+3+4=9$ power for this action!

Players will be happy to know that they can miss and it doesn't affect the other attacks. You can hit 2 out of three times, unless you roll a 20, which foils the entire attack even the successful ones! Players beware; your opponents can now do the same!

Other Misc. Rule Changes:

- **Power Recovery:** Characters get power back once per minute at a rate of one tenth their endurance. I don't like the original rule that everyone gets one per minute. Why should a guy with 100 endurance recover at the same rate as a guy with one?
- **Exhaustion:** Every character can spend all his power points to zero and become fatigued. But you can only do this as many times as you have endurance points. If you have a ten endurance and you became fatigued ten times, you are now exhausted and you don't heal until you regain all your power. You only regain power once per hour of bed rest.
- **Overexertion:** Any character can overexert themselves. This means they can lift more, or fly faster, or teleport farther etc. They do this by spending 1 extra power point per boost of 5% added to what ever they are doing. *Ex: Meta Man needs to lift the car to save a baby. He is not strong enough so he spends 50 power and overexerts himself. His normal carrying capacity is 1000lbs, but right now, for this action only it is increased by 250%! He lifts that car and saves the day.* However, as he can not usually carry this much, he suffers damage. You take the extra weight, subtract it from the normal carrying capacity of the character and you look up the damage he takes on the brawling weapons chart. In my example above Meta Man lifted 2500lbs when he could only normally lift 1000. So his body suffers as if he was hit with a brawling weapon of 1500lbs. This means he takes 1d10 damage. But he is a hero and that is a small price to pay for saving the baby.

- Detection Rolls: These are the same, but the better you roll under your score, the more information you discover.
- Structural Points: This is the same as the rules, but you have to do all or nothing to break a structurally rated object. If you can do 22 points of damage in one shot, you can break through 2 feet of steel. Some things do structural damage like disintegration, acid, or heat subtraction.
- Buying Powers: In comics, Superheroes always end up with more powers than when they started. At first, the Invisible Woman could only turn invisible. Next thing you know she can create force fields. I've made up a system that allows heroes to purchase new powers. The rule is you spend 10,000 experience points per number of powers you will have. You also have to be of the same level or higher than the number of current powers you have. Each Weakness you possess takes one power away for purposes of tallying the total powers the hero possesses. *Ex: Spyman wants to fly. He is 4th level and has three powers already. Since this would be his fourth power and he is fourth level, he spends the 40,000 experience and he gains the power of flight. Of course, this means that he will stay fourth level for a long time, but that is his choice.*
- Skill Rolls: The first thing you have to do is assign an attribute to a skill. This is not too hard. Something like Pick Pocket is Agility but something like Physics would be Intelligence. Anyway use common sense, and let the GM settle arguments. When you use a skill, a save on die 20 is rolled if you have the skill and a 1d100 if you do not. If the roll is lower than the attribute, you succeed. But how much you BEAT your attribute tells you how well you succeeded. *Ex: Hero Man wants to use his chemical lab to analyze a powder. He rolls 1d20 because he has the Chemistry knowledge area. His Intelligence is 16. He rolls a 12. He did it. Furthermore, he beat his Intelligence by 4. He learned quite a bit about the powder!*

The difficulty of the task in question may modify the skill-related attribute (only for the purposes of skill rolls).

TASK DIFFICULTY	ATTRIBUTE MOD.
Difficult	-3
Hard	-5
Impossible	-10

Ex: Ms Occult wants to figure out a magic spell cast by an enemy. She has a Magical Knowledge skill and an Intelligence of 21. The GM rules

that this is a difficult task and as such, her Intelligence is lowered by five for the purpose of the skill roll. She rolls an 11. She did it. She beat her skill role by 5 so she learns quite a bit about the spell.

- Critical Hits: chance for a critical hit comes into play when rolling for Knockout. If the roll is 5% or less, the wound is critical. The victim loses one hit per turn until he undergoes surgery. This makes any combat potentially lethal. Also, some weapons can increase the chance of getting a critical wound (see below):
 - WEAPON TYPE CRITICAL MOD.
 - Unarmed (fist, kick, slam, etc.) x1
 - Blunt Weapons (clubs, bats, maces, etc.) x2
 - Sharp Weapons (knives, swords, arrows, etc.) x3
 - Guns x4 These Critical Modifiers can make a gun fight very lethal.

Evasion becomes a necessary tactic when using these Critical rules. Here is an example of this rule in use: *If a goon shoots Hero Man and he takes 4 damage (off of HPs) we then roll the knockout. We roll a 27. Since guns are x4 critical that means there is a 20% chance (instead of the normal 5%) of the wound being critical. Hero man rolls, and is wounded regularly (no extra damage per turn).*

The type of Ammo is also important since some ammo is more dangerous than others. Hollow Point Bullets have a Critical Mod. of x5; Rubber Bullets have a Critical Mod of x1/2. The location of the hit is also important. A hit to the head increases the chance of Knockout by x4, and the critical by x4. This makes getting shot in the head very dangerous (Gun x4 crit., head x4 crit., this means a head shot is x16 of being a critical). A head shot is 80% critical!

Now, to stop the damage from a critical wound, one must visit a surgeon (someone with the skill surgery). The surgery does 2d8 more damage to a person minus the surgeon's damage mod. If the patient survives, the healing can begin.

As you can see, my game is a bit more lethal than most, but it adds a bit more tension and fun.

- Karma: This is something ONLY player characters can use. For every 100 experience points a character spends, they can affect a percentile die roll by 5 % and normal roles by 1 die point. To use this, they tell the GM the desired roll, and then they deduct the experience points and then roll vs. Charisma to see if it worked. If the d20 is equal or lower than the player's charisma, then the karma is successful. If the roll is above the player's charisma, they lost the experience. If the roll is ten above the player's charisma, it is bad Karma and the opponent gets the bonus. If a player rolls a 20 on a karma roll, then they loose a charisma point. Karma is the only die roll

a player CANNOT use karma on. *Ex: Mega Man needs a 10 to hit, he rolls a 12 so he spends the karma, successfully rolls under his Charisma and lowers that die roll to a 10. The already deducted 200 experience points were worth it! Or : Mega Man really wants a knockout, he rolls a 20 on a knockout role but wants to lower it to a 5. He needs three Karma points to lower the percentage by 15%. He deducts the 300 experience, rolls against his Charisma, passes that role and hopes the 5 is a good enough knockout role.)*

- **Cool Rolls:** Strange things can happen in an adventure. As the GM sees fit, he can call for a *cool* roll. A player must roll Cd20. If he fails he loses his cool. This usually means they get a -1 on all die rolls per number above their charisma they rolled on the cool roll. If it's ten or more they might panic. Others may calm him down by using their charisma to talk to them.
- **Psych Outs:** Sometimes you may need to scare your opponents, or psych them out. To do this you do something as needed (e.g. yell, threaten, order, cool talk, smash something etc). The player rolls Cd20, so does the target. The one with the better success (lower roll under their charisma) is the winner. Now how high the success tells how good the psych-out went. *Ex Captain Scary threatens some goon. His C is 20. The goon's is ten. Scary rolls a 10, so his success is 20-10=10. The goon tries to resist. He rolls an 8. His success is 10-8=2. Captain Scary beat the goon by 10-2=8. The goon loses the contest by 8. This means he is near panic (as panic is losing by 10) and has a -8 on all die rolls against Scary. A smart man might give up!*
- **Gaining Knowledge:** Each character can train as per the rules or they can spend an inventing point to learn a new knowledge area.

Combination Attacks: A character can set up a combination attack only if he has two or more actions in a row, with no one interrupting his attacks. The first attack sets up the combo, and the second action is the follow up. The follow up gets a +2 to hit as the target should be set up in the correct position. The attacker needs to have some sort of knowledge about fighting, such as Karate, Wrestling, boxing, etc to use a combination. If the target does not take any hits off hit points, the combo doesn't work. I mean the attacks can still hit, but no bonus + is given. If the attacker has more than two actions in a row, the bonus is carried till the first time a miss is scored, the attacker is interrupted, or the target takes no damage from the attack.

Calling the Knock Back: On a called shot, the attacker can call the direction of the knock back. This can be very helpful if the target is near a window, on a bridge, near a cliff, etc... The attacker knows where to hit in order to send the target in the chosen direction.

Magic

Magic is the ability to tap into the various forces and manipulate them to your will. This is a great power, but it takes a lot of intelligence and knowledge to utilize it effectively. No magician was created overnight. It takes a long time and a lot of patience to become a mage. Magic is treated as a secret and is guarded by powerful orders. There are a few Orders in my game: The Coven, the Esoteric Order of the Dragon, and the Freemasons. Each has its own agenda. They don't take kindly to rogue practitioners. Each leader of an order is called a Magus, and the best magus on earth is called the Arch magus. There is only one at a time.

Magic comes from knowledge. And you need these knowledge areas in order to cast spells.

1. Occult
2. Mysticism
3. Spellcraft

Once you learn spell craft, you are a mage. But it's the next knowledge areas that make you a great mage. These KA's are secrets. And each order is privy to but a few.

The seven circles of magic are: Enchantment, abjuration, divination, necromancy, conjuration, alteration and evocation. (Just like D&D LOL). Illusion is now part of enchantments. Each is one knowledge area and must be found. I assign each spell to a circle and if the mage didn't learn that circle of magic, he can't cast that spell. Some spells are from two or more circles. Rarely will as spell caster learn all seven circles of magic.

Each spell costs an inventing point to learn, so magic is a slow and costly career! A normal human mage with more than 10 spells is a very very rare thing. This is why so many mages resort to magic items. Now to cast a spell, the mage need to speak, move and think. If this can be done, no spell is cast.

For example, the spell "Fulmination" (evocation magic) cost 4 power and it casts a lighting bolt. The caster spends 4 power, and 4 movement points. For the next four phases he is casting this spell. If the mage's action was on phase 20, then the spell will fire off on phase 16. If he is hit and takes damage, or hindered during the casting time, the spell is lost, the power and movement spent. This is why most mages will have goons to protect them. Or carry amulets that instantly fire off prepared spells. Magic can be very deadly but it can also be hard to do.

As spell craft is a skill, it requires a skill roll with each spell too. If you fail the skill roll, you can not cast this spell at this time. If you failed by ten or more, the spell effects the wrong target, if you failed with a natural 20, then freaky stuff happens (GM's discretion)

To learn how to create new spells you must learn the knowledge area Spell theory. This is a very hard secret to learn.

Spells

Lots of spells require the use of a material component. The component can be on the person of the Mage, not in the hand, unless the spell says so specifically. So Mage's will typically carry a bag of components on their person.

Synchronicity Pr=6. (Enchantment, evocation) This spell alters probability to cause some sort of coincidence to happen. The caster expresses their desired result and rolls Cd20. The lower the roll, the better the result. I use this guide; A success of 5 or less, a minor coincidence happens; 6 to 10, a rare or bizarre coincidence happens; 11-15, a once in a lifetime event can occur; 16-20; a one in a millennium event occurs. Any over 20 results gives a miraculous event.

Find Familiar Pr=25+ (Conjuration, divination, evocation) This spell summons a small animal, commonly a bird or cat. This creature can communicate with its summoner, either via language or telepathy. The mage can use his familiar to act as his agent in other worlds, planes or simply other locations. The familiar will gather information and or act as the mage's representative as needed. A mage with a familiar will gain +10% more experience as the familiar roams about gathering data. A mage can override his familiar's mind and take him over. They can use all or none of the animal's senses.

A Mage can use his training to train his familiar. All familiars are considered "metas" for purposes of buying powers, even if the mage is not!

A mage can have one familiar per 5 levels.

To cast Find Familiar, the mage spends 25 power points and 25,000exp. Also the ceremony costs about \$20,000. The caster then rolls Id20. If he makes it, he finds a familiar. For each extra \$1000 spent, the mage gets a modifier of one to the die roll. On a natural roll of 1, a special familiar is found. Special familiars can be almost anything! If the familiar is killed, the caster takes 25 damage

Jump: Pr= 3 (enchantment) A character's jump rate is x10 for one jump. Needs a grasshoppers legs to cast. One pair per spell.

Fireball: Pr=3 (evocation) 1d12 damage as a fire ball shoots and hits a target. No force, just flame. Range equals level +charisma in movement points.

Time Bomb: Pr=5 (evocation) creates an invisible bomb that detonates for 1d20 in a 50' radius. Caster must give a specific time for it to go off.

Ghost Form: Pr=5+5 per turn. (Enchantment/Necromancy) turns non corporeality. Needs some cloth from a corpse to cast.

Soul Burn: Pr=15 (Necromancy) as devitalization. Does 2d10 off the power score of the target and they also must make a moral check.

Star Gazing: Pr=120. (Divination) Can only be cast at four specific days a year. Make an inventing roll divided by two. Casting costs 60,000 dollars in materials.

Scary Friend.: Pr=10+5per arm. (Conjuration) Summons a glob of gooey matter with stretching defense and an initiative of 30. It has 5 hits and a movement of 50. It can attack once per turn, per arm. It can not be hurt except by magical attacks or energy. Each arm has 2 hits. It uses the caster's power for rolling. Damage is as the caster's normal HTH.

Mind speak: Pr=1+1 per turn. (Enchantment/divination) Attacks as mind control. Caster can understand and converse with target via mental link. Needs a copper coin to cast.

Wild Fire: Pr=5 (evocation/evocation) 2d12 damage. Creates a ball of flame that travels at 200 movement and caster can see through it to guide it like a guided missal. Use caster's agility score for turns if needed.

Sparks: Pr1=1per target. (Evocation) Does 1d4 damage in a 50 radius. Doesn't need to hit all targets for spell to work.

Blessed Calm: Pr10 (enchantment) As emotion control. 1 roll is made vs. everyone in 100' radius. Whoever fails the save, loses next action, turns off all defenses, and rests.

Gift of Laughter: Pr=5+5 per target. (enchantment) As emotional control. Targets save vs. Id20 or loose actions. However, 1 healing rate is gained per action as laughter is the best medicine. Each target must save per action. Caster needs to do something funny to cast the spell.

Soul Assassin: Pr=75 (necromancy) Caster loses 5 charisma every time this spell is cast. Target saves vs. current power or die. No resurrection can save the corpse as the soul is gone. Caster needs some dirt that was passed over by a shadow of an undead to cast.

Arcane Contention: Pr=100. (conjuration/evocation/enchantment) Creates a neither world were two wizards may duel in safety. When one wizard is beaten the spell is broken and both return unharmed. The loser must give up 1 spell to the victor of the victor's choice. While in the neither world, all material components are not needed.

Polymorph Self: Pr=10. (alteration) Any shape or size desire up to 100 lbs per level of the caster. A cocoon is needed to cast this spell.

Become: Pr=25.(alteration) Must touch target. Caster becomes that target in all respect until unconscious, dead, dispelled or caster becomes something else. Caster must have a lump of carbon to cast this spell.

Word Of Command: Pr=5 (enchantment) target is attacked by mind control or does what the caster asks for their next action. One action only per casting.

Enervate: Pr=4 (Necromancy) attacks as paralysis. 4d10 off power. Range is C'.

Throbbing Bones: Pr=3 (necromancy/enchantment) Attacks as paralysis. Target's agility is cut in half. Each action costs 2 extra power from pain. Save E d100 per turn. Caster needs the knuckle bones of a hand to cast this spell.

Identity Artifact: Pr=5+5 per hour. (divination) This spell is what a Mage uses to find out what a magic artifact does. There is a 10% cumulative chance per hour to divine what the item does. The caster needs a silver mirror, and a small glass lens.

Ray of Weakness: Pr=7 (enchantment) Target loses 10%-100% of their carrying capacity for one full minute. Caster needs kitten fur to cast. Range is casters C in feet.

Reality Warp: Pr=7+7 per turn. (enchantment/alteration) Causes all surroundings to wig out and become all "Ditkoesque". All in spell area suffer a -4 to hit and save due to the amorphous nature of reality. Range is 25' radius per level.

Probability: Pr=6 (alteration/enchantment) This spell warps probabilities so improbable things occur. 60% of the time it's helpful. 30% it's harmful. 10% of the time its just plain wacko. Need a die carved from ivory to cast.

Beguile: Pr=3 (enchantment) As mind control. Target believes what caster says. The target can save Id20 once per minute.

Shape Change: Pr=13+3 per minute. (alteration) This is a more powerful form of polymorph self. The caster can turn into anything that they have experienced personally and gain its powers and abilities.

Suggestion: Pr=1 per turn of casting. (enchantment) as mind control. Target does what caster suggests. They save Id100 once a day to realize the deception.

Wall of Fire: Pr=3+1 per turn per 10' (evocation) Caster makes one side "cool" on side hot. All those on the hot side take 1d12 damage. If they go into the flames, they take 1d20. Caster needs a burnt stick.

Cure Poison Or Disease: Pr=50. (Necromancy/enchantment) This spell removes all poisons or disease from a target. Caster needs honey to cast this spell. Target must eat the honey.

Dispel Magic: Pr=5+1 per level of the magic being dispelled. (abjuration) This spell negates magic that is targeted. The chance is 100% minus the level of the magic being dispelled. A magic Item can not be dispelled, just go dormant for as many days as level of the caster.

Sleep: Pr=15. (enchantment) Target is attacked by paralysis. It attacks all within 50' radius except those named by the caster. Each turn the targets save Ed20 per turn. Caster must sprinkle sand in the road.

Slumber: Pr=25 (enchantment) As sleep but the save is Ed100.

Coma: Pr=50. (enchantment) as sleep but save is Ed100, once per week.

Abyss: Pr=115. (conjunction/evocation) This spell summons a hole in space that attacks the target. Target saves Sd100 or pulled into the hole in space. The Abyss is hostile for human life, they take 3 damage per turn. The caster loses 5 charisma.

Fires of Hell: Pr=4. (enchantment/necromancy) Attacks as paralysis. 1d12 off power, and then target must save vs. Ed20 or be forced to tell the truth to a question. Caster needs some blood scrapped off a torture device.

Clone: Pr=10 per basic hit. (enchantment/necromancy) This spell creates an exact duplicate of a target. The caster needs blood, or some other part of the original to create the clone. It takes one month per basic hit to grow. This spell costs 10,000 dollars a week in supplies and support. Remember the clone will have no memories that the original had.

Shadow Assassin: Pr=35 (Conjunction/Necromancy/Enchantment) The target's shadow rises to attack its owner as death touch. Caster needs a bone carved into a spike from some sort of undead.

Sanctuary: Pr=1+1 per turn. (enchantment/aburation) The target of this spell can not be attacked unless the spell is over, or broken by the target making an aggressive action. Attackers must make a save vs. Cd100 to be able to attack target. Caster must hand the target a dove's feather to cast this spell.

Duo Dimension: Pr=4+4 per turn. (alteration) The target becomes two dimensions. When they turn sideways, they no longer exist for all intents and purposes. A piece of paper is needed to cast this spell.

Eyes of the Peacock: Pr=7per day. (divination/alternation/enchantment) This spell creates 100 invisible eyes witch watch for the target. They get a 100% detection rate. The eyes can see in normal light, infra, night vision. Peacock feathers are needed to cast this spell.

Heroic Aura: Pr=5+5 per turn. (enchantment) This spell gives the target a shimmering aura that grants invulnerability of 25 points. The caser must hunt and kill a large predator themself and make a pelt of its skin per casting of this spell.

Time Warp: Pr=10. (enchantment) The caster can warp time to speed themselves up. They can increase their initiative by their level. Caster needs a copper wire, twisted into a coil to cast.

Wither: Pr=15. (necromancy) as paralysis. The target takes 1d20. Caster gets the hits that were lost. The target area becomes withered until fully healed.

Black Sphere: Pr=25+2 per turn. (Conjuration) This spell summons a ball of negative energy. This ball of Anti Matter can travel at speeds of I + level of caster in movement points. The ball does 8d10 damage per turn. The caster must make a save vs.I per action to control the ball. If the roll fails the ball will speed towards the caster. The ball has disintegration defense and 25 hit points. The caster needs a black pearl to cast.

Exorcise: Pr=75+level of the possessor. (abjuration) The Caster tries to send the spirit out of the body that it is inhabiting. Success is 50% + caster's level minus the possessor's level + 1% per extra power spent on this spell.

Empower: Pr=100. (enchantment/conjuration) This spell creates the tiny worm hole in a target's brain that connects them to the source of metapowers. The target gets 1d8 metapowers. They also get two weakness. This totally replaces any metal powers they may have had. The caster must spend 10,000 experience points per power gained by target as well as have a symbol drawn on the chest of the target. This symbol fades once the spell is complete.

Mystic Impotence: pr=20. (abjuration) This spell strips the target of one paranormal type of ability. This means the target loses either spell casting, psionics, or metapowers. They must save once a week on Id100 to regain those powers. If the loss lasts a year, then it becomes permanent. The caster needs saltpeter to cast this spell.

Restoration: Pr=40. (Necromancy) This spell restores a target from paralysis, and or heals a lost limb. If used on a corpse, the corpse becomes freshly dead. If cast on an undead they take 1d100. Caster must touch target. Caster needs a frog leg to cast this spell.

Banishment: Pr=80. (abjuration/conjuration) Range equals Caster's charisma in feet. The target is banished to another plane of existence. The target must save Ed100 or it is whisked away.

Light: Pr=1+1 per hour (evocation) This spell creates a ball of light that will illuminate a 50' radius. It also causes invisible beings to cast shadows. A dead glowbug is needed to cast.

Pyrokinesis: Pr=3+3 per turn. (Evocation) Can control flame. 2d12 damage per attack. This spell doesn't create fire, you can just control.

Confusion: Pr=2. (enchantment) Target attacked as emotion control. If hit, the target loses next action.

Twister: Pr=15. (enchantment/alteration) Creates a tornado that attacks as vibratory for 3d20. There is a 100' range. Can attack up to 10 basic hits at once.

Bind: Pr=10 per band. (conjunction/evocation) Energy bands are summoned that bind limbs. They attack as forcefield and if successful, the target must save Sd100 per turn to break out.

Detect Magic: Pr=5 (divination) Caster can instantly see magic auras. Detect Hidden x3. If the roll is under caster's intelligence, the circle of magic can also be gleaned.

Read Magic Pr=5 per turn (divination) Caster can read any arcane language. A perfectly ground lens must be used, and is consumed by the spell.

Spirits:



- In my universe spirits are astral beings without a host body; they roam the planes. Each has its one intent and reason. Some are agents of higher powers, most are semi intelligent. There are cases of metaspirlts, which are spirits with metapowers.

The most common Meta power for spirits is the power to inhabit some particular type of matter or energy. It takes an extreme circumstance, powerful psionics or magic, to force a spirit into a worldly form.

A spirit must be very intelligent or controlled by a higher power to take a form by itself. Most are summoned. Each spirit can usually only animate one particular type of matter or energy. If a spirit can only animate water, it's a water spirit, or Elemental. If it can only animate fire, then it's a fire spirit or Elemental, etc. The form they take is influenced by the conjurer.

There are numerous types of spirits. As they are normally just astral beings without a body, they are difficult to harm. Most matter attacks will not harm an astral being (Spirit), however psionics and special magics will. So if a spirit's animated body was to be destroyed, all that would be left would be an astral projection. If the astral form is destroyed, then the spirit is gone forever.

A spirit has S, E, I, C, A and no basic hits. It has hit points and power. And of course it has a permanent astral defense. They can move quickly and pass through most matter and energy unharmed. Their hit points are not multiplied by basic hits, as basic hits are a function of how much matter a body has, and a spirit has no matter.

Metaspirits (spirits with metapowers) are as rare to spirits as metahumans are to humans. Usually their powers are telepathy, telekinesis or Animation (*described below*).

- Animation: This is a power that lets a spirit animate ONE type of matter or energy. The amount of is equal to one tenth their power in basic hits. This means that a spirit with this power of animation has 60 power points. This means it can animate up to 6 basic hits of matter. Of course energy has no basic hits as it's weightless. This means that a spirit that animates fire has few hit points. But it has other abilities that more than make up for this. The matter must be there for the spirit to animate. A spirit can not create the matter or energy.

Spirits can buy more powers as can normal metahumans. Remember the Astral form is their true form, not the matter form.

Vampires



Vampires are spirits that were captured and perverted by the Dread lord Orcus. He created vampires to be his agents in the mortal realms. They fear the light and spend the day time in their spirit form, traveling to the Dreadlands, to report to their dark master. Vampires have the animation power. They can only animate human corpses. When a vampire kills a human, and then fills the corpse with their vampire blood, their spirit is marked. This mark calls Orcus to come and twist the soul and turn it into a dark perversion. This Vampire spirit then animates its own corpse and plagues the earth.

When the spirit form leaves the body, the body acts like a normal corpse. It decays. It rots. The more it rots, the greater the power the vampire needs to spend to repair it for proper use.

It normally costs the vampire the same amount of power as the body has basic hits. As the body decays, this cost rises.

Vampires can not heal normally. They can not regain power. They must drink blood. Each hit point of blood slurped from a victim gives the vampire 1 power back. They can not drink more than their maximum.

It takes three days for Orcus to twist the spirit into a vampire. When this happens, the following powers and weakness are gained:

- Astral projection: Pr =0 the spirit form is the natural state. They can only animate their own corpse. If the corpse is destroyed, they must find a new fresh corpse. They have to spend 100,000 experience points to bond with the new body. To errantly kill a vampire, you have to kill the astral form.

- Willpower: Pr 0. This confers the vampire total control of the body they are in. Also the defense is always active. This gives them immortality. And immunity to most mental attacks.
- Regeneration: Pr 10 per healing rate gained. The dead body does not heal. Healing is an act of will.
- Absorption: A vampire must drink blood to regain power points.
- Body Power: Create a new vampire. Upon draining the blood of the victim and then dripping their own blood into the victim, a new vampire can be created. This cost the Vampire 20,000 experience points.
- Mind Control: All vampires can dominate the will of the living. If a living being drinks Vampire blood, they become thralls to that vampire. They can save once a week vs. Cd100 to shake this off. A vampire can give his thrall any power the vampire may possess. If the Thrall is killed, this power reverts back to the vampire. If the vampire is killed, the powers vanish. All thralls give their masters 25% of their earned experience points. Some Vampires can give their weakness to their thralls. How this is done is a mystery and the vampire in question must be ancient and very powerful.
- Heightened Sense: Night vision. +2 hit, x2 to detection when applicable.
- Heightened Sense. Danger sense: A vampire is always aware of danger to his body. Even when away on an astral journey. +3 hit, x3 to detection when applicable.

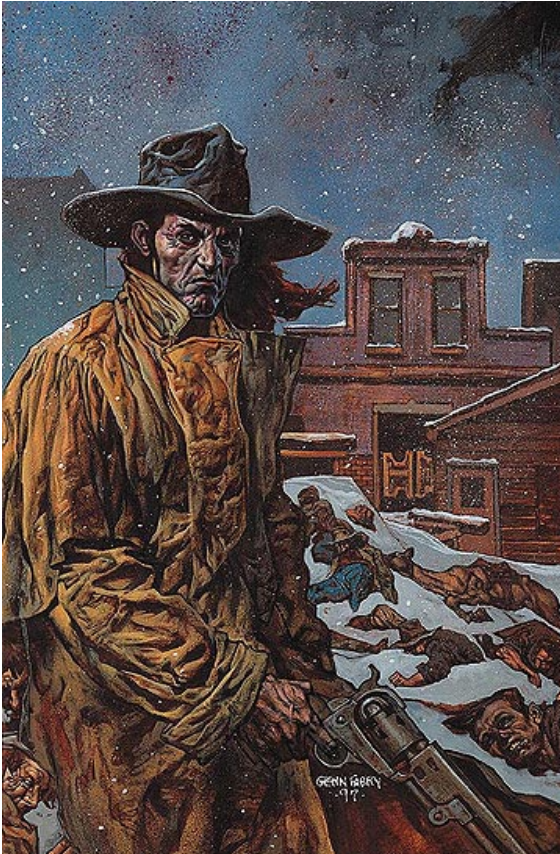
Weaknesses (these weaknesses can never be dropped. They are intrinsic to the nature of Orcus' manipulations.):

- Bonded: all vampires are bonded to their masters. They have free will, but the master can override them via a psychic rapport that they all have. All vampire's give 10% of their experience points earned to their masters. If the master is killed, then the kinder become sires them selves.
- Vulnerability: Sunlight and fire. Indirect sunlight causes pain. Direct sunlight causes 1d10 damage per turn. This can not be rolled with. If the damage is critical, that means that the vampire catches fire and burns for an additional 1d12.
- Low self control: all vampires fear fire and sunlight. Roll Cd20 to see if it loses his control.
- Low self control: blood lust. All vampires lust after blood. Roll Cd20 to see how they react. Remember circumstances modify the die rolls.
- Vulnerability: A vampire can not drink dead blood. If it continues to drink after a body dies, they can be sucked away with the spirit of the victim. A vampire must drink fresh living blood. If the blood is dead, it is like poison to the vampire. Treat this like a death touch.
- Vulnerability: A vampire's heart is its Achilles heel. If it is pierced, the Vampire is paralyzed. It lays, trapped, and aware, as long as the object is impaled in the heart of the creature.

Keep in mind, that the corpse, when the vampire's spirit is not animating it, is just that, a corpse. It is not affected by this weakness. Vampires can purchase new powers as per the

rules. They can never drop any weakness gained. Even if they gain invulnerability, they are still harmed by sunlight and fire.

Revenants



Revenants are the spirits of those that were murdered very violently. Sometimes they come back in the body of a corpse. They are enraged, and desire nothing but revenge. They will kill anything and everything that stops them. They are Murder Spirits, and will stop at nothing to kill. Jason from Friday the 13th is one, as is the Saint of the Killers from Preacher. They are undead, so that means they are a spirit inhabiting a corpse.

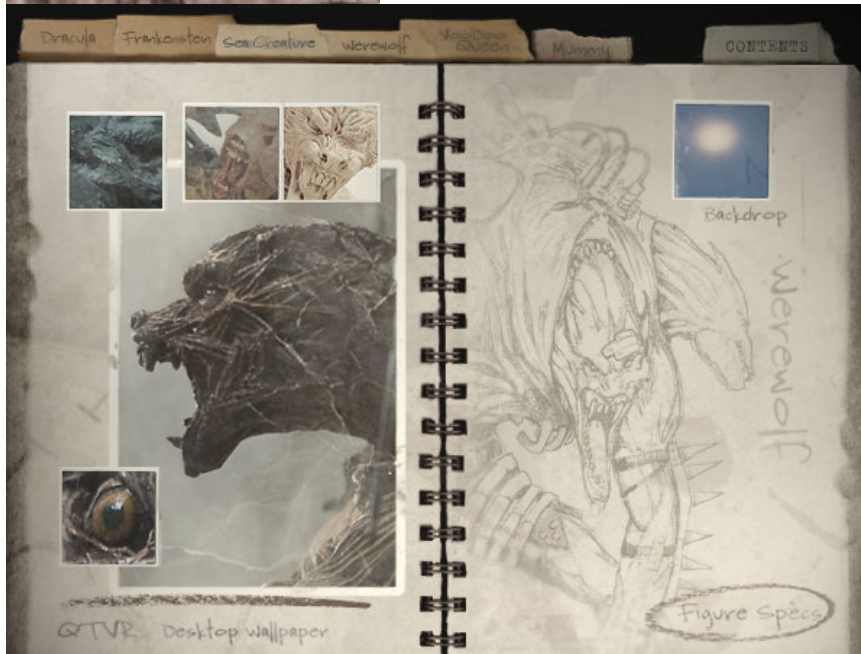
These are their powers:

- Astral form: this is their natural state. Same as vampires.
- Will power: Always active.
- Invulnerability: 30 points
- Heightened Attack: + level to all damage.
- Heightened expertise: They will always have +4 with a weapon or group. The Saint of the Killers had six guns, Jason a machete.
- Heightened Endurance: +25
- Heightened Reflexes: instead of subtracting 15 from their initiative rolls, subtract 5. These guys may lumber, but they are quick on the draw.

- Absorption: Murder spirits gain all the experience of the things they kill. They become powerful real quick.
- Psionics: they are immune to most mental attacks, telepathy, and mind control.
- Regeneration: once a turn they get their healing rate back.
- Heightened senses: they are just super aware of their surroundings. +4 to hit, x4 to detections.
- Obsession: they are single minded killers without compassion or mercy.
- Prejudice: -10 due to being killers and undead.

To make sure a Murder Spirit is really dead, you have to kill the spirit too. They can also purchase powers as a meta human. They gain levels quick so stop them while you can.

Werewolves



Werewolves are human that can change shape into that of a wolf. There are three types of werewolves in my universe. The least powerful is a Demiwolf. These are the unfortunate people that have gotten bit by a lesser or Greater werewolf and contracted the disease of lycanthropy. These poor people turn bestial when ever the moon is full. For three days of the full moon, Demiwolves sprout hair and fangs. They become beasts full of hate and hate. Demiwolves have the following powers and weakness:

- Transformation: Power activation. The wolf has no control over the transformation. It is triggered by the full moon.
- Heightened Senses: Smell and hearing+4 hit, x4detections.
- Natural weaponry: +3 hit +6 damage.
- Low self control: Rage and bloodlust Cd20 to contain it
- Prejudice: Due to appearance and behavior.
- Invulnerability: 20 points
- Vulnerability: Silver and fire bypasses invulnerability.
- Heightened Agility: +15
- Venom: As a carrier of the disease lycanthropy, each hit from a werewolf has a 1%. Chance per hit point of damage to transmit the disease to its victim.

A Lesser werewolf is a human that is born with Lycanthropy. It is their true nature and can not be cured. They are more powerful than their parents and have more control over their beast like state. A lesser was wolf has three forms. Human, wolf and Man wolf. Each has its own benefits and penalties.

Wolf form:

- Speed bonus +80 movement
- Heightened Senses: Smell +3 hit, x 3 detection. Hearing +3 hit, x3 detections. Night vision +2 hit, x 2 detections.
- Natural weaponry: +3 hit +6 damage.
- Low self control: Rage and blood lust Cd20
- Heightened Agility: +15
- Invulnerability: 20 points except to silver and fire.
- Venom: as above.

Man wolf form:

- Speed Bonus: +40
- Heightened Senses: Smell +2, x 2 detection. Hearing +2, x2 detections. Night vision +2 hit, x2 detections
- Natural weaponry +3 hit, x3 detections.
- Heightened Agility: +15
- Invulnerability: 20 points except to silver and fire.
- Venom: as above.

A greater werewolf is an ancient and very powerful werewolf leader. There are only four or so on the earth. These are immensely powerful leaders of clans of werewolves. They have all the powers of a lesser wolf but they can purchase new powers as a metahuman. Since they are of great age, they can and did, purchase many powers. These greater wolves are at least 12level and have purchased many powers. Fighting one of these guys is something you remember! All werewolves do to their nature; can overexert themselves twice as efficiently as humans.

Illithids



Illithids are a very lawful, ordered society. They are amphibious and are born resembling tadpoles. They are spawned, enmass, into a briny salt water communal pool. They are raised by the community and the local Coral Brain. Illithids are hermaphrodites. The tadpoles take up to 20 years to develop lungs.

An young air breathing illithid will have none of the mental powers, but all of the natural body powers. They buy powers as metas from spending experience. They always develop their mental powers in a strict order. Rare is the illithid that strays from this order.

Once an illithid develops telepathy, it is considered an adult and becomes a full member of their society. Illithids can live for over 200 years. They train each other telepathically in many disciplines and knowledge areas. Law, survival, psychology, parapsychology, biology, chemistry, physics, agriculture, mathematics, and oceanography.

They speak a disgusting language of slurps and belches. They mostly speak via telepathically. Most also know a racial 'language' based on rapid skin color changes from their camouflage abilities.

Illithids evolved from a squid like creature that emerged in the primordial oceans of the young Earth. These "protolids" worshiped the sea god Cthulu. The culture that grew from this worship quickly became evil and horrid. Their culture was all but wiped out in ancient cataclysm and Cthulu was left imprisoned deep under the ocean's waters.

The God like being, Nodens, sometimes called Krios, hurled a planetoid, Orpheus, at the young Earth. The collision destroyed all life on the primitive earth and also created the moon. For the next million years, the earth was a molten wasteland. Nothing survived

this catastrophe. Fortunate for them, but unfortunate for us, many protolids were off world spreading the word of the evil sea god. These space travelers colonized many worlds spreading the worship of Cthulu to many worlds. It was on these worlds that the protolids evolved into the modern Illithid. Some time in the past they have made contact with their god and have become fanatical about freeing him from his watery prison. They have made a religious mission of returning to earth with the specific purpose of destroying the moon and returning the earth to its ancient state of shallow seas under the horrid control of Cthulu.

There are many Illithids living beneath the sea or under the ground. They are busy undermining human authority in order to weaken us for the final invasion. They wish to either enslave humans or kill them. What ever is easier.

They have a secret empire that spans many worlds. They are universally hated due to their sinister methods, power and arrogance. The earth, the Illithids plan to dominate political leaders to facilitate their evil schemes. They were big in Stalinist Russia., but lost power due to unknown reasons in the early 60's. They are currently recovering from whatever happened to them and are again amassing power.

Each pod of illithid has a group Brain leader. This brain is immobile and resides in the same communal pool that the tadpoles live in for their first 20 years of life. In addition to acting as a nanny for the tadpoles, the Hive Mothers defend them and act as judge and jury in communal spats. There is only one hive mother per pod. The hive mother will have all the knowledge areas and disciplines that the members of the community possess. A hive mother can live for 800 years or so.

Illithids have harnessed the powers of the mind. They are by far the greatest pcionic in the galaxy. They are competent with technology but have not developed much beyond humanity even though they are more intelligent.

Due to their dependence on pcionics, they have neglected the arts of sorcery. Magic using Illithids are rarer than even human mages. If there is a magic using illithid, it is probably due to some mental handicap that prevents them from honing their mental abilities. There is only one Illithid school of magic known in the galaxy. Mind Flayers, as they are also known as, despise weakness in others. A mentally handicapped Flayer is usually killed, sometimes exiled. Rouge Flayers will usually become expert technicians or mages in order to protect themselves.

Illithids have developed many pcionic items to help them on their quest of domination and freeing their horrid god.

The Flayers have created a sub race of humans called Deep Ones. The Deep Ones Are born human but have odd, oversized eyes. They live as regular humans but sometime after their 40th birthday their gills activate , and they become filled with a desire for the sea. Once in the sea a metamorphosis starts. This process takes 5 years. During this 5 year period they will rarely contact their family. Females don't turn to full Deep Ones,

but they still have the odd visage and great marine skills. All Deep Ones live near the sea and have a love for the ocean. All, male or female, are great swimmers, fishers, and sailors.

After the transformation is complete, they become soulless, immortal slaves to the Illithids, They are used as labor or as cannon fodder as needed. They are incapable of turning against their evil masters. Rare is the Deep One with unique meta powers. Deep Ones have developed minor magical abilities based on Water Magic.

Deep Ones will work with Mi Go, Great Race, to further the interests of the elder gods. Colonies of Deep Ones are xenophobic, secretive, and odd. A Doctor in the 1940's wrote a paper on the "Innsmouth Look" attributing it too inbreeding.

Cthulu is the horrid god of the Illithids. Cthulu in turn worships the dread beings Yog-Sogoth, and Azathoth, the dark, insane all powerful beings of pure evil.

The Illithids have the following powers. Most powers are the same as the rules.

1. Body Powers; These they are born with. Mollusk
 - A. Stretching defense: Pr=1 per use. They can squirm through small openings and stretch to twice there normal height.
 - B. Tentacles: 4 facial tentacles . With 3 hits on an immobile target the tentacle can travel up the nose or ear of the victim until it hit the brain. It does 1d10 damage a turn+ they loose 1000exp and the target can not roll with this. Critical x3
 - C. They have a beak like an octopus. +3 hit +6 damage
 - D. Camouflage: Pr=1 per hour. -2 to be hit, ½ detections.
 - E. Water breathing: Pr=1 per hour in water
 - F. Diminished senses: eyesight -2 hit ½ detections
2. Telepathy
3. Pcionics: Mental blast: Pr=3 Id20 compare Id20. Number of successes = damage I range.
4. Mind control: Pr=8 I range. Id100 per turn
5. Emotion control
- 6 telekinesis
- 7 willpower
- 8 Astral projection
- 9 Pcionics; At this point Flayers make up their own unique powers.

Illithids with great powers can create pcionic items utilizing their vast mental powers. Here is a partial list of the known items that they employ.

1. Gem of communications. An empowered gem that allows the holder to telepathically communicate with the illithid that empowered it.
2. Silver swords. A treated silver sword that can harm Astral projections (spirits) and on a called shot may sever the silver cord.
3. Silver daggers . Daggers as above
4. Silver wands. +2 to hit, hth+1 damage. Acts as a focus for mental abilities. All mental attacks get a +4 to hit.
5. Silver compass. Provides x5 to detections in the Astral Plane but only with regards to directions.
6. lead mask. Provides will power defense against mental attacks
7. soul gems. Vessels for Astral forms. Can provide a stable (no power loss) environment for an astral form.
8. Sense stones. Stones or gems that provide the holder with information based on the sense the stone is attuned too. They can hold all information in an area for months at a time.
9. Lead Prison. A lead room treated against Astral forms. Astral forms can not pass through them
10. Lead Bracelet. The person wearing this will have to save Id100 per turn in order to use any mental power. It takes 12 sp to break
11. Warp Stone Type A Acts as teleportation to any place that the holder knows personally
 - Type B Gravity control As gravity powers
 - Type C Warp Space. It acts as an anchor to a small pocket area within and area. This space can be tiny or huge, depending on the warp stone
12. Ruby Wand. Attacks as mind control. This wand can sever the red worm hole that channels metapowers to a person's brain. They have to save Id100 per turn to reconnect with the power

Flayers are also masters of hallucinogenic, and psychotropic drugs.

Arcana

Here is a record of the known magic items.

The Hong Kong Troll Ring: This silver ring is called this because it was worn by a troll trying to hide in a junc. The ring is all scratched up on the outside, and on the inside it's covered with horrid fanged faces. The fangs will bite into the finger and not be removed unless pulled off by another person. The ring will heal ALL damage taken by the wearer at the end of the turn. This cost the wearer one point of charisma. This is automatic, and can not be stopped by the wearer. Each turn that a healing takes place, one point of charisma is lost. When charisma reaches zero, all damage prevented is inflicted back on the wearer. ALL DAMAGE. Lost charisma is gained at one point a day. The damage pool is lost when charisma is fully restored.

Spear Of Wounding This spear was carried by the immortal being calling itself Wargod when he stormed the Black Mesa. It seems it was created millennia ago by the Smithgod for his brother. This black tipped spear functions as a normal spear but every wound from this evil weapon is critical.

Ares Snake Mail. This suit of armor was forged from hydra scales. It protects its wearer with 200ADR with no penalties to Agility. Also it regenerates 1 ADR a day.

Amulet of Power No one knows when this amulet was created or when, but its power is awesome. Trapped within its central red garnet is a universe. This universe generates energy that can be manipulated for magical purposes. Any spell caster wearing this amulet can cast spells instantly, and with no cost to power.