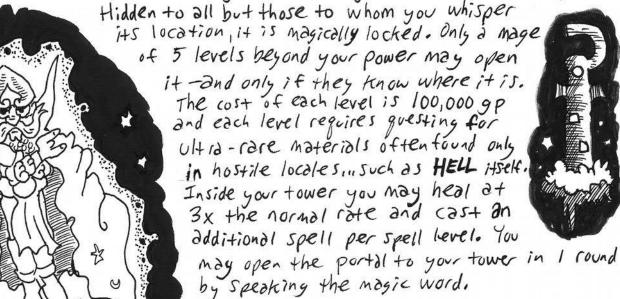


ASTRAL: Atlevel 5 you can cast Astral Projection 1/day. You can only travel in the Astral Plane and you cannot take passengers. At level 9 all such limits are gone and you can do it ld3 times per day.

STAR At level 11 you can build your tower in the sky! TOWER'



there is a cumulative 1% chance per tower level that an unknown star or other space entity will take notice and come knocking. (roll every month)

CREATING 4 IARS! (aguick guide) * GM rolls random monster. Star's basic powers/weaknesses are based on monster. AC=9 minus HD. HD=10+1010. M-Y/CL/ILL 5d4 levels of each. * SUNBURST! Id20 x HD damage (save for half). 500'/HD range, Id6 times/day. * Magic. item forged in heart of star = Double power. (Good luck negotiating for the privilege.) * Cannot be Charmed, Held, put to sleep

MOLIVATION 1-FEAR 2-GREED 3-PRIDE 4-G00D 5-Vow 6-REVENGE 7-JUSTICE 8-EVIL 9-SECRETS

10-LAW

11-CHAOS

or mentally scanned or dominated. Save vs. death if you try. Telepathic communication (lor 2 way) across the Astrol. Can reach into the Material Plane 1d4 times per day. # 1d6 wicked Special powers (from GM's favorite list of sweet sweet magic randomness). * Can grant a wish. Maybe will, maybe will not. Careful when you wish upon a star ... * Has a prime motivation (see table).

STAR NAMES: M'Boga, Ikki O, Anzo Zozantanton, Q'Got'B'Tok, Woles the Instant, Mentarr! 12-MISCHIEF L