

Occultist

Sain McKewan

Lvl

<u>DEX</u>	<u>SPD</u>	<u>STR</u>	<u>CON</u>	<u>MRK</u>	<u>ACU</u>	<u>PER</u>	<u>REA</u>	<u>WILL</u>	<u>CHR</u>
13	16	11	9	11	17	9	17	14	14
+1	+2				+2		+2	+1	+1

Act 5	Move 2	Init +2	ME 2	MI	FI 2	MDC 1d6	FDC 1d6	Hcal 1	CaRt 4	Cast +3
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Trained In	Knowledge Of	Skilled At	Talent For
Pistol	Chemistry	Surgery	Espionage
Sword	Metaphysics	Mechanics	Ninju tsu
	Medicine (Authority)		
	Natural Philosophy		
	Orders & Societies		
	Seamanship		
	Symbols, Signs & Rituals		
	Gaelic Fluent/Lit		
	English Native/Lit		
	French Converse/Lit		
	Latin Converse/Lit		
	Algonquin Basic		
	Orcish Basic		
XP / XP Bank	Qi / Talisman	Karma	Hit Points 41 (21) (31)

BASKET HILT SHORT SWORD

FLEX

AVAIL	Superior Weapon 2		DAM		ME 2 Lvl
			OFF		
WARD	Clothes 1 Quality Cloak 2 Symbiotic Armor 3 Wolf Fang Amulet 1		DEF		
			PROOF		

AN XI PISTOL PB 5(+1) S 20(0) M 40(-2) L 80(-4)

FLEX

AVAIL	Quality Weapon 1		DAM		FI 2 Lvl
			OFF		
WARD	Clothes 1 Quality Cloak 2 Symbiotic Armor 3 Wolf Fang Amulet 1		DEF		
			PROOF		

SWORD/PISTOL COMBO PB 5(+1) S 15 (-1) M 30(-2) L 60(-4)

FLEX

AVAIL	Superior Weapon 2		DAM		Sword ME 2 Lvl Pistol FI 2 Lvl
			OFF		
WARD	Clothes 1 Quality Cloak 2 Symbiotic Armor 3 Wolf Fang Amulet 1		DEF		
			PROOF		

FLEX

AVAIL			DAM		
			OFF		
WARD			DEF		
			PROOF		

ARCANE ARMOR

Resolution	Cast Roll
Casting Time	2 Short Actions
Zone of Effect	Self
Duration Unit	Successful Attack
Duration	Caster's Discretion
Range	Self
Cost	(Ward Bonus+# Successful Attacks)Qi

The Caster focuses a Qi field around his body that protects against attacks. The Caster gains a (WILL Mod.+ Prof. Lvl)Ward that lasts for as many successful attacks as the Caster cares to defend against. The Ward offers no protection from Touch or Magic attacks, but works vs Energy attacks.

DEFORM

Resolution	WILL vs Resistance CRR
Casting Time	(Resistance)Phases
Zone of Effect	Single Object
Duration Unit	NA
Duration	Permanent
Range	(WILL/2 + Lvl)Ft.
Cost	(Resistance)Qi

The Caster has the power to deform matter. He has limited control over how the material alters its shape, but can specify: bend left/right, toward/away, along vertical/horizontal axis. If the CRR is successful the Caster rolls a d20. The higher the roll the greater the degree of deformation and the closer the new shape is to the Casters intent.

DETECT MAGICK

Resolution	Cast Roll
Casting Time	2 Extended Actions
Zone of Effect	1 Object or 1 Square per Lvl
Duration Unit	
Duration	Single Event
Range	(WILL/2 + Lvl)Ft.
Cost	4 Qi per Object, 8 Qi per Hex

The Caster can sense if an object or area produces an Occult emmination. The presence of such an aura does not necessarily mean the item has magical powers, the object may have been constructed with the aid of magic or been the subject of a spell. As the Caster gains levels he will have greater knowledge of the "magic signatures" of various spells and so have a better understanding of the item's or area's enchantment. In some instances items/areas have had their aura cloaked, in such cases the Caster's Will Save is modified by the concealing Caster's level.

INSINUATE

Resolution WILL vs WILL CRR

Casting Time 2 Extended Actions

Zone of Effect Single Individual

Duration Unit Minutes

Duration Single Event

Range Conversation

Cost (Subject's WILL)Qi

The Caster can influence or "nudge" a Subject to perform a specific action. The action cannot be directly harmful to the Subject or another. The Subject will perform the action without reflection until asked about it by another. The GM can modify the CRR based on the Subjects resistance to the action or feeling's toward the Caster. This Modifier is added to the Spell Cost.

MAGICK MISSLE

Resolution WILL vs PDEF

Casting Time 2 Standard Actions

Zone of Effect Single Individual

Duration Unit Phase

Duration Single Event

Range (WILL+Lvl) Squares

Cost 2 pts per d6 Qi

The Occultist can focus a bolt of Qi and project it at a target. "To Hit" is not affected by range, movement, or position. It is affected by armor, cover, and visual limitations. If the Caster hits he inflicts 1d6+Cast Bonus + 1d6 per Prof. Lvl. A miss costs 2 pts of Qi and there is never a chance of Friendly Fire.

RECTIFY

Resolution Casting Roll

Casting Time 2 Short Actions

Zone of Effect Individual

Duration Unit

Duration Single Event

Range (Lvl)Squares

Cost 5 Qi

The Caster can negate the affects of toxins and drugs, and combat conditions like "Dazed" and "Stunned". The spell can also undo physical and mental states caused by Critical injuries such as impaired limbs and blindness, but it does not restore lost Hit Points. Rectify can be used to neutralize noxious substances that contaminate food and drink or coat objects. It may also be used to make water potable.

SHOCKWAVE

Resolution Casting Roll

Casting Time 2 Standard Actions

Zone of Effect 2+Lvl Linear Squares

Duration Unit

Duration Single Event

Range Cast Bonus+Lvl Squares

Cost #of Squares x5 Qi

The Caster can project a concussive shockwave. If successful the Target or Targets are knocked back (Prof. Lvl)squares and take 1d10+1d4 per Lvl damage. If the damage exceeds the Targets CON.+Lvl he is knocked prone. The minimum width of the wave is 2 squares, but the Caster is not required to create a wave of maximum size.

SONIC FLUX

Resolution Casting Roll

Casting Time 2 Extended Actions

Zone of Effect 1 Square per Lvl Area

Duration Unit Standard Action

Duration Casters Discretion

Range (WILL/2 + Lvl)Ft.

Cost 1 per Square+1 per Sound Lvl +# of Act.

The Caster can reduce/increase all sound within an area by one Sound Lvl per Prof. Lvl. The affected area is unmoving and the Caster must actively sustain it. While sustaining the affected area the Caster can only Observe and Communicate.

SONIC MANIPULATION

Resolution Casting Roll

Casting Time 2 Extended Actions

Zone of Effect

Duration Unit Standard Actions

Duration Caster's Discretion

Range (WILL + Lvl)Squares from Source

Cost (5 + 3 per Action Sustained)Qi

The Caster can focus sound waves allowing him to hear sounds that would normally be inaudible, such as distant or faint conversation. The spell can also be used to "Throw" sounds, making them seem to come from different directions. The Caster can "Funnel" sound to a specific receiver allowing him to whisper over longer distances. The spell can also be used to create acoustic effects like echoes.