Foundational Spells

New powers are ONLY learned via Initiation scripts (see The Mysteries book)

There are Three abilities (treated like regular abilities in ARS Magicka) listed below. In addition, powers (once learned or created from an initiation script) are treated like abilities (i.e. experience and level). The score in the ability equals the bonus applied to the ability's sub-power. As powers are used, fatigue points can be accumulated. When enough are collected, a level of fatigue occurs according to the normal rules. The number of fatigue points accumulated per power is dependent upon the level of the ability and sub-power. The higher the value, the less fatigue point accrual. In addition, the power can be boosted with the incurring of more fatigue points. Abilities/Powers have a max score of 20.

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| **FATIGUE POINT ACCRUAL (per power usage):** (21 - ((Ability Score + Power Score) x .5)) / Stamina ***Round up*** |  |  |
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**FATIGUE LEVEL INCREASE PER FATIGUE POINTS**50 fatigue points per level increase

**CONTROL (ability)**Control is internal and is the ability of the initiate to recognize the patterns of the Foundation energy that dwell within them. Developing the ability allows the initiate to prolong their life and to fight the affects of warping. An Initiate's Control ability affects how well the Initiate can use powers that are associated with this ability according to the Power/Ability modifier table below.

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| **MEDITATION (Power, Ability: Control)**  An intense and personal meditation session which takes 24 - ((Control score + Meditation Score) x .5) hours (rounded up), and when finished provides the following benefits:   * *Meditation* ability + *Control* score is added to Initiation scripts. * 1d4 long term Fatigue levels are removed, all Short Term Fatigue levels, and fatigue points are remove |
| **ENHANCED MOVEMENT (Power, Ability: Control)**  **Fatigue**:1 Fatigue Point per minute  The Initiate gains an increase in Dex and Qik equal to the *Enhanced Movement* score + *Control* score + *Incurred Fatigue Points*. |
| **SUSTAINED BREATH (Power, Ability: Control)**  **Fatigue**:12 Fatigue Points per hour  The Initiate is able to function without breath and is immune to gas effects, and other environmental effects that would normally affect breathing for *Sustained Breath* score + *Control* score + incurred Fatigue Points. |
| **MEDITATIVE STANCE (Power, Ability: Control)**  **Fatigue**:3 Fatigue Points per usage  The Initiate stands in a meditative and highly defensive stance. The Initiate receives a bonus to Weapon Defense Modifier equal to *Meditative Stance score* + *Control* score + incurred Fatigue Points. The Initiate cannot attack this round of combat that this stance was used. |
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| **WITHSTAND PAIN (Power, Ability: Control)**  **Fatigue**:5 Fatigue Points per hour  The Initiate can hold back the effects of pain. When receiving damage, note the original amount of damage taken and then reduce the damage by the *Withstand Pain* score + the *Control* score + incurred Fatigue Points, and damage effects are then applied. At the end of the event that caused the pain, the full effects of the true damage taken are applied. (i.e lose consciousness, die, etc) |
| **EXPUNGE TOXINS (Power, Ability: Control)**  **Fatigue**:3 Fatigue Points per hour  The Initiate forces toxins out of their body. The amount of time it takes is equal to d12 hours - *Expunge Toxins* score - *Control* score - incurred Fatigue Points. Once the amount of time is determined, then the Duration (3 FP’s per hour is applied). |
| **INCREASE PROWESS (Power, Ability: Control)**  **Fatigue**:\* Fatigue Points per attribute per hour  The Initiate can raise one or more attributes by a determined amount for an unspecified amount of time (based on the amount of fatigue the Initiate is willing to incur). The available attributes for enhancement are: Strength, Perception, Stamina, Dexterity, and Quickness  \* The number of attributes than can be affected = *Increase Prowess* score / 3.  \* Cost (in Fatigue Points per hour) = Total number of step increases for each attribute [max 15] - *Increase Prowess* score - *Control* score. There is a minimum cost of 1 FP / hour. |
| **DESTROY MEMORY (Power, Ability: Control)**  **Fatigue**:gain 1 fatigue level for removing a minor personality flaw, 3 fatigue levels for removing a major personality flaw.  The initiate may destroy a memory that has hindered them. Remove one minor flaw by removing 1 points from the *Destroy Memory* score, or remove one major flaw by removing 3 points from the *Destro Memory* score. This power can only be used once every three years. |
| **HARDENED ENERGY (Power, Ability: Control)**  **Fatigue**:Once the event (or combat setting) is resolved. Then the initiate must make an ease check using their *Hardened Energy* score + *Control*  score + a Stress die against an ease factor of the number of damage that exceeded the ‘Dead’ column of the Damage Table that they sustained during the encounter. If the check is failed then the initiate falls unconscious for d20 hours. Otherwise they remain conscious, but at a long term fatigue level of ‘Dazed’, and they retain the wounds they received, up to ‘Heavy’.    The Initiate utilizes the foundation energy to hard their body, inside and out. The end result is that they can take punishing amounts of damage that would normally kill them. All effects from damage are ignored for the duration of this power usage. In addition, the worst damage that can be sustained is ‘Heavy’ |
| **ENERGETIC ENLIGHTENMENT (Power, Ability: Control)**  **Fatigue**: **((**number of abilities raised + total amount of score raise) - *Energetic Enlightenment* score - *Control* score) per minute  The Initiate channels the foundational energy into one or more of his abilities and powers causing their level to jump a number of levels determined by the number of fatigue points incurred. |

**SENSE (ability)**Senses involves detecting Foundation energy outside of the Initiate in the world around them.

**Navigation (Power, Ability: Sense)**The Initiate is able to navigate a course to a destination without the need of any navigational equipment or sensory input (including sight or sound)

**Alter (ability)**An Initiate uses the alter ability to change how the Foundation energies combine with each other. In addition to the powers below, this ability allows an Initiate to modify or keep the effects, of a Hermetic Spell and to cast it with no other pre-requisites. To determine the difficulty, success, and failure consequences of attempting Hermetic magic, consult the Hermetic Magic Alter Table below,

**Transmutation (Power, Ability: Alter)**The Initiate is able to change the composition of a material to that of another. The scope of this power (size, material, and range) is determined by the strength of the Initiate's Alter ability and Transmutation power strength.