

## Awakened

The *Awakened* template is an acquired template which can be applied to giants, humanoids, magical beasts, monstrous humanoids and outsiders. It is lost if the creature becomes undead.

Awakened creatures can shape reality according to their will, through magic. Unlike hedge magicians and sorcerers they suffer from paradox backlash when they use magic too often or in a careless manner.

Awakened creatures can choose talents from the various Sphere Talent Trees whenever they would normally be allowed to choose a talent. Sphere talents are immensely more powerful than normal talents, because they represent the various ways in which an Awakened creature can reshape reality. Awakened creatures rarely see the need to develop other talents beyond these world-altering powers. Sphere talents also present their own unique dangers in the form of Paradox, which is the only real limit to an Awakened creature's power, beyond the limits they set for themselves.

Casting Magic: an awakened creature alters reality by activating sphere talents. Several spheres can be combined to create greater effects, and this is often required to achieve the desired result. To activate a sphere talent the awakened creature must make a casting check by rolling a d20 + caster level against a DC depending on the desired effect.

Effect level	Base DC
Apprentice effect	15
Adept effect	20
Master effect	25
Miscellaneous	DC modifier
Coincidental effect	-4
Using a rote	-2
Focus component	-2
Favoured sphere is highest in effect	-2
Each point of Quintessence spent	-2, maximum of -6
Verbal component	-1
Somatic component	-1
Distant or hidden subject	+2
Any <i>sleeper</i> witnesses	+2
Partial saves only	+2
Vulgar effect	+4
No save allowed	+4

Caster level is determined by taking the total number of Sphere ranks possessed by the caster and adding any bonuses from feats. An apprentice effect has a max caster level of 5 for calculating bonuses, damage, range, duration, etc. An adept effect has a max caster level of 10 and a master effect has a max caster level of 15.

Modifiers stack when they aren't mutually exclusive.

Range	DC
Personal	+0
Touch	+1
Close (25 feet + 5 feet for every two caster levels)	+2
Medium (100 feet + 10 feet per caster level)	+3
Long (400 feet + 40 feet per caster level)	+4
Anywhere within sight	+5

Target	DC
Single target	+0
Burst (per 15 ft radius)	+2
Emanation (per 15 ft radius)	+2
Cone (per 15 ft length)	+1
Extra charges (rays, touch spells)	+1 per charge
Target selectively within an area	+2

Casting Time	DC
1 hour	-8
10 minutes	-4
Full round action	-2
Attack action	+0
Move action	+4
Free action	+8

Duration	DC
Immediate	+0
CL x 1 rounds	+1
CL x 1 minutes	+2
CL x 10 minutes	+3
CL x 1 hours	+4
CL x 1 days	+5

Rank	Entropy damage	Forces damage	Life damage	Other
Apprentice	-	CL x 1d4	CL x 1d6	-
Adept	CL x 1d8	CL x 1d6	CL x 1d6	CL x 1d6
Master	CL x 1d8	CL x 1d8	CL x 1d6	CL x 1d8

Correspondence Range	Connection	DC
Line of sight	Body sample	+0
Very familiar	Close possession or companion	+2
Familiar	Possession or personal friend	+4
Visited once	Acquaintance or object used once	+6
Described location	Briefly touched or met object or person	+8
Anywhere on Earth	No connection	+10

Gauntlet	DC
At a Node	-4
Deep wilderness	-2
Rural countryside	+0
Most urban areas	+1
Downtown	+3
Industrial area, scientific lab	+5

Time Effect time-span	DC
Within a year	+0
Five years	+1
20 years	+2
50 years	+3
100 years	+4
500 years	+5
1000 years or more	+6

## Feats

### Casting Focus

Prerequisites: awakened  
+1 caster level.

### Improved Casting Focus

Prerequisites: awakened, casting focus  
+1 caster level. This stacks with the bonus granted by Casting Focus.

### Greater Casting Focus

Prerequisites: awakened, casting focus, improved casting focus  
+1 caster level. This stacks with the bonus gained from Casting Focus and Improved Casting Focus.

### Improved Conduit

Prerequisite: awakened

Your avatar can store up to 4 points of quintessence and you can channel up to 4 points of quintessence into an effect to decrease the DC. Each point spent in this manner decreases the casting check DC by -2.

Normal: Your avatar can store 3 points of quintessence and you can channel up to 3 points of quintessence into an effect to decrease the DC

### Greater Conduit

Prerequisites: awakened, Improved Conduit

Your avatar can store up to 5 points of quintessence and you can channel up to 5 points of quintessence into an effect to decrease the DC. Each point spent in this manner decreases the casting check DC by -2.

### Favoured Sphere

Prerequisite: awakened

Choose one sphere. When your chosen sphere is the highest sphere in an effect, max CL is increased by +1 for a Apprentice effect, +2 for an adept effect and +3 for a master effect.

## Paradox

Paradox occurs whenever a natural 1 is rolled on a casting check (which is known as a botch), or when a vulgar spell is successfully cast. The amount of paradox points gained is shown in the table below.

Cause for paradox	Paradox points gained (Apprentice/adept/master)
Botching coincidental effect	1/3/5
Casting vulgar effect	1/3/5
Casting vulgar effect with witnesses	2/4/6
Botching vulgar effect	2/4/6
Botching vulgar effect with witnesses	4/8/12

Paradox effects take place at the end of the round during which the paradox was accumulated. If the awakened creature wants to postpone the effect it must make a Will save at DC 15. A successful save postpones the paradox effect for 1 round. Any paradox gained in the meantime

## Paradox points

### Effect

1-5	Take 1d4 Nonlethal damage per paradox point. The awakened suffers a minor Paradox flaw of some sort, but it's merely a short-time nuisance.
6-10	Take 1d4 Nonlethal damage per paradox point. The awakened suffers a negative side effect, generally a -2 to -6 penalty to all actions for a number of turns equal to the Paradox accumulated.
11-15	Take 1d4 damage per paradox point. The awakened suffers a negative Paradox flaw that averages a -4 to -6 penalty to all actions, threatens to cause more damage or is just <i>bizarre</i> .
16-20	Take 1d6 damage per paradox point. The awakened also suffers an incapacitating side effect.
21 or more	Take 1d8 damage per paradox point. The awakened is likely to be thrown into a paradox realm or persecuted by paradox spirits for the rest of a short and painful life. Any side effects are long lasting and severe, possibly permanent.

### **Saves**

An effect which affects a pattern directly (e.g. boiling someone's blood) can be negated, partially or completely, by a successful Fortitude save.

A pattern effect which affects another pattern indirectly (by for example conjuring a fireball) can be negated, partially or completely, by a successful Reflex save.

An effect which doesn't affect your pattern but your mind, spirit or essence (e.g. altering someone's memories) can be negated by a successful Will save.

Save DC is  $10 + CL$ , and the maximum CL for apprentice, adept and master level effects applies, so the maximum DC for an apprentice effect is 15, for an adept effect 20 and for a master effect it's 25. Feats which increase the maximum CL also affects the max DC.

### **Spheres**

Each sphere is divided into 3 levels rather than 5. Sphere level 1 and 2 are combined to form the Apprentice level, Sphere level 3 and 4 are combined to form the Adept level, and the 5th Sphere level makes up the Master level. This makes it easy to describe mages by saying for example that Mefisto is a Master of Forces, Adept of Prime and Apprentice of Entropy. A mage starting at 5th level is about equal to a beginning mage in the storyteller system, with three spheres at Apprentice level, or one Adept and one Apprentice. I don't recommend starting characters to begin with a Master level, but to each his own.

### **Traditions**

I didn't bother to include the traditions and conventions favoured spheres. I guess a mage can get a +2 to the casting check when using the sphere associated with his or her Tradition.

### **Rotes**

I'm thinking that rotes could be learned by spending an amount of experience in order to gain the bonus associated with learning a spell by heart. I haven't decided on the cost yet, but it should be relatively cheap to encourage the creation and purchase of rotes.