

Manifestation Effects

This is a crudely formatted (but well conceived) drop-in replacement for the Turn Undead power of Clerics, Paladins, and other classes. Text similar to the following should be added to the description of the affected classes:

***Manifest:** All clerics are able to manifest the authority and weight of the provider of their magic. Each day, they may do this a number of times equal to 3 + their charisma modifier.*

Because the Manifestation System is part of the As Above, So Below roleplaying game, it refers to a few non-standard terms. Read “given magic caster level” as “caster level.”

MANIFESTATION EFFECTS

Certain given magic spellcasters (Clerics, Blessed, and Paladins) can manifest the authority and weight of the provider of their magic. Each day, they may do this a number of times equal to 3 + their charisma modifier.

Each character may choose one Manifestation Effect when they gain the ability to manifest, and they may learn more through the use of feats. What Manifestation Effects are open to you is limited by your magical source:

Extra Manifestations

You may manifest more times per day.

Benefit: You may manifest four more times per day than normal.

Special: This feat may be taken multiple times, gaining four extra daily manifestations each time.

Compel (Angel) / Compel (Fiend)

You can command or control outsiders using the authority of your patron.

Benefit: Choose one type of Outsider (Angelic or Fiend). As a manifestation effect, you may attempt to command or control one outsider of the appropriate type within 60 feet. Make a charisma check and lookup Table 4-5: Turn or Rebuke Undead to see the maximum HD creature you may affect.

If successful, you may issue a single one-sentence command to your outsider. If your command goes against the outsider's nature, they gain a will saving throw (DC as per any spell you cast) to resist.

If you roll high enough to compel an outsider of more than twice the HD of the one you are targeting, the outsider becomes controlled by you instead. Commanded outsiders are under your mental control, and remain as such indefinitely. As a standard action you may issue orders to any commanded outsider within 60 feet. At any one time you may have a number of outsiders (or undead) whose total HD does not exceed your given-magic caster level, and you may dismiss them from your control at will. You may also take control of a single outsider whose HD are greater than your given-magic caster level, but doing so requires continuous concentration and releases all of the rest of the outsiders under your command.

Dismiss (Angel) / Dismiss (Fiend)

You can dismiss or banish outsiders using the authority of your patron.

Benefit: Choose one type of Outsider (Angelic or Fiend). As a manifestation effect, you may attempt to dismiss or banish one outsider of the appropriate type within 60 feet. Make a charisma check and lookup Table 4-5: Turn or Rebuke Undead to see the maximum HD creature you may affect.

If successful, the outsider you targeted flees you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If your max HD affected is more than twice the HD of the outsider you're dismissing, they are banished instead of dismissed.

Banished Outsiders are returned to their home plane, and may not return to the material world until a year and a day have passed.

Inspire Rage

You can manifest a battle-rage and blood-lust in nearby mortals you choose.

Benefit: As a manifestation effect, you channel divine energy to a number of nearby creatures, giving them the effect of the barbaric rage feat (+4 str, +4 con, +2 Will Save, -2 AC) for 10 rounds (1 minute.) You can affect a number of characters whose total HD is equal to 2d6 + your charisma modifier + your given-magic spellcaster level. Any creatures not wanting to be entered into a rage may ignore the effect, and you may choose any creatures within 60 feet; the closest creatures to you of the creatures you choose are affected first.

Lay on Hands

You can heal with a touch.

Benefit: As a manifestation effect, you gain the ability to heal one creature you touch of a number of hit points equal to your charisma modifier times your given-magic spellcaster level.

Mana Catalyst

You can manifest power as extra mana available to yourself or nearby spellcasters.

Benefit: As a manifestation effect, you gain a number of mana equal to 2d6+your charisma modifier, which you may hold or transfer to another spellcaster, as per the Gather Magic and Prepare Grand Magic feats. You may transfer additional mana from your own mana pool with this effect as well.

Manifest Armor

You can manifest power as a halo of protective energy.

Benefit: As a manifestation effect, you can gain an unclassed bonus to your armor class equal to your charisma modifier. This bonus applies to touch attacks, flat-footed attacks, and incorporeal attacks equally, and lasts for a number of rounds equal to 2d6 + your given-magic caster level.

Manifest Flame

You can manifest power as flames ensheathing your weapon.

Benefit: As a manifestation effect, you can sheath a weapon you wield with fire. Your weapon is sheathed in flames that inflict +1d6 points of fire damage opponents for a number of rounds equal to 2d6 + your given-magic caster level bonus. These flames do give off heat, light, and may ignite flammable objects as a torch.

Manifest Presence

You can manifest the authority of your patron within your own charisma.

Benefit: As a manifestation effect, you may gain a bonus of +2d6 to any roll that uses your charisma bonus, including other manifestation effects, for one minute. This does not increase the DC of any spells you cast. Roll the bonus dice with each check.

Manifest Strike

You can manifest the clarity and skill of your patron, allowing you to strike more effectively in combat.

Benefit: As a manifestation effect, you may gain a bonus of 1d6+your charisma modifier to all attack rolls you make for the next round.

Rebuke Undead

You manifest unholy power which rebukes or controls the undead.

Benefit: As a Manifestation Effect, you channel negative energy which insinuates with the negative energy that animates undead. Make a charisma check and lookup Table 4-5: Turn or Rebuke Undead to see the maximum HD affected, and roll 2d6 + your Charisma modifier + your given-magic caster level to determine how many HD you effect. Undead closest to you are affected first, and undead who have total cover or are further away than 60 feet may not be effected.

Rebuked undead cower in awe of you for 10 rounds (1 minute.); you may attack them with a +2 bonus, walk past them unharmed, or make commands and suggestions (if the undead are intelligent.) If your max HD affected is more than twice the HD of the undead you're rebuking, they are commanded instead of rebuked.

Commanded undead are under your mental control, and remain as such indefinitely. As a standard action you may issue orders to any commanded undead within 60 feet. At any one time you may have a number of undead (or outsiders) whose total HD does not exceed your given-magic caster level, and you may dismiss them from you control at will. You may also take control of a single undead whose HD are greater than your given-magic caster level, but doing so requires continuous concentration and releases all of the rest of the undead under you command.

Turning Check	Max HD affected
Up to 0	Caster Level -4
1-3	Caster level -3
4-6	Caster level -2
7-9	Caster level -1
10-12	Caster level
13-15	Caster level + 1
16-18	Caster level + 2
19-21	Caster level + 3
22+	Caster level + 4

Turn Undead

You manifest holy power which turns away or destroys the undead.

Benefit: As a Manifestation Effect, you channel positive energy which interferes with the negative energy that animates undead. Make a charisma check and lookup Table

4-5: Turn or Rebuke Undead to see the maximum HD affected, and roll 2d6 + your Charisma modifier + your given-magic caster level to determine how many HD you effect. Undead closest to you are affected first, and undead who have total cover or are further away than 60 feet may not be effected.

Turned undead flee the turning combatant by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If your max HD affected is more than twice the HD of the undead you're turning, they are destroyed instead of turned. Destroyed undead have their connection with negative energy totally removed, and typically die dramatically and violently.

If you approach within 10 feet of a turned undead, they overcome being turned and act normally. You can, however, attack them normally with ranged attacks from at least 10 feet away, and others can attack them in any fashion.

Appendix : Legal stuff and OGL.

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