General Power Type Notes

Carried Powers

A carried power does damage only if the attack carrying it not only hits, but does damage. For instance, a poison dart has to not only hit it's target, but manage to penetrate armor and hide before the poison can be delivered.

Spell Conversions

Most spells have the advantage that there is no need to roll to hit, and the resolution can proceed directly to a damage roll of some sort. Further, few spells are halted by armor or the like, going up against raw defense ratings.

Spell Familiarity

A player may elect to take a familiarity with a spell, as though it were a bit of equipment (using the cost for familiarities if taken during adventurer construction). This should be noted in the stat block of the spell power itself.

School Adherence

An adventurer who takes all spells from the same school gets a reduction in price of one AP for each spell. An adventurer who takes spells from multiple class lists has to pay one extra per spell.

Sample Spells

Sleep Dust

Sleep Dust spell is an attack vs Will defense that targets the Int of two adjacent characters (the caster sprinkles dust on them that is enchanted by the spell to cause sleep). Discombobulation results in the character dozing for one turn, while Incapacitation results in the character sleeping until they are awoken by being hit or through somebody taking a standard action to wake them.

AP Cost: 4

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