

2.X General Disciplines

These disciplines are available to all characters, regardless of their classes. They are categorized by the skills that they're associated to.

Combat

Favored Enemy

Required Skill: 2

Base: 65

The character is especially adept at fighting a certain type of foe. They know this enemy's tendencies and weaknesses. This discipline may be taken multiple times for different creatures. With it skill rolls to protect the character from the enemy's racial abilities (like hypnotizing gaze, poisonous fangs, or **inviability**) are doubled. There's also a half chance that racial abilities that act in response to the character (such as **regenerating** wounds or **retaliations**) will fail.

Currently, the list enemies this can apply to come from the 3rd Edition D&D Monster Manual (descriptions can be found at the start of the book). This can also apply to specific races of demi-humans (dwarves, humans, etc) if not covered by another section (such as dryads are both fey and demi-humans). The game master can make other categories for any creatures that don't fit with these.

Aberration	Animal	Beast	Construct	Dragon	Elemental
Fey	Giant	Magical Beast	Monstrous	Humanoid	Ooze
Outsider	Plant	Shapechanger	Undead		Vermin

Improvise Weapon

Required Skill: 2

Base: 75

The character can be artful in the ways they attack others, able to use common things to deadly effect (such as a broom as a javelin). This is useful if the character has been disarmed or is trying to appear to be harmless. The item must be dangerous in some way, fulfilling one of the following requirements: it's hard (like a brick, pole, etc), sharp (like an icicle or glass shard), or has reach (like a weighted cord). The game master determines the damage, rate, critical effect, and any special attributes of the 'weapon'.

Coordinate Attack

Required Skill: 3

Base: 45

The character can decide, during their turns, to wait and attack with an ally. Both characters attack the same enemy, working as a team to compliment each other's attack. This enables them to deal more damage than they could individually, making it especially useful against enemies with high defense. If multiple characters have this discipline, then all of them can wait and attack together (there can be at most one individual in the attack without this discipline). Commonly undead, summoned creatures, and other mindless or especially well coordinated teams of creatures can make use of this discipline.

Dispersal

Required Skill: 3

Base: 10

Requirement: Multi-tasking (general discipline)

With this the character is able to keep an eye on multiple enemies well enough that they can be turned to and struck in a moment's notice. This means that if attacking several times in a turn, the blows can be distributed among multiple targets. This can be invaluable when facing a multitude of weak foes. The number of enemies that can be tracked is equal to the times that the character has taken this discipline (up to five) plus one. For this discipline to be taken twice requires the second level of multi-tasking, and to take this a fourth time requires the third level of the prerequisite.

Specialized Enemy

Required Skill: 4

Base: 25

Requirement: Favored enemy (general discipline)

The character has focused on how to fight a very specific type of enemy. Where with the favored enemy discipline they were proficient against a group of races, this only applies to a single race (such as green dragons, zombies, etc). The character may only choose races that their favored enemy discipline covers. This can't specialize in demi-humans unless they're included in one of the pre-defined categories (like the fey or undead).

1- The character's combat subskills and defense method rolls against this type of enemy are 150% of their normal amount.

2- Damage rolls against this type of enemy are 125% of its normal amount.

3- The character's combat subskills and defense method rolls are doubled and damage is 150% of its normal amount.

Surround

Required Skill: 4

Base: 25

Requirement: Coordinate attack (general discipline)

When making a coordinated attack the characters fan out to attack their enemy from multiple arcs. This has no effect if the characters can't surround their enemy (such as in a tunnel) or if surrounding would be of little use (such as against an animated plant that attacks all arcs). The defender can only choose one character to face, and probably won't be able to use their defense method against the others. If a flanking character has this discipline, their attack has **armor penetration (25%)** for each time they've taken this discipline (up to three).

Strength

Tolerance

Physique

Agility

Dodge

Required Skill: 2d6

Base: 25

When used the character attempts to evade harm (most often by an enemy's weapon) by adding part of their agility to the required roll for them to be hit. If dodging a neutral hazard (like a pit trap) the agility roll is made against a difficulty set by the game master. This can only be used if the character's aware of the hazard, and can only be used once a round.

- 1- When dodging the character may either use half their agility, or their full agility but skip their next turn.
- 2- When dodging the character may either use three fourths of their agility, or double their agility but skip their next turn.
- 3- When dodging the character may either use their full agility, or triple their agility but skip their next turn.

Ambidextrous

Required Skill: 4d6

Base: 30

Requirement: Multi-tasking (general discipline)

The character is able to use both their hands skillfully, which can be a great boon in combat. This is only necessary in instances where both hands move independently (such as dual wielding weapons). For instance, this isn't necessary for using a shield or two handed weapons. This is a difficult trait to master, granting the character 10% their dominant hand's skill for each time this discipline is taken (up to ten). For an example, if taken three times and the character is dual wielding swords, the melee rolls for their offhand would be 30% of their full amount.

Acrobatics

Required Skill: 5d6

Base: 120

Requirement: Dodge x 3 (general discipline)

A certain acrobatic proficiency can greatly aid the character's ability to dodge hazards in two ways. First, by flowing from one tumble to the next they can dodge an additional time (each round) for each time this discipline is taken (up to three). Second, a variety of feats can give the character an edge in certain environments. The various environmental benefits don't stack. This discipline can also be used to perform. This might be useful in gaining admission to castles as an acrobat, or money as a street performer. The character uses a third of their agility for each time this discipline has been taken (up to three) when used for this purpose.

- 1- When the character's surroundings resemble classically acrobatic equipment (like parallel horizontal bars), the character can make use of this to significantly improve their ability to dodge. This doubles their agility rolls used for dodges.
- 2- The ability to perform cartwheels and somersaults can be helpful in cluttered areas where they can roll under tables or vault over furniture to put something between them and their attacker. When the game master deems an area to be advantageous in this way, the character's agility rolls for dodges are increased to one and a half times their normal amount.
- 3- In open spaces the character's has the chance to surprise their foe by going in a direction they didn't expect. This requires a five foot radius that's relatively clear of obstacles, increasing agility rolls for dodges to one and a fourth times their normal amount.

Third Eye

Required Skill: 8d6

Base: 30

Requirement: Acrobatics x 3 (general discipline) and ?????

Able to catch brief glimpses of the future, they are never truly caught flat footed. With this discipline the character is able to dodge any attack or hazard, even those they are unaware of. This warns them an instant before they're struck, only granting a dodge 10% of its normal agility roll for each time this discipline is taken (up to eight).

Knowledge

Willpower

Multi-Tasking

Required Skill: 2d6

Base: 35

Every person has a certain ability to follow or do multiple things at the same time. However, this goes beyond the simple capacity to walk and talk at the same time. With this discipline the character is able to concurrently focus on multiple streams of thought. This may be keeping watch on multiple foes, mulling over a puzzle while fighting, or anything else that carries a need for multiple distinct and substantial thought processes.

Each time this discipline is taken (up to three) the character can handle another train of thought at the same time. This can allow the character to do multiple things as long as they don't conflict with each other. For an example, with this the character could tap Morse code with their foot while writing poetry. A more practical example of a use is to use the arcane skill to figure a mythological creature's weakness while defending against it. The game master will need to interpret which actions are possible and which are not.

Magic Disciplines (older version):

Arcane Disciplines

- 3d6 Spellcraft-** The character is adept at identifying magic by its visible properties and consequences. The more complicated the spell, the harder it is to identify, requiring an arcane roll of five times the spell's order. The more skilled the character is at this, the more they can tell about the spell.
- 1- This can determine what spell is being cast and its magic type.
 - 2- When faced with illusions or summoned creatures, the character can identify them as such if their arcane roll is at least equal to half the spell's effect.
 - 3- This can determine the general effects of the spell and its target.
- 5d6 Cooperative Magic (Spellcraft)-** The character can join with others in casting spells of especially great strength. Everyone involved must know the magic type of the spell being cast (or types in the case of techs), else this can't be used. This discipline

can be taken up to three times, having the same process for finding the total effect as the coordinate attack discipline.

7d6 Scholar (Cooperative Magic)- The the character knows the principals of magic well enough that they can learn or teach it. The effects of this are a proficiency in the spell (much like learning from a scroll). The teacher must already have a proficiency in the spell and both characters must have the required knowledge to cast it in a single round. The maximum order of spells that can be learned or taught is equal to the rank of this discipline (this may be taken up to nine times).

5d6 Unsummon (Spellcraft and Screen)- The character is able to disrupt the magical forces that flow through all sorts of magically created beings. When cast the target appears to glow and bits of light break away. This light is the magic that was used to construct it. This ability can be used on summoned creatures, revived undead (if being made or maintained with mana), golems, elementals, and any other such beings. If cast on an illusion, it will instantly be dispersed. This can be used at a range equal to the character's level in yards.

1- This deals half the arcane roll in damage (no defense is applied).

2- The magic used to create the being is put to waste but rather taken by the character. This gives it the **mana steal (50%)**.

3- This deals the arcane roll in damage (no defense is applied).

4- This can be used on a group of enemies, making a circular area glow with its effects. It has a radius of effect equal to half the character's level in feet. If performed this way, the damage is reduced to a fourth its normal amount.

5- This deals double the arcane roll in damage (no defense is applied).

7d6 Disenchant (Unsummon)- The character is able to set a duration on the effects of magic, ending enchantments or reducing the duration on especially lengthy spells. It is very evident when a thing is being disenchanted, for the magic glows and begins to fade. The time this takes depends on the magic's effects times it's caster's level verses the character's arcane skill times their level (see the chart below). Multiply the arcane roll by the number of times this discipline has been taken (up to three times). The thing being disenchanted must be within their level in yards and the character is in intent focus on this for the duration of the disenchanting.

Difference:	Time:
<-50%	Fails
-50% - -26%	25 rounds
-25% - -1%	15 rounds
0% - +24%	10 rounds
+25% - +49%	7 rounds
+50% - +99%	5 rounds
>99%	3 rounds

3d6 Screen- The character is able to use their mana to protect themselves from adverse magical effects. This is done by spending mana to raise the character's resistances to a magic type for a moment, so they must know (or guess) what type of magic is going to effect them for this to be of any use. They get an amount of resistance for each point of mana equal to the number of times this discipline has been taken (up to ten times). This ability is used as an interrupt, and the benefits only last for the turn when they're used. If the character has the tenth rank of this discipline, then they can make screens for others within their level in feet as well.

5d6 Shell (Screen x 3)- The character is able to go into a trance, during which they dampen the magical effects all around them (both those of friends and foes, spells and magically based abilities). During the trance they are still aware of what's going on around them, but are unable to move or use magic. This doesn't alter any magic that's already in effect. This has a radius of effect around the character equal to half their level in yards.

1- All magic within the area of effect is dampened by a third of the arcane roll.

2- This character can walk about, but running, dodging, or other activity is still beyond them.

3- All magic within the area of effect is dampened by half the arcane roll.

4- The character may take any action, but it suffers a penalty equal to a hundred minus the arcane roll.

5- All magic within the area of effect is dampened by the arcane roll.

7d6 Counterspell (Shell)- The character may attempt to stop magic when it's being cast. This is done by rolling the character's arcane verses the spell's effect. Countered spells still cost the caster any spent mana. This is used as an interrupt, but by doing this the character forfeits their next turn's actions. They can use this a number of times each round equal to half their knowledge and has a range equal to the character's level in yards.

1- The spell is countered if half the arcane roll is higher than the spell's effect.

2- This may be used to counter abilities and anything else that is based on magic, as well as spells.

3- The spell is countered if the arcane roll is higher than the spell's effect.

4- Even if a spell isn't countered, it is most likely delayed. When this happens the spell is set aside in a sort of stasis for a period of time, unable to be effected in any way. The chart below shows the effect depending on what percentage the arcane roll was of the spell's effect. This may only be used against spells.

Difference:	Effect:
<40%	No delay
40% - 59%	Delayed for 1 round
60% - 79%	Delayed for 2 rounds
80% - 99%	Delayed for 3 rounds
>99%	Countered

- 5- The spell is countered if double the arcane roll is higher than the spell's effect.
- 6- If the arcane roll was at least double that of spell's effect, then rather than countering the spell the character may redirect it to a new target. It maintains the same intensity and duration it originally had. This may only be used against spells not cast through the upkeep discipline.

7- The spell is countered if triple the arcane roll is higher than the spell's effect.

5d6 Inner Defense (Screen and Magic School x 3)- The character knows their own magic well enough to defend themselves from it. This protection comes in the form of magic resistance to the types of magic that they use. This discipline may only be taken for the same type of magic as the magic school discipline. This can be taken multiple times for different magic types (each new magic type starts with the first rank of the discipline).

1- For each order that the character can cast, they have 1% resistance to that magic type.

2- For each order that the character can cast, they have 3% resistance to that magic type.

3- For each order that the character can cast, they have 5% resistance to that magic type.

7d6 Intent (Inner Defense x 3)- When spells of a type of magic that the character specializes in are cast nearby, they can attempt to hijack the spell and put it to their own uses. To succeed, this requires that this character is able to make a magic roll (as if they were casting that spell) that's higher than the spell's actual effect. If it successful, the spell keeps its original effect and the original caster still pays the mana cost, but the purpose behind the spell is under the characters control. They can choose the properties of the spell as well as its target. There are other uses to which the spell can be put with higher ranks of this discipline. This can only effect spells that the character can correctly identify. Sorceries are only effected if the character is present (in sight of the caster) for the sorcery's full casting time. This discipline is used as an interrupt. This discipline may only be taken for the same magic type as the innate defense discipline. This can be taken multiple times for different spells (each new spell starts with the first rank of the discipline).

1- This ability may be used to take control of up to one spell each round.

2- Rather than using the spell, the character can simply end its effects. This is the only choice against spells being paid through the upkeep discipline.

3- This ability may be used to take control of up to three spell each round.

4- Projectile spells and other things that start by the original caster can still be started there. This can be quite startling or confusing, having effects like making a fireball appear and simply explode by its caster, or making it look like they attacked their allies.

5- This ability may be used to take control of a number of spells up to half the number of dice they have in arcane.

3d6 Magic School- The more adeptly the character knows of a type of magic, the more skilled they become at casting it in general. If through artifacts or other such things the character can cast over nine orders of the magic type, then this counts for those additional orders as well. This discipline may be taken multiple times for different magic types (each new magic type starts with the first rank of the discipline).

1- For each order that the character can cast, they get +1 to magic rolls of that type.

2- For each order that the character can cast, they get +2 to magic rolls of that type.

3- For each order that the character can cast, they get +3 to magic rolls of that type.

5d6 Signature Spell (Magic School x 3)- The character narrows down their focus to a specific spell, becoming a master of casting it. This discipline may only be taken for spells of the same type as the magic school discipline. This can be taken multiple times for different spells (each new spell starts with the first rank of the discipline).

1- When rolling a magic subskill for the specified spell, the dice types are increased to d8s.

2- When rolling a magic subskill for the specified spell, the minimum roll on each dice (except the wild) is four.

3- When rolling a magic subskill for the specified spell, the dice types are increased to d10s.

4- When rolling a magic subskill for the specified spell, the minimum roll on each dice (except the wild) is eight.

5- When rolling a magic subskill for the specified spell, the dice types are increased to d12s.

7d6 Innate Magic (Signature Spell x 5)- The character understands a piece of magic so thoroughly that they can make it part of themselves, more as an ability than a magical feat. Like their abilities they can use the spell at any time without mana costs (spells that use the mana costs for their effect, like drain life, still cost half the normal amount of mana). If the spell targets someone (like fortune or hypnosis), then they can always have it in effect on a single target of their choice. If it has a single round of effect (like fireball), then they may use it each turn like.

This discipline may only be taken for the same spell as they specialize in with the signature spell discipline. They also can't be an enchantment or sorcery and the character must have the required knowledge to cast the spell in a single round. This can be taken multiple times for different spells (each new spell starts with the first rank of the discipline).

1- The spell can always be used as an ability with 1/5 of its average effect.

2- The spell can always be used as an ability with 2/5 of its average effect.

3- The spell can always be used as an ability with 3/5 of its average effect.

4- The spell can always be used as an ability with 4/5 of its average effect.

5- The spell can always be used as an ability with its full average effect.

7d6 Unconstrained (??? and Multi-Tasking)- When upholding a spell's upkeep the character finds that enough of their attention is left that they can take certain actions. Continually casting a spell is a very great burden, and they can only take actions that they are very familiar with (those with a high skill). If they don't have more skill than the penalty, then they can't perform it. The character can't cast other spells, use magic based disciplines, or receive the benefits of the empower discipline.

1- When taking actions, the associated subskill has a penalty of 8d6.

- 2- When taking actions, the associated subskill has a penalty of 7d6.
- 3- When taking actions, the associated subskill has a penalty of 6d6.
- 4- When taking actions, the associated subskill has a penalty of 5d6.
- 5- When taking actions, the associated subskill has a penalty of 4d6.

- 3d6 Upkeep-** Rather than channeling a large sum of mana into a spell, the caster can focus and take their time. Doing this, they can weave their mana more efficiently, making spells cost far less than they usually would. However, while they're focusing on it they are unable to take other actions and if their concentration is broken, the spell is broken and stops. This only works with spells that can continue for more than a single round.
- 1- The mana cost per round is reduced by 25%.
 - 2- The mana cost per round is reduced by 50%.
 - 3- The mana cost per round is reduced by 75%.
- 5d6 Empower (Upkeep)-** While focusing on their magic, the character isn't idle. They are constantly checking over and perfecting their spell, making it stronger bit by bit. Each turn their spell's effect increases a bit on what it was the round before (thus, the longer the spell goes, the faster it will improve).
- 1- Each round the spell's effect increases by 1/5 of the magic roll in percent, up to one and a half times its original effect.
 - 2- Each round the spell's effect increases by 2/5 of the magic roll in percent, up to double its original effect.
 - 3- Each round the spell's effect increases by 3/5 of the magic roll in percent, up to triple its original effect.
 - 4- Each round the spell's effect increases by 4/5 of the magic roll in percent, up to four times its original effect.
 - 5- Each round the spell's effect increases by the magic roll in percent, up to five times its original effect.
- 7d6 Gathering (Empower)-** Before unleashing a spell the caster can quietly build it up. This uses the previous empower discipline, essentially treating the spell as if it were being cast and improved. The only difference is that the spell isn't in effect, doesn't cost any mana while being improved, and strengthens quicker with higher ranks in the discipline. In other words, the caster is planning how the spell will work in their minds before casting it with an improved effect. This still has the same maximum effect as the empower discipline but unlike the previous disciplines this can be used to improve spells that only last a single round. This can't improve sorceries or enchantments.
- 1- Spells may be improved without outward signs of their being cast.
 - 2- Spells improve twice as fast as they usually would.
 - 3- When finished, the caster may hold back the magic for their level in rounds before casting or losing it. For this time they can take any actions they want except casting other spells.
 - 4- Spells improve three times as fast as they usually would.
 - 5- Multiple spells may be linked so that they all cast at once when released. Time must be spent improving each spell separately (as well as a round for each spell to start it).
- 5d6 Refresh (Upkeep and Focal Point)-** Each turn spells maintained though upkeep can be remade, returning them to the state they were in when first cast. This can be very useful against things that disenchant, diminish, or dampen the spell's effects.
- 1- Spells may be remade during the caster's turn and they can re-roll the spell's effect if it wasn't to their liking. Regardless of if it's higher or lower, this replaces the old spell effect.
 - 2- When a spell is remade, they may change the properties of the spell if it can have varying effects.
 - 3- This discipline may be used as an interrupt effect, making it especially difficult to stop spells for any length of time at all.
- 7d6 Lingering Resonance (Refresh)-** If the caster wishes it, spells being maintained through upkeep last for a time after mana and focus are no longer being spent on them. Spells unravel over a period of time depending on how long the caster had kept it going, gradually falling from a hundred to zero percent of their ending effect over this time.
- 1- Spells dissipate over 1/3 the spell's duration.
 - 2- Spells dissipate over 1/2 the spell's duration.
 - 3- Spells dissipate over the spell's full duration.
- 3d6 Focal Point-** When the character's mind is bent to cast a spells, their mind's focus solidifies making it difficult to disrupt their casting. For each time this discipline is taken their concentration rolls for using magic is increased by ten minus the spell's order. This may be taken up to three times.
- 5d6 Still Casting (Focal Point)-** The character can avoid giving outward signs of casting a spell, thus making it easier to catch enemies unaware.
- 1- Spells may be cast without hand gestures. This means that the character can still cast spells if they are bound.
 - 2- Spells may be cast without speaking.
 - 3- Spells may be cast without direct eye contact on the target. The caster still needs to be able to know where they're casting the spell, but this could be through peripheral vision, reflections, or special senses like detect life.
- 7d6 Quicken Casting (Still Casting and Multi-Tasking)-** The character finds it to be a simple feat to cast low order spells. Depending on their knowledge, they can often cast multiple spells a turn if nothing is disrupting their concentration at all. They are especially vulnerable to distractions when casting multiple spells, for it takes their whole dedicated focus.
- 1- The character may cast up to two spells a turn if they are both of an order equal to 1/10 their knowledge or below.
 - 2- The character may cast up to two spells a turn if they are both of an order equal to 1/5 their knowledge or below.
 - 3- The character may cast up to two spells a turn if they are both of an order equal to 1/3 their knowledge or below.
 - 4- The character may cast up to three spells a turn if they are both of an order equal to 1/10 their knowledge or below.
 - 5- The character may cast up to three spells a turn if they are both of an order equal to 1/5 their knowledge or below.

- 5d6** **Aegis Bore (Magic School x 3 and Focal Point)**- When one specializes a great deal in a magic type, they learn how to deal with resistances to their magic. This discipline may only be taken for the same type of magic as the magic school discipline. This can be taken multiple times for different magic types (each new magic type starts with the first rank of the discipline).
- 1- For each order that the character can cast, resistance against their magic is reduced by 1%.
 - 2- For each order that the character can cast, resistance against their magic is reduced by 3%.
 - 3- For each order that the character can cast, resistance against their magic is reduced by 5%.
- 7d6** **Eagle Eye (Aegis Bore)**- Given enough experience with a magic type the character learns how to discover improvements in casting spells from others. The effects of this are a proficiency in the spell (much like learning from a scroll). Chances are that weak casters won't have anything to teach them, and most often things are learned through enemies, for few would willingly give up the secrets of their skill by demonstrating it without need. They can only gain a proficiency to each spell once, and this may only be attempted against a specific spell by a specific caster once.
- 1- The percentage chance of gaining a proficiency in the spell is equal to a third the spell's effect.
 - 2- The percentage chance of gaining a proficiency in the spell is equal to half the spell's effect.
 - 3- The percentage chance of gaining a proficiency in the spell is equal to the spell's effect.