



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

### Background Picks

In the 3<sup>rd</sup> edition of **Advanced Phantasm Adventures**, every effort has been made to ensure that all races are generally equal, in that each has its own special abilities and capabilities, but that not one race is overly superior to another. In the hopes of balancing some races which cannot measure up to others, the use of Background Picks (or BPs) are used.

Each character starts with a number of BPs equal to his race's BP value. Taking BP penalties can augment the BP score. A character cannot have more than double his racial BP value (i.e. the player cannot riddle his character with many flaws to pick up a few superior Background Picks).

Each of the following abilities and specials are rated with a Cost of BP. Each time the ability or special is picked, subtract that from the character's BP score. A character should never start with any BP left.

The following Background Picks are divided into Wealth & Possessions, Skills & Careers, and Specials.

### Wealth & Possessions

#### Starting Money

A character has saved money up from past employment, or has been given the money by parents, friends, or obligating clansmembers. Use the following table to determine additional wealth.

BP Cost	Wealth
0	10 Silver Coins
1	20 Silver Coins
2	40 Silver Coins
3	80 Silver Coins

#### Writs

The character has been awarded a writ to use a particular item outside his normal clan level capabilities. This writ is usually good in all kingdoms of the land, but if the writ is lost or destroyed the forfeiture of its use is gone as well. Many clans allow a copy of the writ to be made at a cost of 1/3<sup>rd</sup> the value of the item being used. Use the following table to determine the BP cost for such items. The writ is good for one item only, specifically indicated in the writ by precise descriptions.

The writ in itself does not reward the character with the item, just the ability to carry and use it.

#### BP Cost

- .5
- 1
- 1
- 2
- 2
- 2
- 3
- 3
- 4
- 4
- 5
- 6

#### Writ

- Weapon 1 level higher than starting
- Armor 1 level higher than starting
- Weapon 2 levels higher than starting
- Armor 2 levels higher than starting
- Weapon 3 levels higher than starting
- Magic 1 level higher than starting
- Armor 3 levels higher than starting
- Magic 2 levels higher than starting
- Unlimited weapon use
- Magic 3 levels higher than starting
- Unlimited armor use
- Unlimited magic use

#### Special Item

This background option allows a character to start the game with a special item, weapon, or piece of armor.

This BP only grants the item to the starting character, but does not necessarily gives him the right to use it.

#### BP Cost

- .5
- 1
- 2
- 3
- 3
- 4
- 4
- 5
- 5
- 6

#### Item

- Any basic mount, item, or potion
- Any basic weapon
- Any basic armor
- Any item or weapon of rare metal
- Any magic item of +2 or less
- Any armor of rare metal
- Any magic item of +4 or less
- Any item or weapon of unique metal
- Any magic item of +5 or less
- Any armor of unique metal

#### Establishments

This background option allows a character to start with a small shop, inn, or business that makes a number of silver coins profit each month. Such a business must be located in a town or area where the character was brought up and the business must be in a fixed location. All "profits" are held in safety, each month, until the character returns (or 5 years passby).



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

A character from a Trade guild doubles all profits from his establishment.

BP Cost	Profit from the Business
1	Business makes 1 ss profit per month
2	Business makes 3 ss profit per month
3	Business makes 5 ss profit per month
4	Business makes 8 ss profit per month
5	Business makes 10 ss profit per month

### Land

The character has gained access to an amount of land, depending on its location, to call his own. On his land, under the jurisdiction of the local lord, he may perform any duties, tasks, or behave in any such manner as desired.

The size of the land is depending on where it's located as follows:

X =	Size of plot
City	Acre
Countryside	500 acres
Wilderness	sq. miles

BP Cost	Amount of X
1	1X of land is owned by PC
2	3X of land is owned by PC
3	5X of land is owned by PC
4	10X of land is owned by PC
5	25X of land is owned by PC

## Skills & Careers & Friends

### Job & Career

This background pick is very similar to the careers of 2<sup>nd</sup> edition Phantasm, but are organized in more general terms. Pay the cost of BP and choose 1 skill to at level 3, 2 skills at level 2, and 3 skills at level 1. No skill can be raised to more than level 5, using these picks. A character cannot choose the same Job/Career more than one time.

Skills that are in **bold** must be picked, and a skill that is underlined may have only 1 of its subskills chosen. Combination of the two types may exist.

### Acolyte

**BP Cost: 1**

Skills: Write Poetry, Cooking, Skinning, Literacy, Language, Cleaning, Washing, and Feeding. Or give up level 3 skill for free visit to a specific Library.

### Actor

**BP Cost: 1**

Skills: Acrobatics, Dance, Pantomime, Play Instrument, Sing, Write Poetry, Write Music, Imitate, and Social Graces. Forego Level 3 skill for a +10% bonus to Prestige.

### Adventurer

**BP Cost: 3**

Skills: Pick any skills in the game!

### Alchemist

**BP Cost: 1**

Skills: **Alchemy**, Cooking, First Aid, **PlantLore**, CreatureLore, Making, or Daggers. Forego Level 2 skills for any common potion.

### Apocerahter

**BP Cost: 1**

Skills: **Alchemy**, Cooking, First Aid, **Healing**, PlantLore, CreatureLore, **Making**, or Daggers. Forego Level 1 skills and start with a Medic Bag.

### Apprentice

**BP Cost: 1**

Skills: Alchemy, Business Administration, PlantLore, CreatureLore, Write Poetry, Cooking, Skinning, **Literacy**, **Language**, Cleaning, Meditation, Religious Dogma, or Washing.

### Apprentice

**BP Cost: 1**

Skills: Alchemy, Cooking, **First Aid**, Healing, PlantLore, CreatureLore, or Daggers.

### Artilleryman

**BP Cost: 1**

Skills: Action, Bravery, Crash, Exertion, Shield, Shock, **Siege Engineer**, Polearms, **Determine Range**, and **Ballista**.

### Assassin

**BP Cost: 1**

Skills: Acrobatics, Poison Alchemy, Chemistry, Bravery, Imitate, Mental Task Do, Move Silently, Parry, Spy, Tracking, or Daggers.



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

### **Astrologer**

**BP Cost: 1**

Skills: **Astrology, Astronomy**, Drawing, CommonLore, **Literacy, Language, Philosophy**, CreatureLore, and Religious Dogma.

### **Bard**

**BP Cost: 1**

Skills: Ambidextrous, Barter, **Dance, Play Instrument, Sing**, Write Music, Write Poetry, and **Food Skills**. Forego Level 3 skill and gain +1 Morale to all allies while playing an instrument.

### **Black Marketer**

**BP Cost: 1**

Skills: Acrobatics, **Estimate Value, Black Market**, Bravery, Imitate, Business Administration, Move Silently, Spy, Tracking, or Daggers. Forego Level 3 skill and be able to find a Black Market in any city of a specified region or kingdom.

### **Blacksmith**

**BP Cost: 1**

Skills: Armorer, Carry/Lift, **Craft Metal**, Estimate Value, and Haggle. Forego Level 3 skill to add +2 to Personal Strength Attribute. Forego all Level 2 and 1 skills to add +2 to Personal Endurance Attribute.

### **Bowman**

**BP Cost: 1**

Skills: Action, Bravery, Crash, Shock, Dodge, Recuperation, Shield, Polearms, Daggers, Sling, or **Bow**. Forego Level 3 skill to gain +1 damage on all Missile damage.

### **Burglar**

**BP Cost: 1**

Skills: Acrobatics, Pick Pockets, Hide, **Bravery, Move Silently, Estimate Value**, Black Market, Parry, Dodge, Spy, Pick Locks, or **Daggers**. Add +2 to Personal Coordination Attribute, but if character enters into any clan outside of Crime or Specialized Crime they attain a -15% Prestige penalty.

### **Calvary**

**BP Cost: 1**

Skills: Action, **Riding, Charge**, Bravery, Dodge, Exertion, Parry, Recuperation, Shield, Shock, Polearms, Daggers, or Thrown Weapon.

### **Carpenter**

**BP Cost: 1**

Skills: Carpentry, First Aid, CommonLore, Menial Tasks, Pain Resistance, WP: Blunt. Gain +1 to hit with hammers.

### **Clerk**

**BP Cost: 1**

Skills: Business Administration, Drinking, Connoisseur, CommonLore, Laws, Literacy, Language, and Social Graces.

### **Demonologist**

**BP Cost: 1**

Skills: Elemental Alchemy, CreatureLore, **LegendLore, MagicLore, Religious Dogma**, and Willpower. Forego Level 2 skills to gain a bonus of +2 against all demons and summoned creatures.

### **Diplomat**

**BP Cost: 2**

Skills: Business Administration, Drinking, Connoisseur, CommonLore, LegendLore, Laws, **Literacy, Language**, and **Social Graces**. The Diplomat does not lose any Prestige by entering other lands or kingdoms.

### **Doctor**

**BP Cost: 2**

Skills: **Anatomy**, Alchemy, **Diagnosis**, Cooking, **First Aid, Healing**, PlantLore, Making Drugs, and Daggers. Forego Level 3 skill to double any non-magical healing effects.

### **Engineer**

**BP Cost: 1**

Skills: **Engineer**, Carpentry, Carry/Lift, Alchemy, ~Lore, **Mathematics**, Cooking, **Literacy**, Language, and Religious Dogma.

### **Explorer**

**BP Cost: 3**

Skills: Choose any skills in the game. Forego Level 3 skill for a +20% bonus to Prestige.

### **Farmer**

**BP Cost: 1**

Skills: **Agriculture**, Carpentry, Climb, Determine Weather, Cooking, Drinking, Haggle, **PlantLore**, Recuperation, or Survival.



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

### Fisherman

**BP Cost: 1**

Skills: **Fishing, Craft Net**, Carpentry, Climb, Determine Weather, Cooking, Drinking, Haggle, PlantLore, Recuperation, and Survival.

### Fletcher

**BP Cost: 1**

Skills: Action, **Bow, Fletching**, Business Administration, Craft Rope, **Estimate Value Weapons & Armor**, Exertion, Parry, or Thrown Weapon.

### Foot Soldier

**BP Cost: 1**

Skills: Action, Berserk, Bravery, Crash, Dodge, Exertion, Parry, Recuperation, Shield, Shock, Maneuver in Armor, Blunted Weapons, Polearms, Daggers, Sling, or Thrown Weapon.

### Gambler

**BP Cost: 2**

Skills: Gambling, Estimate Value, Haggle, Exertion, Riding, Ship Procedure, Drinking, Laws, and Lie. Roll 1d6: (1) lose 10% starting wealth, (2-4) no effect, (5) gain 10% bonus to starting wealth, (6) gain 30% to starting wealth.

### Gem Cutter

**BP Cost: 1**

Skills: Craft Jewelry, Craft Metal, Estimate Value Gems & Jewels, Goldsmith, Silversmith. Forego Level 2 skills to start with d6 gems, each with a K of .1 to 1K (roll d10).

### Healer

**BP Cost: 1**

Skills: **Anatomy**, Alchemy, Exertion, Cooking, **First Aid, Healing**, PlantLore, Making Drugs, and Daggers. Forego all 1<sup>st</sup> level skills and start with Healer's Kit.

### Heavy Foot Soldier

**BP Cost: 2**

Skills: Action, Berserk, Bravery, Crash, Dodge, Exertion, Parry, Recuperation, Shield, Shock, Blunted Weapons, Maneuver in Armor, Polearms, Daggers, Sling, or Thrown Weapon. Gain +1 damage on one specific weapon type.

### Herbalist (Craftsman)

**BP Cost: 1**

Skills: **Alchemy**, Exertion, **Cooking, First Aid, Healing, PlantLore**, Making Drugs, and Daggers. Forego all 1<sup>st</sup> level skills and start with Herbalist Kit.

### Inspector (Bureaucrat)

**BP Cost: 2**

Skills: **Business Administration**, Drinking, Connoisseur, **CommonLore, Laws, Literacy**, Language, and Social Graces. Pay only 60% normal taxes.

### Legendarist

**BP Cost: 2**

Skills: Astrology, Astronomy, Alchemy, **~Lore**, Mathematics, **Literacy, Language, Social Graces**, and Religious Dogma. Forego Level 3 skill to gain +2 to Personal Intelligence Attribute.

### Librarian

**BP Cost: 1**

Skills: Anatomy, Astrology, Astronomy, Alchemy, **~Lore**, Mathematics, **Literacy**, Language, Social Graces, and Religious Dogma.

### Linguist

**BP Cost: 1**

Skills: **~Lore, Literacy, Language**, Social Graces, and Religious Dogma. Forego level 3 skill for 5 Literacy's at Level 1.

### Martial Artist

**BP Cost: 1**

Skills: Action, Berserk, Bravery, Crash, **Dodge**, Exertion, **Martial Arts Defense**, Recuperation, Shock, **Strength Attack: Wrestling, WP: HTH**, Polearms, and Daggers.

### Mason

**BP Cost: 1**

Skill: **Masonry**, Carry/Lift, Exertion, Physics, Tie Knots, and Blunted Weapons. Add +1 to Personal Strength Attribute.

### Merchant

**BP Cost: 1**

Skills: Barter, Business Administration, Cheat, Driving Wagon, Driving Boat, Estimate Value, Haggle, Food Skills, Languages, Social Graces, CommonLore, Riding, and Navigation.



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

### Mortician

**BP Cost: 2**

Skills: **Embalming, Alchemy**, PlantLore, Making Drugs, and Daggers. Forego Level 2 skills and gain +25% to starting wealth (skimming from the dead?!?).

### Mounted Archer

**BP Cost: 1**

Skills: Action, **Riding, Charge, Bow**, Bravery, Dodge, Exertion, Parry, Recuperation, Shield, Shock, Polearms, Daggers, or Thrown Weapon.

### Naval Warrior

**BP Cost: 1**

Skills: Action, **Swimming, Ship Procedures**, Bravery, Dodge, Exertion, Parry, Recuperation, Shield, Shock, Polearms, Daggers, or Thrown Weapon.

### Noble Escort

**BP Cost: 1**

Skills: Action, **Riding, Social Graces, Literacy**, Dodge, Language, Parry, Shield, Shock, Swords, Daggers, CommonLore, or LegendLore.

### Nurse

**BP Cost: 1**

Skills: Appearance, Action, Diagnosis, **First Aid, Healing**, Cooking, or Anatomy. Start with a Medicine Kit.

### Oracle

**BP Cost: 2**

Skills: Anatomy, Astrology, Astronomy, Alchemy, **~Lore**, Mathematics, **Literacy**, Language, Social Graces, and Religious Dogma. Start with 10, 3 karat Flame Jewels.

### Pick Pocket

**BP Cost: 1**

Skills: Acrobatics, **Pick Pockets**, Hide, **Bravery, Move Silently**, Estimate Value, Black Market, Parry, Dodge, Spy, Pick Locks, or **Daggers**. Add +2 to Personal Ego Attribute, but if character enters into any clan outside of Crime or Specialized Crime they attain a -10% Prestige penalty.

### Pimp

**BP Cost: 1**

Skills: Acrobatics, Pick Pockets, **Bravery, Estimate Value Drugs**, Business Administration, Black Market, Parry, Dodge, Spy, or **Strength Attack Subdual Blows**. Add +3 to Personal Courage Attribute,

but if character enters into any clan outside of Crime or Specialized Crime they attain a -20% Prestige penalty.

### Pirate

**BP Cost: 1**

Skills: **Ship Procedures, Swimming**, Acrobatics, Pick Pockets, Hide, **Bravery, Estimate Value**, Black Market, Parry, Dodge, Spy, and **Swords**. Add +1 to Personal Courage, Ego, and Coordination Attribute, but if character enters into any clan outside of Crime or Specialized Crime they attain a -25% Prestige penalty.

### Planes Traveler

**BP Cost: 1**

Skills: Astrology, Astronomy, **~Lore, Mathematics, Literacy**, Language, Social Graces, and Religious Dogma. Start with a book detailing the locations of all known Nexus Points on Anis.

### Porter

**BP Cost: 1**

Skills: Action, Crash, Dodge, Exertion, Recuperation, Shield, Shock, Blunted Weapons, Polearms, Daggers, Sling, or Thrown Weapon. Add +2 to either Personal Strength or Endurance Attribute.

### Priest

**BP Cost: 1**

Skills: **Religious Dogma**, Astrology, Astronomy, Alchemy, **~Lore**, Mathematics, **Literacy**, Language, Social Graces, Menial Tasks, and Mental Tasks. Start with a fine wooden holy symbol and prayer beads.

### Professor

**BP Cost: 1**

Skills: Anatomy, Astrology, **Astronomy**, Alchemy, **~Lore**, Chemistry, History, Mathematics, **Literacy**, Language, **Science**, Social Graces, and Religious Dogma.

### Rune Weaver

**BP Cost: 1**

Skills: **MagicLore**, Astrology, Astronomy, Alchemy, **~Lore**, Mathematics, **Literacy, Runic Literacy**, Language, Social Graces, and Religious Dogma. Start with 2 scrolls with any combination of spells up to 25 Mystical Power Points of value.

### Sage

**BP Cost: 2**

Skills: Anatomy, Astrology, Astronomy, Alchemy, **~Lore**, Chemistry, History, Mathematics, **Literacy, Language, Science**, Social Graces, and **Religious**



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

**Dogma.** Character starts with 10 Idea Points; each point can be traded in for an answer relevant to the character, at any point in the campaign.

Skills: Climb, Food Skills, **CreatureLore**, PlantLore, Naturalist, Stamina, Survival, **Tracking**, Swimming, and Riding.

**Scientist** **BP Cost: 2**

Skills: Anatomy, Astrology, **Astronomy**, Alchemy, ~Lore, Chemistry, History, Mathematics, **Literacy**, Language, **Science**, Social Graces, and Religious Dogma. Forego Level 3 and Level 2 skills for one Ancient Device of player's choice.

**Trapper** **BP Cost: 1**

Skills: Climb, Food Skills, **Skinning**, **CreatureLore**, PlantLore, Naturalist, Stamina, Survival, **Tracking**, Swimming, and Riding. Start with 1d10 pelts.

**Scribe** **BP Cost: 1**

Skills: Alchemy, ~Lore, History, **Literacy**, **Language**, Science, Social Graces, and Religious Dogma.

**Traveler** **BP Cost: 1**

Skills: Pick any skills in the game. Do not gain Level 3 skill.

**Shopkeeper** **BP Cost: 1**

Skills: Barter, **Business Administration**, Cheat, Estimate Value, Haggle, Food Skills, Languages, Social Graces, CommonLore, Laws. Start with 10 silver coins worth of basic goods (bolts of cloth, rope, casks of mead, bags of flour, barrels of pickles)...

**Veterinarian** **BP Cost: 1**

Skills: Appearance, Action, Diagnosis, **First Aid**, **Veterinarian**, Cooking, or Anatomy. Start with a Medicine Kit.

**Tailor** **BP Cost: 1**

Skills: **Barter**, Skinning, Craft Rope, **Sewing**, Business Administration, Cheat, Estimate Value Luxury Items, Haggle, Menial Tasks, Languages, Social Graces, and CommonLore.

### Clan Level

This background pick allows a character to start the game at an advanced clan level, allowing him access to prestigious weapons, armor, mounts, and magic.

**Technologist** **BP Cost: 1**

Skills: Barter, Business Administration, Cheat, **Driving**, **Estimate Value Ancient Technology**, Haggle, Food Skills, Languages, Social Graces, CommonLore, and **Riding**. Forego Level 2 skills and start with a minor Ancient Technology (flashlight, lighter, radio, etc...).

Clan Level	BP Cost
0	+3
1	~
2	2
3	3
4	4
5	8
6	10
7	12
8	13
9	14
10	15

**Thief** **BP Cost: 1**

Skills: Acrobatics, **Pick Pockets**, **Bravery**, **Estimate Value**, Hide, Black Market, Parry, Dodge, Spy, or **Move Silently**.

**Tracker** **BP Cost: 1**



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

### Specials

There are many Special Background Picks available. Many of these special abilities are given naturally to the races of Advanced Phantasm Adventures, but this doesn't mean that an individual cannot access them.

It is impractical for a character to select a Special that his race already possesses (a Troll character gains nothing by selecting Regeneration again).

There are a few penalty picks, where a player can gain additional BP rather than spending them (in those cases the BP Cost is listed as a +X).

### Age **BP Cost: +1/+2**

A character starts the game as an adult (refer to the racial ages). A character can be young, old, very old, or wizened for a gain of 2 BP. Refer to the modifiers below:

BP	Age	Restriction
+1	Young	All Jobs & Career picks cost triple
+1	Old	-3 to Recuperation Skill
+2	Very Old	-3 to STR & END attributes +15 starting Experience Points
+2	Wizened	-6 to STR & END attributes +3 levels to all Academic skills

A player cannot use "any" starting experience points to offset attribute modification from the Age BP.

### Charismatic **BP Cost: 2**

The character is strangely beautiful or has a way with words that cannot be expressed normally. All reactions are at +5 in his favor and he will always be given quarter.

### Death Trance **BP Cost: .5**

The character can fall into a practiced catatonic trance, making him appear to be dead. Upon entering the trance the player specifies how long the character will be in such state.

### Direction Sense **BP Cost: 1**

The character cannot get lost in the deepest forest, the most puzzling of mines, or in the most treacherous of gnarled city blocks.

### Fast Draw **BP Cost: 2**

The character never needs to spend an action readying a weapon or bow. This pick negates the use of the Quick Draw skill.

### Friend **BP Cost: 1**

The character has a friend in a high position within a specific clan or noble house. This friend will help the character in numerous ways. The friend will give +20% Prestige when possible.

### Find Weakness **BP Cost: 3**

By spending 1 full turn next to an opponent the character gains a distinct understanding of the weaknesses of the creature. With this knowledge a character gains +1 to hit and +2 damage in combat, and +3 in interrogating skills.

### Fine Measures **BP Cost: 2**

The character has the ability to precisely measure and determine exact measures in all facets of life. All components to spells, potions, or creation of items (even in the form of cooking supper) grants them a 20% bonus. Add +5 to all Determine skill levels.

### Healthy **BP Cost: 3**

The character is unusually healthy for his personal and racial endurance. He gains +2 Hit Points, +1 Hit Point of Recuperation per day, and all Critical injuries take only half the amount of time to heal.

### Heightened Attribute **BP Cost: 3**

The character picks one personal stat and rolls an extra 2d10 attribute dice. Add this to the basic value for determination of the final stat. If this pick is chosen, the maximum starting value for the specific stat is 18.

### Heightened Sense **BP Cost: 2**

The character picks one sense and rolls an additional 2d10 personal sensory dice. Add this to the personal sense and recalculate for a total sense score.

### Heightened Stamina **BP Cost: 2**

The character has more stamina and energy than a normal person does for his personal and racial



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

Endurance and Strength. Normal travel does not tire the character, he gains +2 to all Stamina skill rolls, and does not have to concern himself with Battle Fatigue.

### **Heightened Training** **BP Cost: 3**

Pick one Specialized Skill Class and learn all skills in that group at half the normal Experience cost (anything less than .5 rounds up to .5). Critical Success for those skills are at +1 and -1 for Critical Fumble rolls.

### **Jack of All Trades** **BP Cost: 2**

The character has a basic chance to succeed in any skill at a success on a 1 or 2. If the skill has no earned level, it cannot Critically Succeed, and all Fumbles are increased to a 19 or 20.

### **Kreskian Fervor** **BP Cost: 3**

Add 1 Action Point to each initiative phase the character acts. This additional AP may be used for any kind of action.

### **Leaping** **BP Cost: 2**

The character can jump three times as far as normal (refer to Movement Rules on page 21). A character with Leaping will always land on his feet from such jumps or any fall, as long as he is conscious, taking no damage. Falls greater than the character's greatest possible jump, are reduced by his maximum jumping distance.

### **Light Touch** **BP Cost: 1**

The character cannot be detected performing a pick pocket, detection of trap, picking of lock, or stealing unless a Critical Fumble result of 16 or greater is rolled.

### **Magic-Resistant** **BP Cost: 4**

The character starts with a 5 in 20 chance of negating the effects of any targeted magical spell against him. He can increase this score by +1 for each 4 experience points spent. Magic that is of area of effect or non-targeting cannot be resisted. For example, a magic dart can be resisted, but not a fireball.

### **Moneywise** **BP Cost: 2**

The character gains a +20% bonus on all monetary or bartering deals. Also all taxes levied on the character are only half as much.

### **Mystical** **BP Cost: 8**

The character is considered to be as magical as any magical race. That is a Tatyboce with this ability is as magical as a Grey Elf.

### **Regeneration** **BP Cost: 4**

The character heals 1 point an hour rather than per day. Critical Injuries heal twice as fast, but Regeneration cannot be used to heal critical injuries. If a character is reduced to below his Buffer he will die, but can be resurrected as normal.

### **Screeching** **BP Cost: 4**

The character can scream at such a high frequency as to stun any target within 50' if a Poison Stamina roll is failed. Those stunned by the screech, use only their basic initiative (do not roll the d10) for 1d6 rounds of combat.

### **Sensitive Presence** **BP Cost: 2**

The character is so sensitive that he can detect even the great thief trying to pick his pocket or snatch an item from his person. Also, characters with this pick can sense into other planes of existence up to 20 feet (thus detecting ghosts, demonic presence, or plane shifters).

### **Sickly** **BP Cost: +3**

The character is of relative poor health. He does not automatically gain 1 Hit Point a day upon resting. All non-magical healing is at a -1 to their effect.

### **Sylvan Ways** **BP Cost: 3**

The character can speak with any normal woodland animal in a language that conveys complicated meaning and desires. Also, while resting in any undisturbed woodland, the character heals twice as fast. And gains an extra 10 points of mystical power for casting spells.



# Phantasm Adventures

## TMOG: Theoretical Massive Online Game

### **Sonar**

**BP Cost: 4**

This ability allows a character the ability to detect objects out to a maximum of 100' + (Racial Intelligence x (Racial Auditory)). All Missile defenses are decreased 1 AP.

### **Speed Reading**

**BP Cost: 1**

The character can read four times as fast as the normal reader, gaining knowledge from books and tomes at a surprising rate. All training from a book or tome is at half the normal time. Library visits lasts only 1/3<sup>rd</sup> the normal time.

### **Telepathy**

**BP Cost: 5**

The character has the ability to communicate without speaking, and to probe the minds of those creatures around him. Target creature gains a save vs. Magic Stamina to resist, otherwise his thoughts, feelings, and memories become known. Range of this ability is Racial Ego times Personal Intelligence in feet. It requires expending 1 Mystical Power Point to create the link, but nothing to sever it. A Telepathic being cannot have more active links than his Racial Intelligence score.

### **Teacher**

**BP Cost: 2**

The character is an expert teacher and can teach any skill at 1 less EP, of his or the student's cost) (minimum of .5) up to half his skill's rank to another PC. He may teach a number of skills/pupils equal to half his Racial Intelligence at once. It requires 4d20 hours to learn a new skill or 2d20 hours to learn new ranks. A maximum of 10 hours a day can be used in teaching.

### **Transformation Powers**

**BP Cost: 5**

The character can transform into a humanoid looking creature, taking on all racial abilities like that of a Keltek human. The duration for the Transformation is 1 hour plus an additional hour for each 3 EXP spent honing the power.

### **Wanted**

**BP Cost: +2**

The character is a bandit in a specific region or Kingdom of Monokan. In that area he loses all Prestige. If the character is of a Crime clan, even his brethren consider him a "fiend" or worse and will not lend him a hand. The region must be in area that the character has been.