

## Wyrdblades & Psicrystals

### Rules Change

#### ***Occult Feats***

Occult Feats are basically Feats available to those with levels in an Occult Class – Psychic, Theurgist, Brother Battle, and Beastfriend – any class that gives the player access to starting Wyrd.

#### ***Attune Fetish [Item Creation]***

**Prerequisites:** *Psychic 10+ or Theurgic 10+ or Brother Battle 10+*

**Special:** Wyrdblades are a special subset of Attune Fetishes. They are always weapons and are attuned for special use (see Wyrdblade Feats below).

See below for the complete description of Attune Fetish (Wyrdblade).

Mist Blades are of course the most commonly known Wyrdblades.

## Wyrdblade Feats.

These are feats that only can be performed by a gifted individual with a Wyrdblade. They require Wyrd expenditure and require the use of an Attuned Wyrdblade (see Attune Fetish (Wyrdblade)).

### ***Attune Fetish (Wyrdblade) [Item Creation - Occult]***

**Prerequisite:** Psychic 10 + or Theurgist 10+ or Brother Battle 10+

**Benefit:** This is an additional ability to an existing feat. Attune Fetish for Wyrdblades is simply specialization of Attune Fetish for weapons. Once the person has Attune Fetish feat, they may perform this task.

This feat allows the occultist to create a sympathetic link between him and his specially prepared weapon. The weapon must be at least masterworked and the attuning is accomplished as described in Attune Fetish feat.

For Theurgists and Brother Battle, the sword also must be properly consecrated (see Consecrate Vestment for Wyrdblades feat below).

A psychic must establish a psychic impression through a **psi-crystal** embedded into the handle.

Once a sword is obtained and properly prepared, the bonding process can be performed. The user performs a normal Attunement as in the feat description, with the same costs. The Attunement level of a Wyrdblade is 8+ Masterwork Level. If the sword is a flux sword, the level is increased by +1. A Wyrdblade may be used like a normal Attuned Fetish from this point on.

### ***Consecrate Vestments (Wyrdblade) [Item Creation - Occult]***

**Prerequisite:** Theurgist 8+ or Brother Battle 8+

**Benefit:** This is an additional ability to an existing feat. This feat allows the theurgist or brother battle to consecrate a weapon for the use of creating a wyrdblade. See Consecrate Vestments for costs. The weapon must be at least masterworked, and there is no bonus gained from the consecration. This weapon now can be attuned to be a wyrdblade.

### ***Craft Psicrystal [Item Creation - Occult]***

**Prerequisite:** Psychic 6+, masterworked crystal

**Benefit:** A psicrystal is a fragment of a psionic character's psychic power focused into physical form. A psicrystal is created in a masterworked crystal at least the size of walnut. There are two uses for a psicrystal – skill bonus or heart of a psychic wyrdblade.

*Skill bonus:* The crystal becomes a storage device of the psychic's power – a capacitor, so to speak – for the purposes of a relatively permanent benefit for himself or others. The psicrystal allows the creator to focus a fragment of his power and program the crystal for a bonus to skills and actions he or someone makes.

To create a bonus psicrystal, the creator must decide what level he wants the psicrystal to be. The psicrystal can be any level, but usually the creator makes one equal to half his level or lower. The higher the psicrystal level is, the harder to create and more unstable it can be.

The benefits of the psicrystal apply to whatever the user wishes, but he must take a full action to concentrate vs. DC equal to the 5 + psicrystal's level or spend a wyrd point. The bonus stacks with any bonuses gained from wyrd points spent.

The concentration DC or wyrd cost is modified by certain circumstances:

User does not have the gifted feat	+4 to DC or +2 to wyrd cost
Psychic level of the user is lower than psicrystal level	+2 to DC or +1 to wyrd cost

#### **Psicrystal Special Abilities**

<b>Psicrystal Level</b>	<b>Base Bonus</b>	<b>Rare or Exotic</b>	<b>Uncommon</b>	<b>Common</b>
1 <sup>st</sup>	+0	+0	+0	+0
2 <sup>nd</sup>	+1	+0	+0	+0
3 <sup>rd</sup>	+2	+1	+0	+0
4 <sup>th</sup>	+3	+1	+0	+0
5 <sup>th</sup>	+4	+1	+1	+0
6 <sup>th</sup>	+5	+1	+1	+0
7 <sup>th</sup>	+6	+1	+1	+0
8 <sup>th</sup>	+7	+1	+1	+0
9 <sup>th</sup>	+8	+2	+1	+0
10 <sup>th</sup>	+9	+2	+1	+1

Also, the color of the crystal defines an area of skill that the crystal is more intoned with, sometimes. These benefits are added into the bonus if the action qualifies.

### Psicrystal Colors and Effects

Color	Additional Bonus
Red-brown	+1 additional bonus to Gather Information, Academia, and Diplomacy skills
Turquoise	+1 additional bonus to Knowledge skills
Smoky	On a successful Diplomacy to effect an opponent's attitude, you may reduce it two levels.
Blue	+1 to Will saves vs demonic attacks (no activation required, always on while psicrystal in possession)
Red	+1 to Will saves vs psychic attacks (no activation required, always on while psicrystal in possession)
Green	+1 to Fort saves to resist poison effects
Crystalline	+1 to the base bonus (no special condition)

*Wyrdblade*: A psychic wanting to build a wyrdblade first must create the heart. This is a special psicrystal that can be created from any type crystal and is imbued in the same manner. Instead of a skill bonus, however, the psicrystal enables a wyrdblade for a psychic user.

*Cost*: The cost of a masterworked crystal depends on the rarity of the mineral and how well it is crafted (This must be worked out with the GM). Psicrystals are made by focusing a number of wyrd equal to the level into the crystal - 1 wyrd point for every 2 hours, without stopping. It also cost 20 XP per level. The creator must add 5 XP to that cost for every level above his own that he wishes to make the psicrystal. After 10 hours of doing this, the creator must make a Fort save (DC 10) to continue. For every 2 hours after, the creator must make that same Fort check with a +1 to the DC per hour. If the psychic fails the Fort save, he falls unconscious and the psicrystal only gains the levels the psychic succeeded at.

For example, if a 6<sup>th</sup> level Psychic with this feat wants to make an 8<sup>th</sup> level crystal, he must spend 20 XP for each of the first 6 levels (120) plus 5 XP for the two above his own (10) for a total of 130 XP and this attempt takes 12 hours. At the 10<sup>th</sup> hour, the creator must make a Fort save DC, at the 11<sup>th</sup> he makes another DC, etc.

***Psychic Impression (Wyrdblade) [Item Creation - Occult]***

**Prerequisite:** Psychic 8+, must have a psi-crystal

**Benefit:** This feat allows the psychic to establish a psychic impression with a masterworked or better psychically enhancing crystal – a fairly rare but obtainable item. Once the psi-crystal is imbedded in the hilt or handle of the weapon, the psychic must perform a link, by spending wyrd equal to half the attunement level of the weapon (see Attune Fetish) and concentrate on it for a full day.

*Cost:* 5000 firebirds + 1000 per level of masterworking, 1/25 of the base cost in XP, and use of raw materials (including the psi-crystal) equal to half the cost.

*Psi-crystals:* A psi-crystal is a highly psychically charged crystal that are specially worked to act as prisms and magnifiers of psychic energies. The Phavian Institute specialized in the creation of these crystals for many years. Many of their crystals still exist today, but it is proscribed technology to create them today. Nonetheless, they are still being created by Invisible Path and other groups like them, so these crystals can be found in the black market.

Psi-crystals have different effects based on the type and their level of mastery behind it.

***Call to Hand (Wyrdblade) [Occult]***

**Prerequisite:** Psychic 11+ or Theurgist 11+

**Benefit:** To achieve this feat the occultist may summon the sword instantly to their hand as long as the occultist can see the weapon. They may roll 1d20 + Occult Level vs. DC below. The type of action that this feat requires is based on the DC.

<u>DC</u>	<u>Action</u>
15	Free action
10	Standard Action
5	Full Action

This feat requires an expenditure of 1 wyrd point.

***Focus Blade [Occult]***

**Prerequisites:** Brother Battle 12+ or Theurgist 10+ or Psychic 11 +, Parry

**Benefits:** The wielder may now use the blade to mentally focus themselves to the task at hand. While holding the blade and focusing on it and the connection it has with him, the occultist can parry missile attacks using a parry, based on the type of weapon and occult level of the wielder.

<b>Weapon Type</b>	<b>Occult Level</b>			
	1-5	6-10	11-15	16-20
Ballistic	20	15	10	5
Energy	25	20	15	10
Occult	30	25	20	15
Increase in Hardness per Wyrd Point	2	4	6	8

This Feat costs 1 wyrd point plus 1 wyrd point per a number of hard points (see table) to absorb the damage of the attack. The extra wyrd is spent only at the player's discretion at the risk of ruining his Wyrdblade.

***Nimbus [Occult]***

**Prerequisites:** Brother Battle 13+ or Theurgist 10+ or Psychic 10+

**Benefits:** The wielder may treat the blade as though it were a Wyrd Tabernacle, with the maximum number of points that can be stored equal to half the wielder's Brother Battle or Theurgy or Psychic Level. See Imbue Tabernacle feat for details on how they function.

***Greater Nimbus [Occult]***

**Prerequisites:** Nimbus

**Benefits:** With this feat, each point of wyrd (gained from the Nimbus feat) stored in the Nimbus Wyrdblade acts as an occult shield for psychic or theurgic attacks by extending a field of protective energy. This effect is treated like an occultic cloak, with a resistance value equal to the number of wyrd points stored in the blade. The resistance value can be used as a DR vs damage causing occult powers or a bonus to saves vs. the power.

Note: Only the wyrd gained from the Nimbus feat can act as the shield.

The shield costs 1 wyrd point to activate.

***Wyrd Strike [Occult]*****Prerequisites:** Nimbus**Benefits:** With this Feat, the Wyrdblade wielding character may unleash stored wyrd in the blade as a bolt of energy. The wielder must roll a ranged attack, and the damage is equal to 1 die per wyrd point expended in the bolt. See Table below for die type.

Occult Level	Die Type
1-5	d3
6-10	d4
11-15	d6
16-20	d8

This is wyrd damage and is not protected by physical armor or energy shields. This Feat requires one wyrd to activate the strike.

***Greater Wyrd Strike [Occult]*****Prerequisites:** Wyrd Strike**Benefits:** With this feat, the user can augment an occultic attack with the damage of the wyrd strike. Each damage die of the wyrd strike is converted to the damage type of the occultic attack, adding to the damage of the Power or Rite. This feat requires one wyrd to activate the strike, adding to the cost of the Power or Rite.