

## **Advanced Wyrd d20**

This modifies the original d20 use of Wyrd slightly. These rules supplement the existing rules.

### ***Rules Additions: Starting Wyrd***

In this rules addition, EVERYONE has Wyrd; it is just a matter of how much and what it can be used for. Here is the break down of how much Wyrd each type of player would have:

**Non-occultists/non-Gifted:** 1 point per level.

**Occult/Gifted:** As per class + 1 per level.

Non-classed Gifted:  $(\text{Highest Ability Modifier} + 1) / 2$

### ***Rules Additions: Temporary Wyrd***

Temporary Wyrd can be bought with experience at a cost of 100 XP per point to a maximum of 5 points. These points gained cannot be recovered through normal means.

### ***Rules Additions: Wyrd Point Recovery***

Non-occult character can recover Wyrd at a rate equal to their level per 10 hours of rest, but they must rest. They cannot recover Wyrd when not resting.

## Uses of Wyrd

Wyrd represents a character's spiritual energy, his chi, psychic will, vital force or will to power. Wyrd points are spent for a variety of activities, from activating occult powers, inciting spiritual passion (by enhancing the Incite Passions feat) or steadying ones hand (by enhancing the Steady Hand feat), invoking destiny (see Invoke **Destiny Feat** below), as well as modifying die rolls at critical moments.

### ***Enhanced Incite Passion Feat and Enhanced Steady Hand Feat***

You may spend Wyrd to gain a +2 bonus per point spent on the Will save for either feat. You can spend a maximum of 3 Wyrd points. At Level 10+, the maximum increases to 4 Wyrd Points.

### ***New Feat: Invoke Destiny [Social]***

**Prerequisite:** Incite Passion

**Benefit:** With this Feat, once per adventure session, you can spend a Wyrd point to gain a re-roll.

However, the task must be a critical moment, tied to your destiny (as agreed upon by the GM.) This is all at the discretion of the GM.

**Special:** This feat cannot be used with Incite Passion or Steady Hand in the same round.

### ***Roll Modifiers***

Wyrd can also be used as basic roll modifiers at critical points. Based on the character level and whether he has the Gifted feat or not, one Wyrd point can be spent to add to any task roll OR damage roll.

NOTE: Wyrd can only be spent to modify non-occult related skills rolls. Wyrd can not be spent in this way to modify theurgy rites or psychic power use.

Level	With Gifted Feat	Without Gifted Feat
1-5	1d4	1d3
6-10	1d6	1d4
11-15	1d8	1d6
16-20	1d10	1d8

These Wyrd points can be spent before the roll or after but not after the DC has been revealed or success has been determined.

Multiple Wyrd points can be spent in this way for one task, up to 2. This maximum increases to 3 at 10<sup>th</sup> level.

Using Wyrd this way also stacks with Incite Passion and Steady Hand.

If a Theurgic Priest or Brother Battle use the Wyrd bonus to increase damage and increase an attack roll, he must test to see if he gain a level of Hubris.

### ***Making the Deal***

Characters may choose to use his Urge or Hubris levels to aid in situation of dire need. However, if the result is successful (from the characters point of view), than the characrters as in effect made a deal with the devil.

Making the Deal gains the characer a bonus equal to his Urge/Hubris that he can add to his Psychic /Theurgy power skill roll or to his Save to resist a power. In either case, if the effect is successful (successful power or successful resistance), something bad happens.

- **Urge:** Making a Deal with Urge awakens the Dark Twin for the rest of the turn and the next.
- **Hubris:** Making a deal with Hubris causes the effects to increase for a period of time, at a larger radius (GM's discretion).

If the effect fails, then nothing happens.

## Additional Occult

### New Psychic Path

#### **Sympathy (Cha)**

This path was little known to the Phavian Institute, perhaps because research into psionics with in groups was rare. Most psychics worked alone. However, with the rise of psychic covens in the Dark Ages as a means to combat the purges brought on by the Church, this path became more prevalent.

#### **1st Degree: Mind Feat(Cha; Trained only; Sympathy Psychics only)**

**Activation Time:** Full Action

**Range:** Touch

**Duration:** Psychic Level in rounds

**Saving Throw:** Will Save to negate

**Check:** This power allows the Psychic to temporarily lend the target a Feat that he possesses for the duration of the power. The target must have the prerequisites. The DC is 10 + the target's character level + (target's Int bonus - Psychic's Int Bonus).

#### **2nd Degree: Mind Bonding (Cha; Trained only; Sympathy Psychics only)**

**Activation Time:** Psychic Level in Minutes

**Range:** Touch

**Duration:** Variable (based on the usage, see below)

**Saving Throw:** Will Save to negate

**Check:** The power to bond a mind is a very powerful tool for a psychic if it can be accomplished. In doing, the psychic makes other powers easier to do against that person, as well as access Wyrd, if necessary.

#### DC     **Bonding**

10     *Server Bond:* The Psychic can use this power to sever any type of bonding, even Item Bonding. The **Duration** is 1 Full action.

15     *Basic Bonding:* A character can bond with another willing person. The target must be willing, although he can be Intimidated and Bluffed into being willing. He also can be psychically forced into being willing. The power takes the full length of the Activation Time to bond. The **Duration** is virtually **permanent** but will wear away over the years.

The end result is that any power after that against this particular target is easier. Wyrd Costs versus the target are one less, regardless if extra Wyrd is spent. All DCs the Psychic must check

against are reduced by the extra Wyrd spent. All Will save DCs are increased by the same amount for the target.

**Variable Wyrd Cost:** Base Wyrd Cost plus targets Wis or Cha Bonus (which ever is higher) +  
**Extra Wyrd:** Extra Wyrd can be spent to increase the bonus.

20+ *Coven Bond:* Two or more Psychics that share a bond can merge their psyches into a greater sympathy. This allows them to collectively create a pool of Wyrd that they all can access. One person (the focus) rolls and gains a bonus of +2 for every person that assists. The maximum number of people that can be in the group is equal the focus's Psychic Level. The DC of this use of Mind Bonding is increased by the number of people in the group, +1 per person. The **Wyrd Cost** is variable based on how much each individual in the group wants to put into the pool. The base cost (2) is spent by the focus to initiate the Coven Bonding. The **Duration** is equal to the sum of the Psychic Levels of the group, in Minutes, after which it disappears. The **Activation Time** is equal to half the base Activation Time.

25 *Mojo Bond:* The Psychic can form a bond with another person over a distance and against his will. In order to do this, the psychic must have a sympathetic focus - an item that bears the target's psychic essence like a piece of well-worn clothing, a lock of hair, or fingernail. If the item is Bonded by the target, the psychic gains a +3 synergy bonus. The Psychic has 10 turns to gain an advantage over the target. The **Wyrd Cost** is 1 + targets Will save bonus. Each turn the psychic must attempt the Bond until successful. The Psychic and the target trade Skills checks and Will saves until the Psychic succeeds and the target fails. Once success is made, the Mojo Bond act as a Bond.

### 3rd Degree: Item Bonding (Cha; Trained only; Sympathy Psychics only)

**Activation Time:** Psychic's Level + size/area penalty of the item in minutes (see below)

**Range:** Touch

**Duration:** Variable (based on the usage, see below)

**Saving Throw:** None

**Check:** This power allows the character to bond with items, or places.

### DC Bonding

20 *Sanctum:* The Psychic may attune himself to a particular place so that his powers may be used easier in connection with that place. This place can be anywhere - stateroom on board a ship, a cabin in the woods, a cave in the mountains. **Special Range:** It can only be an area 10 meters

wide. While in the Sanctum, the Psychic gains +4 sanctum bonus to all powers as well as saves to defend against powers. He also receives a +2 bonus to other skill attempts.

Also, if the Psychic has Farsight power, the Psychic is automatically alerted when someone enters his sanctum as long as he is within the same solar system.

- 25 *Totem*: The character can create a bond with a particular item. Wyrd cost is one less the base cost of this power. All tasks using this item gain a +2 bond bonus. The psychic always knows where the item is anywhere within normal sensory range (can not be lost) and Wyrd points can be spent to extend that range (with Extend Psi feat). The base Wyrd cost allows the Psychic to bond with an item of Medium size or smaller. With the Enlarge Psi feat, the Psi can enlarge the item he can bond with, one size category per point.

<b>Size Category</b>	<b>Wyrd Cost</b>
Fine	3
Diminutive	3
Small	3
Medium	3
Large	4
Huge	5
Gigantic	6
Colossal	7

- 30 *Coven Brand*: A psychic that has banished from a particular coven can have a sort of *anti-bond* attached to him that makes it harder for the banished psychic to use his powers against other members of his former coven. This is usually done by a group of psychics on an outcast psychic. In order to use this with multiple targets, all those involved in the branding must have the Multiply Psi Feat. When the branded Psychic attempts a power against a member of the group who branded him, the Wyrd Cost is increased by one and he suffers a -3 penalty on the attempt.

### **Group Psi Powers**

Psychics rarely convene to cast powers together but when they do, the results can be impressive. Wyrd costs, DCs and penalties can be offset by joining together. Use the following Guidelines:

#### **Prerequisites:**

- **Mind Bonded** - The group must be Mind Bonded together.
- **Limited Number:** The number of participating Psychics is limited to the focal psychic's Wis bonus + Psychic Level.
- **Required Power and Feats:** The each must know the power the group intends to use. If they group intends to increase range, or use the power against multiple targets or extend the duration, they all should have the feat required.
- **Focal Psychic:** One person in the group - the focal Psychic - makes the skill roll. All others can make a Cooperation skill roll. For every success, the focal gains a +2 Cooperation bonus.
- **Wyrd Donation:** All participants can donate as much Wyrd as they like to increase range, duration or number of targets.
- **Critical Failure:** Any Critical Failure with in the group automatically cause the attempt to fail.

