

Schools and Combat Styles in the Shadow World

RMSS Rules (Martial Arts Companion)

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Inspirations :

Shadow World books by *Terry K. Amthor* of course ;-)

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[x] :

PC must buy access to the school or the style with talent points (x points).

[0] :

PC doesn't need to use talent points to get access to this school or style.

[x / y] :

If the PC belongs to the people/race/organization, he should pay y talent points. If he doesn't, he should pay x cost. The GM should carefully ask the PC for serious background development to justify this.

Chi Powers :

PC may develop chi powers given by a school or a style, if he wants to.

The most potent styles and schools are accessible only through talent points. If a PC doesn't want to spend his BO, he can also develop his own style (GM approved) within the limits indicated by :

Other Monastery/school/style

...

I – Schools & Styles for Warrior Monks or Monks.

CHANGRAMAI Monastery

[35]

KENSHYA

Advanced Martial Arts Style [85 style points]

Degree 4 Strikes
Degree 4 Sweeps
Degree 2 (or 1) Nerve Strikes
Degree 1 (or 2) Locking Holds [20 points]
Greater Adrenal Defense [20 points]
Degree 4 Additional Attack [20 points]
All-Around Attack [10 points]
+10 bonus to Adrenal Speed [5 points]
+10 to disarm Foe (Unarmed) [10 points]

TALSHYA

Advanced Martial Arts Style [90 style points]

Degree 4 Strikes
Degree 3 Nerve Strikes [10 points]
Greater Adrenal Defense [20 points]
Degree 4 Additional Attack [20 points]
All-Around Defense [10 points]
BLADE Weapon Kata [5 points]
+10 to disarm Foe (Unarmed) [10 points]
+/- 1 critical [15 points]

A-KENSHYA

Advanced Martial Arts Style [85 style points]

Degree 3 (or 2) Strikes
Degree 2 (or 3) Sweeps [5 points]
Greater Adrenal Defense [20 points]
+10 bonus to Adrenal Speed [5 points]
CHAIN, STICK, BLADE weapons Kata [15 points]
Degree 3 Additional Attack [15 points]
Two-weapon Kata [15 points]
+10 to disarm Foe (Armed) [10 points]

RENSHYA

Advanced Martial Arts Style [90 style points]

Degree 4 Sweeps
Degree 3 Locking Holds [10 points]
Greater Adrenal Defense [20 points]
Degree 4 Additional Attack [20 points]
All-Around Defense [10 points]
STICK Weapon Kata [5 points]
+10 to disarm Foe (Unarmed) [10 points]
+/- 1 critical [15 points]

Special Ability : Distance Strike Masters :

The strike distance penalties for Chi Power – Distance Strike are halved.

Special Attack : The Changramai stance :

When using Power-Striking or Adrenal Strength skills, the benefits are multiplied by 1.5

Special Notes

A Changramai Warrior Monk can (**should**) master all four styles. One is ‘standard’ for the cost of development points (choice between Kenshya and A-Kenshya) and the others are ‘restricted’ as normal. But if the Changramai wish to get the talent Natural gift (normally a 10 pts talent) for one of the other three styles, it will cost only 5 talents points for him. Monks can also master all four styles but it’s not really cheap for them so they can choose between A-Kenshya, Renshya and Talshya. (They HAVE to use Kenshya, and should take at least one other style). Kenshya is also standard for them.

CHAIN, STICK, BLADE : Choice. (Chain ⇔ Kusari-Gama, Chigiriki..., STICK ⇔ Quarterstaff, tonfa, BLADE ⇔ Katana, daggers...)

Chi Powers

Chi Powers Lore, Cloth Lance, Fantastic Leap, Hold Breath, Light Feet, Lizard’s Climb, No Shadow Attack, Resist Elements, Resist Pain, Sense Weakness, Distance Strike, Poison Fist, Budha’s Palm, Elemental Fist – Lightning, Cold and Water.

KORTI TA SHIN (« Masters of Death ») Monastery
[Talent 30]

SHIN

Advanced Martial Arts Style [75 style points]

Degree 4 Strikes

Degree 3 Nerve Strikes [10 points]

Greater Adrenal Defense [20 points]

Additional Degree 4 Attack [20 points]

+15 to Adrenal Strength [10 points]

+10 to Adrenal Defense [10 points]

+2 to initiative [10 points]

Special Ability : Special Counter-Changramai (see special notes)

Special Notes

Korti Ta Shin ("Masters of Death"). Style is designed specifically to counteract the Changramai Styles. When one of the Korti is in combat with a Changramai and assuming that they are both using their respective styles, then the Korti receives the following benefits:

- * Snap Actions only receive a -10.
- * The Changramai gets -20 to his style skill
- * The Master gets +10 to his Style skill.

All followers of this temple must be of evil alignment.

Chi Powers

Chi Powers Lore, Cloth Lance, Fantastic Leap, Hold Breath, Light Feet, Lizard's Climb, No Shadow Attack, Resist Elements, Resist Pain, Sense Weakness, Distance Strike, Elemental Fist, Budha's Palm.

PHOENIX Monastery

[Talent 20]

SYR (Iruaric : « Male ») Phoenix Style

Advanced Martial Arts Style [65 style points]

Degree 4 Strikes

Degree 4 Nerves Strikes

Degree 2 Sweeps

Degree 1 Locking Hold [20 points]

Greater Adrenal Defense [20 points]

Degree 3 Additionnal Attack [15 points]

All-Around Attack [10 points]

Special Attack : Wrath of The Phoenix

20% preparation -> hard maneuver (with adrenal concentration skill) -> x2 hits and +1 critical

MUR (Iruaric : « Female ») Phoenix Style

Advanced Martial Arts Style [65 style points]

Degree 4 Sweeps

Degree 4 Locking Hold

Degree 2 Strikes

Degree 1 Nerves Strikes [20 points]

Greater Adrenal Defense [20 points]

Degree 3 Additionnal Attack [15 points]

All-Around Attack [10 points]

Special Attack : Wrath of The Phoenix

20% preparation -> hard maneuver (with adrenal concentration skill) -> +3 critical

THAL (Iruaric : « Born ») Phoenix Style

Basic Martial Arts Style [35 style points]

Degree 3 Sweeps

Degree 1 Locking Hold

Degree 2 Strikes

Degree 1 Nerves Strikes [10 points]

Lesser Adrenal Defense [10 points]

All-Around Attack [10 points]

Degree 1 Additionnal Attack [5 points]

Special Notes

The warrior monk or monk of this monastery must choose between Syr and Mur Styles, and he can also develop Thal Style if he wishes. (He should at least have a one or two ranks in this style). At level 10, he can begin to develop the other style if he wishes, but only if he finds a master to teach him.

Chi Powers

Chi Powers Lore, Cloth Lance, Fantastic Leap, Hold Breath, Light Feet, Lizard's Climb, No Shadow Attack, Resist Elements, Resist Pain, Rise of the Phoenix.

COBRA Monastery

[Talent 15]

COBRA Style

Advanced Martial Arts Style [65 style points]

Degree 4 Strikes

Degree 3 Nerves Strikes [10 points]

Greater Adrenal Defense [20 points]

Degree 4 Additionnal Attack [20 points]

+2 to initiative [10 points]

Dagger Weapon Kata [5 points]

Special Attack : Hidden Strike

20% preparation -> Hard static maneuver (with adrenal concentration skill) -> +6 initiative +15 OB

Special Maneuver : Cobra Rising From the Ground

Prone -> on feet need only 25% activity (hard maneuver (with adrenal concentration skill), failure indicates normal 50% activity used)

Chi Powers

Chi Powers Lore, Fantastic Leap, Light Feet, Lizard's Climb, No Shadow Attack, Poison Fist.

KUGOR (« Dragon ») Monastery **[Talent 15]**

KUGOR Style

Advanced Martial Arts Style [65 style points]

Degree 4 Strikes

Degree 3 Nerves Strikes [10 points]

Greater Adrenal Defense [20 points]

Degree 3 Additionnal Attack [15 points]

+2 to initiative [10 points]

All around attack [10 points]

Special Attack : Breath of the Dragon

Only 20% activity for preparation of Elemental Fist – Fire.

Special Attack : Claw of the Dragon

20% activity -> hard maneuver (with adrenal concentration skill) -> +2 critics (vital points lore is still usable).

Chi Powers

Chi Powers Lore, Fantastic Leap, Light Feet, Lizard's Climb, No Shadow Attack, Elemental Fist - Fire.

Cay Monastery [Talent 15]

Divine Strike

Advanced Martial Arts Style [65 style points]

Degree 3 (or 2) Strikes

Degree 2 (or 3) Sweeps [5 points]

Greater Adrenal Defense [20 points]

CHAIN, STICK, BLADE weapons Kata [15 points]

Degree 2 Additional Attack [10 points]

Two-weapon Kata [15 points]

Special Ability : Weapon Kata Masters

+25 in Swashbuckling skill. The Weapon Kata penalty to OB is -10 instead of -20.

Special Ability : Divine trance

When prayers (using channeling skill) are done at least during one hour before a very specific combat, and the combat is for the cause of the deity, the monk receives the following benefits :

+10 OB, +10 DB, 1.5xhits.

Chi Powers

Chi Powers Lore, Hold Breath, Light Feet, Lizard's Climb, No Shadow Attack, Sense Weakness.

Special Notes

This Monastery is specially for Monks of Cay, the more channeling oriented monks. ("Paladin-like" Monks). They usually prefer to fight using weapons than bare hands. But their techniques using weapons are closer of the warrior monk techniques than those of the Paladin.

KRAKEN Monastery

[Talent 15]

KRAKEN Style

Advanced Martial Arts Style [65 style points]

Degree 4 Sweeps

Degree 3 Locking Holds [10 points]

Greater Adrenal Defense [20 points]

Degree 3 Additionnal Attack [10 points]

+2 to initiative [10 points]

+/- 1 critical [15 points]

Special Maneuver :

Very Fast Attack : Snap actions only suffer -5 penalty.

Chi Powers

Chi Powers Lore, Hold Breath, Light Feet, Lizard's Climb, No Shadow Attack, Sense Weakness.

Other Monastery

[No Talent needed]

Style : Any custom basic style but limited to 35 points or
any custom advanced style but limited to 55 points.

Special : No special ability or maneuver.

Chi Powers

Chi Powers Lore, and choice of three non-restricted powers, and one restricted (but not Elemental Fist, Poison Fist, Rise of the Phoenix, Distance Strike or Budha's Palm).

II – Schools & Styles for Ninjas

KORTI TA KUL (« Masters of the Night ») Monastery

[Talent 25]

KORTI TA KUL Style

Advanced Martial Arts Style [80 style points]

Degree 4 Strikes

Degree 3 Nerve Strikes [10 points]

Greater Adrenal Defense [20 points]

Ninjato or Nunchaku Weapon Kata [5 points]

Shuriken Weapon Kata [5 points]

+10 to Silent Kill [10 points]

+/- 2 to criticals [30 points]

Special Maneuver : Silent Death

20% activity -> Normal maneuver (with adrenal concentration skill) -> +10 to silent kill, +10 (bonus) and +3 (ranks) for Ambush skill.

Special Ability : The Silence of the Night

-30 for others tracking maneuvers against the Ninja.

Chi Powers

Chi Powers Lore, Fantastic Leap, Light Feet, Lizard's Climb, No Shadow Attack, Sense Weakness, Poison Fist.

NOR ASHAAN (« Black Blade ») Monastery
[Talent 15]

NOR ASHAAN Style

Advanced Martial Arts Style [60 style points]

Degree 4 Strikes

Degree 3 Nerve Strikes [10 points]

Greater Adrenal Defense [20 points]

Ninjato or Nunchaku Weapon Kata [5 points]

Shuriken Weapon Kata [5 points]

+10 to Silent Kill [10 points]

+10 to Stalking [10 points]

Special Ability : The Walk of the Ninja.

-30 for others tracking maneuvers against the Ninja.

Chi Powers

Chi Powers Lore, Fantastic Leap, Light Feet, Lizard's Climb, No Shadow Attack.

Other Monastery

[No Talent needed]

Style : Any custom basic style but limited to 35 points or
any custom advanced style but limited to 55 points.

Special : No special ability or maneuver.

Chi Powers

Chi Powers Lore, and choice of two non-restricted powers.

III – Schools & Styles for Fighters, and other Arms users or semi users.

Archers School of Haikitaine

[Talent 20]

Bows Style

Advanced Weapon Style [80 style points]

Bow attack	[10 points]
-20 to range penalties	[20 points]
Greater Reloading	[20 points]
-1 to fumble range	[10 points]
Movement	[10 points]
+10 to adrenal deflecting	[10 points]

Special Ability :

20% preparation (same round) -> Can shoot two arrows in one shot. Must be done in normal or deliberate phase, with the maximum 60% activity. One target : -25, 2x hits. Two targets (angle < 30°): -60 (two attacks rolls are made).

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack.

Archers School of Sel-Kai

[Talent 15]

Bows Style

Advanced Weapon Style [65 style points]

Long and Composite Bow attack	[5 points]
-30 to range penalties	[30 points]
Greater Reloading	[20 points]
Movement	[10 points]

Chi Powers

Chi Powers Lore, No Shadow Attack.

Other Schools

[No Talent needed]

Style : Any custom basic style but limited to 35 points or any custom advanced style but limited to 55 points.

Special : No special ability or maneuver

Chi Powers

None.

Dyari Schools

[Talent 35 / 20]

Sword and Mace Style

Advanced Weapon Style [80 style points]

Long or Broad Sword attack	[5 points]
Mace or morning star Additionnal Attack	[15 points]
Degree 2 Additionnal Strike	[15 points]
All-around Attack	[10 points]
All-around Defense	[10 points]
<i>Or (choice)</i>	
Adrenal Defense, Greater	[20 points]
+4 initiative	[15 points]
+10 to Disarm Foe (armed)	[10 points]

Special Ability :

20% Preparation -> normal maneuver (with adrenal concentration skill) +20 in Disarm Foe (Armed).

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack, Sense Weakness, Resist Pain.

Long and Composite Bows Style

Basic Weapon Style [35 style points]

Long or Composite Bow attack	[5 points]
-10 to range penalties	[10 points]
Greater Reloading	[20 points]

Special Notes

The warrior of this school can develop the two styles if he wishes so. (He should at least have a one or two ranks in the other style).

Iylari (Loari and Linaeri)
[Talent **35/20**]

Dual Saren

Advanced Weapon Style [80 style points]

Saren Sword attack	[5 points]
Saren Sword Additionnal Attack	[15 points]
Degree 1 Additionnal Strike	[10 points]
All-around Attack	[10 points]
All-around Defense	[10 points]
<i>Or (choice)</i>	
Adrenal Defense, Greater	[20 points]
Defensive Ward	[10 points]
+2 initiative	[10 points]
-2 to Fumble Range	[10 points]

Special Ability :

20% Preparation -> hard maneuver (with adrenal concentration skill) -> +/-4 critical.

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack, Sense Weakness, Resist Pain.

Long and Composite Bows

Basic Weapon Style [45 style points]

Long or Composite Bow attack	[5 points]
-20 to range penalties	[20 points]
Greater Reloading	[20 points]

Special Notes

The warrior of this school can develop the two styles if he wishes so. (He should at least have a one or two ranks in the other style).

Erlini schools

[Talent 20/10]

Long and Composite Bows Style

Advanced Weapon Style [80 style points]

Long or Composite Bow attack	[5 points]
-30 to range penalties	[30 points]
Greater Reloading	[20 points]
+2 initiative	[15 points]
-1 to Fumble Range	[10 points]

Special Ability :

20% preparation (same round) -> Can shoot two arrows in one shot. Must be done in normal or deliberate phase, with the maximum 60% activity. One target : -25, 2x hits. Two targets (angle < 30°): -60 (two attacks rolls are made).

Long Sword and BroadSword

Basic Weapon Style [40 Style points]

Long or Broad Sword attack	[5 points]
Degree 1 Additionnal Strike	[10 points]
All-around Defense	[10 points]
<i>Or (choice)</i>	
Adrenal Defense, Lesser	[10 points]
+4 initiative	[15 points]

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack.

Special Notes

The warrior of this school can develop the two styles if he wishes so. (He should at least have a one or two ranks in the other style).

K'ytaari Schools
ATUR TRIN (« STRONG BOW »)
[Talent 10/5]

Bows Style

Advanced Weapon Style [65 style points]

Bows attack	[10 points]
-10 to range penalties	[10 points]
Greater Reloading	[20 points]
+2 initiative	[15 points]
-1 to Fumble Range	[10 points]

Dag

Basic Weapon Style [35 Style points]

Dag attack	[5 points]
Degree 1 Additionnal Strike	[10 points]
All-around Defense	[10 points]
<i>Or (choice)</i>	
Adrenal Defense, Lesser	[10 points]
+2 initiative	[10 points]

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack.

Rhiani Schools

[0]

CHEGAIN

Basic Weapon Style [30 style points]

Chegain Thrown Attack	[5 points]
+1 to initiative	[10 points]
Range Penalty (-10) mod	[10 points]
+5 to Power-Throwing	[5 points]

None.

Chi Powers

AHN SYE NOKORA school
[Talent 25]

YARKBALKA Style

Advanced Weapon Style [75 style points]

Yarkbalka attack	[5 points]
Degree 2 Additionnal Strike	[15 points]
+2 initiative	[10 points]
-1 Fumble Range	[5 points]
Defensive Ward	[10 points]
+10 to Disarm Foe (Armed)	[10 points]
Shield Training	[20 points]

Special Ability :

30% preparation -> hard maneuver (with adrenal concentration skill) -> May cancel half the DB from Shield of an adversary.

Special Notes

A member of this order begin with a Common Yarbalka, a magic weapon (cf. Emer I for details). He must be of active evil or unlife alignment, or having changed alignment and now fighting his former school.

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack, Sense Weakness.

SIMARA school

[Talent 15 / 15+Noble talent]

SIMARA Style

Advanced Weapon Style [60 style points]

Simara attack	[5 points]
+4 initiative	[15 points]
All-around Attack	[15 points]
All-around Defense	[15 points]
+10 to Disarm Foe (Armed)	[10 points]

Special Ability :

20% preparation -> hard maneuver (with adrenal concentration skill) -> +/-3 to critical strike results.

Special Notes

A member of this order begin with a Simara, a special, long and slightly curved blade (long scimitar +5). This blade is of quite unusual and fragile design, and requires Tethium to be effective. This weapon cannot be used efficiently without the proper combat style. This weapon is “blessed” (it’s not religious in nature) by the Laan nobility conclave and is considered “holy” against the enemies of the Laan Nobility (GM’s discretion). He must be a Noble Laan to enter the secret conclave of this organization which promotes Peace and Self-Defense (only 15 pts) or have a special status (Noble, 15 talent points).

Chi Powers

Chi Powers Lore, Light Feet.

Shay schools [Talent 10/5]

Missile Style

Basic Weapon Style [40 style points]

Bows attack	[10 points]
-10 to range penalties	[10 points]
Greater Reloading	[20 points]

Long Sword + Shield Style

Advanced Weapon Style [60 style points]

Long / BroadSword attack	[5 points]
Degree 2 Additionnal Strike	[15 points]
+2 initiative	[10 points]
-2 Fumble Range	[10 points]
Shield Training	[20 points]

Special Ability :

When attacking in deliberate phase, got +20 instead of +10.

Spears + Shield Style

Advanced Weapon Style [60 style points]

Pole Arms attack	[15 points]
+4 initiative	[15 points]
-2 Fumble Range	[10 points]
Shield Training	[20 points]

Special Ability :

When attacking in deliberate phase, got +20 instead of +10.

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack.

Laan schools

[Talent 20/10]

Missile Style

Basic Weapon Style [40 style points]

Bows attack	[10 points]
-10 to range penalties	[10 points]
Greater Reloading	[20 points]

Melee Style

Advanced Weapon Style [80 style points]

Two handed weapons attack	[15 points]
One handed edged weapons attack	[15 points]
Degree 1 Additionnal Strike	[10 points]
+2 initiative	[10 points]
-2 Fumble Range	[10 points]
Shield Training	[20 points]

Special Ability :

When attacking in normal phase, OB +5 and in deliberate OB+20.

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack, Sense Weakness.

Duranaki schools

[Talent 10/5]

DUAL KYNACS style

Advanced Weapon Style [70 style points]

Long Kynac attack	[5 points]
Additional Short Kynac attack	[15 points]
Defensive Ward	[10 points]
All around defense	[10 points]
<i>Or (choice)</i>	
Adrenal Defense, Greater	[20 points]
+/-2 to critical roll	[30 points]

Special Attack :

20% Preparation -> hard static maneuver(with adrenal concentration) -> +6 to initiative.

Chi Powers

Chi Powers Lore, Light Feet, No Shadow Attack, Sense Weakness.

KYNAC style

Basic Weapon Style [30 style points]

Thrown Kynac attack	[5 points]
+2 initiative	[15 points]
Movement	[10 points]

Special Notes

The warrior of this school can develop the two styles if he wishes so. (He should at least have a one or two ranks in the other style).

Dwarves Schools

[Talent 15/5]

Large BATTLEAXE / WARHAMMER style

Advanced Weapon Style [75 style points]

Battle Axe / Warhammer attack	[10 points]
+/-3 to critical roll	[50 points]
-1 to fumble	[5 points]
+5 to Frenzy	[5 points]

Special Ability :

can put 10% of BO in BD without Penalty to the attack.

Small BATTLEAXE + SHIELD style

Advanced Weapon Style [60 style points]

Battle Axe attack	[5 points]
+/-2 to critical roll	[30 points]
-1 to fumble	[5 points]
Shield Training	[20 points]

THROWN WARHAMMER style

Basic Weapon Style [45 style points]

Warhammer attack	[5 points]
+/-1 to critical roll	[30 points]
Movement	[10 points]

Chi Powers

Chi Powers Lore, No Shadow Attack, Sense Weakness.

Special Notes

The warrior of this school can develop the three styles if he wishes so. (He should at least have a one or two ranks in the other styles).

Centaur schools

[Talent **15/5**]

SPEARS

Advanced Weapon Style [65 style points]

Spears attack	[10 points]
Degree 1 Additionnal Strike	[10 points]
+2 to initiative	[10 points]
-1 to fumble	[5 points]
All-around Attack	[10 points]
Shield Training	[20 points]

Chi Powers

Chi Powers Lore, No Shadow Attack, Sense Weakness.

Talath schools

[Talent **10** / **5**]

GREATSWORD

Advanced Weapon Style [65 style points]

Great Sword Attack	[5 points]
Degree 2 Additionnal Strike	[15 points]
+2 to initiative	[10 points]
-2 to fumble	[10 points]
All-around Attack	[10 points]
<i>Or (choice)</i>	
Adrenal Defense, Greater	[20 points]
+/- 1 to critical roll	[15 points]

Chi Powers

Chi Powers Lore, No Shadow Attack, Sense Weakness.

Lugrôki “schools”

Lesser Lugrôki [0]

Basic Weapon Style [25 style points]

Scimitar and similar weapons melee attack [10 points]

+/- 1 to critical [15 points]

Chi Powers

None.

Greater Lugrôki [0]

Advanced Weapon Style [45 style points]

Scimitar and similar weapons [10 points]

+/- 1 critical [15 points]

All-around Defense [10 points]

+10 Power Striking [10 points]

Chi Powers

None.

Normal Trolls

[0]

Basic weapon style [35 style points]

Club and similar weapons [10 points]

+/-1 critical [15 points]

+10 to Power Striking [10 points]

Chi Powers

None.

War trolls

[5]

Advanced weapon style [65 points]

2 handed weapons [15 points]

+/-2 to critical [30 points]

+10 to Power Striking [10 points]

All around attack [10 points]

Chi Powers

None.

Kinsai of Rulaash Forest Cultural Style

[Talent **15 / 5**]

CHAMPIONS

Advanced M.A. Style [55 pts]

Sweeps Degree 4

Locking Holds Degree 3

Strikes Degree 2

Nerves Strikes Degree 1 [20 points]

Additional Degree 2 Attack [10 points]

+/- 1 critical [15 points]

+2 to Initiative [10 points]

HUNTERS

Basic Weapon Style [30 points]

Spears and javelin attack [10 points]

Woomera attack [5 points]

All around attack [10 points]

+1 to Initiative [5 points]

Chi Powers

None.

Kuluku “schools”
[Talent 25/5]

STARS style

Advanced Weapon Style [40 style points]

Throwing Stars thrown attack	[5 points]
+2 initiative rolls	[15 points]
Range Penalty (-10) Mod	[10 points]
+10 Quickdraw	[10 points]

Special Ability :

They can throw 2 stars at one target without penalty.

BAW style

Advanced Weapon Style [55 style points]

Baw melee Attack	[5 points]
fumble range -2	[10 points]
Additional melee attack - Racial attack with Claws	[15 points]
All-around Defense	[15 points]
Defensive Ward	[10 points]

Chi Powers

None.

Other Schools [No Talent needed]

Style (basic or advanced, but limited to 30 pts or 50 pts, with no special ability).

Chi Powers

Chi Powers Lore, and choice of one non-restricted power.

IV – Schools for Spell Users (Essaence [Arcane], Essence, Mentalism).

Most potent schools

[Talent 25/50]

Access to All Open and Closed Essaence (Arcane) Lists. Possibility to develop one of Essaence (Arcane) Professions, except Arcane Elementalists (see exception in Namar Tol, Lys and Nomikos schools). Study of Chi Powers available too. Every other professions are accessible in realms of Essence and Mentalism. Quasi-unlimited access to great libraries and spell lists in schools all over the world, through specific 'marks' (emerald or other gem, tattoo, ...), excepted the navigators & loremasters lists, and of course a few very powerful, special or evil lists kept secret by powerful individuals or orders/organizations. Often begin with a great background in term of family, social status, money... The character begins with an unlimited number of spell lists. These schools are quite rare however : those which are potent enough to be considered are the following :

Sel-Kai High School of Wizardry. (NE Emer) [Everybody can attend this school]

Quasi-unlimited access to great libraries and spell lists in schools all over the world, through a specific 'mark' (enchanted tattoo, additionner +2). This school is open to everyone gifted for the magic arts.

Haalkitaine University of Magic. (SE Jaiman) [Only Noblemen and Noblewomen from Jaiman]

Quasi-unlimited access to great libraries and spell lists in schools all over the world, through a specific 'mark' (Enchanted personal staff, with animal handling a gem at the top of the staff. Additionner +1, Spell casting maneuvers +5). This school is only open to the Laan (and rarely other races) nobility of Jaiman.

Namar-Tol Royal Study of Essaence Powers. (E Emer) [Only Loari and some Linaeri]

Quasi-unlimited access to great libraries and spell lists in schools all over the world, through a specific 'mark' (An enchanted emerald in the caster's face. Its a losange, additionner +1. At level 10, it becomes an ovale, additionner +2 and spell casting +10). At level 20, it becomes a perfect disk, 1.5 times larger, additionner +1 and PP multiplier x 1.5). This school is only open to Loar (and sometimes Linaer) citizenry. This school allows a character to choose the arcane elemental profession.

Lys Royal Study of Essential Magic and Mind Powers. (SW Emer) [Only Linaeri and some Loari]

Quasi-unlimited access to great libraries and spell lists in schools all over the world, through a specific 'mark' (An enchanted aquamarine in the caster's face. Its a disk, additionner +1. At level 10, it becomes an ovale, additionner +2 and spell casting +10). At level 20, it becomes a pyramidal gem, 1.5 times larger, additionner +1 and PP multiplier x 1.5). This school is only open to Linaeri living in Lys (and sometimes exiled Loari). This school allows a character to choose the arcane elemental profession.

Nomikos Great Library. (SE Jaiman) [Everybody can attend this school]

Quasi-unlimited access to great libraries and spell lists in schools all over the world, through a specific 'mark' (A spellbook enchanted by High Priests of Valris cult. Gives +10 to all spell casting maneuvers if it has been read in the morning of the day). This school is open to every student who is able to pass the initiation tests (by loremasters). This school allows a character to choose the arcane elemental profession.

Potent schools

[Talent 15]

Access to All Open Essaence (Arcane) Lists. Possibility to develop Essaence (Arcane) Professions, but only semi users. Study of Chi Powers available too. Every other professions are accessible in realms of Essence and Mentalism. Facility of access to spell lists and library all over Jaiman and Emer through a certificate of the school. This certificate is a parchemin that is slightly enchanted to resist water and fire, but it can be destroyed. The school can make a replacement, but it costs time and money. Those schools can be found in Sel-Kai, Haalkitaine, Namar-Tol, Kaitaine, Norek, Waterfalls City; and some other great cities on Emer and Jaiman. They are open to everyone who can pay the requested fees. The character begins with a limited number of spell lists (usually 10 to 15).

Normal Schools

[Talent 5]

Access to 5 Open Essaence (Arcane) Lists (choice with GM approval). Every other professions are accessible in realms of Essence and Mentalism. Access to spell lists and library is quite easy, but some may be problematic, with great fees. This access is granted through a certificate of the school. This certificate is a simple parchemin. The school can make a replacement, if it's lost or destroyed, but it costs time and money. Those schools are disseminated all over Jaiman and Emer, and the other continents hold a few of them also. They are open to everyone who can pay the modest but requested fees. The character begins with a limited number of spell lists (usually 10).

No School

[0]

No access to Essaence (Arcane) Lists or professions. Every other professions are accessible in realms of Essence and Mentalism. The character has learned almost alone to master his powers, or he has a specific but not very powerful teacher or mentor. He begins with a limited number of spell lists (usually 5 to 10).

V – Schools for Spell Users (Channeling).

There are no 'schools' for these spell users. They benefit of the great powers and presence granted by their deity (in the shadow world, gods are quite active and powerful beings), and they do not have to buy 'spell lists'. Their powers are granted by their Deity if they deserve it. They can begin with a superior divine status (with the appropriate talent) that gives quite interesting bonuses, and this status can grow quite rapidly if the character acts like he has to. Have a look in the Channeling Companion for more.

Special Ability (for all Schools except 'very minor or no schools' and 'Normal schools') :

Can 'cast' an instantaneous Spell and a normal spell in the same round (breaking the all mighty law of one spell per round only), if the two spells aren't both offensive in nature. They cannot 'prepare' two spells at a time, nor can they cast two non-instantaneous spells in the same round !! This capability is also a "gift" from the deity if the divine status of the character is 7 or more.

Loremaster Order

[special]

When a character becomes a loremaster, he gains access to special and rare spell lists and knowledge, resources, support and advice from his peers. He acquires also great responsibilities and duties, must respect and obey his superiors... (GM's discretion for details, but it's possible the character could become a NPC handled by the GM in cooperation with the player).

Special Notes

Becoming a Loremaster is one of the most difficult thing for a character in the Shadow World. First, a character's application isn't likely to be considered by the loremaster's conclave before he's got the "lord" status (level 20 at least). To become a loremaster, the character should belong to a longlife race. A Shay lifespan is far too short to become a loremaster. Elves and other races whose lifespan is centuries long are more likely to be considered. A character must then be of loyal or good alignment, and should have been of great aid in the fight against the Unlife.

He's then "tested" in a few ways and domains : he must be well educated (a noble title isn't a bad thing) and very knowledgeable about many subjects. A non spell-user is very likely to be considered not very useful by the loremasters, and the magic tests are very important in the selection (for example : a level 20 changramaï will not be able to become a loremaster if he's never learned a single spell list or shown interest in the magic arts, like channeling, attunement or power perception skills).

Once the character has been accepted in the order, he's placed under the supervision of an elder member and takes the title of learning loremaster. He keeps this subordinate rank for a time period that can vary greatly, and depends only on the personal appreciation of the elder loremaster. This teacher reports directly to the conclave, who decides to give the apprentice the title of Loremaster, or on the contrary, to expel him from the Order (temporarily or permanently).

Navigators Guilds

[special]

When a character becomes a Navigator, he gains access to special and rare spell lists and knowledge and resources like a personal compass. Each of these depending on the guild. He also now has a very time-consuming (and money-making) job and it's possible the character must become a NPC handled by the GM in cooperation with the player.

Special Notes

Becoming a navigator is quite hard and second only to become a loremaster. First, a character's application isn't likely to be considered by the navigators' assembly before he's got the "lord" status (level 20 at least, but some gifted characters could become navigators around level 15). There is no real restrictions upon the alignment, but an unlife or evil alignment character is going to have a hard time. He should be an effective and gifted spell user to be picked.

Once the character has been accepted in the order, he's placed under the supervision of an elder member, takes the title of "rookie" navigator and keeps this subordinate rank for a time period that can vary greatly, and depends only on the personal appreciation of the elder navigator, though that may vary from guild to guild. A rookie navigator is never entrusted with dangerous or special travels, but he's never considered differently from his superiors.