# Sanctum Secorum

Episode #15

# Kamandi: The Last Boy on Earth

Compatible With DCC RPG

# Sanctum Secorum Podcast
# Episode #15 Companion


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Compatible With DCC RPG

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# Table of Contents


| | | |
|---|---|---|
| *In Memory of Jack Kirby 2* [Illustration] | El Ultimo Códice | page 4 |
| **Character Classes** | | |
| Canine Scientist | Bob Brinkman | page 5 |
| *Manimal6* [Illustration] | Jeff Preston | page 5 |
| *Dr.lab 2 with the tube* [Illustration] | Nerdmaso | page 6 |
| Human, Earth AD | Bob Brinkman | page 7 |
| *Just Some Art* [Illustration] | El Ultimo Códice | page 7 |
| *EUC Self-Portrait* [Illustration] | El Ultimo Códice | page 8 |
| The Hybrid | David Baity | page 9 |
| *Adam-Ilthiad* [Illustration] | Jeff Preston | page 9 |
| *Breaking Up Reality* [Illustration] | El Ultimo Códice | page 11 |
| Nu-Men | Bob Brinkman | page 12 |
| *Kirby Krackle 01* [Illustration] | Val-Verde | page 12 |
| *Good Morning, Capital Wasteland!* [Illustration] | Darren Barlow | page 13 |
| **Monsters** | | |
| Beast of Monster Lake | Bob Brinkman | page 14 |
| *Monster Crab – Front View* [Photograph] | Uberjeff | page 14 |
| Zone Devil | Bob Brinkman | page 14 |
| *Insect Thingy* [Illustration] | Nils-Petter Norlin | page 14 |
| **Patrons** | | |
| The Star Child for DCC | Andrew Branstad | page 15 |
| *Star Child* [Illustration] | MaliceAndMacarons | page 16 |
| *Absent Eye* [Illustration] | Dadio46 | page 17 |
| Jack Kirby [Photograph] | Susan Skaar | page 18 |



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# Character Classes

## Canine Scientist

Having had the safest evolutionary path, the canine species were able to develop the greatest intelligence of the “common” races of Earth A.D. (After Disaster). Having begun the process as domesticated and protected species, the canines had greater protection during the early days of the great disaster, giving them a head start on the other species fighting for supremacy.

Using their superior intellect, many canids have found themselves high ranking positions as advisors to warlords of the other species (most notably Doctor Canus, who serves Caesar, the warlord of the Tigers).

Using their knowledge of super-science, canine scientists can be formidable foes indeed.

Physically, Canids stand as tall as the average human. Their skulls have developed a more rounded shape as it has evolved to contain their advanced brain.

**Hit points:** A canine scientist gains 1d6 hit points per level.

**Weapon training:** Canine scientists rarely use weapons but are capable of learning how to use nearly any weapon. Starting able to use a club and dagger, a canine scientist may decipher the workings of any technological weapon (gun, laser, chainsaw, etc.) by succeeding in a DC 15 Intelligence check. Doing so represents the scientist’s inherent ability to rapidly grasp advanced technological concepts. This ability may be used once per turn, per item.

**Item enhancement:** Using their superior intellect, a canine scientist may enhance the performance of any item that they understand by granting a bonus to rolls with that item. This presumes that they have the time (1d3 turns) and the necessary tools and materials (judge’s discretion). This requires an Intelligence check against a DC of 18 + the desired increase. To enhance an item to have a +1 modifier would require a DC 19 while a +5 would require a DC 23. Enhancements do not stack.

**Alignment:** While the majority of canines are neutral, the scientists among them are adaptable and often their alignment will reflect that of the war leader they serve (although not always).

**Mighty Deed of Intellect:** Canine scientists are capable of great feats of intelligence. The result of the deed die may be added to any action requiring above average intelligence (deciphering a code, understanding technology, jury-rigging an item, etc.).

**Heightened senses:** Canine scientists can see in the dark up to 60’ and can pick up a scent within 500’.

**Movement:** A canine scientist has a base movement speed of 30’.

| Level | Action Dice | Deed Die | Reflex | Fort | Will |
|---|---|---|---|---|---|
| 1 | 1d20 | +d3 | +0 | +1 | +1 |
| 2 | 1d20 | +d3 | +1 | +1 | +1 |
| 3 | 1d20 | +d4 | +1 | +2 | +2 |
| 4 | 1d20 | +d4 | +2 | +2 | +2 |
| 5 | 1d20 | +d5 | +2 | +3 | +3 |
| 6 | 1d20+1d16 | +d5 | +3 | +3 | +3 |
| 7 | 1d20+1d20 | +d6 | +3 | +4 | +4 |
| 8 | 1d20+1d20 | +d6 | +4 | +4 | +4 |
| 9 | 1d24+1d20 | +d7 | +4 | +5 | +5 |
| 10 | 1d24+1d24 | +d8 | +5 | +5 | +5 |

## Title by Alignment and Origin

| Level | Lawful | Neutral | Chaotic |
|---|---|---|---|
| 1 | Academian | Researcher | Adept |
| 2 | Adventurer | Analyst | Philologist |
| 3 | Authority | Master | Chemurgist |
| 4 | Pundit | Dilettante | Experimentalist |
| 5 | Scholar | Doctor | Mad Scientist |

## Human, Earth A.D.

When the great disaster struck earth, mankind fell into barbarism. Unable to cope without the benefit of their technologies, humanity rapidly devolved into a primitive state. Mostly dwelling in caves and ruins, these last vestiges of humanity fight not for glory, but for their own survival. Characters of this race are often taken on as pets and will loyally serve with their friends.

**Rudimentary Intellect:** When rolling to determine their Intelligence, humans of Earth A.D. roll 2d5+1 vs. 3d6.

**Primitive:** Humans of Earth A.D. are incapable of speaking any language other than their own simple tongue of grunts, hoots, and whistles. They are also illiterate. Humans are capable of learning to repeat simple phrases (Will save of DC 14 + number of words) although they do not understand the meaning of those phrases and will repeat them at random.

**Titles:** These beings have no titles. There is only himself and other.

**Names:** The true names of these humans are guttural grunts and hoots that are wholly unintelligible, and often unpronounceable, to intelligent beings. Most often, their companions will give the humans a nickname. Sometimes these nicknames are quite simple (Spot, Fred, or Smash) while others are quite elaborate (Duke Elderberry IV or His Highness Gronk of the Idiot People). Constant repetition of the name used in reference to the human of Earth A.D. will allow him to recognize the nickname as referring to himself. Once per week the human may make a DC 20 Will save to allow them to remember, and even gutturally repeat, their assigned nickname.

**Hit Points:** Humans of earth A.D. gain 1d8 hit points per level.

**Weapon training:** All humans are familiar with both the club and spear. They do not wear armor.

**Alignment:** The harsh life of the surviving humans of Earth A.D. has left them as roving bands of chaotic marauders. Incapable of forming more than a loose collective, the tribesman shun those who seek to rule over them, fighting against any yoke – whether it be one of oppression or one of higher learning.

**Raw human strength:** Humans of this period are incredibly strong and are capable of pushing themselves with animalistic single-mindedness. Humans of Earth A.D. may burn Strength after the fact to add to any Strength check (any associated penalty taking effect after resolution of the roll). Humans regain Strength burned in this fashion at 1 point per level per day.

**Bestial rage:** When fighting their greatest foes, these savages surrender more and more of themselves, becoming more animalistic while trying to slay their opponent. Humans of Earth A.D. may permanently burn Personality or Intelligence to add +1d12 to a damage roll.

**Mighty Deed of Arms:** Humans of Earth A.D. have a savage heritage that focuses on overcoming one's foes as quickly and as brutally as possible. Like warriors, they can perform Mighty Deeds of Arms in combat but are limited to the Pushback, Trip and Throw, and Rending (as per battleaxe) Deeds.

**Movement:** A human has a base movement speed of 30'.

| Level | Attack (Deed Die) | Crit Die/ Table | Action Dice | Ref | Fort | Will |
|---|---|---|---|---|---|---|
| 1 | +d3 | d12/III | 1d20 | +1 | +1 | +0 |
| 2 | +d3 | d14/III | 1d20 | +1 | +1 | +0 |
| 3 | +d4 | d16/IV | 1d20 | +1 | +2 | +1 |
| 4 | +d4 | d20/IV | 1d20 | +2 | +2 | +1 |
| 5 | +d5 | d24/V | 1d20 | +2 | +3 | +1 |
| 6 | +d5 | d30/V | 1d20 +d14 | +2 | +4 | +2 |
| 7 | +d6 | d30/V | 1d20 +d14 | +3 | +4 | +2 |
| 8 | +d6 | d30/V | 1d20+d16 | +3 | +5 | +2 |
| 9 | +d7 | 2d20/V | 1d20+d20 | +3 | +5 | +3 |
| 10 | +d7 | 2d20/V | 1d20+d20+d14 | +4 | +6 | +3 |

## The Hybrid

Playing in a Post-Apocalyptic world can be more fun than you can shake a dosimeter at; whether exploring irradiated ruins of ancient civilizations, or fighting malevolent creatures horribly mutated from the miasmic radiation-filled territories they stalk, rarely does a player walk away and not want a second "exposure".

One of the most endearing elements of most PA games has to be the mutated animals available as a character class. Judges wishing to add an element of the apocalyptic in their campaign might consider adding a hybrid of man and animal to their game. The DCC system lends itself well to this sort of addition, and below you'll find a set of tables you or your players can use to create a human hybrid class with a little more "bite".

The first step in creating the hybrid class is to determine the animal that will help shape the character/NPC you desire to play. The animal table contains just a smattering of beasts that exist in your present world, so feel free to work your own type up should you have a great idea for your own hybrid.

| Roll Result (1d24) | Genus | Dominant Characteristics |
|---|---|---|
| 1 | Bear | Natural +2 AC bonus; natural attacks: claw 1d6, bear hug 1d8 |
| 2 | Shark | Natural +2 AC bonus; natural attack: bite 1d10; track by scent (blood) |
| 3 | Horse Fly | Fly 40'; +2 Reflex save; immune to surprise; natural attack: bite 1d6 |
| 4 | Crow | Fly 30;, +1 Reflex save; +2 Fort save; natural attack: peck 1d4 |
| 5 | Rat | +2 Reflex save; +3 Fort save; immune to effects of disease but may be a carrier; natural attack: bite 1d5 |
| 6 | Tiger | Natural +2 AC bonus; +3 stealth rolls; natural attacks: claw 1d8, bite 1d6 |
| 7 | Gorilla | +4 Fort saves; +4 climb checks; natural attacks: fist 1d8, bite 1d5 |
| 8 | Crocodile | Natural +4 AC bonus; +3 swim; natural attacks: bite 1d10, tail slap 1d6 |
| 9 | Eagle | Fly 40'; +2 Reflex save; +4 spot hidden; natural attacks: claw 1d6, beak 1d5 |
| 10 | Possum | Night vision; prehensile tail; pouch; play dead; natural attack: bite 1d5 |
| 11 | Snapping Turtle | Natural +6 AC bonus; +4 Fort save; move 20'; natural attack: bite 1d8 |
| 12 | Hippo | Natural +2 AC bonus; +4 Fort save; +4 swim; natural attack: trample 1d10 |
| 13 | Wolf | +2 Fort save; +2 Reflex save; +3 track by scent; natural attack: bite 1d8 |
| 14 | Spider | +4 Reflex save; +6 climb walls; immune to surprise; natural attack: bite 1d6 + venom (DC 12 Fortitude save or additional 1d6 damage for six rounds) |
| 15 | Frog | +2 Reflex save; leap 40'; +3 swim; 10' tongue grab; natural attack: bite 1d6 + venom (DC 14 Fortitude save or paralyzed for six rounds) |
| 16 | Elephant | Natural +4 AC bonus; prehensile trunk; natural attacks: tusk gore 1d8, slam 1d10 |

| | | |
|---|---|---|
| 17 | Boar | +2 Reflex save; +2 Fort save; +4 vs. surprise; natural attack: tusk 1d6 |
| 18 | Wolverine | +2 Fort save; +2 Will save; immune to fear; natural attacks: claw 1d8, bite 1d6 |
| 19 | Mosquito | Fly 50'; +4 Reflex save; infravision; natural attack: proboscis 1d6 + blood drain (additional 1d6 each round until victim passes opposed grapple check) |
| 20 | Bat | Fly 30'; +2 Reflex save; echo-location; natural attack: bite 1d6 + blood drain (additional 1d6 each round until victim passes opposed grapple) |
| 21 | Cobra | Natural +2 AC bonus; +4 stealth; natural attack: bite 1d7 + venom (additional 1d7 each round until target passes DC 15 Fort save) |
| 22 | Hyena | Natural +2 AC bonus;+2 Fort save; +3 tracking; natural attack: bite 1d8 |
| 23 | Lion | Natural +2 AC bonus; +2 Fort save; +2 Will save; natural attacks: bite 1d10, claw 1d8 |
| 24 | Marmoset | Natural +4 AC bonus (based on size); only 2' tall; +4 Reflex save; +6 climb; prehensile tail; natural attack: bite 1d4 |

**Hit Points:** Hybrids begin with the d8 hit die, which may or may not be modified by the determined animal type.

**Weapon training:** Often the hybrid will have a natural attack they prefer to use, but in a pinch they are proficient in the use of battleaxe, club, crossbow, dagger, dart, hand axe, longsword, mace, shortbow, short sword, sling, spear, staff, and warhammer.

**Alignment:** Hybrids are free to choose any available alignment.

**Attack modifier:** Hybrids gain their normal bonus to attack and damage with a high Strength modifier, but the class truly shines when it uses the natural attack included with each genus result. When using the natural attack, the hybrid gains the use of the "genus die" which acts much like a warrior's deed die. The result is added to both attack and damage rolls.

**Critical hits:** The hybrid's critical threat range is increased to a natural roll of 19-20 when using a natural attack.*

**Initiative:** Hybrids often fight with a primal fury in combat, intimidating their foes. To represent this, the genus die is also rolled and added to the standard d20 initiative roll during combat.

**6th sense:** The hybrid is known for using its senses far more than the standard human, thus it rarely suffers from the effects of surprise. In game terms, the hybrid gains his Luck bonus with all rolls pertaining to spotting hidden objects/creatures or avoiding surprise.

| Level | Genus Die | Crit Die/ Table | Threat Range* | Action Dice | Ref | Fort | Will |
|---|---|---|---|---|---|---|---|
| 1 | +d3 | d12/III | 19-20 | 1d20+d14 | +1 | +1 | +0 |
| 2 | +d4 | d14/III | 19-20 | 1d20+d14 | +1 | +1 | +0 |
| 3 | +d5 | d16/IV | 19-20 | 1d20 +d14 | +1 | +2 | +1 |
| 4 | +d6 | d20/IV | 19-20 | 1d20 +d14 | +2 | +2 | +1 |
| 5 | +d7 | d24/V | 18-20 | 1d20+d16 | +2 | +3 | +1 |
| 6 | +d8 | d30/V | 18-20 | 1d20+d20 | +2 | +4 | +2 |
| 7 | +d10 | d30/V | 18-20 | 1d20+d20 | +3 | +4 | +2 |
| 8 | +d10+1 | d30/V | 18-20 | 1d20+d20 | +3 | +5 | +2 |
| 9 | +d10+2 | 2d20/V | 17-20 | 1d20+d20 | +3 | +5 | +3 |
| 10 | d10+3 | 2d20/V | 17-20 | 1d20+d20+d14 | +4 | +6 | +3 |

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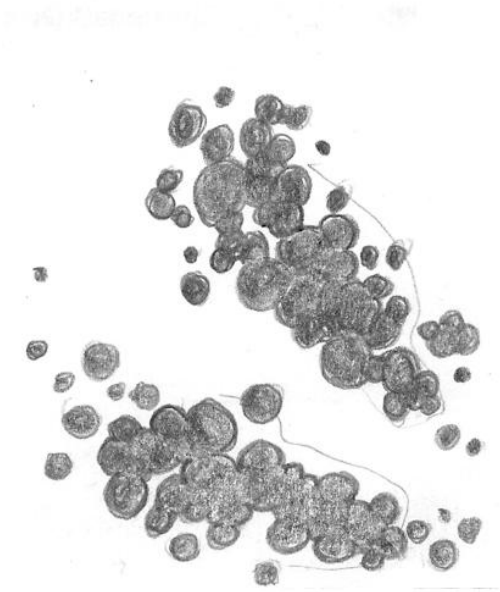
## Nu-Men

Altered by ancient, lost science to survive the greatest environmental threats that mankind might ever face, the nu-men are spoken of in whispers, and rarely, if ever, encountered. At first glance they can pass for human, although their civilized behavior and ability to speak immediately sets them apart from all other humans of Earth A.D.

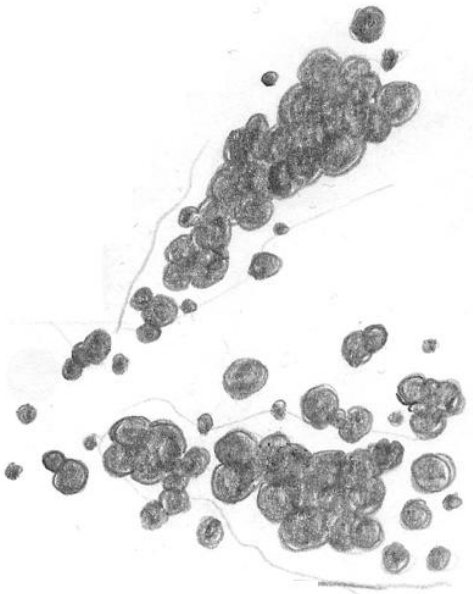
**Hit points:** Nu-Men gain 1d12 hit points per level.

**Weapon training:** Nu-Men are proficient with all weapons. Nu-Men are unable to wear armor, instead being required to wear special lead-lined suits to prevent the radioactivity of their bodies from causing harm to others.

**Radioactive:** To prevent the radioactive forces of their bodies from harming others, nu-men wear special suits when traveling with companions of other races. Those exposed to nu-men who are not wearing their protective suits begin to suffer from the harmful effects of the radiation.



| Exposure | Damage |
|---|---|
| 1st Turn | None |
| 2nd Turn | 1d3 |
| 3rd Turn | 1d5 |
| 4th Turn | 1d7 |
| 5th Turn | 1d10 |
| 6th Turn | 1d12 |
| 7th Turn | 1d14 |
| 8th Turn | 1d16 |
| 9th Turn | 1d20 |
| 10th Turn | 1d24 |
| 11th Turn | 1d30 |
| 12th Turn | Death |



**Radioactive transformation:** Nu-Men's bodies emit radiation via their cyclo-heart. This organ is covered with a round, pressure sensitive, disk. When the disk is depressed, an explosive wave blasts away from the nu-man's body, striking everything within 10' x the nu-man's level. All struck must make a DC 12 Reflex save or be knocked prone. The second effect of the cyclo-heart's activation is that of a striking physical transformation of the nu-man's body into living steel. This grants the nu-man an effective armor class of 14 + current level. The transformation lasts for 1d3 turns and the nu-man may make this transformation 1 + level times per day.

**Rad-punch:** The nuclear forces contained within the cyclo-heart of a nu-man can be channeled into a blow of terrific power. The rad-punch of a nu-man does 1d5+1 points of damage. Each subsequent blow against the same foe adds an additional point of damage as the radioactive forces begin to build up in the target's body. While using this power the nu-man's fists glow brightly with green glowing energy.

**Movement:** Nu-Men have a base movement speed of 30'.

| Level | Attack Bonus | Crit Die/ Table | Action Dice | Ref | Fort | Will |
|---|---|---|---|---|---|---|
| 1 | +1 | D10/III | 1D20 | +1 | +1 | +0 |
| 2 | +1 | D12/III | 1D20 | +1 | +1 | +0 |
| 3 | +2 | D14/III | 1D20 +D14 | +1 | +2 | +1 |
| 4 | +2 | D16/IV | 1D20 +D14 | +2 | +2 | +1 |
| 5 | +3 | D20/IV | 1D20+D16 | +2 | +3 | +1 |
| 6 | +3 | D24/V | 1D20+D16 | +2 | +4 | +2 |
| 7 | +4 | D30/V | 1D20+D20 | +3 | +4 | +2 |
| 8 | +4 | D30/V | 1D20+D20 | +3 | +5 | +2 |
| 9 | +5 | 2D20/V | 1D24+D20 | +3 | +5 | +3 |
| 10 | +6 | 2D20/V | 1D24+D24 | +4 | +6 | +3 |

## Title by Alignment and Origin

| Level | Lawful | Neutral | Chaotic |
|---|---|---|---|
| 1 | Acolyte of Fission | Acolyte of the Void | Acolyte of the Wastes |
| 2 | Shaper of the Rad | Follower of the Void | Walker of the Wastes |
| 3 | Fission Knight | Defender of the Void | Defender of the Wastes |
| 4 | Fission Champion | Champion of the Void | Champion of the Wastes |
| 5 | Fission Master | Void Master | Master of the Wastes |

# Monsters

## Beast of Monster Lake

Towering 30' tall with a shell that is easily 50' around, this crab-like aberration is found within the aptly named "Monster Lake." While it may have evolved from some sort of crab, as evidenced by its shell, pinchers, and eye stalks, it is far more than just a giant crab. The fore of its shell is open, revealing a horrific face with a gaping maw and another set of brightly burning eyes that seethe with radioactive fire.

**Beast of Monster Lake: :** Init +4; Atk 2 claws +10 melee (2d16 each) and bite +10 melee (1d24), or rad-vision; AC 20; HD 10d8; MV 60'; Act 2d20+1d16 (or special); SP rad-vision, rend; SV Fort +10, Ref +10, Will +10; AL C.

*Rad-Vision:* In lieu of attacking physically, the beast's glowing eyes can generate waves of crackling red energy capable of turning a target into a gelatinous mass in short order. All targets within a chosen 20' radius must succeed in a DC 15 Reflex save or be bathed in destructive radioactive energy. Those caught in the blast suffer 3d14 damage and a loss of 1d5 points of Stamina as the flesh sloughs off their bones. Survivors may heal the damage as normal but the Stamina loss caused by the radiation is permanent.

*Rend*: Upon hitting a single target with both claws, the beast may immediately attempt to rend the foe in two by squeezing and pulling with its massive pinchers. The target takes an additional 3d24 points of damage and slain foes are immediately bisected in a horrifically gory fashion. Creatures greater than 20' in size (height or length) are immune to this attack due to their greater bulk.

## Zone Devil

*"From behind the distant barrier, something emerges! Something monstrous!*
- Jack Kirby, 'Kamandi: The Last Boy on Earth,' issue #21

Of all of the horrors spawned by radiation, the giant insectile creatures often referred to as devils are certainly out of the collective nightmares of humanity. An amalgam of untold insect genus and species, these creatures dwell in radioactive zones, where their DNA brews ever greater abominations. While no two of these creatures are completely alike, they share enough common features to be identified together.

**Zone devil:** Init +4; Atk sting +8 melee (3d6 plus poison) or bite +6 melee (2d8); AC 15; HD 5d8; hp 23; MV fly 50'; Act 1d20; SP poison (DC 12 Fort save or 1d4 Stamina loss); SV Fort +8, Ref +7, Will +3; AL N.

# Patrons

## The Star Child

Somewhere across the infinite realms of time, space, and possibility, there stands the greatest possible achievement of architectural design: a monolithic solid whose perfect and precise dimensions exist in a ratio utterly pleasing to the cosmos itself. Not only are the monolith's height, width, and depth in perfect harmony with the divine ratio, but so too are its invisible dimensions, on into infinity across the breadth of time, substance, and all meaning. To behold this wonder is to behold the splendor of creation. To touch it is to touch the very fabric of perfection.

In rare cases, a mortal creature's natural vibrations are such that contact with the monolith causes a spontaneous and dramatic transformation. The formerly mortal creature rapidly ascends to a new state, one merged with the infinite conscious of reality. This entity is known as the Star Child (for there is only one, multitudinous yet singular). It roams the valleys and plateaus of time, seeking after things beyond the ken of mere three dimensional minds. Certain spells and incantations can draw the Star Child's attention. Though endlessly mysterious, the enlightened being seems disposed to help those who call upon its aid.

*Invoke Patron* check results:

**12-13** The caster can hear the psychic vibrations of all living things, allowing him to tap into the collective conscious of the universe. The caster gains +1d4 Intelligence (maximum 20) for the next 24 hours. However, any harmful action on the caster's part disrupts this connection. The effect ends and the Intelligence bonus immediately vanishes if the caster attacks or otherwise harms another creature (either by direct violence, spellcasting, or other means).

**14-17** For the next 24 hours, The Star Child imbues the caster with the power of telekinesis. Whenever he concentrates, the caster can manipulate a single object within a range of 100' and weighing up to 150 lbs. For all purposes, treat this effect as the equivalent of Strength 15.

**18-19** A field of visible, soothing lavender energy emanates from the caster, forming a 30 foot sphere of pacifistic intent. All living creatures within this area (including the caster's allies) must succeed on a Willpower save (DC = spell check) in order to take any action that causes damage to another character. Failure means the creature stands quietly instead of carrying out its intended action. The pacifism field remains for 1d6 rounds + caster's Intelligence modifier.

**20-23** The Star Child decides that the best way to assist the character is to extract him from linear time. In an instant, the caster ceases to exist, replaced by a stardust simulacrum. This is an exact duplicate of the caster, fully under control of the original player, although it lacks a soul and therefore casts no shadow. If the simulacrum dies or after 24 hours have passed, the duplicate creature melts into a glittering miasma and is replaced by the caster 1 round later.

**24-27** The Star Child removes one of the threats facing the caster by teleporting a single enemy within 200 feet of the caster to a location where it cannot harm him or his allies. This effect targets the enemy creature with the most HD or highest level (determine randomly in the case of a tie). That creature must make a Willpower save (DC = spell check) or be temporarily erased from space-time for 1d6 rounds. After the time expires, the creature reappears, unharmed, but 3d20 miles away in a safe and neutral location of the Judge's choosing. If the first creature succeeds on its saving throw, move on to the enemy with the next highest HD. Continue until the spell succeeds or you run out of hostile creatures in range.

**28-29** The Star Child open's the caster's fourth eye, allowing him to see time from below and thus better plan for the near future. The caster rolls 3d20. Over the next 1d6+CL rounds, after the caster or an ally rolls an action die, the caster may choose to replace the result with one of his pre-rolled dice. Once a die is used, it is spent and the roll cannot be used again. At the end of the duration, the caster immediately suffers 1d3 temporary Personality damage if he did not assign all three dice.

**30-31** The Star Child transforms the caster into a being of pure energy. For 1d6+CL rounds, he gains 300' infravision, telekinesis (as above, except the caster may use it freely once per round in addition to normal actions), and the ability to levitate and fly at a rate of 60'. He is totally immune to all physical attacks and spells are only 50% likely to affect him. However, he cannot physically interact with the world (other than via telekinesis) and his own spells are likewise only 50% likely to have any effect while he is in this state.

**32+** The Star Child attempts to destroy one of the caster's enemies while simultaneously imparting a powerful and enlightening lesson on its supplicant. The caster chooses one target that he can see within a range of 100'. That target is instantly disintegrated on the molecular level and then reassembled, suffering 10d20 damage. The creature can make a Fortitude save (DC = spell check) for half damage. Any creature killed by this effect is reduced to an impossibly black void filled with stars that fades away after a few moments. The caster, meanwhile, comes a step closer to understanding that all matter is merely energy condensed to a slow vibration, that we are all one, and that death is just an illusion. This revelation is difficult for the mind to grasp, and the caster suffers 1d3-1 temporary Personality damage as a result.

**Patron Taint: The Star Child**

The Star Child is a distant and alien being, evolved far beyond the understanding of the mortal races. From its perspective, physical suffering, illness, and even death are merely temporary setbacks of little consequence. Its help often comes in the form of aid that simply removes the caster from harm's way. The Star Child would much rather evolve its supplicants to the point where they are released from such petty concerns as pain and suffering than continually intervene on their behalf.

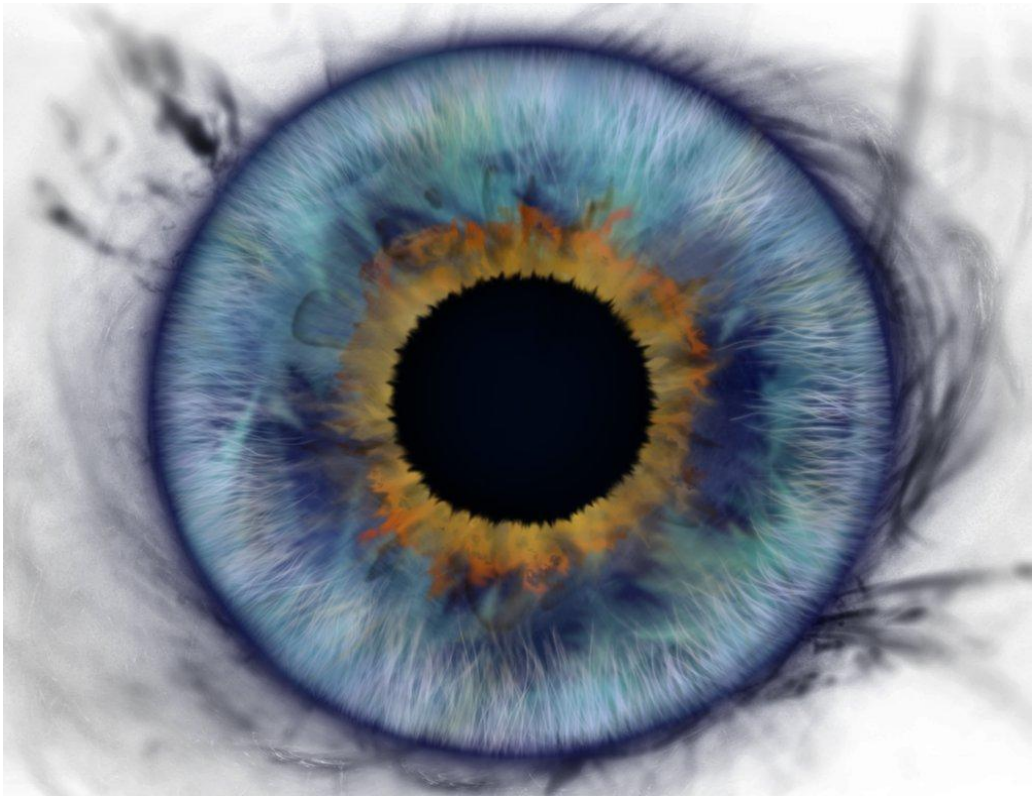
Whenever patron taint is indicated, the character temporarily loses 1d6 points of Personality, which represents the gradual erasure of the caster's psyche as he becomes more and more harmonized with the universal conscious of the Star Child. In addition, the character randomly experiences one of the effects below. A character can only gain each taint once. Once he has acquired all six, there is no need to roll any more, although he still loses Personality as above.

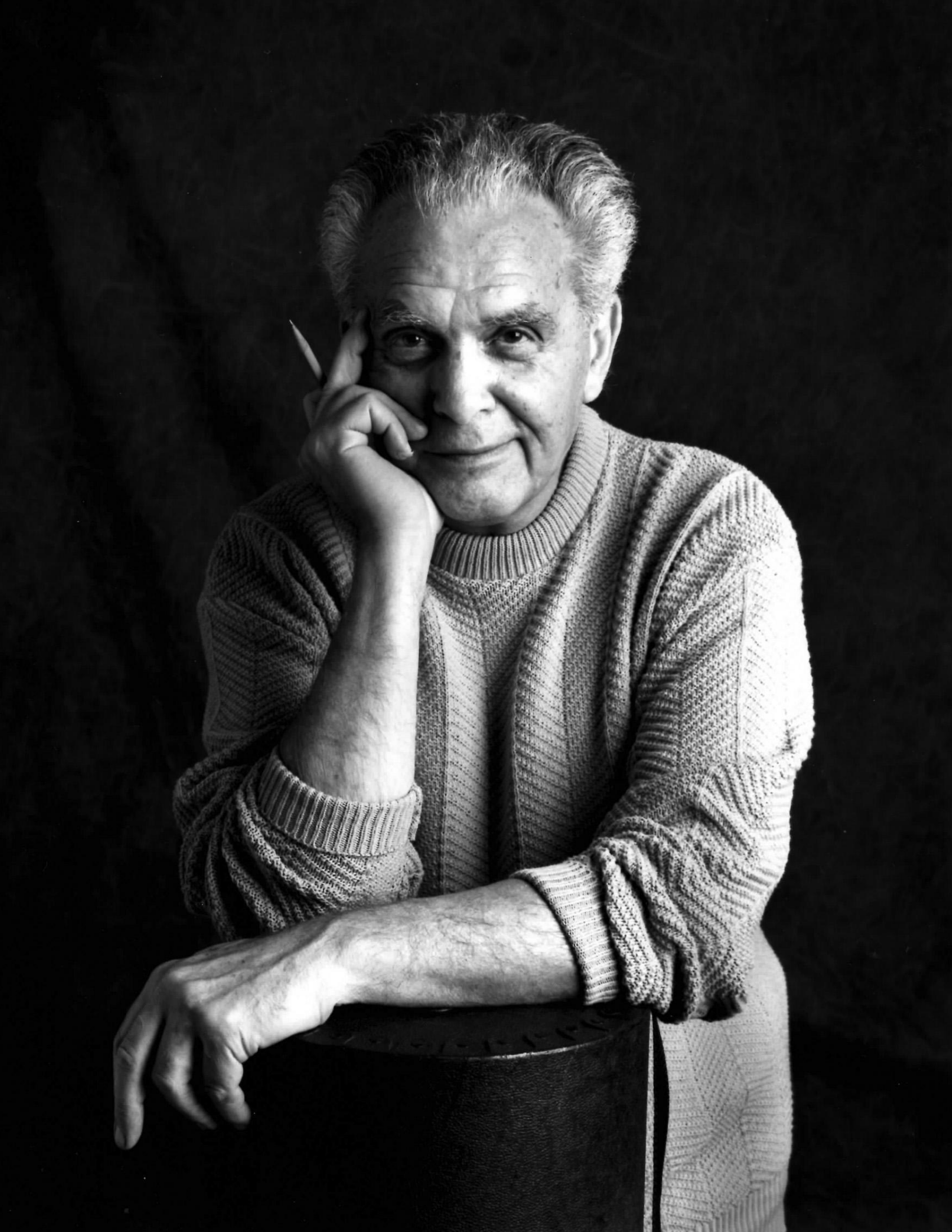
**Total Ascension**

Should the caster's Personality ever drop to 0 or below, whether through patron taint, an *invoke patron* check, or by other means, he immediately transcends the mortal realms. His mind leaves his body immediately, merging with the cosmic intellect of the Star Child. The caster's body remains behind, alive

but utterly catatonic. Once a character ascends, no known power can bring him back.

| Roll | Result |
|---|---|
| 1 | The caster evolves beyond the need for a physical body. To facilitate this, the Star Child remotely and magically extracts the caster's brain and places it in a small glass case. The caster is now functionally a brain with the psychic ability to control his body remotely. This ability is limited to a range of 150', so the caster's body must generally carry the brain around. Should one die, the other dies as well. |
| 2 | The caster gains death-sight, the psychic ability to sense the moment of his imminent demise. Unfortunately, this ability is highly imprecise without continued practice and refinement and manifests primarily as strange, disturbing dreams. Any time the caster would restore any mental attribute through rest, check Luck. On a failure, the character temporarily loses a point of the attribute instead. |
| 3 | The caster's head grows to one-and-a-half times its original size in order to accommodate his newly expanding intellect (even if his brain is now external). He gains the ability to communicate telepathically up to a range of 30'. This ability allows him to send his thoughts to others, but it does not allow him to receive their thoughts in return; they must still speak to him normally. |
| 4 | The caster mentally experiences several years in an instant. He gains 1d3 points of Intelligence (maximum 18), but he immediately ages 3d6 years and permanently loses all hair on his head. |
| 5 | The caster's physical body begins to break down in order to fuel his growing intellectual power. He gains 1 point of Intelligence but permanently loses 2 points of a random physical attribute and 1 point of a different random physical attribute. |
| 6 | Contact with the power of the Star Child is making the caster less and less reliant on his physical body. The caster gains the ability to leave his own body after a single round of concentration. In this form, the caster is invisible an unable to interact with the physical world in any way. He is tethered to his body, which remains in a comatose state, by an unbreakable and invisible 15' cord. The caster can theoretically stay in this astral form until his body starves or dies of thirst, although the death of the physical form kills the astral as well. |





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