

# 6. Powers

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Powers are capabilities beyond a human being's reach. This may include: innate physical abilities that only natural animals have, such as seeing in the dark, flying or remaining underwater for hours; para-psychological abilities like clairvoyance and precognition; the ability to call upon the help of the transcendental world, like a Saint or a Bodhisattva, and supernatural rituals like magic spells or curses. Each type of power works in a different way. The term Power System indicates the set of powers belonging to a given type, and the associate procedures used to learn and activate each individual powers.

This chapter includes powers and power systems suitable for many fantasy and sci-fi environment, and the setting you use may integrate or replace them with more detailed subsystems. Whenever your setting contradicts the core rules, the setting rules and power list take precedence.

## Power attributes

Most powers have attributes which represent their individual features. Attributes can be both Numeric and Non-numeric. Each Numeric Attribute has a score that determines by how much the attribute influences the power effects. Specific rules found in a Power System description supersede the generic rules found in this section.

### Fixed and variable attribute scores

If the power description lists a Numeric Attribute with a number (or the equivalent letter in the case of range) following its name, then the attribute is automatically applied to the power with that score whenever it is used. If there is an asterisk (\*) following the attribute name in the power description, then the actual attribute score depends on a variable factor. If there is a number followed by a + instead, the attribute normally assumes the specified value, but can be enhanced as explained in the power or Power System description.

The most common way to replace an asterisked variable attribute score with an actual number is by applying a Manipulation Trait when using the power, if the Power System allows Manipulation (see below). For those Power Systems which do not allow Manipulation, the asterisk for variable attributes must be replaced with the default rating for the attribute in that system, or with a variable rating determined with other means, again specified in the Power System description. In both cases the rating cannot be changed dynamically when using the power.

*Example: for Divine Magic, the Might of the Protection power has a fixed value ranging from 1 to 4 if acquired as a Cantrip, or a value depending on the caster's Allegiance when acquired as a Blessing. In both cases this value is determined when the believer acquires the power and cannot be further increased when he or she uses it. For Arcane Magic, which uses Manipulation Traits, the Might of a Protection spell is always determined by the caster, assuming he or she has the Manipulation Trait for Might and applies it to the power.*

## Value

A power Value gives a rough representation of the "order of magnitude" of its effects. Note also that this rating is different from Might, which is only one of the attributes that constitute Value. Nevertheless, Might and Value often coincide for the simplest powers.

A power Value is never used or calculated during normal play. You require it only for enchantments and other permanent effects. The Narrator will also need to calculate Value for new Blessings he or she wishes to devise for Divine Magic, but this will also take place between adventures.

You obtain the Basic Value of a power effect by adding up the actual scores of each Numeric Attribute the power has. Duration is a special case, as there is no attribute in the rules that represents how long a power remains in effect. However, keeping a power active for a long time should clearly affect its order of magnitude, so the overall Value score for a power is its Basic Value multiplied by the power Time Scale (see the Power Duration section for how to determine the Time Scale of a power). As Combat Time is represented by the number one on the Time Scale Table, the Value of any power that lasts only for the duration of a Combat is equal to its Basic Value.

## Manipulation Traits

Manipulation Traits are Concentration Traits you can learn like powers, but that you do not cast or activate on their own. Instead, you use them to enhance the effects of powers with variable attributes.

In order to apply a Manipulation Trait, the power description must list the relevant attribute followed by an asterisk (\*) sign. Might can always be manipulated with the corresponding Trait, even when the attribute is not marked with a \*, in order to overcome defensive powers or protect the power from dissipation. The presence of the asterisk only notes that the power effects are intensified when Might is greater than one. If no Manipulation Trait is applied to an asterisked attribute, the latter assumes its default value. If a Trait is applied, each point of Manipulation increases the default rating of the attribute by one. Some powers with variable attributes are useless if you do not manipulate their attributes to a minimum value.

There is usually a limit to the total number of Manipulation points a character can apply to a single power. For the Power Systems presented in the core rules, the limit depends on the character's Channelling score, but other Systems might introduce different methods.

## Power Manipulation in Advanced Combat

Using a manipulated power in Advanced Combat costs one Life Point per Manipulation explicitly applied. This is not cumulative with any base cost, so a power with only one Manipulation costs one point, like a non-manipulated one. The time required is usually one Concentration Action per Life Point cost.

## Non-numeric Power attributes

The attributes which follow are never accompanied by a rating. Their contribution to a power Value is always zero.

### Concentration

If the Concentration attribute is specified, the power requires the continuous Concentration of the user (or target) to work. If pre-activated, the power is only considered active for the time the target concentrates on it, otherwise it remains “dormant” until Concentration is resumed. The power can be used without limitations to Roll for Effect in a generic Conflict, as this option implies Concentration.

In Advanced Combat, a character must spend at least one Concentration Action per round to keep Concentration powers active. If for any reason the character's Strike Rank drops below zero while concentrating, his or her Concentration is broken and the power becomes temporarily ineffective until Concentration resumes, or is cancelled if it has the Overcome attribute.

### Enchantment/Item

This attribute means that the power cannot be used in Combat or Adventure time, and its sole purpose is that of creating an enhanced item or individual. Enchantments usually require Downtime to use. On the other hand, you can create potions or other perishable, one-use items, such as steampunk grenades, in Narrative Time, if the description of the related power specifies this option. All powers automatically have the Item attribute in the Science Power System, as they can only be used to create gadgets.

### Instant

A power with this attribute remains in effect only for one brief instant, although its effects can be more lasting, such as causing damage in Combat. The power can still benefit from Extended Duration when imbued in an item or potion, but only as a one use effect that disappears after use (e.g. a Healing potion).

## Overcome [Characteristic]

This attribute means that the power user must overcome the target in a Conflict to be effective. In Basic Combat or a generic Conflict, this means that you can use the power to Roll for Effect, forcing the opponent to defend with the recommended Skill or another suitable one that the Narrator deems appropriate. If the roll succeeds, the target loses the usual number of Resolution Points and the power user describes the result of the exchange according to the power description.

In Advanced Combat, using a power with this attribute requires the Parallel Conflict procedure described in Chapter 4. Additional information on powers with this attribute can be found in the Overcoming an Unwilling Target section below.

## Projection

A power with this attribute generates a beam, jet, bolt, burst or other kind of supernaturally-created projectile. The presence of this attribute negates any Overcome attribute, as the missile must physically hit the target to affect it.

In order to affect its target, the power user makes a Ranged Attack. The target can Take Cover from the attack, Dodge it or Block it with a shield according to normal rules. If the Projection power is also Instant, then only one missile is created on the exact Strike Rank the power goes off, at the cost indicated for the power itself. The Activation roll is also the attack roll.

If the power persists in time, several missiles can be shot, starting with the round after the Activation roll. Each attack costs one or more Life Points, according to the power description. The number of missiles available depends on the power description, and is unlimited if nothing is specified. Shooting each missile usually requires a Ranged Attack action and ten Strike Ranks, and follows the Ranged Combat rules. Some powers do not allow shooting more than one missile per round, regardless of the Strike Ranks available.

Usually, the range at which you can shoot the elemental projectile corresponds to the Range attribute for the power. If nothing is specified, the range is Close (25 metres).

## Ritual

The power is only available for use in its ritual form, and as such cannot be activated in Combat, and sometimes not even in Adventure Time. All Enchantments are also Rituals, but not all Rituals are Enchantments.

## Numeric Power Attributes

The following attributes are always accompanied by a numeric score, even an implicit one, and contribute said score to the total Value of a power.

## Combine

This attribute allows a power to be activated with other powers. For each point in the Combine attribute, a further power can be added to the first, normally from the same Power System.

When Combine is added to a power with an asterisked Combine attribute via a Manipulation Trait, all attribute Manipulations performed on the first power take effect on the others, too. For example, if the first power is activated using a Range Manipulation, Range applies to any other Combined powers, too, provided that their Range can be manipulated. The attributes of all powers are counted only once towards the Base Value of the power. Only the Combine attribute is added to Value.

Some powers have a non-zero, non-asterisk Combine attribute to note that they can, or must, be used in conjunction with another power without the intervention of the Combine Manipulation Trait. Unlike it happens when the Combine Trait is applied, the Combined powers do not automatically share the attributes of the base one; the power or Power System description will explain whether Might, Range or Targets must be improved separately for each power.

The default value of this attribute for a Combine \* power is zero when not manipulated. If a power with Combine of one or more is not actually combined with any other power, this attribute counts as zero for the purpose of calculating the power Value.

## Might

The Might attribute is always present, even when not explicitly specified. The powers of some systems can be acquired at different Might levels as though they were different Traits. Other systems always have powers at a base Might of one and let users increase it with a Manipulation Trait.

The default value of this attribute for a Might \* power is one when not manipulated. The first Might point of a power is always present, even when the attribute is not listed. It is always necessary to know a power Might score for defending against it or for dispelling its effects. In some cases, the power user may wish to increase Might for the sole reason of overcoming defensive powers.

## Range

A power with this attribute is usable at a distance. When used in Combat, the exact distance is equal to the attribute score on the Range scale used to represent distances in Combat (see Chapter 4). A power with a Range score of zero is usually described as Range Touch or simply Touch, and it can be used only on someone or something the power user is touching, even through gloves, clothing or armour.

The default value of this attribute for a Range \* power is zero (Touch) when not manipulated. When you use a power on something you touch, it is considered as having a Range score of zero for the purpose of calculating its Value, even when its description specifies a non-zero Range or Range \*.

## Target

A power with this attribute can be used on something or someone other than the caster. The number of targets affected is equal to the Target attribute score. In order to use it on targets it is not touching, the power must also have the Range attribute. A power lacking this attribute, or having it specified as Target: self, can only be used on the power user him- or herself. The Target attribute can also mean that the power can create a target, like an illusion, and in this case increasing the number of targets increases the number of created items.

The default value of this attribute for a Target \* power is one when not manipulated. However, when you use a power on yourself, it is considered as having a Target score of zero for the purpose of calculating its Value, even when its description specifies a Target score of one or \*.

# Power Use

## Powers as Traits

Most powers are just Traits that apply to the Concentration skill, or another skill in some peculiar cases like Weird Science. In most cases, the mechanical procedure for gaining a power is the same you use to gain any other Trait (see Chapter 2), but the nature of the power system usually limits a character's ability to learn a new Power. Your character cannot learn an Arcane spell just because a slot is available for a new Trait. The description of the power system will tell you what the prerequisites are.

Like all Traits, powers might be applied to other Skills than Concentration if it is plausible that knowing (or using) them can help using the other Skill. For instance, if you know the Fly spell and you are using a glider without training, you might want to use the spell Trait together with the Pilot skill to compensate the lack of the more appropriate Trait. Likewise, powers can be used to obtain Support Bonuses in a generic Conflict when appropriate. Unless there is a limit to the number of times you can use a power (for instance when it represents a potion or a one-use gadget), using it during a non-Combat scene is in no way different than using a common Trait.

## Cost of using a power

If you use powers during Adventure Time or Narrative Time, or in Basic Combat, the stress due to Power use is represented by the Resolution Points you lose when the opposition wins an exchange. Thus, if you never lose a roll, using a power will cost you nothing. Using a power in Advanced Combat costs one or more Life Points, which represent the energy spent in activating the power and keeping it active. Even an innate power may have a cost in Life Points.

## Power Activation

Some innate powers, like extraordinary senses, are always active. Other powers need Activation, which often requires an Activation Roll. You roll for Activation on your Concentration skill, using the power itself as a Trait. A power is also “already on” during Combat if it has been pre-activated and extended during Narrative or Adventure time (see Power duration below).

### Power Activation during Conflicts

In generic Conflicts and Basic Combat, using a power as a Support Bonus will not require an Activation roll. As per the normal Support rule, you can use each power only once per Conflict. Some powers can be used to actively counter the opposition (a Lightning spell can be used as a weapon in Basic Combat, and Detect Substances can be rolled for effect in an investigation Conflict). In this case, you use the Concentration skill and the power Trait to Roll for Effect, and you can use them as many times as you need, following normal Conflict or Basic Combat rules.

In other cases, the power user could want to activate a power to alter an attribute with an influence on the current Conflict or Combat. You might want to use Resist Magic in Basic Combat to prevent an enemy magician from using his offensive spells as attacks against you. Such uses during a Conflict or Basic Combat require a Concentration Action, which is considered an unrelated action since it does not influence the Conflict outcome *directly*. In Basic Combat, an Activation roll is required, too, as the time available to activate the power is much shorter. As soon as the Activation succeeds, the power has the mechanical effect specified in its description.

### Power Activation in Advanced Combat

In Advanced Combat, you always need to activate a power to use it. A power pre-activated in Adventure Time is considered still active and will not require re-Activation. If the Activation roll is a failure, the power does not activate and one single Life Point is spent, unless its normal cost in Life Points was zero. If the roll is a success, the power takes effect and its full cost in Life Points is spent. The success level achieved is only important if the power has the Overcome attribute. Some powers like Divine Blessings do not require an Activation roll or the expenditure of Life Points, just the expenditure of a Concentration action when in Combat.

A Power activated in Advanced Combat takes effect on the Strike Rank on which the caster takes the last required Concentration action. If the Activation is interrupted or disrupted before it is completed, the user loses the Concentration actions accumulated so far, and is forced to restart the casting, paying the same Life Point cost for a failed roll.

## Channelling

Most power systems define a numeric variable called Channelling, which limits the effectiveness of a power user. This is not a percentile score like a Skill but rather an attribute, much like Toughness or Movement rate. The exact effect of Channelling depends on the Power System used, and will be explained in the specific rules for each System. However, Channelling is usually at least implicated in the pre-Activation of powers, as explained below.

Channelling is calculated in a different way for each Power System. The most common way is using 10% of the Concentration skill, but you should always check the Power System your character uses before determining his or her Channelling score.

## Powers as Reactions

In Advanced Combat, a power user can activate an Instant power, like Neutralise, as a last-moment defence against an incoming enemy power. This requires a Concentration Reaction and, if the Power Systems requires it, the expenditure of Life Points and an Activation roll. Non-Instant powers which protect from incoming attacks can be used in the same way, but the Activation roll suffers a Penalty, or an Activation roll becomes necessary for those Power Systems which would not normally require it. Powers which require more than one Concentration Action to activate cannot be used in this way.

## Multiple effects

If multiple instances of the same power, or different powers that influence the same attribute, are active on the same target, their effects do not stack, unless the power description specifically allows it. In this case, only the effect with the highest Might will affect the target, although the lesser effect is not cancelled. If two effects have the same Might, the one activated earlier takes precedence.

## Interaction of different Power Systems

For the sake of simplicity, when different Power Systems interact (such as a defensive magic spell trying to block an offensive Psychic power), either the two cannot have any effect on each other, or they interact as though they were the same type of power. Which of the two rules applies depends on the game setting.

## Overcoming an Unwilling Target

Each time a character successfully uses a power with the Overcome attribute on an unwilling target in Advanced Combat, an Overcome Conflict starts between the target and the power user. An Overcome Conflict is a special case of the Parallel Conflict used in Advanced Combat (see Chapter 4).

The power user always uses Will as the Resolution Point Pool source. The target uses the Characteristic specified by the Overcome attribute and the Skill and Trait suggested in Chapter 3, unless the player can suggest a different one that the Narrator approves. The target can even use a Motivation against an offensive effect that attacks emotions (such as the Demoralize power or some innate seductive abilities), if it is higher than the Skill/Trait score.

The power user can choose (or be forced, by being brought below zero Strike Ranks) to stop concentrating on the Overcome Conflict at any time. This has the same effect as a complete defeat in the Parallel Conflict, like suffering Consequences for the psychic backlash, or the power taking effect on the user if the target had Reflect active.

If the power has a Target attribute higher than one and affects more than one target at a time, the power user makes one roll per Concentration action against all targets, and each target rolls separately to resist the effects. Each target has its own Resolution Point Pool to beat. Using Overcome powers on multiple targets is a huge effort.

### Quick Exit on an Overcome Conflict

When a contestant chooses to terminate an Overcome Conflict with a Quick Exit, the effects of the victory are partial. What this implies depends on the winner of the Conflict. If the target wins with a Quick Exit, then the power fizzles but the power user, as the loser of the Conflict, does not suffer any Consequences.

If the power user wishes to apply a Quick Exit, the Narrator will check the power description, and apply any special instructions. The power description can also forbid a Quick Exit. If there are no specific instructions, the Narrator must determine if a Quick Exit is possible and what its implications are. Here are two suggestions, but the Narrator can find other solutions:

- If the power has variable Might, then Might is halved, which may prevent the power from affecting its target.
- The power user must resort to his or her Channelling to “hold” the power as if pre-activating it (see Pre-activation of Powers). The power user can drop currently pre-activated powers to make room for this new one.

# Power duration

Power durations depends on a human factor rather than a mechanical effect. An effect will last only as long as the power user focuses on it, and will expire when he or she takes the time to rest once the threat is over.

Powers do not have a Duration attribute, but power duration is linked to Time Scale. If a power is activated for a specific stress situation, then we can say that the Time Scale which is appropriate for that situation is the Time Scale for that power. The default situation for power use as presented in most power description is Combat, so the default Time Scale for powers is Combat Time.

In game terms, this means that the default duration for a non-instant power is “until Combat Time ends”. In most cases, consider the power as being still active for the first round of Adventure Time after Combat. This interval is considered a brief extension of Combat Time, like the Fast Healing procedure that takes place immediately after Advanced Combat. However, if there is a Conflict immediately following Combat, then all Combat Time powers will expire before it starts.

If a power is not activated during Combat but rather during or immediately before a Conflict in Adventure Time (see pre-Activation below), it will last till the Conflict ends as though Combat had occurred. To summarize, we can define that a standard power lasts “*until a Conflict or Combat ends*”. If a non-violent Conflict degenerate into violence, the power ends at the end of Combat, which in this case is a Secondary Conflict included in the non-violent one.

There are several situations in which characters will activate powers outside Combat Time and keep them active for longer, sometimes even permanently. The following sections will describe the most common occurrences, and specific Power Systems may include further cases.

## Pre-Activation of Powers

A character may wish to activate a power, and keep it active in preparation of a possible stressful situation. During any Round of Adventure Time, a player can have his or her character activate one power (as an unrelated action if a Conflict is in progress). The power effects will start at the beginning of the following Round, and remain active until the end of the next Combat or Conflict. Note that although pre-Activation occurs in Adventure Time, the Time Scale of the power is still Combat Time, as the power will last for the duration of one Conflict or Combat only.

A character's Channelling usually imposes a limit on the number of powers a character can pre-activate. Normally, each pre-activated power occupies Channelling points equal to the number of Life Points it would cost in Advanced Combat, but the relevant Power System description may include specific rules, instead. A player can drop powers to make room for the Activation of new ones, as long as the totals remains within the boundaries imposed by Channelling. If a one-use Power is pre-activated, it will be lost as soon as its natural duration expires.

## Extended power duration

Some Power Systems allow their users to extend the duration of their powers beyond the usual limit of one Combat or Conflict. The procedure is the same used for pre-Activation of powers in Adventure Time, that is you spend one Round in the same Time Scale. However, the extended power remains active until the Time Scale goes up to a higher level, no matter how many Conflicts or Combats take place, and how many times the Time Scale moves to a lower level.

Not only does a power extended in this way usually count towards the power user's Channelling, but the number of Channelling points it uses are multiplied by the Time Scale during which the power remains activated, that is two for Adventure Time and three for Narrative Time. Keeping a power active in Downtime is essentially an enchantment, and thus is only possible by using the enchantment rules.

*Example. Merlin the magician casts Protection 10 on himself before going on a quest. As we will learn in the Arcane Magic chapter, extending the duration of a spell with only its Might manipulated costs only one point of Channelling, which must be multiplied by 3 for Narrative Time. Thus Merlin has used up only 3 points of his Channelling of 9.*

*Later during the quest Merlin realizes that King Arthur, Sir Lancelot and Sir Gawain will need magic armour, and casts the spell on them so that it may last during Adventure Time. Merlin uses Protection 8 Targets 3 to cover all of them, which costs two points of Channelling to extend, multiplied by two in Adventure Time for a total of four. Even when added to the existing three points already used for his spell, the total is still seven, and thus within Merlin's Channelling limit of nine. When the party stops to rest, the Time Scale will shift to Narrative Time and the spells cast on the sovereign and his knights will expire, while Merlin's will remain active.*

## Improved and ritual use of powers

Given sufficient time and tranquillity, a character may choose to start a Conflict to give an improved effect to a power. While we will use the term “ritual” to indicate such a procedure for magic Power Systems, the rules in this section are not limited to Power Systems with a supernatural nature. For instance, your psychic might want to meditate to use Clairvoyance from miles away before approaching a dangerous place.

To activate an improved or ritual version of a power, a character starts a Conflict of Willpower against an opposition normally equal to the Value of the effect required, including modifications for the Time Scale in use (see the Value table). The Challenge Rating of the opposition is always 50%, unless the attempt takes place in an environment that hampers or helps the power user. If a worshipper attempts a ritual casting from sacred ground, the opposition might drop to 20%.

The power user cannot opt for a Quick Exit, while the Narrator may use this option to abort the procedure after a player character has failed a roll against an overwhelming opposition. This might even be desirable as it will save the character from Consequences.

If the character wins the Conflict, the intended effect takes place. According to the standard Conflict rules, the target(s) may gain a Positive Consequence consistent with the power. The power, unless it has the Instant attribute, will stay in place until the Time Scale exceeds the one used to activate it. Any Negative Consequences the power user suffers are automatically Recurrent, and will stay in place at least as long as the power effect(s) last. You will often label these Consequences as psychic fatigue, but the Narrator may introduce other Consequences with interesting narrative effects.

Improved powers do not use up Channelling, as they were not pre-activated but followed a different procedure. However, when the only goal of improved Activation is extending the duration of a power effect, use the procedure for pre-activating a power, or disallow the procedure altogether if that particular power cannot normally be extended on the desired Time Scale. Some circumstances may suggest employing a Conflict rather than a pre-Activation for narrative reasons, particularly when the power has the Overcome or Concentration attributes. For instance, it makes sense that using Dominate on an individual to keep him or her under control be treated as a Conflict.

Enchantment and item creation always requires a Conflict against their Value to make them permanent or semi-permanent, so the rules in this section always apply in these cases.

*Example. Merlin needs to create a magic sword +2 for Sir Lancelot. In order to Enchant a spell permanently, he must beat its Value in a Conflict. He can touch the sword (Range 0) in the process so he needs only count Target 1 and the Might he wishes to add. A sword doing +2 damage is a Might 2 magic weapon, which gives us just three points of attributes. However the Time Scale on which the item must be always on is Downtime (4), so the Basic Value of three must be multiplied by four for a final Value of twelve. Merlin is confident that he can beat a 12-point Resolution Pool in a Conflict, so he goes on and begins the enchanting ritual, which will take several weeks as a Downtime Conflict.*

## Extended Range and Area Effects

When using powers in Combat Time, their Range attribute cannot extend their area of influence beyond the immediate vicinity of the Combat theatre. On the contrary, when a skilled power user unleashes his or her paranormal abilities with an extended Activation procedure, this line of sight limitation is broken.

For powers that target specific items, this translates into a greatly extended Range of action, which potentially allows for creative uses of powers. However, some powers that do not affect a specific target may be used upon an entire area, thus creating a magical zone or a cursed land of some kind.



## Extended range table

Range score	Range, Combat Time	Radius, Adventure Time	Radius, Narrative Time or Downtime
Touch (0)	Touch	Touch	Touch
C (1)	Close, or WILx2 metres	WIL kilometres	WILx10 kilometres
S (2)	Short, or WILx5 metres	WILx2 kilometres	WILx20 kilometres
M (3)	Medium, or WILx10 metres	WILx3 kilometres	WILx30 kilometres
L (4)	Long, or WILx20 metres	WILx4 kilometres	WILx40 kilometres
XL (5)	X-Long, or WILx30 metres	WILx6 kilometres	WILx60 kilometres
XXL (6)	XX-Long, or WILx50 metres	WILx8 kilometres	WILx80 kilometres
XXXL (7)	XXX-Long, or WILx100 metres	WILx10 kilometres	WILx100 kilometres
+1	+WILx50 metres	+WILx2 kilometres	+WILx20 kilometres

Being able to manipulate Range is not necessary to benefit from the extended effects. If a power has a fixed range score of its own, its actual radius will still change scale with ritual casting. However, in order to use a power over an entire Area, your Power System must still allow you to manipulate Range, or the power must be specifically designated as area-affecting.

If the Range of a pre-activated or extended power is manipulated, the effective Range score is the same you can achieve in Combat Time. Accessing the extended radius is only possible when using the improved/ritual procedure.

## Dissipating long duration powers

When a power effect is dispelled by means of the Neutralize power, the Might of Neutralize must be at least equal to the Might of the target power. In this case, the Might refers to the simple Might attribute, before any modifications for Time Scale. This does not allow a relatively cheap power to counter an expensive, long-duration effect.

Whenever a power user invokes a Neutralize-type effect on another power that was ritually activated (like a Consecrated or Warded area), he or she must activate the Neutralize power as a Conflict. The Resolution Points of the opposition are the higher score between the normal Value of the Neutralise power being used and the Value of the target effect, including modifications for duration. Extended duration powers activated with a pre-Activation procedure, that is those which use up Channelling points, are vulnerable to “quick”, non-ritual Neutralize effects cast during Combat or Adventure time.

To neutralise the effects of a power used on an entire area, it is necessary to use a counter-power that can encompass the entirety of the area. This requires either being at the centre of the area of effect (which usually coincides with the villain's stronghold, or similarly guarded places, in case of evil spells) or using an even greater Range score.

Neutralizing a permanent Enchantment is an enchantment in itself, thus it is only possible in Downtime. The dis-enchanter must bear the Consequences of the process on him- or herself permanently, without any chance of ever transferring them to any item or individual. For this reason, no magician will usually accept to disenchant an item for money. If the item to disenchant is a cursed person, this person can, and often will, accept any Consequences upon him- or herself.

## Enchanting

Activating a power with a Conflict against its Value in Downtime is an attempt to create an enchantment that benefits permanently of the power effects. The power user must achieve a complete victory to make the power effects permanent, and any Consequences he or she suffers are permanent, too.

A number of powers of the Arcane or Divine type are usable only as enchantments. Some minor effects of Enchantment powers, like potion creation, may be used to create effects that are lasting but not permanent. In these cases, the enchantment attempt may take place in Narrative Time, and yields a very short-lived or one-shot effect. The Value to beat is multiplied by three and not by four to reflect this fact.

A generic Enchanting Trait exists that will help a magician transfer powers into items. However, if a power is labelled as “Enchantment”, its Trait can be used in the enchantment ritual even if the magician lacks the generic Enchantment Trait. Otherwise, the enchanter must roll on his or her raw Concentration Skill. Enchantments are typically carried out in a very quiet environment, but clever players will find a way for the magician's allies to provide Support Bonuses if the Narrator allows it.

### Consequences attached to enchantments

While the Consequences of crafting items with mundane means or Science Powers affect the items as flaws, an enchanter is actually putting part of his or her essence into an artefact. If there are Consequences, they apply to the creator and not to the item. Enchantment Consequences are annoying circumstances that might have a detrimental effect in some particular Conflicts. For instance, the creation of a demonic weapon might cause the demon to appear in your dreams, disturbing your rest and Concentration. As a rule of thumb, these Consequences should not come into play more than once per session.

Getting rid of the Negative Consequences of a successful enchantment will destroy the enchantment. The Narrator will determine if and how the Enchanter can get rid of negative Consequences after a failed enchantment attempt. In any case, such a feat must involve a Conflict of an appropriate difficulty, or a whole adventure.

An enchanted item always has a unique owner. Enchantments cannot be passed around the members of a group as you would do with a box of matches. The death of its creator or last owner will put the enchantment in a “dormant” state until someone else attunes to it again. Trading an enchanted item to a subject who is aware of the Consequences and willing to accept them will also transfer the detrimental effects, along with the exclusive ability to use the item.

The following table provides some sample effects for enchanted items with strings attached, and a quick way to randomize them, but the actual effect is always determined by the Narrator, who is free to use other tables or to make up an effect on the fly.

D10 roll	Consequence	Notes
1-5	Enchantment not self-sustained. Drains one Life Point per minus sign each time the item enhancement takes effect in Combat. The enchantment must have had a tangible effect in play (for instance, for enhanced armour the damage must have been greater than the AP the armour would have if non-enchanted). To avoid this effect, the user must dedicate one point of Channelling per minus sign to the enchantment as though it was a pre-activated power.	Appropriate if you use Advanced Combat
6-7	Bestows a penalty to a Trait chosen at enchantment time, once per adventure.	
8-9	Bestows a penalty of 1d6 to a Characteristic, chosen at enchantment time, when used to determine the starting Resolution Point Pool for a Conflict, once per adventure.	
10	Free will. The item acquires a volition of its own with WIL equal to 2d6 plus 1d6 per minus sign and a Motivation at 50% (it can increase as per normal rules), and will object to any action against it. The item will annoy its owner and initiate Conflicts of WIL to dissuade him or her from acting contrary to its Motivation.	

### Power duration summary

We have so far examined the four cases of power duration: Activation during Combat Time; pre-Activation in prevision of a Conflict; extended duration; and enchantment. As shown in the table, the Time Scale multiplier affects both the Value of the power and the number of points of Limiting Factor it uses when pre-activated or extended.

## Power Duration and Value Table

<b>Time Scale</b>	<b>Power Type</b>	<b>Duration</b>	<b>Channelling occupied</b>	<b>Value</b>	<b>Notes</b>
Combat	Standard	One Combat or Conflict	x1	attribute Totals	Can be pre-activated in Adventure Time, expires when a Conflict terminates.
Adventure	Extended Duration Power	Until next rest	x2	attribute Totals x 2	Can span across multiple Combats or Conflicts. If ritually cast, range may increase to kilometres.
Narrative	Extended Duration Power	One adventure	x3	attribute Totals x 3	If ritually cast, range may increase to dozens of kilometres.
Downtime	One-use Item	Permanent , one-use	n/a	attribute Totals x 3	Used for one-use science or alchemy gadgets like bombs or potions.
Downtime	Item/ Enchantment	Permanent	n/a	attribute Totals x 4	Used for enchantments and science gadgets. Range may increase to dozens of kilometres.