

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 ;-)

Work by *Matthew Hanson* vroomfogle@worldnet.att.net

[Talent xxxx] :

PC must buy access to the school or the style with this talent.

[No Talent needed] :

PC doesn't need to pay to get access to this.

[Talent xxxx / xxxx] :

If the PC belongs to the people/race/organization, he should pay talent on the right, if not, then he should pay the left one. The GM should carefully demand serious background to justify this.

Chi Powers :

PC can develop all chi powers given by a school or a style.

The most potent styles and schools are accessible only through background options. 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

...

I – Schools & Styles for Warrior Monks or Monks.

CHANGRAMAI Monastery [Talent Greater]

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 [85 style points]

Degree 4 Strikes
Degree 3 Nerve Strikes [10 points]
Greater Adrenal Defense [20 points]
Degree 4 Additional Attack [20 points]
All-Around Attack [10 points]
All-Around Defense [10 points]
BLADE Weapon Kata [5 points]
+10 to disarm Foe (Unarmed) [10 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 [85 style points]

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

Special Ability : Distance Strike Masters :

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

Special Attack : The Changramaï stance :

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

Special Notes

A Changramaï 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 Changramaï wish to get the talent ‘advanced style is non-restricted’ (normally a Major talent) for one of the other three styles, it will cost only Minor talent for him. Monks are 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, mace..., 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 Major]

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 Kortri is in combat with a Changramai and assuming that they are both using their respective styles, then the Kortri 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 Minor]

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 Minor]

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 Minor]**

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.

‘SHAO-LIN’ Monastery **[Talent Minor]**

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 shao-lin monks, the more channeling oriented monks. (“Paladin-like” Monks – see guild companion <http://www.guildcompanion.com>). 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 Minor]**

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

new profession see :

http://www.ironcrown.com/free_downloads/HattNinjaProf.pdf

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

[Talent Major]

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]

Katana 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 **Minor**]

NOR ASHAAN Style

Advanced Martial Arts Style [60 style points]

Degree 4 Strikes

Degree 3 Nerve Strikes [10 points]

Greater Adrenal Defense [20 points]

Katana 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 Major]

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 Minor]

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 Major / Minor]

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 Major/Minor]

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 Minor/No]

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]

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 Minor/No]

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
[No Talent needed]

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 Major]

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 -> very 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.

Shay schools **[Talent Minor/No]**

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 Major/Minor]**

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 **Minor/No**]

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 **Minor/No**]

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 15% 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).

Centaurs schools
[Talent **Minor/No**]

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 **Minor** / **No**]

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]

Or (choice)

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
[No Talent needed]

Basic Weapon Style [25 style points]

Scimitar and similar weapons melee attack [10 points]
+/-1 to critical [15 points]

Chi Powers

None.

Greater Lugrôki
[No Talent needed]

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.

Kuluku “schools”
[Talent **Minor/No**]

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 **Major**]

Access to All Open and Closed Essaence (Arcane) Lists. Possibility to develop one of Essaence (Arcane) Professions. 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, ...). Often begin with a great background in term of family, social status, money... Those 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]

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

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

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

Potent schools [Talent **Minor**]

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 certificate of the school. Those schools can be found in Sel-Kai, Haalkitaine, Namar-Tol, Kaitaine, Norek, Waterfalls City; and some other great cities on Emer and Jaiman.

Normal Schools [Talent **Lesser**]

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. Those schools are disseminated all over Jaiman and Emer, and the other continents hold a few of them also.

No School / Very minor schools [No Talent needed]

No access to Essaence (Arcane) Lists. Every other professions are accessible in realms of Essence and Mentalism. Those schools can be found all over Kulthea, on all continents, kingdoms or nations.

V – Schools for Spell Users (Channeling).

There is 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’) :

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.