

# Chart of Peril Gifts, Abilities, & Limitations

A description of gifts, abilities, and limitations that enhance, prevent or resist them for the game of Peril.

\* Indicates immortal use only

## Gifts

**Aura / (Gloriole)** - Seeing an indication of radiant light drawn around a person or living being, and the ability to interpret meaning from that light. Chiasmii perceive extremely bright light. Fire Eyes perceive faint outline of light around other immortals.

**Limit** Death of the being. Fire Eyes cannot see auras of other Fire Eyes or Changelings.

\***Chaos / (Disruption)** - Creating chaotic feelings, anxiety, turmoil, distraction without outside resources.

**Limit** Time influenced for one person - up to a day, two - four people several hours, for more than five, less than one hour, decreases proportionately by number of persons affected, only seconds for a mob.

**Charm / (Enchantment)** - Inciting a feeling of great liking for something or someone that does not depend on the person knowing the caster or on the situation.

**Limit** Charm may be resisted by natural inclinations and distrust, but is otherwise accepted almost universally.

**Clear / (Clarity)** - Dispels daze, compulsion, reverses effects of sympas and empas. Dulls negative effects of drugs or illness. Paired with gift of healing, increases speed of recovery.

**Limit** Can create strong emotions in target, combined with Chaos, can trigger physical pain and/or elicit emotional outbursts.

**Cog / (Intuition)** - Instinctive knowing without the use of rational processes.

**Limit** Does not apply to language or physical skill.

**Daze / (Mental Distortion)** - Creating a feeling of distress and/or disbelief.

**Limit** Up to one hour for a susceptible person; two or more people, only minutes, time proportionate to number of people

\***Dimmit / (Dark-cast)** - Preventing others from perceiving light.

**Limit** Up to four hours for one to two persons; for a crowd over ten, only minutes

**Doze / (Sleep-cast)** - Sending forth a compulsory urge to sleep.

**Limit** Six hours unless subject is battle weary or fatigued, then up to ten, unless awakened by outside force or influence.

**Drift / (Dreamweaving)** - Ability to actively affect the dreams or waking imaginings of other beings.

**Limit** Person must be asleep, unconscious, or in a submissive state (willing to cooperate).

**Dupe / (Duplication)** - Making others perceive a mirror image of items and/or people.

**Limit** PH always have it; all others must roll

**Dust / (Beguile)** - Influence a person beyond their will or knowledge, bend person to another's will.

**Limit** May be limited due to target's emotional state, or physical pain of target.

**Em / (Empas)** - Sending forth one's own pleasure or pain to others.

**Limit** MI can resist by shielding. Violence can overcome shields and incapacitate players. Non-MI have no resistance.

**Espy / (ESP)** - Ability to perceive things that are not present to the physical senses.

**Limit** highly dependent on personal ability as well as environment. High stress, presence of violence, or personal danger may have either negative or positive effect.

**Fade / (Phase-shift)** - May move through solid objects.

**Limit** The thickness which caster is able to penetrate correlates to physical health. An object thicker than the length of a player's hand requires high stamina. With enough strength and vitality, player may transport own body weight in material as well. Transporting a person requires physical closeness (hugging). Only one person at a time may be transported.

**\*Fire Eyes / (Weaponized Eyes)** - Having eyes equipped with penetrating beams of light that can burn or destroy, and which can be used as weapons.

**Limit** Genetic blocks prevent willful killing of another immortal.

**Glimmer / (Illusion)** - Providing an erroneous mental representation.

**Limit** Mirrors and reflections dispel the effect. Non-phanes susceptible, some immortals are resistant, all are able to doubt what they see or experience. Presence of a immortal can affect doubt and belief, depending on what the immortal elects to allow for the party.

**Hunter / (Tracker)** - Ability to perceive tracks or the passage of an animal or other living creature not only from ground signs and physical marks, but also from the disruption of incorporeal space left by the movement of the person or creature.

**Limit** Weather, time since passing occurred, other traffic (foot or otherwise), presence of stressors in environment.

**\*Light / Light-casting** - Ability to create light without outside sources

**Limit** Distance. Under relaxed conditions, several hours. In battle, the equivalent of lightning.

**Mone / (Pheromones)** - A chemical substance secreted externally that influences the physiology or behavior of others.

**Limit** lose contact or proximity, heightened within small spaces, diminished outdoors. HK and KN are extremely susceptible. BT are unaffected by other BT but can be affected by own. BT become addicted to persons whom they affect long term as do those persons.

**Psych / (Hypnotism)** - Inducing a state that resembles sleep but that is induced by suggestion. Person impacted is awake and cognizant of surroundings, but unaware they are under hypnotic compulsion.

**Limit** Skill of the caster as well as time available, stress, and environment play enormous roles in outcome.

**Push / (Compulsion)** - Create an urge in others to act against their normal will, or more strongly in concert with another's will.

**Limit** A strong personal will, awareness, and other abilities may make target less susceptible. Age, experience and morals play a large part in acceptance, on both target and caster.

**\*Pyro / (Pyrotechnics)** - Causing electric shock, fire, and/or explosions by means other than natural heat and fuel.

**Limit** Skill of the caster as well as time available, stress, and environment play enormous roles in outcome.

**\*Rill / Energy-stream** - Ability to transfer one's personal life force or energy to another person or animal.

**Limit** The body performing the transference stops automatically prior to lowering the metabolism to a dangerous level.

**Script / (Identify Gifts)** - Ability to see and identify the specific gifts of others.

**Limit** Must physically touch the other person.

**\*Shift / (Shape-shifting)** - Ability to change places via a dimensional shift, trading physical form with another.

**Limit** May only be accomplished by illusion or transdimensional transportation (i.e., Stormsinger and Pietas).

**Smooth / (Healing)** - Possessing the process by which another person's body is repaired, rebuilt, healed.

**Limit** Physical touch required.

**Sym / (Sympas)** - Feeling the pleasure or pain of others, used by Chiasmii to assist loved ones (or patients) during surgery or illness.

**Limit** Minor pain is lessened by presence of one person with ability, second doubles ability of the first, a third doubles joined ability of first two, etc.

**Touch / (Telepathy)** - Communication from one mind to another without using sensory perceptions.

**Limit** Physical proximity. Chiasmii empathy and sympas disallows use as a weapon. All Chiasmii possess this gift. Others may exhibit it in limited capacity.

**Wedge / (Shielding)** - Protect, hide, or conceal oneself and/or others from danger or harm. Can include psychic shield (against telepathy).

**Limit** Persons who possess this gift can resist empas, sympas, compulsion, disruption, extrasensory perception, healing, illusion, shapeshifting, sleep-cast, and telepathy.

**Wilt / (Surrender)** - Opens resistance to ideas, breaks down reason for resistance, provides internal incentive for cooperation against natural wishes or logic. Similar to compulsion but works on mental aspect rather than emotional, works well with compulsion and daze while leaving target mentally competent and alert.

**Limit** Strong willed person difficult to effect. Natural shields provide resistance.

**\*Yowl / (Sound-cast)** - Ability to emit and hear sound at frequencies beyond human hearing and/or expression, and at greater distance. In addition, some immortals are able to suppress or dampen sound by emitting its opposite frequency.

**Limit** Kin and HalfKin are highly affected by sound.

**\*Zip / (Pseudo Speed)** - Ability to make others focus on one moment in time, which then allows caster to move out of range before releasing person from thrall. It makes it seem as if person has super speed, when in fact they are only moving at regular speed.

**Limit** Works only on sighted individuals, and is ineffective against androids, bots, and AI.

# Races

## ***Betters***

(Singular Better; *Humanus Betest*) Recipient of pre-birth genetic enhancements. Individuals may possess non-human traits such as telepathy or heightened senses, and while not immune to injury, are less susceptible. They possess heightened senses and can control others via the use of pheromones. They can pitch their voices in such a way as to influence others. They were later considered dangerous and required to submit to sterilization. Many families hid their Better children, or left the empire with them.

## ***Changelings***

(Singular Changeling; *Humanus Ceramin Anastomis*) Children who were "farmed out" around the empire, sometimes exchanged for human or Kin babies, or implanted as viable fetuses in surrogate mothers. Only Pietas and his sister knew about this switch. The destruction of data left Pietas with no records to trace their location. Because they were exchanged for others, they are known as "Changelings."

## ***Chiasmii***

(Singular Chiasma; *Humanus Combinus Androgynus*) Androgynous humanoids, also called androgs. They are androgynous and have a full range of psychic abilities such as Empas, Sympas, Mindtouch (telepathy), interpretation of aura, and the possession of a shield. Sometimes referred to as Androgs.

## ***HalfKin***

(Singular HalfKin; *Felidmanus Cattus*) Half-human, half-Kin. Depending on balance of genes, HalfKin may or may not have all the characteristics of either parent's race.

## ***Humans***

(Singular Human; *Humanus Originalis*) Original form of mankind as evolved in Terran Crescent.

## ***Kin***

(Singular Kin; *Humanus Felidae Cattus*) Feline, biped humanoids. They have claws hidden beneath human nails, toe claws, catlike eyes, fangs, catlike ears on top of their heads, and soft plush-type thin layer of furskin. Kin can smell emotions and interpret the scent's meaning.

## ***Phanes***

(Singular Phane; *Humanus Imago*) Native to the Dark Star Realm, Phanes can manipulate the impression of matter and create an illusion indistinguishable from reality. If a Phane "conjures" an item, beholders can see, taste, touch, and even smell it. A group of Phanes can fool a multitude of beholders for a lengthy period. *NOTE: Phanes are only mentioned (so far) in Trailing Kaiwulf.*

## ***Tyran***

(Singular Tyran; *Humanus Bovidae Oreamnos*) Horned and hooved, they have human hands and bodies, pointed ears and muscular goat-like legs. They were the only non-humans to acquire space travel capability before discovery by the Tarthian Empire. Empress Destoiya tricked them into revealing their homeworld when they appeared on Felidae, and sent her droid army to subdue them.

## ***Ultras***

(Singular Ultra; *Humanus Ceramin Perpetualis*) Considered soulless, the genetically enhanced had few rights, and were created to serve mankind in docile obedience. The exception was the Ultra warrior, who were virtually indestructible. Genslave scientists accidentally discovered the means to end subservience and then freed themselves and others.

## ***Definitions of terms***

- *Combinus* - from combine, used here to denote joined genders
- *Ceramin* - common name of *monstera deliciosa*. Although a beautiful plant, its extracts are poisonous. Used because the Ultras were created to be beautiful but deadly monsters.
- *Anastomis* - from *anastomosis*: recombinant evolutionary lineage indicating new species from a symbiotic relationship.
- *Genslave* - from genetics / slave. Designating a people genetically designed for subservience and labor.

# Immortal Alliances

## ***Reborn***

Ultras transported to the planet Sempervia, who chose to remain when others left.

## ***Elite***

Humans who serve the Reborn.

## ***Sempervians***

Ultras who left Sempervia. One hundred and one followed Pietas when he escaped / was exiled.

## ***Chosen***

Humans who serve the Sempervians.

## ***Referees***

Androids designed to monitor Sempervians and prevent them from breaking the rules of Peril.

***Ch'thon***

Humans who serve the Ultras.

***Risen***

Ultras who left the Terran Crescent and remained hidden throughout the galaxy.

***Light***

Humans who serve the Risen.

# Class, Dice, & Skill Table

*Keys follow*

	<b>Skill, Effect, And Resistance→</b>	<b>Master</b>	<b>Strong</b>	<b>Mid-Range</b>	<b>Weak</b>	<b>Beginner</b>	<b>Erratic</b>	<b>Succumb</b>	<b>Resist</b>	<b>Immune</b>
<b>Class↓</b>	<b>Dice To Roll→</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>
<b>Bridge</b>	Aura/Gloriole	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Chaos/Disruption	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Charm/Enchantment	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Clear/Clarity	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Cog/Intuition	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Daze/Mental Distortion	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Dimmit/Dark-cast	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Doze/Sleep-cast	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Drift/Dreamweaving	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Dupe/Duplication	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Dust/Beguile	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Em/Empas	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Espy/ESP	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1

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<b>Class↓</b>	<b>Dice To Roll→</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>
<b>Phy</b>	Fade/Phase-shift	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Fire Eyes / Weaponized Sight	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Glimmer/Illusion	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Hunter/Tracker	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Light/Light-cast	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Mone/Pheromones	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Psych/Hypnotism	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Push/Compulsion	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Pyro/Pyrotechnics	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Rill/Energy Share	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Script/Identify Gifts	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Shift/Shape-shifting*	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Smooth/Healing	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Sym/Sympas	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Bridge</b>	Touch/Telepathy	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1



	<b>Skill, Effect, And Resistance→</b>	<b>Master</b>	<b>Strong</b>	<b>Mid-Range</b>	<b>Weak</b>	<b>Beginner</b>	<b>Erratic</b>	<b>Succumb</b>	<b>Resist</b>	<b>Immune</b>
<b>Class↓</b>	<b>Dice To Roll→</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d100 1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>	<b>1d10</b>
<b>Meta</b>	Wedge/Shielding	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Meta</b>	Wilt/Surrender	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Yowl/Sound-cast	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1
<b>Phy</b>	Zip/Pseudo Speed	99-100	91-98	71-90	11-70	6-10	1-5	5-10	2-4	1

\*Shift/Shape-shifting - does not imply physical transformation. May only be accomplished by illusion or transdimensional transportation (i.e., Stormsinger and Pietas).

Peril is designed to offer immortals every advantage.

### ***Class Key***

Phy - Physical ability

Meta - Metaphysical, transcending physical matter and/or physics

Bridge - Contains aspects of both Metaphysical and Physical.

### ***Skill Key***

**Master** - Unfailing success. Must roll to counter every third attack, otherwise successful.

**Strong** - General success. Must roll for outcome every fourth turn, otherwise successful.

**Mid-range** - Average success Must roll for outcome every third turn, otherwise successful.

**Beginner** - Below average success. Must roll for outcome every other turn.

**Erratic** - Unpredictable success. Must always roll for outcome.