



Nocturnity

by Jeff Dee

This is a new sorcerous discipline for the Quicksilver Lite RPG. This discipline involves the creation and utilization of darkness. It is perfectly suited for evil sorcerers and priests of the dark cults.

Shadowcasting (+0):

For each point of skill over 10 (minimum 1), the caster can create 1 point of darkness penalty over a 1" x 1" movement square. For example, a sorcerer with 13 Nocturnity skill can create up to 3 points of darkness penalty. The darkness can be created all in one movement square for a cumulative darkness penalty, or spread out over multiple adjacent movement squares. For example, 3 points of darkness could be used to create a -3 darkness penalty in one square, or a -1 darkness penalty in 3 adjacent squares, or a -2 penalty in one square and -1 in an adjacent square. At least one of the movement spaces that becomes filled with darkness must be adjacent to the caster, or in their own square.

It takes an Action and 1 point of Energy to create darkness. The spell only fails on a fumbled skill roll unless it is being aimed to engulf a resistant target (treat that as an area effect attack). The energy cost must still be paid on any failed attempt. The darkness remains in effect until the caster moves out of their current square, fall unconscious (or is killed), or chooses to negate it. It can only be cast on movement squares, not on movable objects.

Night Vision works against sorcerous darkness the same as natural darkness. Characters in the darkness don't suffer any perception or targeting penalties against targets outside of the darkness. This spell is primarily used for personal defense.

Dark Sight (+1):

For each point of skill over 11, the caster can ignore one point of penalty from darkness (minimum 1). For example, a sorcerer with 13 Nocturnity skill can ignore 2 points of penalty from Darkness. They must pay one point of Energy to activate this power. This ability may be bestowed on others as well. Only 1" of movement is required to cast Dark Sight on oneself or an unresisting target, but it takes an Action to cast it on a resisting target (treat this as a no range Mental attack). The

spell only fails on a fumbled skill roll unless it is being aimed to affect a resistant target. The energy cost must still be paid on any failed attempt. Dark Sight remains in effect until the caster falls unconscious, or is killed, or chooses to negate it.

Dark Sight also negates points of penalty from susceptibility to bright light, and adds to a character's rolls to resist or recover from blindness.

Dark Walk (+2):

The caster can become undetectable to normal senses (but not to Danger Sense or sorcerous detection abilities) when in darkness. This costs 1 point of Energy, and lasts until its recipient attacks or performs any other blatant physical interaction with their surroundings (or loses consciousness, or dies, or leave the shadows, or chooses to negate the effect). Side effects of other activities they perform (squeaky floorboards, for example) are not affected, nor is speech. But while these things may alert others to the Dark Walker's presence, they do not reveal their position or allow others to attack them.

Dark Walk takes an Action to use. If cast on a resisting target, treat this as a no range Mental attack. The spell only fails on a fumbled skill roll unless it is being aimed to affect a resistant target. The energy cost must still be paid on any failed attempt.

Fear of the Dark (+3):

This ability causes fear in a single target. Roll to hit vs. the target's Mental Defense. Each attempt costs 1 point of Energy.

On a critical success, the target faints where they stand and must make a WILL check or die of a heart attack. On a normal success, the target must make a WILL check to resist fainting on the spot, and must flee from the caster even if the WILL check is successful. On a normal failure, the target is forced to make a WILL check (treat this like any other morale check). On a critical fumble the caster must make a WILL check or faint on the spot, and flees from the target even if their WILL check is successful.

Fear of the Dark only affects characters and creatures who are capable of fear, and are conscious.

