

Gifts of the Black Unicorn

(modified from James Wyatt's *Night Setting* <http://aquela.com/roleplaying/Night/Gifts.html>)

The encounter with the unicorn left you with three lasting results. First, there is a mark on your shoulder where the horn touched you, a dark red blotch that looks something like a horn. Second, though the unicorn said nothing, you felt at the time and still feel a sense of calling, as if you had been specially chosen as a champion of good to fight the forces of evil in the world. Third, you have several special magical abilities to aid you in that fight.

1. When attacking a servant of Izrador, you do an additional D6 of damage.
2. You gain the Arcane Background (Miracles of the Black Unicorn), which includes:
 - a. One Power (no further Powers can be gained by experience).
 - b. 10 Power Points.

The power you have is: *Healing*

Rank: Novice

Power Points: 3

Range: Touch

Duration: Permanent

Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing repairs recent bodily damage. It must be used within the "golden hour," though, for it has no effect on wounds more than one hour old. For Wild Cards, each use of the *healing* spell removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself). For Extras, the GM must first determine if the ally is dead (a simple Vigor roll). If so, no *healing* may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken. *Healing* can also cure poison and disease if used within 10 minutes of the event.

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The power you have is: *Armor*

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A mystical glow, hardened skin, real or ethereal armor, a mass of insects or worms.

Armor creates a field of magical protection around a character (either the caster or a person of his choice), or an actual shell of some sort, effectively giving the target *armor*. Success grants the recipient 2 points of *armor*. A raise grants 4 points of *armor*. The benefit of this power does stack with normal *armor*.

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The power you have is: **Consecrate**

Rank: Novice (originally Seasoned)

Power Points: 3

Range: Spirit

Duration: 1 minute (1/minute)

Trappings: Circle of holy water or salt, energy barrier, pentagram

Consecrated ground is an anathema to undead. Through the use of this power, an area of holy ground is created, forming a barrier against all undead. Any undead wishing to physically cross the circle must succeed in a contested Spirit check against the caster's arcane skill. With success, they may enter freely. On a failure, they are prevented from crossing the boundary for the duration. Ranged weapons and melee weapons with Reach pass freely through the warding, but spells and monstrous abilities (such as a vampire's Charm power) are blocked if the undead fails its roll. Undead already within an area that becomes *consecrated* must make a Spirit roll versus the caster's arcane skill. On a success they are free to remain in the area. A failure means they become Shaken and are expelled, moving to just outside the warding. With a critical failure they suffer an automatic wound as well.

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The power you have is: **Guiding Hand**

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

Trappings: Ghostly hand, blowing on weapon

Some attacks can do with a helping hand—in this case, quite literally. The caster of this spell calls upon a supernatural “hand” to guide the flight of a weapon. *Guiding hand* increases a hero's chance to hit with a thrown weapon or an arrow. It has no effect on other ranged weapons, or targeted spells. The bonus is +2 for a success, and +4 for a raise.

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The power you have is: *Spirit Shield*

Rank: Novice (originally Seasoned)

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Ring of holy water or salt, wall of energy, sigils inscribed in the air.

This spell creates a barrier that can keep out ghosts, poltergeists, and other ethereal entities—it has no effect against demons or undead in physical form. The caster makes his arcane skill roll and then places a Medium Burst Template centered on himself. Spirits wishing to enter the Template must make an opposed Spirit check (no pun intended) against the caster's arcane skill. If they fail, they cannot pass the barrier while the spell remains active. *Spirit barrier* stops the entity from passing through, but does not prevent it from using monstrous abilities such as Fear or throwing physical objects. The spell is negated if any living creature of rat-size or larger crosses the circle.

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The power you have is: *Sentry*

Rank: Novice (originally Seasoned)

Power Points: 3

Range: Smarts x 2

Duration: 3 hours (1/hour)

Trappings: Ghostly warrior, glowing eye, large dog.

Getting a good night's sleep in the middle of orc country is easier said than done. Sentry duty is tiring and lonely, and a single sentry nodding off can spell disaster. *Sentry* provides additional security for the wary traveler. This spell creates a ghostly *sentry* who watches over the camp but cannot move further away from the caster than the spell's range allows. The *sentry* has a Notice of d6, plus one step per raise on the casting roll to a maximum of d12, is always alert, and suffers no penalties for bad lighting. Despite being visible as a ghostly form, the *sentry* is not a physical manifestation and cannot be harmed, though it can be *dispelled*. The *sentry* may be given instructions on when to sound the alarm but it is not an intelligent, reasoning being. Instructions may contain no more than 10 words (+5 per casting raise) and must be clearly defined. For the purposes of identifying potential threats, the *sentry* has the same knowledge of monsters and hazards as the caster.

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The power you have is: *Detect/Conceal Arcana*

Rank: Novice

Power Points: 2

Range: Sight

Duration: 3(1/round) or 1 hour (1/hour)

Trappings: Waving hands, whispered words.

Detect/Conceal Arcana allows a character to sense supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, mad science devices, and so on. The power can also be reversed to conceal a single supernatural item, being, or effect. This has the same cost, but the duration is much longer—1 hour with a maintenance cost of 1 per hour. When used in this way, those who wish to see through the ruse with *detect arcana* use their arcane skill roll as an opposed roll against the concealer's skill (rolled anew each time *detect arcana* is cast). The detecting character may only attempt to see through concealed powers once per fresh casting.

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The power you have is: *Light*

Rank: Novice

Power Points: 1

Range: Touch

Duration: 10 minutes (1/minute)

Trappings: Different colors, floating globes, glowing palms, enchanted staffs.

The ability to create light is a pretty simple one as magical spells and powers go, but a party trapped in the dark with loathsome undead is happy to have an ally with this ability. *Light* must be cast on an inanimate object, such as a coin, a sword, a shield, or even a foe's clothes or weapon to make him easier to see—ignore any penalties for illumination when attacking such an affected target. The *light* is as bright as a torch, and provides clear illumination in an area equal to a Large Burst Template.