

Pittsburgh Roleplaying Organization Transform Package v3.0

Introduction: Players with a Formal Magic Transform as per the 9th Edition NERO rules will have the capability to use the abilities outlined in the PRO transform package. A lot of time and consideration went into making this package and its purpose is to provide additional abilities for players beyond the basic rule book. A very special THANK YOU goes to the individuals who developed, tested, and provided feedback in order to make the a package playable and enjoyable. It is our intent for this package to enhance our chapter and the game atmosphere which we provide to local and Out of Chapter players. Because this package is a work in progress, it will be necessary for all players to check online and/or with staff members to note any changes.

NERO International 9th Edition Transform Rules: All Transform formal magic is considered dormant. The existence of a Transform is not revealed during a Celestial *Identify*. At the time of the target's permanent death, the target becomes an NPC at the chapter where the transform was cast. Even after permanent death, certain Transforms can upgrade or weaken the creature. See the individual formal magic scrolls for details. After the permanent death of the target, the formal magic takes effect to permanently transform the target into the specified creature. This may take place immediately, or may take several weeks. The details are left to local NERO Plot. Once transformed into the creature, the Transform formal magic is complete. The newly transformed creature will have the currently-active spirit-affecting formal magics as they did before the transformation, except for the Transform itself.

Effects exist which may for limited duration invoke the full transformation prior to permanent death. Circumstances which may temporarily invoke the transformation prior to permanent death are determined exclusively by the Plot/Staff of the local NERO chapter. In situations where the transformation takes place prior to the permanent death, the Transform is no longer dormant, and can be identified in an appropriate Extended Circle of Power. The invocation of the transformation is generally not for use during situations where PCs are directly pitted against other PCs. The final determination of this is up to the local chapter. Only one Transform may be in effect on any spirit at any one time. A new Transform formal magic will replace an old one on a target spirit. This includes Local Chapter Only Transform formal magic.

Being an NPC means that the target is completely under the local chapter's direction. There is certainly no guarantee that the local chapter will even let the NPC ever come into game. If local plot chooses to allow the NPC to come into game, there is also no guarantee that the local chapter will allow the character to pursue the goals from its normal lifetime.

NERO 9th Edition Formal Magic Transform Spells:

Transform to Greater Creature

Level: 7

Target: Spirit

Duration: Four years

Components: P7, C3, E4, S4, T1 (Unrestricted only)

This formal magic will transform the target into a specific Greater Creature upon the permanent death of the target. It will also leave an affinity of "<Creature> 7" on the target. Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.

Transform to High Creature

Level: 8

Target: Spirit

Duration: Four years

Components: P8, C4, E5, S5, T3 (Unrestricted only)

This formal magic will transform the target into a specific High Creature upon the permanent death of the target. It will also leave an affinity of "<Creature> 8" on the target. The target must currently have an Affinity "<Creature>7" or higher present upon its spirit. The <Creature> must be of the same type of creature as the one being attempted. If the target does not have the correct affinity then this formal magic will fail. All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer. Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.



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Transform to Master Creature

Level: 9

Target: Spirit

Duration: Four years

Components: P9, C8, E10, S10, T5 (Unrestricted only)

This formal magic will transform the target into a specific Master Creature upon the permanent death of the target. It will also leave an affinity of "<Creature> 9" on the target. The target must currently have an Affinity "<Creature>8" or higher present upon its spirit. The <creature> must be of the same type of creature as the one being attempted. If the target does not have the correct affinity then this formal magic will fail. All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer. Effects exist which may, for limited duration, invoke the full transformation prior to permanent death. See the description in the Casting Rules.

Transform Types: Players using one of the preceding Formal Magics may transform into either a(n), Elemental (type), Spirit, Monster, or Undead. A description of each transform is written below.

Elemental Transforms: Elemental transforms have been sub-divided into 14 elemental spheres, (Air, Earth, Fire, Water, Life, Death, Chaos, Order, Reason, Dream, Time, Void, Light and Darkness). While you can transform into a variety of Elementals with this package, Void Elementals and Chaos Elemental transforms are considered illegal locally by the current In-Game laws and individuals with these types of transforms may be subject to In-Game ramifications. In addition, each elemental type has an opposite and as such, players with an active elemental transform may be singled out In-Game by the opposing element.

Spirit Transforms: Spirits are for players who wish to either be Paragons of their race, Totem creatures or something akin to that. Players who choose Totem are encouraged to role-play a specific breed (wolf, bear, etc), however, players have the choice of saying that at permanent death they turn into the animal or are an amalgamation of man and beast.

Monster Transforms: Players choosing a Monster transform should try to role-play and purchase skills like a specific type of monster (giant, mind flayer, troll, etc). Their idea is to emulate the specific monster but players may purchase any skill per the package.

Undead Transforms: Players who transform into Undead creatures are encouraged to purchase abilities that lend themselves to the role-play of a specific type of undead (i.e. death knight, liche, specter, mummy, greater skeleton, etc.) However, this packet does not directly limit the abilities a player may purchase. Please note that undead transforms are considered illegal locally by the current In-Game laws and individuals with these types of transforms may be subject to In-Game ramifications.

Transform Basics: Transforms will mostly go active as decided by plot and will never be "always active". There is one power level to a transform. A player must use a mask, or makeup and additional costuming to better portray what they are transforming into. This means your visible description will change to the creature you transformed into. The marshals will be the final decision makers for this. A player inside of a Golem May Not Transform.

There will be two ways a player can activate his transform.

- 1) A player will be told by plot that their transform can go up, at which point the player can transform or not at their choice.
- 2) A player can choose to spend 5 minutes role-playing, applying phys reps, and applying make-up to activate their transform for an entire encounter as defined by the mod/encounter marshal. A player may transform once per event without being told by plot, unless plot forbids this at some point during an event..

PRO's Transform Abilities & Skills: In addition to base transform template cards, players will also be granted Special ability points respective to their transform level. These ability points can only be re-spent when a higher transform level is cast; an entirely new transform is placed on a character; or by plot approval. Please note that all spells acquired from the base template or Special abilities are magic delivered unless noted otherwise.



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Basic Template Cards:

Elemental			
	Greater Elemental Base Template	High Elemental Base Template	Master Elemental Base Template
	+40 Body	+50 Body	+60 Body
	+20 Natural Armor	+25 Natural Armor	+30 Natural Armor
	+2 Battle Magic Returns	+4 Battle Magic Returns	+6 Battle Magic Returns
	+4 Superhuman Strength	+6 Superhuman Strength	+8 Superhuman Strength
	10 Elemental "XX" x10	10 Elemental "XX" x10 20 Elemental "XX" x5	10 Elemental "XX" x25 20 Elemental "XX" x10 30 Elemental "XX" x5 40 Elemental "XX" x5
	Resist Opposite Element x1	Resist Opposite Element x2	Resist Opposite Element x3
	Healed by Same Element	Healed by Same Element	Healed by Same Element
	Double DMG from Opposite	Double DMG from Opposite	Double DMG from Opposite
Spirit			
	Greater Spirit Base Template	High Spirit Base Template	Master Spirit Base Template
	+90 Body	+100 Body	+110 Body
	+20 Natural Armor	+25 Natural Armor	+30 Natural Armor
	+2 Battle Magic Returns	+4 Battle Magic Returns	+6 Battle Magic Returns
	+4 Superhuman Strength	+6 Superhuman Strength	+8 Superhuman Strength
	5 Extra skill points	10 Extra skill points	20 Extra skill points
	Resist Physical x1	Resist Physical x2	Resist Physical x3
Monster			
	Greater Monster Base Template	High Monster Base Template	Master Monster Base Template
	+40 Body	+50 Body	+60 Body
	+30 Natural Armor	+35 Natural Armor	+40 Natural Armor
	+2 Battle Magic Returns	+4 Battle Magic Returns	+6 Battle Magic Returns
	+6 Superhuman Strength	+10 Superhuman Strength	+14 Superhuman Strength
	Rip from Pin/Bind Threshold 5	Rip from Pin/Bind/Web Threshold 5	Rip from Pin/Bind/Web/Confine Threshold 5



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Undead			
	Greater Undead Base Template	High Undead Base Template	Master Undead Base Template
	+40 Body	+50 Body	+60 Body
	+20 Natural Armor	+25 Natural Armor	+30 Natural Armor
	+2 Battle Magic Returns	+4 Battle Magic Returns	+6 Battle Magic Returns
	+4 Superhuman Strength	+6 Superhuman Strength	+8 Superhuman Strength
	Cause Wounds x10	Cause Wounds x5 Control Undead x 3 Desecrate x 2 Cause Serious Wounds x1	Cause Wounds x5 Control Undead x 5 Desecrate x 3 Cause Serious Wounds x2 Create Undead x 2 Cause Mortal Wounds x2
	Resist Earth x1 Resist Chaos x1	Resist Earth x2 Resist Chaos x2	Resist Earth x3 Resist Chaos x3
	Immune to Ice	Immune to Ice	Immune to Ice
	Harmed by Harm/Destroy Undead	Harmed by Harm/Destroy Undead	Harmed by Harm/Destroy Undead

Special Ability Pool:

Due to transforms starting at 7th level, for the purposes of this transform package, the term “Transform Level”, such as “This ability is purchasable twice per transform level”, will equal the following: a 7th level transform per the 9th Edition rules will be considered 1 level of transform, an 8th level transform will be considered 2 levels of transform, and a 9th level transform will be considered 3 levels of transform.

Special Ability Skill Point Values:

Transform Level	Greater	High	Master
Points Per Level Invoked	50 pts	65 pts	80 pts

Special Ability Skill Costs - Elemental

Point Value	Skill Name	Notes
1 point	Natural armor	2 points of Natural armor up to a max of 100 points total.
1 point	+5 Body Points	May be purchased up to 60 times for a max total of 300 additional body points.
2 point	Innate Poison	Innate poisons are purchased in 4 levels. You can purchase 4 of a singular type of poison per level maximum. Poisons are purchased per spell pyramid rules. Only one type of poison may be purchased at each level. Level 1 – Weakness, Cause serious damage, Hallucination Level 2 – Sleep, Nausea, Vertigo Level 3 – Paralyze, Feeble mind Level 4 – Death, Berserk



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2 points	Magic Aura	Will make any weapon wielded by the character the magic damage type.
2 points	+2 Strength	This ability is purchasable for a transform no more than +14 total including starting strength.
2 points	Scenting	This ability follows the 9 th Edition rules for Scenting.
2 points	Suicide	This ability follows the 9 th Edition rules for the Suicide monster ability. Players may killing blow themselves in situations they would normally not be able to.
2 points	Threshold	This ability will give the purchaser a Threshold of 1. This ability may be purchased multiple times up to a maximum of 8 points with a Greater (7 th) level transform, 12 points with a High (8 th) level transform and 16 points with a Master (9 th) level transform. You may not have a threshold and a Damage Cap.
2 points	Resist "Elemental Type"	This ability will allow the purchaser to use the resist ability against a specific elemental type once per time purchased. You may only pick two types ever to purchase as resistible elements and you may not purchase more than 3 of either type.
2 points	Elemental Spell	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into an elementally delivered attack as per 9 th Edition rules. This may not be changed once chosen.
2 points	Rip From Pin	The ability allows the purchaser to rip from pins as per the 9 th Edition rules. This ability is a prerequisite for Rip from Bind.
2 points	Rip From Bind	The ability allows the purchaser to rip from binding as per the 9 th Edition rules. Rip from pin is a prerequisite for Rip from Bind. This ability is a prerequisite for Rip from Web.
2 points	Rip From Web	The ability allows the purchaser to rip from web as per the 9 th Edition rules. Rip from Bind is a prerequisite for Rip from Web. This ability is a prerequisite for Rip from Confine. You may only purchase this skill if you have a High (8 th) or Master (9 th) level transform.
2 points	Rip From Confine	The ability allows the purchaser to rip from confine as per the 9 th Edition rules. Rip from Web is a prerequisite for Rip from Confine. You may only purchase this skill if you have a Master (9 th) level transform.
2 points	Elemental Aura	This ability allows the purchaser to pick one elemental type of damage aura. The purchaser must pick a specific element at time of purchase and may not pick a second. Elementals must pick their elemental type as an aura if they purchase this skill.
2 points	Spellstrike	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into a spell strike as per monster ability and per 9 th Edition rules. This may not be changed once chosen.
3 points	Resist Sleep	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Resist Charm	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Battle Magic Return	This ability allows the purchaser to have the Battle Magic Return Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.
3 points	Elemental Pool	Each purchase of this ability will give the transformed player 15 charges of "10 Elemental (type)" according to their type if they are an elemental. Other transforms may choose a type as they see fit. This ability can be purchased twice per level. You may never purchase more than one elemental type with the power.



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3 points	Spellstrike 10	This ability allows the purchaser to convert up to 10 spell levels of PC Pool and transform card purchased spells to spell strikes. This ability may be purchased in such a fashion that once the total amount is purchased, you may then divide levels for conversion. For example, a player purchasing one set of Spellstrike 10 can convert a 9 th level and a 1 st level spell while a player with 3 sets of Spellstrike 10 could convert three 9 th level spells, a 3 rd level spell.
4 points	Critical Massive Slay	This ability gives the purchaser a 100 Critical Massive Slay. This ability follows the rules for critical slay as per the 9 th Edition rules. This ability may be purchased up to two (2) times per transform level.
4 points	Resist Poison	This ability follows the 9 th Edition rules for Resist Poison. This ability may be purchased multiple times.
4 points	Magic Fear	This ability allows the purchaser to have the Magic Fear Monster Ability as per the 9 th Edition rules. This ability may be purchased multiple times.
5 points	Phase	This ability allows the purchaser to have the Phase Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.
5 points	Damage Cap	This ability gives the purchaser a Damage Cap of 20. You may not have a damage cap and a threshold.
6 points	Critical Carrier	This ability allows the purchaser to have a Critical carrier. The carrier for this ability must be fear, sleep or nausea and must be chosen at the time of purchase. A Critical Carrier works like a critical attack. The purchaser may choose one opponent per time purchased. This ability may be purchased multiple times.
6 points	Resist Physical	This ability will allow the purchaser to use the ability per the 9 th edition rules.
6 points	Regenerate	Purchasing this skill allows you to regenerate Body Points by spending time to regenerate, much like refitting armor. The time it takes to regenerate is one minute. If the regeneration time is interrupted by a weapon blow or a spell that affects you, the process may begin again but the player must use a new regenerate. If the process is completed, then the player regains all lost Body Points. This can be done any time the player is conscious and has 1 or more body points. This ability may be purchased up to two (2) times per transform level.
7 points	Focus	This ability gives the purchaser the Focus skill and allows the purchaser to cast in body as per the 9 th Edition rules.
10 points	10 levels of Earth Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.
10 points	10 levels of Celestial Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.
10 points	Renewal Single Skill	This ability allows the purchaser to renew any once per day skill. This ability may be purchased once per level.



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Special Ability Skill Costs - Spirit

Point Value	Skill Name	Notes
1 point	Natural armor	2 points of Natural armor up to a max of 100 points total.
1 point	+5 Body Points	May be purchased up to 60 times for a max total of 300 additional body points.
1 point	Scenting	This ability follows the 9 th Edition rules for Scenting.
2 point	Innate Poison	Innate poisons are purchased in 4 levels. You can purchase 4 of a singular type of poison per level maximum. Poisons are purchased per spell pyramid rules. Only one type of poison may be purchased at each level. Level 1 – Weakness, Cause serious damage, Hallucination Level 2 – Sleep, Nausea, Vertigo Level 3 – Paralyze, Feeble mind Level 4 – Death, Berserk
2 point	Magic Aura	Will make any weapon wielded by the character the magic damage type.
2 point	Suicide	This ability follows the 9 th Edition rules for the Suicide monster ability. Players may killing blow themselves in situations they would normally not be able to.
2 points	+2 Strength	This ability is purchasable for a transform no more than +14 total including starting strength.
2 points	Threshold	This ability will give the purchaser a Threshold of 1. This ability may be purchased multiple times up to a maximum of 8 points with a Greater (7 th) level transform, 12 points with a High (8 th) level transform and 16 points with a Master (9 th) level transform. You may not have a threshold and a Damage Cap.
2 points	Rip From Pin	The ability allows the purchaser to rip from pins as per the 9 th Edition rules. This ability is a prerequisite for Rip from Bind.
2 points	Rip From Bind	The ability allows the purchaser to rip from binding as per the 9 th Edition rules. Rip from pin is a prerequisite for Rip from Bind. This ability is a prerequisite for Rip from Web.
2 points	Rip From Web	The ability allows the purchaser to rip from web as per the 9 th Edition rules. Rip from Bind is a prerequisite for Rip from Web. This ability is a prerequisite for Rip from Confine. You may only purchase this skill if you have a High (8 th) or Master (9 th) level transform.
2 points	Rip From Confine	The ability allows the purchaser to rip from confine as per the 9 th Edition rules. Rip from Web is a prerequisite for Rip from Confine. You may only purchase this skill if you have a Master (9 th) level transform.
2 points	Spellstrike	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into a spell strike as per monster ability and per 9 th Edition rules. This may not be changed once chosen.
3 points	Resist Sleep	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Resist Charm	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Battle Magic Return	This ability allows the purchaser to have the Battle Magic Return Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.



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3 points	Regenerate	Purchasing this skill allows you to regenerate Body Points by spending time to regenerate, much like refitting armor. The time it takes to regenerate is one minute. If the regeneration time is interrupted by a weapon blow or a spell that affects you, the process may begin again but the player must use a new regenerate. If the process is completed, then the player regains all lost Body Points. This can be done any time the player is conscious and has 1 or more body points. This ability may be purchased up to two (2) times per transform level.
3 points	Spellstrike 10	This ability allows the purchaser to convert up to 10 spell levels of PC Pool and transform card purchased spells to spell strikes. This ability may be purchased in such a fashion that once the total amount is purchased, you may then divide levels for conversion. For example, a player purchasing one set of Spellstrike 10 can convert a 9 th level and a 1 st level spell while a player with 3 sets of Spellstrike 10 could convert three 9 th level spells, a 3 rd level spell.
3 points	Resist Physical	This ability will allow the purchaser to use the ability per the 9 th edition rules.
4 points	Critical Massive Slay	This ability gives the purchaser a 100 Critical Massive Slay. This ability follows the rules for critical slay as per the 9 th Edition rules. This ability may be purchased up to two (2) times per transform level.
4 points	Resist Poison	This ability follows the 9 th Edition rules for Resist Poison. This ability may be purchased multiple times.
4 points	Magic Fear	This ability allows the purchaser to have the Magic Fear Monster Ability as per the 9 th Edition rules. This ability may be purchased multiple times.
4 points	Resist "Elemental Type"	This ability will allow the purchaser to use the resist ability against a specific elemental type once per time purchased. You may only pick two types ever to purchase as resistible elements and you may not purchase more than 3 of either type.
4 points	Elemental Spell	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into an elementally delivered attack as per 9 th Edition rules. This may not be changed once chosen.
4 points	Elemental Aura	This ability allows the purchaser to pick one elemental type of damage aura. The purchaser must pick a specific element at time of purchase and may not pick a second. Elementals must pick their elemental type as an aura is they purchase this skill.
5 points	Phase	This ability allows the purchaser to have the Phase Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.
5 points	Gate Self	This ability allows the purchaser to Gate to any other location on their current plane. This ability is SELF only. This ability may be purchased one (1) time per transform level. This ability is a prerequisite for Gate Mass.
5 points	Renewal Single Skill	This ability allows the purchaser to renew any once per day skill. This ability may be purchased once per level.
5 points	Damage Cap	This ability gives the purchaser a Damage Cap of 20. You may not have a damage cap and a threshold.
6 points	Critical Carrier	This ability allows the purchaser to have a Critical carrier. The carrier for this ability must be fear, sleep or nausea and must be chosen at the time of purchase. A Critical Carrier works like a critical attack. The purchaser may choose one opponent per time purchased. This ability may be purchased multiple times.
6 points	Elemental Pool	Each purchase of this ability will give the transformed player 15 charges of "10 Elemental (type)" according to their type if they are an elemental. Other transforms



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		may choose a type as they see fit. This ability can be purchased twice per level. You may never purchase more than one elemental type with the power.
7 points	Focus	This ability gives the purchaser the Focus skill and allows the purchaser to cast in body as per the 9 th Edition rules.
10 points	10 levels of Earth Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.
10 points	10 levels of Celestial Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.

Special Ability Skill Costs - Monster

Point Value	Skill Name	Notes
1 point	Natural armor	2 points of Natural armor up to a max of 100 points total.
1 point	+5 Body Points	May be purchased up to 60 times for a max total of 300 additional body points.
1 point	Scenting	This ability follows the 9 th Edition rules for Scenting.
1 point	Suicide	This ability follows the 9 th Edition rules for the Suicide monster ability. Players may killing blow themselves in situations they would normally not be able to.
1 point	Innate Poison	Innate poisons are purchased in 4 levels. You can purchase 4 of a singular type of poison per level maximum. Poisons are purchased per spell pyramid rules. Only one type of poison may be purchased at each level. Level 1 – Weakness, Cause serious damage, Hallucination Level 2 – Sleep, Nausea, Vertigo Level 3 – Paralyze, Feeble mind Level 4 – Death, Berserk
2 points	+2 Strength	This ability is purchasable for a transform no more than +14 total including starting strength.
2 points	Threshold	This ability will give the purchaser a Threshold of 1. This ability may be purchased multiple times up to a maximum of 8 points with a Greater (7 th) level transform, 12 points with a High (8 th) level transform and 16 points with a Master (9 th) level transform. You may not have a threshold and a Damage Cap.
2 point	Magic Aura	Will make any weapon wielded by the character the magic damage type.
2 points	Rip From Pin	The ability allows the purchaser to rip from pins as per the 9 th Edition rules. This ability is a prerequisite for Rip from Bind.
2 points	Rip From Bind	The ability allows the purchaser to rip from binding as per the 9 th Edition rules. Rip from pin is a prerequisite for Rip from Bind. This ability is a prerequisite for Rip from Web.



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2 points	Rip From Web	The ability allows the purchaser to rip from web as per the 9 th Edition rules. Rip from Bind is a prerequisite for Rip from Web. This ability is a prerequisite for Rip from Confine. You may only purchase this skill if you have a High (8 th) or Master (9 th) level transform.
2 points	Rip From Confine	The ability allows the purchaser to rip from confine as per the 9 th Edition rules. Rip from Web is a prerequisite for Rip from Confine. You may only purchase this skill if you have a Master (9 th) level transform.
2 points	Spellstrike	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into a spell strike as per monster ability and per 9 th Edition rules. This may not be changed once chosen.
3 points	Resist Sleep	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Resist Charm	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Battle Magic Return	This ability allows the purchaser to have the Battle Magic Return Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.
3 points	Regenerate	Purchasing this skill allows you to regenerate Body Points by spending time to regenerate, much like refitting armor. The time it takes to regenerate is one minute. If the regeneration time is interrupted by a weapon blow or a spell that affects you, the process may begin again but the player must use a new regenerate. If the process is completed, then the player regains all lost Body Points. This can be done any time the player is conscious and has 1 or more body points. This ability may be purchased up to two (2) times per transform level.
3 points	Spellstrike 10	This ability allows the purchaser to convert up to 10 spell levels of PC Pool and transform card purchased spells to spell strikes. This ability may be purchased in such a fashion that once the total amount is purchased, you may then divide levels for conversion. For example, a player purchasing one set of Spellstrike 10 can convert a 9 th level and a 1 st level spell while a player with 3 sets of Spellstrike 10 could convert three 9 th level spells, a 3 rd level spell.
3 points	Critical Massive Slay	This ability gives the purchaser a 100 Critical Massive Slay. This ability follows the rules for critical slay as per the 9 th Edition rules. This ability may be purchased up to two (2) times per transform level.
3 points	Critical Carrier	This ability allows the purchaser to have a Critical carrier. The carrier for this ability must be fear, sleep or nausea and must be chosen at the time of purchase. A Critical Carrier works like a critical attack. The purchaser may choose one opponent per time purchased. This ability may be purchased multiple times.
4 points	Resist Poison	This ability follows the 9 th Edition rules for Resist Poison. This ability may be purchased multiple times.
4 points	Magic Fear	This ability allows the purchaser to have the Magic Fear Monster Ability as per the 9 th Edition rules. This ability may be purchased multiple times.
4 points	Resist "Elemental Type"	This ability will allow the purchaser to use the resist ability against a specific elemental type once per time purchased. You may only pick two types ever to purchase as resistible elements and you may not purchase more than 3 of either type.
4 points	Elemental Spell	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into an elementally delivered attack as per 9 th Edition rules. This may not be changed once chosen.



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4 points	Elemental Aura	This ability allows the purchaser to pick one elemental type of damage aura. The purchaser must pick a specific element at time of purchase and may not pick a second. Elementals must pick their elemental type as an aura is they purchase this skill.
5 points	Phase	This ability allows the purchaser to have the Phase Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.
5 points	Damage Cap	This ability gives the purchaser a Damage Cap of 20. You may not have a damage cap and a threshold.
6 points	Resist Physical	This ability will allow the purchaser to use the ability per the 9 th edition rules.
6 points	Elemental Pool	Each purchase of this ability will give the transformed player 15 charges of "10 Elemental (type)", according to their type if they are an elemental. Other transforms may choose a type as they see fit. This ability can be purchased twice per level. You may never purchase more than one elemental type with the power.
7 points	Focus	This ability gives the purchaser the Focus skill and allows the purchaser to cast in body as per the 9 th Edition rules.
10 points	Renewal Single Skill	This ability allows the purchaser to renew any once per day skill. This ability may be purchased once per level.
10 points	10 levels of Earth Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.
10 points	10 levels of Celestial Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.

Special Ability Skill Costs - Undead

Point Value	Skill Name	Notes
1 point	Natural armor	2 points of Natural armor up to a max of 100 points total.
1 point	+5 Body Points	May be purchased up to 60 times for a max total of 300 additional body points.
1 point	Magic Aura	Will make any weapon wielded by the character the magic damage type.
1 point	Innate Poison	Innate poisons are purchased in 4 levels. You can purchase 4 of a singular type of poison per level maximum. Poisons are purchased per spell pyramid rules. Only one type of poison may be purchased at each level. Level 1 – Weakness, Cause serious damage, Hallucination Level 2 – Sleep, Nausea, Vertigo Level 3 – Paralyze, Feeble mind Level 4 – Death, Berserk
2 point	Scenting	This ability follows the 9 th Edition rules for Scenting.



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2 point	Suicide	This ability follows the 9 th Edition rules for the Suicide monster ability. Players may killing blow themselves in situations they would normally not be able to.
2 points	+2 Strength	This ability is purchasable for a transform no more than +14 total including starting strength.
2 points	Threshold	This ability will give the purchaser a Threshold of 1. This ability may be purchased multiple times up to a maximum of 8 points with a Greater (7 th) level transform, 12 points with a High (8 th) level transform and 16 points with a Master (9 th) level transform. You may not have a threshold and a Damage Cap.
2 points	Magic Fear	This ability allows the purchaser to have the Magic Fear Monster Ability as per the 9 th Edition rules. This ability may be purchased multiple times.
2 points	Rip From Pin	The ability allows the purchaser to rip from pins as per the 9 th Edition rules. This ability is a prerequisite for Rip from Bind.
2 points	Rip From Bind	The ability allows the purchaser to rip from binding as per the 9 th Edition rules. Rip from pin is a prerequisite for Rip from Bind. This ability is a prerequisite for Rip from Web.
2 points	Rip From Web	The ability allows the purchaser to rip from web as per the 9 th Edition rules. Rip from Bind is a prerequisite for Rip from Web. This ability is a prerequisite for Rip from Confine. You may only purchase this skill if you have a High (8 th) or Master (9 th) level transform.
2 points	Rip From Confine	The ability allows the purchaser to rip from confine as per the 9 th Edition rules. Rip from Web is a prerequisite for Rip from Confine. You may only purchase this skill if you have a Master (9 th) level transform.
2 points	Spellstrike	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into a spell strike as per monster ability and per 9 th Edition rules. This may not be changed once chosen.
3 points	Resist Charm	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Resist Sleep	This ability follows the 9 th Edition rules for Resist Sleep. This ability may be purchased multiple times.
3 points	Battle Magic Return	This ability allows the purchaser to have the Battle Magic Return Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.
3 points	Spellstrike 10	This ability allows the purchaser to convert up to 10 spell levels of PC Pool and transform card purchased spells to spell strikes. This ability may be purchased in such a fashion that once the total amount is purchased, you may then divide levels for conversion. For example, a player purchasing one set of Spellstrike 10 can convert a 9 th level and a 1 st level spell while a player with 3 sets of Spellstrike 10 could convert three 9 th level spells, a 3 rd level spell.
3 points	Critical Massive Slay	This ability gives the purchaser a 100 Critical Massive Slay. This ability follows the rules for critical slay as per the 9 th Edition rules. This ability may be purchased up to two (2) times per transform level.
3 points	Critical Carrier	This ability allows the purchaser to have a Critical carrier. The carrier for this ability must be fear, sleep or nausea and must be chosen at the time of purchase. A Critical Carrier works like a critical attack. The purchaser may choose one opponent per time purchased. This ability may be purchased multiple times.
4 points	Resist Poison	This ability follows the 9 th Edition rules for Resist Poison. This ability may be purchased multiple times.



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4 points	Resist "Elemental Type"	This ability will allow the purchaser to use the resist ability against a specific elemental type once per time purchased. You may only pick two types ever to purchase as resistible elements and you may not purchase more than 3 of either type.
4 points	Elemental Aura	This ability allows the purchaser to pick one elemental type of damage aura. The purchaser must pick a specific element at time of purchase and may not pick a second. Elementals must pick their elemental type as an aura is they purchase this skill.
4 points	Elemental Spell	This ability allows the purchaser to make any one single spell purchased through the PC pool or transform cards into an elementally delivered attack as per 9 th Edition rules. This may not be changed once chosen.
5 points	Phase	This ability allows the purchaser to have the Phase Monster Ability as per the 9 th Edition rules. This ability may be purchased one (1) time per transform level.
5 points	Damage Cap	This ability gives the purchaser a Damage Cap of 20. You may not have a damage cap and a threshold.
6 points	Resist Physical	This ability will allow the purchaser to use the ability per the 9 th edition rules.
6 points	Elemental Pool	Each purchase of this ability will give the transformed player 15 charges of "10 Elemental (type)", according to their type if they are an elemental. Other transforms may choose a type as they see fit. This ability can be purchased twice per level. You may never purchase more than one elemental type with the power.
6 points	Regenerate	Purchasing this skill allows you to regenerate Body Points by spending time to regenerate, much like refitting armor. The time it takes to regenerate is one minute. If the regeneration time is interrupted by a weapon blow or a spell that affects you, the process may begin again but the player must use a new regenerate. If the process is completed, then the player regains all lost Body Points. This can be done any time the player is conscious and has 1 or more body points. This ability may be purchased up to two (2) times per transform level.
7 points	Focus	This ability gives the purchaser the Focus skill and allows the purchaser to cast in body as per the 9 th Edition rules.
10 points	Renewal Single Skill	This ability allows the purchaser to renew any once per day skill. This ability may be purchased once per level.
10 points	10 levels of Earth Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.
10 points	10 levels of Celestial Magic	This ability can be purchased multiple times. All spells purchased via the transform package are Magic delivered. All spells must be chosen when you purchase your transform level and cannot be changed, unless specified by the Transform Packet. These spells are NOT cast on the fly. The total number of levels purchased is added together into a pool prior to the spells being purchased.

