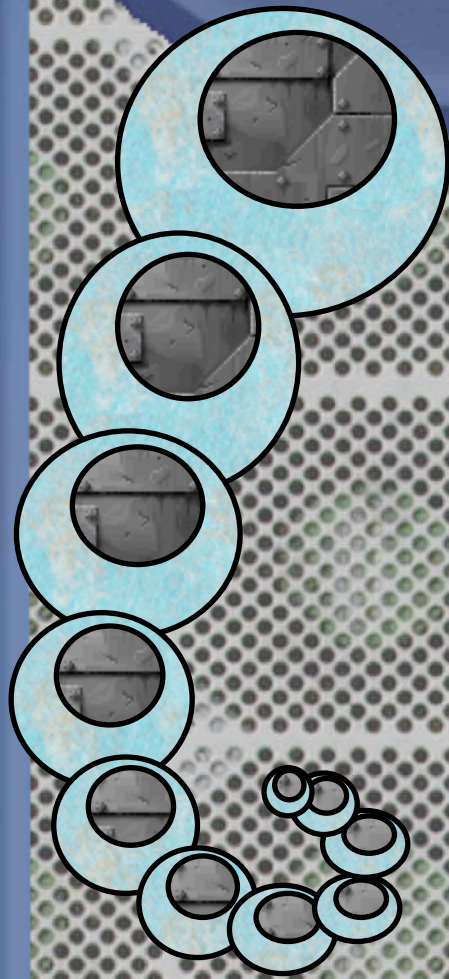


# Infinite Mysteries



An Infinite Futures Expansion

## Avalon Games





# The Future is Now





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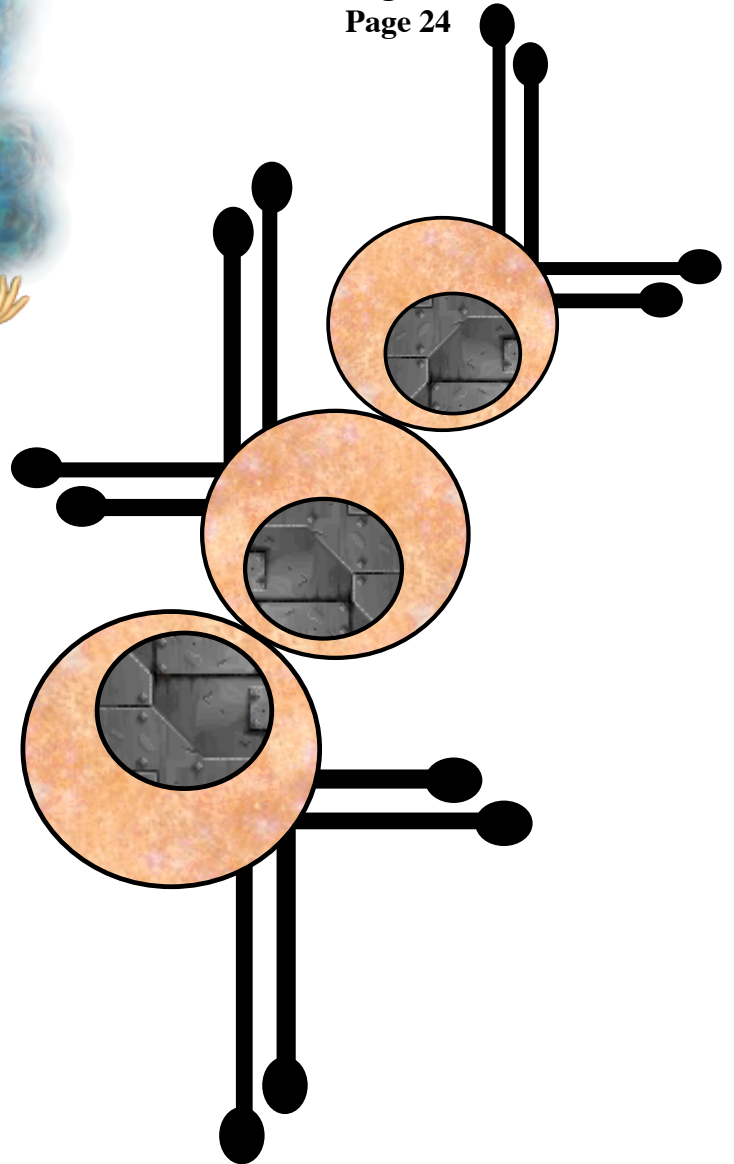
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## Contents

Introduction	Page 3
Mystic Spells	Page 3
Mystic Class	Page 6
Class Features	Page 10
Atlantians	Page 10
Aspirants	Page 11
Bargainers	Page 11
Magical Girls	Page 12
Guardians	Page 13
Mana Lines	Page 18
Nature	Page 19
Spells Lists	Page 21
Spell Descriptions	Page 24



The existence or nonexistence of the supernatural is a point of debate in modern science. In science-fiction the debate is far from academic. In some Sci-fi supernatural abilities are not only real, but deadly. In other settings, the supernatural is nothing but, crackpot ramblings, con jobs and parlor tricks which are exposed for what they are by heroic investigators.

This expansion to the Infinite Futures game system allows GM and players to bring magic and the arcane powers into their Sci-fi games. Magic while common to fantasy genres, is just beginning to take a foothold in sci-fi. Japanese Manga, Star Wars Jedi Knight and other fantasy elements are becoming more and more common in Sci-fi and so it is not unheard of for RPGs to take a little magic into consideration.

The rules offered here are meant to be optional expansion to those presented in the core IF book, and work along side the psychic system outlined in the core system.

## Mystic Spells

Mystics manifest the mystical powers granted to them by their path. Mystic powers tend to focus on healing and protection and are less flashy, destructive, and disruptive than psychic powers.

### Preparing Mystic Powers

Mystics prepare their powers in largely the same manner as psychics do, but with a few differences. The relevant ability for mystic powers is Wisdom. To prepare a mystic power, a character must have a Wisdom score of 10 + the power's level. Likewise, bonus powers are based on Wisdom.

**Time of Day:** Like the psychic, a mystic must spend 15 minutes meditating in a relatively peaceful environment to prepare their powers for the day. Unlike the psychic, he or she does not need to rest before this time. The time mystic chooses a particular time of day to commune with the higher powers and recharge their powers. The time is

usually associated with some daily event (sunrise/ waking up, afternoon tea, sunset, midnight, etc). If some event prevents a character from communing at the proper time, they must do so as soon as possible. If the character does not stop to pray for their powers at the first opportunity, they must wait until the next day to prepare powers.

### Magical Girls and Mediation

**Most magical girls perform their meditation to recharge their powers first thing in the morning. To the mundane observer, this meditation is indistinguishable from oversleeping, often with her guardian jumping-up-and-down on the bed trying to wake her up. The magical girl is not consciously aware that she is meditating at this time, but knows that she can't use her powers if she gets woken up "too early" (on time.) If the magical girl has to stay up an entire night fighting evil, rather than over sleeping, she dozes off at the first opportunity, which is usually in class.**

**Mystery men and evil magical girls spend their mediation time lost in mental anguish, trying to convince themselves that they are doing the right thing.**

**Power Selection:** A mystic decides which power to use at the time when they manifests it. They can use any power known to them, provided he or she has not used their daily allotment for powers of that level.

Mystics do not require aids like spell books. However, a mystic spellcaster's power selection is limited to the powers on the list for their path. An Atlantian is allowed to supplement their path powers with a single additional mystic power at each level. Once they chooses which power to add to add to their list, this decision can not be changed.

## Aspirants and Bargainers

The Aspirants and Bargainers have been enemies since before either race ascended, so they share a common history, but told from opposite sides. It is POSSIBLE that in the beginning they were actually a single race, but both Aspirants and Bargainers vehemently deny this. If it is true, then they represent the best and the worst of their kind.

The Aspirants and Bargainers wage an eternal war against each other. Neither side will rest until the other has been completely eradicated. Both sides dabble in the affairs of mortals, the Aspirants to help the righteous, and the Bargainers to strike deals to increase their own power. Because of their mutual hatred, one side will often attempt to interfere with the plans of the other.

For this reason, their war is often fought via proxy. There are entire civilizations whose rise, struggle and fall, constituted but a single battle of this supernatural war. On a smaller scale, followers of these two paths compelled to eliminate each other, if for no other reason than to gain the favor of their supernatural allies. If there is an Aspirant in the group, even if he does not go hunting Bargainers, in time the Bargainers will come looking for him.

## Atlantians

There is now strong circumstantial evidence linking the tales of Atlantis to the volcanic eruption in the southern Greek isles which led to the downfall of Minoan civilization. But we use the term here not to refer to the actual Atlantis (wherever it might have been), but to refer to any mysterious ancient lost culture.

Followers of the Atlantian path insist that Atlantis was the first true civilization and the source of all others which followed. How a civilization as advanced, far reaching and influential as Atlantis could disappear without a trace is a riddle in and of itself. To be sure, there were many disasters in

We set out with the goal to design IF so that it would be a useable game system for all of the Infinite Futures of Sci Fi. So as not to exclude anything, we worked in generalities, and avoided pinning down any specifics which might conflict with someone's vision of the future. But along the way, some of the mystic paths began to develop a life and a mythos of their own. The manaline and mother nature paths are firmly rooted in the here-and-now, thus require little explanation. The other four paths carry explicit history with them, and this history became the start of the IF mythos. Like most myths, these stories grow with each retelling. It will be interesting to see how authors and players, including you, add to this mythos.

Atlantian history. But conversely, the culture survived many disasters, making it difficult to imagine what could have driven the Atlantians into extinction.

What defines Atlantis is the mystery. The location, rise and fall of Atlantis remain shrouded. To reveal the secrets of Atlantis is to destroy the mystique, therefore no IF product will ever reveal the origins, location, or final fate of Atlantis. GMs are STRONGLY DISCOURAGED from answering these questions in their home campaigns. There are many hints and clues, but these trails lead down dead ends or endless trails of clues with no answer at the end. Much of the information ends up contradicting other information.

Atlantian artifacts, fragmented records, and cities are discovered from time to time, but these provide more questions than answers. Answers about Atlantians always remain, one discovery away.

There are of course rumors linking the Atlantians to both the Aspirants and the Bargainers. However, as lead game designer I can state without fear of contradiction, that these rumors are false. The Infinite Futures are not so simple that all mystic powers share a common origin.



Likewise, there are rumors that the Atlantians created the crystal shards which magical girls carry in their souls. These rumors might be true. If it is, the magical girls and their guardians tell us a great deal about the values, technology and methods of the Atlantians. Or more specifically the small group of Atlantians who created the crystal shards. What their relation was to Atlantian culture as a whole is yet another layer of mystery. And how the shards survived the extinction of the culture is a new riddle to be researched

## Magical Girls

The source of magical girls' powers are known as crystal shards. Despite the name, the shards are usually visualized as symmetric crystals of various colors. The shards were created to battle against the forces of darkness, but exactly who created them and when remains nebulous. The shards were scattered through the cosmos. Some say that there was an accident (thus the term 'shards' of an original whole). Others suggest the whole was cracked and scattered by an attack. A third theory is that the shards were hidden to protect them from the enemy.

A shard holds strong potential power, but is inert until it merges with a pure soul. The shard and soul are inseparable. It is an academic question whether the shards bind with an individual during her life, or if they are inborn but dormant until awoken. Shard bearers are unprepared for the sudden power they manifest as magical girls, so guardians were created to seek out the shards. The guardians were given the form of innocuous animals (cats, birds, ferrets, etc.) so they could move undetected through cities in search of shard bearers.

The guardians are as intelligent as humans and knowledgeable about supernatural subjects. It is their job to awaken, train and protect the magical girls until they reach their full potential. A guardian has 6th sense for identifying shard bearers. While not automatic, it usually takes no more than half a

dozen passing encounters for the guardian to identify a potential or active magical girl. Guardians insist that they are more than simply intelligent animals, but more than they'd like to admit, their personalities mirror their form.

There seems to be an attractive force between shards. More than any other supernatural class, magical girls encounter others of their own ilk as friends, teammates, lovers and enemies.



# Mystic

Mystics draw on the magical power latent in the world around them.

Most common are mystics who draw their abilities from a human or alien deity, nature, or esoteric formulas (often involving pyramids) to tap into the forces of the universe. But there are mystics who tread a darker path, signing deals with demons in their own blood.

Mystics are in tune with their environment and have spells and abilities for healing and restoring things to the proper order (evil mystics have a rather twisted idea of the 'proper order'.) Mystics also have some devastating offensive abilities.

## Hit Die

d8

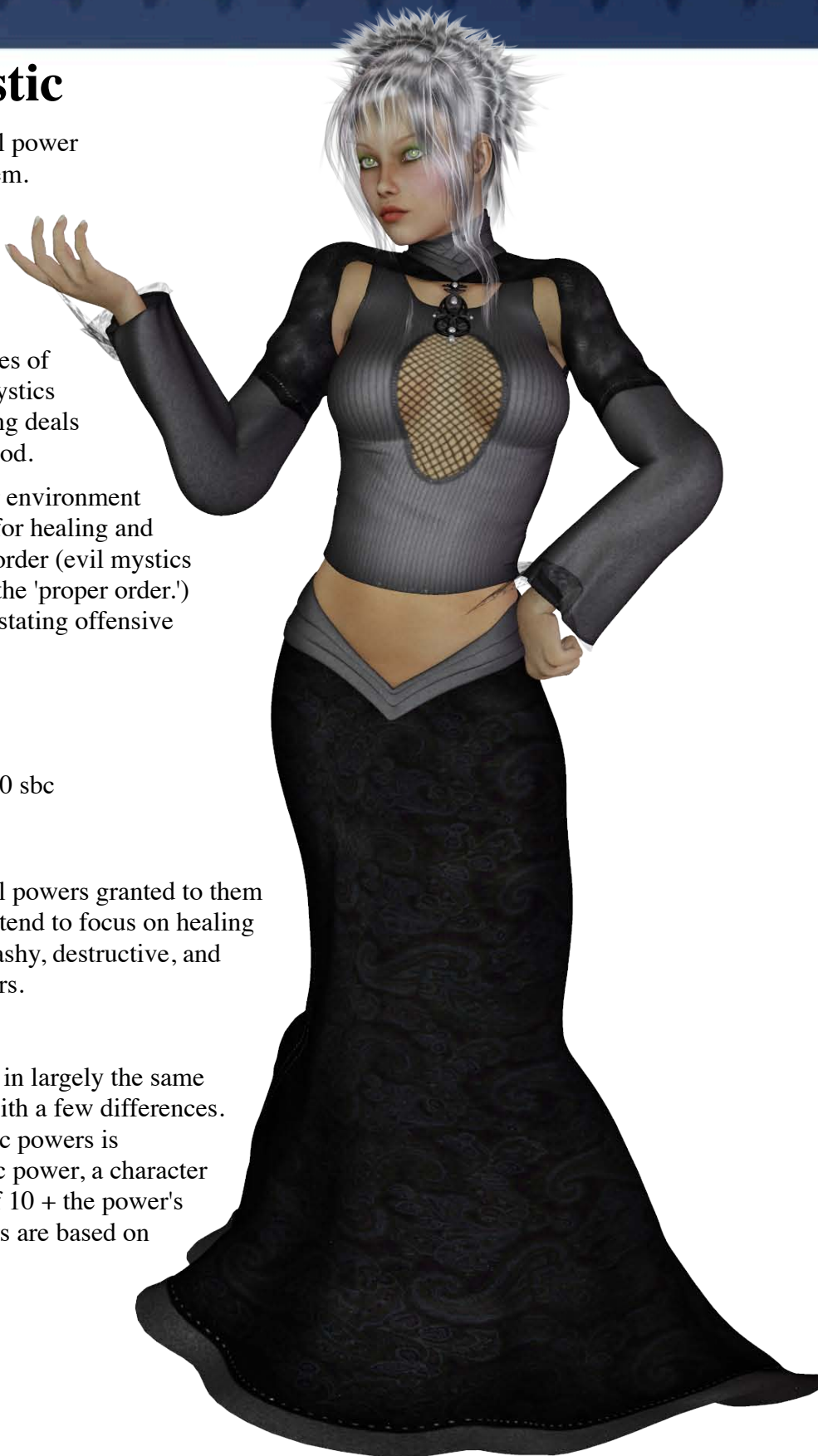
**Starting Funds:**  $(2d4+4) \times 100$  sbc

## Mystic Spells

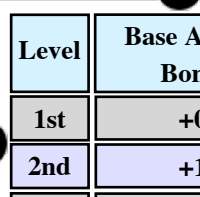
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## Preparing Mystic Powers

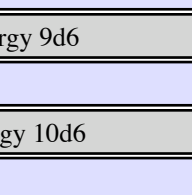
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Level	Base Attack Bonus	Base Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+2	+0	+2	Talisman, Channel Energy 1d6, Path
2nd	+1	+2	+3	+0	+3	-
3rd	+2	+2	+3	+1	+3	Channel Energy 2d6
4th	+3	+3	+4	+1	+4	-
5th	+2	+3	+4	+1	+4	Channel Energy 3d6
6th	+4	+3	+5	+2	+5	-
7th	+5	+4	+5	+2	+5	Channel Energy 4d6
8th	+6 / +1	+4	+6	+2	+6	-
9th	+6 / +1	+5	+6	+3	+6	Channel Energy 5d6
10th	+7 / +2	+5	+7	+3	+7	-
11th	+8 / +3	+5	+7	+3	+7	Channel Energy 6d6
12th	+9 / +4	+6	+8	+4	+8	-
13th	+9 / +4	+6	+8	+4	+8	Channel Energy 7d6
14th	+10 / +5	+7	+9	+4	+9	-
15th	+11 / +6 / +1	+7	+9	+5	+9	Channel Energy 8d6
16th	+12 / +7 / +2	+7	+10	+5	+10	-
17th	+12 / +7 / +2	+8	+10	+5	+10	Channel Energy 9d6
18th	+13 / +8 / +3	+8	+11	+6	+11	-
19th	+14 / +9 / +4	+9	+11	+6	+11	Channel Energy 10d6
20th	+15 / +10 / +5	+9	+12	+6	+12	-



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Spells per Day

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	2	-	-	-	-	-	-	-	-
2nd	4	3	-	-	-	-	-	-	-	-
3rd	4	3	2	-	-	-	-	-	-	-
4th	4	4	3	-	-	-	-	-	-	-
5th	4	4	3	2	-	-	-	-	-	-
6th	4	4	4	3	-	-	-	-	-	-
7th	4	5	4	3	2	-	-	-	-	-
8th	4	5	4	4	3	-	-	-	-	-
9th	4	5	5	4	3	2	-	-	-	-
10th	4	5	5	4	4	3	-	-	-	-
11th	4	5	5	5	4	3	2	-	-	-
12th	4	5	5	5	4	4	3	-	-	-
13th	4	5	5	5	5	4	3	2	-	-
14th	4	5	5	5	5	4	4	3	-	-
15th	4	5	5	5	5	5	4	3	2	-
16th	4	5	5	5	5	5	4	4	3	-
17th	4	5	5	5	5	5	5	4	3	2
18th	4	5	5	5	5	5	5	4	4	3
19th	4	5	5	5	5	5	5	5	4	3
20th	4	5	5	5	5	5	5	5	4	4

**Power Slots:** The character class tables show how many powers of each level a mystic can manifest per day. These openings for daily powers are called power slots. A mystic always has the option to use a higher-level power slot for a lower-level power. A spellcaster who lacks a high enough ability score to manifest powers that would otherwise be his or her due still gets the slots but must use them with powers of lower levels.

**Recent Casting Limit:** As with psychic powers, at the time of preparation any powers manifest within the previous eight hours count against the character's daily limit.