# ALIEN MYSTIC GIFTS

## LEVEL 1

- Hold Portal
- Light
- Purify Food & Drink
- Stupor

## LEVEL 2

- Hold Person
- Invisibility
- Levitate
- Phantasmal Force

## LEVEL 3

- Alter Time
- Dispel Effect
- Fly
- Invisibility II



# LEVEL 1 GIFTS

## HOLD PORTAL

| | |
|---|---|
| RANGE | Touch |
| DURATION | 2 hours |

This ***Gift*** holds a door or other portal in position after the ***Alien Mystic*** has physically touched it. It cannot be opened by any means unless the ***Gift*** is dispelled or the door/portal is destroyed.

## LIGHT

| | |
|---|---|
| RANGE | 60 ft |
| DURATION | 2 hours |

The target person or object (at a range of up to 120 feet) produces light about as bright as a torch or flashlight with a radius of 20 feet.



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## PURIFY FOOD & DRINK

| | |
|---|---|
| RANGE | 30 ft |
| DURATION | Immediate |

This ***Gift*** allows enough food and water for up to a dozen people to be made pure, removing spoilage, poisons and impurities from it.

## STUPOR

| | |
|---|---|
| RANGE | 240 ft |
| DURATION | 1 hour, or until awakened |

This ***Gift*** puts targets into an sleep-like stupor. Once affected, targets collapse into slumber. The ***Gift*** affects creatures based on their ***Hit Dice*** according to the table below:

| VICTIM'S HIT DICE | NUMBER AFFECTED |
|---|---|
| <1 to 1+ | 2d6+3 |
| 1+ to 2 | 2d6 |
| 2+ to 4+1 | 1d6 |

TABLE 23: Affected by Stupor



# LEVEL 2 GIFTS

## HOLD PERSON

| | |
|---|---|
| RANGE | 120 ft |
| DURATION | 1 hour |

The ***Alien Mystic*** selects 1d4 targets (***Saving Throw*** applies) or a single person (***Saving Throw*** at -2). If the target(s) fail the ***Saving Throw*** they cannot move or speak for the duration of the ***Gift's*** effect.

## INVISIBILITY

| | |
|---|---|
| RANGE | Self |
| DURATION | Until dispelled or an attack is made |

The ***Alien Mystic*** becomes invisible to both normal vision and technological sensors. If the ***Referee*** is using the invisibility rules unchanged, the result is that an invisible ***Alien Mystic*** cannot be attacked unless its approximate



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location is known, and all attacks against it are made at -4 ***To-Hit***. If the invisible ***Alien Mystic*** makes an attack, the ***Gift's*** effect ends. Otherwise, it lasts until revoked by the ***Alien Mystic***, or dispelled by another.

### LEVITATE

| | |
|---|---|
| RANGE | 20 ft per level |
| DURATION | 1 turn per level |

This ***Gift*** allows the ***Alien Mystic*** to levitate, moving vertically up or down, but not laterally; a wall, cliff side, or ceiling could be used to help this type of movement.

***Movement*** is at 6 feet per ***round*** (60 feet per ***turn***), and the ***Alien Mystic*** cannot levitate more than 20 feet per level from where the ***Gift*** was activated (such range being applied both to movement into the air and to downward movement into a pit or chasm).

### PHANTASMAL FORCE

| | |
|---|---|
| RANGE | 240 ft |
| DURATION | Until negated or dispelled |

This ***Gift*** creates a realistic illusion in sight of all who can view it. The illusion disappears when it is touched by those who recognize it for what it is or is revoked by the ***Alien Mystic*** or dispelled by another. If the viewer believes the illusion is real, he can take damage from it.



## LEVEL 3 GIFTS

### ALTER TIME

| | |
|---|---|
| RANGE | 240 ft |
| DURATION | 3 turns |

The ***Alien Mystic*** must announce which of the two options are being used:

- As a ***speeding*** effect, an area of radius 60 feet around the point where the ***Gift*** is targeted and as many as 4d6 creatures become able to move and attack at double normal speed.
- As a ***slowing*** effect, an area of radius 60 feet around the point where the ***Gift*** is targeted and as many as 4d6 creatures failing a ***Saving Throw*** can only move and attack at half speed.



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## DISPEL EFFECT

| | |
|---|---|
| RANGE | 120 ft |
| DURATION | Immediately |

This ***Gift*** can be used to immediately end any single ***Gift*** or ***Meditation*** that is currently active by another ***Alien Mystic*** or ***Star Knight***.

## FLY

| | |
|---|---|
| RANGE | Self |
| DURATION | 1d6 turns, plus 1 turn/level |

This ***Gift*** grants the power of flight, with a ***Movement*** of 120 feet per ***round***. The ***Referee*** secretly rolls for the duration; the player does not know exactly how long the power of flight will last.

## INVISIBILITY II

| | |
|---|---|
| RANGE | 240 ft |
| DURATION | Until dispelled or an attack is made |

Like the ***Invisibility Gift***, this makes the target (which doesn't have to be the ***Alien Mystic***) invisible to normal sight and technological sensors. It also creates a 10 foot radius sphere of invisibility around the recipient which moves with them. If the ***Referee*** uses the game's invisibility rules unchanged, the recipient cannot be attacked unless its approximate location is known, and all attacks against the recipient are made at -4 ***To-Hit***. If the recipient makes an attack the ***Gift*** is cancelled and they become visible again. Otherwise, it lasts until dispelled or revoked by the ***Alien Mystic***.



## WARNING!

This ends the player's section of *WHITE STAR*. That's everything you need to know in order to be a player.

*Referees* should read the entire rulebook so they understand other aspects of the game that are necessary to run a campaign.



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