

GURPS Eberron Conversion

compiled by Jürgen Hubert

April 6, 2007

Compiler's Email Address: jhubert@gmx.de

Contents

Standard Character Races	2
Changelings	2
Dwarves	2
Elves	2
Gnomes	2
Half-Elves	2
Half-Orcs	2
Halflings	3
Kalashtar	3
Shifters	3
Warforged	3
Non-Standard Character Races	4
Armand	4
Bugbear	4
Centaur	4
Ettin	4
Gargoyle	4
Giant, Cloud	4
Giant, Hill	5
Giant, Stone	5
Gnoll	5
Gnoll, Flind	5
Goatfolk (Ibixian)	5
Goblin	5
Harpy	5
Hobgoblin	5
Kenku	6
Kobold	6
Lizardfolk	6
Lizardfolk, Blackscale	6
Lizardfolk, Poison Dusk	6
Medusa	6
Minotaur	6
Ogre	7
Ogre, Skullcrusher	7
Orcs	7
Planetouched, Aasimar	7
Planetouched, Tiefling	7
Troglodyte	7
Troll	7
Magic	8
Arcane Magic	8
Divine Magic	8

Psionic Powers	9
Dragonmark Powers	9
Mark of Detection	10
Mark of Finding	10
Mark of Handling	10
Mark of Healing	10
Mark of Hospitality	10
Mark of Making	10
Mark of Passage	10
Mark of Scribing	10
Mark of Sentinel	11
Mark of Shadow	11
Mark of Storm	11
Mark of Warding	11
Wealth and Technology	11

Standard Character Races

Changelings

40 points

Advantages: Language Talent [10]; Elastic Skin [20]; Resistant to Sleep and Charm Effects (+3 to resistance rolls) [4]; Shifter Talent 1 (Acting, Fast-Talk, Intimidation, Interrogation) [5].

Dwarves

55 points

Attribute Modifiers: HT +1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5], HP +1 [2].

Advantages: Dark Vision [25]; Dwarf Talent 1 (Axe/Mace, any attack rolls versus orcs, half-orcs and goblinoids, and any Armoury, Engineer, Merchant and Perception-based rolls involving stone or metal) [5], Extended Lifespan 2 [4], Magic Resistance 2 (Improved, +150%) [10], Resistant (Poison, +3 to HT) [3].

Racially Learned Skills: Immoveable Stance (H) DX-2 [1].

Elves

52 points

Attribute Modifiers: DX +1 [20], HT -1 [-10].

Secondary Characteristic Modifiers: HP -1 [-2], Per +2 [10].

Advantages: Extended Lifespan 3 [6], Less Sleep 4 [8], Magery 0 [5], Night Vision 7 [7], Resistant (Immunity to supernatural “sleep” effects) [5].

Racially Learned Skills: Bow (A) DX-1 [1], Broadsword (A) DX-1 [1], Rapier (A) DX-1 [1].

Gnomes

36 points

Attribute Modifiers: ST -1 [-10], HT +1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5], HP +2 [4].

Advantages: Acute Hearing +2 [4], Acute Smell/Taste +2 [4], Extended Lifespan 2 [4], Gnome Talent 1 (Alchemy, Any attack rolls versus kobolds and goblinoids, illusion spells) [10], Night Vision 7 [7], Resistant (Illusions, +3) [3], Speak With Animals (burrowing creatures only -60%, 3 Uses/day -20%) [5].

Features: SM -1.

Half-Elves

24 points

Secondary Characteristic Modifiers Per +1 [5].

Advantages: Extended Lifespan 1 [2], Half-Elf Talent 1 (Diplomacy, Fast-Talk, Search, Streetwise) [5], Night Vision 7 [7], Resistant (Immunity to supernatural “sleep” effects) [5].

Half-Orcs

10 points

Attribute Modifiers: ST +1 [10], IQ -1 [-20].

Advantages: Dark Vision [25].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Halflings

36 points

Attribute Modifiers: ST -1 [-10], DX +1 [20].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Acute Hearing +2 [4], Extended Lifespan 1 [2], Halfling Talent 1 (Acrobatics, Climbing, Jumping, Sling, Stealth, Throwing, All Thrown Weapons) [10], Luck [15].

Features: SM -1

Kalashtar

33 points

Secondary Characteristic Modifier: Will +2 [10].

Advantages: Extended Lifespan 1 [2], Kalashtar Talent 1 (Diplomacy, Fast-Talk, Intimidation, Interrogation) [5], Telecommunication (Telesend: Telepathic -10%, Limited Use: 1/day -40%) [15].

Perks: Immune to dream manipulation powers and spells [1].

Note: Kalashtar can buy off the “Limited Use” Limitation for their Telecommunication advantage. They can also start with any psionic power at character creation without having to take an unusual background.

Shifters

7 points + variable

Attribute Modifiers: DX +1 [20], IQ -1 [-20].

Advantages: Night Vision 7 [7], Shifter Talent 1 (Acrobatics, Brawling, Climbing, Jumping) [5], Shifting [variable].

Disadvantages: Social Stigma (Second Class Citizen) [-5].

Each shifter must choose one of the following subtypes of shifters. Each offers a set of advantages or attribute modifiers that the character can purchase. If the character purchases more than one of them, apply the Linked (+10%) enhancement to all of them they come into use at the same time. The character also must apply the Limited Use (any, from -10% to -40%) limitation to the advantages. The Costs Fatigue, Emergencies Only, Temporary Disadvantage, Unconscious Only, Uncontrollable, and

Unreliable limitations might also be appropriate for shifters who aren't fully in control of their powers for some reason.

Beasthide: Damage Resistance (up to three levels, Tough Skin -40%, base [5/level]), HT (up to three levels, base [10/level]), HP (up to five levels, base [2/level]). Longtooth: Teeth (Sharp [1] or Fangs [2]), ST (up to five levels, base [10/level]).

Cliffwalk: Brachiator [5], DX (up to three levels, base [20/level]), Flexibility (Flexibility [5] or Double-Jointed [15]).

Razorclaw: Claws (Blunt Claws [3], Sharp Claws [5], Talons [8], or Long Talons [11]), ST (up to five levels, base [10/level]).

Longstride: Basic Move (up to five levels, [5/level]), DX (up to three levels, base [20/level]).

Wildhunt: Discriminatory Smell [15], HT (up to three levels, base [10/level]). Wildhunt shifters will also have at least one level of Acute Smell/Taste [2/level] even when not shifting.

Example: A young Beasthide shifter takes three levels of Damage Resistance, one level of HT, and three levels of extra HP as his shifter advantages. He selects the Limited Use (2/day, -30%), Costs Fatigue (2 FP, -10%), and Unreliable (-40%) limitations for all these advantages, and applies the Linked (+10%) enhancement to all of them. This brings the total to:

Damage Resistance 3 [3] (the total limitations note the “Tough Skin” limitation! - and the enhancement add up to -110%, but since limitations can't reduce the cost below -80%, this is as low as it gets), HT +1 [3] (here it adds up to -70%), and HP +3 [2] (-70% again 1.8, rounded up), for a total of 8 points. Lots of room for improvement there...

Warforged

96 points

Attribute Modifiers: HT +2 [20].

Secondary Characteristic Modifier: HP +2 [4].

Advantages: Blunt Claws [3], Damage Resistance 3 (Can't Wear Armour, -40%) [9], Doesn't Eat or Drink [10], Doesn't Sleep [20], Machine (Immunity to Metabolic Hazards [30], Injury Tolerance (No Blood, Unliving) [25], Unhealing (Total) [-30]) [25], Unaging [15].

Disadvantages: Social Stigma (Minority Group) [-10].

Features: Healing spells and similar effect will only heal half as many hit points as normally. The Mechanic skill allows the skill user to function exactly as a doctor with the appropriate medical skills, however.

As constructs, warforged do not ordinarily have Fatigue points and cannot get exhausted. To push their bodies beyond the usual limits and to power supernatural abilities, they must buy Fatigue Points at the usual cost of 3/level.

Warforged can purchase up to four additional lev-

els of Damage Resistance (Cant Wear Armour, -40%) [3/level]. However, if they have a total of more than four levels, they also must take a level of Basic Move -1 [-5]. If they have more than six, they need to take two levels.

Non-Standard Character Races

Armand

111 points

Attribute Modifiers: +3 DX [60], +3 HT [30], -1 SM.

Secondary Characteristic Modifiers: -2 Basic Move [-10].

Advantages: Armand Talent 1 (Immovable Stance, Survival) [5], Claws (Sharp Claws) [5], DR 1 [5], Dark Vision [25].

Perks: Can tunnel without shovel [1].

Disadvantages: Social Stigma (Minority Group) [-10].

Features: SM -1.

Bugbear

88 points

Attribute Modifiers: +2 ST [18], +1 DX [20], +1 HT [10].

Advantages: Damage Resistance 1 (Tough Skin) [3], Dark Vision [25], Discriminatory Smell [15], Racial Skill Bonus 1 (Stealth) [2].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Features: SM +1.

Centaur

196 points

Attribute Modifiers: +16 ST [144], +2 DX [40], -1 IQ [-20], +2 HT [20].

Secondary Characteristic Modifiers: +2 Will [10], +2 Per [10], +1 Basic Move [5].

Advantages: Claws (Hooves) [3], DR 1 (Tough Skin) [3], Dark Vision [25], Extra Legs (4 legs) [5].

Perks: Fur [1].

Disadvantages: Reduced Arm Strength (-10 Arm Strength) [-45], Social Stigma (Second-Class Citizen) [-5].

Features: SM +1.

Ettin

218 points

Attribute Modifiers: +25 ST [200], -1 DX [-20], -2 IQ [-40], +2 HT [20].

Secondary Characteristic Modifiers: +2 Per [10], +1 Basic Move [5].

Advantages: DR 2 (Tough Skin) [6], Extra Attack 1 [25], Extra Head 1 [15], Night Vision 7 [7].

Disadvantages: Social Stigma (Minority Group) [-10].

Features: SM +2.

Gargoyle

152 points

Attribute Modifiers: +2 ST [20], +2 DX [40], -2 IQ [-40], +3 HT [30].

Secondary Characteristic Modifiers: +3 Per [15].

Advantages: Claws (Talons) [8], DR 1 [5], DR 3 (magic, cold; common) [9], Dark Vision [25], Doesn't Breathe [20], Doesn't Eat or Drink [10], Flight (Winged, Cannot Hover) [24], Teeth (Sharp Teeth) [1], Temperature Tolerance (vs. cold) 3 [3].

Disadvantages: Reduced Air Move -4 [8], Social Stigma (Minority Group) [-10].

Giant, Cloud

296 points

Attribute Modifiers: +24 ST [168], +1 DX [20], +1 IQ [20], +4 HT [40]. **Secondary Characteristic Modifiers:** -1 Will [-5], +2 Per [10], +1 Basic Move [5].

Advantages: Charisma 1 [5], DR 3 (Tough Skin) [9], Discriminatory Smell [15], Extended Lifespan (x4) [4], Flight (Lighter Than Air, Max. Duration

(10 min.) [16], Magery 0 [5], Night Vision 7 [7], Racially Learned Spell: Fog 12 [8].

Disadvantages: Reduced Air Move (-8 Air Move) [-16], Social Stigma (Minority Group) [-10].

Features: SM +3.

Giant, Hill

68 points

Attribute Modifiers: +11 ST [88], -1 DX [-20], -2 IQ [-40], +2 HT [20].

Secondary Characteristic Modifiers: +2 Per [10], +1 Basic Move [5].

Advantages: DR 2 (Tough Skin) [6], Extended Lifespan (x2) [2], Night Vision 7 [7].

Disadvantages: Social Stigma (Minority Group) [-10].

Features: SM +2.

Giant, Stone

200 points

Attribute Modifiers: +13 ST [104], +2 DX [40], +2 HT [20].

Secondary Characteristic Modifiers: +1 Per [5].

Advantages: DR 3 (Tough Skin) [9], Dark Vision [25], Extended Lifespan (x8) [6].

Perks: +2 to Stealth in rocky terrain [1].

Disadvantages: Social Stigma (Minority Group) [-10].

Features: SM +2.

Gnoll

33 points

Attribute Modifiers: +3 ST [27], -1 IQ [-20], +1 HT [10].

Secondary Characteristic Modifiers: Per +1 [5].

Advantages: Dark Vision [25].

Perks: Fur [1].

Disadvantages: Chummy [-5], Gluttony (12 or less) [-5], Social Stigma (Second-Class Citizen) [-5].

Gnoll, Flind

96 points

Attribute Modifiers: +4 ST [36], +1 DX [20], +2 HT [20].

Advantages: Charisma 1 (Gnolls only, -20%) [4], Dark Vision [25].

Perks: Fur [1].

Disadvantages: Gluttony (12 or less) [-5], Social Stigma (Second-Class Citizen) [-5].

Features: SM +1.

Goatfolk (Ibixian)

54 points

Attribute Modifiers: +2 ST [20], -1 IQ [-20], +1 HT [10].

Secondary Characteristic Modifiers: Will +1 [5].

Advantages: Claws (Hooves) [3], Dark Vision [25], Higher Purpose (fight (alongside) goatfolk) [5], Striker (crushing) (Horns, Limited Arc: Front, Long (+1)) [8], Racially Learned Skill 1 (Intimidate) [2].

Perks: Fur [1].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Goblin

5 points

Attribute Modifiers: -3 ST [-30], +1 DX [20].

Advantages: Dark Vision [25], Goblin Talent 1 (Riding, Stealth) [5].

Disadvantages: Cowardice (12 or less) [-10], Social Stigma (Second-Class Citizen) [-5].

Harpy

100 points

Attribute Modifiers: +2 DX [40], -1 IQ [-20].

Secondary Characteristic Modifiers: +1 Will [5], +2 Per [10], -1 Basic Move [-5].

Advantages: Acute Hearing 1 [2], Charisma 1 [5], Claws (Sharp Claws) [5], Dark Vision [25], Extra Air Move 2 [4], Flight (Cannot Hover, Winged) [24], Harpy Talent 1 (Fast-Talk, Singing) [5], Voice [10].

Disadvantages: Social Stigma (Minority Group) [-10].

Hobgoblin

62 points

Attribute Modifiers: +1 ST [10], +1 DX [20], +1 HT [10].

Advantages: Dark Vision [25], Racial Skill Bonus 1 (Stealth) [2].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Kenku

16 points

Attribute Modifiers: -2 ST [-20], +1 DX [20].**Advantages:** Claws (Sharp Claws) [5], Higher Purpose (Teamwork) [5], Mimikry [10], Night Vision 7 [7], Teeth (Sharp Beak) [1], Racial Skill Bonus 1 (Stealth) [2].**Perks:** Feathers [1].**Disadvantages:** Cowardice (12 or less) [-10], Social Stigma (Second-Class Citizen) [-5].**Kobold**

-16 points

Attribute Modifiers: -4 ST [-40], +1 DX [20], -1 HT [-10].**Advantages:** Dark Vision [25], Kobold Talent 1 (Engineer (Mining), Professional Skill (Miner), Search, Traps) [5].**Disadvantages:** Cowardice (12 or less) [-10], Light Sensitivity [-1], Social Stigma (Second-Class Citizen) [-5].**Features:** SM -2.**Lizardfolk**

26 points

Attribute Modifiers: +2 ST [18], -1 IQ [-20], +1 HT [10].**Secondary Characteristic Modifiers:** +1 Per [5].**Advantages:** Breath Holding 1 [2], Claws (Sharp Claws) [5], DR 1 (flexible) [4], Teeth (Sharp Teeth) [1], Lizardfolk Talent 1 (Acrobatics (Balance), Jumping, Swimming) [5], Nictitating Membrane 1 [1].**Disadvantages:** Social Stigma (Second-Class Citizen) [-5].**Features:** SM +1.**Lizardfolk, Blackscale**

123 points

Attribute Modifiers: +7 ST [63], -1 IQ [-20], +2 HT [20].**Secondary Characteristic Modifiers:** +1 Will [5], +1 Per [5], +1 Basic Move [5] **Advantages:** Breath Holding 1 [2], Claws (Sharp Claws) [5], DR 2 (flexible) [8], DR 1 (vs. acid; occasional) [2], Dark Vision [25], Lizardfolk Talent 1 (Acrobatics (Balancing), Jumping, Swimming) [5], Nictitating Membrane 2 [2], Teeth (Sharp Teeth) [1].**Disadvantages:** Social Stigma (Second-Class Citizen) [-5].**Features:** SM +1.**Lizardfolk, Poison Dusk**

30 points

Attribute Modifiers: -3 ST [-30], +1 DX [20], +1 HT [10].**Advantages:** Breath Holding 1 [2], Chameleon 2 [10], Claws (Sharp Claws) [5], DR 1 (flexible) [4], Poison Dusk Talent 1 (Acrobatics (Balancing), Jumping, Poison, Swimming) [5], Nictitating Membrane 1 [1], Night Vision 7 [7], Teeth (Sharp Teeth) [1].**Disadvantages:** Social Stigma (Second-Class Citizen) [-5].**Features:** SM -1.**Medusa**

810 points

Attribute Modifiers: +2 DX [40], +1 IQ [20], +1 HT [10].**Secondary Characteristic Modifiers:** -1 Will [-5].**Advantages:** Affliction 3 (Body of Stone +1400%, Doesn't Eat or Drink +100%, Unaging +150%, Paralysis +150%, Unconsciousness +200%; Extended Duration (Permanent, cured by magic/wish) +150%, Malediction 1 +100%, Sense-Based (Vision) -20%) [699], Appearance (Beautiful) [12], DR 1 (Flexible) [4], Dark Vision [25], Innate Attack (1d toxic, Cyclic (10 seconds interval, 2 cycles) +50%, Follow Up (to bite) +0%, Side Affect (reduce ST by the inflicted damage on failed HT roll) +68%, Resistible (HT-2 roll) -20%) [8], Nictitating Membrane 1 [1], Teeth (Sharp Teeth) [1].**Disadvantages:** Social Stigma (Second-Class Citizen) [-5].**Minotaur**

140 points

Attribute Modifiers: +8 ST [72], -2 IQ [-40], +2 HT [20].**Secondary Characteristic Modifiers:** +3 Per [15].**Advantages:** Absolute Direction [5], Combat Reflexes [15], DR 1 (flexible) [4], Dark Vision [25], Discriminatory Smell [15], Striker (Impaling) (Horns, Limited Arc: Front, Long (+1)) [13].

Perks: Fur [1].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Features: SM +1.

Ogre

61 points

Attribute Modifiers: +7 ST [63], -1 DX [-20], -2 IQ [-40], +2 HT [20].

Secondary Characteristic Modifiers: +2 Per [10], +1 Basic Move [5].

Advantages: DR 1 (Tough Skin) [3], Dark Vision [25].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Features: SM +1.

Ogre, Skullcrusher

116 points

Attribute Modifiers: +7 ST [63], +3 HT [30].

Secondary Characteristic Modifiers: -1 Will [-5], Basic Move +1 [5].

Advantages: DR 1 (Tough Skin) [3], Dark Vision [25].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Features: SM +1.

Orcs

19 points

Attribute Modifiers: ST +2 [20], IQ -1 [-20].

Advantages: Dark Vision [25].

Disadvantages: Light Sensitivity [-1] (Note: Orcs are effectively missing one level of Night Vision - in this case, the level appropriate for bright daylight or other strong illumination, and they suffer a -1 Visibility penalty on sight-based rolls, including attack rolls. They do not suffer penalties for any illumination less than that, however.), Social Stigma (Second-Class Citizen) [-5].

Planetouched, Aasimar

56 points

Secondary Characteristic Modifiers: +1 Per [5].

Advantages: Charisma 1 [5], Damage Resistance 1 (vs. acid, cold and electricity) [4], Dark Vision [25], Magery 0 [5], Racially Learned Spell (Continual Light) 12 [12].

Planetouched, Tiefling

87 points

Attribute Modifiers: +1 DX [20], +1 IQ [20].

Advantages: DR 1 (vs. cold, electricity, fire) [4], Dark Vision [25], Magery 0 [5], Tiefling Talent 1 (Fast-Talk, Stealth) [5], Racially Learned Spell (Darkness) 12 [8].

Troglodyte

70 points

Attribute Modifiers: -1 DX [-20], -1 IQ [-20].

Advantages: Affliction (Stench) 2 (Area Effect (8), Emanation, Respiratory Agent, Uncontrollable (non-destructive Power), Nauseated) [60], Claws (Sharp Claws) [5], DR 1 (Flexible) [4], Dark Vision [25], Teeth (Sharp Teeth) [1], Racial Skill Bonus 1 (Stealth) [2].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Troll

287 points

Attribute Modifiers: +6 ST [54], +2 DX [40], -2 IQ [-40], +5 HT [50].

Secondary Characteristic Modifiers: +1 Per [5], -1 Basic Move [-5].

Advantages: Claws (Sharp Claws) [5], DR 1 (Tough Skin) [3], Dark Vision [25], Discriminatory Smell [15], Fearlessness 12 [24], Regeneration (Very Fast) [100], Regrowth [40], Teeth (Sharp Teeth) [1].

Disadvantages: Gluttony (12 or less) [-5], On the Edge [-15], Social Stigma (Minority Group) [-10].

Features: acid and fire damage isn't regenerated (but heals normally).

Features: SM +1.

Magic

Arcane Magic

Arcane magic is available through the Magery advantage. Magery 0 costs 5 points, and every additional level costs 10 points. Starting characters should not have more than Magery 3. Note that Eberron is a *high mana* world and that it is possible to learn and cast spells even without Magery.

There are three ways of learning and casting spells:

Learning individual spells: It is possible to learn spells as per the standard GURPS rules, by purchasing them as individual skills but this is only possible for spells that do not have Magery 1 or higher as a prerequisite. People who choose to learn spells this way are usually called “Magewrights” in Eberron and use a few useful spells exclusively for their daily professional work. Some so-called bards also make a lot of use of these spells.

Wizardly magic: For this variant, the spellcaster needs a spellbook in which he must inscribe all spells he wants to cast. He also needs to purchase a number of “spell slots”. He then can take one minute to read up the spell he wants to cast in his spell book and “prepare” the spell for casting. This uses up one of his spell slots, which remains “in use” until the spellcaster either casts the spell or empties the slot without casting the spell. He then can use the spellbook to prepare the same spell again or a different one.

Individual spell slots cost 5 CP. Each slot includes one Spell Character Point. The character can put as many additional Spell Character Points into them as he has available. Spell Character Points costs 2 CP each.

Note: This is a Modular Ability of the Super-Memorization variant [8], with the limitations Spells Only (-20%) and Preparation Required (1 minute, -20%).

A wizard starts off with a number of spells in his spellbook (which costs 15 gp and holds 50 spells) equal to his skill level in Thaumatology. Note that these spells must follow the usual prerequisite chains the difficult spells refer back to elements of the easier ones, and a wizard cannot prepare them if he doesn't have those easier spells written down as well. He can purchase additional spells at character creation the usual is $(1 + \text{number of prerequisites the spell has}) \times 10$ gp. (Later, the cost is “whatever the market will bear”, though simple spells with few prerequisites are easy to get).

During play, the mage can attempt to transcribe spells from other grimoires or scrolls. This uses up 10

gp of writing materials and requires a Thaumatology skill roll at a penalty equal to the number of prerequisites the spell has. If the skill roll fails, the materials (and pages in the spellbook) are wasted, and the wizard cannot attempt to transcribe the spell again unless he finds a teacher, increases his Thaumatology skill, or a different source for the spell. Teachers may aid in learning spells.

Sorcery A character can purchase magical powers as advantages with the Magic Limitation (-10%) and either Costs Fatigue or Limited Use. However, attack powers that are based on Innate Attack or Affliction have an additional limitation: The player of the character cannot put more than one-fourth of the character's total character points in a single power. This is done to prevent the character from outshining others in sheer destructive power.

All arcane magic have the following limitations:

- Encumbrance makes it difficult to cast the spells. Subtract the spellcasters encumbrance level from his effective skill with all spells.
- No Healing spells or powers are available. The only exception is Recover Energy, which can be learned as an individual skill despite its Magery 1 prerequisite.

Divine Magic

Divine magic is available through the Power Investiture advantage. Starting characters should have no more than three levels of Power Investiture. Note that priests will usually also have Clerical Investment and possibly one or more levels of Religious Rank, but this is not required for spellcasting purposes all that matters is the faith of the spellcaster.

Divine spellcasters must learn the Ritual Magic skill, which is an IQ/Very Hard skill, and one or more College Skills (also IQ/Very Hard) that represent the various colleges of magic (which ones are available depends on the faith in question) that defaults to Ritual Magic-6. College skills have Ritual Magic as a prerequisite and may never exceed it.

Divine spellcasters can cast spells at default. For each prerequisite the spell or its prerequisites would have in the standard system, the default is at a cumulative 1 (e.g., a spell with one prerequisite that itself has one prerequisite defaults to college skill-2). To raise a spell past its default level, the mage must have at least one point in the college skill, but he can ignore the spells prerequisites under the standard system. Increasing the spell costs 2 character

points for the first +1, and one character point for each additional +1 (so a spell that defaults to college skill-2 could be cast at its college skill level for 3 character points). Spells cannot exceed the associated college skill.

Power Investiture adds to both the Ritual Magic skill and the college skills.

Here is a breakdown of available colleges by religion:

Church of the Silver Flame: Healing, Light & Darkness (Light only), Necromancy (spells that sense or banish spirits and undead only), Protection and Warning

The Sovereign Host: If the cleric follows the Host as a whole, pick any four domains from individual deities.

- **Arawi, God of Agriculture:** Air, Food, Healing, Plant
- **Aureon, God of Law and Knowledge:** Communication and Empathy, Healing, Knowledge, Meta
- **Balinor, God of Beasts and the Hunt:** Air, Animal, Earth, Healing
- **Boldrei, God of Community and Hearth:** Communication and Empathy, Food, Healing, Protection and Warning
- **Dol Arrah, God of Honor and Sacrifice:** Body Control, Communication & Empathy, Healing, Light & Darkness (Light only)
- **Dol Dorn, God of Strength at Arms:** Body Control, Healing, Making and Breaking, Sound
- **Kol Korran, God of Trade and Wealth:** Communication and Empathy, Healing, Knowledge, Movement
- **Olladra, God of Feast and Good Fortune:** Communication and Empathy, Food, Healing, Movement
- **Onatar, God of Artifice and the Forge:** Fire, Healing, Enchantment (the Enchantment spell is assumed to have a default equal to the Enchantment college for the priests of Onatar!), Making and Breaking.

The Dark Six: If the cleric follows the Dark Six as a whole, pick any four domains from individual deities.

- **The Devourer:** Air, Body Control, Making and Breaking (Breaking spells only), Water
- **The Fury:** Body Control, Communication and Empathy, Healing, Mind Control
- **The Keeper:** Body Control, Knowledge, Light and Darkness (Darkness spells only), Necromancy
- **The Mockery:** Body Control, Illusion, Light and Darkness (Darkness spells only), Sound
- **The Shadow:** Knowledge, Meta, Light and Darkness (Darkness spells only), Necromancy
- **The Traveler:** Animal Control (Shapeshifting spells only), Communication and Empathy, Illusion, Movement

The Blood of Vol: Body Control, Healing, Knowledge, Necromancy
The Cults of the Dragon Below: Earth, Mind Control, Light and Darkness (Darkness spells only), Necromancy
The Path of Light: Healing, Knowledge, Meta, Protection and Warning
The Undying Court: Healing, Light and Darkness (Light spells only), Necromancy, Protection and Warning

Druids: Air, Animal, Earth, Fire, Healing, Plant, Water

Additional powers: Priests can purchase the True Faith [15] advantage. Druids can purchase the Shapeshifting advantage, but only for animals. More powerful divine spellcasters and members of certain monastic orders might be able to purchase other powers as well.

Psionic Powers

As described in GURPS 4E. However, these powers are rare on Khoirvaire, and non-Kalashtar characters shouldn't start with advantages in more than one psionic power (Antipsi, ESP, Psychic Healing, Psychokinesis, Telepathy, and Teleportation) without a paying for an Unusual Background.

Dragonmark Powers

Use the following rules to individualize your characters dragonmark powers.

Each type of dragonmark has a set of advantages that represent different ways the dragonmark powers can manifest themselves and that the bearer of each dragonmark can acquire. Apply the Dragonmark Power limitation (-10%) to each of these advantages this represents the fact that these powers are magical in nature and subject to magical countermeasures. In case anyone wants to dispel these powers, the effective skill of the power is equal to the characters Will plus the appropriate Talent.

You can also apply the following limitations to the power in addition to the Dragonmark Power limitation: Costs Fatigue, Emergencies Only, Limited Use, Unconscious Only, Uncontrollable, and Unreliable.

Individual advantages (like Innate Attack) might also allow for additional limitations (or enhancements).

Each dragonmark also has an associated Talent, which gives a bonus to all attribute-related rolls when using the appropriate powers, as well as to rolls with one or more mundane skill.

Note: The point cost of all the advantages listed here does not include the modifiers for the Dragonmark Power limitation, as well as the modifiers for all other applicable enhancements and limitations. First add up the values of all enhancements and limitations, and then apply them to the advantage!

Mark of Detection

House: Medani

Race: Half-elf

Advantages: Detect (magic and supernatural effects, harmful substances of various kinds), See Invisible [15]. They can add the Cosmic (+50%) enhancement to their powers.

Talent Skill: Observation

Mark of Finding

House: Tharashk

Race: Half-orc, human

Advantages: Absolute Direction [5/10], Detect (objects and substances). They can add the Increased Range (+10%/level) enhancement to their powers.

Talent Skill: Search

Mark of Handling

House: Vadalis

Race: Human

Advantages: Ally (Summonable, +100% - this must be a natural animal), Animal Empathy [5], Animal Growth (Affliction that grants the Growth advantage, additional ST and DR, and only works on natural animals) Mind Control (Only vs Natural Animals, -20%) [50], Speak With Animals [25].

Talent Skill: Animal Handling

Mark of Healing

House: Jorasco

Race: Halfling

Advantages: Healing (they can add the Xeno-healing enhancement) [30]

Talent Skill: First Aid and Physician.

Mark of Hospitality

House: Ghallanda

Race: Halfling

Advantages: Ally (Summonable, +100%. It will also always have Invisibility [40], Code of Honor (will only do servant work) [-15], and Pacifism (Total Non-violence) [-30]), a variety of Afflictions that grant others advantages (such as additional HP, ST, Resistance to poison, disease, etc.), with the Preparation Required limitation the dragonmark bearer cooks and prepares meals, and the other characters gain the advantages upon eating them. Talent Skill: Diplomacy

Mark of Making

House: Cannith

Race: Human

Advantages: Gadgeteer [25/50], Healing (On objects, including machines, instead of living beings, -10%) [30]

Talent Skill: Armoury

Mark of Passage

House: Orien

Race: Human

Advantages: Ally (summonable +100%, mount only), Enhanced Move [20/level], Warp [100]

Talent Skill: Survival.

Mark of Scribing

House: Sivis

Race: Gnome

Advantages: Arcane Mark [21], Telesend [30]

Talent Skill: Research

Note: Arcane Mark is an Affliction that creates a Permanent (+150%) Unnatural Feature (+10%) with a range of Close (-30%) that only works on objects (-20%). This is the personal sigil of the dragonmark bearer that cannot be forged, and members of House Sivis are usually hired by various organisations and governments to sign official documents with it to prove their authenticity.

Mark of Sentinel

House: Deneith

Race: Human

Advantages: Various forms of Afflictions that grant various forms of Damage Resistance, often with limitations for certain damage forms (only versus ranged attacks, energy damage, etc.)

Talent Skill: Criminology

Mark of Shadow

House: Phiarlan, Thuranni

Race: Elf

Advantages: Ally (Summonable, +100%, must be a creature of living shadow), Chameleon [5/level], Clairsentience [50], Elastic Skin [20], Shadow Form [50], Silence [5/level]

Talent Skill: Stealth, Streetwise

Mark of Storm

House: Lyandar

Race: Half-elf

Advantages: Control (Weather) (Natural Phenomena +100%) [40/level], Innate Attacks and Afflictions that revolve around controlling wind and weather. These will do knockback damage at the most.

Talent Skill: Acrobatics

Mark of Warding

House: Kunderak

Race: Dwarf

Advantages: Afflictions and Innate Attacks with the Triggered Delay enhancement (+50% - usually if a person passes by or touches it without mentioning a specific password).

Talent Skill: Search

Note: Members of a Dragonmark House in good standing will also usually enjoy all sorts of social advantages, but these are not mandatory. A Code of Honor (Professional) [-5] is common.

Wealth and Technology

The general Tech Level of Eberron is TL3+2. Eberron uses the standard D&D currency conventions:

1 gold piece (gp) = 10 silver pieces (sp) = 100 copper pieces (cp)

Characters can freely purchase from the standard

D&D, Eberron, and GURPS equipment lists (though items from the GURPS equipment lists should be restricted to non-mechanical items - firearms certainly aren't appropriate to the setting!), though GURPS prices take precedence. Each GURPS \$ is the equivalent of 1 sp or 0.1 gp. Standard starting wealth is 200 gp.