

The Techno-Magic of Bast



OGL

3.5 SYSTEM COMPATIBLE



A Micro-Sourcebook For Otherverse America

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A Micro-Sourcebook for the Otherverse America Campaign Setting

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“Parallel practical and ritual action aimed at the same problem
seem characteristic of Egyptian culture.”
-Geraldine Pinch, *Magic in Ancient Egypt*

Some of the most advanced technology of the neo-pagan Covenant can barely be recognized as technology. Especially among the Bastian faction of the Covenant, superstition and ancient magical rituals, empowered by bleeding edge Psi-tech, work in conjunction with more conventional technology to solve the 22nd Century's many crisis.

The new techno-magical artifacts described below are common at every level of Bastian culture- they are found in homes, in school rooms, in dormitories and corporate offices, as well as being carried into battle by heroic Bastian special operations troops. Most of these new items are hand crafted by specially trained artisans who have mastered a unique set of Object Philosophies, based upon the magic of ancient Egypt.

The Bastian community has a great respect for craftsmen and artists, and producing fine ritual objects capable of accepting psi-based enchantments is as much an act of devotion to Bast as it is a practical occupation. Bastians

believe their culture of art, learning and fine craftsmanship is one of the critical differences between Pagan and Christian- Bastians create items of as great and enduring beauty as the pyramids, while Christians build cheap stripmalls and prefab toys that fall apart after a few weeks use. Crafting mekhtets is one more way to show the superiority of Bastian culture, and is practiced enthusiastically by any Bastian with a talent for Philosophies.

Craft Mekhtet (Choicer Object Philosophy)

You know the secret of crafting a small charm called a mekhtet and imbuing it with a Psionic charge. Mekhtets are an ancient artform, coin-sized amulets covered in protective sigils and hieroglyphs worn as necklaces, bangles or charms. Modern Bastian mekhtets are as likely to be made of high-impact polymer or 22nd Century alloys as they are to be hammered from gold or silver, or fired from ceramic or wax.

Prerequisite: Craft (visual arts) 4 ranks,
Knowledge (theology & philosophy) 4 ranks

Benefit: With a successful DC 18 Craft (visual arts) check and 1-2 hours of work, you can produce a mekhtet and imbue it with energy. Each mekhtet has a different purpose and design, chosen when it is first created. These various mekhtets bestow different abilities upon their wearers and are described in detail later.

A character can wear or carry any number of mekhtets, but can only activate the stored power within their mekhtets a number of times per day equal to their WIS modifier (minimum one mekhtet activated per day). Activating a mekhtet is a standard action. Once activated, the mekhtet provides some form of benefit to the wearer for a specific period of time, usually for an hour, but occasionally less in the case of combat-focused mekhtets.

Each mekhtet can only be activated once per day. Once expended, the Psionic charge built into the amulet requires about a day to build back up to usable levels. If a player wishes to activate the same mekhtet more than once, he must have purchased multiple copies of that specific charm.

All mekhtets are Fine objects of negligible weight (most are roughly the size of a silver dollar). They have a Purchase DC of $5 + 1d4$ and are usually unrestricted items. In many Lifer Enclaves, Mekhtets are considered Restricted (+2) or even Illegal (+4) items, if they can be found at all.

Defensive Mekhtets (Choicer Object Philosophy)

Any mekhtet you create wraps its wearer in a protective aura when activated.

Prerequisite: Craft Mekhtet

Benefit: Any mekhtet you create has an additional power built in. After activating the Mekhtet, you are surrounded by a semi-visible energy field that absorbs a number of points of damage equal to the Mekhtet's Purchase DC. This energy field remains in place until it stops the designated number of Hit Points worth of

damage, or until one minute elapses, whichever comes first. Apply this energy field before applying other forms of Energy Resistance or Damage Resistance.

Superior Mekhtets (Choicer Object Philosophy)

Your superior skills and drive allow you to craft highly useful charms.

Prerequisite: Craft Mekhtet

Benefit: If you succeed on the Craft check to assemble a mekhtet by 5 or more points, you create a superior mekhtet. This superior charm can be activated up to three times per day, and activating the charm is considered a free action. Alternatively, the wearer can suck the Psionic energy woven into the charge directly from it, instantly recovering between 1 and 3 HP (depending on the number of daily charges remaining). This action may save the wearer's life, but destroys the mekhtet.

These improved mekhtets are in great demand, and the Purchase DC of these items is increased by +2.

Weaponized Mekhtet (Choicer Object Philosophy)

It's all about energy- moving it, storing it, accessing it. You've learned a new use for the energy stored in a mekhtet. You can unleash it in a single devastating force-blast. It's not easy, it's not pretty, but it just might keep you alive.

Prerequisite: Craft Mekhtet

Benefit: As an attack action, you can fire a bolt of energy from any charged mekhtet. This bolt of energy unerringly strikes any target visible to you that does not have total cover within 30 ft. This energy bolt inflicts $1d4$ points of force damage plus one point per two character levels (maximum $1d4 + 10$) points of force damage.

Using a mekhtet in this manner completely destroys it. The charm flakes away to

carbon and ash in your hand, as if vaporized by intense heat.

Mekhtets

Bastian craftsmen might design mekhtets to protect wearers against an infinite number of possible dangers. Some designs are relics of old Egypt, rediscovered and re-imagined by psychometric historians. Other mekhtets are protections against modern dangers- especially the ever present danger of Lifer terror strikes or equally fearsome xeno-predators.

Once activated, all mekhtets have a duration of one hour after activation unless otherwise noted.

Against Sekmet's Wrath

The lion goddess Sekmet, sister of Bast in the pantheon, is said to have power over disease. This charm is made in the shape of a fearsome lioness' face, crowned with a solar disk. This mekhtet provides the wearer with a +2 bonus on FORT Saves made to resist disease.

Alternatively, if the wearer is suffering from any disease, the wearer may completely expend the amulet's Psionic charge to receive a +5 bonus on an immediate FORT Save to overcome the disease. Duration: 4 hours after activation or instant.

Ambushguard

This mekhtet provides the wearer with a +2 bonus on Spot and Listen checks made to avoid being surprised.

Amulet of Health

This ornately decorated charm provides the wearer with a +2 bonus on FORT Saves made to resist any man-made or genetically modified disease, and is often worn by Bastian paramedics and first responders heading into possibly contaminated situations. This stacks with

the more general bonus provided by the mekhtet "Against Sekmet's Wrath".



Amulet of Protecting the Ubasti

This new charm depicts hieroglyphs celebrating the strength, courage and loyalty of the Ubasti species. When worn by a member of the Ubasti race, this charm provides a +2 bonus on grapple checks. This charm has no effect if worn by members of other species.

Avoid Dangerous Animals

This old charm provides a +2 bonus on Hide and Move Silently checks made against a specific dangerous animal depicted on the amulet. Classical mekhtets in this style protect against crocodiles, snakes, hippopotamus and lions. Modern version of this charm include wards against attack dogs and specific xeno-predators of the Animal type.

Bes the Lustful

This blue faience charm is shaped to resemble the grinning little gargoyle named Bes, and is usually worn as a naval or genital piercing. When activated this charm allows the wearer to consciously regulate his or her fertility. For the duration, the wearer will not become pregnant or be capable of impregnating a woman unless he or she specifically chooses to. Duration: 4 hours after activation

Bes the Protective

The Bes depicted on this charm has his normally cheerful face contorted into a snarl of rage. While this charm is active, the wearer receives a +8 bonus on FORT Saves made to resist Massive Damage.

Binding All Wounds

This blood red charm is inscribed with sigils of health and vitality. While activated, the wearer automatically stabilizes when reduced to 0 HP or below.

Defense against Galactic Darkness

This cutting-edge charm provides the wearer with a +1 bonus on attack rolls and saving throws against creatures with the Lifechained subtype. This charm is usually constructed from bone or exo-skeletal shards of a Lifechained predator.

Fight the Current

An old charm popular in ancient Egypt, especially during the flood season, this mekhtet provides the wearer with a +2 bonus on Swim checks. Duration: 3 hours after activation.

Fist of Mihos

Named for the lion-headed and deadly only son of Bast, this amulet is carried by many Bastian martial artists and boxers. This charm provides a +1 bonus on unarmed damage rolls.

Find Oasis

This old charm is less relevant today than it was in the distant past, but is still popular

among desert-ops troops and colonists taming desert worlds. It provides the wearer with a +2 bonus on Survival checks made to find water in a desert.

Great Beauty

This charm provides the wearer with a +2 bonus on sexually oriented Bluff and Diplomacy checks. Highly decorative, the purchase price of these charms may more than double if designed by a big name jeweler or fashionista with psi-potential and Bastian beliefs. Duration: 8 hours after activation.

Healer of Kin

This charm provides the wearer with a +2 bonus on Treat Injury checks made to aid members of his or her immediate family.

Impossible Laughter

This mekhtet gives the wearer a +2 bonus on Perform (comedy) checks. This charm has been enthusiastically co-opted by the Eleusinian Mystery Cult, and is often worn by priestesses who have mastered the Iambe's Laughter Philosophy.

Maintenance of Weapons

A common charm in Bastian armories and at Choicer firing ranges, this mekhtet provides the wearer with a +2 bonus on Craft and Repair checks made concerning firearms and energy weapons. Duration: 4 hours after activation

Many Languages

This small, oval charm includes a unique hieroglyph describing a single culture. When activated, this charm allows the wearer to speak the specific language encoded into the mekhtet, though no ability to read the language is conferred.

The mekhtet's creator must have a rank in the language to be encoded into the charm. Duration: 4 hours after activation

New Skin and Blood

This modern charm is inscribed with sleek new hieroglyphs resembling a DNA strand. This mekhtet provides the wearer with a +2 bonus on FORT Saves made to withstand genetic engineering. Bastian gene-cutters use this charm in conjunction with the Gene-Safe drug and other modern medical miracles to safely and painlessly genetically engineer their patients. Duration: 8 hours after activation.

Patience of the Worker

This charm is designed for the poor and those in arduous careers. Once activated, it provides a +3 bonus on Profession checks made to earn a living. Many Bastian laborers, as well as Choicer citizens living rough in Lifer Pensacola call upon the magic of this charm before beginning their shift. Duration: 8 hours after activation.

Protector of Living Machines

This modern charm provides the wearer with +2 bonus on FORT Saves made to resist the destruction of their cybernetic implants.

Protection from Superhuman Blows

This new generation mekhtet was invented with the terrifying physical prowess of Lifer Closers and other cyborg combatants in mind. While the charm is active, no melee attacker receives a STR bonus to damage against the charm's wearer. Duration: one minute after activation.

Protection from the Cross and the Gun

This modern amulet is inscribed with a hieroglyph resembling a suit of Lifer powered armor missing its hands and feet- visually rendering a fearsome enemy helpless. It provides the wearer with a +2 luck bonus to Defense against ranged attacks made by any character with a Lifer allegiance.

Pursuer of Truth

This charm is often worn on a beaded wooden bracelet or string of prayer beads, and is

usually carried by Bastian cops and detectives. Most of the Bastian-dominated NYPD carries one of these mekhtets. This charm provides a +2 bonus on Investigate and Sense Motive checks. Duration: 4 hours after activation.

Pursuer's Nightmare

It seems like very Parkour-trained superhuman in Choicer America carries one of these charms. The mekhtet provides the wearer with a +1 bonus on Balance, Climb, Jump and Tumble checks made while being chased.

Sharp Mind

This charm provides the wearer with a +1 bonus on WILL Saves, and is extremely popular among soldiers. Bastian units purchase these charms in bulk for frontline troops- even if those soldiers rarely see combat against Psions, just having this charm tucked into a belt pouch provides a huge confidence boost.

Shield the Eye and Mind

This modern charm is often made from translucent and faintly glowing polymers, and provides the wearer with a +1 bonus on all saving throws made to resist smartlights and though viruses, including the fearsome Dying of Choice thought virus.

Thief Spotter

This antique charm is still popular in crowded cities, and most holiday shoppers carry one to ward off pickpockets. This charm provides the wearer with a +3 bonus on Spot checks made to oppose Sleight of Hand checks.

Weapon of Choice

This mekhtet is worn on a blood red cord and depicts a hieroglyph of a bare-breasted female whose arms end in twin kopesh. Often presented as a gift to young Midwives upon the completion of their apprenticeship, when this charm is active, it provides the wielder with a +1 bonus on sunder and disarm attempts made with any cybernetic weapon system.

White Shield of Ra

Often used by Bastian astronauts and orbital salvage experts as a back-up measure in case their 'hard-tech' radiation scrubbers fail, this charm provides the wearer with a +2 bonus on FORT Saves made to resist radiation.

Wondrous Dances

An archaic charm that once decorated the bodies of sacred dancers, this mekhtet provides the wearer with a +2 bonus on Perform (dance) and Tumble checks.

Bastian Idols and Devices

Every home and business in the Bastian Covenant holds at least one personal altar. Upon this altar, a small figurine of Bast or another beloved deity of Egypt is venerated and offered small sacrifices. These stone, ceramic or golden idols usually stand between 3 and 12 inches tall, and are intricately painted or decorated with glistening lapis lazuli. In addition to purely ceremonial altars, wealthy or extremely religious Bastians often commission unique 22nd century versions of the classical idol statues. These devices outwardly resemble traditional idols, but are filled with advanced micro-circuitry and are designed to interface with techno-magickal mekhtets.

Decorative Idol (any PL)

These doll sized religious statues depict panther headed Bast, beloved cow-mother Hathor, noble falcon headed Horus, protective, energetic gargoyle Bes, or one of dozens of other deities.

Though venerated and beloved, these items have no special abilities built in, and are ordinary works of pagan art.

Malkin's Idol (PL 7)

This idol is always constructed of an advanced silver alloy and occasionally crackles with startling energy discharges. Brilliantly glowing blue circuits are visible on the idol's surface, styled to resemble classical hieroglyphs. Instead of providing the benefit of a traditional techno-magickal idol, for 10 + 1d8 hours after making a sacrifice to the idol, you gain the Witch's Malkin Object Philosophy as a temporary

bonus feat, even if you do not meet the prerequisites. Each idol will only summon a specific animal, one sacred to the depicted god.

Techno-Magickal Idols (PL 7)

Outwardly resembling an ordinary idol, this circuit-filled device includes a docking station in the base where a worshipper can plug in a charged mekhtet. Doing so activates the idol, causing the figure to glow subtly and magnifies the Psionic charge trapped within the mekhtet. After a ritual lasting between 10-20 minutes and a Mesh-based sacrifice (Purchase DC 2-3) that involves a donation to any of an approved list of humanitarian or pagan causes, the idol bestows a blessing upon the



worshipper and all allies within 30 ft of the idol.

Each idol bestows a single blessing, which lasts for 10 + 1d8 hours after the ritual is completed. This blessing is based upon the deity celebrated and upon the desires of the worshipper who commissioned that particular icon. The act of sacrificing to the idol depletes the mekhetet's daily charge.

Item	Size	Weight	Purchase DC	Restriction Rating
Decorative Idol	Tiny	Around 1 lb	DC 2-8	None
Malkin's Idol	Tiny	2 lbs	DC 22	Licensed (+1)
Techno-Magickal Idol	Tiny	1 lb	DC 17	None
Transformative Idol	Tiny	1.5 lbs	DC 20	None

The techno-magickal idol can bestow any one of the following benefits, chosen when the idol is created.

- A +1 luck bonus on melee attack rolls made with a specific weapon (usually one related to Egyptian history or martial arts, such as a kopesh, asaya, dagger or flail)
- A +1 luck bonus on ranged attack rolls made with any Chocier-built firearm or energy weapon.
- A +3 luck bonus on checks with a single skill relevant to the particular myth the idol commemorates.
- A +1 luck bonus on any one type of Saving Throw, determined by the greatest strength of the deity depicted in the idol.
- A +1 luck bonus to Defense.

Transformative Idol (PL 7)

This abstract idol is built from small, intricately arranged gold, ceramic and polymer tiles and fragments floating in an artificially created zero-gravity field. Clever hands can shape these colorful puzzle-pieces into an abstract representation of a personal deity, and as the needs of the day shift, can transform the idol into an abstract representation of some other god

or goddess. By succeeding on a DC 20 Knowledge (theology & philosophy) check, the idol's owner can choose a new god and a new benefit from this advanced and interactive techno-magickal idol.

Other Devices

Meditative Feline Puzzle (PL 7)

In its inactive form, this device resembles a small metallic statue of a sleeping cat or Ubasti about 6 inches long and 3-4 inches high. Faint mold lines visible on the feline statue hint that if properly manipulated, the statue might move or assume a different configuration. These puzzles are common children's toys in Bastian homes.

By succeeding at a DC 12 Knowledge (theology & philosophy) check while holding the device, the device's owner can activate it. When activated, the feline puzzle, energized by the mental energy of the wielder animates as a tiny robot. The device folds out along the previously concealed mold lines, expanding to the size of a normal house-cat with a few clicks and hisses. When the device is active, its internal components glow with a pale orange or amber light, visible beneath the metallic cat's hull.

Once activated, the puzzle remains in feline form for up to one hour. It uses the statistics for an ordinary cat with two exceptions: the device has all the immunities common to Constructs, and has only a single Hit Point. If destroyed in feline form, the device returns to its inactive state; if destroyed in this form, the device is lost.

In feline mode, this device can range up to 1 mile from its owner, and is equipped with decent (if low resolution) audio and video recording capabilities. It can record up to 1 hour of video, which can be accessed by any computer system. The Meditative Feline Puzzle can be activated once per day.

Red Ribbons of Hathor (PL 7)

Consisting of seven wearable computer systems woven into seven 10 ft long bolts of cloth, these blood red ribbons are designed to be wrapped around the body. Black and golden patterns dyed into the cloth act as circuit components as well as depicting the cow-headed goddess of health and fertility, Hathor.

When the entire set of cloths is worn, they act as a life support and protection system for the wearer. The red ribbons of Hathor can be worn under armor or ordinary clothing, and do not impede mobility.

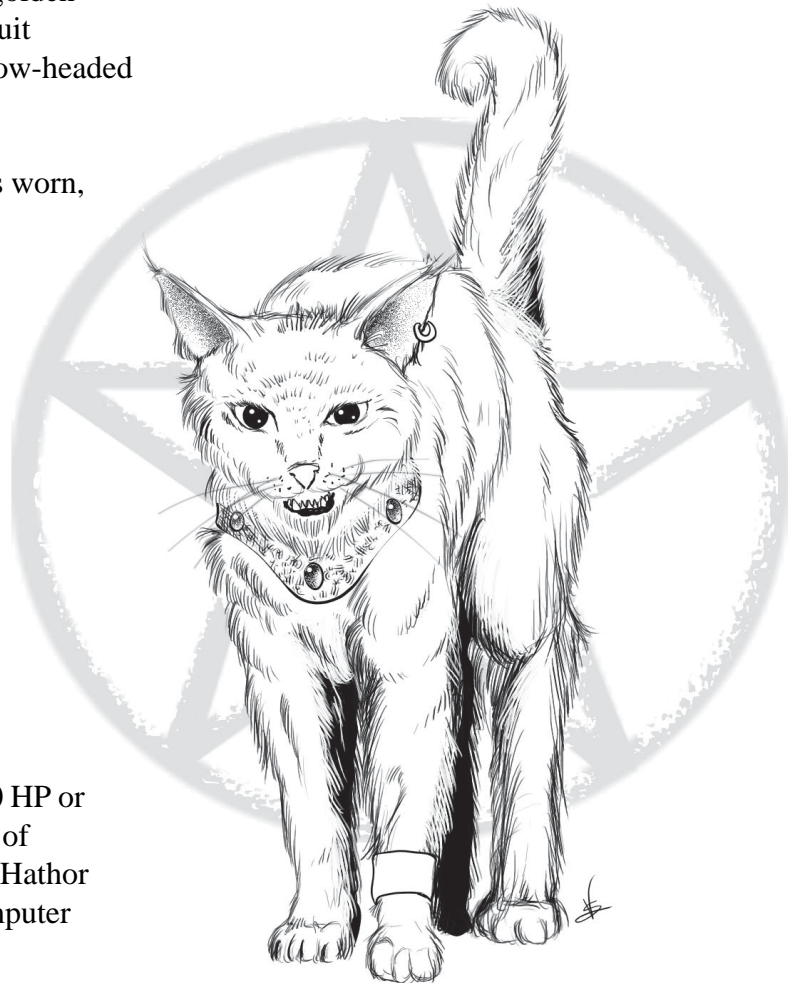
The ribbons provide the wearer with Fast Healing 1 and a +4 bonus on FORT Saves; the cloth based computers constantly measure the wearer's biochemistry and secrete medicines to be absorbed through the skin. While wearing the ribbons, the wearer automatically stabilizes if reduced to 0 HP or fewer, and is not subject to the effects of massive damage. The Red Ribbons of Hathor include an integrated Medi-Comp computer system.

Surgeon's Wand (PL 7)

This boomerang shaped wand is modeled after the magical wands used in ancient Egyptian healing rituals. Made of sleek amber or bone-white plastic that imitates ivory's texture, the slightly curving wand is etched with glyphs and shaped vaguely like outstretched fingers.

When used by any character with the Craft Mekhtet feat, the Surgeon's Wand can be used to heal cataclysmic injuries almost instantly. A bolus of Psionic energy leaps from the wand as it is waved about 6 inches above the patient's torso or abdomen. This surge of energy heals the patient of 2d6 points of damage. Excess healing is wasted. Activating the Surgeon's Wand is a standard action.

Each use of the Surgeon's Wand counts as one of the physician's daily Mekhtet



Item	Size	Weight	Purchase DC	Restriction Rating
Meditative Feline Puzzle	Small	2 lbs	16	Licensed (+1)
Red Ribbons of Hathor	Tiny	1 lb (set)	32	Military (+3)
Surgeon's Wand	Small	1 lb	25	Licensed (+1)
Technomagical Magazine	Tiny	1 lb	27	Military (+3)

activations. By spending an action point when activating the wand, the physician can generate even more impressive healing effects. Choose one of the modified forms of healing below at the moment of activation.

- Removes any one non-magical, non-Lifechained disease the patient is suffering from.
- Removes any one poison afflicting the patient.
- Improved healing. Restore 4d6 HP to the patient.

Technomagical Magazine (PL 7)

This ultra-tech device resembles an automatic pistol's magazine etched with luminous hieroglyphic designs. Inside, advanced nanofactories rapidly assemble needed ammunition from ambient pollution molecules, and conversion circuits transform pure psychic energy needed to create a mekhtet into the cruder, electro-chemical energy needed to fire a weapon.

A small ring, worn on the firing hand, completes the device, while the magazine itself is can be plugged into any semi-automatic or automatic pistol or energy weapon that accepts a standard energy clip. When used by any character with the Craft Mekhtet feat, the technomagical magazine provides the attached weapon with unlimited ammunition. The device can be used for up to 8 hours continuously, before it must be deactivated and removed to allow it to cool.

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