

Auras and Aura Seers

Auras

According to some paranormal researchers, every living thing is surrounded by an electromagnetic field of energy that can tell a lot about a person. Even things that once were living my still retain an aura of some kind. When someone is trained or has the ability to read someone else's aura, they can learn quite a bit about that person. A person's aura can reveal how they feel, any supernatural abilities they may have, their view on good and evil and even their future. We are going to cover two different ways a person can see auras as well as a skill. A person can be trained to see auras or it can be an ability a person has acquired or been born with. Someone with the skill of Aura Knowledge cannot see auras but they know what the different categories of auras are and what the colors mean. We will also be covering magic that can see, disguise or even hide an aura. Also, aura cleansing and protection as well as aura battle will be discussed.

A GM should feel free to use and change these rules as best fits your game. Give them a try, but most of all, have fun with them.

Using Aura Seeing

To be an Aura Seer, use the normal spell list rules. Each spell has any particulars that apply to that spell. To be a trained Aura Seer, make a normal skill check against Aura ability. Aura Seeing can be chosen as a skill costing double normal skill costs for initial purchase, but normal costs to buy more ranks in. The skill Aura Knowledge does not give a character the ability to see auras, but they will know the different categories

and colors for each category as well as what the colors mean for each.

Trained Aura Seer (Ability)

Someone trained to see auras as opposed to someone who uses magic could see auras just as well as a mage. It's just a bit harder. An automatic -10% applies to a trained Aura Seer's rolls. The trained Aura Seer concentrates for one round and can see a person's aura. They can take no other activity except to speak and normal modifiers apply. When the Seer wishes to see an aura, they must specify who they are looking at and what category they are focusing on. If successful, the agent will gather the information to the extent the GM allows.

Example- Barnabus Jones wants to see the aura of a woman to see if she has magic. He concentrates for the full round. The GM rates it as a 6-difficulty rating. Barnabus has 5 ranks in Aura ability. So Barnabus has a $25 - 10 + 5 = 20\%$ chance to check the aura. Since it is an Ability Aura, he gets an additional +5% for a grand total of 25%. He needs to roll less than 25 on a d100.

Of course, the GM is free to apply any other modifiers they see fit such as health, environment, etc. If a character misses their roll, they will either get no reading or, if the roll is bad enough, a false reading.

Mixed Auras

Almost no one has an aura with only one color. When a person is mad, its generally for a reason; jealousy, revenge, pain, etc. So their aura will not be just one color. A normal success roll will give the reader general information about the prominent color of whatever category they are trying to read. But on

an extraordinary success, a GM may allow a reader to know the auras of all lower difficulty categories. Should a reader make their roll by less than a quarter of what they need, they can get one or more of the underlying auras as well. This can help take some of the guesswork out of some readings.

Example- Matilda D. Hunn does an aura reading on a man accused of robbing a bank. The team knows that magic was involved due to their kirilian meter. Matilda uses her ability to read his aura. She needs a 63 and rolls a 12. Since she made it by less than a quarter, the GM tells her that not only does the man have magic, it's not his own. He's being controlled. Had she rolled an extraordinary success as well the GM would have told them he has a good alignment aura.

The difference between extraordinary success and rolling less than a quarter of what is needed: an extraordinary success gives lower categories in addition to category being read. Rolling less than a quarter gives multiple aura colors in the same category.

Aura Categories

Auras can be placed into four different categories as far as what an aura seer can see: Alignment, Abilities, Emotions and Future. The categories are very different as are the color meanings for each. And not all categories share the same colors. Alignment does not use the color brown where brown means a person is some form of were creature under the Ability category. Green for Emotion means jealousy or envy while for Future it means money or wealth is coming into a person's future. An aura seer must be able to distinguish between which aura

they are reading lest they think someone is evil when actually they are just sick and not feeling well. Each category also has different modifiers depicting the difficulty in reading that particular level of aura. We will describe each level in order of difficulty as well as what the colors mean for each.

Alignment

Everyone to some extent or another has an inclination to do good acts or evil. And while there could be a whole discussion on the theory of one person's view of evil versus another person's view of evil, we are not going to get that in-depth here. We are merely going to say that a good person does what society deems as right, while an evil person does what society sees as being wrong.

Example- Angel Pureheart donates time at the senior citizens' home, donates and serves food at the local soup kitchen, and obeys the law. She would have a good alignment. Dirk Darkheart blows up orphanages, runs over squirrels with his car and is one of the FBI's most wanted and enjoys it. He would have an evil alignment.

We are also not going to embark on a discussion of Law versus Chaos. That's an entirely different game.

No normal, non-supernatural human being has an all black or all white aura. It's generally a grey mottled with white or black. The amount of white in the grey determines the degree of goodness. The average human has a ½ grey and ½ white aura (except in New York and Cleveland where there is a little more grey than white...). An all white aura is someone so pure they have never committed a crime or sin of any kind, no matter how slight, in his or her entire

life. This is generally reserved for angels and celestial beings. An all black aura generally denotes a denizen of the lower planes, who's every thought and deed is committed to spite, malice and hate. Heinous acts are their delight. A completely grey aura is nearly impossible. No creature can be truly neutral in all matters. Those few that are may be forces of nature whose acts, while appearing destructive and evil are not conscious acts meaning malicious or anger towards anyone. Not evil, but neutral.

The Alignment chart is a little more simplistic than the other charts as it has fewer colors and thus is the easiest to read. Therefore, an aura seer gets a +10% to read Alignment auras.

An Alignment reading is also one of the few times an aura seer will get more than one color without an extraordinary roll. But they still need to succeed.

Alignment Chart

Color	Reading
White	Pure Good
Grey	Pure Neutral
Black	Pure Evil
Grey/White	Normal Good
Grey/Black	Normal Evil

Ability Aura

Much can be told about a person by reading their ability aura. First and foremost, supernatural creatures can be identified through their aura. A person with magical ability will have a different aura than someone with no magic. And a person with psionic ability will differ from a mage or a normal person. There are even differences in auras of two

people who have differing psionic abilities.

Knowing a person's supernatural abilities before they can use them can be very beneficial. Especially if they are trying to hide them or worse yet, don't even know they have supernatural abilities.

Example- Barnabus Jones is interviewing a witness to a possible werewolf attack. The GM asks for an SNS roll. He succeeds and now knows something is amiss. Checking the man's aura, he sees the witness has an ability aura of brown, a were-creature. He may or may not know he's a were-creature or he may be trying to hide it.

The Abilities chart is somewhat lengthy, but that's because of the number of different abilities. There may be more colors than what is listed. As a GM, feel free to experiment. Reading a person's Ability aura is not too difficult due to the strength of the supernatural magic. Because of this, an Aura Seer gets a +5% chance to read someone's Ability Aura.

Ability Chart

Color	Reading
Green	Magic
Purple	Animated by Magic
Silver	Psionic
Gold	Benign Psionic
Orange	Spiritual/Ghost
Brown	Were-creature
Red	Vampire
Yellow	Faerie Folk
Grey	Magic Influence
White	Deity
Blue	Alien (extraterrestrial)
Black	Undead (not Vampire)
Pink	Dimensional Shifter
Maroon	Shape Shifter

An explanation on some of the colors may be needed. If the GM disagrees with

this chart, by all means, change it to suit your needs and campaign. Not all of the colors will get further explanation, as some are fairly obvious.

Gold- This is usually a healer, no offensive psionic ability whatsoever.

Orange- This can range from a ghost to anything that is a spirit in nature; will-o-wisps, non-corporeal intelligences, and genies, to name a few. Yes, genies are also magical, but they are spiritual in nature.

Yellow- This includes any of the faerie folk; elves, fairies, gremlins, pixies, etc. Again, they have magic, but are classified as faerie folk.

Grey- Where purple is something animated by magic, grey denotes a creature under the influence of magic. This may be a spell to control, a magical disguise, or any number of spells.

White- A deity's aura, unaltered will appear as white under an Ability aura check. Of course, a deity can easily change their aura to look like anything.

Black- The undead mentioned here do not include vampires or ghosts. They are the zombies, ghouls and other living dead.

Pink- Dimensional shifters are those creatures not from this plane. They include purple monsters, and IDET or Fringeworthy beings, even though the Fringeworthy are from this plane.

Maroon- This does not count people under the influence of a spell or were-creatures. The color only is from those who can shape shift as a natural ability.

Emotion Aura

Reading a person's emotional aura is very similar to empathy. In some cases, an aura is easier to read than trying to discern empathetic feelings, which might get confused with your own. Emotions come through as clear, distinct colors in an aura. But to an empath, the emotions may be mixed or confused since feelings aren't always distinct. Aura Seers get no modifiers, positive or negative, to see a person's emotion aura.

Emotion Chart

Color	Reading
Green	Envy, Jealousy
Purple	Superiority
Silver	Sexually Aroused
Gold	Honesty
Orange	Healthy
Brown	Hatred
Red	Anger
Yellow	Happiness
Grey	Dishonesty
White	Religious
Blue	Sadness
Black	Illness
Pink	Self-Centered
Maroon	Inferiority

A small explanation of some of the colors so there is no confusion:

Purple- Even though someone feels superior, it doesn't mean they are self-centered. They are just better and know, but don't mind helping those they deem lesser.

White- This person is filled with the holy spirit, be it Christian or other religion; Buddhist, Pagan, or Satanist.

Future Aura

A Future aura basically tells what may be in store in a person's near future. Events can happen that may change the future, but at the time the seer looks at the aura that is the person's future. This can be useful when determining if a person is in danger or is possibly considering something dishonest. Because of the difficulty in seeing the future, Aura Seers get a -10% to try to see someone's future aura.

Future Chart

Color	Reading
Green	Wealth
Purple	Promotion/Growth
Silver	Pleasure/Happiness
Gold	Divine Intervention
Orange	Healing
Brown	Illness
Red	Fighting/War
Yellow	Creation
Grey	Destruction
White	Relief/Peace
Blue	Travel
Black	Death
Pink	Birth/Rebirth
Maroon	Theft

Some explanation in the colors, in case there is any confusion:

Gold- The person is bound for a religious experience.

Red- Some form of bloodshed is imminent in the person's future.

Yellow- The person's creative side is about to take over. They are about to get some long-lasting idea.

Grey- Some form of loss is coming up for the person. Not theft, but massive loss.

White- The world is about to cut the person a break.

Black- Not necessarily the person's death, but death will be nearby.

Pink- Rebirth could mean something from the person's past is going to resurface. Or the birth of something new to the person.

Spell List

The spell list expands on the See Aura spell from the spell list Sight (STNF pg 88). The Attack Aura and Cleanse Aura spells will be described in more detail. And some of the spells can apply to either the mage or another person. These spells are denoted with an asterisk (*). The first cost applies to the mage while the second cost applies to casting the spell on someone else. And unless otherwise stated, the caster must choose which category of aura they are targeting.

Aura Spell List

SPELL	COST	TIME
See Aura	5	1m
Distinguish Aura	3	1m
* Hide Aura	7	1m
See True	10	1m
*Change Aura	15/30	1m
*Cleanse Aura	25/40	1m
*Protect Aura	20/40	1m
Taint Aura	25	1m
Attack Aura	75	1m
Mass Cleanse	80	1m
Mass Protect	80	1m
Mass Hide	40	1m
*Visible Aura	15	1m

See Aura- Allows a mage to see a creature's aura. Duration- 2 mins

Distinguish Aura- The mage 'marks' the person's aura so they can find them again later. Duration- 7 days

Hide Aura- The target's aura is hidden from view or else changed in appearance only to whatever aura the mage chooses. Duration- 2 hrs/ LVL of caster

See True- A mage can see thru a hidden or changed aura to a creature's real aura. Duration- 2 mins

Change Aura- Forces a creature's aura to another color of the mage's choosing. The new color will slowly take effect if the creature does not make an MRE roll or get their aura cleansed.

Cleanse Aura- Generally done before a protection is cast. This spell removes all form of contamination from a person's aura and resets it. This includes effects from a Change Aura spell.

Protect Aura- A mage can shield his own or someone else's aura from attack, contamination or tainting. In the case of an Aura Attack, the shield will give a resistance modifier of $d20 +$ the mages level. Duration- Until attacked.

Taint Aura- A person's aura is changed randomly from one color to another. The person must make an MRE roll or get their aura cleansed.

Attack Aura- A mage can cause physical harm to a person through their aura. For each 5 WKM beyond the original cost, the mage adds 1 to their attack roll.

Mass Cleanse- As with Cleanse Aura, a mage can cleanse up to $(1d4 +$ level of the mage) people's auras.

Mass Protect- As with Protect Aura, a mage can shield up to $(1d4 +$ level of the mage) people's auras. Duration- Until attacked.

Mass Hide- As with Hide Aura, a mage can hide or disguise up to $(1d4 +$ level of the mage) people's auras. Duration- 2hrs/LVL of the caster

Visible Aura- A person's aura can be made visible to non-seers and be made to glow very brightly. This may grant a +5% to intimidation or Charisma rolls. It also provides light bright enough to read by. Duration- 1 hr/LVL of the caster

Aura Combat

If someone wants to attack a person through their aura, a simple Change Aura or Taint aura can alter that person without them even realizing it. But to cause damage, a mage can cast Attack Aura. This spell punches through a person's defenses and attacks the person directly. Where Change Aura and Taint Aura will alter a person's aura, Attack will cause them physical pain and remove hit points. The amount of damage is equal to the difference between the attacking roll and the defending roll.

The attacker casts Attack Aura. This gives them their level in the spell + their MCD + a $d20$ to attack. The victim gets their MRE + LCK + a $d10$ as a straight roll. The highest number wins.

Cleansing the aura after combat can restore $\frac{1}{4}$ of the lost hit points.

Conclusion

Aura Seeing is something the GM may have a lot of work to do with, but it can be a lot of fun. It can take the game in a different direction.