

# Infinite Amber

*Amber.*

*I had been greatly upset by the word on the previous evening. I had been sufficiently upset so that I had avoided thinking of it since then. But now I courted it. Now I rolled it around my mind and examined all the associations that sprang up when it struck.*

*The word was charged with a mighty longing and a massive nostalgia. It had, wrapped up inside it, a sense of forsaken beauty, grand achievement, and a feeling of power that was terrible and almost ultimate. Somehow, the word belonged in my vocabulary. Somehow, I was a part of it and it was a part of me.*

– Prince Corwin, *Nine Princes in Amber*

Infinite Amber is a role-playing campaign based on Roger Zelazny's Amber novels and on the Amber Diceless Role-playing Game. The players are meant to portray the next generation of movers and shakers in Amber. The adventure picks up five years after the events portrayed in the last Amber novel, *Prince of Chaos*. Merlin is the King of Chaos, and Random still reigns as King of Amber. In true Amber fashion, characters will continually discover that the universe is bigger than they had been told. The mechanics of character creation are heavily modified, but the skeleton and flavor of the original ADRPG should still be apparent.

## **Character Creation**

Player characters and most elder Amberites will be built using 260 character points to purchase abilities. There are 19 abilities (eight attributes and eleven powers.) Attributes are abilities that can be used on their own. Powers are typically used in conjunction with at least one other ability. There are also lots of character traits that are not based on character points including Name, Description, and History. Before we get into the details of character creation, first a few words for experienced players who may have played other Amber variants.

## **Popular Misconceptions**

*“Well, hey, I didn't spend all those years playing Dungeons and Dragons and not learn a little something about courage.”*

– Blaine Faulkner in *The X-Files*, episode *Jose Chung's From Outer Space*

Some things that have become de rigeur in other Amber games may not hold true in Infinite Amber. Players are advised to proceed with caution and ask the GM when in doubt. It's best to clear these things up before the game begins. Some misconceptions that have been specifically anticipated include:

1. Taking the published chronicles for granted. Don't assume everything you've read in the Amber novels and stories is common knowledge. You may be Corwin's son but he may not have told you the secret of his gunpowder. Also on the “not common knowledge list” are the existence of the Primal Pattern; the Jewel of Judgement is the source of the Pattern; the existence of spikards. This doesn't mean a character can't know about one more of these things. But you need to work out specifics in your character's history or abilities to cover these.

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2. Amber is all-powerful. If Amber were really unbeatable, it wouldn't need an army, a navy, rangers, walls, etc. And it wouldn't have been threatened so many times in the past.
3. Chaos is neither endless nor invincible. Chaos may be the well from which Amber sprang, but despite its age it is not unfathomable.
4. Amberites are not natural telepaths. Psychic contact must be initiated via trump, magic, or strong physical contact.
5. There is no House of Bariman. Bariman is a surname that was taken by Dworkin after the founding of Amber. As such it is not the proper surname of Oberon, Oberon's descendants, or of any of Dworkin's relations who may or may not remain in Chaos.

## **Princes of the Universe**

*"You're the son of a Prince of Amber. What does that make you?"*

*"You mean titles? I'm Duke of the Western Marches and Earl of Kolvir."*

*"What does that mean?"*

*"It means I'm not a Prince of Amber. Nobody has to worry about me scheming, no vendettas involving the succession."*

*– Bill Roth and Merlin, *Trumps of Doom**

One item deserving special attention is that of title. For the most part, noble titles are part of character history or role-playing action. However, titles in Amber and Chaos carry a special weight and therefore deserve special consideration. The title *Prince(ss) of Amber* is conferred by the Crown and is irrevocable. (Prince and Princess are considered merely different gender-indicators for the same title. A sufficiently skilled shape shifter could theoretically use each term legitimately as appropriate.) Princes have considerable standing and influence in Amber. A prince has greater claim on inheritance (up to and including the throne) compared to relations of lesser title. Tradition has it that walking the Pattern is the right of anyone claiming to be descended from the House of Amber. Surviving the trial of the Pattern can also be a key part of the convincing the king to create someone as a prince. The king is typically also influenced by other considerations, including:

1. Is the prospective prince the recognized offspring of a Prince of Amber?
2. Is the prospective prince the product of a legitimate marriage?
3. What is the crown's position on the union of the prospective prince's parents?
4. Has the prospective prince performed significant service for king and country?
5. Has the prospective prince publicly acted in a manner embarrassing to the crown?
6. Does the prospective prince wish the notoriety and responsibilities of a prince?

Currently, King Random requires a century of service directly to the crown before creating a new prince.

Now back to the good stuff...

## **Name**

Most people don't get to choose their names. Their parents choose their names for them. This is a game, so you get to choose your name. Choose wisely.

In the distant past, Amber had its own peculiar naming customs which may or may not apply to your character. Most common natives of Amber have Everway-style word names (e.g., Grace, Solace, Ever, Worth). Aristocrats and certain families with distinguished ancestors have evolved last names, places names, and other more elaborate naming conventions More fantastic or less descriptive names (e.g.,

Barenthkov, Liam, Michelle), especially when combined with surnames, are a sign of immigration to Amber within the last generation.

## **Description**

The laws of genetics are superceded by the needs of drama. Your character's description need not reflect parentage or environment. Please specify the following on your character sheet:

Natural Height

Natural Mass

Natural Eye Color

Natural Hair Color

Age as you typically appear

Age in terms of the years you've experienced.

Age in terms of when you were born, in relation to Amber. (This particular age is subject to GM tweaking.)

*Anything else worth mentioning*

## **History**

In general, the sky's the limit in terms of your character's history. It's been decades since the end of the Corwin chronicles, so there's plenty of room to account for your character's existence without getting bogged down explaining why he or she didn't appear in Corwin's story. As for the Merlin chronicles...well... Merlin was more than a tad self-absorbed so no one should be surprised he left any number of his relations out of the story of his rise to power.

## **Attributes**

The initial starting point for attributes is *Chaos Rank*. *Chaos Rank* is ten points below *Amber Rank*. In purchasing an attribute, it costs 10 character points to increase an attribute from *Chaos Rank* to *Amber Rank*. Increasing beyond *Amber Rank* is an open field with whole-number denominations based on the number of points spent. You may also sell down attributes to *Human Rank*, which is fifteen points below *Chaos Rank*, (or 25 points below *Amber Rank*.)

The eight attributes are:

**Warfare:** expertise with tool-driven conflict of sentients and arms and the analysis thereof.

**Strength:** expertise with body-driven conflict and natural arms and the analysis thereof.

**Psyche:** expertise with mind-driven conflict of perception and intangible senses and the analysis thereof.

**Endurance:** expertise with health-driven conflict of stamina and survival and the analysis thereof.

**Coup (formerly allies/devotees):** expertise in known prestige, face, politics, and analysis thereof.

Because this is a public attribute it may be fluxed by events the GM arbitrates.

**Secrets:** expertise of the workings and mysteries of Real Things and keeping them hidden.

**Discovery:** expertise in the relationships of Real Things to each other and revealing them.

**Karma (formerly Stuff):** your relationship with the vagaries of the universe. Increasing this attribute beyond Amber rank costs **double** the normal character-point cost.

## **Powers**

The initial starting point for powers is zero. Characters points can then be spent to buy power abilities. In some conflicts, the total number of points spent on a power will also be a factor. The twelve known powers are:

**Personal Reality:** You're a real person. **Required for All Player Characters.** Cost: 0 points

**Pattern:** mastery of intangibles called Order. Hereditary power of the House of Amber.

**Logrus:** mastery of intangibles called Tendril. The power of the Lords of Chaos.

**Trump:** mastery of memory association and correspondence of the Real.

**Shadows:** experience and expertise in the infinite contents and topography of shadow.

**Shaping:** mastery of Life Form.

**Sorcery:** mastery of true magic, the mystical manipulation of shadow within the laws of shadow.

**Mirror:** mastery of Image and Dimension.

**Binding:** mastery of Crafting and the trappings of the Real.

**Telepathy:** mastery of creating psychic connections at range

**Jewel of Judgement:** mastery of Inspiration. **Access to this power is restricted.**

## **Personal Reality**

You're a real person. You may dwell in Shadows but you are not a Shadow. You have your own personal legend. Real people are immune to phenomena that only effect shadows. All Princes of Amber and Lords of Chaos have this ability. They are not the only ones. [This is ability is required for Player Characters and costs zero character points in the *Infinite Amber* campaign.]

## **Pattern**

*"We're more of the love, blood, and rhetoric school. Well, we can do you blood and love without the rhetoric, and we can do you blood and rhetoric without the love, and we can do you all three concurrent or consecutive. But we can't give you love and rhetoric without the blood. Blood is compulsory. They're all blood, you see."*

– *Rosencrantz and Guildenstern Are Dead*

## **Basic Pattern Abilities**

These are the basic Pattern abilities that most competent adult Amberites have. It would be remarkable if an adult Amberite did not have one of these abilities. In the Amber novels, Julian and Gerard probably have this level of ability.

*"Anyone can see the road that they walk on is paved in gold*

*It's always summer they'll never get cold*

*Never get hungry*

*Never get old and gray"*

– Fastball, *"The Way"*

**Blood of Amber** (cost: 5 points; prerequisites: none; must be purchased during character creation) This is the fundamental characteristic that distinguishes scions of Amber from everyone else. This ability raises all of a characters starting attributes from Chaos Rank to Amber rank. It also allows characters to survive walking the Pattern and gives them the Amberite ability to cast a Blood Curse.

**Walk and Lead Through Shadows** (cost: 10 points; prerequisites: Blood of Amber, Amber-ranked Endurance, must have previously walked a Pattern) This is the classic Amberite ability to walk between worlds, and to take others on such trips. To use this ability movement is required, and the person using this ability must lead the way.

**Seek Desires in Shadow** (cost: 10 points; prerequisites: Walk and Lead Through Shadows) With this ability a character walking through shadows can seek out physical objects or places that conform to their will, at least in terms of physical characteristics.

**Redirect Another's Walk** (cost: 10 points; prerequisites: Seek Desires in Shadow) With this ability a character can attempt to alter the results of another character's walk through shadows. It also allows characters to shift a group through shadows without physically leading the way for the group from in front.

**Pattern of the Mind** (cost: 5 points; prerequisites: Blood of Amber, Amber-ranked Psyche, must have previously walked a Pattern) This ability represents the ability to channel the energy of the Pattern and create an image of the Pattern in one's mind. It is useful for resisting hostile magical forces, and is necessary for characters that wish to be able to channel the power of the Pattern for other purposes.

## **Intermediate Pattern Abilities**

These abilities reflect a deeper level of study of and practice with the Pattern. In the Amber novels, Random, Bleys, and Eric probably have at least this level of ability.

**Edit Shadow Landscapes** (cost: 5 points; prerequisites: Walk and Lead Through Shadows, Amber-ranked Psyche) Using the power of the Pattern, characters with this ability can edit the physical terrain of a shadow.

**Edit Laws of Shadow** (cost: 5 points; prerequisites: Edit Shadow Landscapes)

**See Through the Pattern** (cost: 5 points; prerequisites: Pattern of the Mind, Psyche 5 points above Amber rank)

**Pattern-Scry Across Shadow** (cost: 10 points; prerequisites: See Through the Pattern, Psyche 10 points above Amber rank)

**Control Shadow from Afar** (cost: 10 points; prerequisites: Pattern-Scry Across Shadow, Endurance 10 points above Amber rank)

## **Extreme Pattern Abilities**

This level of ability is attained through fanatical study or is the product of vast experience. Being known to have used one of these abilities makes one remarkable even among Amberites. In the Amber novels, Fiona, Corwin, and Oberon demonstrate some of these abilities. Brand probably believed that he had this level of ability.

**Walk the Pattern of the Mind** (cost: 15 points; prerequisites: Control Shadow from Afar, Psyche 20 points above Amber rank.) This ability allows a character to walk an image of the Pattern in his or her mind and then use the Pattern to teleport.

**Shadow-Walk in Amber** (cost: 10 points; prerequisites: Walk and Lead Through Shadows, Endurance 10 points above Amber rank) This ability allows characters to use the Pattern to shadow-shift while in the immediate vicinity of the Pattern. It can be used to reach the Primal Pattern.

**Control Shadow in Amber** (cost: 10 points; prerequisites: Edit Laws of Shadow, Shadow-Walk in Amber, Psyche 25 points above Amber rank) This ability allows characters to manipulate Amber as they might manipulate Shadows. Doing so is an extremely taxing and difficult endeavor.

**Edit Pattern to Alter Shadow** (cost: 15 points; prerequisites: Control Shadow in Amber, 30 points of Binding, 10 points of Inspiration) With this ability a character has the potential to use the Jewel of Judgement or similar tools to alter the Pattern itself, which would result in changes throughout reality and all shadow realms.

## **Logrus**

*“I’ve got the world on a string  
I’m sitting on a rainbow  
Got the string around my finger  
What a world, what a life...”*  
– *I’ve Got the World on a String, lyrics by Harold Arlen/T. Koehler*

Logrus is the hereditary power of the courts of Chaos. Logrus masters call forth tendrils of power manipulating reality, forcing reality to adapt. They become one with coherent entropy in order to use it as a lever on the rest of reality.

### **Basic Logrus Abilities**

**Survived the Test of Chaos** (cost: 25; prerequisites: Personal Reality; Shaping ability Adapt to Deadly Environment, Amber-ranked Endurance, Must have walked the Logrus) includes basic Logrus vision, Seeking Tendrils, and ability to lead inter-shadow travel.

**Telekinetic Tendrils** (cost: 10; prerequisites: Survived the Test of Chaos) Ability to manifest Logrus tendril(s) physically with raw strength equal to your Psyche and able to manipulate objects with your Warfare – 30 points.

**Binding Shadows** (cost: 5; prerequisites: Survived the Test of Chaos, Amber-ranked psyche) Ability to alter the stuff of shadows at least temporarily. Difficulty is proportionate to complexity. Duration is inversely proportionate to difficulty.

**Channel Entropy** (cost: 5; prerequisites: Survived the Test of Chaos, Amber-ranked Psyched) Ability to channel raw Logrus energy, especially for defense but also necessary for empowering Logrus artifacts.

### **Intermediate Logrus Abilities**

**Logrus Scrying Across Shadows** (cost: 10; prerequisites: Survived the Test of Chaos, Psyche 5 points above Amber rank)

**Mastery of Shadows** (cost: 10; prerequisites: Binding Shadows, Psyche 10 points above Amber rank, 5 points in Shadows) Alter (temporarily) laws of shadow, shadow paths, etc.

**Binding Lesser Demons** (cost: 15; prerequisites: Binding Shadows, Channel Entropy, Amber-ranked Strength, Psyche 5 points above Amber rank, 8 points in Binding) Even lesser demons cannot be bound by conventional Binding. Binding true demons is the domain of the Logrus initiates.

**Manipulating Tendrils** (cost: 10; prerequisites: Telekinetic Tendrils, Logrus Scrying Across Shadows, Amber-ranked Psyche) Ability to manifest Telekinetic Tendrils across shadows, or to use them with greater finesse locally.

**Dark Passage** (cost: 15; prerequisites: Channel Entropy, Logrus Scrying Across Shadows, Mastery of Shadows, Endurance 15 points above Amber rank, Psyche 25 points above Amber rank, 20 points in Shadows) Create a Black Thread or Black Path that travels across shadows.

### **Extreme Logrus Abilities**

**Binding Greater Demons** (cost: 20; prerequisites: Binding Lesser Demons, Psyche 20 points above Amber rank, Warfare 15 points above Amber rank, Strength 5 points above Amber rank, Endurance 15 points above Amber rank, Amber-ranked Karma, Amber-ranked Coup, 12 points in Binding) The requirement for Amber-ranked Karma hints at how dangerous this can be. After all, there may be a class of demon *beyond* “Greater”.

**Summon Primal Chaos** (cost: 15; prerequisites: Dark Passage, Amber-ranked Karma) Summon Primal Chaos. Shadows go boom, etc.

**Stand Against Order** (cost: 15; prerequisites: Channel Entropy, Must not have Blood of Amber, Psyche 40 points above Amber rank, Shaping ability Bodysculpt) Terribly rare. And mysterious.

**Confine Chaos** (cost: 15; prerequisites: Summon Primal Chaos, 20 points in Binding, Psyche 35 points above Amber rank, Endurance 25 points above Amber rank) Ability to somewhat control, or at least influence the Primal Chaos you summon. Useful if you only want to blow up half a Shadow instead of the whole thing, etc.

## **Trump**

*"Who cares for you?" said Alice, "You're nothing but a pack of cards!"*  
– *Alice in Wonderland*

### **Everyman Trump Usage Abilities**

**Accept Trump Call** (cost: 0 points; prerequisites: none) This is the basic ability to receive trumps calls.

**Make Trump Call** (cost: 0 points; prerequisites: Chaos-ranked Psyche) You have the ability to activate trumps. Beings without this ability can still use trumps that have been created with another means of activation, e.g. trump traps, trump devices, etc.

**Refuse Trump Call** (cost: 0 points; prerequisites: Chaos-ranked Psyche) Without this ability one has no choice but to accept any incoming trump calls.

### **Esoteric Trump Usage Abilities**

**Contest Call Refusal** (cost: 5 points; prerequisites: Refuse Trump Call) When someone refuses an incoming trump call, that's normally the end of it, unless the caller has this ability, which represents the specialized skill of being able to engage in a contest of will and skill to open the connection.

**Open Trump Gate** (cost: 10 points; prerequisites: Make Trump Call, Psyche 10 points above Amber rank) With this ability someone can stretch an existing trump connection into a physical portal through which creatures and objects can pass without being "handed through" by the trump's user.

**Identify Caller** (cost: 5 points; prerequisites: Accept Trump Call, Chaos-ranked Psyche) This ability allows the recipient of a trump call to identify known callers. Callers with sufficient skill can attempt to fool this ability by disguising their psyches.

**Alter Background Image** (cost: 5 points; prerequisites: Accept Trump Call, Chaos-ranked Psyche)

**Sensitivity to Own Trump** (cost: 5 points; prerequisites: Accept Trump Call, Amber-ranked Psyche)

**Trump Eavesdropping** (cost: 10 points; prerequisites: Identify Caller, Amber-ranked Psyche) This allows one to listen in (or potentially notice when someone is listening in). The exact means of using this ability depend on one's level of trump abilities and psyche.

### **Basic Trump Creation Abilities**

**Sketch Trump Image** (cost: 10 points; prerequisites: Chaos-ranked Psyche, must have an instructor with this ability)

**Detect Trump Energy** (cost: 3 points; prerequisites: Chaos-ranked Psyche)

**Sense Trump Energy** (cost: 2 points; prerequisites: Detect Trump Energy)

**Draw Trump Card** (cost: 5 points; prerequisites: Detect Trump Energy, Sketch Trump Image)

## Intermediate Trump Creation Abilities

**Disguise Trump** (cost: 5 points; prerequisites: Draw Trump Card) The image portrayed on a trump need not be the actual subject of the trump.

**Memorize Trump** (cost: 10 points; prerequisites: Draw Trump Card, Psyche 20 points above Amber rank)

**Fast-Draw Trump** (cost: 10 points; prerequisites: Draw Trump Card, Amber-ranked Strength)

**Block Trump** (cost: 10 points; prerequisites: Sense Trump Energy) Prevent a trump from being used, cut-off a trump call in progress, or keep a specific person from sending or receiving trump calls.

**Corrupt Trump** (cost: 5 points; prerequisites: Block Trump, Amber-ranked Psyche) Distort (or attempt to correct permanent distortion of) the trump image within a trump. Distorted images are no longer usable.

**Trump Machine** (cost: 10 points; prerequisites: Draw Trump Card, Sense Trump Energy) Create a device that channels trump energy beyond the basic establish-a-trump-connection method.

**Self-Activating Trump** (cost: 10 points; prerequisites: Trump Machine, Disguise Trump, Psyche 10 points above Amber rank) Create a trump image (or trump machine) that can activate itself given a specific trigger. This ability can be used to create trumps that activate when someone looks at the trump, etc.

## Extreme Trump Creation Abilities

**Eidetic Trump Memory** (cost: 10 points; prerequisites: Memorize Trump)

**Just Imagine** (cost: 10 points; prerequisites: Memorize Trump) Create trumps of places you haven't seen just by imagining the place you want to which you want to travel.

**Trace Trump** (cost: 10 points; prerequisites: Block Trump, Psyche 5 points above Amber rank) The ability to analyze and track the flow of trump energies.

**Trump Prison** (cost: 10 points; prerequisites: Self-Activating Trump, Psyche 20 points above Amber rank) The ability to create a trump that goes nowhere, essentially creating an extra-dimensional pocket out of trump energy.

**Trump Teleport** (cost: 15 points; prerequisites: Eidetic Trump Memory, Just Imagine, Psyche 30 points above Amber rank)

## Shadows

*"There are worlds out there where the sky is burning, where the sea's asleep and the rivers dream, people made of smoke and cities made of song. Somewhere there's danger, somewhere there's injustice, and somewhere else the tea is getting cold. Come on, Ace...we've got work to do."  
– The Seventh Doctor*

Familiarity with shadows is relative, and as such the Shadows ability is a good deal less complex than other powers because only the total number of points invested in this ability is taken into consideration when determining resolution.

*"All right, you walk in the Shadows on purpose then. You're crazy."  
– Princess Flora, Nine Princes in Amber*

Level of Ability	Examples of Ability
0 – Weak	Can often find your way home; May know a special place; Recognize monumental landmarks (Amber, Ygg, Courts of Chaos)
10 – Basic	Fast time to 1.5x Amber; Slow time to .8x Amber; In familiar region may know a

	special place nearby; Recognize major landmarks
30 – Intermediate	Can act as regional tour guide; Fast time to 5x Amber; Slow time to .5x Amber; May know powerful/fortified places; Quick access to great resources
40 – Extreme	Fast time to 10x Amber; Slow time to .1x Amber; Cross-Shadow Network of Allies; Encyclopedic Knowledge of Shadow
60 – Ultimate	Fast time to 15x Amber; Slow time to .05x Amber

**Table 1 Benchmarks of *Shadows* ability**

## Shaping

*“Some are satin some are steel  
Some are silk and some are leather  
They’re the faces of the stranger  
But we love to try them on”*  
– Billy Joel, *The Stranger*

Shaping is the ability to master life form.

Level of Ability	Adaptability of Form	Finesse of Shaping	Degree of Change	Domain of Control
<b>Weak</b>	Automatic (5)	None (0)	Self-Healing (0)	Self-Only (0)
<b>Basic</b>	Fast Healing (5) Extreme Environment (5)	A Face in the Crowd (5)	Adjust Features (5) Body Sculpting (20)	Self Only (0)
<b>Intermediate</b>	Super Healing (2) Deadly Environment (5)	The Perfect Disguise (2)	Liquid State (3) Cellular Biology (10)	Self & Gear (5)
<b>Extreme</b>	Primal Environment (25)	New and Interesting Organs (8)	Gaseous State (5) Genetic Engineering (10)	Other People (10)
<b>Ultimate</b>	Restricted	Restricted	Matter/Energy (25)	Restricted

**Table 2 Summary of Shaping abilities**

### *Shaping abilities related to Adaptability of Form*

#### **Feeble Level:**

**Automatic Shapeshifting** (cost: 5 points; prerequisites: Self Only) Automatic involuntary shapeshifting when mortally wounded is sometimes also known as “hulking out.” When hurt your body will automatically start to repair itself at an accelerated rate or adapt to environmental stresses. This activity consumes energy and can be suppressed by an act of will.

#### **Basic Level:**

**Fast Healing** (cost: 5 points; prerequisites: Automatic Shapeshifting)

**Adapt to Extreme Environment** (cost: 5 points; prerequisites: Automatic Shapeshifting)

#### **Intermediate Level:**

**Super Healing** (cost: 2 points; prerequisites: Fast Healing, Adjust Features, Amber-ranked Endurance)

**Adapt to Deadly Environment** (cost: 5 points; prerequisites: Adapt to Extreme Environment, Endurance five points above Amber rank)

#### **Extreme Level:**

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**Survive Primal Environment** (cost: 25 points; prerequisites: Super Healing, Adapt to Deadly Environment, Endurance 20 points above Amber rank.)

*Shaping abilities related to Finesse of Shaping*

**Basic Level:**

**A Face in the Crowd** (cost: 5 points; prerequisites: Adjust Features, Self Only, Chaos-ranked Endurance)

**Intermediate Level:**

**The Perfect Disguise** (cost: 2 points; prerequisites: A Face in the Crowd)

**Extreme Level:**

**New and Interesting Organs** (cost: 8 points; prerequisites: The Perfect Disguise, Cellular Biology, Chaos-ranked Strength, Endurance ten points above Amber rank) Some people might be able to grow a new spleen, but you can invent a new organ that replaces the functions of your spleen and your coffee pot. Or you could just move your organs around.

*Shaping abilities related to Degree of Change*

**Feeble Level:**

None. Accelerated Self-Healing only.

**Basic Level:**

**Adjust features** (cost: 5 points; prerequisites: Self-Only) Cosmetic changes only.

**Body Sculpting** (cost: 20 points; prerequisites: Adjust Features) Allows changes to Gross Anatomy; Allows  $\pm 50\%$  change in mass; Allows temporary conversion of up to half character Endurance score to Strength.

**Intermediate Level:**

**Cellular Biology** (cost: 10 points; prerequisites: Body Sculpting) Allows cell-level changes; Allows up to 2x-10x increase in mass; Allows temporary conversion of up to half character Endurance score to Psyche for willpower purposes.

**Liquid State** (cost 3 points; prerequisites: Body Sculpting) You don't just creep, you ooze.

**Extreme Level:**

**Gaseous State** (cost: 5 points; prerequisites: Liquid State)

**Genetic Engineering** (cost: 10 points; prerequisites: Cellular Biology, New and Interesting Organs, Endurance 20 points above Amber rank) Allows sub-cell-level changes; Allows up to 10x-100x increase in mass.

**Ultimate Level**

**Matter/Energy Shifting** (cost: 25 points; prerequisites: Gaseous State, Endurance 30 points above Amber rank)

*Shaping abilities related to Domain of Control*

**Feeble Level:**

**Self-Only** (cost: 0 points)

**Basic Level:**

**Self** (cost: 0 points, same as Feeble)

**Intermediate Level:**

**Self and Gear** (cost: 5 points; prerequisites: Self Only)

**Extreme Level:**

**Other People** (cost: 10 point; prerequisites: Self and Gear)

**Ultimate Level:**

**I am Everyone** (cost: 25 points; prerequisites: Other People, Genetic Engineering, Psyche 20 points above Amber rank, Endurance 35 points above Amber rank) RESTRICTED

## Sorcery

There are three aspects of the sorcery power: *Tradition*, *Initiation*, and *Power Level*. In character creation all three aspects must be specified though characters only have to allocate points to power level.

*Tradition* describes how a character's individual style of sorcery works. No one tradition is necessarily better than the others in all circumstances. There are three general choices:

*Mystery* encompasses many mystical traditions, from ancient druids and bards to blood magic and many forms of modern hocus-pocus.

*Rules* encompasses more rigorous mystical traditions that function along a generally rigid set of principals. This tradition includes styles like hermetic magic, psionics, and the sorts of wizards who can only perform a set number of rigidly-defined magical feats per day.

*Faith* encompasses magical feats based around belief in a real or imagined higher power. Practitioners of this tradition might include high priests, cultists, saints, angels, demons, or even certain super-heroes.

Characters may be practitioners of more than one mystical tradition. Adding a second mystical tradition to a character requires the expenditure of 10 character points. Adding a third tradition requires an additional 15 character points.

*Initiation* describes how one might become a member of a given mystical tradition or style.

Level of Ability	Examples of Ability
0 – Vague	It might be the result of magic, or it might be a coincidence.
5 – Cantrips	
10 – Low Magic	
20 – Medium Magic	
40 – High Magic	
80 – Epic Magic	
140 – Mythic Magic	

**Table 3 Benchmarks of Sorcery ability power levels**

## Mirror

The Mirror power is not currently defined. It is therefore *terribly mysterious*.

## Binding

*“I can tell you with no ego, this is my finest sword. If on your journey, you should encounter God, God will be cut.”*

– Hattori Hanzo, *Kill Bill Volume 1*

Binding is the ability to design, construct, and empower artifacts, to bind unreal creatures to your will, and to imbue them with a measure of reality.

**The known laws of Binding include:**

1. True Power cannot be created. True Creatures cannot be bound. Both can be manipulated.
2. There is no such thing as nothing.

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3. Nothing is perfectly loyal.
4. Karma cannot be distilled from nothingness.
5. Increasing power results in a higher probability of unexpected side effects.
6. There is usually a cost to Binding. It is best to be careful when dealing with a Binding you did not create.
7. The binding of True Demons, i.e. demons from Chaos, cannot be accomplished with Binding alone. Lords of Chaos use the power of the Logrus to bind such demons.

<b>Level of Ability</b>	<b>Power of Artifacts/Creatures</b>	<b>Most complex binding that can travel across shadows without significantly degrading</b>	<b>Examples of items and creatures of each power level</b>
0 – Masterwork	Finest Natural	—	Dwarven waraxe; Human soldier
8 – Most Excellent	Preternatural	Natural	Longsword +3; Navy SEAL
16 – Astounding	Supernatural	Preternatural	Light saber; Dancing Defender Sword; da Vinci; Newton
28 – Construct of Destiny	Primal	Supernatural	Excalibur; Aegis; Hercules; Perseus
40 – Prophetic	Iconic	Primal	Mjolnir; Zeus; Apollo
55 – Artifact of Eternity	True	True	Grayswandir; Werewindle; Corwin <sup>1</sup>

**Table 4 Benchmarks of *Binding* ability**

<b>Time Factor</b>	<b>Base Binding Time Period</b>	<b>Notes</b>	<b>Highest Level of Binding Required</b>
0	A Moment		None
1	A Minute		Perhaps a simple repair
2	A Watch		Masterwork
3	A Day		Most Excellent
4	A Week		Astounding
5	A Month		Construct of Destiny
6	A Season		Prophetic
7	A Year		Artifact of Eternity
8	A Decade		
9	A Lifetime		
10	An Era		

**Table 5 Binding Time Factors**

In order to have a decent chance of success, the person performing a Binding must have the necessary ability level to achieve the highest level of Binding required to produce the desired result. If the individual has a surfeit of Binding ability, the result achieved will be of generally better quality than a similar effort put forth by a less-skilled craftsman in a similar period of time.

<sup>1</sup> True creatures cannot be bound.

*Infinite Amber version 1.7*

*"Ya can't change the laws of physics! I've got to have thirty minutes!"*  
– Lt. Cmdr Montgomery Scott, UFP

To determine the time required for a Binding, start with the time factor for the highest level of Binding required to achieve the desired result. 1 or 2 qualities of two or more levels lower may be bound during the base binding period. Additional qualities will increase the necessary time factor for solid results.

Extra time spent will increase the effectiveness of the Binding. The result will be a stronger Binding than similar creations made in less time.

Less time spent will decrease the effectiveness of the Binding. The result may be “merely average”, shoddy rush-job or even a failure.

## **Telepathy**

**Telepathy** (cost: 20 points; prerequisites: none; must be purchased during character creation) This represents an innate ability to (attempt to) create a psychic connection at distance, with a range determined by line of sight.

## **Inspiration/Jewel of Judgement**

Prerequisites for acquisition of this power: Personal Reality; Psyche 15 points or more above Amber rank; 10 points in Binding; 10 points in Shadows.

## **The Family of Amber**

There were (at least) 14 princes and 8 princesses of Amber who were the children of Oberon, excluding Coral and Dalt. The Princes: Benedict, Osric, Finndo, Eric, Corwin, Caine, Bleys, Brand, Julian, Gerard, Random, Delwin, Rosarian, and one yet-unnamed. The Princesses: Deirdre, Fiona, Flora, Llewella, Simone, Sand, and two others yet-unnamed.

Oberon's queens, consorts, or mistresses included: Cymnea, Faella, Clarissa, Dybele, Paulette, Rilga, Deela, Harla.

## **History of Amber**

Oberon ruled in Amber until shortly before the Black Road War began.

Eric ruled in Amber at the start of the Black Road War.

Random rules in Amber now.

There is Amber, Rebma, and Tir.

Amber fought the Black Road War against the Courts of Chaos and won.

In the war Oberon, Eric, Deirdre, and Brand died.

Random and Morganthe had a son named Martin.

Dara is descended from Benedict and Lintra.

Corwin and Dara had a son named Merlin.

Corwin created a Pattern on his own based on recollections of Paris.

Brand had a son named Rinaldo.

Rinaldo killed Caine.

Merlin ascended to the throne of Chaos.