

ROLEMASTERTM of MentalismTM



**SPELLTM
LAW**

Exciting new spells for the Lay Healer, Mystic, Seer & other mind-over-matter adepts

SPELL LAW: OF MENTALISM™

Designers:

S. Coleman Charlton, Peter C. Fenlon Jr., John W. Curtis III, Terry K. Amthor

Additional Material:

Steve Marvin, Mark Colborn, Lem Richards

Cover Art: Angus McBride

Interior Art: Glen Michael Angus, Richard H. Britton, James Crabtree, Dan Cruger, James Halloway, Paul Jaquays, Edward Johnson, Denis Loubet, Vince Martin, David Miller, Roger Raupp, Kamran Sedaghatkish, Shawn Sharp, Doug Shuler, Dan Smith, L.A. Williams

Project Specific Contributions: Editor: John Curtis;

Cover Graphics: Jessica Ney-Grimm;

Pagemaking: Coleman Charlton;

Editorial Contributions: Coleman Charlton, John Curtis, Jason O. Hawkins, Steve Marvin;

Proofreading: Coleman Charlton, Steve Marvin, Michael Reynolds;

Rune Conception/Design: Jason O. Hawkins.

ICE Staff — President: Peter Fenlon; **CEO:** Bruce Neidlinger;

Managing Editor: Coleman Charlton; **Editing, Development, &**

Production Staff: John Curtis, Donald Dennis, Jason Hawkins,

Jessica Ney-Grimm, Craig O'Brien, Sherry Robinson;

Sales, Customer Service & Operations Staff: Brain Cartwright,

Steve Hardy, Chad McCully, Heike Kubasch, Daniel Williams,

Special Contributions — Sheldon Price, Rick Britton, Kevin Barrett,

Brian Bouton, Larry Sims, Charles Goforth, Bruce Shelly,

Heike Kubasch, David Carter, Ward Hagar, Gary Eiserman,

Debbie Smith, Brenda Spielman, Tom Williams, David Wagner,

Howard Huggins, Don Knight, Leonard "Swamp" Cook,

Donald Eccles, Deane Begiebing.

Special Spell Law Credits — John "The Drum Machine" Curtis,

Coleman "Shakes his head" Charlton, Nick "Mr. Scan Man"

Morawitz, Steve "Shoot, shoot. Shoot the Giant" Marvin, Jessica

"Ok, what am I looking at?" Ney-Grimm, Jason "Nothing has

happened" Hawkins, Dave "The master Supply Sergeant" Platnick,

Pete "Team Two isn't all dead yet" Fenlon, Bruce "That deadline

was in which year?" Neidlinger, Mike "I'll be back tonight, for sure"

Reynolds, Deane "Is it soup yet?" Begiebing.



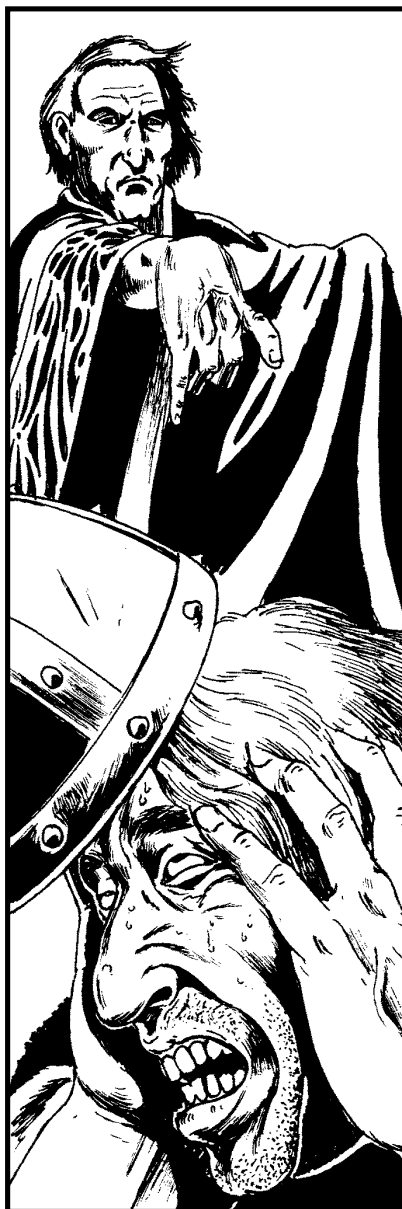


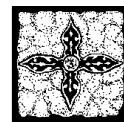
Table of Contents

1.0 Introduction	3-5
1.1 The Spell Description Key	4
1.2 What's On a Spell List	5
2.0 Open Mentalism Lists	6-15
2.1 Anticipations	6
2.2 Attack Avoidance	7
2.3 Brilliance	8
2.4 Cloaking	9
2.5 Damage Resistance	10
2.6 Delving	11
2.7 Detections	12
2.8 Illusions	13
2.9 Self Healing	14
2.10 Spell Resistance	15
3.0 Closed Mentalism Lists	16-25
3.1 Gas Manipulation	16
3.2 Liquid Manipulation	17
3.3 Mind Mastery	18
3.4 Mind's Door	19
3.5 Movement	20
3.6 Sense Mastery	21
3.7 Shifting	22
3.8 Solid Manipulation	23
3.9 Speed	24
3.10 Telekinesis	25
4.0 Lay Healer Base Lists	26-31
4.1 Blood Mastery	26
4.2 Bone Mastery	27
4.3 Concussion Mastery	28
4.4 Muscle Mastery	29
4.5 Nerve/Organ Mastery	30
4.6 Prosthetics	31
5.0 Mentalist Base Lists	32-37
5.1 Mind Attack	32
5.2 Mind Control	33
5.3 Mind Merge	34
5.4 Mind Speech	35
5.5 Presence	36
5.6 Sense Control	37
6.0 Bard Base Lists	38-43
6.1 Controlling Songs	38
6.2 Entertaining Ways	39
6.3 Item Lore	40
6.4 Lores	41
6.5 Sound Control	42
6.6 Sound Projection	43
7.0 Magent Base Lists	44-49
7.1 Assassination Mastery	44
7.2 Disguises	45
7.3 Escapes	46
7.4 Gathering Secrets	47
7.5 Misdirections	48
7.6 Poison Mastery	49
8.0 Healer Base Lists	50-55
8.1 Blood Ways	50
8.2 Bone Ways	51
8.3 Cleansing	52
8.4 Muscle Ways	53
8.5 Organ Ways	54
8.6 Surface Ways	55

9.0 Mystic Base Lists	56-61
9.1 Confusing Ways	56
9.2 Gas Alteration	57
9.3 Hiding	58
9.4 Liquid Alteration	59
9.5 Mystical Change	60
9.6 Solid Alteration	61
10.0 Evil Mentalism Lists	62-67
10.1 Mind Death	62
10.2 Mind Disease	63
10.3 Mind Domination	64
10.4 Mind Erosion	65
10.5 Mind Illusions	66
10.6 Mind Subversion	67
11.0 Mentalism Spell Summaries	68-74
12.0 Professions	75-80
12.1 Lay Healer	75
12.2 Mentalist	76
12.3 Bard	77
12.4 Magent	78
12.5 Healer	79
12.6 Mystic	80

13.0 Attack Tables	81-88
13.1 Basic Spell Attack Table	81
13.2 Resistance Roll Table	81
13.3 Cold Ball Attack Table	82
13.4 Fire Ball Attack Table	83
13.5 Fire Bolt Attack Table	84
13.6 Ice Bolt Attack Table	85
13.7 Lightning Bolt Attack Table	86
13.8 Shock Bolt Attack Table	87
13.9 Water Bolt Attack Table	88
14.0 Spell Critical and Failure Tables	89-94
14.1 Cold Critical Strike Table	89
14.2 Electricity Crit. Strike Table	90
14.3 Heat Critical Strike Table	91
14.4 Impact Critical Strike Table	92
14.5 Creature Crit. Strike Tables	93
14.6 Spell Failure Table	94
15.0 Special Spell Notes	95-101
Lord & Spell Research	95
15.1 Combining Spell Effects	96
15.2 Good, Evil, Dark, & Light	96
15.3 Repeated Spell Attempts	96
15.4 Permanent Spells	96
15.5 Invisibility	96
15.6 Encumbrance Limits For Movement Spells	97
15.7 Wall Spells and Material Integrity	97
15.8 Canceling a Spell	97
15.9 Multiple Targets	97
15.10 Conflicting Effects	98
15.11 RRs for Passive Spells	98
15.12 Visibility	98
15.13 Information Spells	98
15.14 Illusions	98
15.15 Slaying Criticals for Spells	99
15.16 Dreams and Symbology	99
15.17 Spell List Availability	99
15.18 Variability of Spell Duration	99
15.19 RRs for Area Effects	99
15.20 Changing Spells	100
15.21 Curses and Disease	100
15.22 Demons & Other Entities	100
15.23 Fatal Channeling Projections	101
15.24 Evil Spell Lists	101
15.25 Hybrid Spells	101
16.0 How to Use Spell Law Without Rolemaster	102-106
16.1 Dice Rolling Conventions	102
16.2 The Realms of Power	102
16.3 Spell User Classifications	103
16.4 Spell Lists	103
16.5 Casting Spells	103
16.6 Resolving Spell Effect	104
Spell Index	107-111





INTRODUCTION

Section
1.0
Introduction

Spell Law consists of three volumes: *Of Mentalism* (this product), *Of Channeling*, and *Of Essence*—one for each of the three *Rolemaster* realms of power. Each volume can be used to expand the spell system provided in *Rolemaster Fantasy Role Playing (RMFRP)*. The three volumes provide more spell lists, spells above 10th level, individualized spell attack tables, and more critical tables. *Spell Law* can also be used as a spell system for other FRP games.

Spell Law provides a wide variety of options for the players. Spell users are allowed to know a large number of spells, but can only use a few before tiring and requiring rest. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key points. To this end, *Spell Law* provides over 2000 spells based on three different realms of power (Channeling, Essence, and Mentalism) for 15 professions.

ROLEMASTER FANTASY ROLE PLAYING

Rolemaster Fantasy Role Playing (RMFRP) is ICE's complete fantasy role playing system. It can be expanded by using four core products: *Arms Law (AL)*, *Spell Law (SL)*, *Character Law (CL)*, and *Gamemaster Law (GML)*; as well as a number of other support products. *Spell Law* expands the set of spell lists and attack tables provided in *RMFRP*. Those players and GMs who are already familiar with *Spell Law* (from previous editions of *Rolemaster*) can use this book without any modification to the old system. You should decide which edition of *Spell Law* to use when there is a discrepancy—there a quite a few changes to the old lists.

GENERAL GUIDELINES

For details on using spells and spell lists refer to *RMFRP*: Section 6.0 (p. 22) for how to learn spells, Section 14.0 (p. 46) for how to cast spells, Appendix A-9 (p. 152) for details on spell lists, and Appendix A-10 (p. 208) for how to resolve spell attacks.

If you are using *Spell Law* without *RMFRP*, you will need to familiarize yourself with the material in Section 16.0 (p. 102-106) before just diving in.

The spells contained in this book are organized into lists which reflect the similarity common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice associated with lower level spells on the same list. This reflects the learning process that accompanies development within a spell grouping.

The spell lists are also grouped in units. These collections are based on the spell users' various backgrounds within the greater realms of power. A Lay Healer's background and living experiences often differ significantly from the past life associated with a "pure" Mentalist. Thus, certain spell lists will be easier for the Mentalist to learn; correspondingly, others will seem simpler to the Lay Healer. Each profession will find its education is colored by its background. Nonetheless, flexibility is emphasized.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing

the Gamemaster (GM) with a framework by which he can apply spell usages to variances in his world system or specific occurrences that demand certain flexibility. This may be particularly true with regard to powerful spells.

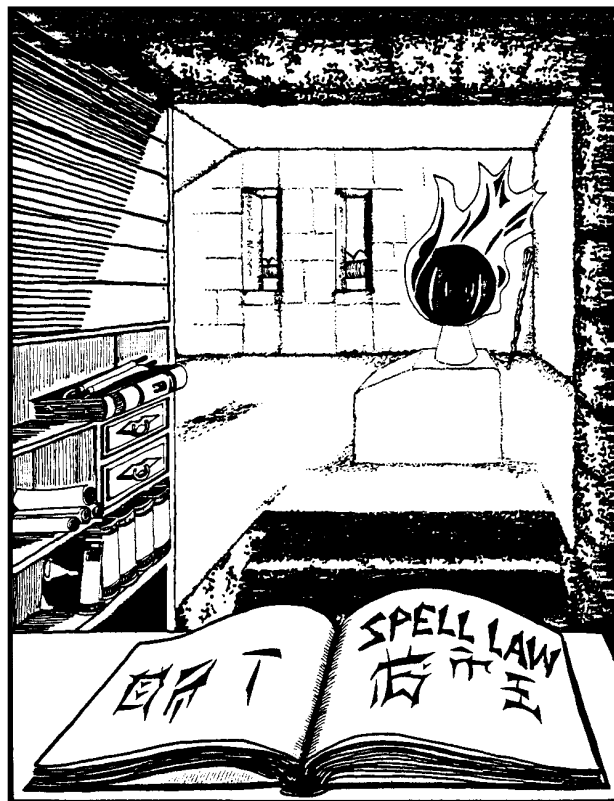
Certain organizational devices have been used to increase playability. Nonetheless, consistence and flavor are emphasized. After all, the world of spells is a rich one indeed.

THE REALM OF MENTALISM

The mind is an amazing tool—yet, no one uses it to its full capacity. Mentalism spell users strive to use their minds in ways few even contemplate. By using the very personal power locked within themselves, Mentalism users are able to channel the power of the Essence through their own mental corridors; thus, manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalism users are masters of the Essence within themselves.

Because Mentalism users are not deities, however, they work within the limitations of their worldly bodies, their own senses, and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Nonetheless, the power of the Mentalism user can reach great heights. They are masters of thought, gatherers of presence and inner strength. Even though their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed ... for, it is the Mentalism user who seeks to fulfill the destiny of his own mind.

Any head covering interferes with the power of Mentalism spells, so wearing helmets will interfere with the casting of Mentalism spells (see *RMFRP* Section 14.0, p. 46).





**Section
1.0
Introduction**

1.1

THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

SPECIAL SPELL CODES

[RR Mod #] – Any RRs against the effects of this spell are modified by #.

- * – Instantaneous; spell does not require preparation rounds.
- – Spell does not require power points.

‡ – Part of a set of spells that must be thrown in conjunction with other spells continuously to be effective (or fully effective).

SPELL TYPES

E – Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a “wall” spell) or the sense of the target (e.g., an “illusion” spell). Because the elements are real, no Resistance Rolls are normally allowed.

BE – Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements. Such attacks are resolved on the Cold Ball Attack Table 13.3 (p. 82) or the Fire Ball Attack Table 13.4 (p. 83).

DE – Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on the Bolt Attack Tables 13.5-13.9 (p. 84-88).

F – Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell's force. If the spell has a target capable of resisting, the caster makes an attack roll on the Basic Spell Attack Table 13.1 (p. 81) to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table 13.2, p. 81, using the target's level and the attacker's level as the indices).

P – Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM's discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.

U – Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM's discretion), but it is modified by -50 (i.e., he mostly likely will not resist). Most healing spells are of this type.

I – Informational spell. These spells involve gathering information through means that do not require RRs.

SPELL SUB-TYPES

s – Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell. In addition, any subconscious spell can be triggered while the caster is unconscious, asleep, in a trance, etc. A subconscious spell can be triggered by conditions that the spell can affect (e.g., a *Regenerate* spell will trigger if the caster is knocked out and has unhealed concussion hits).

A *Stun Relief* spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an *Awake* spell may be cast while unconscious or asleep if circumstances alert the caster/spell's senses. In both cases, it is assumed that the spell is triggered subconsciously.

A GM may allow a character to set conditions on his subconscious spells by “programming” his subconscious (e.g., a character might decide to only trigger *Regenerate* if he takes hits and goes unconscious in combat and not if he just trips and falls and knocks himself out). In such a case, the GM may require a maneuver roll to use the “programming” modified by +50 *plus* three times the character's Self Discipline *plus* any skill developed for this spell list.

m – Mental Attack spell. Any spell marked with an ‘m’ is considered a mental attack spell, and is subject to effects and defenses that target mental or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a “mind” per se (e.g., Undead, plants, politicians, etc.).

SPELL AREAS OF EFFECT

x target(s) – The spell affects *x* number of targets.

x target(s)/lvl – The spell affects a number of targets equal to the caster's level times *x*.

distance R – The spell affects all within a radius equal to *distance* in size.

distance R / lvl – The spell affects all within a radius equal to *distance* times the caster's level in size.

area – The spell affects all within a fixed area of effect. Sometimes *area* will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).

caster – The spell affects only the caster.

“—” – The spell has no area of effect.

varies – The exact size of the area of effect depends upon some other aspect of the spell.

SPELL DURATIONS

time – The spell has a fixed duration equal to time.

C – Concentration is required. Concentration requires 50% of the caster's normal activity each round. Thus, the caster cannot normally cast any other spells while concentrating.

duration (C) – Concentration is required, except the period of concentration cannot exceed the *duration* given. The caster can stop concentrating and the spell effect will stop. If the duration has not expired, the caster can concentrate again and the spell effect will resume.

P – Permanent. The spell has a permanent effect (in the sense of creating a “permanent” physical or mental condition). The effects of permanent spells that manipulate matter **and** require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be affected by outside forces. For example, the spell may be dispelled, cured, **or** otherwise disturbed by enchantment, physical force, etc.

varies – Variable. The exact duration depends upon some other aspect of the spell.

“–” – No duration. The effects of this spell require no duration and are applied immediately.

time / level – The duration is the *time* multiplied by the level of the caster.

time / # fail – The duration is based upon the difference between the target’s modified RR and the minimum roll required to resist the spell (see *RMFRP* Section 17.0, p. 52). The duration is equal to this difference divided by # and then multiplied by *time*.

Example: 1 rnd/10 fail would mean that if the RR is failed by 16 to 24, the spell would last for 2 rounds. If the RR was failed by 25-34, it would last for 3 rounds.

SPELL RANGES

self – The spell can only be cast upon the caster himself.

touch – The caster must touch the target to create the effect.

distance – The caster can be no further than *distance* to the desired area of effect.

distance / lvl – The distance to the area of effect can be no further than *distance* times the caster’s level.

unlimited – There are no limitations placed upon the distance to the area of effect.

varies – The distance to the area of effect depends upon some other aspect of the spell.

DEFINITIONS

Basic Attack Spell: A spell that attacks a target, but which is not an elemental attack spell.

Mass Spell: A spell with its “# of targets” or its “area of effect” based upon the caster’s level.

Elemental Attack Spell: A spell which creates and uses fire, cold, water, ice, or electricity to attack a target. The “elements” created by these spells are real.

Lord Spell: The spell is keyed to a 20th level effect.

True Spell: A “True” spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.

1.2 WHAT’S ON A SPELL LIST



**Section
1.0
Introduction**

- Spell List Name**—Each spell list has a unique name.
- Spell List Number**—Each spell list has a unique identifier line that combines its classification and a section number.
- Listing**—At the top of each spell list is a listing of all the spells, sorted by level. This listing also shows important spell parameters.
- Spell Level/Name**—The level and name of each spell appears in two places; in the listing and in the descriptions.
- Area of Effect**—This is the area affected by the spell. If “varies” appears here, check the description for the exact area of effect.
- Duration**—This is the duration that the spell will remain active. If “varies” appears here, check the description for the exact area of effect.
- Range**—This is the range from the caster to the area of effect. If “varies” appears here, check the description for the exact area of effect.
- Type**—This is the type of spell. It will determine what kind of resistance roll the target gets (if any).
- Notes**—If there are any global notes or special rules for spells in this list, they will be found here.

OPEN MENTALISM 2.3 2						
1 BRILLIANCE						
Lvl	Spell	Area of Effect	Duration	Range	Type	
1	Projected Light	50' beam	10 min/lvl	self	E	
2	Glow	caster	1 min/lvl	self	E	
3	Light I	10'R	10 min/lvl	touch	E	
4	Self Aura	caster	10 min/lvl	self	U	
5	Light Eruption	10'R	—	100'	F	
6	Shock Bolt	1 target	—	100'	DE	
7	Darkness I	10'R	10 min/lvl	touch	E	
8	True Aura	caster	10 min/lvl	self	U	
9						
10	Light V	50'R	10 min/lvl	touch	E	
11	Darkness V	50'R	10 min/lvl	touch	E	
12						
13	Hue	1000 cu'	10 min/lvl	touch	U	
14						
15	Beacon	5 mi R	—	self	E	
16	Greater Darkness	100'R/lvl	10 min/lvl	touch	E	
17						
18	Utterlight	100'R	1 min/lvl	touch	E	
19	Utterdark	100'R	1 min/lvl	touch	E	
20	Sunfires	1 point	C	500'	E	
25	Sunfires True	1 point	C	500'	E	
30	Hand of Fire	1 point	1 rnd/lvl	6"	DE	
50	Hand of Fire True	1 point	C	6"	DE	



BRILLIANCE

- Projected Light** – A beam of light (like a flashlight) springs from the caster’s palm. This beam has a 50' effective range. When his hand is made into a fist, the light will “shut off” until the fist is opened again.
- Glow** – Causes a small, 1" diameter point of light that will glow softly. This spell provides enough light for *Nightvision* to work properly; but not enough light to allow much mobility in the dark.
- Light I** – Lights a 10' radius area about the point touched. If the point is on a mobile object or being, it will move with the object/being.
- Self Aura** – Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- Light Eruption** – [RR Mod: -10] Causes a 10' radius sphere of intense light. All within are stunned for 1 round per 10 failure.
- Shock Bolt** – A bolt of intense, charged light is shot from the palm of the caster. Results are determined on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- Darkness I** – As *Light*, except a 10' radius of normal darkness is created. See Appendix A-9.17.12 (p. 206).
- True Aura** – As *Self Aura*, except it makes him appear extremely powerful and subtracts 15 from all attacks.
- Light V** – As *Light I*, except radius is 50'.

- Darkness V** – As above, except radius is 50'.
- Hue** – Causes any object up to 1000 cubic feet to glow with any desired color.
- Beacon** – Ray of light of any color springs from caster’s hand. This ray can be up to 5 miles long.
- Greater Darkness** – As *Darkness*, except radius is 100' per level.
- Utterlight** – As *Light*, except radius is 100' and it is equivalent to full daylight. All magically created darkness is nullified for the duration.
- Utterdark** – Darkens a 100' radius, no non-magical light can exist in the area and magic light (except for *Utterlight*) must make a RR or it is canceled.
- Sunfires** – Focuses sunlight as a lens, must be focused initially on a fixed point. After 1 round it can be moved at a rate of 1' per round. It will burn through a 1' diameter at a rate of 1' per round (for wood), 4" per round (for stone), or 1" per round (for metal). This spell cannot be used effectively in combat (as foes can easily move out of the way). However, if used on an immobile foe, see *Hand of Fire* for damage resolution process.
- Sunfires True** – As *Sunfires*, except doesn’t need sunlight.
- Hand of Fire** – As *Sunfires*, except the range and focus is 6" from open palm of caster (caster’s arm is immune) and it can be moved 10' per round. It can be used in melee; striking on the Fire Bolt Attack Table (deliver double concussion hits) with an OB equal to (30 + caster’s directed spell skill bonus with *Hand of Fire*). If the attack is fumbled (01-02 UM), the caster takes an automatic ‘C’ Heat Critical.
- Hand of Fire True** – As *Hand of Fire*, except doesn’t need sunlight.

SPECIAL NOTES 9
None of the *Aura* spells (*Self Aura* and *True Aura*) are cumulative with each other or with the *Blur* spell.



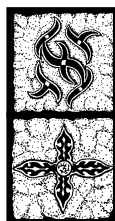


OPEN MENTALISM 2.1

ANTICIPATIONS



Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Anticipate Missile *	1 missile	—	100'	U
<input type="checkbox"/> 2)	Anticipate Blow *	1 attack	—	10'	U
<input type="checkbox"/> 3)	Guess *	caster	—	self	I
<input type="checkbox"/> 4)	Anticipate Spell *	1 spell	—	10'	I
<input type="checkbox"/> 5)	Intuitions I	caster	—	self	I
<input type="checkbox"/> 6)	Anticipate Hostility	10'R	—	10'	I
<input type="checkbox"/> 7)					
<input type="checkbox"/> 8)	Dream I	caster	sleep	self	I
<input type="checkbox"/> 9)	Room Feel I	1'R/lvl	varies	100'	I
<input type="checkbox"/> 10)	Anticipations *	caster	—	100'	Pm
<input type="checkbox"/> 11)	Intuitions II	caster	—	self	I
<input type="checkbox"/> 12)	Room Feel II	caster	varies	100'	I
<input type="checkbox"/> 13)	Anticipate Hostility Tr.	10'R/lvl	1 min/lvl(C)	10'/lvl	I
<input type="checkbox"/> 14)	Dream II	caster	sleep	self	I
<input type="checkbox"/> 15)	Spell Anticipation *	caster	—	100'	Pm
<input type="checkbox"/> 16)	Room Feel III	caster	varies	100'	I
<input type="checkbox"/> 17)	Dream III	caster	sleep	self	I
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Room Feel True	caster	varies	100'	I
<input type="checkbox"/> 20)	Intuitions True	caster	—	self	Pm
<input type="checkbox"/> 25)	Anticipations True *	caster	—	100'	Pm
<input type="checkbox"/> 30)	Dreams V	caster	sleep	self	I
<input type="checkbox"/> 50)	Spell Anticipation True *	caster	—	100'	I



ANTICIPATIONS

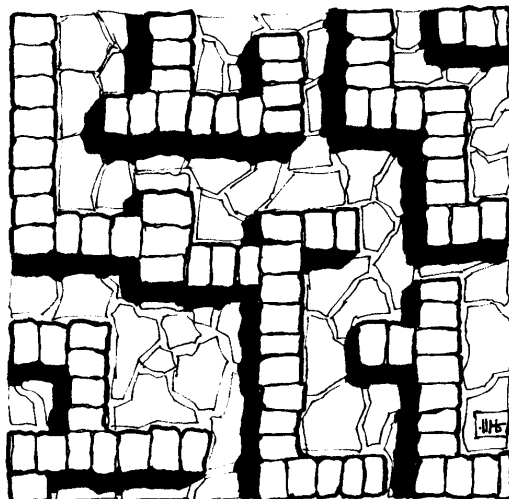
- Anticipate Missile** — Caster is aware of any missiles being fired at him this round. If the caster is currently capable of moving, he gets a special bonus of +50 to his DB against the missile attack of his choice. It is assumed that the caster moves at least slightly to attempt to avoid the attack.
- Anticipate Blow** — As *Anticipate Missile*, except applies to melee attacks.
- Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g, roll 1-100: correct on 26-100, incorrect on 01-25).
- Anticipate Spell** — As *Anticipate Missile*, except applies to spell attacks. Caster gets a special bonus of +50 to his DB against a directed elemental attack; **or** +20 against an area elemental attack; **or** a basic spell attack suffers a special penalty of -10.
- Intuitions I** — Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
- Anticipate Hostility** — Caster is aware of any being within the area of effect that has hostile intentions towards him. The hos-

tility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).

- Dream I** — Caster has a dream relating to a topic decided upon just before retiring. This spell can only be used once per night. The caster must sleep a minimum of one normal sleep cycle.
- Room Feel I** — Caster has a vision of what has occurred in a room or place; limited to up to 1 minute per level into the past. The size of the room is limited to the area of effect.
- Anticipations** — Predicts most probable actions of a being (the target) in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell). This results in the caster being able to declare his statement of intent for the round after hearing what the target has decided to do. Note that the target is free to change his declared action with the requisite penalties.
- Intuitions II** — As *Intuitions I*, except caster gets to gaze 2 minutes into the future.
- Room Feel II** — As *Room Feel I*, except limit is 1 hour per level.
- Anticipate Hostility True** — As *Anticipate Hostility*, except for area of effect, duration and range.
- Dream II** — As *Dream I*, except limit is 2 dreams/night on different topics.
- Spell Anticipation** — As *Anticipations*, except if action is to cast a spell, the spell to be cast and target are learned.
- Room Feel III** — As *Room Feel I*, except limit is 1 day per level.
- Dream III** — As *Dream I*, except limit is 3 dreams/night on different topics.
- Room Feel True** — As *Room Feel I*, except limit is 1 week per level.
- Intuitions True** — As *Intuitions I*, except time limit extends 1 minute per level into the future.
- Anticipations True** — As *Anticipations*, except caster can predict actions of all beings within 100' of him.
- Dream V** — As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.
- Spell Anticipation True** — As *Anticipations True*, except spell types and targets are learned.

SPECIAL NOTES

- When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his skill rank for this list has increased.
- When dealing with *Dreams*, a GM should use symbology (see Section 15.16, p. 99).
- See Section 15.13 (p. 98) for more on information spells.



ATTACK AVOIDANCE

1. **Turn Missile** – Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes 20 to be subtracted from the missile's attack.
2. **Turn Blade** – As *Turn Missile*, except applies to a melee attack.
3. **Shield** – Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a "real" shield.
5. **Deflect I** – As *Turn Missile* except 100 is subtracted from the attack.
6. **Bladeturn I** – Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
8. **Aim Untrue I** – Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss its target.
10. **Still Air** – Creates a pocket of still air 1" per level on all sides of the caster, that no outside gas can come into. Normally, one person will consume all of the oxygen in the pocket over the course of the spell (1 minute per level).
11. **Deflect II** – As *Deflect I*, except affects 2 missiles.
13. **Spell Deflect I** – Deflects one elemental spell against caster. The attack roll has -50 added to it (must be in the caster's field of vision).
15. **Bladeturn II** – As *Bladeturn I*, except affects 2 melee attacks.
18. **Deflect III** – As *Deflect I*, except affects 3 missiles.
20. **Spell Deflect II** – As *Spell Deflect I*, except affects 2 elemental attack spells.
25. **Bladeturn III** – As *Bladeturn I*, except affects 3 melee attacks.
30. **Spell Deflect III** – As *Spell Deflect I*, except affects 3 elemental attack spells.
50. **Deflect True** – As *Deflect I*, *Bladeturn I*, and *Spell Deflect I*; except any 3 attacks can be deflected.

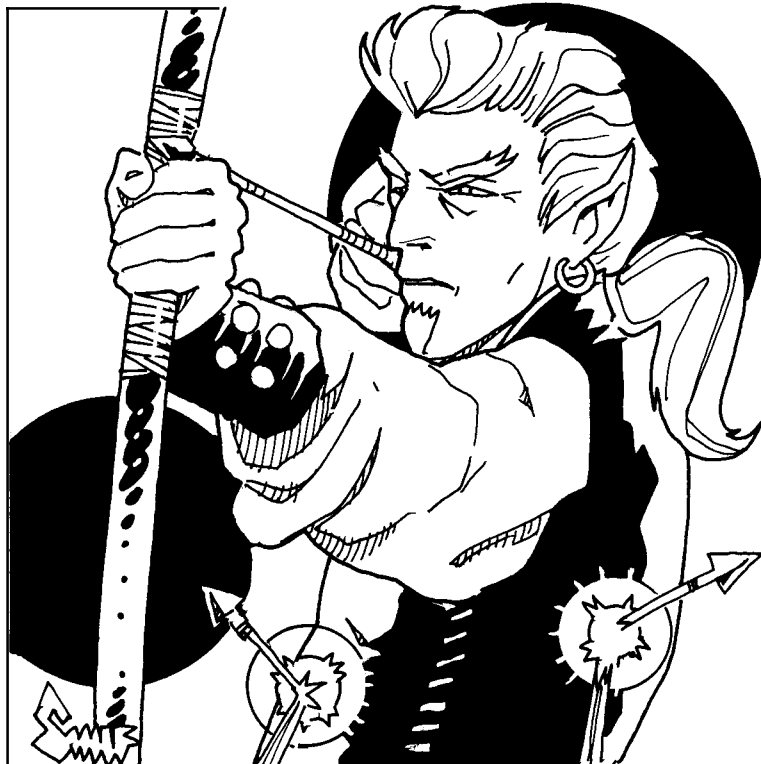


OPEN MENTALISM 2.2

ATTACK AVOIDANCE



Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Turn Missile *	1 missile	—	self	U
<input type="checkbox"/> 2)	Turn Blade *	1 attack	—	self	U
<input type="checkbox"/> 3)	Shield *	caster	1 min/lvl	self	U
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Deflect I *	1 missile	—	self	U
<input type="checkbox"/> 6)	Bladeturn I *	1 attack	—	self	U
<input type="checkbox"/> 7)					
<input type="checkbox"/> 8)	Aim Untrue I *	1 missile	—	self	U
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Still Air *	1"R/lvl	1 min/lvl	self	U
<input type="checkbox"/> 11)	Deflect II *	2 missiles	—	self	U
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Spell Deflect I *	1 spell	—	self	U
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Bladeturn II *	2 attacks	—	self	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)	Deflect III *	3 missiles	—	self	U
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Spell Deflect II *	2 spells	—	self	U
<input type="checkbox"/> 25)	Bladeturn III *	3 attacks	—	self	U
<input type="checkbox"/> 30)	Spell Deflect III *	3 spells	—	self	U
<input type="checkbox"/> 50)	Deflect True *	3 attacks	—	self	U





OPEN MENTALISM 2.3

BRILLIANCE



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Glow	caster	1 min/lvl	self	E
3)	Light I	10'R	10 min/lvl	touch	E
4)	Self Aura	caster	10 min/lvl	self	U
5)	Light Eruption	10'R	—	100'	F
6)	Shock Bolt	1 target	—	100'	DE
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	True Aura	caster	10 min/lvl	self	U
9)					
10)	Light V	50'R	10 min/lvl	touch	E
11)	Darkness V	50'R	10 min/lvl	touch	E
12)					
13)	Hue	1000 cu'	10 min/lvl	touch	U
14)					
15)	Beacon	5 mi R	C	self	E
16)	Greater Darkness	100'R/lvl	10 min/lvl	touch	E
17)					
18)	Utterlight	100'R	1 min/lvl	touch	E
19)	Utterdark	100'R	1 min/lvl	touch	E
20)	Sunfires	1 point	C	500'	E
25)	Sunfires True	1 point	C	500'	E
30)	Hand of Fire	1 point	1 rnd/lvl	6"	DE
50)	Hand of Fire True	1 point	C	6"	DE



BRILLIANCE

- Projected Light** — A beam of light (like a flashlight) springs from the caster's palm. This beam has a 50' effective range. When his hand is made into a fist, the light will "shut off" until the fist is opened again.
- Glow** — Causes a small, 1" diameter point of light that will glow softly. This spell provides enough light for *Nightvision* to work properly; but not enough light to allow much mobility in the dark.
- Light I** — Lights a 10' radius area about the point touched. If the point is on a mobile object or being, it will move with the object/being.
- Self Aura** — Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- Light Eruption** — [RR Mod: -10] Causes a 10' radius sphere of intense light. All within are stunned for 1 round per 10 failure.
- Shock Bolt** — A bolt of intense, charged light is shot from the palm of the caster. Results are determined on the Shock Bolt Attack Table 13.8 (p. 87).
- Darkness I** — As *Light*, except a 10' radius of normal darkness is created. See Section 15.12 (p. 98).
- True Aura** — As *Self Aura*, except it makes him appear extremely powerful and subtracts 15 from all attacks.
- Light V** — As *Light I*, except radius is 50'.

11. **Darkness V** — As above, except radius is 50'.

13. **Hue** — Causes any object up to 1000 cubic feet to glow with any desired color.

15. **Beacon** — Ray of light of any color springs from caster's hand. This ray can be up to 5 miles long.

16. **Greater Darkness** — As *Darkness*, except radius is 100' per level.

18. **Utterlight** — As *Light*, except radius is 100' **and** it is equivalent to full daylight. All magically created darkness is nullified for the duration.

19. **Utterdark** — Darkens a 100' radius, no non-magical light can exist in the area and magic light (except for *Utterlight*) must make a RR or it is canceled.

20. **Sunfires** — Focuses sunlight as a lens, must be focused initially on a fixed point. After 1 round it can be moved at a rate of 1' per round. It will burn through a 1' diameter at a rate of 1' per round (for wood), 4" per round (for stone), or 1" per round (for metal). This spell cannot be used effectively in combat (as foes can easily move out of the way). However, if used on an immobile foe, see *Hand of Fire* for damage resolution process.

25. **Sunfires True** — As *Sunfires*, except doesn't need sunlight.

30. **Hand of Fire** — As *Sunfires*, except the range and focus is 6" from open palm of caster (caster's arm is immune) **and** it can be moved 10' per round. It can be used in melee; striking on the Fire Bolt Attack Table 13.5, p. 84, (deliver double concussion hits) with an OB equal to (30 + caster's directed spell skill bonus with *Hand of Fire*). If the attack is fumbled (01-02 UM), the caster takes an automatic 'C' Heat Critical.

50. **Hand of Fire True** — As *Hand of Fire*, except doesn't need sunlight.

SPECIAL NOTES

None of the *Aura* spells (*Self Aura* and *True Aura*) are cumulative with each other or with the *Blur* spell.



CLOAKING

1. **Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks directed at the caster.
2. **Shadow** – Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus between +25 and +75 to Stalking/Hiding maneuvers).
3. **Unseen** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack). See Section 15.5 (p. 96) for more on Invisibility.
4. **Cloaking I** – [RR Mod = -50] Target makes an RR. Failure results in the caster being invisible to the target; others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the caster takes). If the caster attacks the target, he may make another RR with a special modifier of +50. If the caster begins to concentrate (50% activity), he can extend the duration of this spell indefinitely (as long as he can concentrate).
5. **Facades I** – A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size. See Section 15.14 (p. 98) for more on illusions.
6. **Cloaking III** – As *Cloaking I*, except the caster can affect 3 targets (the caster makes one BAR that applies to all targets).
7. **Cloaking Sphere I** – As *Cloaking I*, except every target in the area of effect must make a RR (one BAR a round for all targets). Once a target makes a successful RR, he need not make another RR against the spell.
8. **Cloaking V** – As *Cloaking I*, except the caster can affect 5 targets (the caster makes one BAR that applies to all targets).
9. **Cloaking Sphere II** – As *Cloaking Sphere I*, except for the area of effect.
10. **Shadow Mentalist I** – Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does. The duplicate is limited to moving within the area of effect. If the caster concentrates, he can “merge” the duplicate with himself and then split back apart again (making it difficult to discern which one is the “real” caster).
11. **Facades II** – As *Facades I*, except illusion may include sounds and voices.
12. **Cloaking X** – As *Cloaking I*, except the caster can affect 10 targets (the caster makes one BAR that applies to all targets).
13. **Cloaking Sphere III** – As *Cloaking Sphere I*, except for the area of effect.
14. **Displacement I** – Caster appears to be offset from where he really is. All attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of “no effect” for that foe goes down by 5%.

OPEN MENTALISM 2.4

CLOAKING

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Blur *	caster	1 min/lvl	self	U
□ 2)	Shadow	caster	10 min/lvl	self	U
□ 3)	Unseen	object	24 hours	touch	U
□ 4)	Cloaking I	1 target	1 min/lvl(C)	10'/lvl	Fm
□ 5)	Facades I	caster	1 hr/lvl	self	E
~~~~~					
□ 6)	Cloaking III	3 targets	1 min/lvl(C)	10'/lvl	Fm
□ 7)	Cloaking Sphere I	10'R	C	self	Fm
□ 8)	Cloaking V	5 targets	1 min/lvl(C)	10'/lvl	Fm
□ 9)	Cloaking Sphere II	20'R	C	self	Fm
□ 10)	Shadow Mentalist I	varies	1 min/lvl	100'	F
~~~~~					
□ 11)	Facades II	caster	1 hr/lvl	self	F
□ 12)	Cloaking X	10 targets	1 min/lvl(C)	10'/lvl	Fm
□ 13)	Cloaking Sphere III	30'R	C	self	Fm
□ 14)	Displacement I	caster	1 min/lvl	self	F
□ 15)	Camouflage	caster	10 min/lvl	self	F
~~~~~					
□ 16)	Cloaking XX	20 targets	1 min/lvl(C)	10'/lvl	Fm
□ 17)					
□ 18)	Displacement II	caster	1 min/lvl	self	F
□ 19)	Cloaking Sphere V	50'R	C	self	Fm
□ 20)	Shadow Mentalist II	—	1 min/lvl	100'	F
~~~~~					
□ 25)	Displacement III	caster	1 min/lvl	self	F
□ 30)	Camouflage True	caster	10 min/lvl	self	F
□ 50)	True Cloaking	1 target/lvl	1 min/lvl(C)	varies	Fm

15. **Camouflage** – Caster and objects on his person take on the visual texture, color, and form of surrounding area. Caster is nearly invisible when motionless (a special bonus of +200 to all Hiding maneuvers) **and** has a special bonus of +50 to Stalking maneuvers (if he concentrates). This spell is not cumulative with *Shadow*.

16. **Cloaking XX** – As *Cloaking I*, except the caster can affect 20 targets (the caster makes one Base Attack Roll that applies to all targets).

18. **Displacement II** – As *Displacement I*, except “no effect” chance is 20%.

19. **Cloaking Sphere V** – As *Cloaking Sphere I*, except for the area of effect.

20. **Shadow Mentalist II** – As *Shadow Mentalist I*, except there are two duplicates.

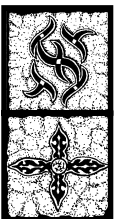
25. **Displacement III** – As *Displacement I*, except “no effect” chance is 30%.

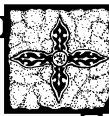
30. **Camouflage True** – As *Camouflage*, except doesn't require concentration while moving **and** the Stalking bonus is 75.

50. **True Cloaking** – As *Cloaking I*, except the caster can affect as many targets as he has levels and the range is only limited to the caster's field of vision.

SPECIAL NOTES

- 1) Cloaking spells are not *Invisibility* spells and none of the normal rules for invisibility apply (e.g., the caster does not become “visible” when he attacks or is hit, etc.).
- 2) See Section 15.14 (p. 98) for more on illusions.





OPEN MENTALISM 2.5

DAMAGE RESISTANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Heat Resistance *	caster	1 min/lvl	self	U
<input type="checkbox"/> 2)	Cold Resistance *	caster	1 min/lvl	self	U
<input type="checkbox"/> 3)					
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Unpain I *	caster	1 min/lvl	self	Us
<input type="checkbox"/> 6)	Stun Relief I *	caster	—	self	Us
<input type="checkbox"/> 7)	Resist Poison *	caster	C	self	Us
<input type="checkbox"/> 8)					
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Unpain II *	caster	1 min/lvl	self	U
<input type="checkbox"/> 11)	Stun Relief III *	caster	—	self	Us
<input type="checkbox"/> 12)	Neutralize Poison *	caster	varies	self	Us
<input type="checkbox"/> 13)					
<input type="checkbox"/> 14)	Awake *	caster	—	self	Us
<input type="checkbox"/> 15)	Unpain III *	caster	1 min/lvl	self	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Heat Resistance True *	caster	1 min/lvl	self	U
<input type="checkbox"/> 18)	Cold Resistance True *	caster	1 min/lvl	self	U
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Unpain IV*	caster	1 min/lvl	self	U
<input type="checkbox"/> 25)	Neutralize Poison True *	caster	varies	self	Us
<input type="checkbox"/> 30)	Awake True *	caster	—	self	Us
<input type="checkbox"/> 50)	Unpain True *	caster	1 min/lvl	self	U



12. Neutralize Poison — Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for one hour. In any case, it delays the poison for as long as the caster can concentrate.

14. Awake — Will awaken the caster from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.). Caster takes one round to awaken.

15. Unpain III — As *Unpain I*, except 75% additional hits may be sustained.

17. Heat Resistance True — As *Heat Resistance*, except caster is immune to natural heat **and** takes 50% normal damage from heat spells.

18. Cold Resistance True — As *Cold Resistance*, except caster is also immune to natural cold **and** takes 50% normal damage from cold spells.

20. Unpain IV — As *Unpain I*, except 100% additional hits may be sustained.

25. Neutralize Poison True — As *Neutralize Poison*, except chance of neutralization is 100% (modified).

30. Awake True — As *Awake*, except there is no delay **and** it can be used with normal sleep and set to be triggered by any activity (e.g., attack, danger, etc.).

50. Unpain True — As *Unpain IV*, except caster ignores all pain. He will be active until he takes more than: [2 x normal hits + Temporary Constitution]. He ignores all penalties due to wounds (i.e., negative modifications to actions). When he exceeds this limit, he does not pass out; he dies from system shock.

SPECIAL NOTES

For more on healing, see *RMFRP* Section 24.1 (p. 75).



DAMAGE RESISTANCE

- 1. Heat Resistance** — Caster is protected from natural heat up to 170° F (treat as if target were in 70° F temperature). For temperatures above 170° F, subtract 100° F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks).
- 2. Cold Resistance** — Caster is protected from natural cold down to 20° F (treat as if target were in 70° F temperature). For temperatures below 20° F, add 50° F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and cold attacks).
- 5. Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out. Hits are still taken and remain when the duration expires.
- 6. Stun Relief I** — Relieves 1 round's worth of accumulated stun.
- 7. Resist Poison** — Delays the effect of a poison as long as the caster concentrates.
- 10. Unpain II** — As *Unpain I*, except 50% additional hits may be sustained.
- 11. Stun Relief III** — As *Stun Relief I*, except 3 rounds are relieved.

DELVING

1. **Item Feel** – Caster receives basic idea of item's purpose, if any.
2. **Detect Power** – Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.
3. **Origins** – Gives a general idea of the place of origin of an item.
5. **Detect Curse** – Detects if a curse is on an item.
6. **Power Lore** – Gives the origins of an item's power.
7. **Rock Lore** – Gives details of where, when, and how the examined piece of rock was worked.
8. **Item Vision** – Gives a vision of a significant event in the item's past.
10. **Delving** – Gives significant details about an item's construction and purpose (not specific powers).
11. **Past Vision I** – Caster gets a vision up to 1 hour per level into the past. The desired time can be set within ± 30 min. The vision must be associated with an item or place. The vision can last up to 1 minute per level if the caster concentrates and remains inactive.
13. **Item Lore** – Gives major abilities and powers of an item.
15. **Death's Memory** – Gives a vision of how someone died and an image of their killer. This spell must be cast within 24 hours of the death. In addition, this spell must be cast at the place of death or in the presence of the dead body.
17. **Past Hold** – When cast just before a *Past Vision* spell, it allows caster to lock onto a specific event in an item's past, and then examine that event with a *Past Vision*.
19. **Item Analysis** – Gives a complete rundown on an item's construction, powers, and purpose (may be modified if an item is extremely powerful).
20. **Past Vision II** – As *Past Vision I*, except time range is 1 day per level (with an error of ± 1 hour) and the vision can last up to 10 minutes per level.
25. **Past Vision III** – As *Past Vision I*, except time range is 1 month per level (with an error of ± 1 day) and the vision can last up to 1 hour per level.
30. **Past Vision IV** – As *Past Vision I*, except time range is 1 year per level (with an error of ± 1 week) and the vision can last up to 5 hours per level.



OPEN MENTALISM 2.6

DELVING

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Item Feel	1 object	—	touch	I
<input type="checkbox"/> 2)	Detect Power	varies	1 min/lvl(C)	touch	I
<input type="checkbox"/> 3)	Origins	1 object	—	touch	I
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Detect Curse	1 object	—	touch	I
<input type="checkbox"/> 6)	Power Lore	1 object	—	touch	I
<input type="checkbox"/> 7)	Rock Lore	1 rock	—	touch	I
<input type="checkbox"/> 8)	Item Vision	1 object	varies	touch	I
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Delving	1 object	—	touch	I
<input type="checkbox"/> 11)	Past Vision I	varies	varies	touch	I
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Item Lore	1 object	—	touch	I
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Death's Memory	varies	varies	touch	I
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Past Hold	1 spell	varies	self	I
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Item Analysis	1 object	—	6"	I
<input type="checkbox"/> 20)	Past Vision II	varies	varies	touch	I
<input type="checkbox"/> 25)	Past Vision III	varies	varies	touch	I
<input type="checkbox"/> 30)	Past Vision IV	varies	varies	touch	I
<input type="checkbox"/> 50)	Past Vision True	caster	varies	touch	I

50. **Past Vision True** – As *Past Vision I*, except time range is 10 year per level (with an error of ± 1 month) and vision can last up to 10 hours per level (each hour of the past event takes only 10 minutes real time).

SPECIAL NOTES

- 1) A "curse" is usually something that is detrimental and magical in nature (e.g., delivered from the Curses spell list, see *Spell Law: Of Channeling* Section 10.1, p. 62). The GM may decide that the "curses" spells on this spell list apply only to magical curses.
- 2) See Section 15.13 (p. 98) for more on information spells.



OPEN MENTALISM 2.7

DETECTIONS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Mentalism	5'R	1 min/lvl(C)	50'	P
2)	Detect Essence	5'R	1 min/lvl(C)	50'	P
3)	Detect Channeling	5'R	1 min/lvl(C)	50'	P
4)	Detect Emotion	5'R	1 min/lvl(C)	50'	P
5)	Detect Invisible	5'R	1 min/lvl(C)	50'	P
6)	Detect Evil	5'R	1 min/lvl(C)	50'	P
7)	Detect Traps	5'R	1 min/lvl(C)	50'	P
8)	Perceive Power I	5'R	1 min/lvl(C)	50'	P
9)					
10)	Power Typing	5'R	1 min/lvl(C)	50'	P
11)	Perceive Power II	10'R	1 min/lvl(C)	100'	P
12)					
13)	See Invisible	5'R	1 min/lvl(C)	50'	P
14)					
15)	Detect Spell	5'R	1 min/lvl(C)	50'	P
16)	Perceive Power III	50'R	1 min/lvl(C)	500'	P
17)					
18)	Spell Typing	5'R	1 min/lvl(C)	50'	P
19)					
20)	Perceive Power True	300'R	1 min/lvl(C)	1 mile	P
25)	Location	caster	—	500'	P
30)	Detect True	5'R	1 min/lvl(C)	50'	P
50)	Awareness	varies	1 min/lvl(C)	50'	P

6. **Detect Evil** — As *Detect Mentalism*, except detects if a being is evil or an item created by evil or long used by a very evil person.

7. **Detect Traps** — As *Detect Mentalism*, except that it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance).

8. **Perceive Power I** — As *Detect Mentalism*, except it will give an estimate of the power (i.e., level) of the person or item or spell examined.

10. **Power Typing** — As *Detect Mentalism*, except it analyzes general spell type (in item or cast) and what list it was cast from. In the case of a person it gives the person's profession.

11. **Perceive Power II** — As *Perceive Power I*, except range is 100' and area is 10' radius.

13. **See Invisible** — As *Detect Invisible*, except caster can see invisible things anywhere he can normally see. In addition, his attacks suffer no penalties against invisible targets he can see.

15. **Detect Spell** — As *Detect Mentalism*, except caster becomes aware of any spells cast in the area. The caster will know the spell type and the list it was cast from.

16. **Perceive Power III** — As above, except range is 500' and area is 50' radius.

18. **Spell Typing** — As *Power Typing*, except exact spell type is known for every spell thrown in the area.

20. **Perceive Power True** — As above, except range is 1 mile and area of effect is 300' radius.

25. **Location** — Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

30. **Detect True** — As *Detect Mentalism*, except any of the lower level "detect" spells can be used, one per round.

50. **Awareness** — Any or all of the lower level non-*Location* spells on this list may be used simultaneously.

SPECIAL NOTES

1) "Evil" (for the *Detect Evil* spell) is defined as something that causes (or is a source of) intentional suffering, injury, or destruction. See Section 15.2 (p. 96).

2) For more information about invisibility, see Section 15.5 (p. 96).

3) When using the *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique" (i.e., no other item can possibly match the description).

DETECTIONS

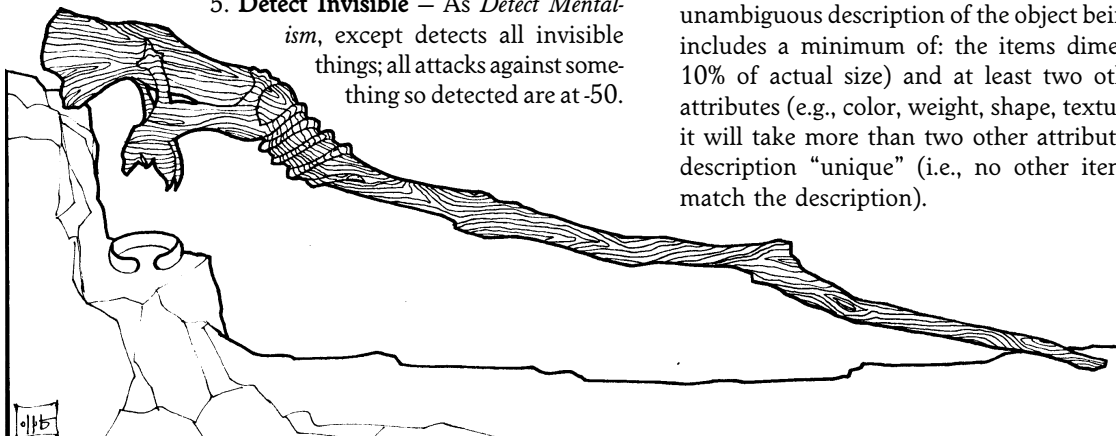
1. **Detect Mentalism** — Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5' radius area each round.

2. **Detect Essence** — As *Detect Mentalism*, except realm is Essence.

3. **Detect Channeling** — As *Detect Mentalism*, except realm is Channeling.

4. **Detect Emotion** — As *Detect Mentalism*, except caster can detect extremes of emotion and which emotions they are (e.g., hatred, love, sadness, etc.). If there are no extremes of emotion (i.e., only normal feelings), this spell detects nothing.

5. **Detect Invisible** — As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50.



ILLUSIONS

1. **Bending** — Makes an inanimate object (up to 1000 cubic feet) appear to be 10' to one side of its actual location.
3. **Light/Sound Mirage** — Creates any simple immobile image or scene up to 10' radius **or** any constant (including repetitive) sounds coming from a 10' radius.
5. **Illusion II** — Creates a simple immobile image or scene up to an area of 10' radius. One of the following options may also be chosen: **a)** sound can be added to the illusion **or b)** the duration can be doubled **or c)** the range can be doubled **or d)** the radius of effect can be doubled. Note that all parts of the area of effect must be within the range of the spell.
6. **Phantasm I** — Creates the image of one object or being, that will move however the caster wants while he concentrates. When the caster stops concentrating the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image must fit in the area of effect.
7. **Light Glamour** — This spell may only be cast on one inanimate object of up to 10 lb./level of the caster. The spell alters the visual appearance of the object, concealing its true appearance.
8. **Illusion III** — As *Illusion II*, except two of the options can be chosen.
10. **Waiting Illusion I** — As *Light/Sound Mirage*, except the spell can be delayed up to 24 hours **or** until triggered by: **a)** time period, **b)** specified movements, **or c)** specified sounds.
11. **Illusion IV** — As *Illusion II*, except three of the options can be chosen.
12. **Phantasm II** — As *Phantasm I*, except one of the following options may also be chosen: **a)** sound can be added **or b)** the duration can be doubled **or c)** the radius of the sphere limiting the size of the image can be doubled **or d)** the range can be doubled **or e)** another image can be created and moved (all separate phantasms that move must be within the caster's field of vision and within range of the spell).
14. **Waiting Illusion II** — An *Illusion II*, but can be delayed as in *Waiting Illusion I*.
15. **Illusion V** — As *Illusion II*, except four of the options can be chosen.
17. **Phantasm III** — As *Phantasm II*, except two of the options can be chosen.
19. **Waiting Illusion III** — As *Illusion III*, except can be delayed as in *Waiting Illusion I*.
20. **Illusion VII** — As *Illusion II*, except six of the options can be chosen.
25. **Waiting Illusion V** — As *Illusion V*, except can be delayed as in *Waiting Illusion I*.
30. **Illusion X** — As *Illusion II*, except nine of the options can be chosen.
50. **Phantasm V** — As *Phantasm II*, except four of the options can be chosen.

SPECIAL NOTES

- 1) If more than one of the options may be chosen, the same option may be chosen more than once. For example, if two options were available, the range for an *Illusion* could be doubled to 100' and then doubled again to 200'.

OPEN MENTALISM 2.8

ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Bending	1000 cu'	10 min/lvl	100'	E
<input type="checkbox"/> 2)					
<input type="checkbox"/> 3)	Light/Sound Mirage	10'R	1 min/lvl	50'	E
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Illusion II	10'R	1 min/lvl	50'	E
<input type="checkbox"/> 6)	Phantasm I	10'R	1 min/lvl(C)	100'	E
<input type="checkbox"/> 7)	Light Glamour	1 object	1 day/lvl	50'	E
<input type="checkbox"/> 8)	Illusion III	10'R	1 min/lvl	50'	E
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Waiting Illusion I	10'R	varies	50'	E
<input type="checkbox"/> 11)	Illusion IV	10'R	1 min/lvl	50'	E
<input type="checkbox"/> 12)	Phantasm II	10'R	1 min/lvl(C)	100'	E
<input type="checkbox"/> 13)					
<input type="checkbox"/> 14)	Waiting Illusion II	10'R	varies	50'	E
<input type="checkbox"/> 15)	Illusion V	10'R	1 min/lvl	50'	E
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Phantasm III	10'R	1 min/lvl (C)	100'	E
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Waiting Illusion III	10'R	varies	50'	E
<input type="checkbox"/> 20)	Illusion VII	10'R	1 min/lvl	50'	E
<input type="checkbox"/> 25)	Waiting Illusion V	10'R	varies	50'	E
<input type="checkbox"/> 30)	Illusion X	10'R	1 min/lvl	50'	E
<input type="checkbox"/> 50)	Phantasm V	10'R	1 min/lvl(C)	100'	E

2) Illusions created with spells off of this list are "real" in as much as they can be seen and/or heard. Detecting that an illusion is just an illusion can only be accomplished through spells or through the use of conflicting senses (i.e., you reach out and don't feel anything).

3) See Sec. 15.14 (p. 98) for more information on illusions.



OPEN MENTALISM 2.9

SELF HEALING

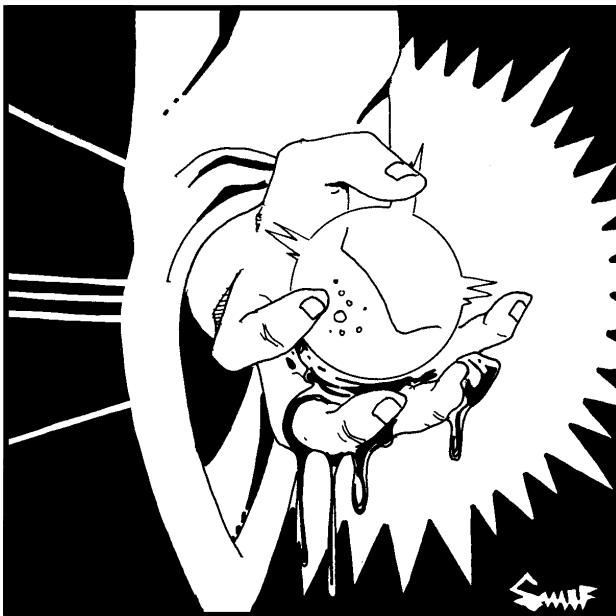
Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Clot I *	caster	varies	self	Us
3)					
4)	Clot III *	caster	varies	self	Us
5)	Pain Relief I *	caster	C	self	Us
6)	Fracture Repair	caster	varies	self	U
7)	Cut Repair I *	caster	—	self	U
8)	Muscle/Tendon Repair *	caster	varies	self	U
9)					
10)	Minor Nerve Repair	caster	varies	self	U
11)	Eye/Ear Repair	caster	varies	self	U
12)	Vein/Artery Repair *	caster	varies	self	U
13)	Pain Relief II *	caster	C	self	Us
14)					
15)	Self Keeping *	caster	varies	self	Us
16)					
17)	Self Joining *	caster	varies	self	Us
18)					
19)					
20)	Pain Relief True *	caster	C	self	Us
25)	Limb Regeneration	caster	varies	self	U
30)	Organ Regeneration	caster	varies	self	Us
50)	Regeneration True	caster	varies	self	Us

SELF HEALING

- Clot I** — Clots a wound to reduce bleeding (i.e., hits per round damage) by one as long as caster concentrates **or** is immobile. This effect is permanent after an hour. If caster is unconscious, spell will operate without concentration.
- Clot III** — As *Clot I*, except bleeding is reduced by up to 3 hits per round.
- Pain Relief I** — Heals 1 hit per minute for as long as the caster concentrates. If caster is unconscious, this spell will operate without concentration.
- Fracture Repair** — Concentrating with this spell for 2 hours will repair a broken bone (though not a shattered or destroyed bone).
- Cut Repair I** — As *Clot I*, except it is permanent immediately.
- Muscle/Tendon Repair** — As *Fracture Repair I*, except damaged muscles or tendons may be repaired.
- Minor Nerve Repair** — Repairs minor damage to one nerve. Requires a 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.
- Eye/Ear Repair** — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair any external damage to the caster's ear (including ear loss) or eye (including corneal scratches, removal of foreign objects, etc.).
- Vein/Artery Repair** — As *Fracture Repair*, except repairs a vein or an artery.
- Pain Relief II** — As *Pain Relief I*, except 2 hits per minute are healed.
- Self Keeping** — Upon receiving a death blow, the caster goes into a state of suspended animation. The caster will remain in this state until he is cured or his brain is destroyed.
- Self Joining** — Allows caster to reattach a severed limb; limb is fully functional after 1-10 days (caster must concentrate with this spell 2 hours each day).
- Pain Relief True** — As *Pain Relief I*, except heals 1 hit per round.
- Limb Regeneration** — Concentrating with this spell for 2 hours per day for 10-100 days will regenerate a limb.
- Organ Regeneration** — After any organ (except brain) is destroyed, the caster may use *Self Keeping* and this spell. The organ is regenerated after 10-100 days of complete inactivity.
- Regeneration True** — As *Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.



SPELL RESISTANCE

1. **Protection I** – Subtracts 5 from elemental attack rolls against the caster **and** adds 5 to all of the caster's RRs vs. spells.
2. **Cancel Mentalism** – When the caster is a target of a Mentalism spell, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal its caster's level. If the “incoming” spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
4. **Cancel Essence** – As *Cancel Mentalism*, except affects spells from the realm of Essence.
5. **Protection II** – As *Protection I*, except bonuses are 10.
6. **Cancel Channeling** – As *Cancel Mentalism*, except affects spells from the realm of Channeling.
8. **Mind Shield** – Creates a shimmering shield in front of the caster. The shield subtracts 10 from all frontal Mentalism attack rolls on the caster (base and elemental). In addition, if the caster performs no other actions during a round, he can “parry” (as with a normal shield) one spell attack. The parry bonus is equal to 10 plus the caster's skill rank with this spell list.
10. **Essence Shield** – As *Mind Shield*, except is effective only against Essence spells.
11. **Protection III** – As *Protection I*, except bonuses are 15.
13. **Channeling Shield** – As *Mind Shield*, except is effective only against Channeling spells.
15. **Spell Shield II** – As *Mind Shield*, except it is effective against any two of the three realms.
17. **Protection V** – As *Protection I*, except bonuses are 25.
19. **Spell Shield True** – As *Mind Shield*, except is effective against all spells.
20. **Mentalism Resistance** – Gives a special bonus of +50 to all RRs against all Mentalism spells.
25. **Essence Resistance** – As *Mind Resistance*, except is only effective against Essence spells.
30. **Channeling Resistance** – As *Mind Resistance*, except is only effective against Channeling spells.
50. **Resistance True** – As *Mind Resistance*, except is effective against two of the three realms.

OPEN MENTALISM 2.10

SPELL RESISTANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Protection I	caster	1 min/lvl	self	U
<input type="checkbox"/> 2)	Cancel Mentalism	1 spell	C	self	F
<input type="checkbox"/> 3)					
<input type="checkbox"/> 4)	Cancel Essence	1 spell	C	self	F
<input type="checkbox"/> 5)	Protection II	caster	1 min/lvl	self	U
<input type="checkbox"/> 6)	Cancel Channeling	1 spell	C	self	F
<input type="checkbox"/> 7)					
<input type="checkbox"/> 8)	Mind Shield	caster	C	self	U
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Essence Shield	caster	C	self	U
<input type="checkbox"/> 11)	Protection III	caster	1 min/lvl	self	U
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Channeling Shield	caster	C	self	U
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Spell Shield II	caster	C	self	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Protection V	caster	1 min/lvl	self	U
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Spell Shield True	caster	C	self	U
<input type="checkbox"/> 20)	Mentalism Resistance	caster	C	self	U
<input type="checkbox"/> 25)	Essence Resistance	caster	C	self	U
<input type="checkbox"/> 30)	Channeling Resistance	caster	C	self	U
<input type="checkbox"/> 50)	Resistance True	caster	C	self	U





CLOSED MENTALISM 3.1

GAS MANIPULATION



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Warm Air	1 cu'/lvl	24 hr	touch	F
3)	Fog I	10'R	1 min/lvl	100'	E
4)	Airwall	10'x10'x3'	C	10'	E
5)	Air Stop I	10'R	C	touch	F
6)	Vacuum I	5'R	—	100'	F
7)	Fog V	50'R	1 min/lvl	100'	E
8)	Unfog V	50'R	P	100'	F
9)	Curved Airwall	10'x20'x3'	C	10'	E
10)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
11)	Fog X	100'R	1 min/lvl	100'	E
12)	Air Stop V	50'R	C	touch	F
13)	Unfog X	100'R	P	100'	F
14)	Vacuum II	10'R	—	100'	F
15)	Gas-Air	10'R	C	touch	F
16)					
17)	Whirling Winds	10'R	C	touch	E
18)	Vacuum IV	20'R	—	100'	F
19)					
20)	Oxygenation	50'R	C	100'	E
25)	Fog True	100'/lvl	1 hr/lvl	100'	E
30)	Unfog True	100'/lvl	P	100'	F
50)	Cloud Mastery	1000'R/lvl	C	self	F



11. **Fog X** — As *Fog I*, except radius is 100'.
12. **Air Stop V** — As *Airstop I*, except radius is 50'.
13. **Unfog X** — As *Unfog V*, except radius is 100'.
14. **Vacuum II** — As *Vacuum I*, except radius is 10'.
15. **Gas-Air** — All gas within 10' radius of caster is converted to breathable air.
17. **Whirling Winds** — Creates a whirlwind about caster; it moves with the caster and has a 10' radius. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.
18. **Vacuum IV** — As *Vacuum I*, except radius is 20'.
20. **Oxygenation** — Creates a 50' radius of high oxygen content air; all within receive a 20 bonus to their OBs and fire attacks deliver double damage.
25. **Fog True** — As *Fog I*, except duration is 1 hour per level and radius is 100' per level.
30. **Unfog True** — As *Unfog*, except radius is 100' per level.
50. **Cloud Mastery** — Caster has complete control of clouds within area of effect (includes fog); he can control storm clouds and cause them to rain, but he can't create them.

SPECIAL NOTES

- 1) All vacuums created by spells on this list also create a loud noise. The larger the radius the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) An elemental creature made of a gas will be cut to 20% activity if attacked with an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell cast upon an elemental creature made of gas will result in a Slaying Critical on the creature.

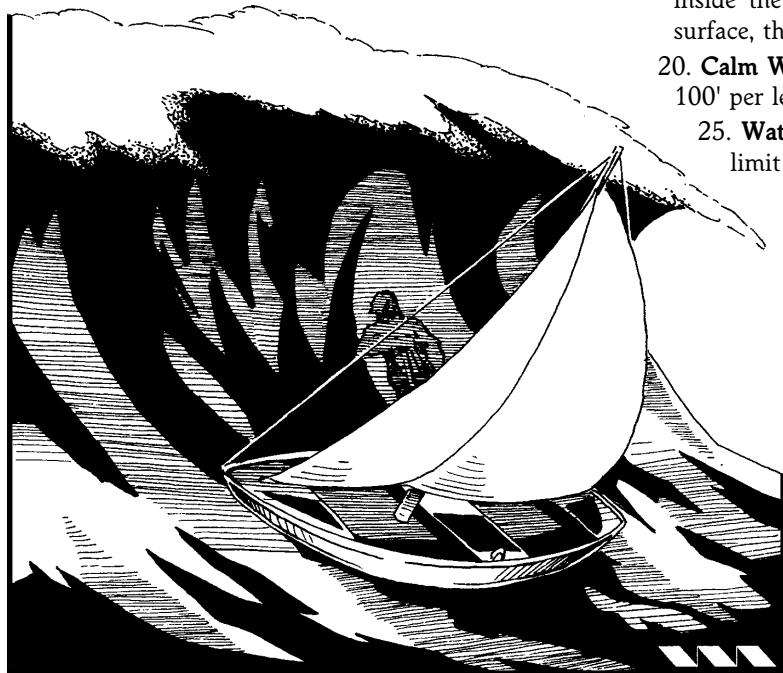
GAS MANIPULATION

1. **Condensation** — Condenses 1 cubic foot of water from the surrounding air. Water condenses gradually into the caster's hands and may be funneled into any suitable receptacle.
2. **Warm Air** — Warms 1 cubic foot per level of air (any inanimate gas) up to 100° F above normal.
3. **Fog I** — Creates dense fog in a 10' radius; normal visibility is 1'. See Section 15.12 (p. 98).
4. **Airwall** — Creates a 10'x10'x3' wall of dense churning air; cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
5. **Air Stop I** — Stops generalized air movement (e.g., wind) up to winds of 30 mph and cuts higher winds by 30 mph in a 10' radius.
6. **Vacuum I** — Creates a 5' radius near vacuum, all in radius take an 'A' Impact critical, as air leaves and rushes back in.
7. **Fog V** — As *Fog I*, except radius is 50'.
8. **Unfog V** — All fog is dissipated in a 50' radius.
9. **Curved Airwall** — As *Airwall*, except wall is 10'x20'x3' and can be curved up to a semicircle.
10. **Airwall True** — As *Airwall*, but has a set duration of 1 minute per level and doesn't require concentration.



LIQUID MANIPULATION

1. **Boil Water** — Heats 1 cubic foot of liquid per level to boiling, at a rate of 50° per round of concentration. Caster is immune to the heat.
2. **Freeze Water** — As *Boil Water*, except the liquid can be cooled until frozen.
3. **Clear Water** — As *Boil Water*, except that it clears liquid of all sediment.
5. **Desalination** — As *Boil Water*, except that it removes all dissolved substances from the liquid.
6. **Waterwall** — Creates a 10'x10'x1' wall of churning water (a water source must be within 10'). All attacks through the wall suffer a -80 penalty, and all movement is reduced by 80%.
7. **Evaporation** — As *Boil Water*, except all the liquid is evaporated at a rate of 1 cubic foot per round of concentration.
8. **Water Corridor I** — Creates a corridor through liquid up to 100' long, 3' wide, and 10' deep (must be open at the top).
9. **Water Bolt** — A bolt of water is shot from the palm of the caster (a water source must be within 10'). Attack results are determined using the Water Bolt Attack Table 13.9 (p. 88).
10. **Curved Waterwall** — As *Waterwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.
11. **Calm Water** — All water within a 100' radius is calmed. Waves are cut by 20' in the center of the area of effect (less towards the perimeter). This will negate the effects of currents in the area of effect.
13. **Waterwall True** — As *Waterwall*, except has a set duration.
15. **Water Corridor III** — As *Water Corridor I*, except limit is 300'x4'x50' deep.
17. **Whirlpool** — Creates a 20' radius whirlpool that will draw in any unpowered objects up to 200' away. Powered objects may make a very hard movement maneuver to resist the pull of the whirlpool.



CLOSED MENTALISM 3.2

LIQUID MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Boil Water	1 cu'/lvl	P	2'	F
□ 2)	Freeze Water	1 cu'/lvl	P	2'	F
□ 3)	Clear Water	1 cu'/lvl	P	2'	F
□ 4)					
□ 5)	Desalination	1 cu'/lvl	P	2'	F
□ 6)	Waterwall	10'x10'x1'	C	10'	E
□ 7)	Evaporation	1 cu'/lvl	P	2'	E
□ 8)	Water Corridor I	100'x3'x10'	C	10'	F
□ 9)	Water Bolt	1 target	—	100'	DE
□ 10)	Curved Waterwall	10'x20'x1'	C	touch	E
□ 11)	Calm Water	100'R	C	10'	F
□ 12)					
□ 13)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E
□ 14)					
□ 15)	Water Corridor III	300'x4'x50'	C	10'	F
□ 16)					
□ 17)	Whirlpool	20'R(200'R)	C	300'	F
□ 18)	Wave	(1'x10')/lvl	—	100'	F
□ 19)	Water Bubble	10'R	C	self	E
□ 20)	Calm Water True	100'R/lvl	C	10'	F
□ 25)	Water Corridor Tr.	(100'/lvlx6'x100')	C	10'	E
□ 30)	Water Bubble True	20'R	C	self	E
□ 50)	Water Mastery	varies	1 rnd/lvl	10'/lvl	U

18. **Wave** — Creates a wave moving away from the caster. Wave is 1' high per level at the center and 10' per level wide.

19. **Water Bubble** — Creates a bubble of air (10' radius) around the caster and others. The bubble will carry them in up to 100' of water (air is resuscitated). The caster must concentrate to move the bubble (without concentration it will simply rise to the surface). At the end of the duration, the bubble will begin to rise to the surface. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.

20. **Calm Water True** — As *Calm Water*, except radius is 100' per level and waves are cut by 50'.

25. **Water Corridor True** — As *Water Corridor*, except limit is 100' per level x 6' x 100' deep.

30. **Water Bubble True** — As *Water Bubble*, except radius is 20' and there is no depth limitation.

50. **Water Mastery** — The caster can use one of the lower spells on this list each round, with a range of 10' per level.

SPECIAL NOTES

- 1) Unless otherwise stated, after the duration of any spell above, the material returns to its natural state. For example, water boiled with the *Boil Water* spell will begin to cool after the duration of the spell.
- 2) Unless specifically stated, all of the spells on this list apply to any liquid (not just water).

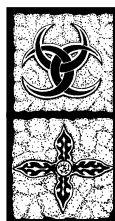




CLOSED MENTALISM 3.3

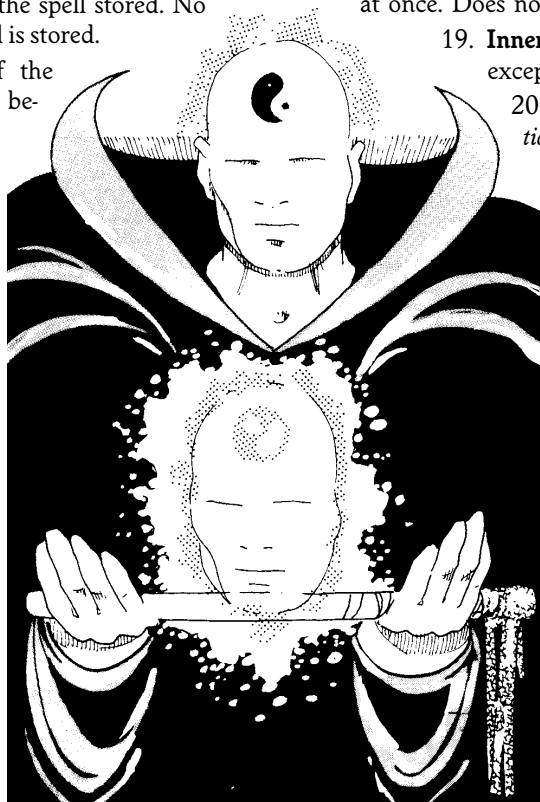
MIND MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Storing	1 spell	varies	self	U
2)	Presence •	20'R	C	self	U
3)	Inner Wall I	caster	1 min/lvl	self	U
4)					
5)	Recall	caster	C	self	U
6)	Misfeel Kind •	C	C	self	U
7)	Observation	caster	1 round (C)	self	U
8)	Inner Wall II	caster	1 min/lvl	self	U
9)	Misfeel Calling •	C	C	self	U
10)	Correlation	caster	C	self	U
11)	Misfeel Power •	caster	C	self	U
12)	Resolve	caster	varies	self	U
13)	Inner Wall III	caster	1 min/lvl	self	U
14)					
15)	Unpresence •	caster	C	self	U
16)	Inner Wall V	caster	1 min/lvl	self	U
17)	Total Recall	caster	C	self	U
18)	Misfeel •	caster	C	self	U
19)	Inner Wall True	caster	1 min/lvl	self	U
20)	Observation True	caster	1 round (C)	self	U
25)	Correlation True	caster	C	self	U
30)	Resolve True	caster	C	self	U
50)	Mirrormind	caster	C	self	U



MIND MASTERY

- Storing** – Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may be cast later as an instantaneous spell. The *Storing* spell costs the same number of PPs as the spell stored. No other spell may be cast while a spell is stored.
- Presence** – Caster is aware of the presence of all sentient/thinking beings within 20'.
- Inner Wall I** – Caster gets a special bonus of +5 to his RRs versus mind attacks.
- Recall** – Allows the caster to access his memory as if he had total recall. Any skill resolution involving Memory gets a special bonus. If the skill uses Memory as one of its applicable stats (Science/Analytic skills), the bonus is +10. If the skill uses Memory as two of its applicable stats (Lore skills), the bonus is +25, if the skill uses Memory as all three of its applicable stats (i.e., a straight “memory” check), the bonus is +50.
- Misfeel Kind** – For the purposes of mental or magical detections, the caster appears to be of any race he is familiar with.



7. **Observation** – Caster gains insight or facts by observing a person or thing with intense concentration for one round. Gives the caster a special bonus of +50 to his Awareness • Searching skill bonuses.

8. **Inner Wall II** – As Inner Wall I, except bonus is +10.

9. **Misfeel Calling** – As *Misfeel Kind*, except caster's profession may appear to be of any profession that he is familiar with.

10. **Correlation** – Caster is able to correlate known facts to obtain conclusions. Any skill resolution involving Reasoning gets a special bonus. If the skill uses Reasoning as one of its applicable stats (Lore skills), the bonus is +10. If the skill uses Reasoning as two of its applicable stats (Science/Analytic skills), the bonus is +25, if the skill uses Reasoning as all three of its applicable stats (i.e., a straight “reasoning” check), the bonus is +50.

11. **Misfeel Power** – As *Misfeel Kind*, except caster's level may appear to any level from 1 to double his current level.

12. **Resolve** – Caster is able to intensely focus and control himself for one situation or maneuver. Any skill resolution involving Self Discipline gets a special bonus. If the skill uses Self Discipline as one of its applicable stats (Awareness • Searching skills), the bonus is +10. If the skill uses Self Discipline as two of its applicable stats (Self Control skills), the bonus is +25, if the skill uses Self Discipline as all three of its applicable stats (i.e., a straight “self discipline” check), the bonus is +50.

13. **Inner Wall III** – As Inner Wall I, except bonus is +15.

15. **Unpresence** – As *Misfeel Kind*, except caster appears to have no presence (i.e., he cannot be detected by *Presence* spells).

16. **Inner Wall V** – As *Inner Wall I*, except bonus is +25.

17. **Total Recall** – As *Recall*, except recall is nearly automatic and the special bonuses are +20, +50, and +100.

18. **Misfeel** – Allows caster to use all of the “*Misfeel*” spells at once. Does not include the use of *Unpresence*.

19. **Inner Wall True** – As *Inner Wall I*, except bonus is +50.

20. **Observation True** – As *Observation*, except virtually every detail in even a large situation is noticed. The special bonus is +100.

25. **Correlation True** – As *Correlation*, except obtaining conclusions is nearly automatic and the special bonuses are +20, +50, and +100.

30. **Resolve True** – As *Resolve*, except focus/control is nearly total and the special bonuses are +20, +50, and +100.

50. **Mirrormind** – Caster reflects all mind attacks back on the attacker who must then make a RR against his own spell.

MIND'S DOOR

2. **Leave Item I** – Caster “teleports” a single inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.

4. **Long Door Item I** – As *Leave Item I*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs).

5. **Leaving I** – Caster “teleports” to a point up to 100' away, but there can be no intervening barriers directly between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).

6. **Leave Item III** – As *Leave Item I*, except object can be moved up to 300'.

7. **Long Door Item V** – As *Long Door Item I*, except for range.

8. **Leaving III** – As *Leaving I*, except caster can move 300'.

9. **Leave Item V** – As *Leave Item I*, except object can be moved up to 500'.

10. **Minor Long Door** – As *Leaving*, except caster can move 50' and he can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the caster does not move. In addition, he is stunned d10 rounds, and the PPs for this spell are still expended.

11. **Leaving V** – As *Leaving I*, except caster can move 500'.

12. **Long Door I** – As *Long Door*, except caster can move 100'.

13. **Long Door Item X** – As *Long Door Item I*, except for range.

15. **Lord Leaving** – As *Leaving*, except caster can move 100' per level up to 2,000'.

16. **Long Door III** – As *Long Door*, except caster can move 300'.

18. **Long Door V** – As *Long Door*, except caster can move 500'.

20. **Mind's Door I** – If caster has established mental contact with a target (an intelligent being) that will cooperate, the caster can teleport to the target's location or the target can teleport to the caster's location. There is no chance of failure and the movement limit is 1 mile.



CLOSED MENTALISM 3.4

MIND'S DOOR

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Leave Item I	1 object	—	50'	U
□ 3)					
□ 4)	Long Door Item I	1 object	—	10'	U
□ 5)	Leaving I	caster	—	self	U
□ 6)	Leave Item III	1 object	—	50'	U
□ 7)	Long Door Item V	1 object	—	50'	U
□ 8)	Leaving III	caster	—	self	U
□ 9)	Leave Item V	1 object	—	50'	U
□ 10)	Minor Long Door	caster	—	self	U
□ 11)	Leaving V	caster	—	self	U
□ 12)	Long Door I	caster	—	self	U
□ 13)	Long Door Item X	1 object	—	100'	U
□ 14)					
□ 15)	Lord Leaving	caster	—	self	U
□ 16)	Long Door III	caster	—	self	U
□ 17)					
□ 18)	Long Door V	castert	—	self	U
□ 19)					
□ 20)	Mind's Door I	caster	—	varies	U
□ 25)	Leaving True	caster	—	self	U
□ 30)	Mind's Door II	caster	—	varies	U
□ 50)	Mind's Door True	caster	—	varies	U

25. **Leaving True** – As *Leaving*, except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).

30. **Mind's Door II** – As *Mind's Door I*, except limit is 10 miles per level.

50. **Mind's Door True** – As *Mind's Door*, except that there is no movement limit.

SPECIAL NOTES

See Section 15.6 (p. 97) for notes on encumbrance limits for movement spells.

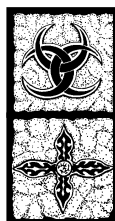


CLOSED MENTALISM 3.5

MOVEMENT



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	caster	1 rnd	self	U
2)	Landing *	caster	varies	self	U
3)	Levitation I	caster	1 min/lvl	self	U
4)	Wind Drift	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Fly I	caster	1 min/lvl	self	U
7)	Levitation V	caster	1 min/lvl	self	U
8)	Long Dive *	caster	—	self	U
9)					
10)	Merging	caster	10 min/lvl	self	U
11)	Fly II	caster	1 min/lvl	self	U
12)	Landing True *	caster	—	self	U
13)	Levitation XX	caster	1 min/lvl	self	U
14)	Passing	caster	1 min/lvl	self	U
15)	Fly III	caster	1 min/lvl	self	U
16)					
17)	Great Merge	caster	10 min/lvl	self	U
18)					
19)					
20)	Merge True	caster	10 min/lvl	self	U
25)	Fly IV	caster	1 min/lvl	self	U
30)	Passing True	caster	1 min/lvl	self	U
50)	Master of Movement	caster	1 min/lvl	self	U



MOVEMENT

- Leaping** — Allows caster to leap 50' laterally or 20' vertically.
- Landing** — Allows caster to land safely in a fall up to 20' per level, and to take that distance off the severity of any longer fall.
- Levitation I** — Allows caster to move up and down vertically 10' per round. The spell does not provide a means for horizontal movement.
- Wind Drift** — Caster becomes weightless, but has no magical movement control. Weight gradually returns at the end of the duration.
- Underwater Movement** — Caster can take actions underwater as if on land.
- Fly I** — As *Levitation I*, except caster can fly at a rate of 15' per round (i.e., 1 mph).
- Levitation V** — As *Levitation I*, except rate is 50' per round.
- Long Dive** — Caster can safely dive through the air up to 50' per level. At the end of the dive, the caster must land in water that is deep enough for the dive (at least 2' of water per 50' dived).

10. **Merging** — Caster can merge into any solid, inanimate material. While merged, the caster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of the material. The caster cannot move "through" material greater in width than his own body size plus 2 feet. The caster can exit at any time up to 10 minutes per level.

11. **Fly II** — As *Fly I*, except rate is 75' per round.

12. **Landing True** — As *Landing*, except caster can land safely from any fall 99% of the time.

13. **Levitation XX** — As *Levitation I*, except rate is 200' per round.

14. **Passing** — Caster can pass through any inanimate material up to 1' per level of the caster; it takes 1 round to pass through 2'.

15. **Fly III** — As *Fly I*, except rate is 300' per round.

17. **Great Merge** — As *Merging*, except caster can turn within the material and can see outside if within 6" of the surface.

20. **Merge True** — As *Great Merge*, except caster can cast spells on himself while merged.

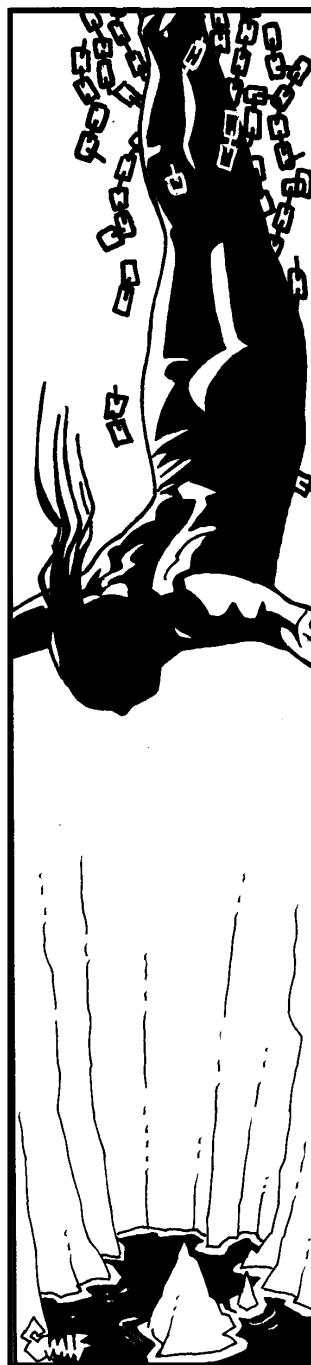
25. **Fly IV** — As above, except rate is 400' per round.

30. **Passing True** — As *Passing*, except caster can pass through as much material as the duration allows at a rate of 10' per round.

50. **Master of Movement** — Caster may use the abilities of any one of the spells on this list each round.

SPECIAL NOTES

See Section 15.6 (p. 97) for notes on encumbrance limits for movement spells.



SENSE MASTERY

1. **Sly Ears** – Caster gains double normal hearing. This results in a special bonus of +50 to Awareness • Searching and Awareness • Senses skills involving only hearing (or +5 for Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 for Alertness skill).
2. **Nightvision** – Caster can see 100' on a clear night as if it were day. At least some small amount of residual light is required for this spell to work. See Section 15.12 (p. 98).
3. **Sidevision** – Caster has a 300° field of vision. The flank bonus is reduced to +5 and the rear bonus is reduced to +15.
4. **Detect Illusion** – Caster can check one object or place (up to a 5' radius) and tell if it is an illusion or has an illusion on it.
5. **Watervision** – As *Nightvision*, except affects vision underwater (and other liquids).
6. **Scent** – As *Sly Ears* except caster gains an extremely acute sense of smell and the bonuses indicated apply to Awareness skills involving smelling.
7. **Fogvision** – As *Nightvision*, except works in any precipitation or gas. See Section 15.12 (p. 98).
8. **Touch** – Caster gains extreme tactile sensitivity. This results in a special bonus of +25 to all actions that depend on tactile sense (e.g., pick locks, disarm traps, etc.).
9. **Darkvision** – As *Nightvision*, except no light is required and caster can see even in magically created darkness.
10. **Mentalist Ear** – Caster can pick a point up to 100' per level away and he will hear as if he were at that point (there can be intervening objects such as walls); he must have been at the location before or the location must be within his field of vision.
11. **Mentalist Eye** – As *Mentalist Ear*, except caster can see instead of listening.
12. **Disillusion** – For the duration of the spell, one illusion within the area of effect ceases to exist (for the caster only). Caster must know that something is an illusion before this spell is cast.
13. **Detect Illusion True** – As *Detect Illusion*, except caster can check one object or place per round.
14. **Vision** – As all lower level *Vision* spells functioning at the same time.
15. **Nightvision True** – As *Nightvision*, except range is the range of normal daylight vision.
17. **Disillusion True** – As *Disillusion*, except all illusions within range cease to exist for the caster. Caster need not be aware of any illusions within the range before casting this spell.
18. **Watervision True** – As in *Watervision*, except range is the range of normal daylight vision.



CLOSED MENTALISM 3.6

SENSE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Sly Ears	caster	10 min/lvl	self	U
□ 2)	Nightvision	caster	10 min/lvl	self	U
□ 3)	Sidevision	caster	10 min/lvl	self	U
□ 4)	Detect Illusion	5'R	—	100'	U
□ 5)	Watervision	caster	10 min/lvl	self	U
□ 6)	Scent	caster	10 min/lvl	self	U
□ 7)	Fogvision	caster	10 min/lvl	self	U
□ 8)	Touch	caster	10 min/lvl	self	U
□ 9)	Darkvision	caster	10 min/lvl	self	U
□ 10)	Mentalist Ear	caster	1 min/lvl(C)	100'/lvl	U
□ 11)	Mentalist Eye	caster	1 min/lvl(C)	100'/lvl	U
□ 12)	Disillusion	100'R	1 min/lvl	self	U
□ 13)	Detect Illusion True	5'R	1 min/lvl(C)	100'	U
□ 14)	Vision	caster	10 min/lvl	self	U
□ 15)	Nightvision True	caster	10 min/lvl	self	U
□ 16)					
□ 17)	Disillusion True	100'R	1 min/lvl	self	U
□ 18)	Watervision True	caster	10 min/lvl	self	U
□ 19)	Fogvision True	caster	10 min/lvl	self	U
□ 20)	Vision True	caster	10 min/lvl	self	U
□ 25)	Mentalist Ear True	caster	1 min/lvl(C)	1 mi/lvl	U
□ 30)	Mentalist Eye True	caster	1 min/lvl(C)	1 mi/lvl	U
□ 50)	Sensory Merge	caster	C	unlimited Fm	

19. **Fogvision True** – As *Fogvision*, except range is the range of normal daylight vision.

20. **Vision True** – As all lower level *Vision True* spells functioning at the same time.

25. **Mentalist Ear True** – As *Mentalist Ear*, except range is 1 mile per level.

30. **Mentalist Eye True** – As *Mentalist Eye*, except range is 1 mile per level.

50. **Sensory Merge** – Caster can “merge” his senses with those of a subject whose exact location is known. Exact location can be established through a prior arrangement. If target of spell is not at the specified location, the PPs for this spell are still expended.





CLOSED MENTALISM 3.7

SHIFTING



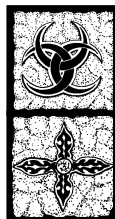
SHIFTING

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Balance *	caster	varies	self	U
<input type="checkbox"/> 2)	Contraction	caster	C	self	U
<input type="checkbox"/> 3)	Face Shifting	caster	10 min/lvl	self	U
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Waterlungs	caster	1 min/lvl	self	U
<input type="checkbox"/> 6)					
<input type="checkbox"/> 7)	Change to Kind	caster	10 min/lvl	self	U
<input type="checkbox"/> 8)	Gaslungs	caster	1 min/lvl	self	U
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Greater Face Shifting	caster	1 hr/lvl	self	U
<input type="checkbox"/> 11)	Changing Lungs	caster	1 min/lvl	self	U
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Change	caster	10 min/lvl	self	U
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Solid Form	caster	1 min/lvl	self	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)	Shapechanging	caster	10 min/lvl	self	U
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Waterform	caster	1 min/lvl	self	U
<input type="checkbox"/> 25)	Mistform	caster	1 min/lvl	self	U
<input type="checkbox"/> 30)	Form Master	caster	1 min/lvl	self	U
<input type="checkbox"/> 50)	Change Master	caster	1 min/lvl	self	U

- Balance** — Gives a special bonus of +50 to any rolls for one slow maneuver requiring balance (e.g., walking a 3" beam, etc.).
- Contraction** — Allows caster to disjoint limbs, contract muscles, etc. to escape manacles/ropes and to slip through small places. Gives a special bonus of +25 to +50 to Contortions maneuvers.
- Face Shifting** — Allows caster to alter the form of his face. The caster may specify a specific person, but the change will not be exact.
- Waterlungs** — For the duration, the caster can breathe water but not air.
- Change to Kind** — Caster can alter his form to the form of any desired humanoid race. The form cannot be a specific form. For example, a human caster could take on the form of a Dwarf, but not the Dwarven king. Only physical form is gained (e.g., a target who becomes a Dwarf would not receive the Dwarves' ability to see in the dark). The caster can only alter his size by up to 25%.
- Gaslungs** — As *Waterlungs*, except caster can breathe any gas as normal air.
- Greater Face Shifting** — As *Face Shifting*, except lasts 1 hour per level.
- Changing Lungs** — As *Waterlungs*, except caster can breathe any air, water, and/or gas, at will.
- Change** — As *Change to Kind*, except alteration can be to any organic form within 50% to 200% of the caster's current mass; does not confer any special abilities.
- Solid Form** — Caster becomes as if made of very dense stone (cannot move or cast spells).
- Shapechanging** — As *Change*, except caster may assume a different form anytime during the spell. The change takes one round of concentration.
- Waterform** — Caster takes the form of a liquid mass, able to seep through cracks as well as water. As a fluid, he can move through water at a rate of 10 mph. The caster may not cast spells while in this form.
- Mistform** — Caster takes the form of a mist, able to fly at a rate of 20 mph. The caster may seep through cracks, extend himself to become virtually invisible, etc. The caster may not cast spells in this form.
- Form Master** — As *Waterform* and *Mistform*, except the two forms are interchangeable at will. Changing from one form to another takes one round of concentration.
- Change Master** — As *Changing* and *Form Master*, except all forms are interchangeable at will. Each change takes one round of concentration. The caster may vary his mass between 10% and 1000% of his own mass.

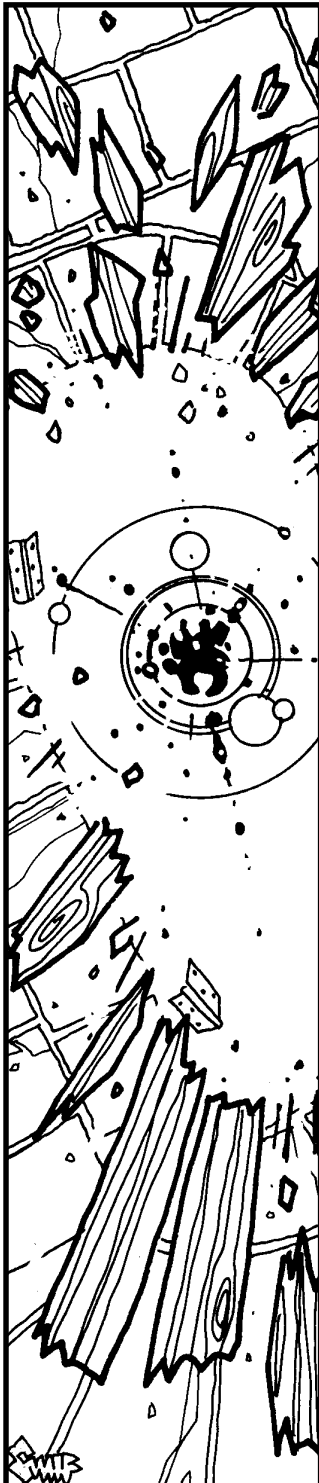
SPECIAL NOTES

See Section 15.20 (p. 100) for more on the abilities gained/retained when changing forms.



SOLID MANIPULATION

1. **Warm Stone** – Warms 1 cubic foot of stone per level up to 100°F at a rate of 1 cu' per level per round of concentration (without concentration, the material will remain at its current temperature for the remainder of the duration).
2. **Warm Metal** – As *Warm Stone*, except 6 cubic inches of metal per level can be warmed each round.
3. **Warm Solid** – As *Warm Stone*, except can affect any solid, inanimate, non-metal material.
4. **Heat Stone** – As *Warm Stone* except temperature limit is 500°F. In addition, caster must concentrate for 1 round



to raise the temperature 50°F (up to the maximum). Caster need only touch the target when the spell is cast.

5. **Heat Metal** – As *Heat Stone*, except 6 cubic inches of metal per level can be heated.
6. **Heat Solid** – As *Heat Stone*, except affects any solid, inanimate, non-metal material.
7. **Cool Solid** – As *Warm Stone*, except chills any solid, inanimate material down to 0°F.
9. **Chill Solid** – As *Heat Stone*, except temperature can be lowered to -200°F at a rate of 100°F per round.
10. **Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
11. **Melt Solid** – As *Heat Solid*, except the only limit to the temperature is the melting point of the solid (i.e., until the solid melts). Will affect 6 cubic inches of metal or 1 cubic foot of any other material.
13. **Crumble** – As *Cracks Call*, except material with cracks will crumble to dust.
14. **Bowbreak** – Will break a piece of wood up to 1' in diameter.
15. **Stone Door** – Creates 3'x6'x1' doorway through stone.

CLOSED MENTALISM 3.8

SOLID MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Warm Stone	1 cu'/lvl	24 hr	touch	F
□ 2)	Warm Metal	6 cu"/lvl	24 hr	touch	F
□ 3)	Warm Solid	1 cu'/lvl	24 hr	touch	F
□ 4)	Heat Stone	1 cu'/lvl	1 min/lvl	touch	F
□ 5)	Heat Metal	6 cu"/lvl	1 min/lvl	touch	F
~~~~~					
□ 6)	Heat Solid	1 cu'/lvl	1 min/lvl	touch	F
□ 7)	Cool Solid	1 cu'/lvl	24 hours	touch	F
□ 8)					
□ 9)	Chill Solid	1 cu'/lvl	1 min/lvl	touch	F
□ 10)	Cracks Call	10'x10'x10'	—	100'	F
~~~~~					
□ 11)	Melt Solid	1 cu'/lvl	1 min/lvl	touch	F
□ 12)					
□ 13)	Crumble	10'x10'x10'	—	100'	F
□ 14)	Bowbreak	1' dia wood	—	100'	F
□ 15)	Stone Door	3'x6'x1'	P	touch	F
~~~~~					
□ 16)	Metal Door	3'x6'x1'	P	touch	F
□ 17)	Bladebreak	3" dia metal	—	100'	F
□ 18)	Lockbreak	1 lock	P	touch	F
□ 19)	Solid Door	varies	P	touch	F
□ 20)	Mold Stone	1 cu'	P	touch	F
~~~~~					
□ 25)	Mold Metal	1 cu'	P	touch	F
□ 30)	Mold Solid	1 cu'	P	touch	F
□ 50)	Solid Transmutation	1 oz	P	touch	F

16. **Metal Door** – As *Stone Door*, except doorway can be through metal.

17. **Bladebreak** – As *Bowbreak*, except a piece of metal can be broken. Will affect metals up to 3" in diameter.

18. **Lockbreak** – Causes a lock to break. The lock can be broken in a locked or unlocked state (regardless of its state at the time the spell is cast).

19. **Solid Door** – As *Stone Door*, except doorway can be in any inanimate, solid material **and** it can be 3'x6' with a depth of 1' per level (for stone) or 3" per level (for all other materials).

20. **Mold Stone** – By molding with his hands, caster may shape 1 cubic foot of stone as if it were putty or clay. At the end of the spell's duration, the stone will harden to normal consistency.

25. **Mold Metal** – As *Mold Stone*, except caster may mold metal.

30. **Mold Solid** – As *Mold Stone*, except caster may mold any inanimate, solid material.

50. **Solid Transmutation** – May transmute 1 oz. of solid material into another non-magical material (the caster must have a sample of the material available). This spell takes 8 hours of continuous, uninterrupted concentration.

SPECIAL NOTES

See Section 15.7 (p. 97) for notes on construction and destruction of solid materials.





CLOSED MENTALISM 3.9

SPEED



SPEED

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Run *	caster	10 min/lvl	self	U
<input type="checkbox"/> 2)	Speed Reading	caster	10 min/lvl	self	U
<input type="checkbox"/> 3)	Speed I *	caster	varies	self	U
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Speed II *	caster	2 rnd	self	U
<input type="checkbox"/> 6)	Haste I *	caster	1 rnd	self	U
<input type="checkbox"/> 7)	Speed III *	caster	3 rnd	self	U
<input type="checkbox"/> 8)	Sprint *	caster	10 min/lvl	self	U
<input type="checkbox"/> 9)	Haste II *	caster	2 rnd	self	U
<input type="checkbox"/> 10)	Fast Swim *	caster	10 min/lvl	self	U
<input type="checkbox"/> 11)	Speed V *	caster	5 rnd	self	U
<input type="checkbox"/> 12)	Haste III *	caster	3 rnd	self	U
<input type="checkbox"/> 13)					
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Haste V *	caster	5 rnd	self	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Fast Sprint *	caster	10 min/lvl	self	U
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Speed X *	caster	10 rnd	self	U
<input type="checkbox"/> 25)	Haste X *	caster	10 rnd	self	U
<input type="checkbox"/> 30)	Speed True *	caster	special	self	U
<input type="checkbox"/> 50)	Haste True *	caster	special	self	U

1. **Run** – Caster may run (double walking pace) without tiring (i.e., expends exhaustion points as if he were walking), but once he stops or performs any other action the spell is canceled.

2. **Speed Reading** – Caster reads 10 pages per minute.

3. **Speed I** – For the duration of the spell, caster has 200% activity for one round. Afterwards, the caster must spend as many rounds in rest (maximum of 50% activity) as he spent under the effects of *Speed*.

5. **Speed II** – As *Speed I*, except duration is 2 rounds.

6. **Haste I** – As *Speed I*, except no resting rounds are required.

7. **Speed III** – As *Speed I*, except duration is three rounds.

8. **Sprint** – As *Run*, except caster may move at 3x walking pace.

9. **Haste II** – As *Haste I*, except duration is 2 rounds.

10. **Fast Swim** – As *Run*, except caster swims double normal pace.

11. **Speed V** – As *Speed I*, except duration is 5 rounds.

12. **Haste III** – As *Haste I*, except duration is 3 rounds.

15. **Haste V** – As *Haste I*, except duration is 5 rounds.

17. **Fast Sprint** – As *Run*, except caster may move at 4x walking pace.

20. **Speed X** – As *Speed I*, except duration is 10 rounds.

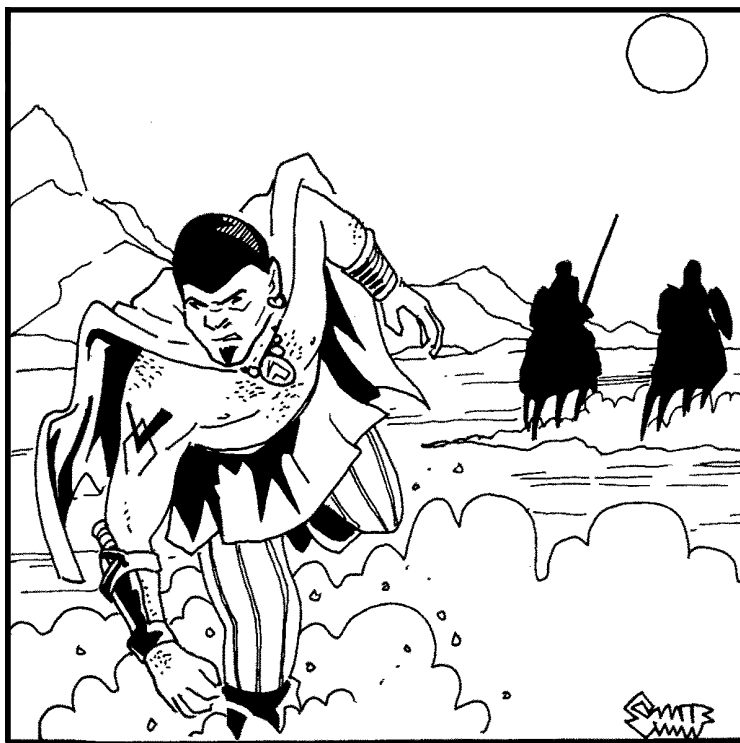
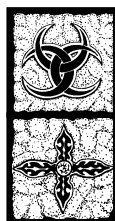
25. **Haste X** – As *Haste I*, except duration is 10 rounds.

30. **Speed True** – As *Speed I*, except duration is until caster sleeps, rests, or cancels the spell (with a maximum duration of 8 hours).

50. **Haste True** – As *Haste I*, except duration is until caster sleeps, rests, or cancels the spell (with a maximum duration of 8 hours).

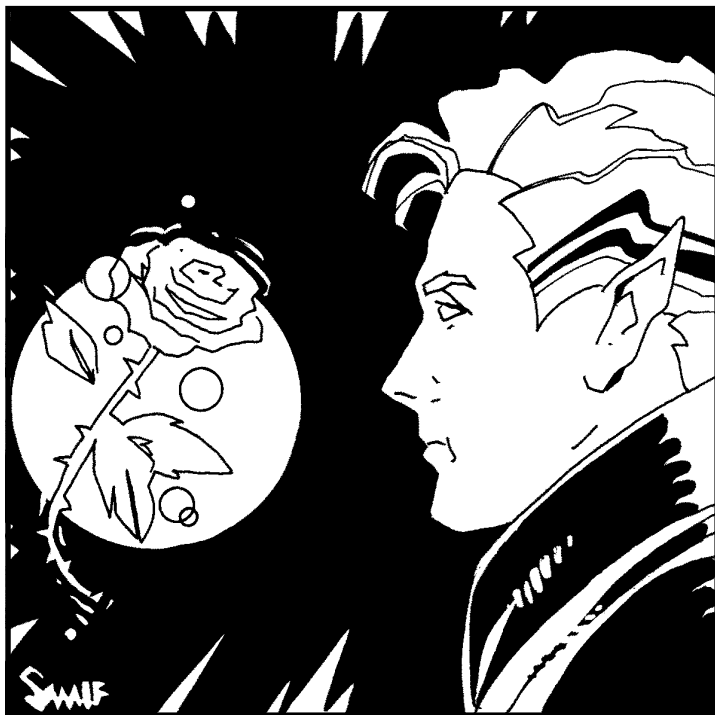
SPECIAL NOTES

Only one *Haste* or *Speed* spell may be in effect on an individual at any given time. In addition, as *Speed* requires a 50% activity penalty after the spell effects end. Casting a *Speed* or *Haste* spell at that point will only bring a person to normal activity, rather than extending the 200% activity time (50% x 2 = 100%).



TELEKINESIS

1. **Telekinesis I** – Caster can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell with an equal weight limit cast upon it.
2. **Staying II** – Exerts 5 pounds of pressure on a person or object. Object cannot be moved by *Staying* alone and pressure can only be in one direction.
3. **Telekinesis II** – As *Telekinesis I*, except mass limit is 5 pounds.
4. **Staying III** – As *Staying II*, except pressure limit is 25 pounds.
5. **Greater Staying II** – As *Staying II*, except 2 objects may be affected with 5 pounds total pressure **or** *Staying II* can be used to 200'.
6. **Greater Telekinesis II** – As *Telekinesis I*, except 2 objects of 5 pounds total mass may be moved **or** *Telekinesis I* can be used at 200'.
7. **Telekinesis III** – As *Telekinesis I*, except mass limit is 25 pounds.
8. **Staying IV** – As *Staying II*, except pressure limit is 50 pounds.
9. **Telekinesis IV** – As *Telekinesis I*, except mass limit is 50 pounds.
10. **Hurling I** – Caster may "hurl" one object (that starts within 10' of him) of 1 pound or less with sufficient force to deliver an attack on either the *RMFRP* Missile Weapon Attack Table A-10.9.4 (p. 223) or the *Arms Law* Sling Attack Table 2.24 (p. 53). Treat as a sling attack with a short range of 11-100', a medium range of 101-200', and a long range of 201'-300'. The caster's OB is his directed spell skill with this spell.
11. **Staying V** – As *Staying II*, except pressure limit is 100 pounds.
12. **Telekinesis V** – As *Telekinesis I*, except mass limit is 100 pounds.



CLOSED MENTALISM 3.10

TELEKINESIS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Telekinesis I	1 lb	1 min/lvl(C)	100'	F
□ 2)	Staying II	5 lbs	1 min/lvl	100'	F
□ 3)	Telekinesis II	5 lbs	1 min/lvl(C)	100'	F
□ 4)	Staying III	25 lbs	1 min/lvl	100'	F
□ 5)	Greater Staying II	varies	1 min/lvl	varies	F
□ 6)	Greater Telekinesis II	varies	1 min/lvl(C)	varies	F
□ 7)	Telekinesis III	25 lbs	1 min/lvl(C)	100'	F
□ 8)	Staying IV	50 lbs	1 min/lvl	100'	F
□ 9)	Telekinesis IV	50 lbs	1 min/lvl(C)	100'	F
□ 10)	Hurling I	1 lb	—	10'	E
□ 11)	Staying V	100 lbs	1 min/lvl	100'	F
□ 12)	Telekinesis V	100 lbs	1 min/lvl(C)	100'	F
□ 13)	Hurling II	5 lbs	—	10'	E
□ 14)	Staying VI	200 lbs	1 min/lvl	100'	F
□ 15)	Greater Staying III	varies	1 min/lvl	varies	F
□ 16)	Greater Telekinesis III	varies	1 min/lvl(C)	varies	F
□ 17)	Telekinesis VI	200 lbs	1 min/lvl(C)	100'	F
□ 18)	Hurling III	25 lbs	—	10'	E
□ 19)	Staying True	20 lbs/lvl	1 min/lvl	300'	F
□ 20)	Telekinesis True	20 lbs/lvl	1 min/lvl(C)	300'	F
□ 25)	Greater Hurling III	varies	—	varies	E
□ 30)	Hurling IV	50 lbs	—	10'	E
□ 50)	Telekinesis Mastery	varies	1 rnd/lvl	300'	U

13. **Hurling II** – As *Hurling I*, except mass limit is 5 pounds **and** it delivers double normal concussion hits.

14. **Staying VI** – As *Staying II*, except pressure limit is 200 pounds.

15. **Greater Staying III** – As *Greater Staying II*, except 3 objects may be affected with 25 pounds total pressure **or** *Staying I* can be used to 300'.

16. **Greater Telekinesis III** – As *Telekinesis I*, except 3 objects of 25 pounds total mass may be moved **or** *Telekinesis I* can be used to 300'.

17. **Telekinesis VI** – As *Telekinesis I*, except mass limit is 200 pounds.

18. **Hurling III** – As *Hurling II*, except limit is 25 pounds **and** delivers triple normal concussion hits.

19. **Staying VI** – As *Staying II*, except pressure limit is 20 pounds per level.

20. **Telekinesis True** – As *Telekinesis I*, except mass limit is 20 pounds per level.

25. **Greater Hurling III** – As *Hurling I*, except the object to be hurled may start up to 300' away **or** the caster may hurl 3 objects that start up to 100' away (at the same target).

30. **Hurling IV** – As *Hurling II*, except limit is 50 pounds **and** it delivers four times normal concussion hits and the OB has an additional +50 bonus.

50. **Telekinesis Mastery** – Each round, the caster may use any lower level spell on this list with a range of 300'.

LAY HEALER BASE 4.1

BLOOD MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Flowstop III	1 target	—	touch	U
2)	Clotting I	1 target	—	touch	U
3)	Cut Repair I	1 target	P	touch	U
4)	Clotting III	1 target	—	touch	U
5)	Minor Vessel Repair	1 target	P	touch	U
6)	Cut Repair III	1 target	P	touch	U
7)	Vein Repair	1 target	P	touch	U
8)	Arterial Repair	1 target	P	touch	U
9)	Joining ‡ *	1 target	P	touch	U
10)	Flowstop True	1 target	—	touch	U
11)	Suspend Life I ‡ *	1 target	1 hr/lvl	touch	U
12)	Clotting True	1 target	P	touch	U
13)	Unclotting	1 target	P	touch	U
14)					
15)	Cut Repair True	1 target	P	touch	U
16)					
17)	Suspend Life II ‡ *	1 target	1 day/lvl	touch	U
18)					
19)	Unclotting True	1 target	P	touch	U
20)	Joining True ‡ *	1 target	P	touch	U
25)	Regulations	1 target	1 min/lvl	touch	U
30)	New Blood	1 target	P	touch	U
50)	Blood Repair True	1 target	1 rnd/lvl	touch	U

- Cut Repair I** — Allows caster to stop bleeding from 1 wound that is bleeding at rate of 1 hit per round.
- Clotting III** — As *Clotting I*, except that caster can stop up to 3 hits per round (total) of bleeding in a wound.
- Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 3 hits per round, not major arteries or veins).
- Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits per round (total); three 1 hit per round wounds **or** one 3 hits per round wound **or** one 2 hits per round and one 1 hit per round wound can be healed.
- Vein Repair** — Caster can repair any one damaged vein. Target cannot move (under his own power) without reopening wound. Recovery time is 1-10 days.
- Arterial Repair** — Allows caster to repair any one damaged artery. Target cannot move (under his own power) without reopening wound. Recovery time is 1-10 days depending upon the size of the artery and the severity of the damage.
- Joining** — Allows caster to reattach 1 severed limb. Also requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.
- Flowstop True** — As *Flowstop III*, except that all blood loss (i.e., hits per round) from one wound is stopped.
- Suspend Life I** — Target is kept in a state of suspended animation and prevented from dying for the duration of this spell (i.e., the body is “preserved” and the “soul” will not leave the body). Also requires the use of the other *Suspend Life I* spell (on the Nerve and Organ Mastery list).
- Clotting True** — As *Clotting I*, except that all blood loss (i.e., hits per round) from one wound is stopped.
- Unclotting** — Allows caster to remove any one blood clot. Will counter *Clotting Curse* (on the Evil Cleric list, Curses). This spell has no affect on bleeding wounds that have clotted (i.e., “clots” in this sense apply only to internal blood clotting).
- Cut Repair True** — As *Cut Repair I*, except that it will stop bleeding and close any one wound.
- Suspend Life II** — As *Suspend Life I*, except for duration and the requirement of the other *Suspend Life II* spell (on the Nerve and Organ Mastery spell list).
- Unclotting True** — As *Unclotting*, except will affect all blood clots in the target.
- Joining True** — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells **and** the limb is fully functional in 10 minutes.
- Regulations** — Allows caster to control all internal and external blood flow in the target. As long as the target remains immobile, bleeding can be halted until the wounds can be healed.
- New Blood** — Allows caster to restore all the blood in any 1 target's body. Recovery time is 1-10 days.
- Blood Repair True** — Allows caster to cast one of the lower level spells on this list each round.

SPECIAL NOTES

- See *RMFRP* Section 24.1 (p. 75) for more on healing.
- When a bleeding wound does not specify whether the wound is on a vein or an artery, roll d100. A 01-60 results in a vein; a 61 or more results in an artery.

BLOOD MASTERY

- Flowstop III** — Caster can stop bleeding on a wound that is bleeding up to 3 hits per round (total). Target may not be moved or bleeding will resume at prior rate.
- Clotting I** — Caster may stop bleeding on a wound that is bleeding 1 hit per round. For 1 hour, target can move at no more than a walking pace or bleeding will resume at prior rate.

BONE MASTERY

1. **Bone Lore** — Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power to perform the cure.
2. **Minor Fracture Repair** — Allows caster to mend one simple fracture (not compound fracture, shatters, joint damage, etc.). Recovery time is 1 day. Will not work on skull fractures.
3. **Cartilage Repair** — Allows caster to repair all the cartilage around one joint. Recovery time is one day.
4. **Major Fracture Repair** — As *Minor Fracture Repair*, except caster can also repair compound fractures.
5. **Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed). Requires the use of *Limb Preservation* from the Muscle Mastery spell list as well.
6. **Skull Repair** — Allows caster to mend one fracture in a skull (but not a shattered areas). Recovery time is 1-10 days.
7. **Joint Repair** — Allows caster to repair one broken (but not shattered) joint. Recovery time is 1-10 days.
8. **Minor Fracture Repair True** — As *Minor Fracture Repair*, except recovery is instantaneous.
9. **Joining** — Allows caster to reattach 1 severed limb. Also requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.
10. **Cartilage Repair True** — As *Cartilage Repair*, except recovery is instantaneous.
11. **Major Fracture Repair True** — As *Major Fracture Repair*, except recovery is instantaneous.
12. **Skull Repair True** — As *Skull Repair*, except recovery is instantaneous.
13. **Bone Transplant** — Allows caster to transplant a healthy bone. This requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target's body will reject the new bone: 10% if bone is from the same race as the target, 50% if the bone is from some other similar race.
14. **Shatter Repair** — Allows caster to repair any 1 broken or shattered bone (even in the skull). This requires a 1 hour operation. Recovery time is 1-10 days.
15. **Joint Repair True** — As *Joint Repair*, except that recovery is instantaneous.
17. **Rapid Bone Transplant** — As *Bone Transplant*, except with a recovery time of 1-10 hours.
18. **Rapid Shatter Repair** — As *Shatter Repair*, except with a recovery time of 1-10 hours.
20. **Joining True** — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.

LAY HEALER BASE 4.2 BONE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Bone Lore	1 target	—	touch	I
□ 2)	Minor Fracture Repair	1 target	P	touch	U
□ 3)	Cartilage Repair	1 target	P	touch	U
□ 4)	Major Fract. Rep.	1 target	P	touch	U
□ 5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
□ 6)	Skull Repair	1 target	P	touch	U
□ 7)	Joint Repair	1 target	P	touch	U
□ 8)	Minor Fract. Rep. Tr.	1 target	P	touch	U
□ 9)	Joining ‡ *	1 target	P	touch	U
□ 10)	Cartilage Repair True	1 target	P	touch	U
□ 11)	Major Fract. Rep. Tr.	1 target	P	touch	U
□ 12)	Skull Repair True	1 target	P	touch	U
□ 13)	Bone Transplant	1 target	P	touch	U
□ 14)	Shatter Repair	1 target	P	touch	U
□ 15)	Joint Repair True	1 target	P	touch	U
□ 16)					
□ 17)	Rapid Bone Transplant	1 target	P	touch	U
□ 18)	Rapid Shatter Repair	1 target	P	touch	U
□ 19)					
□ 20)	Joining True ‡ *	1 target	P	touch	U
□ 25)	Cartilage Regeneration	1 target	P	touch	U
□ 30)	Bone Regeneration	1 target	P	touch	U
□ 50)	Skeletal Regeneration	1 target	P	touch	U

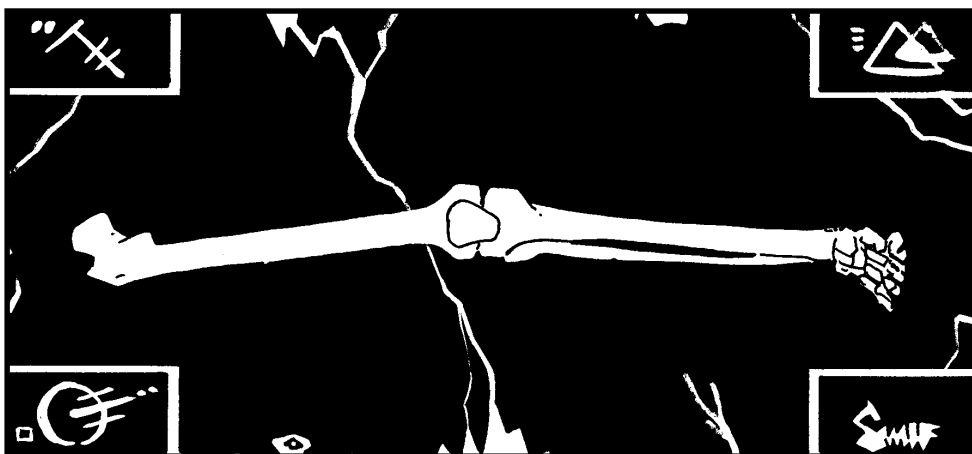
25. **Cartilage Regeneration** — Allows caster to regenerate 1 section of cartilage in target's body. Recovery time is 1-10 days.

30. **Bone Regeneration** — Allows caster to regenerate 1 lost bone. Recovery time is 1-10 days.

50. **Skeletal Regeneration** — Allows caster to regenerate any part (or all) of a skeleton (including cartilage) in 1-10 days, depending on the severity of the damage.

SPECIAL NOTES

- 1) See *RMFRP* Section 24.1 (p. 75) for more on damage and healing.
- 2) Some spells on this list require an operation to be effective. These spells have the same name as other healing spells (from the Channeling realm) and the GM may decide that the operation is not required.



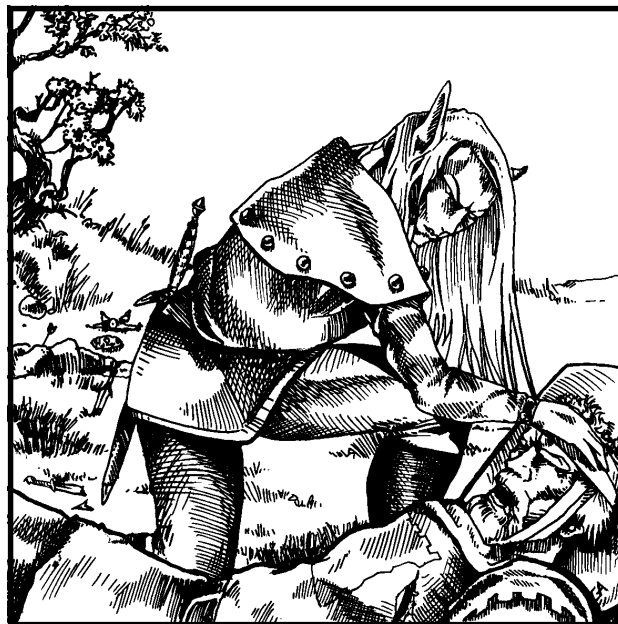


LAY HEALER BASE 4.3

CONCUSSION MASTERY



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	U
2)	Stun Relief I *	1 target	—	touch	Us
3)	Frost/Burn Relief I	1 target	—	touch	U
4)	Regeneration I *	1 target	C	touch	Us
5)	Awakening	1 target	—	touch	U
6)	Frost/Burn Relief II	1 target	—	touch	U
7)	Healing V	1 target	P	touch	U
8)	Stun Relief III *	1 target	—	touch	Us
9)	Frost/Burn Relief III	1 target	—	touch	U
10)	Regeneration II *	1 target	C	touch	U
11)	Healing X	1 target	P	touch	U
12)	Frost/Burn Relief IV	1 target	—	touch	U
13)	Stun Relief V *	1 target	—	touch	Us
14)	Long Stun Relief *	1 target	—	100'	U
15)	Regeneration III *	1 target	C	touch	Us
16)					
17)	Healing XVII	1 target	P	touch	U
18)					
19)	Stun Relief X*	1 target	—	touch	Us
20)	Healing XX	1 target	P	touch	U
25)	True Healing	1 target	P	touch	U
30)	Frost/Burn Relief True	1 target	—	touch	U
50)	Stun Relief True *	1 target	—	touch	U



10. **Regeneration II** — As *Regeneration I*, except damage reduction is 2 hits per minute.

11. **Healing X** — As *Healing I*, except heals 10d10 hits.

12. **Frost/Burn Relief IV** — As *Frost/Burn Relief I*, except heals 4 mild or 2 moderate or 1 mild and 1 severe or 2 mild and 1 moderate area(s) of damage.

13. **Stun Relief V** — As *Stun Relief I*, except target is relieved of 5 rounds of accumulated stun effects.

14. **Long Stun Relief** — As *Stun Relief I*, except 1 target within 100' of caster is relieved of 1 round accumulated stun effects.

15. **Regeneration III** — As *Regeneration I*, except damage reduction is 3 hits per minute.

17. **Healing XV** — As *Healing I*, except heals 15d10 hits.

19. **Stun Relief X** — As *Stun Relief I*, except target is relieved of 10 rounds of accumulated stun effects.

20. **Healing XX** — As *Healing I*, except heals 20d10 hits.

25. **True Healing** — As *Healing I*, except target healed of all concussion hits.

30. **Frost/Burn Relief True** — As *Frost/Burn Relief I*, except target relieved of all burns or frostbite.

50. **Stun Relief True** — As *Stun Relief I*, except target healed of all stun effects.

CONCUSSION MASTERY

1. **Healing I** — Target is healed of d10 concussion hits.
2. **Stun Relief I** — Target is relieved of 1 round's worth of accumulated stun.
3. **Frost/Burn Relief I** — Target is healed of one area of up to mild frostbite or 1st degree burns.
4. **Regeneration I** — Will reduce damage target has by 1 hit every minute as long as the caster concentrates. If caster is unconscious this spell will operate without concentration.
5. **Awakening** — Target is instantly awake.
6. **Frost/Burn Relief II** — As *Frost/Burn Relief I*, except heals 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
7. **Healing V** — As *Healing I*, except heals 5d10 hits.
8. **Stun Relief III** — As *Stun Relief I*, except 3 rounds of stun effects are relieved.
9. **Frost/Burn Relief III** — As *Frost/Burn Relief I*, except heals 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or combination of 1 mild and 1 moderate area.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on damage and healing.



MUSCLE MASTERY

1. **Sprain Repair** — Allows caster to repair (not replace) one sprain. Requires a one hour operation.
2. **Muscle/Tendon Lore** — Caster acquires complete understanding of any muscle and/or tendon damage, including the tools and methods required for healing. Caster does not receive the skill or power necessary to perform the cure.
3. **Muscle Repair I** — Allows caster to repair 1 damaged muscle. Requires a 1 minute operation. Recovery time is 1 day per muscle repaired.
4. **Tendon Repair I** — Allows caster to repair 1 damaged tendon. Requires a 1 minute operation. Recovery time is 1 day per tendon repaired.
5. **Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed). Requires the use of *Limb Preservation* from the Bone Mastery spell list as well.
6. **Muscle Repair III** — As *Muscle Repair I*, except that caster can repair 3 damaged muscles.
7. **Tendon Repair III** — As *Tendon Repair I*, except that caster can repair 3 damaged tendons.
8. **Muscle Repair True** — As *Muscle Repair*, except recovery time is instantaneous.
9. **Joining** — Allows caster to reattach 1 severed limb. Also requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.
10. **Tendon Repair True** — As *Tendon Repair*, except recovery time is instantaneous.
11. **Soft Structure Repair** — Allows caster to repair all tendon and muscle damage in target's body. This requires a 1 hour operation. Recovery time is 1-10 days.
12. **Muscle Transplant** — Allows caster to transplant a healthy muscle into the target. This requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target's body will reject the new bone: 10% if bone is from the same race as the target, 50% if the bone is from some other similar race.



LAY HEALER BASE 4.4

MUSCLE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Sprain Repair	1 target	P	touch	U
□ 2)	Muscle/Tendon Lore	1 target	—	touch	I
□ 3)	Muscle Repair I	1 target	P	touch	U
□ 4)	Tendon Repair I	1 target	P	touch	U
□ 5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
~~~~~					
□ 6)	Muscle Repair III	1 target	P	touch	U
□ 7)	Tendon Repair III	1 target	P	touch	U
□ 8)	Muscle Repair True	1 target	P	touch	U
□ 9)	Joining ‡ *	1 target	P	touch	U
□ 10)	Tendon Repair True	1 target	P	touch	U
~~~~~					
□ 11)	Soft Structure Repair	1 target	P	touch	U
□ 12)	Muscle Transplant	1 target	P	touch	U
□ 13)					
□ 14)	Muscle Regeneration	1 target	P	touch	U
□ 15)	Tendon Regeneration	1 target	P	touch	U
~~~~~					
□ 16)					
□ 17)	Rapid Muscle Transp.	1 target	P	touch	U
□ 18)	Rapid Muscle Regen.	1 target	P	touch	U
□ 19)	Rapid Tendon Regen.	1 target	P	touch	U
□ 20)	Joining True ‡ *	1 target	P	touch	U
~~~~~					
□ 25)	Muscle Regen. True	1 target	P	touch	U
□ 30)	Tendon Regen. True	1 target	P	touch	U
□ 50)	Soft Structure Rep. Tr.	1 target	P	touch	U

14. **Muscle Regeneration** — Allows caster to regenerate 1 muscle. Regrowth takes 1-10 days, depending on extent of loss.
15. **Tendon Regeneration** — Allows caster to regenerate 1 tendon. Regrowth takes 1-10 days, depending on extent of loss.
17. **Rapid Muscle Transplant** — As *Muscle Transplant*, except recovery time is 1-10 hours.
18. **Rapid Muscle Regeneration** — As *Muscle Regeneration*, except recovery time is 1-10 hours.
19. **Rapid Tendon Regeneration** — As *Tendon Regeneration*, except recovery time is 1-10 hours.
20. **Joining True** — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells and the limb is fully functional in 10 minutes.
25. **Muscle Regeneration True** — As *Muscle Regeneration*, except that regrowth takes 10 minutes.
30. **Tendon Regeneration True** — As *Tendon Regeneration*, except that regrowth takes 10 minutes.
50. **Soft Structure Repair True** — As *Soft Structure Repair*, except that all tendons and muscles in target's body are repaired (not replaced). This requires a 10 minute operation. Recovery time is 1-10 days.

SPECIAL NOTES

- 1) See *RMFRP* Section 24.1 (p. 75) for more on damage and healing.
- 2) Some spells on this list require an operation to be effective. These spells have the same name as other healing spells (from the Channeling realm) and the GM may decide that the operation is not required.



LAY HEALER BASE 4.5

NERVE AND ORGAN MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Nerve/Organ Lore	1 target	—	touch	I
2)	Numbing	1 target	10 min/lvl	touch	U
3)	Minor Nerve Repair	1 target	P	touch	U
4)	Minor Ear/Nose Repair	1 target	P	touch	U
5)	Organ Preservation	1 target	1 day/lvl	touch	U
6)	Minor Eye Repair	1 target	P	touch	U
7)	Major Nerve Repair	1 target	P	touch	U
8)	Major Ear Repair	1 target	P	touch	U
9)	Joining ‡ *	1 target	P	touch	U
10)	Major Eye Repair	1 target	P	touch	U
11)	Suspend Life I ‡ *	1 target	1 hr/lvl	touch	U
12)	Nerve Repair True	1 target	P	touch	U
13)	Organ Transplant	1 target	P	touch	U
14)	Organ Repair	1 target	P	touch	U
15)	Minor Brain Repair	1 target	P	touch	U
16)	Paralysis Cures	1 target	P	touch	U
17)	Suspend Life II ‡ *	1 target	P	touch	U
18)	Rapid Organ Transp.	1 target	P	touch	U
19)					
20)	Joining True ‡ *	1 target	P	touch	U
25)	Nerve Regeneration	1 target	P	touch	U
30)	Organ Regeneration	1 target	P	touch	U
50)	Brain Regeneration	1 target	P	touch	U

NERVE AND ORGAN MASTERY

- Nerve/Organ Lore** — Caster acquires complete understanding of any nerve and/or organ damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.
- Numbing** — Allows caster to stop or reduce feeling in a specific area of the body (2 cu" per level). Works to reduce pain with minor side effects (e.g., -10 to actions).
- Minor Nerve Repair** — Allows caster to repair minor nerve damage. Recovery time is 1-10 days. Minor nerve damage is defined as any nerve damage that results in a penalty up to -20.
- Minor Ear/Nose Repair** — Allows caster to repair any exterior ear damage short of complete ear loss **or** any nose damage short of complete nose loss. Requires 1-60 minutes, depending on damage.
- Organ Preservation** — Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is "outside" of its body.
- Minor Eye Repair** — Allows caster to repair any minor eye damage (e.g., corneal scratch or removal of foreign object).
- Major Nerve Repair** — As *Minor Nerve Repair*, except that caster can repair any nerve damage. This spell will not repair destroyed nerves. Recovery time is 1-10 days.
- Major Ear Repair** — As *Minor Ear Repair*, except caster can repair any interior or exterior damage. Hearing is restored in 1-10 days. Note that complete replacement of ear is an exception.

9. **Joining** — Allows caster to reattach 1 severed limb. Requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is fully functional after 10-100 days.

10. **Major Eye Repair** — As *Minor Eye Repair*, except caster can repair any eye damage short of total eye loss (i.e., eye's destruction precludes repair). Recovery time is 1-10 days.

11. **Suspend Life I** — Target is kept in a state of suspended animation and prevented from dying for the duration of this spell (i.e., the body is "preserved" and the "soul" will not leave the body). Also requires the use of the other *Suspend Life I* (on the Blood Mastery list).

12. **Nerve Repair True** — As *Major Nerve Repair*, except that recovery is instantaneous.

13. **Organ Transplant** — Allows caster to transplant a healthy organ (not including brain or nervous system) into the target. Requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target's body will reject the new bone: 10% if bone is from the same race as the target, 50% if the bone is from a similiar race. Will not transplant blood or muscles.

14. **Organ Repair** — Allows caster to repair any organ (not brain or nervous system) that has not been completely destroyed. Requires a 1-10 hour operation. Recovery: 1-10 days.

15. **Minor Brain Repair** — Allows caster to repair minor brain damage (including recovery from coma). Lost experience is not restored (% lost permanently dependent on severity of damage). Requires a 1 hour operation. Recovery time is 1-10 days.

16. **Paralysis Cures** — Allows caster to cure paralysis in 1 target (recovery time of 1-10 days). Paralysis must have resulted from a spell or disease (not a poison).

17. **Suspend Life II** — As *Suspend Life I*, except for duration and the requirement of the *Suspend Life II* spell (on the Blood Mastery spell list).

18. **Rapid Organ Transplant** — As *Organ Transplant*, except recovery time is only 1-10 hours.

20. **Joining True** — As *Joining*, except caster must cast the other 3 Lay Healer *Joining True* spells **and** the limb is fully functional in 10 minutes.

25. **Nerve Regeneration** — Allows caster to regenerate lost nerve. Regrowth takes 1-10 days, depending on extent of loss.

30. **Organ Regeneration** — Allows caster to completely regenerate lost organ. This process takes 1-10 hours. Recovery time takes 1-10 days. The target remains in coma during recovery (this spell will not regenerate the brain).

50. **Brain Regeneration** — Allows caster to regenerate brain tissue in 1-10 hours. Recovery time is 1-10 days (target is in coma during recovery). Note that lost experience is not restored (the % lost permanently depends on severity of damage).

SPECIAL NOTES

- See *RMFRP* Section 24.1 (p. 75) for more on damage and healing.
- Some spells on this list require an operation to be effective. These spells have the same name as other healing spells (from the Channeling realm) and the GM may decide that the operation is not required.

PROSTHETICS

1. **Measure** — Caster knows the proper dimensions need to make a false limb for the target.
2. **Mold Wood** — Caster may mold target wood (up to 4 cubic feet) as if it were clay when he concentrates. It normally takes 1 day (approximately 8 hours) to mold an artificial limb. At the end of the molding time, the target wood returns its normal hardness.
3. **Fit Wood** — Caster attaches a wooden (artificial) limb to a body. Process takes 1 hour. This spell must be cast before an *Animation* spell can be cast.
4. **Animation I** — Allows wearer to operate an artificial limb at will for 8 hours.
5. **Mold Glass** — As *Mold Wood*, except works on glass. The process takes 2 days (approximately 8 hours per day) hours to mold.
6. **Fit Glass** — As *Fit Wood*; except allows caster to fit a glass limb.
7. **Animation II** — As *Animation I*, except duration is 24 hours.
8. **Mold Normal Metal** — As *Mold Wood*, except involves basic metals and the process takes 4 days (approximately 8 hours per day).
9. **Fit Normal Metal** — As *Fit Wood*; allows caster to fit a normal metal limb.
10. **Artificial Flesh** — This spell enables caster to convert clay into enough artificial flesh to cover one artificial limb (limb must be present at the time of casting). The flesh is only semi-realistic (similar to plastic). The process takes 2 days (approximately 8 hours each day), but might require more for larger limbs (GM's discretion).
11. **Animation III** — As *Animation I*, except duration is 1 week.
13. **Fit Enchanted Materials** — As *Fit Wood*; except allows caster to fit limbs of enchanted materials (the limb must be created through some other means).
15. **Animation IV** — As *Animation I*, except duration is 1 month.
17. **Animation V** — As *Animation I*, except duration is 3 months.
19. **Animation VI** — As *Animation I*, except duration is 6 months.
20. **Artificial Flesh True** — As *Artificial Flesh*, except perfectly realistic synthetic flesh can be made and worked. This process takes 10-100 days, depending on amount of flesh needed.
25. **Animation VII** — As *Animation I*, except duration is 1 year.
30. **Animation VIII** — As *Animation I*, except duration is 1 year per caster's level.
50. **Animation True** — As *Animation*, except duration is permanent.

SPECIAL NOTES

Once created, a false limb is no longer magical. However, the animation of the limb is magical (and can be dispelled). When resisting *Cancel* and *Dispel*, an animated false limb gets an additional +50 RR modification.

LAY HEALER BASE 4.6

PROSTHETICS

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Measure	caster	—	touch	I
<input type="checkbox"/> 2)	Mold Wood	caster	1 hr/lvl (C)	self	U
<input type="checkbox"/> 3)	Fit Wood	caster	P	self	U
<input type="checkbox"/> 4)	Animation I	1 target	8 hrs	touch	U
<input type="checkbox"/> 5)	Mold Glass	caster	1 hr/lvl (C)	self	U
<input type="checkbox"/> 6)	Fit Glass	caster	P	self	U
<input type="checkbox"/> 7)	Animation II	1 target	24 hrs	touch	U
<input type="checkbox"/> 8)	Mold Normal Metal	caster	1 hr/lvl (C)	self	U
<input type="checkbox"/> 9)	Fit Normal Metal	caster	P	self	U
<input type="checkbox"/> 10)	Artificial Flesh	caster	1 hr/lvl (C)	self	E
<input type="checkbox"/> 11)	Animation III	1 target	1 week	touch	U
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Fit Enchanted Materials	caster	P	self	U
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Animation IV	1 target	1 month	touch	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Animation V	1 target	3 months	touch	U
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Animation VI	1 target	6 months	touch	U
<input type="checkbox"/> 20)	Artificial Flesh True	caster	1 hr/lvl (C)	self	E
<input type="checkbox"/> 25)	Animation VII	1 target	1 year	touch	U
<input type="checkbox"/> 30)	Animation VIII	1 target	1 year/lvl	touch	U
<input type="checkbox"/> 50)	Animation True	1 target	P	touch	U





MENTALIST BASE 5.1

MIND ATTACK



MIND ATTACK

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jolts I	1 target	1 rnd/10 fail	100'	Fm
2)	Hesitation	1 target	1 rnd/10 fail	100'	Fm
3)	Minor Pain	1 target	—	100'	Fm
4)	Shock A	1 target	—	100'	Fm
5)	Jolts III	1 target	3 rnd/10 fail	100'	Fm
6)					
7)	Paralyze I	1 target	1 rnd/10 fail	100'	Fm
8)	Shock B	1 target	—	100'	Fm
9)	Major Pain	1 target	—	100'	Fm
10)	Mind Shout I *	10'R	1 rnd/10 fail	self	Fm
11)	Jolts V	1 target	5 rnd/10 fail	100'	Fm
12)	Paralyze III	1 target	3 rnd/10 fail	100'	Fm
13)	Shock C	1 target	—	100'	Fm
14)					
15)	Mind Shout II *	50'R	1 rnd/10 fail	self	Fm
16)	Shock D	1 target	—	100'	Fm
17)	Paralyze V	1 target	5 rnd/10 fail	100'	Fm
18)	Jolts X	1 target	10 rnd/10 fail	100'	Fm
19)	Mind Shout III *	varies	1 rnd/10 fail	self	Fm
20)	Shock E	1 target	—	100'	Fm
25)	Great Shout *	50'R	1 rnd/10 fail	self	Fm
30)	Mind Shout True *	300'R	1 rnd/10 fail	self	Fm
50)	Shout True *	50'R	varies	self	Fm

- Jolts I** — Target is stunned.
- Hesitation** — Target hesitates in any nondefensive action. He suffers a -20 to initiative rolls and he must parry with at least half of his OB.
- Minor Pain** — Target takes 25% of his remaining concussion hits (i.e., those not already taken).
- Shock A** — Target takes an 'A' Electricity critical strike.
- Jolts III** — As *Jolts I*, except for duration.
- Paralyze I** — Target is paralyzed.
- Shock B** — As *Shock A*, except Electricity critical is a 'B'.
- Major Pain** — As *Minor Pain*, except 50% of remaining concussion hits are taken.
- Mind Shout I** — Everyone except the caster within the area of effect is a target, all failing to resist are stunned.
- Jolts V** — As *Jolts I*, except for duration.
- Paralyze III** — As *Paralyze I*, except duration is 3 rounds per 10 failure.
- Shock C** — As *Shock A*, except Electricity critical is a 'C'.
- Mind Shout II** — As *Mind Shout I*, except area of effect is 50' radius.
- Shock D** — As *Shock A*, except Electricity critical is a 'D'.
- Paralyze V** — As *Paralyze I*, except duration is 5 rounds per 10 failure.
- Jolts X** — As *Jolts I*, except for duration.
- Mind Shout III** — As *Mind Shout I*, except area of effect is 100' radius.
- Shock E** — As *Shock A*, except Electricity critical is an 'E'.
- Great Shout** — As *Mind Shout I*, except area of effect is 50' radius and any target failing by more than 50 is unconscious for eight hours.
- Mind Shout True** — As *Mind Shout I*, except area of effect is 300' radius.
- Shout True** — As *Mind Shout (50' radius)*, except targets failing by 1-50 are unconscious, and targets failing by more than 50 are dead. RRs for Mentalism spell users are modified by -20.



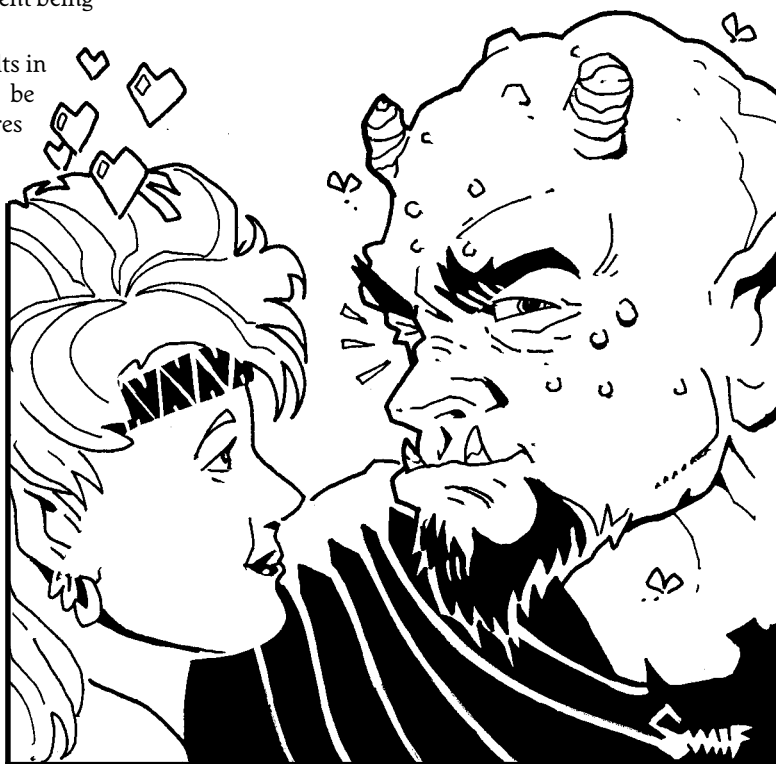
MIND CONTROL

1. **Question** — Target must answer a single-concept question truthfully (though he must be able to understand the question).
2. **Sleep** — Target falls into natural sleep. The first round is a magical sleep (the target cannot be awakened through normal means).
3. **Charm Kind** — Humanoid target believes caster is a good friend.
4. **Calm** — Target will take no offensive action, and he will fight only in self-defense.
5. **Confusion** — Target is incapable of making decisions or initiating action; but he may continue to fight current foes or in self-defense.
6. **Fear** — Target fears caster and attempts to flee. Fleeing usually equates to running at maximum pace away from the caster.
7. **Suggestion** — Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself, etc.).
8. **Hold Kind** — Target is held to 25% of normal action.
9. **Emotions** — Causes any desired emotion. Possible emotions include hate, love, sadness, anger, etc.
10. **Master of Kind** — Target must obey the caster as specified in *Suggestion*.
11. **Coma** — [RR Mod: +20] Target falls into a coma.
12. **True Charm** — As *Charm Kind*, except works on any sentient creature.
14. **Hold True** — As *Hold Kind*, except any sentient being can be affected.
15. **Geas** — Target is given 1 task. Failure results in a penalty determined by GM (task must be within target's capabilities). If the target ignores the task, he will suffer the same effects of failure.
16. **Hold Kind True** — [RR Mod: -20] Target is totally paralyzed (0% action).
18. **Mind Break** — Target is a blithering idiot. He may be led around but he can take **no** action.
20. **True Sleep** — [RR Mod: -20] Target is unconscious and unwakeable.
25. **True Geas** — As *Geas*, except failure is punished by the target suffering five 'E' criticals (choose which critical types randomly).
30. **Mind Control True** — When he concentrates, caster has total control of target's mind. After the initial casting, the range for control is 1 mile per level of the caster.
50. **Mind Master** — As *Mind Control True*, except duration is permanent (until dispelled). The caster need only concentrate to give commands. Only one target can be controlled in this fashion at a time.

MENTALIST BASE 5.2

MIND CONTROL

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Question	1 target	—	10'	Fm
<input type="checkbox"/> 2)	Sleep	1 target	—	50'	Fm
<input type="checkbox"/> 3)	Charm Kind	1 target	10 min/lvl	50'	Fm
<input type="checkbox"/> 4)	Calm	1 target	1 min/lvl	100'	Fm
<input type="checkbox"/> 5)	Confusion	1 target	1 rnd/5 fail	100'	Fm
<hr/>					
<input type="checkbox"/> 6)	Fear	1 target	1 min/10 fail	100'	Fm
<input type="checkbox"/> 7)	Suggestion	1 target	varies	10'	Fm
<input type="checkbox"/> 8)	Hold Kind	1 target	C	50'	Fm
<input type="checkbox"/> 9)	Emotions	1 target	1 min/lvl	100'	Fm
<input type="checkbox"/> 10)	Master of Kind	1 target	10 min/lvl	10'	Fm
<hr/>					
<input type="checkbox"/> 11)	Coma	1 target	1 day/10 fail	100'	Fm
<input type="checkbox"/> 12)	True Charm	1 target	10 min/lvl	50'	Fm
<input type="checkbox"/> 13)					
q <input type="checkbox"/> 14)	Hold True	1 target	C	50'	Fm
<input type="checkbox"/> 15)	Geas	1 target	varies	10'	Fm
<hr/>					
<input type="checkbox"/> 16)	Hold Kind True	1 target	C	50'	Fm
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)	Mind Break	1 target	P	50'	Fm
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	True Sleep	1 target	1 min/10 fail	100'	Fm
<hr/>					
<input type="checkbox"/> 25)	True Geas	1 target	varies	10'	Fm
<input type="checkbox"/> 30)	Mind Control True	1 target	1 min/lvl (C)	300'	Fm
<input type="checkbox"/> 50)	Mind Master	1 target	P (C)	300'	Fm





MENTALIST BASE 5.3

MIND MERGE



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Empathy	1 target/rnd	1 rnd/lvl(C)	10'	Pm
2)	Read Emotions	1 target/rnd	1 rnd/lvl(C)	50'	Pm
3)	Merge w/ Mentalist	caster+1 tgt	C	touch	U
4)	Focus Merge	caster	C	self	U
5)	Thoughts	1 target/rnd	1 rnd/lvl(C)	100'	Fm
6)	Mind Merge I	caster+1 tgt	C	touch	U
7)	Prepare Merge	caster	C	self	U
8)	Mind Merge II	caster+1 tgt	C	100'	U
9)					
10)	Inner Thoughts	1 target/rnd	1 rnd/lvl	100'	Fm
11)	Ready Merge *	caster+1 tgt	C	100'/lvl	U
12)					
13)	Mind Switch	caster+1 tgt	1 day	touch	Fm
14)					
15)	Mind Scan	1 target/rnd	1 rnd/lvl(C)	100'	Fm
16)					
17)					
18)	Mind Merge True	caster+1 tgt	C	50'/lvl	U
19)					
20)	Mind Probe	1 target/rnd	1 rnd/lvl(C)	100'	Fm
25)	Mind Switch True	caster+1 tgt	varies	touch	Fm
30)	Thought Steal	1 target	1 rnd/lvl(C)	100'	Fm
50)	Ready Merge True *	caster+1 tgt	C	unlimited	U



MIND MERGE

- Empathy** – Caster learns target's basic feelings. The caster can concentrate on a new target each round.
- Read Emotions** – Caster learns target's emotions in detail. The caster can concentrate on a new target each round.
- Merge With Mentalist** – Allows two Mentalism spell users to communicate mentally and exchange power points.
- Focus Merge** – When cast before (within 1 minute) a *Mind Merge* spell or a *Ready Merge* spell (an 11th+ level spell on this spell list in *Spell Law*), this spell allows the caster to focus on a specific person as the target (that he has *Mind Stored* previously). This spell allows certain spells to work even if the caster doesn't know the target's exact location.
- Thoughts** – Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts. The caster can concentrate on a new target each round.
- Mind Merge I** – Allows caster and target to interchange thoughts; if both are *Mentalism* spell users they can interchange power points. They must be able to see each other **or** the caster must know the exact location of the target **or** the caster must use *Focus Merge* to locate the target (in all cases, the target must be within range).

7. **Prepare Merge** – The caster prepares himself to be the target of a *Mind Merge* spell or *Ready Merge* spell (an 11th+ level spell on this spell list in *Spell Law*), thus, increases the range of the “incoming” spell. The increased range is equal to the original range times the number of power points used to cast the *Prepare Merge* spell (e.g., if a caster uses 18 PPs, the range is 18 times normal).

8. **Mind Merge II** – As *Mind Merge I*, except range is 100'.

10. **Inner Thoughts** – As in *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

11. **Ready Merge** – As in *Mind Merge I*, except for range **and** caster and target must have *Merged* before **and** it is instantaneous.

13. **Mind Switch** – Target and caster switch minds and spell casting abilities. Target (in caster's body) is in a coma if he is not also a *Mentalist*. If the target is unwilling, he may make a new RR every hour.

15. **Mind Scan** – As in *Inner Thoughts*, except caster can also scan target's conscious memories, at a rate of 1 scene every round.

18. **Mind Merge True** – As *Mind Merge I*, except for range **and** caster must know the exact location of the target mentally or through some other means.

20. **Mind Probe** – As in *Mind Scan*, except caster can probe target's subconscious memories (i.e., all experiences).

25. **Mind Switch True** – As in *Mind Switch*, except lasts until the caster decides to return to his own body.

30. **Thought Steal** – Caster can remove one thought or memory from the target's mind each round.

50. **Ready Merge True** – As in *Ready Merge*, except range is unlimited.





MIND SPEECH

1. **Mentalist Tongue** – Caster may mentally speak with another spell caster of the Mentalism realm.
2. **Prepare Mind I** – The caster enters a trance-like state to prepare his mind to be the recipient for a *Mind Tongue* spell. While he is under the effects of this spell, any “incoming” *Mind Tongue* spell has its range increased by 10 times.
3. **Mind Tongue I** – Caster may mentally speak with any one thinking being. They must be able to see each other or the caster must know the exact location of the target or the caster must use *Focus Mind* to locate the target (in all cases, the target must be within range).
4. **Focus Mind** – When this spell is cast, the next *Mind Tongue* spell (cast within one minute of this spell) will be able to focus in on a specific person as its target. The person must be *Mind Stored* (see the Presence spell list). This spell allows certain spells to work even if the caster doesn't know the target's exact location.
5. **Prepare Mind II** – As *Prepare Mind I*, except range is increased by 20 times.
6. **Mind Tongue II** – As *Mind Tongue I*, except range is 500'.
8. **Prepare Mind III** – As *Prepare Mind I*, except range is increased by 50 times.
9. **Mind Speech I** – Caster can broadcast thoughts to minds of all within range. This is a “one-way” communication.
10. **Mind Tongue III** – As *Mind Tongue I*, except range is 1,000'.
11. **Prepare Mind IV** – As *Prepare Mind I*, except range is increased by 100 times.
12. **Mind Speech II** – As *Mind Speech I*, except area of effect is 100' radius.
13. **Friend Speech** – As *Mind Speech*, except caster can limit broadcast to desired beings.
14. **Prepare Mind V** – As *Prepare Mind I*, except range is increased by 500 times.
15. **Mind Speech III** – As *Mind Speech I*, except area of effect is 300' radius.

MENTALIST BASE 5.4

MIND SPEECH

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Mentalist Tongue *	caster+1 tgt	C	100'	Fm
□ 2)	Prepare Mind I	caster	C	self	U
□ 3)	Mind Tongue I *	caster+1 tgt	C	100'	Fm
□ 4)	Focus Mind	caster	C	self	U
□ 5)	Prepare Mind II	caster	C	self	U
□ 6)	Mind Tongue II *	caster+1 tgt	C	500'	Fm
□ 7)					
□ 8)	Prepare Mind III	caster	C	self	U
□ 9)	Mind Speech I *	10'R	C	self	Fm
□ 10)	Mind Tongue III *	caster+1 tgt	C	1000'	Fm
□ 11)	Prepare Mind IV	caster	C	self	U
□ 12)	Mind Speech II *	100'R	C	self	Fm
□ 13)	Friend Speech *	10'R	C	self	Fm
□ 14)	Prepare Mind V	caster	C	self	U
□ 15)	Mind Speech III *	300'R	C	self	Fm
□ 16)	Waiting Tongue *	10'R	varies	100'	Fm
□ 17)	Prepare Mind True	caster	C	self	U
□ 18)	Mind Tongue IV *	caster+1 tgt	C	1 mile	Fm
□ 19)	Friend Speech II *	100'R	C	self	Fm
□ 20)	Mind Speech True *	2000'R	C	self	Fm
□ 25)	Mind Tongue True *	caster+1 tgt	C	1 mile/lvl	Fm
□ 30)	Waiting Speech *	varies	varies	self	Fm
□ 50)	Far Mind Speech *	10'R	C	1 mile/lvl	Fm

16. **Waiting Tongue** – A 25-word mental message can be delayed. The triggering area must be no larger than 10' radius and the trigger can be any of the following: a fixed time period up to 24 hours, specified movements, specified sounds, touch, reading, or by a specific *Mind Stored* person entering the area.

17. **Prepare Mind True** – As *Prepare Mind I*, except range is increased by 1,000 times.

18. **Mind Tongue IV** – As *Mind Tongue I*, except range is 1 mile.

19. **Friend Speech True** – As *Friend Speech*, except area of effect is 100' radius.

20. **Mind Speech True** – As *Mind Speech I*, except area of effect is 2,000' radius.

25. **Mind Tongue True** – As *Mind Tongue I*, except range is 1 mile per level.

30. **Waiting Speech** – As *Waiting Tongue*, except it is broadcast to all within a 300' radius.

50. **Far Mind Speech** – As *Mind Speech I*, except area of effect can be up to 1 mile per level from caster.

SPECIAL NOTES

Except where communication is noted as being only “one-way,” the spells above create a “two-way” communication between the target (and the caster). The caster is not required to speak verbally. The target speaks verbally, but the caster is actually reading the thoughts of the target (though some targets may learn to use mental communication—any caster who knows this list is presumed to have this ability).





MENTALIST BASE 5.5

PRESENCE



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Presence • *	10'R/lvl	C	self	U
2)	Feel I *	1 target	—	10'/lvl	Pm
3)	Mind Store *	1 target	—	10'/lvl	Pm
4)	Transfer Mind Store	1 target	—	touch	U
5)	Feel III *	3 targets	—	10'/lvl	Pm
6)	Mind Typing *	1 target	—	10'/lvl	Pm
7)	Finding I	caster	C	100'/lvl	Pm
8)	Direction I	caster	—	1000'/lvl	Pm
9)	Presence True *	50'R	C	100'/lvl	Pm
10)	Awareness *	caster	C	10'/lvl	Pm
11)	Direction II	caster	—	1 mile/lvl	Pm
12)	Long Feel *	1 target	—	100'/lvl	Pm
13)	Feel V *	5 targets	—	10'/lvl	Pm
14)	Mass Feel *	1 target/rnd	C	10'/lvl	Pm
15)	Mind Typing True *	1 target	—	100'/lvl	Pm
16)					
17)					
18)	Finding II	caster	C	1 mile/lvl	Pm
19)	Feel X	10 targets	—	10'/lvl	Pm
20)	Awareness True *	caster	C	10'/lvl	Pm
25)	Finding III	caster	C	5 miles/lvl	Pm
30)	Direction True	caster	—	unlimited	Pm
50)	Finding True	caster	C	unlimited	Pm

PRESENCE

- Presence** — Caster is aware of the presence of all sentient/thinking beings within his range.
- Feel I** — Caster gets general idea of the race and level of one being. The target must first be located by *Presence* or *Presence True*.
- Mind Store** — As *Feel I*, except caster stores mental pattern of target. This can be used with other spells (both on this list and others). The caster can only have as many patterns stored as the sum of his Memory and Presence temporary stats (not the bonuses). The caster can choose to release a stored pattern at any given time (the GM should require that a character keep track of all the patterns he has stored).
- Transfer Mind Store** — The caster can transfer a copy of any one *Mind Stored* person to another caster from the Mentalism realm (i.e., both casters now have the person stored). The target of this spell must know the *Mind Store* spell.
- Feel III** — As *Feel I*, except analyzes 3 targets at once (all targets must be within range).
- Mind Typing** — As *Feel I*, except caster learns race, profession, and level of target.
- Finding I** — Caster gets direction and distance to any unshielded mind that he has a mental pattern of (from *Mind Store*).
- Direction I** — Caster gets direction to any unshielded mind which he has a mental pattern of (from *Mind Store*).
- Presence True** — Can get presences in one 50' radius. The caster can concentrate on one 50' radius area each round.
- Awareness** — As *Presence*, plus a general knowledge of the target's actions. In a tactical situation, the caster can declare his actions after learning **one** of the target's actions for the round (and when he wants to perform the action). This does not prevent the target from changing his action (with the appropriate penalty for cancelling his action, see *RMFRP* p. 54).
- Direction II** — As above, except range is 1 mile per level.
- Long Feel** — As *Feel I*, except that range is 100' per level.
- Feel V** — As *Feel I*, except analyzes 5 targets at once (all targets must be within range).
- Mass Feel** — As *Feel I*, except caster may "feel" one target per round.
- Mind Typing True** — As *Mind Typing*, except range is 100' per level.
- Finding II** — As *Finding I*, except range is 1 mile per level.
- Feel X** — As *Feel I*, except analyzes 10 targets at once (all targets must be within range).
- Awareness True** — As *Awareness*, except that caster learns all actions of the target.
- Finding III** — As *Finding I*, except range is 5 miles per level.
- Direction True** — As *Direction I*, except no range limitations.
- Finding True** — As *Finding I*, except no range limitations.



SENSE CONTROL

1. **Distraction** – Target suffers a special modification of -30 to all actions.
2. **Numbing** – Random limb of target's is numb and useless. If the limb is a leg, the target loses 40% of his movement. If the limb is an arm, the target suffers a special modification of -40 to melee and missile fire with that arm.
3. **Blur Vision** – Target has a special modification of -100 to his OB for missile attacks and -50 for all other actions.
4. **Minor Sense Control** – Causes minor, false sensations in any one of: smell, taste, or touch (e.g., a stinky smell, a salty taste, or an itch).
5. **Audio Attack** – Loud sound stuns target.
6. **Audio Control** – Causes target to hear any sound(s) desired.
7. **Fumble** – Target fumbles weapon or item in hands. The target should roll on the appropriate Fumble Table.
8. **Vision Control** – Causes target to see whatever the caster desires.
9. **Vision Attack** – Bright light blinds target.
10. **Nerve Stun** – Target is totally numbed. He suffers a special modification of -75 to all actions and he is stunned.
11. **Hallucination** – Target sees a nonexistent foe. He must fight him until the foe is "defeated" (i.e., takes damage that would drop him). Foe has same capabilities as target but does no damage (i.e., always misses).
12. **Taunting Hallucination** – As *Hallucination*, but will never attack. He will only taunt the character (parrying all attacks against him).
13. **Sense Control II** – As *Minor Sense Control*, except may affect any two senses (including sight and hearing).
15. **Sensory Overload** – This spell overloads the target's senses. If the RR fails by 50 or less, the target is stunned for the duration. If the RR fails by more than 50, he is unconscious.
16. **Sense Control III** – Same as *Sense Control II*, except affects any three senses.
18. **Sense Control IV** – Same as *Sense Control II*, except affects any four senses.
19. **Sensory Deprivation** – Total sensory deprivation, i.e., no sensory input. Every day of deprivation gives a 5% chance (cumulative) of temporary insanity.
20. **Sense Control V** – Same as *Sense Control II*, except affects all senses.
25. **Long Control** – As *Sense Control V*, except initial range is 300'. After the initial casting, the caster can control the senses that the target receives at a range of 1 mile per level of the caster.
30. **Sense Control True** – As *Long Control*, except caster can "program" sensory input (i.e., sense X will be received upon reaching point Y) and concentration is only required to "program" memory input and the duration is 10 minutes per level of the caster.



MENTALIST BASE 5.6

SENSE CONTROL

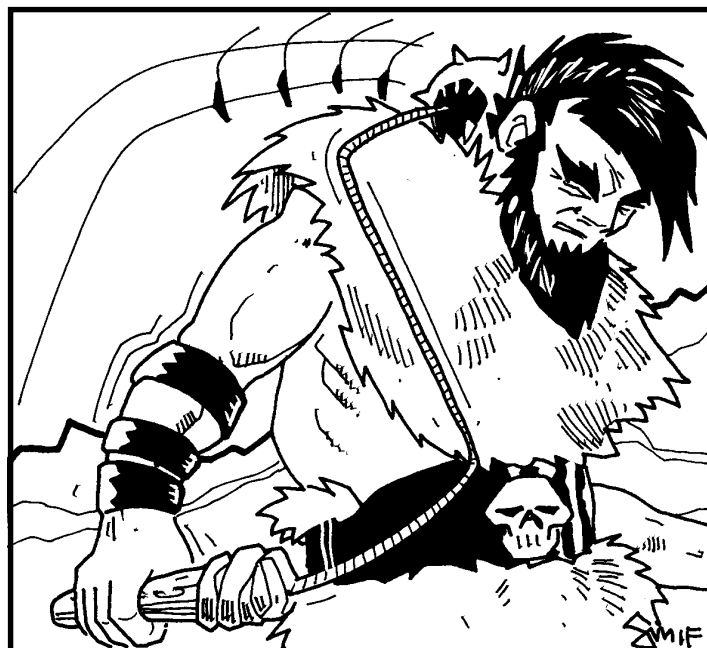


Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Distraction	1 target	C	100'	Fm
□ 2)	Numbing	1 target	C	100'	Fm
□ 3)	Blur Vision	1 target	C	100'	Fm
□ 4)	Minor Sense Control	1 target	C	100'	Fm
□ 5)	Audio Attack	1 target	1 rnd/10 fail	100'	Fm
~~~~~					
□ 6)	Audio Control	1 target	C	100'	Fm
□ 7)	Fumble	1 target	—	100'	Fm
□ 8)	Vision Control	1 target	C	100'	Fm
□ 9)	Vision Attack	1 target	1 rnd/10 fail	100'	Fm
□ 10)	Nerve Stun	1 target	1 rnd/10 fail	100'	Fm
~~~~~					
□ 11)	Hallucination	1 target	C	100'	Fm
□ 12)	Taunting Hallucination	1 target	C	100'	Fm
□ 13)	Sense Control II	1 target	C	100'	Fm
□ 14)					
□ 15)	Sensory Overload	1 target	1 rnd/5 fail	100'	Fm
~~~~~					
□ 16)	Sense Control III	1 target	C	100'	Fm
□ 17)					
□ 18)	Sense Control IV	1 target	C	100'	Fm
□ 19)	Sensory Deprivation	1 target	1 day/10 fail	100'	Fm
□ 20)	Sense Control V	1 target	C	100'	Fm
~~~~~					
□ 25)	Long Control	1 target	C	300'	Fm
□ 30)	Sense Control True	1 target	10 min/lvl	300'	Fm
□ 50)	Private World	1 target	P (C)	100'	Fm

50. **Private World** – Target lives in own fantasy world, totally controlled by caster when he concentrates. While in the fantasy, the target receives no sensory input from the real world.

SPECIAL NOTES

All of the sensations created by spells on this list are strictly mental (i.e., not real). For example, the sound created with *Audio Attack* is heard only in the target's head (and it will work on a deaf person).



BARD BASE 6.1

CONTROLLING SONGS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Calm Song	1 target	C	50'	Fm
2)	Holding Song	1 target	C	50'	Fm
3)	Stun Song	1 target	C	50'	Fm
4)					
5)	Sleep Song	1 target	C	50'	Fm
6)	Charm Song	1 target	C	50'	Fm
7)	Fear's Song	1 target	C	50'	Fm
8)	Calm Song True	1 target	C(x2)	50'	Fm
9)	Stun Song True	1 target	C(x2)	50'	Fm
10)	Forgetting Song	1 target	P	50'	Fm
11)	Charm Song True	1 target	C(x2)	50'	Fm
12)	Panic's Song	1 target	C	50'	Fm
13)	Song of Mastery	1 target	C	50'	Fm
14)					
15)	Sleep Song True	1 target	C(x2)	50'	Fm
16)					
17)	Panic's Song True	1 target	C(x2)	50'	Fm
18)					
19)	Song of Seeking	1 target	varies	50'	Fm
20)	Song True	1 target	C(x3)	50'	Fm
25)	Song of Mastery True	1 target	C(x2)	50'	Fm
30)	Song of Coma	1 target	varies	50'	Fm
50)	Slaying Song	1 target	varies	50'	Fm

5. **Sleep Song** — As *Calm Song*, except target falls into a light sleep. Target gets another RR if someone attempts to wake him while this spell is still active. When the duration is up, the target can be awakened normally.

6. **Charm Song** — As *Calm Song*, except target believes caster is a good friend.

7. **Fear's Song** — As *Calm Song*, except target fears caster and tries to flee from him. Fleeing usually equates to moving at maximum pace away from the caster.

8. **Calm Song True** — As *Calm Song*, except after the caster stops concentrating the effect will continue for as many rounds as the caster has already concentrated. For example, if the caster sings to a target for 3 rounds, the target will be calmed for those 3 rounds plus the following 3 rounds.

9. **Stun Song True** — As *Calm Song True*, except target is stunned.

10. **Forgetting Song** — Target will forget what transpired in a certain period of time specified by the caster (the beginning of the time period must be within 1 day per level of the caster in the past). The length of the "forgetting" time period is equal to the amount of time the caster plays/sings (concentrates).

11. **Charm Song True** — As *Calm Song True*, except target believes caster is his good friend.

12. **Panic's Song** — As *Calm Song*, except target panics (routs) and flees, dropping or throwing away most of his equipment to speed his departure. This results in moving at maximum pace without thought toward direction moved (so long as it is away from the caster).

13. **Song of Mastery** — As *Calm Song*, except target must obey the caster. He will not do anything that is completely alien to him (e.g., no suicide orders, blinding himself, etc.).

15. **Sleep Song True** — As *Calm Song True*, except target falls asleep (as in *Sleep Song*).

17. **Panic's Song True** — As *Calm Song True*, except target panics and flees (as in *Panic's Song*).

19. **Song of Seeking** — Target must perform a task specified by the caster. Failure to complete the task results in a penalty determined by the GM (ignoring the task suffers the same effects as failure). Completing the task must be within the target's capabilities. The effects of this spell last until the task is completed.

20. **Song True** — As any once of the *Song True* spells above (caster's choice), except when the caster stops concentrating, the duration of the spell is twice the time the caster has already concentrated.

25. **Song of Mastery True** — As *Calm Song True*, except target must obey caster.

30. **Song of Coma** — Target falls into a deep coma, from which he will awaken only if the caster cancels this spell or the spell is dispelled.

50. **Slaying Song** — As *Song of Coma*, except target dies instantly if his RR failure is more than 50.

SPECIAL NOTES

All of the spells on this list require that the Bard provide some form of entertainment for the target (this is the "concentration" duration). This could take the form of singing, musical instrument, oratory, dance, tale telling, juggling, etc.



CONTROLLING SONGS

1. **Calm Song** — Target is calmed and cannot take aggressive (offensive) action, while caster concentrates.
2. **Holding Song** — As *Calm Song*, except target only has 25% of his normal activity each round.
3. **Stun Song** — As *Calm Song*, except target is stunned.

ENTERTAINING WAYS

1. **Spotlight** – The caster is lit by a bright circle of light. At the time of casting, the caster designates his “front” and the light will shine from that direction. The caster can change his “front” by concentrating (the light will blink off and another will blink on).
2. **Dim Lights** – All non-magical light sources in the area of effect are dimmed to the luminosity of soft candle light.
3. **Hush** – For the duration of this spell, all sounds in the area of effect are no louder than a whisper. The caster is immune to the effects of this spell. In addition, the caster can designate up to one extra target per level to be immune to the effects of the spell. By concentrating for 1 round, caster may designate the extra targets.
4. **Fanfare** – A fanfare of music plays. The caster may designate one instrument (that will make the sounds of the fanfare) for every five levels of experience (or portion thereof). The volume of the fanfare cannot exceed that which would be normally made by the designated instrument(s).
5. **Showman I** – The caster receives a special bonus of +5 to all performing skills (in the Artistic • Active category) for the duration of this spell.
6. **Legerdemain** – The caster can make any one target (up to 1 pound per level of the caster) he touches vanish. The caster must designate a location for the target to “reappear” in (the location must be within the caster’s line of sight). The object is teleported to the designated location at the time of casting.
7. **Enthrall I** – The target of this spell is enthralled with the caster (for as long as the caster is performing or for the duration of this spell, whichever is shorter). While enthralled, the target is limited to only 20% of his normal activity.
8. **Hidden Pocket** – The caster can place any one inanimate object (up to 1 cubic foot per level of the caster) into any available container. The container opening must be large enough to fit at least one dimension of the object. When the container is examined, it will appear empty to all normal perception (including feeling). The caster may pluck the item from the container at any time (up to the duration of the spell). If the object is not taken from the container before the duration is up, the object appears in the container as if it were there all along.
9. **Lightshow** – The caster can create a colored light that will shine in the area of effect. The caster can change the color of the light by concentrating. The light can take any form the caster desires, but the light will not illuminate more than the area of effect. For example, several small spheres of various colors can float around the caster’s feet, or five red beams can flash back and forth across the caster’s body.
10. **Showman II** – As *Showman I*, except bonus is +10.
11. **Music** – The caster may designate any music to be played as if he were playing that music (and he must have played the music at least once). The music will play continuously for the duration of the spell. If the musical score finishes before the duration is over, the music will repeat as many times as needed. The caster can designate singing instead of an instrument.
12. **Enthrall V** – As *Enthrall I*, except affects 5 targets.

BARD BASE 6.2

ENTERTAINING WAYS

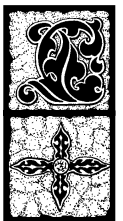
Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Spotlight	caster	10 min/lvl(C)	self	E
□ 2)	Dim Lights	10'R/lvl	10 min/lvl	self	E
□ 3)	Hush	10'R/lvl	10 min/lvl(C)	self	E
□ 4)	Fanfare	10'R	1 rnd/lvl	self	E
□ 5)	Showman I	caster	10 min/lvl	self	U
□ 6)	Legerdemain	1 target	1 min/lvl	touch	F
□ 7)	Enthrall I	1 target	1 min/lvl	10'	Fm
□ 8)	Hidden Pocket	1 object	1 min/lvl	touch	U
□ 9)	Lightshow	5'R	1 rnd/lvl	touch	E
□ 10)	Showman II	caster	10 min/lvl	self	U
□ 11)	Music	5'R	1 min/lvl	touch	E
□ 12)	Enthrall V	5 targets	1 min/lvl	10'	Fm
□ 13)	Volunteer f/t Audience	1 target	1 min/lvl	10'	Fm
□ 14)	Lovely Assistant	1 target	10 min/lvl	touch	U
□ 15)	Showman III	caster	10 min/lvl	self	U
□ 16)	Orchestra	5'R	10 min/lvl	touch	U
□ 17)	Enthrall X	10 targets	1 min/lvl	10'	Fm
□ 18)	Disappear	1 target	1 min/lvl	10'	U
□ 19)					
□ 20)	Showman IV	caster	10 min/lvl	self	U
□ 25)	Mass Enthrall	1 target/lvl	1 min/lvl	100'	Fm
□ 30)	Disappear True	varies	1 min/lvl	10'	U
□ 50)	Showman True	caster	10 min/lvl	self	U

13. **Volunteer from the Audience** – The target of this spell will perform any actions that the caster dictates to him (for the duration of this spell). If the target of this spell has previously been a “volunteer” for the caster, he suffers an RR modification of -1 for each previous time he was a successful target. If the action(s) is something that is completely alien to the target, he may make another RR with a special +50 modification.

14. **Lovely Assistant** – The target of this spell (which may be the caster) has his appearance enhanced. Treat as a temporary +25 to Appearance (to a maximum of 101). If the target’s Appearance rises over 100, the appearance will cause all who view the target to be distracted (treat as a special -10 modification to all maneuvers involving Awareness skills while the target is in sight). This spell enhances facial/body appearance, and clothing appearance.

15. **Showman III** – As *Showman I*, except bonus is +15.
16. **Orchestra** – As *Music*, except caster may designate one instrument per five levels of experience (or portion thereof). All instruments (including vocals) will play as if the caster were playing them simultaneously.
17. **Enthrall X** – As *Enthrall I*, except affects 10 targets.
18. **Disappear** – As *Legerdemain*, except affects any target up to the caster’s own mass.

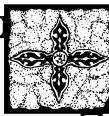
20. **Showman IV** – As *Showman I*, except bonus is +20.
25. **Mass Enthrall** – As *Enthrall I*, except affects a number of targets equal to the caster’s level.
30. **Disappear True** – As *Disappear*, except may affect any one living creature or an inanimate object up to 100 pounds per level of the caster.
50. **Showman True** – As *Showman I*, except bonus is +25.



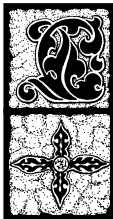


BARD BASE 6.3

ITEM LORE



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jewel/Metal Assessment	1 object	—	touch	I
2)	Item Assessment	1 object	—	touch	I
3)	Detect Power	1 object	1 rnd/lvl(C)	touch	I
4)	Item Analysis I	1 object	—	touch	I
5)	Assessment True	1 object	—	touch	I
6)	Significance	1 object	—	touch	I
7)	Item Analysis II	1 object	—	touch	I
8)	Origins	1 object	—	touch	I
9)	Item Vision	1 object	—	touch	I
10)	Item Analysis III	1 object	—	touch	I
11)	Detect Curse	1 object	—	touch	I
12)					
13)	Significance True	1 object	—	touch	I
14)					
15)	Item Analysis IV	1 object	—	touch	I
16)	Death's Lore	1 object	—	touch	I
17)	Item Vision True	1 object	—	touch	I
18)	Item Analysis V	1 object	—	touch	I
19)					
20)	Item Analysis VI	1 object	—	touch	I
25)	Origins True	1 object	—	touch	I
30)	Item Analysis VII	1 object	—	touch	I
50)	Item Analysis True	1 object	—	touch	I



ITEM LORE

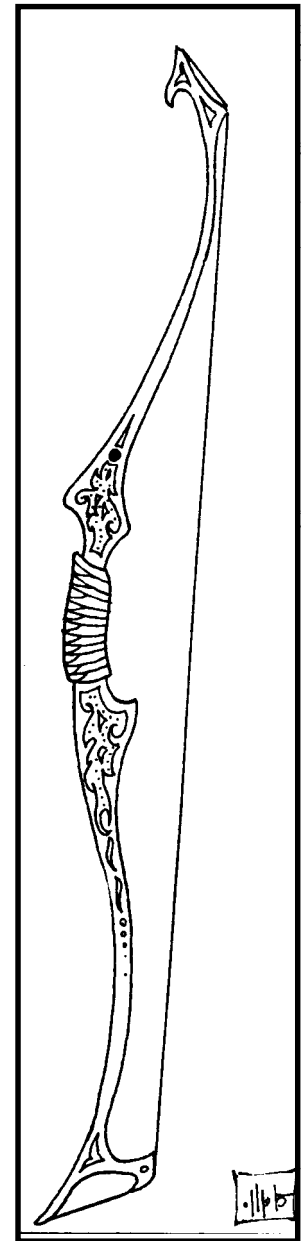
- Jewel/Metal Assessment** — Caster can assess the value of jewels and metals to within 10% of their actual value. This spell allows the caster to calculate different values for the different cultures he is familiar with. This spell only assesses the value of the materials (not the craftsmanship).
- Item Assessment** — As *Jewel and Metal Assessment*, except will determine the value of the object including the craftsmanship of the object. Magic capabilities are not included.
- Detect Power** — Detects power in an item, but not the realm or how much. One item can be examined each round by concentrating.
- Item Analysis I** — Caster has a 10% chance for each ability of determining what enchanted abilities the item has. Once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.
- Assessment True** — As *Item Assessment*, except anything can be assessed (livestock, houses, boats, etc.).
- Significance** — Determines if the item examined has any cultural or historical significance, but not specifically what significance.

- Item Analysis II** — As *Item Analysis I*, except there is a 20% chance for each ability.
- Origins** — Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- Item Vision** — Gives a vision of the most significant event in the item's past. The event cannot have occurred more than 1 hour per level of the caster in the past.
- Item Analysis III** — As *Item Analysis I*, except there is a 30% chance for each ability.
- Detect Curse** — Determines if an item has a curse on it.
- Significance True** — As *Significance*, except it determines the exact cultural and historical significance.
- Item Analysis IV** — As *Item Analysis I*, except there is a 40% chance for each ability.

- Death's Lore** — Gives a vision of how someone died and an image of their killer. When this spell is cast, the caster must be touching an object that had significance in the death (i.e., the murder weapon, the body, etc.).
- Item Vision True** — As *Item Vision*, except without a time limit.
- Item Analysis V** — As *Item Analysis I*, except there is a 50% chance for each ability.
- Item Analysis VI** — As *Item Analysis I*, except there is a 60% chance for each ability.
- Origins True** — As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.
- Item Analysis VII** — As *Item Analysis I*, except there is a 70% chance for each ability.
- Item Analysis True** — As *Item Analysis I*, except all abilities are known automatically.

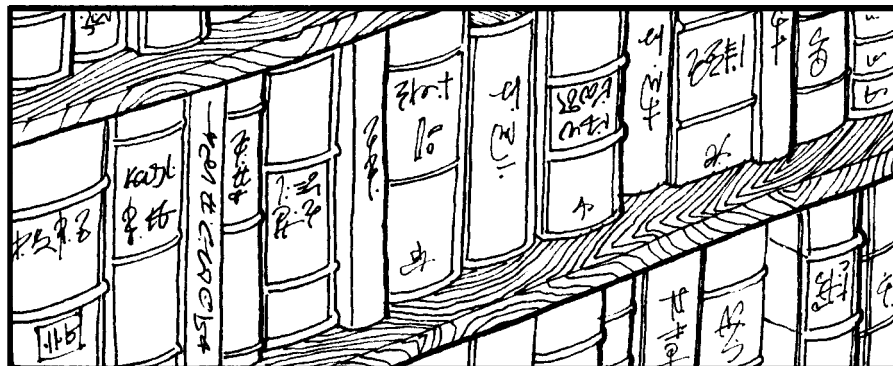
SPECIAL NOTES

See Section 15.13 (p. 98) for more on information spells.



LORES

1. **Recall** – Allows the caster to access his memory as if he had total recall. Any skill resolution involving Memory gets a special bonus. If the skill uses Memory as one of its applicable stats (Science/Analytic skills), the bonus is +10. If the skill uses Memory as two of its applicable stats (Lore skills), the bonus is +25, if the skill uses Memory as all three of its applicable stats (i.e., a straight “memory” check), the bonus is +50.
2. **Learn Language II** – Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent), results in two ranks being learned. It is assumed that this spell is cast and in effect while the language is being learned—that is, whenever the development points are allocated.
3. **Language Lore** – Caster learns what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.
4. **Mind's Lore I** – Caster can scan the target's mind and receive some of the target's knowledge (conscious and unconscious) concerning one very specific topic. For each bit of knowledge on the topic, there is a 10% chance that the caster will learn it (roll for each bit once per round).
5. **Study II** – Caster can read at double the normal rate (resulting in 2 pages per minute while this spell is active).
7. **Learn Language III** – As *Learn Language II*, except rate is tripled (and three ranks are gained for every one).
8. **Mind's Lore III** – As *Mind's Lore I*, except chance is 30% for each bit of knowledge.
10. **Study III** – As *Study II*, except caster can read at three times normal rate (i.e., 3 pages per minute).
11. **Passage Origin** – Caster can read a piece of text and tell if it is a translation; and if so, what the original language was and possibly the author if he was noteworthy or the caster has seen his work.
12. **Learn Language IV** – As *Learn Language II*, except rate is four times normal (with four ranks developed for every one).
13. **Mind's Lore V** – As *Mind's Lore I*, except chance is 50% for each bit of knowledge.
15. **Study V** – As *Study II*, except caster reads at five times normal rate (i.e., 5 pages per minute).
17. **Study X** – As *Study II*, except caster reads at ten times normal rate (i.e., 10 pages per minute).
18. **Mind's Lore VII** – As *Mind's Lore I*, except chance is 70% for each bit of knowledge.



BARD BASE 6.4

LORES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Recall	caster	C	self	U
2)	Learn Language II	caster	C	self	U
3)	Language Lore	caster	—	self	I
4)	Mind's Lore I	1 target	1 rnd/lvl(C)	50'	Fm
5)	Study II	caster	C	self	U
6)					
7)	Learn Language III	caster	C	self	U
8)	Mind's Lore III	1 target	1 rnd/lvl(C)	50'	Fm
9)					
10)	Study III	caster	C	self	U
11)	Passage Origin	caster	C	self	I
12)	Learn Language IV	caster	C	self	U
13)	Mind's Lore V	1 target	1 rnd/lvl(C)	50'	Fm
14)					
15)	Study V	caster	C	self	U
16)					
17)	Study X	caster	C	self	U
18)	Mind's Lore VII	1 target	1 rnd/lvl(C)	50'	Fm
19)					
20)	Study True	caster	C	self	U
25)	Learn Language V	caster	C	self	U
30)	Mind's Lore True	1 target	1 rnd/lvl(C)	50'	Fm
50)	Learn Language True	caster	C	self	U

20. **Study True** – As *Study I*, except caster can read as fast as he can glance at a page.

25. **Learn Language V** – As *Learn Language II*, except rate is five times normal (and five ranks for every one).

30. **Mind's Lore True** – As *Mind's Lore I*, except all knowledge is obtained.

50. **Learn Language True** – If the caster has access to a being that knows a certain language, he can learn the language as well as the given being knows it. He must touch the being and concentrate for 8 consecutive hours.





BARD BASE 6.5

SOUND CONTROL



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Quiet I	1'R	1 min/lvl	self	E
2)	Sonic Law I	1'R	C	self	E
3)					
4)	Silence I	10'R	1 min/lvl	self	E
5)	Sonic Law II	10'R	C	self	E
6)	Sudden Sound	1 target	1 rnd/5 fail	100'	F
7)	Deafen	1 target	1 rnd/5 fail	100'	F
8)	Cracks	1000 cu'	—	100'	F
9)					
10)	Silence III	50'R	1 min/lvl	self	E
11)	Sonic Law III	100'R	C	self	E
12)					
13)	Shatter Blast	1 object	—	10'	F
14)	Waiting Sound	varies	1 min/lvl	touch	E
15)	Sonic Law IV	10'R/lvl	C	self	E
16)	Long Sudden Sound	1 target	1 rnd/5 fail	300'	F
17)					
18)	Mind's Song *	20'R	1 rnd/5fail	self	F
19)					
20)	Crumble	1000 cu'	—	100'	F
25)	Silence True	100'R	1 min/lvl	self	E
30)	Mind's Song True *	50'R	1 rnd/5 fail	self	F
50)	Sonic Law True	10'/lvl	1 min/lvl	self	E

SOUND CONTROL

- Quiet I** — Any sounds originating within the area of effect cannot be heard outside the area of effect. This results in a special bonus of +25 to Stalking maneuvers.
- Sonic Law I** — Caster may manipulate sound within the area of effect. He can create any single sound he wants, and, if he desires, that sound can be heard outside the area of effect.
- Silence I** — As *Quiet I*, except area of effect is 10' radius.
- Sonic Law II** — As *Sonic Law I*, except area of effect is 10' radius.
- Sudden Sound** — Causes a very loud, sudden sound next to the target's ears. The target is stunned for the duration.
- Deafen** — Target cannot hear sounds occurring more than 6" from his ears.
- Cracks** — Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1,000 cubic feet) to expand to their limit. See Section 15.7 (p. 97) for more on material integrity and cracks.
- Silence III** — As *Silence I*, except area of effect is 50' radius.
- Sonic Law III** — As *Sonic Law I*, except area of effect is 100' radius.
- Shatter Blast** — Causes a non-metal, inanimate object to shatter (up to 1 cubic foot in size). All within a 5' radius take an 'A' Impact critical (someone holding the object takes a 'C').

- Waiting Sound** — A set series of sounds can be concentrated upon and then delayed up to 24 hours or until triggered by a specified sound.

- Sonic Law IV** — As *Sonic Law I*, except area of effect is 10' radius per level of the caster.

- Long Sudden Sound** — As *Sudden Sound I*, except for range.

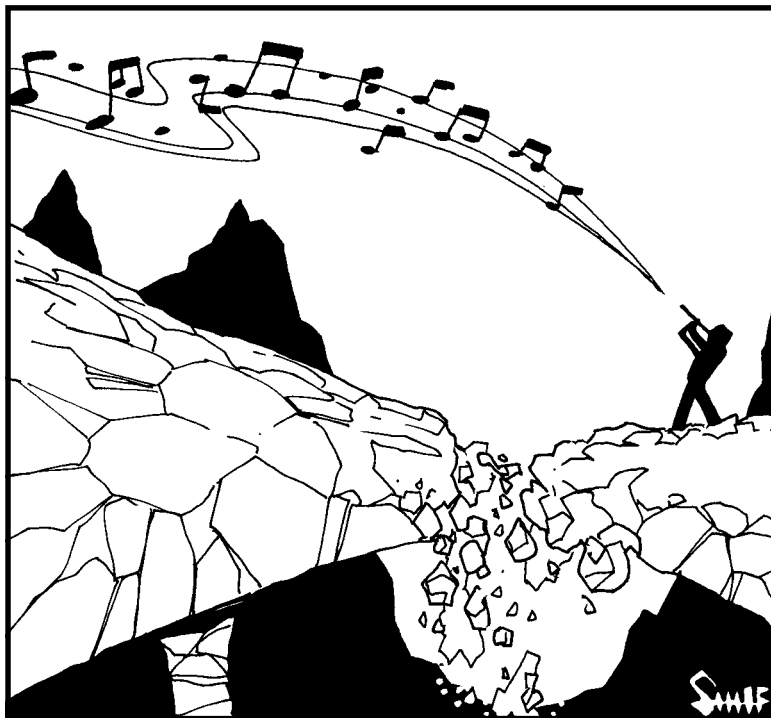
- Mind's Song** — All targets within the area of effect are stunned due to ultrasonics (this includes animals).

- Crumble** — As *Cracks*, except material with cracks will crumble to dust. See Section 15.7 (p. 97) for more on material integrity and cracks.

- Silence True** — As *Silence I*, except area of effect is 100' radius.

- Mind's Song True** — As *Mind's Song*, except for area of effect.

- Sonic Law True** — As *Sonic Law I*, except sounds can be programmed, delayed (up to 24 hours), there can be more than one sound at a time, and sounds are instantly changeable.



SOUND PROJECTION

1. **Long Whisper I** – Caster can whisper and the whisper can be heard at any point he chooses within the range.
2. **Sounding II** – Caster's voice is amplified two times. This is useful for talking to large crowds.
3. **Song Sounding II** – Doubles the range of a spell on the Controlling Songs spell list. The spell from that list must be cast within one minute after completing this spell.
4. **Song II** – Allows the caster to affect 2 targets with a spell off the Controlling Songs spell list. The spell from that list must be cast within 1 minute after completing this spell.
5. **Long Whisper III** – As *Long Whisper I*, except range is 300'.
6. **Sounding V** – As *Sounding II*, except amplification is five times.
7. **Great Song I** – As *Song II*, except everyone within a 10' radius of the caster is a target.
8. **Song Sounding III** – As *Song Sounding II*, except range is three times normal.
9. **Long Whisper V** – As *Long Whisper I*, except range is 500'.
10. **Song III** – As *Song II*, except 3 targets may be affected.
11. **Silent Song** – When this spell is cast with a spell off the Controlling Songs spell list, no one but the target(s) will hear the song. The spell from the Controlling Songs list must be cast within 1 minute after completing this spell.
12. **Song Sounding IV** – As *Song Sounding II*, except range is four times normal.
13. **Long Whisper X** – As *Long Whisper I*, except range is 1,000'.
14. **Song V** – As *Song II*, except 5 targets may be affected.
15. **Great Song V** – As *Great Song I*, except area of effect is 50' radius.
16. **Song Sounding V** – As *Song Sounding II*, except range is five times normal.
17. **Long Whisper True** – As *Long Whisper I*, except range is 100' per level of the caster.
18. **Song X** – As *Song II*, except 10 targets may be affected.
20. **Song Sounding VII** – As *Song Sounding II*, except range is seven times normal.
25. **Great Song True** – As *Great Song I*, except area of effect is 5' radius per level.
30. **Song Sounding X** – As *Song Sounding II*, except range is ten times normal.
50. **Song Mastery** – Any of the spells below can be cast at a rate of one per round for the duration of the spell. Any controlling songs must be cast separately (taking up time out of the duration) and additional power points must be expended for them.

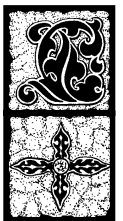
SPECIAL NOTES

Many of the spells on this list are designed for use with spells on the Controlling Songs spell list.

BARD BASE 6.6

SOUND PROJECTION

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Long Whisper I	1 point	C	100'	E
<input type="checkbox"/> 2)	Sounding II	caster	C	self	E
<input type="checkbox"/> 3)	Song Sounding II *	1 spell	varies	self	U
<input type="checkbox"/> 4)	Song II *	1 spell	varies	self	U
<input type="checkbox"/> 5)	Long Whisper III	1 point	C	300'	E
<input type="checkbox"/> 6)	Sounding V	caster	C	self	E
<input type="checkbox"/> 7)	Great Song I *	1 spell	varies	self	U
<input type="checkbox"/> 8)	Song Sounding III *	1 spell	varies	self	U
<input type="checkbox"/> 9)	Long Whisper V	1 point	C	500'	E
<input type="checkbox"/> 10)	Song III *	1 spell	varies	self	U
<input type="checkbox"/> 11)	Silent Song *	1 spell	varies	self	U
<input type="checkbox"/> 12)	Song Sounding IV *	1 spell	varies	self	U
<input type="checkbox"/> 13)	Long Whisper X	1 point	C	1,000'	E
<input type="checkbox"/> 14)	Song V *	1 spell	varies	self	U
<input type="checkbox"/> 15)	Great Song V *	1 spell	varies	self	U
<input type="checkbox"/> 16)	Song Sounding V *	1 spell	varies	self	U
<input type="checkbox"/> 17)	Long Whisper True	1 point	C	100'/lvl	E
<input type="checkbox"/> 18)	Song X *	1 spell	C	self	U
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Song Sounding VII *	1 spell	varies	self	U
<input type="checkbox"/> 25)	Great Song True *	mult. tgts	varies	100'R	U
<input type="checkbox"/> 30)	Song Sounding X *	1 spell	varies	self	U
<input type="checkbox"/> 50)	Song Mastery *	caster	1 rnd/lvl	self	U



MAGENT BASE 7.1

ASSASSINATION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Concealed Object I	1 object	10 min/lvl	touch	E
2)	Study Patsy	1 target	48 hr	10'	P
3)	Well-Aimed Attack I	caster	varies	self	U
4)	Open Ambush I	caster	varies	self	U
5)	Targeting I	caster	varies	self	U
6)	Create Evidence I	varies	—	10'	E
7)	Concealed Object II	1 object	10 min/lvl	touch	E
8)	Well-Aimed Attack II	caster	varies	self	U
9)	Open Ambush II	caster	varies	self	U
10)	Targeting II	caster	varies	self	U
11)	Lightning Reactions *	caster	—	self	U
12)	Create Evidence II	varies	—	10'	E
13)	Well-Aimed Attack III	caster	varies	self	U
14)	Open Ambush III	caster	varies	self	U
15)	Targeting III	caster	varies	self	U
16)	Concealed Object True	1 object	10 min/lvl	touch	E
17)	Study Victim	1 target	varies	50'	P
18)	Create Evidence III	varies	—	10'	E
19)	Well-Aimed Attack True	caster	varies	self	U
20)	Slaying Attack	caster	1 min/lvl	self	U
25)	Open Ambush True	caster	varies	self	U
30)	Targeting True	caster	varies	self	U
50)	Slaying Attack True	caster	1 min/lvl	self	U

ASSASSINATION MASTERY

- Conceal Object I** — Target object (no larger than a dagger) is camouflaged to appear as part of the caster's clothing or skin. This is an illusion to all senses (including feel), and can be detected as an illusion. The object will remain concealed until taken from the location, or the duration expires.
- Study Patsy** — [RR Mod: -50] When this spell is cast on a person, it remains active for 24 hours. After 24 hours has passed (but before another 24 hours has passed), the caster must cast this spell again on the same person. During the time the spell is active, it is recording information concerning the activities of the person. When the spell is cast the second time, the information about those activities is revealed to the caster. This information is used for spells later on this list and spells on other lists (see the Misdirections and Disguise Mastery spell lists). The caster can only have one "patsy" studied at a time.
- Well-Aimed Attack I** — The next attack made by the caster (within one minute of casting this spell), receives a bonus of +25.
- Open Ambush I** — If the next attack made by the caster (within one minute of casting this spell) gets a "flank" or "rear" bonus, he may use his Ambush skill with a bonus of +1 (even if the target is aware of the caster).



- Targeting I** — After this spell is cast (within one minute of casting this spell), the caster may fire a missile weapon at a non-moving target (or at a target that is moving predictably). The roll to resolve any resulting critical may be modified up or down by 1 (as if using Ambush skill).
- Create Evidence I** — Caster may cast this spell to create one piece of physical evidence (non-mobile) that implicates the currently studied patsy (see *Study Patsy*). This could include a fingerprint, a footprint, etc (but must be something that cannot normally be moved from the scene of the crime). The evidence should be treated as circumstantial (i.e., a good alibi might get the patsy off the hook).
- Concealed Object II** — As *Concealed Object I*, except will affect an object up to a sword in size.
- Well-Aimed Attack II** — As *Well-Aimed Attack I*, except bonus is +50.
- Open Ambush II** — As *Open Ambush I*, except the modification is +2.
- Targeting II** — As *Targeting I*, except the modification is +2.
- Lightning Reactions** — Caster gets a bonus of +10 to his initiative roll(s) this round.
- Create Evidence II** — As *Create Evidence I*, except two pieces of evidence are created; one piece of evidence is incriminating (i.e., patsy will need more than a good alibi).
- Well-Aimed Attack III** — As *Well-Aimed Attack I*, except bonus is +75.
- Open Ambush III** — As *Open Ambush I*, except the modification is +3.
- Targeting III** — As *Targeting I*, except the modification is +3.
- Concealed Object True** — As *Concealed Object I*, except object may be of any size (so long as the largest dimension of the object is smaller than the caster).
- Study Victim** — As *Study Patsy*, except the information it gathers is required for use with the *Slaying Attack* spells later on this list.
- Create Evidence III** — As *Create Evidence I*, except three pieces of evidence are created; two of which are incriminating.
- Well-aimed Attack True** — As *Well-Aimed Attack I*, except bonus is +100.
- Slaying Attack** — The next attack made (within one minute of casting this spell) against the currently *Studied* victim (see the 17th level spell on this list) will be resolved as a slaying attack. The attack must occur before the duration of this spell is up.
- Open Ambush True** — As *Open Ambush I*, except the modification is +5.
- Targeting True** — As *Targeting I*, except the modification is +5.
- Slaying Attack True** — As *Slaying Attack*, except all attacks made against the victim will be resolved as slaying attacks (for the duration of the spell).



DISGUISE MASTERY

1. **Study Disguise** – Caster studies a person for use with disguise spells later on this list. The caster can only have as many disguises studied as he has levels.
2. **Light Glamour** – Changes the visual appearance of one object. The target of the spell must be no larger than 10 pounds per level of the caster.
3. **Facade I** – Caster has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the caster moves.
4. **Shadow Assassin** – All deeds performed (while this spell is active) are “shadowed” to divination spells. For the purposes of a divination spell, the information gained about the caster will be shrouded in shadows. For example, a *Death’s Memory* cast on the scene of a murder might reveal a shadowy figure performing the deeds (but no details about the identity of the figure).
5. **Misfeel Kind** – For the purposes of mental or magical detections, the caster appears to be of any race he chooses (racial type must be selected at the time of casting).
6. **Facade II** – As *Facade I*, except one extra sense is added.
7. **Disguise I** – Caster physically changes to take on the form and visual appearance of any one studied person. This is strictly a physical change. The cster must already have cast a *Study Disguise* on this person.
8. **Unknown Assassin** – As *Shadow Assassin*, except absolutely no information about the caster will be revealed. For example, a *Death’s Memory* cast on the scen of a murder might show the victim collapsing with a knife in his chest (but no sign of the assassin).
9. **Facade III** – As *Facade I*, except two extra senses are added.
10. **Disguise II** – As *Disguise I*, except caster also takes on the vocal characteristics (i.e., he sounds like the person).
11. **Misfeel Calling** – As *Misfeel Kind*, except caster appears to be of any profession he chooses.
12. **Mind Tongue** – aster may mentally speak with one target; to the target it will seem as if they are communicating normally (i.e., verbally).

MAGENT BASE 7.2

DISGUISE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Study Disguise	caster	—	500'	I
□ 2)	Light Glamour	1 object	1 day/lvl	touch	E
□ 3)	Facade I	caster	1 hour/lvl	self	E
□ 4)	Shadow Assassin	caster	varies	self	E
□ 5)	Misfeel Kind •	caster	C	self	E
□ 6)	Facade II	caster	1 hour/lvl	self	E
□ 7)	Disguise I	caster	10 min/lvl	self	U
□ 8)	Unknown Assassin	caster	varies	self	E
□ 9)	Facade III	caster	1 hour/lvl	self	E
□ 10)	Disguise II	caster	10 min/lvl	self	U
□ 11)	Misfeel Calling •	caster	C	self	E
□ 12)	Mind Tongue	caster+1 target	C	20'	Fm
□ 13)	Disguise III	caster	10 min/lvl	self	U
□ 14)	Facade V	caster	1 hour/lvl	self	E
□ 15)	Misfeel Power •	caster	C	self	E
□ 16)	Disguise IV	caster	10 min/lvl	self	U
□ 17)	Unpresence	caster	C	self	E
□ 18)	False Assassin	caster	varies	self	E
□ 19)	Disguise V	caster	10 min/lvl	self	U
□ 20)	Misfeel •	caster	C	self	E
□ 25)	Nondetect	caster	C	self	E
□ 30)	Misfeel True •	caster	10 min/lvl	self	E
□ 50)	Disguise Mastery	caster	varies	self	U

13. **Disguise III** – As *Disguise II*, except caster also takes on the obvious mannerisms of the person. For example, if the person was left-handed, the caster is left-handed; if the person has a limp, the caster will have a limp.

14. **Facade V** – As *Facade I*, except all senses are included.

15. **Misfeel Power** – As *Misfeel Kind*, except caster appears to be of any level he chooses (ranging from first level to twice his actual level).

16. **Disguise VI** – As *Disguise III*, except caster also takes on subtle mannerisms of the person. This makes him virtually undetectable to all but the closest of associates.

17. **Unpresence** – As *Misfeel Kind*, except caster appears to have no presence (for presence detecting spells).

18. **False Assassin** – As *Shadow Assassin*, except all deeds performed while this spell is active will appear as if the currently studied patsy is performing them (see *Study Patsy* on Assassination Mastery).

19. **Disguise V** – As *Disguise IV*, except even very subtle mannerisms are gained.

20. **Misfeel** – As all of the *Misfeel* spells on this list at the same time.

25. **Nondetect** – Caster and objects on his person cannot be detected by any *Detect...* spells.

30. **Misfeel True** – As *Misfeel*, except caster need not concentrate.

50. **Disguise Mastery** – Caster may use any lower level spell on this list, one per round.



MAGENT BASE 7.3

ESCAPES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Locklore	1 lock	—	touch	I
2)	Unlock I	1 lock	—	touch	U
3)	Ungag	varies	—	touch	U
4)	Leave Item I	1 object	—	50'	U
5)	Unlock II	1 lock	—	touch	U
6)	Untie	varies	—	touch	U
7)	Minor Long Door	caster	—	self	U
8)	Unlock III	1 lock	—	touch	U
9)	Unbind	varies	—	touch	U
10)	Leaving I	caster	—	self	U
11)	Passing	caster	1 min/lvl	self	U
12)	Item Long Door	1 object	—	50'	U
13)	Unlock IV	1 lock	—	touch	U
14)	Long Door I	caster	—	self	U
15)	Unbind True	varies	—	touch	U
16)	Leaving II	caster	—	self	U
17)					
18)	Flattening	caster	10 min/lvl	self	U
19)	Long Door II	caster	—	self	U
20)	Passing True	caster	1 min/lvl	self	U
25)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
30)	Unlock True	5'R/lvl	—	self	U
50)	Teleport I	caster	—	self	U

ESCAPES

1. **Locklore** — Gives the caster a special +20 bonus for picking the lock analyzed. If the caster describes the information gained from this spell, that person will get a special +10 bonus to picking the lock analyzed.

2. **Unlock I** — This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended, and the sophistication of the lock may modify the roll.

3. **Ungag** — Any minor covering on the head of the caster made of organic material is loosened. This includes any gags or blindfolds.

4. **Leave Item** — Caster “teleports” a single, inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.

5. **Unlock II** — As *Unlock I*, except has a 50% chance of opening the lock (and an 8% chance of setting off traps).

6. **Untie** — Any ropes (or similar bindings) that are binding the caster are untied. Note that this spell will suffer the standard penalty for the caster not having a free hand (if the caster's hands have been tied).

7. **Minor Long Door** — Caster is teleported to a point up to 50' away. The caster can pass through objects by specifying the exact distance and direction to be travelled. If the arrival point coincides with solid or liquid material, the caster does not move. Instead, he is stunned for 1-10 rounds (the PPs are still spent for this spell).

8. **Unlock III** — As *Unlock I*, except has a 70% chance of opening the lock (and a 6% chance of setting off traps).

9. **Unbind** — Each lock/shackle binding the caster has a 75% chance of opening (modified by the sophistication of the lock).

10. **Leaving I** — The caster teleports to a location up to 100' away. There can be no intervening barriers between the caster and the point. A barrier is defined as anything the caster could not physically go through (e.g., a closed door is a barrier, a pit is not).

11. **Passing** — Caster can pass through any inanimate material at the rate of 5' per minute.

12. **Long Door Item I** — As *Leave Item*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs for the spell).

13. **Unlock IV** — As *Unlock I*, except has a 90% chance of opening the lock (and a 4% chance of setting off traps).

14. **Long Door I** — As *Minor Long Door*, except caster can move 100'.

15. **Unbind True** — As *Unbind*, except will also work on fixed shackles (i.e., those that have been rivetted shut).

16. **Leaving II** — As *Leaving I*, except caster can move 200'.

18. **Flattening** — Caster is flattened on his side until he has only two dimensions. Thus, he can slide through cracks (and cannot be seen from the side).

19. **Long Door II** — As *Minor Long Door*, except caster can move 200'.

20. **Passing True** — As *Passing*, except rate is 10' per minute.

25. **Portal** — Opens a 3' x 6' x 3' portal in any solid surface. At the end of the duration, the surface is returned to its previous state. If anyone is in the area of effect when the spell effect ends, he is forced back to his point of entry.

30. **Unlock True** — As *Unlock III*, except affects all locks in the area of effect.

50. **Teleport I** — As *Minor Long Door*, except movement range is 10 miles per level. This can be very risky depending on the caster's familiarity with the destination's locale. The following chances for failure exist: *Never seen the place* (but has had described) = 50%; *been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = 0.01%. The amount of error is then determined by making a d100 (open-ended) to determine the number of feet (determine the direction of error randomly).

SPECIAL NOTES

Each lock and trap is rated according to the difficulty in unlocking/disarming it. The standard difficulty modifiers apply: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (at least -70). Some suggested difficulty modifiers are: Simple Shackle Lock (Easy), Padlock (Medium to Hard), Tumbler Lock (Hard to Extremely Hard), Double Key Tumbler (Sheer Folly).

If a spell (e.g., *Unlock I*) is used to attempt to unlock/disarm a device, the chance of the spell successfully operating the lock is modified by **half** of the modifier given above.

- # MAGENT BASE 7.4

GATHERING SECRETS

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Copy I	varies	1 min/lvl(C)	varies	U
<input type="checkbox"/> 2)	Listen	caster	1 rnd/lvl(C)	10'/lvl	U
<input type="checkbox"/> 3)	Duplicate I	varies	1 min. (C)	touch	E
<input type="checkbox"/> 4)	Sensory Marker	caster	P	touch	U
<input type="checkbox"/> 5)	Copy II	varies	1 min/lvl(C)	varies	U
<input type="checkbox"/> 6)	Far Sense I	caster	1 min/lvl(C)	10'/lvl	U
<input type="checkbox"/> 7)	Locate Evidence I	caster	—	500'/lvl	I
<input type="checkbox"/> 8)	Watch	caster	1 rnd/lvl (C)	10'/lvl	U
<input type="checkbox"/> 9)	Duplicate II	varies	1 min. (C)	touch	E
<input type="checkbox"/> 10)	Copy III	varies	1 min/lvl(C)	varies	U
<input type="checkbox"/> 11)	Far Sense II	caster	1 min/lvl(C)	10'/lvl	U
<input type="checkbox"/> 12)	Woodsight	caster	C	self	U
<input type="checkbox"/> 13)	Locate Evidence II	caster	—	500'/lvl	I
<input type="checkbox"/> 14)	Duplicate III	varies	1 min. (C)	touch	E
<input type="checkbox"/> 15)	Copy IV	varies	1 min/lvl(C)	varies	U
<input type="checkbox"/> 16)	Greater Far Sense I	caster	1 min/lvl(C)	10'/lvl	U
<input type="checkbox"/> 17)	Stonesight	caster	C	self	U
<input type="checkbox"/> 18)	Locate Evidence III	caster	—	500'/lvl	I
<input type="checkbox"/> 19)	Greater Far Sense II	caster	1 min/lvl(C)	10'/lvl	U
<input type="checkbox"/> 20)	Ironsight	caster	C	self	U
<input type="checkbox"/> 25)	Long Far Sense I	caster	1 min/lvl(C)	100'/lvl	U
<input type="checkbox"/> 30)	Copy V	varies	1 min/lvl(C)	varies	U
<input type="checkbox"/> 50)	Copy True	varies	1 min/lvl	varies	U

-





MAGENT BASE 7.5

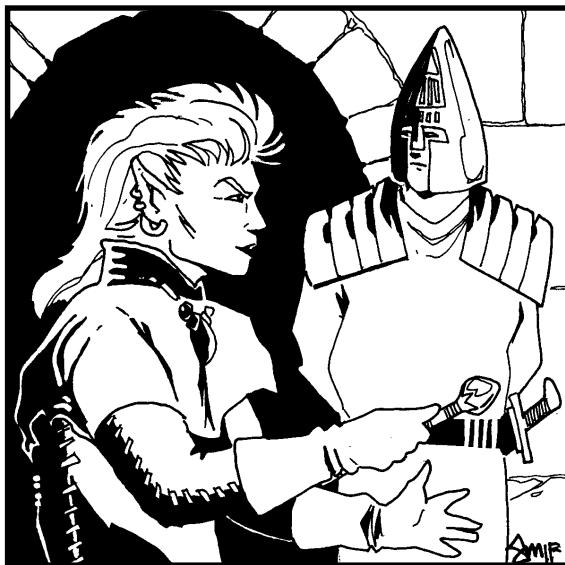
MISDIRECTIONS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	False Credentials	1 target	1 min/lvl	50'	Fm
2)	Unseen I	1 object	24 hours	touch	U
3)	Eyewitness III	3 targets	1 min/lvl	100'	Fm
4)	Cloaking III	3 targets	1 min/lvl(C)	10'/lvl	Fm
5)	Misleading I	1 target	1 min/10 fail	100'	Fm
6)	Unseen II	2 objects	24 hours	touch	U
7)	Cloaking V	5 targets	1 min/lvl(C)	10'/lvl	Fm
8)	Eyewitness V	5 targets	1 min/lvl	100'	Fm
9)	Cloaking Sphere I	10'R	C	self	Fm
10)	Misleading III	1 target	1 min/10 fail	100'	Fm
11)	Cloaking X	10 targets	1 min/lvl(C)	10'/lvl	Fm
12)	Displacement I	caster	1 min/lvl	self	U
13)	Eyewitness X	10 targets	1 min/lvl	100'	Fm
14)	Cloaking Sphere II	20'R	C	self	Fm
15)	Misleading V	1 target	1 min/10 fail	100'	Fm
16)	Cloaking XX	20 targets	1 min/lvl(C)	10'/lvl	Fm
17)					
18)	Mass Eyewitness	1 target/lvl	1 min/lvl	100'	Fm
19)	Cloaking Sphere III	30'R	C	self	Fm
20)	Misleading True	1 target	1 min/10 fail	100'	Fm
25)	Displacement II	caster	1 min/lvl	self	U
30)	True Cloaking	1 target/lvl	1 min/lvl(C)	varies	Fm
50)	Eyewitness True	varies	1 min/lvl	special	Fm

MISDIRECTION

- False Credentials** – [RR Mod: -20] Target will think that the caster has the proper credentials for the current situation (this could include passwords or documents).
- Unseen I** – One object (e.g., 1 garment, 1 naked body, or 1 weapon) is made invisible. The object will remain invisible until 24 hours pass, **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.), **or** the object makes a violent move (i.e., an attack).
- Eyewitness III** – [RR Mod: -20] Up to three targets will incorrectly identify the caster as someone else (all three will describe the caster in the same fashion).
- Cloaking III** – [RR Mod: -50] The caster is invisible to the targets of this spell. Others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers based upon the action the caster takes). If the caster attacks the target, he may make another RR with a special +50 modifier. If the caster begins to concentrate, he can extend the duration of this spell indefinitely (as long as he can concentrate).



5. **Misleading I** – The target's perception is skewed for the duration of the spell. All maneuvers involving Awareness • Searching skill receive a special modification of -10 (this applies to orientation rolls as well).

- Unseen II** – As *Unseen I*, except affects two objects.
- Cloaking V** – As *Cloaking III*, except affects 5 targets.
- Eyewitness V** – As *Eyewitness III*, except affects 5 targets.
- Cloaking Sphere I** – [RR Mod: -50] As *Cloaking III*, except every target in the area of effect must make a RR (one BAR per round for all targets). Once a target makes a successful RR, he need not make another against this spell.
- Misleading III** – As *Misleading I*, except penalties are -30.
- Cloaking X** – As *Cloaking III*, except affects 10 targets.
- Displacement I** – Caster appears to be offset from where he really is. All attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of “no effect” for that foe goes down by 5%.
- Eyewitness X** – As *Eyewitness III*, except affects 10 targets.
- Cloaking Sphere II** – As *Cloaking Sphere I*, except for area of effect.
- Misleading V** – As *Misleading I*, except penalties are -50.
- Cloaking XX** – As *Cloaking III*, except affects 20 targets.
- Mass Eyewitness** – As *Eyewitness III*, except affects 1 target per level of the caster.
- Cloaking Sphere III** – As *Cloaking Sphere I*, except for area of effect.
- Misleading True** – As *Misleading I*, except penalties are -100.
- Displacement II** – As *Displacement I*, except base chance of missing is 20%.
- True Cloaking** – As *Cloaking I*, except the caster can affect as many targets as he has levels and the range is only limited to the caster's field of vision.
- Eyewitness True** – [RR Mod: -50] As *Eyewitness III*, except affects everyone who sees the caster.

SPECIAL NOTES

- Many of these spells affect a target(s) perception of a situation. The duration for the spell is how long they will incorrectly perceive the situation. At the end of the duration, if the situation has ended, the target will remember the situation incorrectly (as that was how he perceived it).
- See Section 15.5 (p. 96) for more information on invisibility (including the effects of invisibility and how to detect it).
- If the caster has a currently studied patsy (see the *Study Patsy* spell on the Assassination Mastery list), all *Eyewitness* spells may cause the targets to perceive the caster as the patsy (the caster can choose whether to be seen as the patsy or not).

POISON MASTERY

1. **Poison Lore** — The caster knows what type of poison(s) are needed to achieve a particular effect. The GM may deem it appropriate to give the caster a bonus of +25 to his Poison Lore skill.
2. **Poison Resistance I** — For the duration of the spell, the caster gets an additional RR versus poison(s).
3. **Apply Poison I** — This spell causes one dose of a poison to adhere to an inanimate solid surface. The poison will wear off normally.
4. **Work Poison V** — This spell magically prepares a poison (up to 5th level in potency). This spell normally requires 100 minutes of concentration before completion. Note that the caster must have the poison in its raw form before casting this spell (i.e., the spell does not "create" the poison; it merely prepares it).
5. **Poison Analysis** — Caster may analyze a poison to determine exact effects and what antidotes are necessary.
6. **Delay Poison** — For the duration of this spell, all effects from a single poison are cancelled. Note that the poison will still be in the caster and take effect normally after the duration (though he may cast the spell again to continue to delay the effects).
7. **Transfer Poison I** — Caster can transfer a single dose of a poison from any target that he is touching into himself. For example, if a companion has been struck by a poison arrow, the caster can touch the companion and transfer the poison into himself (where he can delay the effects, or neutralize it).
8. **Apply Poison II** — As *Apply Poison I*, except affects two doses (though they can be applied to different surfaces).
9. **Neutralize Poison** — If the caster concentrates, this spell has a 50% chance of neutralizing a poison inside himself (modified by the potency of the poison). In any case, it delays the effects of the poison for the duration of the spell.
10. **Work Poison X** — As *Work Poison V*, except affects poisons up to 10th level of potency.
11. **Venom** — The caster can convert any poison that he is touching into a venom. The poison will now be effective when introduced into the victim's blood stream (regardless of its normal method of affecting the target).
12. **Apply Poison III** — As *Apply Poison II*, except affects up to three doses.
13. **Neutralize Poison True** — As *Neutralize Poison*, except chance of neutralizing is 100% (modified by the potency of the poison).
14. **Transfer Poison II** — Caster can transfer a single dose of a poison from any target he is touching to any other target that he is touching.
15. **Venom's Touch** — This spell allows the caster to coat the target's hands with a poison. The target is unaffected by the poison.
16. **Work Poison True** — As *Work Poison V*, except affects any poison.
17. **Apply Poison IV** — As *Apply Poison II*, except affects up to four doses.
18. **Contact Poison** — As *Venom*, except converts the poison into a contact poison (a poison that affects its victim upon contact with the victim's skin—regardless of its normal method of affecting the target).

MAGENT BASE 7.6

POISON MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Poison Lore	caster	—	self	I
□ 2)	Poison Resistance I	caster	10 min/lvl	self	U
□ 3)	Apply Poison I	1 poison	varies	touch	U
□ 4)	Work Poison V	1 poison	varies	touch	U
□ 5)	Poison Analysis	1 poison	—	self	I
□ 6)	Delay Poison *	caster	1 hour/lvl	self	Us
□ 7)	Transfer Poison I	1 poison	P	touch	F
□ 8)	Apply Poison II	1 poison	varies	touch	I
□ 9)	Neutralize Poison	caster	C	self	U
□ 10)	Work Poison X	1 poison	varies	touch	U
□ 11)	Venom	1 poison	P	touch	U
□ 12)	Apply Poison III	1 poison	varies	touch	U
□ 13)	Neutralize Poison True	caster	C	self	U
□ 14)	Transfer Poison II	1 poison	P	touch	F
□ 15)	Venom's Touch	1 target	10 min/lvl	touch	F
□ 16)	Work Poison True	1 poison	varies	touch	U
□ 17)	Apply Poison IV	1 poison	varies	touch	U
□ 18)	Contact Poison	1 poison	P	touch	U
□ 19)	Transfer Poison III	1 poison	P	10'	F
□ 20)	Venom's Breath	caster	10 min/lvl	self	F
□ 25)	Venom's Glare	1 target	10 min/lvl	100'	F
□ 30)	Venom's Cloud	varies	10 min/lvl	10'	E
□ 50)	Venom's Sight	1 target	10 min/lvl	10'/lvl	F

19. **Transfer Poison III** — The caster can transfer a single dose of a poison in any target he is touching into any other target within range of the spell.

20. **Venom's Breath** — The caster can ingest a single dose of a poison. For the duration of this spell, he will be unaffected by the poison. Anytime before the duration expires, the caster can attempt to transfer the poison to a single target. The target must be no further away than 5' and the caster's mouth must be capable of delivering the poison (either through a kiss, a whisper, spitting, etc.). The target gets an RR to avoid the effects of this spell (in addition to the RR for the poison).

25. **Venom's Glare** — As *Venom's Breath*, except the caster can transfer the poison to any single target within the range. The caster must be able to cast an obvious, evil glare at the target. The target gets an RR to resist the effects of this spell (in addition to the RR for the poison).

30. **Venom's Cloud** — The caster can disperse a poison into a misty cloud. The size of the mist is 1' radius per dose of the poison used. The poison will linger in the area normally until the duration of the spell expires (i.e., the mist will be subject to wind, etc.). When the duration expires, the poison disperses.

50. **Venom's Sight** — As *Venom's Glare*, except for the range.

SPECIAL NOTES

Any spell on this list that requires the caster to touch a poison automatically gives the caster immunity to the effects of the poison for the duration of the spell.



HEALER BASE LIST 8.1

BLOOD WAYS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Clotting I	caster	—	self	Us
2)	Cut Repair I	caster	P	self	Us
3)	Minor Vessel Repair	caster	P	self	Us
4)	Clotting V	caster	—	self	Us
5)	Cut Repair III	caster	P	self	Us
6)	Major Vessel Repair I	caster	P	self	Us
7)	Joining ‡ *	caster	P	self	Us
8)					
9)	Mass Clotting	caster	—	self	Us
10)	Mass Cut Repair	caster	P	self	Us
11)	Unclotting	caster	—	self	Us
12)					
13)	Major Vessel Repair III	caster	P	self	Us
14)					
15)	Joining True ‡ *	caster	P	self	Us
16)					
17)	Major Vessel Repair V	caster	P	self	Us
18)					
19)	Unclotting True	caster	—	self	Us
20)	Regulations *	caster	varies	self	Us
25)	New Blood	caster	P	self	Us
30)	Blood Disease Cures	caster	P	self	Us
50)	Blood Repairs True	caster	1 rnd/lvl	self	Us



10. Mass Cut Repair — As *Cut Repair III*, except that caster can stop a number of hits per round equal to his level. For example, a 12th level Healer could stop bleeding wounds that were bleeding a total of 12 hits per round.

11. Unclotting — Allows caster to remove any one blood clot. This will counter *Clotting Curse* (on the Evil Cleric list, Curses). This spell has no effect on bleeding wounds that have clotted (i.e., “clots” in this sense apply only to internal blood clotting).

13. Major Vessel Repair III — As *Major Vessel Repair I*, except caster can repair up to 3 veins and/or arteries.

15. Joining True — As *Joining*, except caster must cast the other 3 Healer *Joining True* spells **and** recovery is instantaneous.

17. Major Vessel Repair V — As *Major Vessel Repair I*, except caster can repair up to 5 veins and/or arteries.

19. Unclotting True — As *Unclotting*, except all blood clots are removed.

20. Regulations — Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm. The duration of this spell is for as long as the caster is immobile. If the caster moves, the spell ends. For example, a Healer is bleeding for twenty-seven hits per round lies down and casts this spell. As long as he doesn't move, he will not bleed and he may still cast other spells from this list (i.e., *Cut Repair*, etc.).

25. New Blood — Caster can restore all of the blood lost from his body. Recovery time is 1-10 hours.

30. Blood Disease Cures — Caster can eliminate any blood disease from his body. Recovery time is 1-10 hours.

50. Blood Repairs True — Caster can use any one of the lower spells on this list once per round.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.

BLOOD WAYS

- 1. Clotting I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round. For 1 hour, the caster may not be moved or bleeding will resume at prior rate.
- 2. Cut Repair I** — Allows caster to stop bleeding from one wound that is bleeding at a rate of 1 hit per round.
- 3. Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 3 hits per round, not major arteries or veins).
- 4. Clotting V** — As *Clotting I*, except caster can stop bleeding in a wound that is bleeding up to 5 hits per round.
- 5. Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits per round (total); three 1 hit per round wounds **or** one 3 hits per round wound **or** one 2 hits per round and one 1 hit per round wound can be healed.
- 6. Major Vessel Repair I** — Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries. Recovery time is 1-10 days (depending on severity of wound).
- 7. Joining** — Allows caster to reattach severed limb. Also requires the use of Bone Ways, Muscle Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
- 9. Mass Clotting** — As *Clotting V*, except caster can stop a bleeding in a wound that is bleeding a number of hits per round equal to his level. For example, a 9th lvl Healer could stop the bleeding in a wound that is bleeding 9 hits per round.



BONE WAYS

1. **Minor Fracture Repair** – Allows caster to mend on simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 1-10 hours.
2. **Cartilage Repair** – Allows caster to repair all cartilage damage around one joint. Recovery time is 1-2 hours.
3. **Major Fracture Repair** – As *Minor Fracture Repair*, except that caster can also repair compound fractures.
4. **Skull Repair** – Allows caster to mend one fracture in his skull (but not a shattered area). Recovery time is 1-10 hours.
5. **Joint Repair** – Allows caster to repair one broken (but not shattered) joint. Recovery time is 1-10 hours.
6. **Minor Fracture Repair True** – As *Minor Fracture Repair*, except recovery is instantaneous.
7. **Joining** – Allows caster to reattach severed limb. Also requires the use of Blood Ways, Muscle Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
8. **Cartilage Repair True** – As *Cartilage Repair*, except recovery is instantaneous.
9. **Major Fracture Repair True** – As *Major Fracture Repair*, except recovery is instantaneous.
10. **Skull Repair True** – As *Skull Repair*, except recovery is instantaneous.
11. **Joint Repair True** – As *Joint Repair*, except recovery is instantaneous.
12. **Shatter Repair** – Allows caster to repair any broken or shattered bone. Recovery time is 1-10 hours.
13. **Cartilage Regeneration** – Caster can regenerate any one area of cartilage. Recovery time is 1-10 hours.
14. **Bone Regeneration** – Caster can regenerate any one bone. Recovery time is 1-10 hours. This spell will not work on the skull.



HEALER BASE LIST 8.2

BONE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Minor Fracture Repair	caster	P	self	Us
□ 2)	Cartilage Repair	caster	P	self	Us
□ 3)	Major Fracture Repair	caster	P	self	Us
□ 4)	Skull Repair	caster	P	self	Us
□ 5)	Joint Repair	caster	P	self	Us
□ 6)	Minor Fract. Rep. True	caster	P	self	Us
□ 7)	Joining ‡ *	caster	P	self	Us
□ 8)	Cartilage Repair True	caster	P	self	Us
□ 9)	Major Frac. Rep. True	caster	P	self	Us
□ 10)	Skull Repair True	caster	P	self	Us
□ 11)	Joint Repair True	caster	P	self	Us
□ 12)	Shatter Repair	caster	P	self	Us
□ 13)	Cartilage Regeneration	caster	P	self	Us
□ 14)	Bone Regeneration	caster	P	self	Us
□ 15)	Joining True ‡ *	caster	P	self	Us
□ 16)	Rapid Shatter Repair	caster	P	self	Us
□ 17)	Rapid Cartilage Regen.	caster	P	self	Us
□ 18)	Skull Regen.	caster	P	self	Us
□ 19)	Rapid Bone Regen.	caster	P	self	Us
□ 20)	Shatter Repair True	caster	P	self	Us
□ 25)	Cartilage Regen. True	caster	P	self	Us
□ 30)	Bone Regen. True	caster	P	self	Us
□ 50)	Skeletal Regen. True	caster	P	self	Us

15. **Joining True** – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells **and** recovery is instantaneous.

16. **Rapid Shatter Repair** – As *Shatter Repair*, except recovery time is 5-50 minutes.

17. **Rapid Cartilage Reneration** – As *Cartilage Regeneration*, except recovery time is 5-50 minutes.

18. **Skull Regeneration** – As *Bone Regeneration*, except will only work on the skull.

19. **Rapid Bone Regeneration** – As *Bone Regeneration*, except recovery time is 5-50 minutes.

20. **Shatter Repair True** – As *Shatter Repair*, except recovery is instantaneous.

25. **Cartilage Regeneration True** – As *Cartilage Regeneration*, except that caster can regenerate all of the lost cartilage in his body. Recovery time is 1-10 hours.

30. **Bone Regeneration True** – As *Bone Regeneration*, except that caster can regenerate all of the lost bones in his body (including his skull). Recovery time is 1-10 hours.

50. **Skeletal Regeneration True** – Caster can regenerate all of the lost bone and/or cartilage in his body. Recovery is instantaneous.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.



HEALER BASE LIST 8.3

CLEANSING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Transfer	1 target	P	touch	U
2)	Disease Purification	caster	P	self	Us
3)	Poison Purification	caster	P	self	Us
4)	Self Preservation	caster	1 min/lvl	self	Us
5)	Ease Addiction I	caster	P	self	Us
6)	Heal Addiction I	caster	P	self	Us
7)	Ease Addiction II	caster	P	self	Us
8)	Heal Addiction II	caster	P	self	Us
9)					
10)	Mind Disease Cures	caster	P	self	Us
11)	Heal Addiction III	caster	P	self	Us
12)	Long Transfer	1 target	P	1'/lvl	U
13)	Cure Disease	caster	P	self	Us
14)	Heal Addiction IV	caster	P	self	Us
15)	Cure Poison	caster	P	self	Us
16)	Unpsychosis	caster	P	self	Us
17)	Heal Addiction V	caster	P	self	Us
18)					
19)	Mind Disease Cures Tr.	caster	P	self	Us
20)	Heal Addiction X	caster	P	self	Us
25)	Lord Heal Addiction	caster	P	self	Us
30)	Heal Addiction True	caster	P	self	Us
50)	Addiction Mastery	caster	P	self	Us

CLEANSING

1. **Transfer** – Caster transfers one injury or addiction from the target to himself. The power point cost for this spell is equal to the cost of the healing spell necessary to heal the injury. This transfer spell must be cast multiple times for multiple injuries. If a single wound would take more than one healing spell to cure, this spell must be cast multiple times for the entire wound to be healed (though the Healer may choose to not transfer all the wounds). Note that the Healer does not have to know the spell needed to heal the wound before he can transfer the wound. In the case of concussion hits, the caster must decide how many hits he wants to heal and then transfer according to the healing spell that could heal that many points with one spell. To **transfer** a severed limb, the caster must know all 4 *Joining* spells **and** he must spend 28 PPs (7 for each *Joining* spell). However, the caster may choose to only spend 7 PPs and leave the target with a stub (i.e., only casting the *Joining* spell from Blood Ways).

For example, Rana the Healer is 10th level and has 75 power points (PPs). Ringlin the Fighter has just suffered: a severed hand, a damaged arm (two severed muscles, and a minor fracture), 80 concussion hits of damage, a gash that is bleeding 5 hits per round, and a serious skull fracture. Rana must cast 8 *Transfers*: one for the severed muscles (4 PPs for *Muscle Repair III*), four for the severed hand (28 PPs for all the *Joining* spells), one for the minor fracture (1 PP for *Minor Fracture Repair*), one for the bleeding wound (4 PPs for *Clotting V*), and one for the concussion damage (12 PPs for *Heal X*). Total PP expenditure would be 49. Ringlin would be completely un wounded and Rana must go about healing herself. Note that Rana could have chosen to not transfer the severed hand (if she did, her own hand would fall off). In this case, if she transferred enough for 1 *Joining* spell (from Blood

Ways), Ringlin would have a stub and a spare hand (perhaps to be joined later—if the hand can be preserved); and Rana would have 21 more PPs.

- Disease Purification** – Stops infection and/or spread of a disease after the disease is acquired. No further damage will occur in the uninfected areas of the body.
- Poison Purification** – Neutralizes any 1 poison in the caster's system. **Note:** *Damage already sustained is not cured.*
- Self Preservation** – Caster's "dead" body is preserved for the duration of the spell. This prevents any further deterioration (i.e., stat deterioration) or damage from already existing wounds. The caster will be in a coma and healing spells will continue to work (as they are all subconscious). This spell will not prevent the caster's soul from leaving his body (i.e., he must be healed to above the "death" threshold in a short amount of time or his soul will leave his body). If the soul leaves the body before the body is healed, only *Lifegiving* can return the soul.
- Ease Addiction I** – The caster must only check for withdrawal from a specific addiction once every two weeks (instead of once per week).
- Heal Addiction I** – The caster has one addiction level lowered by one. See *Gamemaster Law* for more on addiction and withdrawal.
- Ease Addiction II** – As *Ease Addiction I*, except the target must only check once per month.
- Heal Addiction II** – As *Heal Addiction I*, except the level is lowered by two.
- Mind Disease Cures** – Caster is cured of any 1 mind disease. Recovery times is 1-10 days.
- Heal Addiction III** – As *Heal Addiction I*, except the level is lowered by three.
- Long Transfer** – As *Transfer*, except for target can be up to 1' per level away.
- Cure Disease** – One disease is removed from the caster's system.
- Heal Addiction IV** – As *Heal Addiction I*, except the level is lowered by three.
- Cure Poison** – One poison is removed from the caster's system.
- Unpsychosis** – Allows the caster to repair a minor psychosis (recovery time of 1-10 hours). Minor psychosis include mild to moderate phobias (see *GM Law* for more on mind diseases).
- Heal Addiction V** – As *Heal Addiction I*, except the level is lowered by five.
- Mind Disease Cures True** – As *Mind Disease Cures*, except recovery is instantaneous.
- Heal Addiction X** – As *Heal Addiction I*, except the level is lowered by ten.
- Lord Heal Addiction** – As *Heal Addiction I*, except the level is lowered by twenty.
- Heal Addiction True** – As *Heal Addiction I*, except the level is lowered by one per level of the caster.
- Addiction Mastery** – As *Heal Addiction True*, except affects all addictions the target has.

SPECIAL NOTES

- See *RMFRP* Section 24.1 (p. 75) for more on healing.
- The caster can only cast these spells once per target until the caster increases his experience level (see Section 15.4, p. 96).
- Gamemaster Law* has more information on addiction and withdrawal.

MUSCLE WAYS

1. **Sprain Repair** – Caster can repair 1 sprain (no recovery time).
2. **Muscle Repair** – Caster can repair 1 damaged muscle. Recovery time is 5-50 minutes.
3. **Tendon Repair I** – Caster can repair 1 damaged tendon. Recovery time is 5-50 minutes.
4. **Muscle Repair III** – As *Muscle Repair I*, except caster can repair 3 damaged muscles.
5. **Tendon Repair III** – As *Tendon Repair I*, except caster can repair 3 damaged tendons.
7. **Joining** – Allows caster to reattach severed limb. Also requires the use of Bone Ways, Blood Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
8. **Muscle Repair True** – As *Muscle Repair I*, except recovery is instantaneous.
9. **Tendon Repair True** – As *Tendon Repair I*, except recovery is instantaneous.
11. **Mass Muscle Repair** – Caster can repair a number of damaged muscles equal to his level. Recovery time is 5-50 minutes.
12. **Muscle Regeneration** – Caster can regenerate any 1 muscle. Recovery time is 5-50 minutes.
13. **Mass Tendon Repair** – Caster can repair a number of damaged tendons equal to his level. Recovery time is 5-50 minutes.
14. **Tendon Regeneration** – Caster can regenerate any 1 tendon. Recovery time is 5-50 minutes.
15. **Joining True** – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells **and** recovery is instantaneous.
17. **Rapid Muscle Regeneration** – As *Muscle Regeneration*, except recovery time is 1-10 minutes.
19. **Rapid Tendon Regeneration** – As *Tendon Regeneration*, except recovery time is 1-10 minutes.
20. **Regeneration True** – Caster can regenerate any 1 muscle or tendon. Recovery time is instantaneous.
25. **Total Muscle Regeneration** – Caster can regenerate all of the muscles in his body. Recovery time is 5-50 minutes.
30. **Total Tendon Regeneration** – Caster can regenerate all of the tendons in his body. Recovery time is 5-50 minutes.
50. **Mass Repairs True** – Caster can repair a number of damaged muscles and/or tendons equal to his level. Recovery is instantaneous.

HEALER BASE LIST 8.4

MUSCLE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Sprain Repair	caster	P	self	Us
<input type="checkbox"/> 2)	Muscle Repair I	caster	P	self	Us
<input type="checkbox"/> 3)	Tendon Repair I	caster	P	self	Us
<input type="checkbox"/> 4)	Muscle Repair III	caster	P	self	Us
<input type="checkbox"/> 5)	Tendon Repair III	caster	P	self	Us
<hr/>					
<input type="checkbox"/> 6)					
<input type="checkbox"/> 7)	Joining ‡ *	caster	P	self	Us
<input type="checkbox"/> 8)	Muscle Repair True	caster	P	self	Us
<input type="checkbox"/> 9)	Tendon Repair True	caster	P	self	Us
<input type="checkbox"/> 10)					
<hr/>					
<input type="checkbox"/> 11)	Mass Muscle Repair	caster	P	self	Us
<input type="checkbox"/> 12)	Muscle Regeneration	caster	P	self	Us
<input type="checkbox"/> 13)	Mass Tendon Repair	caster	P	self	Us
<input type="checkbox"/> 14)	Tendon Regeneration	caster	P	self	Us
<input type="checkbox"/> 15)	Joining True ‡ *	caster	P	self	Us
<hr/>					
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Rapid Muscle Regen.	caster	P	self	Us
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Rapid Tendon Regen.	caster	P	self	Us
<input type="checkbox"/> 20)	Regeneration True	caster	P	self	Us
<hr/>					
<input type="checkbox"/> 25)	Total Muscle Regen.	caster	P	self	Us
<input type="checkbox"/> 30)	Total Tendon Regen.	caster	P	self	Us
<input type="checkbox"/> 50)	Mass Repairs True	caster	P	self	Us

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.





HEALER BASE LIST 8.5 ORGAN WAYS



Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Nasal Repair	caster	P	self	Us
<input type="checkbox"/> 2)	Minor Nerve Repair	caster	P	self	Us
<input type="checkbox"/> 3)	Minor Ear Repair	caster	P	self	Us
<input type="checkbox"/> 4)	Minor Eye Repair	caster	P	self	Us
<input type="checkbox"/> 5)	Major Nerve Repair	caster	P	self	Us
<input type="checkbox"/> 6)	Major Ear Repair	caster	P	self	Us
<input type="checkbox"/> 7)	Joining ‡ *	caster	P	self	Us
<input type="checkbox"/> 8)	Major Eye Repair	caster	P	self	Us
<input type="checkbox"/> 9)	Minor Nerve Repair Tr.	caster	P	self	Us
<input type="checkbox"/> 10)	Organ Repair	caster	P	self	Us
<input type="checkbox"/> 11)					
<input type="checkbox"/> 12)	Paralysis Cures	caster	P	self	Us
<input type="checkbox"/> 13)	Mass Nerve Regen.	caster	P	self	Us
<input type="checkbox"/> 14)	Major Nerve Rep. True	caster	P	self	Us
<input type="checkbox"/> 15)	Joining True ‡ *	caster	P	self	Us
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Rapid Paralysis Cures	caster	P	self	Us
<input type="checkbox"/> 18)	Rpd. Mass Nerve Regen.	caster	P	self	Us
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Brain Repair	caster	P	self	Us
<input type="checkbox"/> 25)	Organ Regeneration	caster	P	self	Us
<input type="checkbox"/> 30)	Paralysis Cures True	caster	P	self	Us
<input type="checkbox"/> 50)	Reuniting	caster	P	self	Us



ORGAN WAYS

- Nasal Repair** – Caster can repair any nose damage short of complete nose loss.
- Minor Nerve Repair** – Caster can repair any minor nerve damage in 1 area. Recovery time is 5-50 minutes.
- Minor Ear Repair** – Caster can repair any external ear damage, including ear loss (regeneration takes 5-50 minutes)
- Minor Eye Repair** – Caster can repair minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
- Major Nerve Repair** – As *Minor Nerve Repair*, except caster can repair any 1 area of major nerve damage. This will not repair destroyed nerves.
- Major Ear Repair** – As *Minor Ear Repair*, except caster can also repair any internal ear damage (e.g., restore hearing). Recovery time is 1-10 hours.
- Joining** – Allows caster to reattach severed limb. Also requires the use of Bone Ways, Muscle Ways, and Blood Ways *Joining* spells to restore limb to functional status. Limb will be fulling functional in 1-10 days.
- Major Eye Repair** – As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss. Recovery time is 1-10 hours.
- Minor Nerve Repair True** – As *Minor Nerve Repair*, except that recovery is instantaneous.
- Organ Repair** – Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed. Recovery time is 1-10 hours.
- Paralysis Cures** – Caster can cure any paralysis problem. Recovery time is 1-10 hours.

13. **Mass Nerve Regeneration** – Caster can regenerate all the nerves in his body (outside brain area). Recovery time is 1-10 hours.

14. **Major Nerve Repair True** – As *Major Nerve Repair*, except that recovery is instantaneous.

15. **Joining True** – As *Joining*, except caster must cast the other 3 Healer *Joining True* spells **and** recovery is instantaneous.

17. **Rapid Paralysis Cures** – As *Paralysis Cures*, except recovery time is 5-50 minutes.

18. **Rapid Mass Nerve Regeneration** – As *Mass Nerve Regeneration*, except recovery time is 5-50 minutes.

20. **Brain Repair** – Caster can repair brain damage (such as that caused by a skull fracture, etc. at the discretion of the GM). Experience lost by brain damage to the wounded being (the one from whom the damage is transferred) is not restored. Should the Healer have brain damage inflicted directly upon him (e.g., he is stuck in the head), he may suffer memory and/or experience loss. Recovery time is 1-10 hours.

25. **Organ Regeneration** – Caster can regenerate any 1 organ (external or internal), but not the brain. Recovery time is 1-10 hours.

30. **Paralysis Cures True** – As *Paralysis Cures*, except recovery is instantaneous.

50. **Reuniting** – Caster may reunite his soul with his body, provided the body is functional. To restore a dead target to life, a Healer would first have to heal all of the target's wounds (without "killing" himself), and then restore the target's soul by giving up his own (for the target this process operates like the *Lifegiving IV* spell on the Cleric Base list, Life Mastery). While technically alive, but without his soul, the Healer would be affected as if he had been "absolved" (per *Absolution Pure*, on the Cleric Base List, Channels); thus, he could take no conscious actions **and** he would be at -75 for all subconscious actions. He may regain his own soul through the use of this spell **or** through someone else casting the appropriate spell.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.



SURFACE WAYS

1. **Heal I** – Caster is healed of d10 concussion hits.
2. **Frost/Burn Relief I** – Will heal one area of mild frostbite or a 1st degree burn.
3. **Stun Relief I** – Caster is relieved of 1 round's worth of accumulated stun effects.
4. **Regenerate I** – Reduces damage by 1 hit every round as long as caster concentrates. If caster is unconscious, this spell will operate without concentration.
5. **Frost/Burn Relief II** – As *Frost/Burn Relief I*, except 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn) are healed.
6. **Awake** – Caster is instantly awake from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.). Caster takes one round to awaken.
7. **Heal V** – As *Heal I*, except caster can heal 5d10 concussion hits.
8. **Frost/Burn Relief III** – As *Frost/Burn Relief I*, except 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** a combination of 1 mild and 1 moderate area can be healed.
9. **Stun Relief III** – As *Stun Relief I*, except caster is relieved of 3 rounds accumulated stun effects.
10. **Regenerate II** – As *Regenerate I*, except 2 hits are healed every round.
11. **Frost/Burn Relief V** – As *Frost/Burn Relief I*, except the area(s) of damage that can be healed are: 5 mild and 1 severe **or** 1 mild and 2 moderate **or** 1 moderate and 1 severe **or** etc.
12. **Heal X** – As *Heal I*, except caster can heal 10d10 concussion hits.
13. **Stun Relief V** – As *Stun Relief I*, except caster is relieved of 5 rounds accumulated stun effects.
15. **Regenerate III** – As *Regenerate I*, except 3 hits are healed every round.
17. **Heal XV** – As *Heal I*, except caster can heal 15d10 concussion hits.
19. **Stun Relief X** – As *Stun Relief I*, except caster is relieved of 10 rounds accumulated stun effects.
20. **Heal XX** – As *Heal I*, except caster can heal 20d10 concussion hits.
25. **Heal True** – As *Heal I*, except caster is healed of all concussion hits.
30. **Frost/Burn Relief True** – Caster is relieved of all burns and/or frostbite.
50. **Stun Relief True** – Caster is relieved of all accumulated stun effects.

SPECIAL NOTES

See *RMFRP* Section 24.1 (p. 75) for more on healing.

HEALER BASE LIST 8.6

SURFACE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Heal I	caster	P	self	Us
<input type="checkbox"/> 2)	Frost/Burn Relief I	caster	P	self	Us
<input type="checkbox"/> 3)	Stun Relief I *	caster	P	self	Us
<input type="checkbox"/> 4)	Regenerate I *	caster	C	self	Us
<input type="checkbox"/> 5)	Frost/Burn Relief II	caster	P	self	Us
<input type="checkbox"/> 6)	Awake	caster	P	self	Us
<input type="checkbox"/> 7)	Heal V	caster	P	self	Us
<input type="checkbox"/> 8)	Frost/Burn Relief III	caster	P	self	Us
<input type="checkbox"/> 9)	Stun Relief III *	caster	P	self	Us
<input type="checkbox"/> 10)	Regenerate II *	caster	C	self	Us
<input type="checkbox"/> 11)	Frost/Burn Relief	caster	P	self	Us
<input type="checkbox"/> 12)	Heal X	caster	P	self	Us
<input type="checkbox"/> 13)	Stun Relief V *	caster	P	self	Us
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Regenerate III *	caster	C	self	Us
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Heal XV	caster	P	self	Us
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Stun Relief X *	caster	P	self	Us
<input type="checkbox"/> 20)	Heal XX	caster	P	self	Us
<input type="checkbox"/> 25)	Heal True	caster	P	self	Us
<input type="checkbox"/> 30)	Frost/Burn Relief True	caster	P	self	Us
<input type="checkbox"/> 50)	Stun Relief True *	caster	P	self	Us





MYSTIC BASE 9.1

CONFUSING WAYS



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Confusion	1 target	1 rnd/5 fail	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Fear	1 target	1 min/10 fail	100'	Fm
5)	Stumble	1 target	—	100'	Fm
6)	Fumble	1 target	—	100'	Fm
7)	Hallucination	1 target	C	100'	Fm
8)	Spin	1 target	—	50'	Fm
9)	Weapon Alteration	1 target	1 rnd/lvl	100'	Fm
10)	Mirages	1 target	C	100'	Fm
11)	Blinding	1 target	1 rnd/10 fail	100'	Fm
12)	Shifting	1 target	1 rnd/10 fail	100'	Fm
13)	Mass Distraction	1 target/lvl	C	300'	Fm
14)	Word of Fear *	1 target	1 min/5 fail	100'	Fm
15)	Amnesia	1 target	1 day/5 fail	100'	Fm
16)	Shout of Confusion *	50'R	1 rnd/5 fail	100'	Fm
17)	Long Bewilderment	1 target	varies	300'	Fm
18)	Shout of Fear *	50'R	1 min/5 fail	100'	Fm
19)					
20)	Lord Bewilderment	20 targets	varies	100'	Fm
25)	Amnesia True	1 target	P	100'	Fm
30)	Parallel Reality	1 target	1 day/5 fail	100'	Fm
50)	Bewilderment True	1 target/lvl	varies	300'	Fm

CONFUSING WAYS

- Distraction** — Target suffers a -30 modification for all actions.
- Confusion** — Target is incapable of making decisions or initiating action. He may continue to fight current foes or in self-defense.
- Blur Vision** — Target suffers a -100 OB modification for missile attacks, and a -50 modification for all other actions.
- Fear** — Target fears caster and attempts to flee. Fleeing normally equates to moving at maximum pace away from the caster.
- Stumble** — Target becomes unbalanced. If he is moving, he trips and falls (0% action for 1-5 rnds). If he is performing a maneuver, the maneuver fails.
- Fumble** — Target fumbles any weapon or item in his hands. Roll on the appropriate *Arms Law* Fumble Table.
- Hallucination** — Target sees a nonexistent foe and must fight him until the foe is "defeated" (i.e., takes damage that would drop the him). The foe has the same capabilities as target but does him no damage (i.e., always misses).

8. **Spin** — Target is spun about a few times, and stops facing 180° away from his original facing. He spends the round attempting to recover.

9. **Weapon Alteration** — Target's weapon is altered to appear to him that it is some other similar weapon. When fighting with this weapon, he can only use the category bonus for his OB (i.e., the weapon is similar, but not the same).

10. **Mirages** — Target sees all moving things clearly, but the caster can control the fixed scene that the target "sees."

11. **Blinding** — Target is blinded.

12. **Shifting** — Target sees moving things displaced between 6" and 18" from where they really are. Any attack he makes against a moving foe has a 50% chance of having no effect.

13. **Mass Distraction** — A number of targets equal to the caster's level can be distracted as in *Distraction* (all targets must all be in the caster's field of vision).

14. **Word of Fear** — As *Fear*, except the spell is instantaneous and the duration is 1 minute per 5 failure.

15. **Amnesia** — Target has amnesia, but loses none of his skills or abilities. He will forget his background and other memories (GM's discretion).

16. **Shout of Confusion** — As *Confusion*, except the spell is and instantaneous all beings within a 50' radius are targets.

17. **Long Bewilderment** — As any single spell from this list of 10th level or lower, except the range is increased to 300'.

18. **Shout of Fear** — As *Fear*, except the spell is instantaneous and the duration is one round per 5 failure and all beings within a 50' radius are targets.

20. **Lord Bewilderment** — As any single spell from this list of 10th level or lower, except affects up to 20 targets.

25. **Amnesia True** — As *Amnesia*, except duration is permanent (unless dispelled).

30. **Parallel Reality** — Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g., a Dwarf might seem to be an Orc, a house might seem to be a cave, etc.). The caster has no control over this reality.

50. **Bewilderment True** — As any single spell from this list of 20th level or lower, except the range is increased to 300' and will affect up to 20 targets at once.





GAS ALTERATION

1. **Condensation** – Condenses once cubic foot of water from the surrounding air into the caster's hands. The caster can then funnel the water into any available receptical.
2. **Airwall** – Creates 10'x10'x3' wall of dense air. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Fog II** – Creates dense fog in a 20' radius.
4. **Vacuum A** – Creates a 5' radius near vacuum, all in radius take a 'A' Impact critical, as air leaves and rushes back in.
5. **Air Stop I** – Stops all generalized air movement (e.g., wind) up to 30 mph and cuts stronger winds by 30 mph.
6. **Fog X** – As *Fog I*, except the area of effect is 100'.
7. **Airwall True** – As *Airwall*, except has a fixed duration of 1 minute per level.
8. **Fire Bolt I** – A bolt of fire is shot from the palm of the caster (a fire source must be within 10'). Attack is resolved on the Fire Bolt Table 13.5, p. 84.
9. **Vacuum B** – As *Vacuum A*, except results in a 'B' Impact critical.
10. **Air Stop V** – As *Airstop I*, except the area of effect is 50'.
11. **Fog XXX** – As *Fog I*, except the area of effect is 300'.
12. **Gas-Air** – All gas within 10' radius of the caster is converted to normal, breathable air.
13. **Vacuum C** – As *Vacuum A*, except results in a 'C' Impact critical.
14. **Oxygenation** – Creates a 50' radius of high oxygen content air. All within receive a special bonus of +20 to their OBs and all fire attacks deal double damage.
15. **Whirling Winds** – Creates a whirlwind about caster. The whirlwind moves with the caster and has a 10' radius. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.



MYSTIC BASE 9.2

GAS ALTERATION



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Airwall	10'x10'x3'	C	10'	E
3)	Fog II	20'R	1 min/lvl	100'	E
4)	Vacuum A	5'R	—	100'	F
5)	Air Stop I	10'R	C	touch	F
6)	Fog X	100'R	1 min/lvl	10'	F
7)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
8)	Fire Bolt I	1 target	—	100'	DE
9)	Vacuum B	5'R	—	100'	F
10)	Air Stop V	50'R	C	touch	F
11)	Fog XXX	300'R	1 min/lvl	10'	E
12)	Gas-Air	10'R	P	touch	F
13)	Vacuum C	5'R	—	100'	F
14)	Oxygenation	50'R	C	100'	E
15)	Whirling Winds	10'R	C	touch	E
16)	Firebolt III	1 target	—	300'	DE
17)	Vacuum D	5'R	—	100'	F
18)					
19)	Reverse Winds	100'R/lvl	C	100'/lvl	E
20)	Fog True	100'R/lvl	1 hr/lvl	10'	E
25)	Vacuum E	5'R	—	100'	F
30)	Cloud Shaping	clouds	C	self	F
50)	Transmutation	1000 cu' gas	P	20'	F

16. **Firebolt III** – As *Firebolt*, except range is 300'.

17. **Vacuum D** – As *Vacuum A*, except results in a 'D' Impact critical.

19. **Reverse Winds** – Allows the caster to change the direction of the wind within the radius.

20. **Fog True** – As *Fog*, except duration is 1 hour per level and area of effect is 100' per level.

25. **Vacuum E** – As *Vacuum*, except causes an 'E' Impact critical.

30. **Cloud Shaping** – Caster has complete control of clouds within range (includes fog). He can control storm clouds and cause them to rain, but he cannot create them.

50. **Transmutation** – May transmute 1000 cubic of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of. This spell takes 8 hours of uninterrupted concentration.

SPECIAL NOTES

- 1) All vacuums created by the spells on this list also create a loud noise. The larger the radius the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) An elemental creature made of gas will be cut to 20% activity if attacks with an *Air Stop* spell (and the creature fits into the area of effect. A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying Critical on the creature. A *Whirling Winds* has no effect on an elemental creature made of gas.



MYSTIC BASE 9.3

HIDING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	caster	1 min/lvl	self	U
2)	Unseen I	1 object	24 hr	touch	E
3)	Shadow	caster	10 min/lvl	self	U
4)	Silence	1'R	1 min/lvl	self	E
5)	Invisibility I	1 target	24 hr	touch	E
6)	Invisibility II	1 target	24 hr	touch	E
7)	Screens	1000 sq'	C	100'	E
8)	Displacement I	caster	1 min/lvl	self	E
9)	No Sense	1 target	24 hr	touch	E
10)	Shadow Mystic	varies	1 min/lvl	100'	E
11)	Invisibility Sphere I	1 target	24 hr	touch	E
12)	Displacement II	caster	1 min/lvl	self	E
13)	Flattening	caster	10 min/lvl	self	U
14)	Merging	caster	10 min/lvl	self	U
15)	Unpresence	caster	C	self	E
16)	Displacement III	caster	1 min/lvl	self	E
17)	Passing	caster	1 min/lvl	self	U
18)					
19)	Great Merge	caster	10 min/lvl	self	U
20)	Displacement IV	caster	1 min/lvl	self	E
25)	Nondetect	caster	1 min/lvl	self	U
30)	Displacement V	caster	1 min/lvl	self	E
50)	Hiding True	caster	C	self	U

HIDING

- Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- Unseen I** – A single object is made invisible (1 garment, 1 naked body, etc.) until 24 hrs pass, the object is struck by a violent blow (being hit by a weapon, falling, etc.), or the object makes a violent move (i.e., an attack).
- Shadow** – The caster and objects on his person appear to be a shadow. Thus, they are almost invisible in dark areas. In many situations this could be handled with a Stalking/Hiding bonus between +25 and +75.
- Silence** – Any sounds originating within a 1' radius of the caster's body are completely muffled. This results in a special bonus of +25 to Stalking.

5. **Invisibility I** – As *Unseen I*, except everything within 1' of the target is invisible as long as it is within the 1' radius and none of the *Unseen* termination conditions occur. See Section 15.5 (p. 96).

6. **Invisibility II** – As *Invisibility I*, except the caster can vary the radius up to 1'.

7. **Screens** – Creates a 1000 square foot screen on which the caster can place any static scene. The scene seems 3-dimensional and normal.

8. **Displacement I** – Caster appears to be offset from where he really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of “no effect” for that foe goes down by 5%.

9. **No Sense** – As *Invisibility I*, except caster is also undetectable by smell and sound.

10. **Shadow Mystic** – Creates a duplicate of the caster. If the caster concentrates, it will move as he wills; otherwise, it does exactly as he does. With a round of concentration, the caster can merge the shadow mystic with himself and then split apart again.

11. **Invisibility Sphere I** – As *Invisibility I*, except radius is 10'.

12. **Displacement II** – As *Displacement I*, except base chance of missing is 20%.

13. **Flattening** – Caster is flattened until he has only two dimensions. Thus, he can slide through cracks (and can't be seen from the side).

14. **Merging** – Caster can merge into any inanimate, solid material. While merged, the caster cannot move or perceive. When the caster emerges, he can emerge from any side or face of the material. The caster cannot move “through” any material greater in width than his own body size plus 2 feet.

15. **Unpresence** – Caster has no “presence” (for the purposes of presence detection spells).

16. **Displacement III** – As *Displacement I*, except base chance of missing is 30%.

17. **Passing** – Caster can pass through 1' per level of any inorganic material at the rate of 2' per minute.

19. **Great Merge** – As *Merging*, except caster may turn within the material and perceive the world outside the material if within 6" of the surface.

20. **Displacement IV** – As *Displacement I*, except base chance of missing is 40%.

25. **Nondetect** – Caster and objects on his person cannot be detected by any “Detect ...” spells.

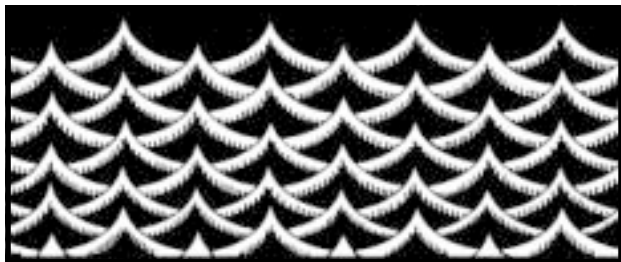
30. **Displacement V** – As *Displacement I*, except base chance of missing is 50%.

50. **Hiding True** – Caster can “Merge” into a material, use “Unpresence,” use “Nondetect” and observe surrounding activity; all with this one spell.

SPECIAL NOTES

See Section 15.5 (p. 96) for more on *Invisibility*.





LIQUID ALTERATION

1. **Boil/Freeze Water** – For each level of the caster, 1 cubic foot of liquid can be heated to boiling **or** cooled to freezing (at the rate of 50° per round of concentration).
2. **Clear/Desalinate Water** – As *Boil/Freeze Water*, except removes all sediment and dissolved substances.
3. **Evaporate Water** – As *Boil/Freeze Water*, except 1000 cu' per level of liquid is evaporated at a rate of 100 cu' per round.
4. **Waterwall** – Creates a 10'x10'x1' wall of churning water (a water source must be within 10'). All attacks through the wall suffer a -80 penalty. All movement through the wall is reduced by 80%.
5. **Water Bolt I** – A bolt of water is shot from the palm of the caster (a water source must be within 10'). Attack is resolved on the Water Bolt Attack Table 13.9 (p. 88).
6. **Water Corridor I** – Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).
7. **Call Rain** – Causes it to rain in 100' radius about the caster. The heaviness of the rain is determined by the humidity (GM's discretion).
8. **Calm Water** – All water within a 100' radius is calmed. Waves are cut by 20' in the center and less towards the perimeter. This will negate the effects of currents in the area of effect.
9. **Wave** – Creates a wave moving away from the caster; wave is 1' high per level in the center and 10' per level wide.
10. **Waterwall True** – As *Waterwall*, except has a fixed duration of 1 minute per level of the caster.
11. **Water Corridor III** – As *Water Corridor I*, except limit is 300'x4'x50' deep.
12. **Liquid-Water** – Changes any liquid into normal water.
13. **Whirlpool** – Creates a 20' radius whirlpool that will draw in any unpowered objects up to 200' away. Powered objects may make a Very Hard maneuver roll to resist the pull of the Whirlpool.
14. **Water Tunnel** – Creates a tunnel through liquid that is 5' in diameter and 100' long.
15. **Calm Water True** – As *Calm Water*, except area of effect is 100' per level **and** waves are cut by 50'.
16. **Command Current** – The area of effect for this spell is the water immediately surrounding the boat that the caster is on. For as long as the caster concentrates, the speed of the boat will be increased by 50'/round (approximately 3 miles/hour).



MYSTIC BASE 9.4

LIQUID ALTERATION



Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Boil/Freeze Water	1 cu'/lvl	C	2'	F
□ 2)	Clear/Desalinate Water	1 cu'/lvl	C	2'	F
□ 3)	Evaporate Water	1000 cu'/lvl	P(C)	2'	F
□ 4)	Waterwall	10'x10'x1'	C	10'	E
□ 5)	Water Bolt I	1 target	—	100'	DE
□ 6)	Water Corridor I	100'x3'x10'	C	10'	F
□ 7)	Call Rain	100'R	C	self	E
□ 8)	Calm Water	100'R	C	10'	F
□ 9)	Wave	(1'x10')/lvl	—	100'	F
□ 10)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E
□ 11)	Water Corridor III	300'x4'x50'	C	10'	F
□ 12)	Liquid-Water	varies	P	touch	F
□ 13)	Whirlpool	20'R(200'R)	C	300'	F
□ 14)	Water Tunnel	5'Dx100'	C	10'	F
□ 15)	Calm Water True	100'R/lvl	C	10'	F
□ 16)	Command Current	special	C	self	E
□ 17)	Water Bubble	10'R	C	self	E
□ 18)	Water Bolt III	1 target	—	300'	DE
□ 19)					
□ 20)	Water Corr. True	100'/lvlx6'x100'	C	10'	F
□ 25)	Water Tunnel True	6'Dx100'/lvl	C	10'	F
□ 30)	Stream Diversion	1 stream	C	100'/lvl	F
□ 50)	Transmutation	1 cu'	P	touch	F

17. **Water Bubble** – Creates a bubble of air (10' R) around the caster and others. The bubble will carry them in up to 100' of water (air is resuscitated). The caster must concentrate to move the bubble (without concentration it will simply rise to the surface). At the end of the duration, the bubble will begin to rise to the surface. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.

18. **Water Bolt III** – As *Water Bolt*, except for range.

20. **Water Corridor True** – As *Water Corridor*, except limit is 100' per level long, 6' wide and 100' deep (and does not require concentration).

25. **Water Tunnel True** – As *Water Tunnel*, except limit is 6' diameter and 100' per level long (and does not require concentration).

30. **Stream Diversion** – Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as the range of this spell.

50. **Transmutation** – May transmute 1 cubic foot of liquid into another non-magical liquid that the caster has a sample of. This spell takes 8 hours of continuous, uninterrupted concentration.

SPECIAL NOTES

- 1) Unless otherwise stated, after the duration of any spell above, the material returns to its natural state. For example, water boiled with the *Boil Water* spell will begin to cool after the duration of the spell.
- 2) Unless specifically stated, all of the spells on this list apply to any liquid (not just water).



MYSTIC BASE 9.5

MYSTICAL CHANGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Study Form	caster	—	300'	I
2)	Face Shifting True	caster	1 hr/lvl	self	U
3)	Change to Kind	caster	10 min/lvl	self	U
4)	Misfeel Kind •	caster	C	self	E
5)	Enlarge	caster	10 min/lvl	self	U
6)	Shrink	caster	10 min/lvl	self	U
7)	Misfeel Calling •	caster	C	self	E
8)	Changing Lungs	caster	10 min/lvl	self	U
9)	Change	caster	10 min/lvl	self	U
10)	Mystical Tongue	1 target	C	20'	Fm
11)	Misfeel Power •	caster	C	self	E
12)	Impersonation Change	caster	10 min/lvl	self	U
13)	Unpresence	caster	C	self	E
14)	Misfeel •	caster	C	self	E
15)	Changing	caster	10 min/lvl	self	U
16)	Great Change to Kind	caster	1 day/lvl	self	U
17)					
18)	Great Change	caster	1 day/lvl	self	U
19)	Misfeel True •	caster	10 min/lvl	self	E
20)	Great Imper. Change	caster	1 day/lvl	self	U
25)	Imper. Change True	caster	unlimited	self	U
30)	Holy Presence	caster	C	self	E
50)	Submerge Self	caster	set period	self	E

MYSTICAL CHANGE

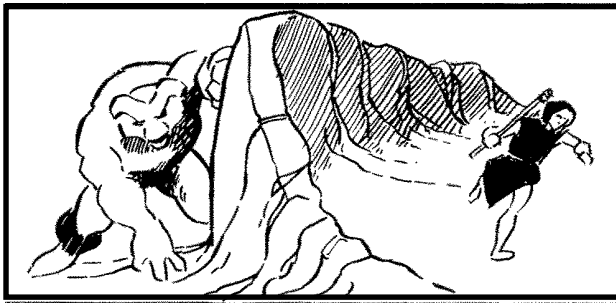
1. **Study Form** — Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shifting* or *Change* type spell. The caster can only have as many forms studied as he has levels.



2. **Face Shifting True** — Allows caster to alter the form of his face. If he has used *Study Form* on a being he can take on that being's exact form.
3. **Change to Kind** — Caster can alter his entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person. See Section 15.20 (p. 100).
4. **Misfeel Kind** — Caster appears to be of any race he chooses to magical or mental detections.
5. **Enlarge** — Caster can increase his mass (and usually height) by 10% per level of the caster. However, there is no proportional increase in strength (other than for movement purposes).
6. **Shrink** — As *Enlarge*, except caster shrinks by 10% per level (to a maximum of 90%) and there is no proportional decrease in strength.
7. **Misfeel Calling** — As *Misfeel Kind*, except profession may be misrepresented.
8. **Changing Lungs** — Caster can breathe water, air, or gas at will (though only one at a time).
9. **Change** — As *Change To Kind*, except caster can assume any organic form within 1/2 and 2x his mass. The caster does not obtain any special abilities. See Section 15.20 (p. 100).
10. **Mystical Tongue** — [RR Mod: -50] Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.
11. **Misfeel Power** — As *Misfeel Kind*, except level can be misrepresented (ranging from first level to twice his actual level).
12. **Impersonation Change** — As *Change*, except a specific being can be duplicated if the being has been *Studied*.
13. **Unpresence** — As *Misfeel Kind*, except target appears to have no presence.
14. **Misfeel** — Allows caster to use all of the "Misfeel" spells at once.
15. **Changing** — As *Change*, except caster can alter forms at will, by concentrating for one round/change.
16. **Great Change to Kind** — As *Change to Kind*, except for duration.
18. **Great Change** — As *Change*, except for duration.
19. **Misfeel True** — As *Misfeel*, except caster does not have to concentrate.
20. **Great Impersonation Change** — As *Impersonation Change*, except for duration.
25. **Impersonation Change True** — As *Impersonation Change*, except will last until the caster cancels the spell (or it is dispelled).
30. **Holy Presence** — As *Misfeel*, except caster can misrepresent his presence and power, so that he seems to be a minor deity.
50. **Submerge Self** — Caster develops an entire false persona and places his own persona deep in his subconscious. To all detection attempts (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster has no control over his actions, until the set duration is over. The false persona can be a specific person if "Study Form" has been cast once/day (for 30 days) on that person.

SPECIAL NOTES

See Section 15.20 (p. 100) for more on changing forms.



SOLID ALTERATION

1. **Warm Solid** – For each level of the caster, warms 1 cubic foot of any solid, inanimate material up to 100° F at a rate of 1 cubic foot per round of concentration (without further concentration the material will remain at its current temperature for the remainder of the duration).
2. **Heat Solid I** – As *Warm Solid* except temperature limit is 500° F. In addition, caster must concentrate for 1 round to raise the temperature 50° F (up to the maximum). Caster need only touch the target when the spell is cast.
3. **Cool Solid** – As *Warm Solid*, except it can cool down to 0° F.
4. **Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
5. **Door** – Can cause a door to expand or contract due to subtle temperature changes. Door can be jammed or loosened (a special bonus of +50 to -50 to maneuvers to break down the door).
6. **Woodfires** – Causes any wood to ignite and burn. All wood dignited must be within 1' of caster's palm.
8. **Heat Solid II** – As *Heat Solid I*, except the range is 50'
9. **Chill Solid** – As *Chill Solid*, except the range is 50' and the temperature decreases 50° F each round that the caster concentrates (down to a minimum of -200° F).
10. **Wall of Ice** – Creates a 10'x10'x(2' at base, 1' at top) transparent wall of ice. It can be melted or chopped through or toppled (if not against a solid surface). Requires a source of water within 10'.
11. **Solid Door I** – Creates a doorway through any solid, inanimate material. The Doorway can be up to 3'x6'x1'.
12. **Stone/Earth/Mud** – Will turn 100 cubic feet of stone to packed earth, or 100 cubic feet of earth to mud, or 100 cubic feet mud to earth, or 100 cubic feet of earth to stone.
13. **Shatter** – Causes a non-metal, inanimate object to shatter (up to 1 cubic foot in size). All within 5' radius take an 'A' Impact critical (anyone holding the object takes a 'C'). Metal objects get a special +30 RR modification.
14. **Solid Door II** – As *Solid Door I*, except size is 4'x8'x5'.
15. **Mold Solid** – By molding with his hands, caster may shape 1 cubic foot of solid, inanimate material as if it were putty or clay. At the end of the spell's duration, the stone will harden to normal consistency.
16. **Break Solid** – 1 cubic foot of any solid, inanimate material becomes very brittle. This causes the object to break if struck (the GM may rule that certain objects get an RR to resist breakage).
17. **Unstone** – Disintegrates (i.e., nothing is left of) the target 100 cubic feet of stone.



MYSTIC BASE 9.6

SOLID ALTERATION

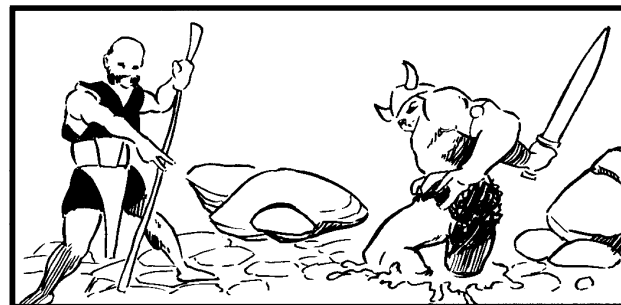


Lvl	Spell	Area of Effect	Duration	Range	Type
1	Warm Solid	1 cu'/lvl	24 hr	touch	F
2	Heat Solid I	1 cu'/lvl	1 min/lvl	touch	F
3	Cool Solid	1 cu'/lvl	24 hr	touch	F
4	Cracks Call	10'x10'x10'	—	100'	F
5	Door	1 door	—	touch	F
6	Woodfires	1'R	—	touch	F
7					
8	Heat Solid II	1 cu'/lvl	1 min/lvl	50'	F
9	Chill Solid	1 cu'/lvl	1 min/lvl	50'	F
10	Wall of Ice	10'x10'x2'	varies	10'	E
11	Solid Door I	3'x6'x1'	P	touch	F
12	Stone/Earth/Mud	100 cu'	P	touch	F
13	Shatter	1 object	—	10'	F
14	Solid Door II	4'x8'x5'	P	touch	F
15	Mold Solid	1 cu'	P	touch	F
16	Break Solid	1 cu'	P	100'	F
17	Unstone	100 cu'	P	100'	F
18					
19	Unmetal	1 cu'	P	100'	F
20	Solid Tunnel	4'Dx5'/lvl	1 min/lvl	touch	F
25	Solid Door True	6'x12'x10'	P	touch	F
30	Solid Tunnel True	3'x6'x1'/lvl	P	touch	F
50	Transmutation	1 oz.	P	touch	F

19. **Unmetal** – As *Unstone*, except affects 1 cubic foot of metal.
20. **Solid Tunnel** – Creates a tunnel through solid, inanimate material that is 4' in diameter and 5' per level long.
25. **Solid Door True** – As *Solid Door*, except size is 6'x12'x10'.
30. **Solid Tunnel True** – As *Solid Tunnel*, except that it is permanent and size is 3'x6'x(1' per level).
50. **Transmutation** – May transmute 1 oz. of any solid material into another non-magical solid material that the caster has a sample of. This spell takes 8 hours of continues, uninterrupted concentration.

SPECIAL NOTES

See Section 15.7 (p. 97) for notes on construction and destruction of solid materials.





EVIL MENTALISM BASE 10.1

MIND DEATH



Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mental Block I	1 target	varies	100'	Fm
2)	Forget I	1 target	P	100'	Fm
3)	Mind Blank I	1 target	1 round	100'	Fm
4)					
5)	Forget X	1 target	P	100'	Fm
6)	Mental Block II	1 target	varies	100'	Fm
7)	Mind Blank III	1 target	3 rounds	100'	Fm
8)					
9)	Lord Forget	1 target	P	100'	Fm
10)	Mind Death I	1 target	P	100'	Fm
11)	Lost Experience I	1 target	P	50'	Fm
12)	Mental Block True	1 target	varies	100'	Fm
13)	Mind Blank V	1 target	5 rounds	100'	Fm
14)	Forget True	1 target	P	100'	Fm
15)	Mind Death II	1 target	P	100'	Fm
16)					
17)	Mind Death III	1 target	P	100'	Fm
18)	Mind Blank X	1 target	10 rounds	100'	Fm
19)	Lost Experience II	1 target	P	50'	Fm
20)	Mind Death V	1 target	P	100'	Fm
25)	Lost Experience III	1 target	P	50'	Fm
30)	Mind Death X	1 target	P	100'	Fm
50)	Mind Blank True	1 target	P	100'	Fm



11. **Lost Experience I** — Target loses 5% of his collected experience (usually experience points).
12. **Mental Block True** — As *Mental Block I*, except memories of up to 1 hour/level can be delayed for up to 1 day per level.
13. **Mind Blank V** — As *Mind Blank I*, except duration is 5 rounds.
14. **Forget True** — As *Forget I*, except 1 hour per level of the caster can be erased.
15. **Mind Death II** — As *Mind Death I*, except the target blanks out twice per day.
17. **Mind Death III** — As *Mind Death I*, except the target blanks out three times per day.
18. **Mind Blank X** — As *Mind Blank I*, except duration is 10 rounds.
19. **Lost Experience II** — As *Lost Experience I*, except percentage lost is 10%.
20. **Mind Death V** — As *Mind Death I*, except target blanks out five times per day.
25. **Lost Experience III** — As *Lost Experience I*, except loss is 15%.
30. **Mind Death X** — As *Mind Death I*, except target blanks out ten times per day.
50. **Mind Blank True** — As *Mind Blank I*, except the target has a 5% chance of blanking out each round.

SPECIAL NOTES

When a target loses experience points, this has nothing to do with experience levels. The lost experience points simply means that the character will have to gain that many more before rising to the next level.

MIND DEATH

1. **Mental Block I** — The target's memory of a 20 minute period is blanked. After a period of up to 1 hour (specified by the caster at the time of casting), the target will remember all that transpired during the period.
2. **Forget I** — Target forgets 10 contiguous minutes totally, caster's choice.
3. **Mind Blank I** — Target's mind is temporarily blank and he can do nothing. The target will remember nothing that occurs during the period. His body stops (all voluntary actions cease).
5. **Forget X** — As *Forget I*, except 100 minutes can be erased.
6. **Mental Block II** — As *Mental Block I*, except up to 1 hour of memories can be delayed for up to 24 hours.
7. **Mind Blank III** — As *Mind Blank I*, except duration is 3 rounds.
9. **Lord Forget** — As *Forget I*, except 200 minutes can be erased.
10. **Mind Death I** — Target's mind is blanked as in *Mind Blank I*, at random, for 10 contiguous minutes each and every day.



MIND DISEASE

1. **Insomnia** – Target has trouble sleeping. He has a -25 to all actions after suffering this for 2 days (until cured).
2. **Neurosis** – Target has a dislike for a specific type of thing the caster chooses. The target has a 50% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 2-11 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 12 or more results in the target avoiding the subject at all costs.
3. **Guilt** – Target becomes guilty over some incident in his past. He will not perform such an action again, and must take steps to overcome the guilt (rectifying the past wrong).
4. **Paranoia** – Target believes everyone except his close associates are out to get him.
5. **Panic** – As *Insomnia*, except target will panic and flee in any personally dangerous situation.
6. **Phobia** – Target has a fear of a specific type of thing the caster chooses. The target has a 25% (modified by the three times the target's Self Discipline bonus) chance of maintaining control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 01-25 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 26 or more results in the target avoiding the subject at all costs.
7. **Hallucinate** – The target has a tendency to hallucinate and see things as they aren't. For each major event in a day, the target has a 10% chance of hallucinating and seeing major threats as nothing major and minor things as major threats (similar to the syndrome that Don Quixote suffered from).
8. **Schizophrenia** – Target develops a second personality of another "alignment." There is a 10% chance per day that the second personality will become active (at a random time during the day). The GM should randomly select d10 role traits that must be extremely different from the target's.
9. **Psychosis** – Target has a psychosis about a specific type of thing the caster chooses. The target has a 10% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1-5 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 6-55 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 56 or more results in the target avoiding the subject at all costs.
10. **Catatonia** – Target drifts in and out of a catatonic state. Every hour there is a 25% chance he will become catatonic for one hour.
11. **Insomnia True** – As *Insomnia*, except target can only sleep if he uses drugs or spells (e.g., a sleep spell). He adds +100 to his RRs against all sleep spells. If he gets no sleep, he will slowly go mad (GM's discretion on the specifics).
12. **Neurosis True** – Target has an extreme dislike for a specific type of thing the caster chooses. The target has a 25% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1-10 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 11-60 results in the target fleeing from the subject (moving at maximum pace to get away from it). A result of 61 or more results in the target avoiding the subject at all costs.

EVIL MENTALISM BASE 10.2

MIND DISEASE

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Insomnia	1 target	P	100'	Fm
<input type="checkbox"/> 2)	Neurosis	1 target	P	100'	Fm
<input type="checkbox"/> 3)	Guilt	1 target	P	100'	Fm
<input type="checkbox"/> 4)	Paranoia	1 target	P	100'	Fm
<input type="checkbox"/> 5)	Panic	1 target	P	100'	Fm
<input type="checkbox"/> 6)	Phobia	1 target	P	100'	Fm
<input type="checkbox"/> 7)	Hallucinate	1 target	P	100'	Fm
<input type="checkbox"/> 8)	Schizophrenia	1 target	P	100'	Fm
<input type="checkbox"/> 9)	Psychosis	1 target	P	100'	Fm
<input type="checkbox"/> 10)	Catatonia	1 target	P	100'	Fm
<input type="checkbox"/> 11)	Insomnia True	1 target	P	100'	Fm
<input type="checkbox"/> 12)	Neurosis True	1 target	P	100'	Fm
<input type="checkbox"/> 13)	Guilt True	1 target	P	100'	Fm
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Greater Paranoia	1 target	P	100'	Fm
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Paranoia True	1 target	P	100'	Fm
<input type="checkbox"/> 18)	Hallucinate True	1 target	P	100'	Fm
<input type="checkbox"/> 19)	Psychosis True	1 target	P	100'	Fm
<input type="checkbox"/> 20)	Schizophrenia True	1 target	P	100'	Fm
<input type="checkbox"/> 25)	MPD	1 target	P	100'	Fm
<input type="checkbox"/> 30)	Catatonia True	1 target	P	100'	Fm
<input type="checkbox"/> 50)	Mind Disease True	1 target	P	100'	Fm

13. **Guilt True** – As *Guilt*, except every day that he fails a normal RR, the target must take actions to atone for his guilt incident (or sink into a deep depression).

15. **Greater Paranoia** – As *Paranoia*, except target believes that everyone is out to get him (even his close associates).

17. **Paranoia True** – As *Greater Paranoia*, except target will not associate with anyone for longer than one hour per day.

18. **Hallucinate True** – As *Hallucinate*, except chance is 20%.

19. **Psychosis True** – Target has an extreme psychosis for a specific type of thing the caster chooses. The target has a 0% (modified by the three times the target's Self Discipline bonus) chance of maintain control around the subject. If the the target fails to control himself around the subject, roll d100 (not open-ended) to determine how the target must react to the subject. A result of 1-20 results in the target blindly attacking the subject (attempting to destroy it at all costs). A result of 21 or more results in the target fleeing from the subject (moving at maximum pace to get away from it).

20. **Schizophrenia True** – As *Schizophrenia*, except the second personality is active 50% of the time.

25. **MPD** – As *Schizophrenia*, except target develops d10+1 extra personalities (i.e., Multiple Personality Disorder). There is a 10% chance per day that a non-active personality will become active.

30. **Catatonia True** – As *Catatonia*, except every hour there is a 95% chance target will be catatonic.

50. **Mind Disease True** – Target may be given any mental disease that the caster chooses.

SPECIAL NOTES

- 1) See *Gamemaster Law* for a full discussion of Mental Disorders.
- 2) See *RMFRP* Section 7.0 (p. 28) for a discussion of role traits.
- 3) When selecting a subject for the target's *Neurosis*, *Phobia*, *Psychosis*, etc., the caster cannot choose something the target is in constant contact with (e.g., air, dirt, etc.).



EVIL MENTALISM BASE 10.3

MIND DOMINATION



Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Mind Distraction	1 target	1 rnd/10 fail	100'	Fm
<input type="checkbox"/> 2)	Mind Lock	caster	varies	100'	Fm
<input type="checkbox"/> 3)	Mind Invasion	caster	C	100'	Fm
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Demonic Possession I	1 target	varies	100'	Fm
<input type="checkbox"/> 6)	Transferral	caster	varies	touch	Fm
<input type="checkbox"/> 7)					
<input type="checkbox"/> 8)	Domination	1 target	C	100'	Fm
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Demonic Possession II	1 target	varies	100'	Fm
<input type="checkbox"/> 11)	Mind Slave	1 target	varies(C)	100'	Fm
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Banishment	1 target	varies	100'	Fm
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Demonic Possession III	1 target	varies	100'	Fm
<input type="checkbox"/> 16)	Waiting Domination	1 target	varies	100'	Fm
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)	Waiting Domin. True	1 target	varies	100'	Fm
<input type="checkbox"/> 19)	Demonic Possession IV	1 target	varies	100'	Fm
<input type="checkbox"/> 20)	Mind Slave True	1 target	varies	100'	Fm
<input type="checkbox"/> 25)	Demonic Possession V	1 target	varies	100'	Fm
<input type="checkbox"/> 30)	Transferral True	caster	varies	touch	Fm
<input type="checkbox"/> 50)	Banishment True	1 target	varies	100'	Fm



MIND DOMINATION

- 1. Mind Distraction** – Target is distracted by an imaginary object. For the duration of this spell, the target is limited to 70% activity each round.
- 2. Mind Lock** – Caster and target are locked in mental contact until: the caster cancels the spell **or** the spell is dispelled **or** either the caster or the target has a RR failure of 30 or greater (both the caster and the target must make RRs each other every round). The one failing by 30 becomes unconscious. While this spell is active, neither the caster nor the target can take any action.
- 3. Mind Invasion** – As *Mind Lock*, except target is frozen in mental combat with the caster. The target is unable to take any actions, but caster may perform 50% of his normal activity.
- 5. Demonic Possession I** – Target is controlled by a Type I Demon (level 1-2, see Section 15.22, p. 100). The target may make an additional RR once per day (attack level



equals Demon level) to regain control. The Demon is random, maniacal, and homicidal.

6. Transferral – Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of his normal activity while in the body of the target. The target (in the caster's body) is inactive. The caster can cancel the spell at any time (takes one round). The target can cancel the spell if he makes a successful RR (he gets on every 10 minutes). If either body is killed, both "souls" are destroyed.

8. Domination – Target must obey the caster. If the caster gives an order to do something completely alien to the target, he may make another RR with a special +25 modification.

10. Demonic Possession II – As *Demonic Possession I*, except Demon is Type II.

11. Mind Slave – As *Domination*, except target is a zombie until he succeeds in his once per day RR. On any round that the caster concentrates, the target must obey him.

13. Banishment – As *Mind Slave*, except target's "mind/essence/soul" is in agony **and** any round that the caster doesn't concentrate, the target will obey anyone's verbal commands. Conflicting commands mean the target does nothing.

15. Demonic Possession III – As *Demonic Possession I*, except Demon is Type III.

16. Waiting Domination – As *Domination*, except the target must perform a single, straight forward task. The task may take the target out of range of the caster and he must still attempt to complete the task.

18. Waiting Domination True – As *Waiting Domination*, except only gets a RR once per week.

19. Demonic Possession IV – As *Demonic Possession I*, except Demon is Type IV.

20. Mind Slave True – As *Mind Slave*, except caster need not concentrate to command the target.

25. Demonic Possession V – As *Demonic Possession I*, except Demon is Type V.

30. Transferral True – As *Transferral*, except target only gets his additional RRs once per month **and** every time he fails his chance to successfully resist decreases by 1 (and caster's percentage activity in the target's body raises by 1%).

50. Banishment True – As *Banishment*, except target only gets his RRs once per month **and** every time he fails his chance to successfully resist decreases by 1.

SPECIAL NOTES

See Section 15.22 (p. 100) for more information on Demons and Demon types.

MIND EROSION

1. **Dull Mind I** – Target has one of his mental stats (determine randomly) temporarily lowered by d10. The temporary stat is lowered, not the potential. The mental stats are: Presence, Empathy, Intuition, Memory, Reasoning, and Self Discipline. When the duration expires, the stat will go back up by the same amount that it went down (with a maximum of whatever the potential for the stat is).
2. **Dazed** – Target is mentally bewildered. Each round, he has only a 50% chance of making a decision. He will always defend himself from direct attack.
3. **Power Leak I** – The target immediately loses 10% of his remaining power points (PPs). They may be recovered normally (i.e., usually after a sleep period).
4. **Dull Mind II** – As *Dull Mind I*, except decrease is 2d10.
5. **Mind Erosion I** – As *Dull Mind I*, except decrease affects a potential stat and the corresponding temporary stat.
6. **Power Leak II** – As *Power Leak I*, except decrease is 20%.
7. **Dull Mind III** – As *Dull Mind I*, except decrease is 3d10.
8. **Power Leak III** – As *Power Leak I*, except decrease is 30%.
9. **Dull Mind IV** – As *Dull Mind I*, except decrease is 4d10.
10. **Mind Erosion II** – As *Mind Erosion I*, except decrease is 2d10.
11. **Power Leak IV** – As *Power Leak I*, except decrease is 40%.
12. **Dull Mind V** – As *Dull Mind I*, except decrease is 5d10.
13. **Power Leak V** – As *Power Leak I*, except decrease is 50%.
14. **Dull Mind VI** – As *Dull Mind I*, except decrease is 6d10.
15. **Mind Erosion III** – As *Mind Erosion I*, except decrease is 3d10.
16. **Power Leak VI** – As *Power Leak I*, except decrease is 60%.
18. **Mind Erosion IV** – As *Mind Erosion I*, except decrease is 4d10.
19. **Power Leak VII** – As *Power Leak I*, except decrease is 70%.
20. **Dull Mind VIII** – As *Dull Mind I*, except decrease is 8d10.
25. **Dull Mind X** – As *Dull Mind I*, except decrease is 10d10.
30. **Mind Erosion V** – As *Mind Erosion I*, except decrease is 5d10.
50. **Mind Erosion True** – As *Mind Erosion I*, except one mental stat is reduced to 1.

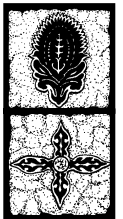
SPECIAL NOTES

- 1) Spells on this list cannot lower a stat to less than 1 (treat a negative result as 1).
- 2) In a 3d6 system, every 5 points of stat (above) translates to 1 point.

EVIL MENTALISM BASE 10.4

MIND EROSION

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Dull Mind I	1 target	1 mon/5 fail	100'	Fm
□ 2)	Dazed	1 target	1 day/5 fail	100'	Fm
□ 3)	Power Leak I	1 target	—	100'	Fm
□ 4)	Dull Mind II	1 target	1 mon/5 fail	100'	Fm
□ 5)	Mind Erosion I	1 target	1 mon/5 fail	100'	Fm
~~~~~					
□ 6)	Power Leak II	1 target	—	100'	Fm
□ 7)	Dull Mind III	1 target	1 mon/5 fail	100'	Fm
□ 8)	Power Leak III	1 target	—	100'	Fm
□ 9)	Dull Mind IV	1 target	1 mon/5 fail	100'	Fm
□ 10)	Mind Erosion II	1 target	1 mon/5 fail	100'	Fm
~~~~~					
□ 11)	Power Leak IV	1 target	—	100'	Fm
□ 12)	Dull Mind V	1 target	1 mon/5 fail	100'	Fm
□ 13)	Power Leak V	1 target	—	100'	Fm
□ 14)	Dull Mind VI	1 target	1 mon/5 fail	100'	Fm
□ 15)	Mind Erosion III	1 target	1 mon/5 fail	100'	Fm
~~~~~					
□ 16)	Power Leak VI	1 target	—	100'	Fm
□ 17)					
□ 18)	Mind Erosion IV	1 target	1 mon/5 fail	100'	Fm
□ 19)	Power Leak VII	1 target	—	100'	Fm
□ 20)	Dull Mind VIII	1 target	1 mon/5 fail	100'	Fm
~~~~~					
□ 25)	Dull Mind X	1 target	1 mon/5 fail	100'	Fm
□ 30)	Mind Erosion V	1 target	1 mon/5 fail	100'	Fm
□ 50)	Mind Erosion True	1 target	1 mon/5 fail	100'	Fm



EVIL MENTALISM BASE 10.5

MIND ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jumbled Text	1 target	1 hour/10 fail	100'	Fm
2)	Hypochondria	1 target	1 day/lvl	100'	Fm
3)	False Sense I	1 target	1 round	100'	Fm
4)	Misleading I	1 target	1 min/5 fail	100'	Fm
5)	Lesser Phantom	1 target	1 min/10 fail	100'	Fm
6)	Waking Dream I	1 target	10 min/10 fail	100'	Fm
7)	Mistaken Identity I	1 target	1 min/lvl	100'	Fm
8)	Misleading III	1 target	1 min/5 fail	100'	Fm
9)	False Sense II	1 target	2 rounds	100'	Fm
10)	Minor Phantom	1 target	1 min/10 fail	100'	Fm
11)	Waking Dream II	1 target	1 min/lvl	100'	Fm
12)	Misleading V	1 target	1 min/5 fail	100'	Fm
13)	False Sense III	1 target	3 rounds	100'	Fm
14)	Mistaken Identity II	1 target	1 min/lvl	100'	Fm
15)	Greater Phantom	1 target	1 min/10 fail	100'	Fm
16)	False Sense IV	1 target	4 rounds	100'	Fm
17)	Misleading VII	1 target	1 min/5 fail	100'	Fm
18)	Waking Dream III	1 target	1 min/lvl	100'	Fm
19)	False Sense V	1 target	5 rounds	100'	Fm
20)	Phantom True	1 target	1 min/10 fail	100'	Fm
25)	Misleading True	1 target	1 min/5 fail	100'	Fm
30)	Mistaken Identity True	1 target	P	100'	Fm
50)	Waking Dream True	1 target	P	100'	Fm

MIND ILLUSIONS

- Jumbled Text** – All text that the target reads will appear jumbled (and is indecipherable).
- Hypochondria** – The target believes that he is very ill (or sicker than he actually is). The GM should base the severity of the “imaginary” illness upon the amount the target fails his RR by (e.g., if he fails his RR by more than 50, he might think he is terminally ill).
- False Sense I** – The target will perceive something incorrectly through one of his senses. For example, he might see something out of the corner of his eye, or hear something that isn't there. The sensory effect cannot last longer than one round.
- Misleading I** – The target's perception is skewed. All maneuvers involving Awareness • Searching skill receive a special modification of -10 (this applies to orientation rolls as well).
- Lesser Phantom** – The target is attacked by a creature of shadow. The creature is actually an mental illusion and only the target sees the creature. The creature will immediately attack the target (in melee). The creature has an AT of 1; but has the same DB, OB, and Hits as the target (use the target's highest melee OB as the creature's OB). If the caster casts spells upon himself (e.g., *Haste*), the creature acts as if affected by the same spell. The creature is immune to spell attacks. If the creature is slain (by killing or incapacitating it), the spell is canceled.

6. **Waking Dream I** – The target will view things as if he were in a dream. His reactions are slowed (he suffers a -10 to all actions). In addition, he will sometimes perceive things differently than they actually are. The GM should roll for each event that occurs with a 10% chance that the event is mistaken. For example, the target might see an approaching horse as a large wild animal; or he might see the charging Orc as a messenger bringing news. Note that the caster has no control over what the target perceives or how he perceives it.

7. **Mistaken Identity I** – The target will believe that the next person he sees is someone else. At the time of casting, the caster choose what type of person the target sees. For example, he might see a servant entering the palace gate instead of the skulking figure. If the next person attacks the target, the effects of this spell are canceled.

8. **Misleading III** – As *Misleading I*, except penalty is -30.

9. **False Sense II** – As *False Sense I*, except affects up to 2 senses and the effect can last for up to 2 rounds.

10. **Minor Phantom** – As *Lesser Phantom*, except the creature has an AT of 3.

11. **Waking Dream II** – As *Waking Dream I*, except actions suffer a -20 penalty, and the chance of perceiving things incorrectly is 20%.

12. **Misleading V** – As *Misleading I*, except penalty is -50.

13. **False Sense III** – As *False Sense I*, except affects up to 3 senses and the effect can last for up to 3 rounds.

14. **Mistaken Identity II** – As *Mistaken Identity I*, except the target mistakes the next person he sees for a specific person. For example, he might see the Chamberlain entering the throne room, instead of a burglar.

15. **Greater Phantom** – As *Lesser Phantom*, except the creature has an AT of 11.

16. **False Sense IV** – As *False Sense I*, except affects up to 4 senses and the effect can last for up to 4 rounds.

17. **Misleading VII** – As *Misleading I*, except penalty is -70.

18. **Waking Dream III** – As *Waking Dream I*, except actions suffer a -30 penalty, and the chance of perceiving things incorrectly is 30%.

19. **False Sense V** – As *False Sense I*, except affects up to 5 senses and the effect can last for up to 5 rounds.

20. **Phantom True** – As *Lesser Phantom*, except the creature has an AT of 12.

25. **Misleading True** – As *Misleading I*, except penalty is -100.

30. **Mistaken Identity True** – As *Mistaken Identity I*, except the target will permanently confuse the next person he sees with someone else. Each time he sees that person, there is a 50% chance that he will mistaken them for someone else.

50. **Waking Dream True** – As *Waking Dream III*, except for the duration and the target suffers a -40 to all actions, and the chance of perceiving things differently is 40%.

SPECIAL NOTES

Many of these spells affect a target(s) perception of a situation. The duration for the spell is how long they will incorrectly perceive the situation. At the end of the duration, if the situation has ended, the target will remember the situation incorrectly (as that was how he perceived it).



MIND SUBVERSION

1. **Suspicion** – Target suspects the actions of his associates (GM may give descriptions that arouse the player's own suspicions).
2. **Trait Subversion I** – One of the target's personal traits is perverted (one trait is taken to an extreme). See *Rolemaster Standard System* for a complete discussion of role traits. Note that the character may have a middle of the road trait (i.e., neither thrifty or frivolous) that is taken to an extreme.
3. **Lying** – On any statement there is a 20% chance the target lies.
4. **Trait Subversion II** – As *Trait Subversion I*, except 2 traits may be perverted.
5. **Cheating** – Target will attempt to cheat on all matters (e.g., splitting loot, card games, etc.)
6. **Vandal** – The target has urges to commit minor property damage. When such an opportunity arises, there is a 60% chance the target must attempt to commit such damage.
7. **Stealing** – Target becomes a kleptomaniac and has a 10% chance of attempting to steal anything that catches his fancy (if it does not involve violence).
8. **Trait Subversion III** – As *Trait Subversion I*, except 3 traits may be perverted.
9. **Pyromania** – The target has a fascination with burning things. Every day there is a 20% chance that he must try to burn something. He will burn things that do not result in injury to people or animals (though there is a 1% chance that he will injure himself in the attempt to burn things).
10. **Aggravated Theft** – As *Stealing*, except target will use violence to steal.



EVIL MENTALISM BASE 10.6

MIND SUBVERSION

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Suspicion	1 target	1 day/5 fail	100'	Fm
□ 2)	Trait Subversion I	1 target	1 day/5 fail	100'	Fm
□ 3)	Lying	1 target	1 day/5 fail	100'	Fm
□ 4)	Trait Subversion II	1 target	1 day/5 fail	100'	Fm
□ 5)	Cheating	1 target	1 day/5 fail	100'	Fm
□ 6)	Vandal	1 target	1 day/5 fail	100'	Fm
□ 7)	Stealing	1 target	1 day/5 fail	100'	Fm
□ 8)	Trait Subversion III	1 target	1 day/5 fail	100'	Fm
□ 9)	Pyromania	1 target	1 day/5 fail	100'	Fm
□ 10)	Aggravated Theft	1 target	1 day/5 fail	100'	Fm
□ 11)	Trait Subversion V	1 target	1 day/5 fail	100'	Fm
□ 12)	Random Trait Subv. I	1 target	1 day/5 fail	100'	Fm
□ 13)	Assault	1 target	1 day/5 fail	100'	Fm
□ 14)	Arson	1 target	1 day/5 fail	100'	Fm
□ 15)	Trait Subversion VII	1 target	1 day/5 fail	100'	Fm
□ 16)	Random Trait Subv. I	1 target	1 day/5 fail	100'	Fm
□ 17)	Maim	1 target	1 day/5 fail	100'	Fm
□ 18)	Trait Subversion X	1 target	1 day/5 fail	100'	Fm
□ 19)	Random Trait Subv. III	1 target	1 day/5 fail	100'	Fm
□ 20)	Homicide	1 target	1 day/5 fail	100'	Fm
□ 25)	Assassination	1 target	varies	100'	Fm
□ 30)	Trait Subversion True	1 target	P	100'	Fm
□ 50)	Suicide	1 target	1 day/5 fail	100'	Fm

11. **Trait Subversion V** – As *Trait Subversion I*, except 5 traits may be perverted.

12. **Random Trait Subversion I** – As *Trait Subversion I*, except a different trait will be affected each day (with the previous day's trait reverting back to its normal state).

13. **Assault** – There is a 5% chance target will assault any given person when he initially encounters him (the target must actually meet the person—this precludes people travelling in the street).

14. **Arson** – As *Pyromania*, except target doesn't care if people (or animals) are injured. There is a 5% chance that he will injure himself in the attempt.

15. **Trait Subversion VII** – As *Trait Subversion I*, except 7 traits may be perverted.

16. **Random Trait Subversion II** – As *Random Trait Subversion I*, except 2 traits are affected at one time.

17. **Maim** – As *Assault*, except there is a 10% chance that the target will attempt to maim any given person.

18. **Trait Subversion X** – As *Trait Subversion I*, except 10 traits may be perverted.

19. **Random Trait Subversion III** – As *Random Trait Subversion I*, except 3 traits are affected at one time.

20. **Homicide** – As *Assault*, except target attempts to kill.

25. **Assassination** – As *Assault*, except target notes a person and plan to assassinate him later. This spell lasts until the target has made an assassination attempt on the person.

30. **Trait Subversion True** – As *Trait Subversion I*, except it is permanent.

50. **Suicide** – As *Suspicion*, except whenever the target is injured, suffers humiliation, or fails in something, he will attempt suicide in some imaginative way.





OPEN MENTALISM LISTS



ANTICIPATIONS	CLOAKING	DETECTIONS	SPELL RESISTANCE
<input type="checkbox"/> 1) Anticipate Missile * <input type="checkbox"/> 2) Anticipate Blow * <input type="checkbox"/> 3) Guess * <input type="checkbox"/> 4) Anticipate Spell * <input type="checkbox"/> 5) Intuitions I <input type="checkbox"/> 6) Anticipate Hostility <input type="checkbox"/> 7) <input type="checkbox"/> 8) Dream I <input type="checkbox"/> 9) Room Feel I <input type="checkbox"/> 10) Anticipations * <input type="checkbox"/> 11) Intuitions II <input type="checkbox"/> 12) Room Feel II <input type="checkbox"/> 13) Anticipate Hostility Tr. <input type="checkbox"/> 14) Dreams II <input type="checkbox"/> 15) Spell Anticipation * <input type="checkbox"/> 16) Room Feel III <input type="checkbox"/> 17) Dreams III <input type="checkbox"/> 18) <input type="checkbox"/> 19) Room Feel True <input type="checkbox"/> 20) Intuitions True <input type="checkbox"/> 25) Anticipations True * <input type="checkbox"/> 30) Dreams V <input type="checkbox"/> 50) Spell Anticipation True *	<input type="checkbox"/> 1) Blur * <input type="checkbox"/> 2) Shadow <input type="checkbox"/> 3) Unseen <input type="checkbox"/> 4) Cloaking I <input type="checkbox"/> 5) Facades I <input type="checkbox"/> 6) Cloaking III <input type="checkbox"/> 7) Cloaking Sphere I <input type="checkbox"/> 8) Cloaking V <input type="checkbox"/> 9) Cloaking Sphere II <input type="checkbox"/> 10) Shadow Mentalist I <input type="checkbox"/> 11) Facades II <input type="checkbox"/> 12) Cloaking X <input type="checkbox"/> 13) Cloaking Sphere III <input type="checkbox"/> 14) Displacement I <input type="checkbox"/> 15) Camouflage <input type="checkbox"/> 16) Cloaking XX <input type="checkbox"/> 17) <input type="checkbox"/> 18) Displacement II <input type="checkbox"/> 19) Cloaking Sphere V <input type="checkbox"/> 20) Shadow Mentalist II <input type="checkbox"/> 25) Displacement III <input type="checkbox"/> 30) Camouflage True <input type="checkbox"/> 50) True Cloaking	<input type="checkbox"/> 1) Detect Mentalism <input type="checkbox"/> 2) Detect Essence <input type="checkbox"/> 3) Detect Channeling <input type="checkbox"/> 4) Detect Emotion <input type="checkbox"/> 5) Detect Invisible <input type="checkbox"/> 6) Detect Evil <input type="checkbox"/> 7) Detect Traps <input type="checkbox"/> 8) Perceive Power I <input type="checkbox"/> 9) <input type="checkbox"/> 10) Power Typing <input type="checkbox"/> 11) Perceive Power II <input type="checkbox"/> 12) <input type="checkbox"/> 13) See Invisible <input type="checkbox"/> 14) <input type="checkbox"/> 15) Detect Spell <input type="checkbox"/> 16) Perceive Power III <input type="checkbox"/> 17) <input type="checkbox"/> 18) Spell Typing <input type="checkbox"/> 19) <input type="checkbox"/> 20) Perceive Power True <input type="checkbox"/> 25) Location <input type="checkbox"/> 30) Detect True <input type="checkbox"/> 50) Awareness	<input type="checkbox"/> 1) Protection I <input type="checkbox"/> 2) Cancel Mentalism <input type="checkbox"/> 3) <input type="checkbox"/> 4) Cancel Essence <input type="checkbox"/> 5) Protection II <input type="checkbox"/> 6) Cancel Channeling <input type="checkbox"/> 7) <input type="checkbox"/> 8) Mind Shield <input type="checkbox"/> 9) <input type="checkbox"/> 10) Essence Shield <input type="checkbox"/> 11) Protection III <input type="checkbox"/> 12) <input type="checkbox"/> 13) Channeling Shield <input type="checkbox"/> 14) <input type="checkbox"/> 15) Spell Shield II <input type="checkbox"/> 16) <input type="checkbox"/> 17) Protection V <input type="checkbox"/> 18) <input type="checkbox"/> 19) Spell Shield True <input type="checkbox"/> 20) Mentalism Resistance <input type="checkbox"/> 25) Essence Resistance <input type="checkbox"/> 30) Channeling Resistance <input type="checkbox"/> 50) Resistance True
ATTACK AVOIDANCE	DAMAGE RESISTANCE	ILLUSIONS	
<input type="checkbox"/> 1) Turn Missile * <input type="checkbox"/> 2) Turn Blade * <input type="checkbox"/> 3) Shield * <input type="checkbox"/> 4) <input type="checkbox"/> 5) Deflect I * <input type="checkbox"/> 6) Bladeturn I * <input type="checkbox"/> 7) <input type="checkbox"/> 8) Aim Untrue I * <input type="checkbox"/> 9) <input type="checkbox"/> 10) Still Air * <input type="checkbox"/> 11) Deflect II * <input type="checkbox"/> 12) <input type="checkbox"/> 13) Spell Deflect I * <input type="checkbox"/> 14) <input type="checkbox"/> 15) Bladeturn II * <input type="checkbox"/> 16) <input type="checkbox"/> 17) <input type="checkbox"/> 18) Deflect III * <input type="checkbox"/> 19) <input type="checkbox"/> 20) Spell Deflect II * <input type="checkbox"/> 25) Bladeturn III * <input type="checkbox"/> 30) Spell Deflect III * <input type="checkbox"/> 50) Deflect True *	<input type="checkbox"/> 1) Heat Resistance * <input type="checkbox"/> 2) Cold Resistance * <input type="checkbox"/> 3) <input type="checkbox"/> 4) <input type="checkbox"/> 5) Unpain I * <input type="checkbox"/> 6) Stun Relief I * <input type="checkbox"/> 7) Resist Poison * <input type="checkbox"/> 8) <input type="checkbox"/> 9) <input type="checkbox"/> 10) Unpain II * <input type="checkbox"/> 11) Stun Relief III * <input type="checkbox"/> 12) Neutralize Poison * <input type="checkbox"/> 13) <input type="checkbox"/> 14) Awake * <input type="checkbox"/> 15) Unpain III * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Heat Resistance True * <input type="checkbox"/> 18) Cold Resistance True * <input type="checkbox"/> 19) <input type="checkbox"/> 20) Unpain IV* <input type="checkbox"/> 25) Neutralize Poison True * <input type="checkbox"/> 30) Awake True * <input type="checkbox"/> 50) Unpain True *	<input type="checkbox"/> 1) Bending <input type="checkbox"/> 2) <input type="checkbox"/> 3) Light/Sound Mirage <input type="checkbox"/> 4) <input type="checkbox"/> 5) Illusion II <input type="checkbox"/> 6) Phantasm I <input type="checkbox"/> 7) Light Glamour <input type="checkbox"/> 8) Illusion III <input type="checkbox"/> 9) <input type="checkbox"/> 10) Waiting Illusion I <input type="checkbox"/> 11) Illusion IV <input type="checkbox"/> 12) Phantasm II <input type="checkbox"/> 13) <input type="checkbox"/> 14) Waiting Illusion II <input type="checkbox"/> 15) Illusion V <input type="checkbox"/> 16) <input type="checkbox"/> 17) Phantasm III <input type="checkbox"/> 18) <input type="checkbox"/> 19) Waiting Illusion III <input type="checkbox"/> 20) Illusion VII <input type="checkbox"/> 25) Waiting Illusion V <input type="checkbox"/> 30) Illusion X <input type="checkbox"/> 50) Phantasm V	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____
BRILLIANCE	DELVING	SELF HEALING	
<input type="checkbox"/> 1) Projected Light <input type="checkbox"/> 2) Glow <input type="checkbox"/> 3) Light I <input type="checkbox"/> 4) Self Aura <input type="checkbox"/> 5) Light Eruption <input type="checkbox"/> 6) Shock Bolt <input type="checkbox"/> 7) Darkness I <input type="checkbox"/> 8) True Aura <input type="checkbox"/> 9) <input type="checkbox"/> 10) Light V <input type="checkbox"/> 11) Darkness V <input type="checkbox"/> 12) <input type="checkbox"/> 13) Hue <input type="checkbox"/> 14) <input type="checkbox"/> 15) Beacon <input type="checkbox"/> 16) Greater Darkness <input type="checkbox"/> 17) <input type="checkbox"/> 18) Utterlight <input type="checkbox"/> 19) Utterdark <input type="checkbox"/> 20) Sunfires <input type="checkbox"/> 25) Sunfire True <input type="checkbox"/> 30) Hand of Fire <input type="checkbox"/> 50) Hand of Fire True	<input type="checkbox"/> 1) Item Feel <input type="checkbox"/> 2) Detect Power <input type="checkbox"/> 3) Origins <input type="checkbox"/> 4) <input type="checkbox"/> 5) Detect Curse <input type="checkbox"/> 6) Power Lore <input type="checkbox"/> 7) Rock Lore <input type="checkbox"/> 8) Item Vision <input type="checkbox"/> 9) <input type="checkbox"/> 10) Delving <input type="checkbox"/> 11) Past Vision I <input type="checkbox"/> 12) <input type="checkbox"/> 13) Item Lore <input type="checkbox"/> 14) <input type="checkbox"/> 15) Death's Memory <input type="checkbox"/> 16) <input type="checkbox"/> 17) Past Hold <input type="checkbox"/> 18) <input type="checkbox"/> 19) Item Analysis <input type="checkbox"/> 20) Past Vision II <input type="checkbox"/> 25) Past Vision III <input type="checkbox"/> 30) Past Vision IV <input type="checkbox"/> 50) Past Vision True	<input type="checkbox"/> 1) <input type="checkbox"/> 2) Clot I * <input type="checkbox"/> 3) <input type="checkbox"/> 4) Clot III * <input type="checkbox"/> 5) Pain Relief I * <input type="checkbox"/> 6) Fracture Repair <input type="checkbox"/> 7) Cut Repair I * <input type="checkbox"/> 8) Muscle/Tendon Repair * <input type="checkbox"/> 9) <input type="checkbox"/> 10) Minor Nerve Repair <input type="checkbox"/> 11) Eye/Ear Repair <input type="checkbox"/> 12) Vein/Artery Repair * <input type="checkbox"/> 13) Pain Relief II * <input type="checkbox"/> 14) <input type="checkbox"/> 15) Self Keeping * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Self Joining * <input type="checkbox"/> 18) <input type="checkbox"/> 19) <input type="checkbox"/> 20) Pain Relief True * <input type="checkbox"/> 25) Limb Regeneration <input type="checkbox"/> 30) Organ Regeneration <input type="checkbox"/> 50) Regeneration True	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____



CLOSED MENTALISM LISTS



GAS MANIPULATION	MIND'S DOOR	SHIFTING	TELEKINESIS
<input type="checkbox"/> 1) Condensation <input type="checkbox"/> 2) Warm Air <input type="checkbox"/> 3) Fog I <input type="checkbox"/> 4) Airwall <input type="checkbox"/> 5) Air Stop I <input type="checkbox"/> 6) Vacuum I <input type="checkbox"/> 7) Fog V <input type="checkbox"/> 8) Unfog V <input type="checkbox"/> 9) Curved Airwall <input type="checkbox"/> 10) Airwall True <input type="checkbox"/> 11) Fog X <input type="checkbox"/> 12) Air Stop V <input type="checkbox"/> 13) Unfog X <input type="checkbox"/> 14) Vacuum II <input type="checkbox"/> 15) Gas-Air <input type="checkbox"/> 16) <input type="checkbox"/> 17) Whirling Winds <input type="checkbox"/> 18) Vacuum IV <input type="checkbox"/> 19) <input type="checkbox"/> 20) Oxygenation <input type="checkbox"/> 25) Fog True <input type="checkbox"/> 30) Unfog True <input type="checkbox"/> 50) Cloud Mastery	<input type="checkbox"/> 1) <input type="checkbox"/> 2) Leave Item I <input type="checkbox"/> 3) <input type="checkbox"/> 4) Long Door Item I <input type="checkbox"/> 5) Leaving I <input type="checkbox"/> 6) Leave Item III <input type="checkbox"/> 7) Long Door Item V <input type="checkbox"/> 8) Leaving III <input type="checkbox"/> 9) Leave Item V <input type="checkbox"/> 10) Minor Long Door <input type="checkbox"/> 11) Leaving V <input type="checkbox"/> 12) Long Door I <input type="checkbox"/> 13) Long Door Item X <input type="checkbox"/> 14) <input type="checkbox"/> 15) Lord Leaving <input type="checkbox"/> 16) Long Door III <input type="checkbox"/> 17) <input type="checkbox"/> 18) Long Door V <input type="checkbox"/> 19) <input type="checkbox"/> 20) Mind's Door I <input type="checkbox"/> 25) Leaving True <input type="checkbox"/> 30) Mind's Door II <input type="checkbox"/> 50) Mind's Door True	<input type="checkbox"/> 1) Balance * <input type="checkbox"/> 2) Contraction <input type="checkbox"/> 3) Face Shifting <input type="checkbox"/> 4) <input type="checkbox"/> 5) Waterlungs <input type="checkbox"/> 6) <input type="checkbox"/> 7) Change To Kind <input type="checkbox"/> 8) Gaslungs <input type="checkbox"/> 9) <input type="checkbox"/> 10) Greater Face Shifting <input type="checkbox"/> 11) Changing Lungs <input type="checkbox"/> 12) <input type="checkbox"/> 13) Change <input type="checkbox"/> 14) <input type="checkbox"/> 15) Solid Form <input type="checkbox"/> 16) <input type="checkbox"/> 17) <input type="checkbox"/> 18) Shapechanging <input type="checkbox"/> 19) <input type="checkbox"/> 20) Waterform <input type="checkbox"/> 25) Mistform <input type="checkbox"/> 30) Form Master <input type="checkbox"/> 50) Change Master	<input type="checkbox"/> 1) Telekinesis I <input type="checkbox"/> 2) Staying II <input type="checkbox"/> 3) Telekinesis II <input type="checkbox"/> 4) Staying III <input type="checkbox"/> 5) Greater Staying II <input type="checkbox"/> 6) Greater Telekinesis II <input type="checkbox"/> 7) Telekinesis III <input type="checkbox"/> 8) Staying IV <input type="checkbox"/> 9) Telekinesis IV <input type="checkbox"/> 10) Hurling I <input type="checkbox"/> 11) Staying V <input type="checkbox"/> 12) Telekinesis V <input type="checkbox"/> 13) Hurling II <input type="checkbox"/> 14) Staying VI <input type="checkbox"/> 15) Greater Staying III <input type="checkbox"/> 16) Greater Telekinesis III <input type="checkbox"/> 17) Telekinesis VI <input type="checkbox"/> 18) Hurling III <input type="checkbox"/> 19) Staying True <input type="checkbox"/> 20) Telekinesis True <input type="checkbox"/> 25) Greater Hurling III <input type="checkbox"/> 30) Hurling IV <input type="checkbox"/> 50) Telekinesis Mastery
LIQUID MANIPULATION	MOVEMENT	SOLID MANIPULATION	
<input type="checkbox"/> 1) Boil Water <input type="checkbox"/> 2) Freeze Water <input type="checkbox"/> 3) Clear Water <input type="checkbox"/> 4) <input type="checkbox"/> 5) Desalination <input type="checkbox"/> 6) Waterwall <input type="checkbox"/> 7) Evaporation <input type="checkbox"/> 8) Water Corridor I <input type="checkbox"/> 9) Water Bolt <input type="checkbox"/> 10) Curved Waterwall <input type="checkbox"/> 11) Calm Water <input type="checkbox"/> 12) <input type="checkbox"/> 13) Waterwall True <input type="checkbox"/> 14) <input type="checkbox"/> 15) Water Corridor III <input type="checkbox"/> 16) <input type="checkbox"/> 17) Whirlpool <input type="checkbox"/> 18) Wave <input type="checkbox"/> 19) Water Bubble <input type="checkbox"/> 20) Calm Water True <input type="checkbox"/> 25) Water Corridor Tr. <input type="checkbox"/> 30) Water Bubble True <input type="checkbox"/> 50) Water Mastery	<input type="checkbox"/> 1) Leaping * <input type="checkbox"/> 2) Landing * <input type="checkbox"/> 3) Levitation I <input type="checkbox"/> 4) Wind Drift <input type="checkbox"/> 5) Underwater Movement <input type="checkbox"/> 6) Fly I <input type="checkbox"/> 7) Levitation V <input type="checkbox"/> 8) Long Dive * <input type="checkbox"/> 9) <input type="checkbox"/> 10) Merging <input type="checkbox"/> 11) Fly II <input type="checkbox"/> 12) Landing True * <input type="checkbox"/> 13) Levitation XX <input type="checkbox"/> 14) Passing <input type="checkbox"/> 15) Fly III <input type="checkbox"/> 16) <input type="checkbox"/> 17) Great Merge <input type="checkbox"/> 18) <input type="checkbox"/> 19) <input type="checkbox"/> 20) Merge True <input type="checkbox"/> 25) Fly IV <input type="checkbox"/> 30) Passing True <input type="checkbox"/> 50) Master of Movement	<input type="checkbox"/> 1) Warm Stone <input type="checkbox"/> 2) Warm Metal <input type="checkbox"/> 3) Warm Solid <input type="checkbox"/> 4) Heat Stone <input type="checkbox"/> 5) Heat Metal <input type="checkbox"/> 6) Heat Solid <input type="checkbox"/> 7) Cool Solid <input type="checkbox"/> 8) <input type="checkbox"/> 9) Chill Solid <input type="checkbox"/> 10) Cracks Call <input type="checkbox"/> 11) Melt Solid <input type="checkbox"/> 12) <input type="checkbox"/> 13) Crumble <input type="checkbox"/> 14) Bowbreak <input type="checkbox"/> 15) Stone Door <input type="checkbox"/> 16) Metal Door <input type="checkbox"/> 17) Bladebreak <input type="checkbox"/> 18) Lockbreak <input type="checkbox"/> 19) Solid Door <input type="checkbox"/> 20) Mold Stone <input type="checkbox"/> 25) Mold Metal <input type="checkbox"/> 30) Mold Solid <input type="checkbox"/> 50) Solid Transmutation	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____
MIND MASTERY	SENSE MASTERY	SPEED	
<input type="checkbox"/> 1) Storing <input type="checkbox"/> 2) Presence * • <input type="checkbox"/> 3) Inner Wall I <input type="checkbox"/> 4) <input type="checkbox"/> 5) Recall <input type="checkbox"/> 6) Misfeel Kind • <input type="checkbox"/> 7) Observation <input type="checkbox"/> 8) Inner Wall II <input type="checkbox"/> 9) Misfeel Calling • <input type="checkbox"/> 10) Correlation <input type="checkbox"/> 11) Misfeel Power • <input type="checkbox"/> 12) Resolve <input type="checkbox"/> 13) Inner Wall III <input type="checkbox"/> 14) <input type="checkbox"/> 15) Unpresence • <input type="checkbox"/> 16) Inner Wall V <input type="checkbox"/> 17) Total Recall <input type="checkbox"/> 18) Misfeel • <input type="checkbox"/> 19) Inner Wall True <input type="checkbox"/> 20) Observation True <input type="checkbox"/> 25) Correlation True <input type="checkbox"/> 30) Resolve True <input type="checkbox"/> 50) Mirrormind	<input type="checkbox"/> 1) Sly Ears <input type="checkbox"/> 2) Nightvision <input type="checkbox"/> 3) Sidevision <input type="checkbox"/> 4) Detect Illusion <input type="checkbox"/> 5) Watervision <input type="checkbox"/> 6) Scent <input type="checkbox"/> 7) Fogvision <input type="checkbox"/> 8) Touch <input type="checkbox"/> 9) Darkvision <input type="checkbox"/> 10) Mentalist Ear <input type="checkbox"/> 11) Mentalist Eye <input type="checkbox"/> 12) Disillusion <input type="checkbox"/> 13) Detect Illusion True <input type="checkbox"/> 14) Vision <input type="checkbox"/> 15) Nightvision True <input type="checkbox"/> 16) <input type="checkbox"/> 17) Disillusion True <input type="checkbox"/> 18) Watervision True <input type="checkbox"/> 19) Fogvision True <input type="checkbox"/> 20) Vision True <input type="checkbox"/> 25) Mentalist Ear True <input type="checkbox"/> 30) Mentalist Eye True <input type="checkbox"/> 50) Sensory Merge	<input type="checkbox"/> 1) Run * <input type="checkbox"/> 2) Speed Reading <input type="checkbox"/> 3) Speed I * <input type="checkbox"/> 4) <input type="checkbox"/> 5) Speed II * <input type="checkbox"/> 6) Haste I * <input type="checkbox"/> 7) Speed III * <input type="checkbox"/> 8) Sprint * <input type="checkbox"/> 9) Haste II * <input type="checkbox"/> 10) Fast Swim * <input type="checkbox"/> 11) Speed V * <input type="checkbox"/> 12) Haste III * <input type="checkbox"/> 13) <input type="checkbox"/> 14) <input type="checkbox"/> 15) Haste V * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Fast Sprint * <input type="checkbox"/> 18) <input type="checkbox"/> 19) <input type="checkbox"/> 20) Speed X * <input type="checkbox"/> 25) Haste X * <input type="checkbox"/> 30) Speed True * <input type="checkbox"/> 50) Haste True *	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____



LAY HEALER BASE LISTS



MENTALIST BASE LISTS



BLOOD MASTERY		MUSCLE MASTERY		MIND ATTACK		MIND SPEECH	
<input type="checkbox"/> 1) Flowstop III		<input type="checkbox"/> 1) Sprain Repair		<input type="checkbox"/> 1) Jolts I		<input type="checkbox"/> 1) Mentalist Tongue *	
<input type="checkbox"/> 2) Clotting I		<input type="checkbox"/> 2) Muscle/Tendon Lore		<input type="checkbox"/> 2) Hesitation		<input type="checkbox"/> 2) Prepare Mind I	
<input type="checkbox"/> 3) Cut Repair I		<input type="checkbox"/> 3) Muscle Repair I		<input type="checkbox"/> 3) Minor Pain		<input type="checkbox"/> 3) Mind Tongue I *	
<input type="checkbox"/> 4) Clotting III		<input type="checkbox"/> 4) Tendon Repair I		<input type="checkbox"/> 4) Shock A		<input type="checkbox"/> 4) Focus Mind	
<input type="checkbox"/> 5) Minor Vessel Repair		<input type="checkbox"/> 5) Limb Preservation ‡ *		<input type="checkbox"/> 5) Jolts III		<input type="checkbox"/> 5) Prepare Mind II	
<input type="checkbox"/> 6) Cut Repair III		<input type="checkbox"/> 6) Muscle Repair III		<input type="checkbox"/> 6) Paralyze I		<input type="checkbox"/> 6) Mind Tongue II *	
<input type="checkbox"/> 7) Vein Repair		<input type="checkbox"/> 7) Tendon Repair III		<input type="checkbox"/> 8) Shock B		<input type="checkbox"/> 7) Prepare Mind III	
<input type="checkbox"/> 8) Arterial Repair		<input type="checkbox"/> 8) Muscle Repair True		<input type="checkbox"/> 9) Major Pain		<input type="checkbox"/> 8) Mind Speech I *	
<input type="checkbox"/> 9) Joining ‡ *		<input type="checkbox"/> 9) Joining ‡ *		<input type="checkbox"/> 10) Mind Shout I *		<input type="checkbox"/> 10) Mind Tongue III *	
<input type="checkbox"/> 10) Flowstop True		<input type="checkbox"/> 10) Tendon Repair True		<input type="checkbox"/> 11) Jolts V		<input type="checkbox"/> 11) Prepare Mind IV	
<input type="checkbox"/> 11) Suspend Life I ‡ *		<input type="checkbox"/> 11) Soft Structure Repair		<input type="checkbox"/> 12) Paralyze III		<input type="checkbox"/> 12) Mind Speech II *	
<input type="checkbox"/> 12) Clotting True		<input type="checkbox"/> 12) Muscle Transplant		<input type="checkbox"/> 13) Shock C		<input type="checkbox"/> 13) Friend Speech *	
<input type="checkbox"/> 13) Unc clotting		<input type="checkbox"/> 13) Muscle Regeneration		<input type="checkbox"/> 14) Mind Shout II *		<input type="checkbox"/> 14) Prepare Mind V	
<input type="checkbox"/> 14) Cut Repair True		<input type="checkbox"/> 15) Tendon Regeneration		<input type="checkbox"/> 16) Shock D		<input type="checkbox"/> 15) Mind Speech III *	
<input type="checkbox"/> 16) Suspend Life II ‡ *		<input type="checkbox"/> 17) Rapid Muscle Transp.		<input type="checkbox"/> 17) Paralyze V		<input type="checkbox"/> 16) Waiting Tongue *	
<input type="checkbox"/> 18) Unc clotting True		<input type="checkbox"/> 18) Rapid Muscle Regen.		<input type="checkbox"/> 18) Jolts X		<input type="checkbox"/> 17) Prepare Mind True	
<input type="checkbox"/> 19) Joining True ‡ *		<input type="checkbox"/> 19) Rapid Tendon Regen.		<input type="checkbox"/> 19) Mind Shout III *		<input type="checkbox"/> 18) Mind Tongue IV *	
<input type="checkbox"/> 20) Joining True ‡ *		<input type="checkbox"/> 20) Joining True ‡ *		<input type="checkbox"/> 20) Shock E		<input type="checkbox"/> 19) Friend Speech True *	
<input type="checkbox"/> 25) Regulations		<input type="checkbox"/> 25) Muscle Regen. True		<input type="checkbox"/> 25) Great Shout *		<input type="checkbox"/> 20) Mind Speech True *	
<input type="checkbox"/> 30) New Blood		<input type="checkbox"/> 30) Tendon Regen. True		<input type="checkbox"/> 30) Mind Shout True *		<input type="checkbox"/> 25) Mind Tongue True *	
<input type="checkbox"/> 50) Blood Repair True		<input type="checkbox"/> 50) Soft Structure Rep. Tr.		<input type="checkbox"/> 50) Shout True *		<input type="checkbox"/> 30) Waiting Speech *	
<input type="checkbox"/> 50) Blood Repair True						<input type="checkbox"/> 50) Far Mind Speech *	
BONE MASTERY		NERVE AND ORGAN MASTERY		MIND CONTROL		PRESENCE	
<input type="checkbox"/> 1) Bone Lore		<input type="checkbox"/> 1) Nerve/Organ Lore		<input type="checkbox"/> 1) Question		<input type="checkbox"/> 1) Presence • *	
<input type="checkbox"/> 2) Minor Fracture Repair		<input type="checkbox"/> 2) Numbing		<input type="checkbox"/> 2) Sleep		<input type="checkbox"/> 2) Feel I *	
<input type="checkbox"/> 3) Cartilage Repair		<input type="checkbox"/> 3) Minor Nerve Repair		<input type="checkbox"/> 3) Charm Kind		<input type="checkbox"/> 3) Mind Store *	
<input type="checkbox"/> 4) Major Fract. Rep.		<input type="checkbox"/> 4) Minor Ear/Nose Repair		<input type="checkbox"/> 4) Calm		<input type="checkbox"/> 4) Transfer Mind Store	
<input type="checkbox"/> 5) Limb Preservation ‡ *		<input type="checkbox"/> 5) Organ Preservation		<input type="checkbox"/> 5) Confusion		<input type="checkbox"/> 5) Feel III *	
<input type="checkbox"/> 6) Skull Repair		<input type="checkbox"/> 6) Minor Eye Repair		<input type="checkbox"/> 6) Fear		<input type="checkbox"/> 6) Mind Typing *	
<input type="checkbox"/> 7) Joint Repair		<input type="checkbox"/> 7) Major Nerve Repair		<input type="checkbox"/> 7) Suggestion		<input type="checkbox"/> 7) Finding I	
<input type="checkbox"/> 8) Minor Fract. Rep. Tr.		<input type="checkbox"/> 8) Major Ear Repair		<input type="checkbox"/> 8) Hold Kind		<input type="checkbox"/> 8) Direction I	
<input type="checkbox"/> 9) Joining ‡ *		<input type="checkbox"/> 9) Joining ‡ *		<input type="checkbox"/> 9) Emotions		<input type="checkbox"/> 9) Presence True *	
<input type="checkbox"/> 10) Cartilage Repair True		<input type="checkbox"/> 10) Major Eye Repair		<input type="checkbox"/> 10) Master of Kind		<input type="checkbox"/> 10) Awareness *	
<input type="checkbox"/> 11) Major Fract. Rep. Tr.		<input type="checkbox"/> 11) Suspend Life I ‡ *		<input type="checkbox"/> 11) Coma		<input type="checkbox"/> 11) Direction II	
<input type="checkbox"/> 12) Skull Repair True		<input type="checkbox"/> 12) Nerve Repair True		<input type="checkbox"/> 12) True Charm		<input type="checkbox"/> 12) Long Feel *	
<input type="checkbox"/> 13) Bone Transplant		<input type="checkbox"/> 13) Organ Transplant		<input type="checkbox"/> 13) Hold True		<input type="checkbox"/> 13) Feel V *	
<input type="checkbox"/> 14) Shatter Repair		<input type="checkbox"/> 14) Organ Repair		<input type="checkbox"/> 14) Geas		<input type="checkbox"/> 14) Mass Feel *	
<input type="checkbox"/> 15) Joint Repair True		<input type="checkbox"/> 15) Minor Brain Repair		<input type="checkbox"/> 15) Hold Kind True		<input type="checkbox"/> 15) Mind Typing True *	
<input type="checkbox"/> 16) Rapid Bone Transplant		<input type="checkbox"/> 16) Paralysis Cures		<input type="checkbox"/> 16) Mind Break		<input type="checkbox"/> 16) Finding II	
<input type="checkbox"/> 17) Rapid Shatter Repair		<input type="checkbox"/> 17) Suspend Life II ‡ *		<input type="checkbox"/> 17) True Sleep		<input type="checkbox"/> 18) Feel X *	
<input type="checkbox"/> 18) Rapid Shatter Repair		<input type="checkbox"/> 18) Rapid Organ Transp.		<input type="checkbox"/> 20) True Geas		<input type="checkbox"/> 20) Awareness True *	
<input type="checkbox"/> 19) Joining True ‡ *		<input type="checkbox"/> 20) Joining True ‡ *		<input type="checkbox"/> 25) Mind Control True		<input type="checkbox"/> 25) Finding III	
<input type="checkbox"/> 25) Cartilage Regeneration		<input type="checkbox"/> 25) Nerve Regeneration		<input type="checkbox"/> 30) Mind Maste		<input type="checkbox"/> 30) Direction True	
<input type="checkbox"/> 30) Bone Regeneration		<input type="checkbox"/> 30) Organ Regeneration				<input type="checkbox"/> 50) Finding True	
<input type="checkbox"/> 50) Skeletal Regeneration		<input type="checkbox"/> 50) Brain Regeneration					
CONCUSSION MASTERY		PROSTHETICS		MIND MERGE		SENSE CONTROL	
<input type="checkbox"/> 1) Healing I		<input type="checkbox"/> 1) Measure		<input type="checkbox"/> 1) Empathy		<input type="checkbox"/> 1) Distraction	
<input type="checkbox"/> 2) Stun Relief I *		<input type="checkbox"/> 2) Mold Wood		<input type="checkbox"/> 2) Read Emotions		<input type="checkbox"/> 2) Numbing	
<input type="checkbox"/> 3) Frost/Burn Relief I		<input type="checkbox"/> 3) Fit Wood		<input type="checkbox"/> 3) Merge w/ Mentalist		<input type="checkbox"/> 3) Blur Vision	
<input type="checkbox"/> 4) Regeneration I *		<input type="checkbox"/> 4) Animation I		<input type="checkbox"/> 4) Focus Merge		<input type="checkbox"/> 4) Minor Sense Control	
<input type="checkbox"/> 5) Awakening		<input type="checkbox"/> 5) Mold Glass		<input type="checkbox"/> 5) Thoughts		<input type="checkbox"/> 5) Audio Attack	
<input type="checkbox"/> 6) Frost/Burn Relief II		<input type="checkbox"/> 6) Fit Glass		<input type="checkbox"/> 6) Mind Merge I		<input type="checkbox"/> 6) Audio Control	
<input type="checkbox"/> 7) Healing V		<input type="checkbox"/> 7) Animation II		<input type="checkbox"/> 7) Prepare Merge		<input type="checkbox"/> 7) Fumble	
<input type="checkbox"/> 8) Stun Relief III *		<input type="checkbox"/> 8) Mold Normal Metal		<input type="checkbox"/> 8) Mind Merge II		<input type="checkbox"/> 8) Vision Control	
<input type="checkbox"/> 9) Frost/Burn Relief III		<input type="checkbox"/> 9) Fit Normal Metal		<input type="checkbox"/> 9) Inner Thoughts		<input type="checkbox"/> 9) Vision Attack	
<input type="checkbox"/> 10) Regeneration II *		<input type="checkbox"/> 10) Artificial Flesh		<input type="checkbox"/> 10) Ready Merge *		<input type="checkbox"/> 10) Nerve Stun	
<input type="checkbox"/> 11) Healing X		<input type="checkbox"/> 11) Animation III		<input type="checkbox"/> 11) Mind Switch		<input type="checkbox"/> 11) Hallucination	
<input type="checkbox"/> 12) Frost/Burn Relief IV		<input type="checkbox"/> 12) Fit Enchanted Materials		<input type="checkbox"/> 12) Mind Scan		<input type="checkbox"/> 12) Taunting Hallucination	
<input type="checkbox"/> 13) Stun Relief V *		<input type="checkbox"/> 13) Animation IV		<input type="checkbox"/> 13) Mind Merge True		<input type="checkbox"/> 13) Sense Control II	
<input type="checkbox"/> 14) Long Stun Relief *		<input type="checkbox"/> 14) Animation V		<input type="checkbox"/> 14) Mind Scan		<input type="checkbox"/> 14) Sensory Overload	
<input type="checkbox"/> 15) Regeneration III *		<input type="checkbox"/> 15) Animation VI		<input type="checkbox"/> 15) Mind Probe		<input type="checkbox"/> 15) Sense Control III	
<input type="checkbox"/> 16) Healing XVII		<input type="checkbox"/> 16) Artificial Flesh True		<input type="checkbox"/> 16) Mind Switch True		<input type="checkbox"/> 16) Sense Control IV	
<input type="checkbox"/> 17) Stun Relief X *		<input type="checkbox"/> 17) Animation VII		<input type="checkbox"/> 17) Thought Steal		<input type="checkbox"/> 17) Sensory Deprivation	
<input type="checkbox"/> 18) Healing XX		<input type="checkbox"/> 18) Animation VIII		<input type="checkbox"/> 18) Ready Merge True *		<input type="checkbox"/> 18) Sense Control V	
<input type="checkbox"/> 20) True Healing		<input type="checkbox"/> 19) Animation True				<input type="checkbox"/> 19) Long Control	
<input type="checkbox"/> 25) Frost/Burn Relief True						<input type="checkbox"/> 20) Sense Control True	
<input type="checkbox"/> 30) Stun Relief True *						<input type="checkbox"/> 25) Private World	

BARD BASE LISTS		MAGENT BASE LISTS	
CONTROLLING SONGS	LORES	ASSASSINATION MASTERY	GATHERING SECRETS
<input type="checkbox"/> 1) Calm Song <input type="checkbox"/> 2) Holding Song <input type="checkbox"/> 3) Stun Song <input type="checkbox"/> 4) <input type="checkbox"/> 5) Sleep Song <input type="checkbox"/> 6) Charm Song <input type="checkbox"/> 7) Fear's Song <input type="checkbox"/> 8) Calm Song True <input type="checkbox"/> 9) Stun Song True <input type="checkbox"/> 10) Forgetting Song <input type="checkbox"/> 11) Charm Song True <input type="checkbox"/> 12) Panic's Song <input type="checkbox"/> 13) Song of Mastery <input type="checkbox"/> 14) <input type="checkbox"/> 15) Sleep Song True <input type="checkbox"/> 16) <input type="checkbox"/> 17) Panic Song True <input type="checkbox"/> 18) <input type="checkbox"/> 19) Song of Seeking <input type="checkbox"/> 20) Song True <input type="checkbox"/> 25) Song of Mastery True <input type="checkbox"/> 30) Song of Coma True <input type="checkbox"/> 50) Slaying Song	<input type="checkbox"/> 1) Recall <input type="checkbox"/> 2) Learn Language II <input type="checkbox"/> 3) Language Lore <input type="checkbox"/> 4) Mind's Lore I <input type="checkbox"/> 5) Study II <input type="checkbox"/> 6) <input type="checkbox"/> 7) Learn Language III <input type="checkbox"/> 8) Mind's Lore III <input type="checkbox"/> 9) <input type="checkbox"/> 10) Study III <input type="checkbox"/> 11) Passage Origin <input type="checkbox"/> 12) Learn Language IV <input type="checkbox"/> 13) Mind's Lore V <input type="checkbox"/> 14) <input type="checkbox"/> 15) Study V <input type="checkbox"/> 16) <input type="checkbox"/> 17) Study X <input type="checkbox"/> 18) Mind's Lore VII <input type="checkbox"/> 19) <input type="checkbox"/> 20) Study True <input type="checkbox"/> 25) Learn Language V <input type="checkbox"/> 30) Mind's Lore True <input type="checkbox"/> 50) Learn Language True	<input type="checkbox"/> 1) Concealed Object I <input type="checkbox"/> 2) Study Patsy <input type="checkbox"/> 3) Well-Aimed Attack I <input type="checkbox"/> 4) Open Ambush I <input type="checkbox"/> 5) Targetting I <input type="checkbox"/> 6) Create Evidence I <input type="checkbox"/> 7) Concealed Object II <input type="checkbox"/> 8) Well-Aimed Attack II <input type="checkbox"/> 9) Open Ambush II <input type="checkbox"/> 10) Targetting II <input type="checkbox"/> 11) Lightning Reactions * <input type="checkbox"/> 12) Create Evidence II <input type="checkbox"/> 13) Well-Aimed Attack III <input type="checkbox"/> 14) Open Ambush III <input type="checkbox"/> 15) Targetting III <input type="checkbox"/> 16) Concealed Object True <input type="checkbox"/> 17) Study Victim <input type="checkbox"/> 18) Create Evidence III <input type="checkbox"/> 19) Well-Aimed Attack True <input type="checkbox"/> 20) Slaying Attack <input type="checkbox"/> 25) Open Ambush True <input type="checkbox"/> 30) Targetting True <input type="checkbox"/> 50) Slaying Attack True	<input type="checkbox"/> 1) Copy I <input type="checkbox"/> 2) Listen <input type="checkbox"/> 3) Duplicate I <input type="checkbox"/> 4) Sensory Marker <input type="checkbox"/> 5) Copy II <input type="checkbox"/> 6) Far Sense I <input type="checkbox"/> 7) Locate Evidence I <input type="checkbox"/> 8) Watch <input type="checkbox"/> 9) Duplicate II <input type="checkbox"/> 10) Copy III <input type="checkbox"/> 11) Far Sense II <input type="checkbox"/> 12) Woodsight <input type="checkbox"/> 13) Locate Evidence II <input type="checkbox"/> 14) Duplicate III <input type="checkbox"/> 15) Copy IV <input type="checkbox"/> 16) Greater Far Sense I <input type="checkbox"/> 17) Stonesight <input type="checkbox"/> 18) Locate Evidence III <input type="checkbox"/> 19) Greater Far Sense True <input type="checkbox"/> 20) Ironsight <input type="checkbox"/> 25) Long Far Sense I <input type="checkbox"/> 30) Copy V <input type="checkbox"/> 50) Copy True
ENTERTAINING WAYS	SOUND CONTROL	DISGUISE MASTERY	MISDIRECTIONS
<input type="checkbox"/> 1) Spotlight <input type="checkbox"/> 2) Dim Lights <input type="checkbox"/> 3) Hush <input type="checkbox"/> 4) Fanfare <input type="checkbox"/> 5) Showman I <input type="checkbox"/> 6) Legerdmain <input type="checkbox"/> 7) Enthrall I <input type="checkbox"/> 8) Hidden Pocket <input type="checkbox"/> 9) Lightshow <input type="checkbox"/> 10) Showman II <input type="checkbox"/> 11) Music <input type="checkbox"/> 12) Enthrall V <input type="checkbox"/> 13) Volunteer f/t Audience <input type="checkbox"/> 14) Lovely Assistant <input type="checkbox"/> 15) Showman III <input type="checkbox"/> 16) Orchestra <input type="checkbox"/> 17) Enthrall X <input type="checkbox"/> 18) Disappear <input type="checkbox"/> 19) <input type="checkbox"/> 20) Showman IV <input type="checkbox"/> 25) Mass Enthrall <input type="checkbox"/> 30) Disappear True <input type="checkbox"/> 50) Showman True	<input type="checkbox"/> 1) Quiet I <input type="checkbox"/> 2) Sonic Law I <input type="checkbox"/> 3) <input type="checkbox"/> 4) Silence I <input type="checkbox"/> 5) Sonic Law II <input type="checkbox"/> 6) Sudden Sound <input type="checkbox"/> 7) Deafen <input type="checkbox"/> 8) Cracks <input type="checkbox"/> 9) <input type="checkbox"/> 10) Silence III <input type="checkbox"/> 11) Sonic Law III <input type="checkbox"/> 12) <input type="checkbox"/> 13) Shatter Blast <input type="checkbox"/> 14) Waiting Sound <input type="checkbox"/> 15) Sonic Law IV <input type="checkbox"/> 16) Long Sudden Sound <input type="checkbox"/> 17) <input type="checkbox"/> 18) Mind's Song * <input type="checkbox"/> 19) <input type="checkbox"/> 20) Crumble <input type="checkbox"/> 25) Silence True <input type="checkbox"/> 30) Mind's Song True * <input type="checkbox"/> 50) Sonic Law True	<input type="checkbox"/> 1) Study Disguise <input type="checkbox"/> 2) Light Glamour <input type="checkbox"/> 3) Facade I <input type="checkbox"/> 4) Shadow Assassin <input type="checkbox"/> 5) Misfeel Kind • <input type="checkbox"/> 6) Facade II <input type="checkbox"/> 7) Disguise I <input type="checkbox"/> 8) Unknown Assassin <input type="checkbox"/> 9) Facade III <input type="checkbox"/> 10) Disguise II <input type="checkbox"/> 11) Misfeel Calling • <input type="checkbox"/> 12) Mind Tongue <input type="checkbox"/> 13) Disguise III <input type="checkbox"/> 14) Facade V <input type="checkbox"/> 15) Misfeel Power • <input type="checkbox"/> 16) Disguise IV <input type="checkbox"/> 17) Unpresence <input type="checkbox"/> 18) False Assassin <input type="checkbox"/> 19) Disguise V <input type="checkbox"/> 20) Misfeel • <input type="checkbox"/> 25) Nondetect <input type="checkbox"/> 30) Misfeel True • <input type="checkbox"/> 50) Disguise Mastery	<input type="checkbox"/> 1) False Credentials <input type="checkbox"/> 2) Unseen I <input type="checkbox"/> 3) Eyewitness III <input type="checkbox"/> 4) Cloaking III <input type="checkbox"/> 5) Misleading I <input type="checkbox"/> 6) Unseen II <input type="checkbox"/> 7) Cloaking V <input type="checkbox"/> 8) Eyewitness V <input type="checkbox"/> 9) Cloaking Sphere I <input type="checkbox"/> 10) Misleading III <input type="checkbox"/> 11) Cloaking X <input type="checkbox"/> 12) Displacement I <input type="checkbox"/> 13) Eyewitness X <input type="checkbox"/> 14) Cloaking Sphere II <input type="checkbox"/> 15) Misleading V <input type="checkbox"/> 16) Cloaking XX <input type="checkbox"/> 17) <input type="checkbox"/> 18) Mass Eyewitness <input type="checkbox"/> 19) Cloaking Sphere III <input type="checkbox"/> 20) Misleading True <input type="checkbox"/> 25) Displacement II <input type="checkbox"/> 30) True Cloaking <input type="checkbox"/> 50) Eyewitness True
ITEM LORE	SOUND PROJECTION	ESCAPES	POISON MASTERY
<input type="checkbox"/> 1) Jewel/Metal Assessment <input type="checkbox"/> 2) Item Assessment <input type="checkbox"/> 3) Detect Power <input type="checkbox"/> 4) Item Analysis I <input type="checkbox"/> 5) Assessment True <input type="checkbox"/> 6) Significance <input type="checkbox"/> 7) Item Analysis II <input type="checkbox"/> 8) Origins <input type="checkbox"/> 9) Item Vision <input type="checkbox"/> 10) Item Analysis III <input type="checkbox"/> 11) Detect Curse <input type="checkbox"/> 12) <input type="checkbox"/> 13) Significance True <input type="checkbox"/> 14) <input type="checkbox"/> 15) Item Analysis IV <input type="checkbox"/> 16) Death's Lore <input type="checkbox"/> 17) Item Vision True <input type="checkbox"/> 18) Item Analysis V <input type="checkbox"/> 19) <input type="checkbox"/> 20) Item Analysis VI <input type="checkbox"/> 25) Origins True <input type="checkbox"/> 30) Item Analysis VII <input type="checkbox"/> 50) Item Analysis True	<input type="checkbox"/> 1) Long Whisper I <input type="checkbox"/> 2) Sounding II <input type="checkbox"/> 3) Song Sounding II * <input type="checkbox"/> 4) Song II * <input type="checkbox"/> 5) Long Whisper III <input type="checkbox"/> 6) Sounding V <input type="checkbox"/> 7) Great Song I * <input type="checkbox"/> 8) Song Sounding III * <input type="checkbox"/> 9) Long Whisper V <input type="checkbox"/> 10) Song III * <input type="checkbox"/> 11) Silent Song * <input type="checkbox"/> 12) Song Sounding IV * <input type="checkbox"/> 13) Long Whisper X <input type="checkbox"/> 14) Song V * <input type="checkbox"/> 15) Great Song V * <input type="checkbox"/> 16) Song Sounding V * <input type="checkbox"/> 17) Long Whisper True <input type="checkbox"/> 18) Song X * <input type="checkbox"/> 19) <input type="checkbox"/> 20) Song Sounding VII * <input type="checkbox"/> 25) Great Song True * <input type="checkbox"/> 30) Song Sounding X * <input type="checkbox"/> 50) Song Mastery *	<input type="checkbox"/> 1) Locklore <input type="checkbox"/> 2) Unlock I <input type="checkbox"/> 3) Ungag <input type="checkbox"/> 4) Leave Item I <input type="checkbox"/> 5) Unlock II <input type="checkbox"/> 6) Untie <input type="checkbox"/> 7) Minor Long Door <input type="checkbox"/> 8) Unlock III <input type="checkbox"/> 9) Unbind <input type="checkbox"/> 10) Leaving I <input type="checkbox"/> 11) Passing <input type="checkbox"/> 12) Long Door Item I <input type="checkbox"/> 13) Unlock IV <input type="checkbox"/> 14) Long Door I <input type="checkbox"/> 15) Unbind True <input type="checkbox"/> 16) Leaving II <input type="checkbox"/> 17) <input type="checkbox"/> 18) Flattening <input type="checkbox"/> 19) Long Door II <input type="checkbox"/> 20) Passing True <input type="checkbox"/> 25) Portal <input type="checkbox"/> 30) Unlock True <input type="checkbox"/> 50) Teleport I	<input type="checkbox"/> 1) Poison Lore <input type="checkbox"/> 2) Poison Resistance I <input type="checkbox"/> 3) Apply Poison I <input type="checkbox"/> 4) Work Poison V <input type="checkbox"/> 5) Poison Analysis <input type="checkbox"/> 6) Delay Poison * <input type="checkbox"/> 7) Transfer Poison I <input type="checkbox"/> 8) Apply Poison II <input type="checkbox"/> 9) Neutralize Poison <input type="checkbox"/> 10) Work Poison X <input type="checkbox"/> 11) Venom <input type="checkbox"/> 12) Apply Poison III <input type="checkbox"/> 13) Neutralize Poison True <input type="checkbox"/> 14) Transfer Poison II <input type="checkbox"/> 15) Venom's Touch <input type="checkbox"/> 16) Work Poison True <input type="checkbox"/> 17) Apply Poison IV <input type="checkbox"/> 18) Contact Poison <input type="checkbox"/> 19) Transfer Poison III <input type="checkbox"/> 20) Venom's Breath <input type="checkbox"/> 25) Venom's Glare <input type="checkbox"/> 30) Venom's Cloud <input type="checkbox"/> 50) Venom's Sight



HEALER BASE LISTS



MYSTIC BASE LISTS

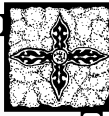


HEALER BASE LISTS		MYSTIC BASE LISTS	
BLOOD WAYS	MUSCLE WAYS	CONFUSING WAYS	LIQUID ALTERATION
<input type="checkbox"/> 1) Clotting I <input type="checkbox"/> 2) Cut Repair I <input type="checkbox"/> 3) Minor Vessel Repair <input type="checkbox"/> 4) Clotting V <input type="checkbox"/> 5) Cut Repair III <input type="checkbox"/> 6) Major Vessel Repair I <input type="checkbox"/> 7) Joining ‡ * <input type="checkbox"/> 8) <input type="checkbox"/> 9) Mass Clotting <input type="checkbox"/> 10) Mass Cut Repair <input type="checkbox"/> 11) Unclotting <input type="checkbox"/> 12) <input type="checkbox"/> 13) Major Vessel Repair III <input type="checkbox"/> 14) <input type="checkbox"/> 15) Joining True ‡ * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Major Vessel Repair V <input type="checkbox"/> 18) <input type="checkbox"/> 19) Unclotting True <input type="checkbox"/> 20) Regulations * <input type="checkbox"/> 25) New Blood <input type="checkbox"/> 30) Blood Disease Cures <input type="checkbox"/> 50) Blood Repairs True	<input type="checkbox"/> 1) Sprain Repair <input type="checkbox"/> 2) Muscle Repair I <input type="checkbox"/> 3) Tendon Repair I <input type="checkbox"/> 4) Muscle Repair III <input type="checkbox"/> 5) Tendon Repair III <input type="checkbox"/> 6) <input type="checkbox"/> 7) Joining ‡ * <input type="checkbox"/> 8) Muscle Repair True <input type="checkbox"/> 9) Tendon Repair True <input type="checkbox"/> 10) <input type="checkbox"/> 11) Mass Muscle Repair <input type="checkbox"/> 12) Muscle Regeneration <input type="checkbox"/> 13) Mass Tendon Repair <input type="checkbox"/> 14) Tendon Regeneration <input type="checkbox"/> 15) Joining True ‡ * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Rapid Muscle Regen. <input type="checkbox"/> 18) <input type="checkbox"/> 19) Rapid Tendon Regen. <input type="checkbox"/> 20) Regeneration True <input type="checkbox"/> 25) Total Muscle Regen. <input type="checkbox"/> 30) Total Tendon Regen. <input type="checkbox"/> 50) Mass Repairs True	<input type="checkbox"/> 1) Distraction <input type="checkbox"/> 2) Confusion <input type="checkbox"/> 3) Blur Vision <input type="checkbox"/> 4) Fear <input type="checkbox"/> 5) Stumble <input type="checkbox"/> 6) Fumble <input type="checkbox"/> 7) Hallucination <input type="checkbox"/> 8) Spin <input type="checkbox"/> 9) Weapon Alteration <input type="checkbox"/> 10) Mirages <input type="checkbox"/> 11) Blinding <input type="checkbox"/> 12) Shifting <input type="checkbox"/> 13) Mass Distraction <input type="checkbox"/> 14) Word of Fear * <input type="checkbox"/> 15) Amnesia <input type="checkbox"/> 16) Shout of Confusion * <input type="checkbox"/> 17) Long Bewilderment <input type="checkbox"/> 18) Shout of Fear * <input type="checkbox"/> 19) <input type="checkbox"/> 20) Lord Bewilderment <input type="checkbox"/> 25) Amnesia True <input type="checkbox"/> 30) Parallel Reality <input type="checkbox"/> 50) Bewilderment True	<input type="checkbox"/> 1) Boil/Freeze Water <input type="checkbox"/> 2) Clear/Desalinate Water <input type="checkbox"/> 3) Evaporate Water <input type="checkbox"/> 4) Waterwall <input type="checkbox"/> 5) Water Bolt I <input type="checkbox"/> 6) Water Corridor I <input type="checkbox"/> 7) Call Rain <input type="checkbox"/> 8) Calm Water <input type="checkbox"/> 9) Wave <input type="checkbox"/> 10) Waterwall True <input type="checkbox"/> 11) Water Corridor III <input type="checkbox"/> 12) Liquid-Water <input type="checkbox"/> 13) Whirlpool <input type="checkbox"/> 14) Water Tunnel <input type="checkbox"/> 15) Calm Water True <input type="checkbox"/> 16) Command Current <input type="checkbox"/> 17) Water Bubble <input type="checkbox"/> 18) Water Bolt III <input type="checkbox"/> 19) <input type="checkbox"/> 20) Water Corr. True <input type="checkbox"/> 25) Water Tunnel True <input type="checkbox"/> 30) Stream Diversion <input type="checkbox"/> 50) Transmutation
BONE WAYS	ORGAN WAYS	GAS ALTERATION	MYSTICAL CHANGE
<input type="checkbox"/> 1) Minor Fracture Repair <input type="checkbox"/> 2) Cartilage Repair <input type="checkbox"/> 3) Major Fracture Repair <input type="checkbox"/> 4) Skull Repair <input type="checkbox"/> 5) Joint Repair <input type="checkbox"/> 6) Minor Fract. Rep. True <input type="checkbox"/> 7) Joining ‡ * <input type="checkbox"/> 8) Cartilage Repair True <input type="checkbox"/> 9) Major Fract. Rep. True <input type="checkbox"/> 10) Skull Repair True <input type="checkbox"/> 11) Joint Repair True <input type="checkbox"/> 12) Shatter Repair <input type="checkbox"/> 13) Cartilage Regeneration <input type="checkbox"/> 14) Bone Regeneration <input type="checkbox"/> 15) Joining True ‡ * <input type="checkbox"/> 16) Rapid Shatter Repair <input type="checkbox"/> 17) Rapid Cartilage Regen. <input type="checkbox"/> 18) Skull Regen. <input type="checkbox"/> 19) Rapid Bone Regen. <input type="checkbox"/> 20) Shatter Repair True <input type="checkbox"/> 25) Cartilage Regen. True <input type="checkbox"/> 30) Bone Regen. True <input type="checkbox"/> 50) Skeletal Regen. True	<input type="checkbox"/> 1) Nasal Repair <input type="checkbox"/> 2) Minor Nerve Repair <input type="checkbox"/> 3) Minor Ear Repair <input type="checkbox"/> 4) Minor Eye Repair <input type="checkbox"/> 5) Major Nerve Repair <input type="checkbox"/> 6) Major Ear Repair <input type="checkbox"/> 7) Joining ‡ * <input type="checkbox"/> 8) Major Eye Repair <input type="checkbox"/> 9) Minor Nerve Repair Tr. <input type="checkbox"/> 10) Organ Repair <input type="checkbox"/> 11) <input type="checkbox"/> 12) Paralysis Cures <input type="checkbox"/> 13) Mass Nerve Regen. <input type="checkbox"/> 14) Major Nerve Rep. True <input type="checkbox"/> 15) Joining True ‡ * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Rapid Paralysis Cures <input type="checkbox"/> 18) Rpd. Mass Nerve Regen. <input type="checkbox"/> 19) <input type="checkbox"/> 20) Brain Repair <input type="checkbox"/> 25) Organ Regeneration <input type="checkbox"/> 30) Paralysis Cures True <input type="checkbox"/> 50) Reuniting	<input type="checkbox"/> 1) Condensation <input type="checkbox"/> 2) Airwall <input type="checkbox"/> 3) Fog II <input type="checkbox"/> 4) Vacuum A <input type="checkbox"/> 5) Air Stop I <input type="checkbox"/> 6) Fog X <input type="checkbox"/> 7) Airwall True <input type="checkbox"/> 8) Fire Bolt I <input type="checkbox"/> 9) Vacuum B <input type="checkbox"/> 10) Airstop V <input type="checkbox"/> 11) Fog XXX <input type="checkbox"/> 12) Gas-Air <input type="checkbox"/> 13) Vacuum C <input type="checkbox"/> 14) Oxygenation <input type="checkbox"/> 15) Whirling Winds <input type="checkbox"/> 16) Firebolt III <input type="checkbox"/> 17) Vacuum D <input type="checkbox"/> 18) <input type="checkbox"/> 19) Reverse Winds <input type="checkbox"/> 20) Fog True <input type="checkbox"/> 25) Vacuum E <input type="checkbox"/> 30) Cloud Shaping <input type="checkbox"/> 50) Transmutation	<input type="checkbox"/> 1) Study Form <input type="checkbox"/> 2) Face Shifting True <input type="checkbox"/> 3) Change to Kind <input type="checkbox"/> 4) Misfeel Kind • <input type="checkbox"/> 5) Enlarge <input type="checkbox"/> 6) Shrink <input type="checkbox"/> 7) Misfeel Calling • <input type="checkbox"/> 8) Changing Lungs <input type="checkbox"/> 9) Change <input type="checkbox"/> 10) Mystical Tongue <input type="checkbox"/> 11) Misfeel Power • <input type="checkbox"/> 12) Impersonation Change <input type="checkbox"/> 13) Unpresence <input type="checkbox"/> 14) Misfeel <input type="checkbox"/> 15) Changing <input type="checkbox"/> 16) Great Change to Kind <input type="checkbox"/> 17) <input type="checkbox"/> 18) Great Change <input type="checkbox"/> 19) Misfeel True <input type="checkbox"/> 20) Great Imper. Change <input type="checkbox"/> 25) Imper. Change True <input type="checkbox"/> 30) Holy Presence <input type="checkbox"/> 50) Submerge Self
CLEANSING	SURFACE WAYS	HIDING	SOLID ALTERATION
<input type="checkbox"/> 1) Transfer <input type="checkbox"/> 2) Disease Purification <input type="checkbox"/> 3) Poison Purification <input type="checkbox"/> 4) Self Preservation <input type="checkbox"/> 5) Ease Addiction I <input type="checkbox"/> 6) Heal Addiction I <input type="checkbox"/> 7) Ease Addiction II <input type="checkbox"/> 8) Heal Addiction II <input type="checkbox"/> 9) <input type="checkbox"/> 10) Mind Disease Cures <input type="checkbox"/> 11) Heal Addiction III <input type="checkbox"/> 12) Long Transfer <input type="checkbox"/> 13) Cure Disease <input type="checkbox"/> 14) Heal Addiction IV <input type="checkbox"/> 15) Cure Poison <input type="checkbox"/> 16) Unpsychosis <input type="checkbox"/> 17) Heal Addiction V <input type="checkbox"/> 18) <input type="checkbox"/> 19) Mind Disease Cures Tr. <input type="checkbox"/> 20) Heal Addiction X <input type="checkbox"/> 25) Lord Heal Addiction <input type="checkbox"/> 30) Heal Addiction True <input type="checkbox"/> 50) Addiction Mastery	<input type="checkbox"/> 1) Heal I <input type="checkbox"/> 2) Frost/Burn Relief I <input type="checkbox"/> 3) Stun Relief I * <input type="checkbox"/> 4) Regenerate I * <input type="checkbox"/> 5) Frost/Burn Relief II <input type="checkbox"/> 6) Awake <input type="checkbox"/> 7) Heal V <input type="checkbox"/> 8) Frost/Burn Relief III <input type="checkbox"/> 9) Stun Relief III * <input type="checkbox"/> 10) Regenerate II * <input type="checkbox"/> 11) Frost/Burn Relief <input type="checkbox"/> 12) Heal X <input type="checkbox"/> 13) Stun Relief V * <input type="checkbox"/> 14) <input type="checkbox"/> 15) Regenerate III * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Heal XV <input type="checkbox"/> 18) <input type="checkbox"/> 19) Stun Relief X * <input type="checkbox"/> 20) Heal XX <input type="checkbox"/> 25) Heal True <input type="checkbox"/> 30) Frost/Burn Relief True <input type="checkbox"/> 50) Stun Relief True *	<input type="checkbox"/> 1) Blur * <input type="checkbox"/> 2) Unseen I <input type="checkbox"/> 3) Shadow <input type="checkbox"/> 4) Silence <input type="checkbox"/> 5) Invisibility I <input type="checkbox"/> 6) Invisibility II <input type="checkbox"/> 7) Screens <input type="checkbox"/> 8) Displacement I <input type="checkbox"/> 9) No Sense <input type="checkbox"/> 10) Shadow Mystic <input type="checkbox"/> 11) Invisibility Sphere I <input type="checkbox"/> 12) Displacement II <input type="checkbox"/> 13) Flattening <input type="checkbox"/> 14) Merging <input type="checkbox"/> 15) Unpresence <input type="checkbox"/> 16) Displacement III <input type="checkbox"/> 17) Passing <input type="checkbox"/> 18) <input type="checkbox"/> 19) Great Merge <input type="checkbox"/> 20) Displacement IV <input type="checkbox"/> 25) Nondetect <input type="checkbox"/> 30) Displacement V <input type="checkbox"/> 50) Hiding True	<input type="checkbox"/> 1) Warm Solid <input type="checkbox"/> 2) Heat Solid I <input type="checkbox"/> 3) Cool Solid <input type="checkbox"/> 4) Cracks Call <input type="checkbox"/> 5) Door <input type="checkbox"/> 6) Woodfires <input type="checkbox"/> 7) <input type="checkbox"/> 8) Heat Solid II <input type="checkbox"/> 9) Chill Solid <input type="checkbox"/> 10) Wall of Ice <input type="checkbox"/> 11) Solid Door I <input type="checkbox"/> 12) Stone/Earth/Mud <input type="checkbox"/> 13) Shatter <input type="checkbox"/> 14) Solid Door II <input type="checkbox"/> 15) Mold Solid <input type="checkbox"/> 16) Break Solid <input type="checkbox"/> 17) Unstone <input type="checkbox"/> 18) <input type="checkbox"/> 19) Unmetal <input type="checkbox"/> 20) Solid Tunnel <input type="checkbox"/> 25) Solid Door True <input type="checkbox"/> 30) Solid Tunnel True <input type="checkbox"/> 50) Transmutation

EVIL MENTALISM BASE LISTS			
MIND DEATH <ul style="list-style-type: none"> <input type="checkbox"/> 1) Mental Block I <input type="checkbox"/> 2) Forget I <input type="checkbox"/> 3) Mind Blank I <input type="checkbox"/> 4) Forget X <input type="checkbox"/> 6) Mental Block II <input type="checkbox"/> 7) Mind Blank III <input type="checkbox"/> 8) Lord Forget <input type="checkbox"/> 10) Mind Death I <input type="checkbox"/> 11) Lost Experience I <input type="checkbox"/> 12) Mental Block True <input type="checkbox"/> 13) Mind Blank V <input type="checkbox"/> 14) Forget True <input type="checkbox"/> 15) Mind Death II <input type="checkbox"/> 16) Mind Death III <input type="checkbox"/> 18) Mind Blank X <input type="checkbox"/> 19) Lost Experience II <input type="checkbox"/> 20) Mind Death V <input type="checkbox"/> 25) Lost Experience III <input type="checkbox"/> 30) Mind Death X <input type="checkbox"/> 50) Mind Blank True 	MIND EROSION <ul style="list-style-type: none"> <input type="checkbox"/> 1) Dull Mind I <input type="checkbox"/> 2) Dazed <input type="checkbox"/> 3) Power Leak I <input type="checkbox"/> 4) Dull Mind II <input type="checkbox"/> 5) Mind Erosion I <input type="checkbox"/> 6) Power Leak II <input type="checkbox"/> 7) Dull Mind III <input type="checkbox"/> 8) Power Leak III <input type="checkbox"/> 9) Dull Mind IV <input type="checkbox"/> 10) Mind Erosion II <input type="checkbox"/> 11) Power Leak IV <input type="checkbox"/> 12) Dull Mind V <input type="checkbox"/> 13) Power Leak V <input type="checkbox"/> 14) Dull Mind VI <input type="checkbox"/> 15) Mind Erosion III <input type="checkbox"/> 16) Power Leak VI <input type="checkbox"/> 17) Mind Erosion IV <input type="checkbox"/> 18) Power Leak VII <input type="checkbox"/> 20) Dull Mind VIII <input type="checkbox"/> 25) Dull Mind X <input type="checkbox"/> 30) Mind Erosion V <input type="checkbox"/> 50) Mind Erosion True 	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____
MIND DISEASE <ul style="list-style-type: none"> <input type="checkbox"/> 1) Insomnia <input type="checkbox"/> 2) Neurosis <input type="checkbox"/> 3) Guilt <input type="checkbox"/> 4) Paranoia <input type="checkbox"/> 5) Panic <input type="checkbox"/> 6) Phobia <input type="checkbox"/> 7) Hallucinate <input type="checkbox"/> 8) Schizophrenia <input type="checkbox"/> 9) Psychosis <input type="checkbox"/> 10) Catatonia <input type="checkbox"/> 11) Insomnia True <input type="checkbox"/> 12) Neurosis True <input type="checkbox"/> 13) Guilt True <input type="checkbox"/> 14) Greater Paranoia <input type="checkbox"/> 16) Paranoia True <input type="checkbox"/> 18) Hallucinate True <input type="checkbox"/> 19) Psychosis True <input type="checkbox"/> 20) Schizophrenia True <input type="checkbox"/> 25) MPD <input type="checkbox"/> 30) Catatonia True <input type="checkbox"/> 50) Mind Disease True 	MIND ILLUSIONS <ul style="list-style-type: none"> <input type="checkbox"/> 1) Jumbled Text <input type="checkbox"/> 2) Hypochondria <input type="checkbox"/> 3) False Sense I <input type="checkbox"/> 4) Misleading I <input type="checkbox"/> 5) Lesser Phantom <input type="checkbox"/> 6) Waking Dream I <input type="checkbox"/> 7) Mistaken Identity I <input type="checkbox"/> 8) Misleading III <input type="checkbox"/> 9) False Sense II <input type="checkbox"/> 10) Minor Phantom <input type="checkbox"/> 11) Waking Dream II <input type="checkbox"/> 12) Misleading V <input type="checkbox"/> 13) False Sense III <input type="checkbox"/> 14) Mistaken Identity II <input type="checkbox"/> 15) Greater Phantom <input type="checkbox"/> 16) False Sense IV <input type="checkbox"/> 17) Misleading VII <input type="checkbox"/> 18) Waking Dream III <input type="checkbox"/> 19) False Sense V <input type="checkbox"/> 20) Phantom True <input type="checkbox"/> 25) Misleading True <input type="checkbox"/> 30) Mistaken Identity True <input type="checkbox"/> 50) Waking Dream True 	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____
MIND DOMINATION <ul style="list-style-type: none"> <input type="checkbox"/> 1) Mind Distraction <input type="checkbox"/> 2) Mind Lock <input type="checkbox"/> 3) Mind Invasion <input type="checkbox"/> 4) Demonic Possession I <input type="checkbox"/> 6) Transferral <input type="checkbox"/> 7) Domination <input type="checkbox"/> 10) Demonic Possession II <input type="checkbox"/> 11) Mind Slave <input type="checkbox"/> 12) Banishment <input type="checkbox"/> 14) Demonic Possession III <input type="checkbox"/> 16) Waiting Domination <input type="checkbox"/> 17) Waiting Domin. True <input type="checkbox"/> 19) Demonic Possession IV <input type="checkbox"/> 20) Mind Slave True <input type="checkbox"/> 25) Demonic Possession V <input type="checkbox"/> 30) Transferral True <input type="checkbox"/> 50) Banishment True 	MIND SUBVERSION <ul style="list-style-type: none"> <input type="checkbox"/> 1) Suspicion <input type="checkbox"/> 2) Trait Subversion I <input type="checkbox"/> 3) Lying <input type="checkbox"/> 4) Trait Subversion II <input type="checkbox"/> 5) Cheating <input type="checkbox"/> 6) Vandal <input type="checkbox"/> 7) Stealing <input type="checkbox"/> 8) Trait Subversion III <input type="checkbox"/> 9) Pyromania <input type="checkbox"/> 10) Aggravated Theft <input type="checkbox"/> 11) Trait Subversion V <input type="checkbox"/> 12) Random Trait Subv. I <input type="checkbox"/> 13) Assault <input type="checkbox"/> 14) Arson <input type="checkbox"/> 15) Trait Subversion VII <input type="checkbox"/> 16) Random Trait Subv. II <input type="checkbox"/> 17) Maim <input type="checkbox"/> 18) Trait Subversion X <input type="checkbox"/> 19) Random Trait Subv. III <input type="checkbox"/> 20) Homicide <input type="checkbox"/> 25) Assassination <input type="checkbox"/> 30) Trait Subversion True <input type="checkbox"/> 50) Suicide 	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____



MENTALISM SPELL LIST ____.



Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1					
<input type="checkbox"/> 2					
<input type="checkbox"/> 3					
<input type="checkbox"/> 4					
<input type="checkbox"/> 5					
<input type="checkbox"/> 6					
<input type="checkbox"/> 7					
<input type="checkbox"/> 8					
<input type="checkbox"/> 9					
<input type="checkbox"/> 10					
<input type="checkbox"/> 11					
<input type="checkbox"/> 12					
<input type="checkbox"/> 13					
<input type="checkbox"/> 14					
<input type="checkbox"/> 15					
<input type="checkbox"/> 16					
<input type="checkbox"/> 17					
<input type="checkbox"/> 18					
<input type="checkbox"/> 19					
<input type="checkbox"/> 20					
<input type="checkbox"/> 25					
<input type="checkbox"/> 30					
<input type="checkbox"/> 50					

--	--

--	--

--	--

--	--

--	--

--	--

--	--

--	--

--	--

--	--

--	--

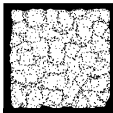
--	--

--	--

--	--

--	--

--	--



--

--	--

--	--

--	--

--	--

--	--

--	--

--	--



12.1 LAY HEALER



Lay Healers can aid the recuperative powers of others. Lay Healers are pure spell users of Mentalism who have concentrated on spells that heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

Wolly examined his handiwork. It would definitely be his best leg yet. Shem would be happy to know that he would soon have a functioning leg again.

Prime Stats: Presence and Self Discipline

LAY HEALER SPELL LISTS

The Lay Healer has six base lists. The full descriptions of all the spells on these lists can be found on pages 26-31. For a slightly higher development point cost, he may also develop open and closed Mentalism spell lists. Full descriptions of these lists can be found on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Blood Mastery: Healing bleeding wounds.

Bone Mastery: Healing a variety of types of bone damage.

Concussion Mastery: Healing minor types of damage (including concussion hits).

Muscle Mastery: Healing a variety of types of muscle damage (including damaged tendons).

Nerve and Organ Mastery: Healing a variety of types of nerve damage (including paralysis).

Prosthetics: Creating and animating false limbs.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Power Point Dev.	+5
Lore • Magical	+5	Self Control	+10
Power Awareness	+5	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	5/5/5	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environment.	3
Armor • Medium	4/4/4	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3/9	Self Control	3
Awareness • Perception	5	Special Attacks	12
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	12	Subterfuge • Stealth	6
Combat Maneuvers	14	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/7	Technical • Vocational..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/5	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	15
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	3	Weapon • Category 5	20
Martial Arts • Sweeps	3	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Animal Healing, Adrenal Stabilization, Use Prepared Herbs, and choice of one of Second Aid, Surgery, or Midwifery

Occupational Skills: Sculpting, First Aid

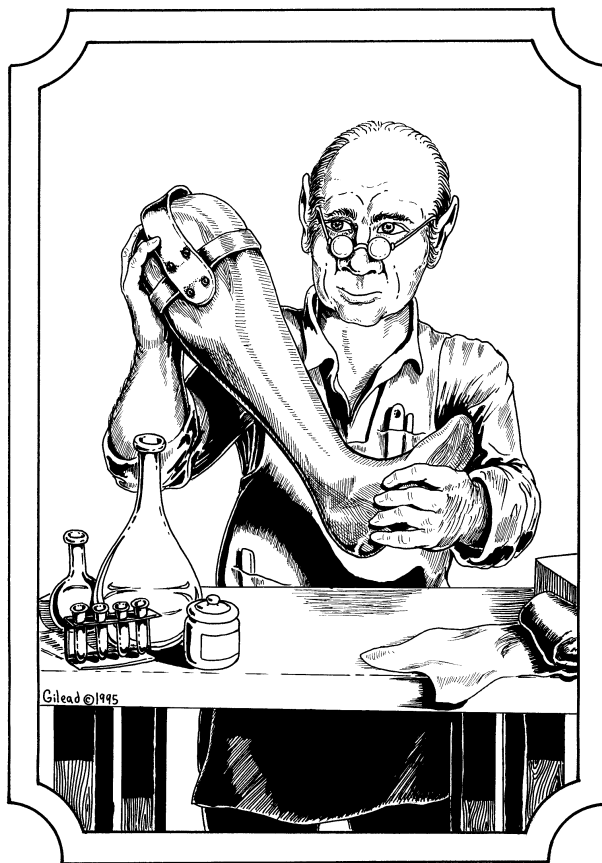
Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.



TRAINING PACKAGES

Adventurer	31	Highwayman	29
Amateur Mage	26	Hunter	35
Animal Friend	33	Knight	38
Assassin	38	Loremaster †	20
Berserker	34	Martial Artist	30
Burglar	29	Mercenary	38
City Guard	28	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	28	Scout	30
Cut Purse	33	Shaman Priest	29
Detective	29	Soldier	30
Diplomat	26	Spy	35
Doctor	23	Traveller	20
Explorer	29	Wanderer	30
Guardian	32	Weapon Master	61
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed



**Section
12.0
Professions**



Section 12.0 Professions



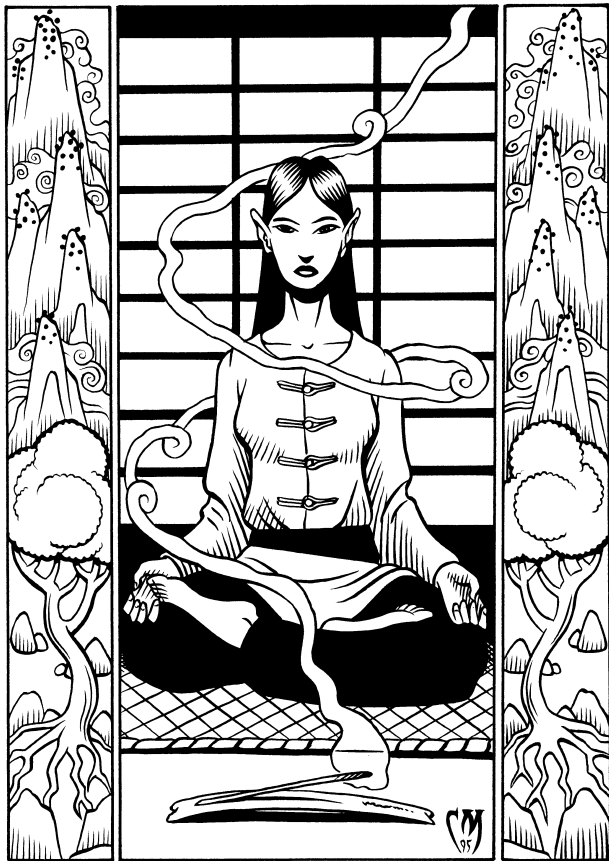
12.2 MENTALIST



Mentalists are pure spell users of Mentalism who have concentrated on spells that deal with the interaction of minds. Their base spells deal with the detection of mental Presence, mental communication, mind control, mind attack, mind merging, and sense control.

Johan raised his glass for the toast. The glove on his left hand set him apart from the rest of the king's guests. Many people eyed him with curiosity. Not many understood the delicate nature of mental powers. That was fine with Johan. The less people knew about the king's personal advisor, the better.

Prime Stats: Presence and Self Discipline



MENTALIST SPELL LISTS

The Mentalist has six base lists. The full descriptions of all the spells on these lists can be found on pages 32-37. For a slightly higher development point cost, he may also develop open and closed Mentalism spell lists. Full descriptions of these lists can be found on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Mind Attack: Attacking (stunning, shocking) a target through mental energies.

Mind Control: Controlling a target's mind through mental domination.

Mind Merge: Sharing thoughts and mental processes with a target.

Mind Speech: Communicating without verbal transmission.

Presence: Discerning information about a target.

Sense Control: Affecting a target's sensory input.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Body Development	+5	Power Point Dev.	+5
Influence	+10	Self Control	+5
Lore • Magical	+5	Spell Group	+5
Power Awareness	+5		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment	3
Armor • Medium	6/6/6	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	5	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3/9	Self Control	3
Awareness • Perception	5	Special Attacks	12
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	12	Subterfuge • Stealth	5
Combat Maneuvers	14	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational ..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/4	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	15
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	3	Weapon • Category 5	20
Martial Arts • Sweeps	3	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Lie Perception, Time Sense, Seduction

Occupational Skills: none

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	31	Highwayman	29
Amateur Mage	26	Hunter	35
Animal Friend	33	Knight	40
Assassin	37	Loremaster †	20
Berserker	34	Martial Artist	30
Burglar	29	Mercenary	38
City Guard	29	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	27	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	28	Scout	30
Cut Purse	32	Shaman Priest	29
Detective	29	Soldier	31
Diplomat	26	Spy	33
Doctor	23	Traveller	20
Explorer	29	Wanderer	30
Guardian	35	Weapon Master	61
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

OF
MENTALISM



76

SPELL LAW



12.3 BARD



Bards are semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, entertaining, and item use.

Dior sat on the end of the pier. The city gates were locked behind him. He strummed his lute. The notes were haunting as they travelled across the lapping waters. His only audience tonight would be the crabs and herons.

Prime Stats: Memory and Presence

BARD SPELL LISTS

The Bard has six base lists. The full descriptions of all the spells on these lists can be found on pages 38-43. For a slightly higher development point cost, he may also develop the open and closed Mentalism spell lists on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Controlling Songs: Controlling a target in a variety of ways.

Entertaining Ways: Providing assistance to a stage performance.

Item Lore: Discerning information about objects.

Lores: Affecting the caster's ability to learn or know information.

Sound Control: Controlling sounds to produce a variety of effects.

Sound Projection: Enhancing sounds in a variety of ways (including spells from the Controlling Songs spell list).

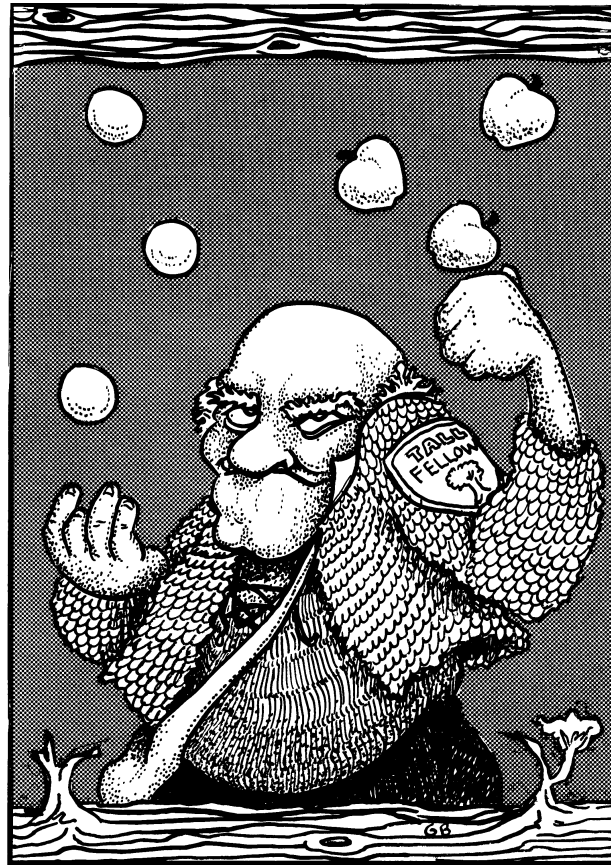
PROFESSION BONUSES

Artistic • Active	+5	Lore Group	+10
Awareness Group	+5	Power Awareness	+5
Body Development	+5	Self Control	+5
Communications	+5	Weapon Group	+5
Influence	+5		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	5/5/5	Outdoor • Animal	2/7
Armor • Light	2/2/2	Outdoor • Environment	2/6
Armor • Medium	3/3/3	Power Awareness	3/6
Artistic • Active	1/2	Power Manipulation	6/12
Artistic • Passive	1/3	Power Point Develop.	8
Athletic • Brawn	4/9	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/6	Self Control	2/7
Awareness • Perception	4/12	Special Attacks	6
Awareness • Searching	2/6	Special Defenses	20
Awareness • Senses	3/7	Subterfuge • Attack	12
Body Development	6/14	Subterfuge • Stealth	2/7
Combat Maneuvers	6/14	Subterfuge • Mechanics	4
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	10	Technical • Vocational	5/12
Influence	1/4	Urban	2/4
Lore • General	1/2	Weapon • Category 1	3/9
Lore • Magical	1/4	Weapon • Category 2	6
Lore • Obscure	2/4	Weapon • Category 3	7
Lore • Technical	2/4	Weapon • Category 4	7
Martial Arts • Strikes	3	Weapon • Category 5	7
Martial Arts • Sweeps	3	Weapon • Category 6	15
		Weapon • Category 7	15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Time Sense

Occupational Skills: none

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

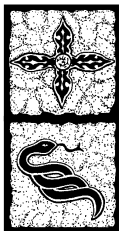
TRAINING PACKAGES

Adventurer	29	Highwayman	23
Amateur Mage	29	Hunter	30
Animal Friend	28	Knight	32
Assassin	31	Loremaster †	18
Berserker	29	Martial Artist	29
Burglar	25	Mercenary	32
City Guard	21	Merchant	21
Cloistered Academic †	22	Performer †	16
Con Man †	19	Philosopher	26
Crafter	24	Sailor †	20
Crusading Academic †	24	Scout	25
Cut Purse	25	Shaman Priest	28
Detective	25	Soldier	25
Diplomat †	19	Spy	25
Doctor	23	Traveller	14
Explorer	28	Wanderer	26
Guardian	30	Weapon Master	43
Herbalist	23	Zealot †	20

†: Typical ‡: Not normally allowed



**Section
12.0
Professions**



Section 12.0 Professions



12.4 MAGENT



Magents are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with information gathering, subterfuge, and performing stealthy missions.

Ice pulled his cloak around himself. The shadows of the rooftop were cold, like the expression on his face. His gaze never left the window of the building across the street. A silhouette passed in front of the curtain. The lights in the room were extinguished. Time to go to work....

Prime Stats: Reasoning and Presence

MAGENT SPELL LISTS

The Magent has six base lists. The full descriptions of all the spells on these lists can be found on pages 44-49. For a slightly higher development point cost, he may also develop the open and closed Mentalism spell lists on pages 6-25. Other spell lists may be developed, but will cost a larger number of development points.

Assassination Mastery: Enhancing the caster's ability to perform missions.

Disguise Mastery: Changing the caster's appearance.

Escapes: Allowing the caster to get free from various types of bonds.

Gathering Secrets: Gathering information in various forms.

Misdirections: Redirecting target(s) senses to cause confusion and misconceptions.

Poison Mastery: Working with and resisting poisons.

PROFESSION BONUSES

Awareness Group	+10	Power Awareness	+5
Body Development	+5	Self Control	+10
Communications	+5	Subterfuge Group	+5
Influence	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	6/6/6	Outdoor • Animal	2/7
Armor • Light	2/2/2	Outdoor • Environment	2/6
Armor • Medium	4/4/4	Power Awareness	3/7
Artistic • Active	2/4	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/9	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/4	Self Control	2/6
Awareness • Perception	3/10	Special Attacks	4
Awareness • Searching	1/5	Special Defenses	20
Awareness • Senses	2/6	Subterfuge • Attack	5/10
Body Development	6/14	Subterfuge • Stealth	1/4
Combat Maneuvers	6/14	Subterfuge • Mechanics	2/7
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	10	Technical • Vocational	5/12
Influence	1/5	Urban	1/4
Lore • General	1/3	Weapon • Category 1	3/7
Lore • Magical	3/6	Weapon • Category 2	4
Lore • Obscure	3/7	Weapon • Category 3	6
Lore • Technical	2/5	Weapon • Category 4	7
Martial Arts • Strikes	3	Weapon • Category 5	8
Martial Arts • Sweeps	3	Weapon • Category 6	9
		Weapon • Category 7	10

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: none

Occupational Skills: none

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	29	Highwayman	23
Amateur Mage	30	Hunter	28
Animal Friend	26	Knight	32
Assassin	24	Loremaster	24
Berserker	28	Martial Artist	30
Burglar	21	Mercenary	31
City Guard †	20	Merchant	21
Cloistered Academic †	24	Performer †	20
Con Man †	14	Philosopher	26
Crafter	24	Sailor †	20
Crusading Academic †	24	Scout	21
Cut Purse †	18	Shaman Priest	28
Detective †	19	Soldier	25
Diplomat †	18	Spy †	18
Doctor	23	Traveller	13
Explorer	28	Wanderer	29
Guardian	29	Weapon Master	39
Herbalist	23	Zealot †	20

†: Typical ‡: Not normally allowed





12.5 HEALER



Healers are hybrid spell users who combine the realms of Channeling and Mentalism; they channel power to take wounds from others and use the enormous recuperative power of their bodies to heal the wounds once taken. Thus, a Healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually.

Soryth looked over the ward. Wounded bodies laying in bed; the smell of antiseptic wash; the soft sounds of the nurses' shuffling feet; the soft golden glow of the morning sun through the windows. They will live. They will live.

Prime Stats: Intuition, Presence, and Self Discipline

HEALER SPELL LISTS

The Healer has six base lists. The full descriptions of all the spells on these lists can be found on pages 50-55. For a slightly higher development point cost, he may also develop open and closed Mentalism spell lists on pages 6-25 and the open and closed Channeling spell lists (see *Spell Law: Of Channeling*, pages 6-25). Other spell lists may be developed, but will cost more development points.

Blood Ways: Healing bleeding wounds on the caster.

Bone Ways: Healing bone damage on the caster.

Cleansing: Purifying diseases and poisons on the caster (also includes a spell to transfer wounds from a target to caster).

Muscle Ways: Healing a variety of types of muscle damage (including damaged tendons) on the caster.

Organ Ways: Healing organ and nerve damage on the caster.

Surface Ways: Healing minor damage of a variety of types on the caster.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Power Point Dev.	+5
Lore • Magical	+5	Self Control	+10
Power Awareness	+5	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment.	3
Armor • Medium	6/6/6	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	2/7
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	2/6	Subterfuge • Stealth	6
Combat Maneuvers	18	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	6	Weapon • Category 5	20
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



**Section
12.0
Professions**

Everyman Skills: Time Sense, Adrenal Stabilization, Herb Lore, Use Prepared Herbs, Foraging, and choice of one of Surgery, Second Aid, or Midwifery

Occupational Skills: Animal Healing, First Aid

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	31	Highwayman	28
Amateur Mage	26	Hunter	36
Animal Friend	33	Knight	43
Assassin	40	Loremaster †	20
Berserker	42	Martial Artist	35
Burglar	30	Mercenary	39
City Guard	29	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	34	Shaman Priest	29
Detective	30	Soldier	30
Diplomat	26	Spy	35
Doctor	23	Traveller	20
Explorer	30	Wanderer	30
Guardian	35	Weapon Master	84
Herbalist	23	Zealot	26

†: Typical ‡: Not normally allowed



**Section
12.0
Professions**



12.5 MYSTIC



Mystics are hybrid spell users who combine the realms of Essence and Mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

Sulaan adjusted his bandanna as the wagon rolled towards the city. The wagon produced a music of its own as the wheels passed over the rutted road—pots, pans, and trinkets rattling loudly. A new city. A new set of opportunities. Sulaan was not known here... yet.

Prime Stats: Empathy, Presence, and Self Discipline

MYSTIC SPELL LISTS

The Mystic has six base lists. The full descriptions of all the spells on these lists can be found on pages 50-55. For a slightly higher development point cost, he may also develop open and closed Mentalism spell lists on pages 6-25 and the open and closed Essence spell lists (see *Spell Law: Of Essence*, pages 6-25). Other spell lists may be developed, but will cost a more development points.

Confusing Ways: Affecting a target's senses in a variety of ways.

Gas Alteration: Manipulating and controlling gasses in a variety of ways.

Hiding: Causing things to be harder to detect (including invisibility).

Liquid Alteration: Manipulating and controlling liquids in a variety of ways.

Mystical Change: Creating illusions on the caster.

Solid Alteration: Manipulating and controlling solids in a variety of ways.



PROFESSION BONUSES

Awareness Group	+5	Power Point Dev.	+5
Influence	+5	Self Control	+5
Lore • Magical.....	+5	Spell Group	+5
Power Awareness	+10	Subterfuge • Stealth	+5
Power Manipulation	+5		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment	3
Armor • Medium	6/6/6	Power Awareness	2/5
Artistic • Active	1/4	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	3	Special Attacks	15
Awareness • Searching	2/4	Special Defenses	25
Awareness • Senses	2/6	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	2/7
Combat Maneuvers	18	Subterfuge • Mechanics	7
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational ..	5/12
Influence	1/4	Urban	2/5
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	6	Weapon • Category 5	20
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Adrenal Stabilization, Magic Ritual, Spell Mastery, Meditation

Occupational Skills: none

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see *RMFRP* p. 127 and *Character Law*.

TRAINING PACKAGES

Adventurer	32	Highwayman	30
Amateur Mage	26	Hunter	33
Animal Friend	30	Knight	43
Assassin	37	Loremaster †	20
Berserker	44	Martial Artist	35
Burglar	30	Mercenary	40
City Guard	30	Merchant †	18
Cloistered Academic †	20	Performer †	18
Con Man †	19	Philosopher †	25
Crafter	24	Sailor	23
Crusading Academic	26	Scout	30
Cut Purse	26	Shaman Priest	28
Detective	22	Soldier	34
Diplomat †	19	Spy	27
Doctor	23	Traveller	19
Explorer	30	Wanderer	29
Guardian	34	Weapon Master	84
Herbalist	23	Zealot †	23

†: Typical ‡: Not normally allowed

BASIC SPELL ATTACK TABLE 13.1

	Essence Spell			Channeling Spell			Mentalism Spell			
	Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	
UM 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 96-97	-60	-65	-75	-55	-60	-75	-55	-65	-75	96-97 UM
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	37-40
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	21-24
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
13-16	F	+45	+60	F	F	+60	F	+45	+60	13-16
09-12	F	F	+65	F	F	+65	F	F	+65	09-12
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
03-04	F	F	F	F	F	F	F	F	F	03-04
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM

Key:

F — Spell Fails, roll on Table 14.6, p. 94.

UM — Unmodified roll. Apply result with no modifications.

Range Modifiers:

Range	Modifier
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' +	-30



Standard Attack Roll Modifications for Defender:

Special Bonus due to items varies
 Full "Soft" or "Hard" cover -20
 Half "Soft" or "Hard" cover -10

Standard Attack Roll Modifications for Attacker:

Attacker's skill rank for the spell's list varies
 Special bonus due to items or the spell varies
 If target is static +10
 Attacker has taken 26-50% of his hits -5
 Attacker has taken 51-75% of his hits -10
 Attacker has taken 76%+ of his hits -15
 Attacker has used 26-50% of his exhaustion points -5
 Attacker has used 51-75% of his exhaustion points -10
 Attacker has used 76-90% of his exhaustion points -15
 Attacker has used 91-99% of his exhaustion points -20
 Attacker has used 100%+ of his exhaustion points -30

RESISTANCE ROLL TABLE 13.2

Target Level	Attack Level of the Spell Caster															Target Level	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	>15 †	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15†	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15

To resist the target's Resistance Roll must be greater than or equal to the number given.

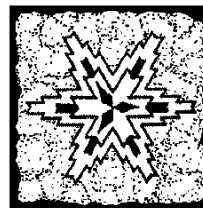
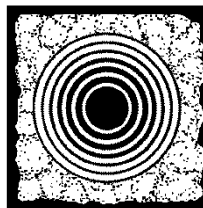
Standard RR Modifications:

Basic Spell Attack Roll modifications varies from -125 to +70
 Special bonuses due to items or the spell varies
 Bonus due to the target's race varies
 Willing target (the target doesn't want to resist the spell) -50
 Same realm (target's realm of power is the same as the spell's) +15
 3x target's stat bonus for the spell's realm -30 to +30
 (In for Channeling, Em for Essence, Pr for Mentalism)

† —For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

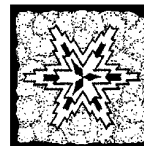
ATTACK TABLE 13.3

COLD BALL SPELL LAW

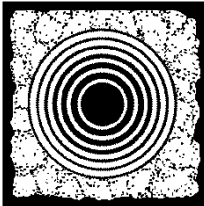


	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-04 UM
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13-16
17-20	-	-	-	1	-	-	-	1	-	-	-	1	-	-	-	1	-	1	3	4A	17-20
21-24	-	-	1	2	-	-	1	2	-	-	1	2	-	-	1	2	1	2	4A	5A	21-24
25-28	-	1	2	3	-	-	2	3	-	1	2	4	-	1	2	3	2	3	5A	6A	25-28
29-32	1	2	3	4A	1	1	3	4A	1	2	3	5A	1	2	3	4A	3	4A	6A	7A	29-32
33-36	2	3	4A	5A	1	2	4A	5A	2	3	4A	6A	2	3	4	5A	4A	5A	7A	8A	33-36
37-40	3	4	5A	6A	2	3	5A	6A	3	4	5A	7A	3	4	5A	6A	5A	6A	8A	9A	37-40
41-44	4	5A	6A	7A	3	4A	6A	7A	4	5A	6A	8A	4A	5A	6A	7A	6A	7A	9A	10B	41-44
45-48	5	5A	7A	8A	4A	5A	7A	8A	5	6A	7A	9A	5A	6A	7A	8A	7A	8A	10B	11B	45-48
49-52	5A	6A	8A	9A	5A	6A	8A	9A	5A	7A	8A	10A	6A	7A	8A	9B	8A	9A	11B	12B	49-52
53-56	5A	6A	9A	10A	6A	7A	9A	10B	6A	7A	10A	11B	7A	8A	9A	10B	9A	10B	12B	13B	53-56
57-60	6A	7A	10A	11B	7A	8A	10B	11B	6A	8A	11B	12B	7A	9A	10A	11B	10B	11B	13B	14C	57-60
61-64	6A	7A	11B	12B	8A	8A	11B	12B	7A	8A	12B	13B	8A	9B	11B	12B	11B	12B	14C	15C	61-64
65-68	6A	8A	12B	13B	8A	9A	12B	13B	7A	9B	13B	14B	8B	10B	12B	13B	12B	13B	15C	16C	65-68
69-72	7A	8B	12B	13B	9A	9B	13B	14B	7A	9B	14B	15B	9B	10B	13B	14C	13B	14B	16C	17C	69-72
73-76	7A	9B	13B	14B	9B	10B	14B	14B	8B	10B	15B	15C	9B	11B	14B	15C	14B	15C	17C	18C	73-76
77-80	7B	9B	13B	14B	9B	10B	14B	15C	8B	10B	15C	16C	10B	11B	15B	16C	15C	16C	18C	19C	77-80
81-84	8B	10B	14B	15C	10B	11B	15C	15C	8B	11B	16C	16C	10B	12B	15C	17C	16C	17C	19C	20C	81-84
85-88	8B	10B	14C	15C	11B	11B	15C	16C	9B	11B	16C	17C	11B	12B	16C	18C	16C	18C	20C	21C	85-88
89-92	8B	11B	15C	16C	11B	12B	16C	16C	9B	12B	17C	17C	12B	13B	17C	19C	17C	19C	21C	22C	89-92
93-95	8B	11B	15C	16C	12B	12B	16C	17C	9B	12B	17C	18C	13B	13B	18C	19C	17C	19C	21C	22C	93-95
UM 96-99	9C	12C	16C	17D	13C	13C	17C	18D	10C	13C	18C	19D	14C	14C	19C	20D	18C	20D	22D	24D	96-99 UM
UM 100	13D	16E	20E	21E	17E	17E	21E	22E	14D	17E	22E	23E	18E	18E	23E	24E	22E	24E	26E	28E	100 UM

(Use Cold Criticals)



UM = Unmodified Roll



ATTACK TABLE 13.4

FIRE BALL

SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04
01-04	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	01-04
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05-08
09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09-12
13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13-16
17-20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	17-20
21-24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-24
25-28	1	2	3A	4A	1	2	3A	4A	1	2	3A	4A	1	2	3A	4A	1	2	3A	4A	25-28
29-32	2	3	4A	5A	2	3	4A	5A	2	3A	4A	5A	2	3A	4A	5A	2	3A	4A	5A	29-32
33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	4A	5A	3A	4A	5A	6A	3A	4A	5A	6A	33-36
37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	5A	6A	5A	6A	7A	12B	6A	7A	13B	14B	37-40
41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	5A	6A	6A	7A	8B	13B	7A	8A	14B	15B	41-44
45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	6A	7A	7A	8B	9B	14B	8A	9B	15B	16B	45-48
49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	7A	8B	8B	9B	10B	15B	9B	10B	16B	17C	49-52
53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	8B	9B	9B	10B	11B	16C	10B	11B	17C	18C	53-56
57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	9B	10B	10B	11B	12B	17C	11B	12B	18C	19C	57-60
61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	10B	11B	11B	12B	13C	18C	12B	13B	19C	20C	61-64
65-68	7A	10B	13B	14B	11B	12B	13B	14C	8B	10B	11B	12B	12B	13C	14C	19C	13B	14C	20C	21C	65-68
69-72	7B	10B	14B	15C	11B	12B	13C	14C	8B	11C	12C	13C	13C	14C	15C	20C	14C	15C	20C	22C	69-72
73-76	8B	11B	15C	16C	12B	13B	14C	15C	9B	12C	13C	14C	14C	15C	16C	21C	15C	16C	21C	23D	73-76
77-80	8B	11B	15C	16C	12B	13B	14C	15C	10C	13C	14C	15C	15C	16C	17C	22D	16C	17C	22D	24D	77-80
81-84	9B	12C	16C	17C	13B	14C	15C	16C	11C	14C	15C	16C	16C	17C	18C	23D	17C	18C	23D	25D	81-84
85-88	9B	12C	16C	17C	13C	14C	15C	16C	12C	15C	16C	17C	17C	18D	19D	24D	18C	20C	24D	26D	85-88
89-92	10C	13C	17C	18C	14C	15C	16C	17C	13C	16C	17C	18C	18D	19D	23D	25D	20C	22D	25D	27D	89-92
93-95	10C	13C	17C	18C	14C	15C	16C	17C	14C	17C	18C	19C	20D	21D	23D	26D	22C	24D	26D	28D	93-95
UM 96-97	11C	14D	18D	19D	15C	16C	17C	18C	15D	18D	19D	20D	21D	22D	24E	27E	23D	25D	27E	29E	96-97 UM
UM 98-99	13D	16D	20D	21E	17D	18D	19D	20D	17D	20E	21E	22E	23E	24E	26E	29E	25E	27E	29E	31E	98-99 UM
UM 100	15E	18E	22E	23E	19E	20E	21E	22E	19E	22E	23E	24E	25E	26E	28E	31E	27E	29E	31E	33E	100 UM

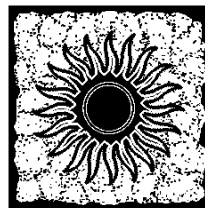
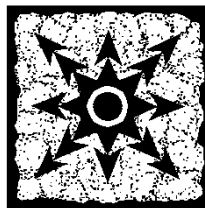
(Use Heat Criticals)



UM = Unmodified Roll

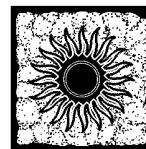
ATTACK TABLE 13.5

FIRE BOLT SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02 UM
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	31-35
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	36-40
41-45	2	3	2	1	2	2	1	-	1	-	-	-	1	1	-	-	1	1	4A	-	41-45
46-50	3	4	3	3A	2	3	3	1	1	1	1	-	2	2	1	-	2	3	6A	3A	46-50
51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55
56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60
61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65
66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70
71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75
76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80
81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85
86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90
91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95
96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100
101-105	7A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105
106-110	7B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110
111-115	8B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115
116-120	8B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120
121-125	9C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125
126-130	9C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130
131-135	9C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135
136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140
141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145
146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150
UM 100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100 UM

(Use Heat Criticals)



UM = Unmodified Roll

Range Mod

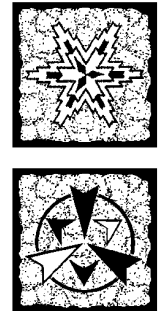
0' - 10' +35
 11' - 50' 0
 51' - 100' -25
 101' - 200' -40
 201' - 300' -55
 301' - up -75

ATTACK TABLE 13.6

ICE BOLT SPELL LAW

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	2	3	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	-	-	41-45
46-50	3	4	3	2	2	3	1	1	1	-	-	-	2	1	-	-	-	-	-	-	46-50
51-55	3A	4	4	3	2	4	2	2	1	1	1	-	3	2	1	-	-	-	-	-	51-55
56-60	4A	5A	5	4	3	5	2	3	2	2	2	1	4A	3	2	-	-	-	8A	-	56-60
61-65	4A	5A	6	5	4A	6A	3	4	2	3	4	3	5A	4A	3A	2	-	-	9B	-	61-65
66-70	5A	6A	7A	6	4A	7A	4	5	3A	4	5	5A	6A	5A	4B	3A	6	8A	10B	10A	66-70
71-75	5A	6A	7A	7A	5A	8A	5A	6	4A	5A	6A	7A	7A	6B	5B	4B	7A	9B	11C	11B	71-75
76-80	5A	7A	8A	8A	6A	9A	6A	7A	5A	6A	7A	8B	8B	7B	6B	6B	8A	10B	12C	12C	76-80
81-85	6A	7A	8A	9A	6A	9A	7A	8A	6A	7A	8B	9B	9B	8C	7C	7C	9B	11C	13D	13C	81-85
86-90	6A	8A	9A	10B	7A	10A	8B	9B	6B	8B	9B	10C	10C	9C	8C	8C	10B	12C	14D	14D	86-90
91-95	6A	8B	9B	11B	8A	10A	9B	10B	7B	9B	10C	11C	11C	10C	10C	12D	11C	13D	15D	15D	91-95
96-100	7B	9B	10B	12C	8B	11B	10B	11C	7B	10C	11C	12D	12C	11D	12D	14D	12C	14D	16D	16D	96-100
101-105	7B	9B	10B	13C	9B	11B	11C	12C	8C	11C	12C	13C	13D	12D	14D	16D	13D	15D	17E	18D	101-105
106-110	7B	10B	11C	14C	10C	12C	12C	13C	8C	12C	13D	14D	14D	13D	16D	18E	14D	16E	18E	20E	106-110
111-115	8B	10C	12C	14C	10C	12C	13C	14D	9C	13D	14D	15D	15D	14E	18E	20E	16D	18E	20E	22E	111-115
116-120	8C	11C	12C	15D	11C	13C	14C	15D	9C	13D	15D	16E	16E	16E	20E	22E	18E	20E	22E	24E	116-120
121-125	9C	12C	13C	16D	12C	13C	15D	16D	10D	14D	16E	17E	17E	18E	22E	24E	20E	22E	24E	26E	121-125
126-130	9C	12C	14D	16D	12D	14D	16D	18E	10D	14E	17E	18E	18E	20E	24E	26E	22E	24E	26E	28E	126-130
131-135	9C	13D	15D	17E	13D	14D	17E	19E	11E	15E	18E	19E	20E	22E	26E	28E	24E	26E	28E	30E	131-135
136-140	10D	13D	16E	17E	14D	15D	18E	20E	11E	15E	19E	20E	22E	24E	28E	30E	26E	28E	30E	32E	136-140
141-145	10D	14E	17E	18E	15E	16E	20E	21E	12E	16E	20E	21E	24E	26E	30E	32E	28E	30E	32F	34F	141-145
146-150	10E	14F	18F	18F	16F	16F	22F	22F	12F	16F	22F	22F	26F	28F	31F	34F	30F	32F	34F	36G	146-150
UM 100	14F	18F	22G	22G	20G	20G	26G	26G	16F	20F	26G	26G	30F	32F	35G	38G	36G	38G	40G	42G	100 UM

(For A, B, C, D, and E results, use Impact Criticals)



UM = Unmodified Roll

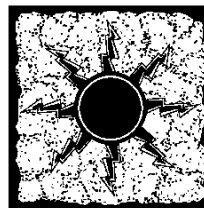
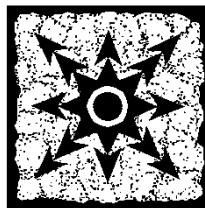
Range	Mod
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

Critical Result	Use Impact	Use Cold
F	E	A
G	E	C

ATTACK TABLE 13.7

LIGHTNING BOLT

SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02 UM
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	2	3	1	-	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	3	5	3	2	5	3	1	-	-	-	-	-	1	-	-	-	-	-	-	-	36-40
41-45	5A	6	5	3	6	5	3	1	-	-	-	-	2	1	-	-	-	-	3A	-	41-45
46-50	6A	7A	7	5	7A	7	5	3	1	-	-	-	3	3	1	-	1	1	5A	1	46-50
51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	-	4A	5A	3	1	2	3	7B	3	51-55
56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75
76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85
86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90
91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95
96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105
106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16F	16F	22F	24E	25E	29G	25G	106-110
111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	131-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150
UM 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100 UM

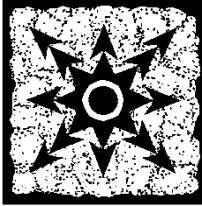
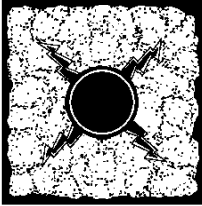
(For A, B, C, D, and E results, use Electricity Criticals)

Range	Mod	Critical Result	Use Electricity	Use Impact	Use Heat
0' - 10'	+35	F	E	A	-
11' - 50'	-	G	E	B	-
51' - 100'	-25	H	E	C	A
101' - 200'	-40	I	E	D	B
201' - 300'	-55				
301' - up	-75				

UM = Unmodified Roll

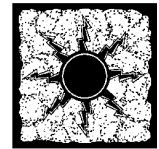
SHOCK BOLT

SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	2	1	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	2	2	1	-	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	3	2	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	1	-	46-50
51-55	3	3	3	3	3	3	2	1	-	-	-	-	1	1	-	-	-	-	2	-	51-55
56-60	4	3	4	5	3	3	3	2	-	-	-	-	1	1	-	-	-	-	2	-	56-60
61-65	4A	4	5	6	4	4	4	3	-	-	-	-	2	2	1	-	-	1	3	1	61-65
66-70	5A	4A	6	6	4A	4	5	4	1	-	-	-	2	3	2	-	1	2	4A	2	66-70
71-75	5A	5A	7A	7	5A	5A	6	5	1	1	1	-	3	3	3	1	2	3	5A	3A	71-75
76-80	6A	5A	7A	7A	5A	5A	7A	6	2	1	2	1	3	4	4	2	3	4	6A	4A	76-80
81-85	6A	6A	8A	8A	6A	6A	8A	7A	2	2	3	2	4	4	5	3A	4	5A	7A	5A	81-85
86-90	6A	6A	8A	8A	6A	6A	8A	8A	2	2	4	3A	4	5	5A	4A	5	6A	8A	6A	86-90
91-95	7A	7A	9A	9A	7A	7A	9A	9A	3	3	5A	4A	5A	5A	6A	5A	6A	7A	8A	7A	91-95
96-100	7A	7A	9A	9A	7A	7A	9A	10A	3A	3A	5A	5A	5A	6A	6A	6A	6A	7A	9A	8A	96-100
101-105	7A	7A	10A	10A	8A	8A	10A	10A	3A	4A	6A	6A	6A	6A	7A	7A	7A	8A	9A	9A	101-105
106-110	8A	8A	10A	10A	8A	8A	10A	11B	4A	4A	6A	7A	6A	7A	7A	8A	7A	8A	10A	9B	106-110
111-115	8A	8A	11A	11B	9A	9A	11B	11B	4A	5A	7A	8A	7A	7A	8A	8A	8A	9A	10B	10B	111-115
116-120	8A	8B	11B	11B	9B	9B	11B	12B	4A	5A	7A	8A	7A	8A	8A	9A	8A	9A	11B	10B	116-120
121-125	9B	9B	12B	12B	10B	10B	12B	12B	5A	6A	8A	9A	8A	8A	9A	10	9A	10A	11B	11B	121-125A
126-130	9B	9B	12B	12B	10B	10B	12B	13B	5A	6A	8A	9B	8A	9A	9A	10	9A	10B	12B	11B	126-130B
131-135	9B	9B	13B	13B	11B	11B	13B	13B	5A	7A	9B	10B	9A	9A	10A	11	10B	11B	12B	12B	131-135B
136-140	10B	10B	13B	13B	11B	11B	13B	14B	5A	7A	9B	10B	9B	10A	10B	11	10B	11B	13B	12B	136-140B
141-145	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	11B	12B	14B	13B	141-145B
146-150	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12	12B	12B	14B	14B	146-150B
UM 100	16D	16D	18D	18D	17D	17D	18D	18D	12C	14C	16C	16C	14C	14C	16C	17	17C	17C	18C	18C	100 UM

(Use Electricity Criticals)



UM = Unmodified Roll

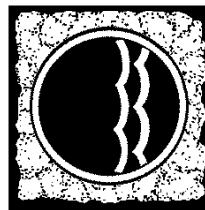
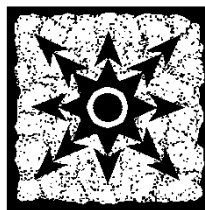
Range Mod

0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75

ATTACK TABLE 13.9

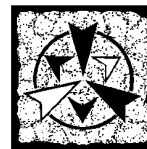
WATER BOLT

SPELL LAW



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01-02 UM
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
41-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
46-50	1	1	-	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	46-50
51-55	1	1	1	-	2	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	51-55
56-60	2	2	2	1	2	2	1	-	-	-	-	-	2	2	1	-	-	-	1	-	56-60
61-65	2	2	3	2	3	2	2	1	1	-	-	-	3	3	2	-	-	-	2	1	61-65
66-70	2	3	4	3	3	3	3	2	1	1	1	-	3	4	3	1	-	-	4A	2	66-70
71-75	3	3	5	4	4	3	4	3	2	2	2	1	4	5	4	2	-	1	5A	4	71-75
76-80	3	4	6	5	4	4	5	4	2	3	4	3	5A	6	6	4	1	3	6A	6A	76-80
81-85	3A	4	7	6	5A	4A	6	5	3	4	6	5	6A	7A	8A	6	3	5	8B	8A	81-85
86-90	4A	5A	7A	7	5A	5A	7A	6	3A	4	8	7A	7A	8A	9A	8A	5	7A	10B	10A	86-90
91-95	4A	6A	8A	8A	6A	5A	8A	7A	4A	5A	10A	9A	8A	9A	10B	10A	7A	9A	12B	12B	91-95
96-100	4A	6A	8A	9A	6A	6A	9A	8A	4A	5A	10A	11A	9A	10B	11B	12B	9A	11A	14B	14B	96-100
101-105	5A	6A	9A	10A	7A	6A	10A	9A	5A	6A	11A	12B	10B	11B	12B	14B	11A	13A	15C	16B	101-105
106-110	5A	7A	9A	10A	7A	7A	11A	10B	5A	6A	11B	13B	11B	12B	13B	16B	12A	14B	16C	18C	106-110
111-115	5A	7A	10A	11B	8A	7A	12B	11B	6A	7B	12B	13B	12B	13B	14B	17C	13B	15B	17C	19C	111-115
116-120	6A	7A	10A	11B	8A	8A	12B	12B	6A	7B	12B	14B	13B	14B	15C	18C	14B	16B	18C	20C	116-120
121-125	6A	8A	11B	12B	9A	8A	13B	13B	7A	8B	13B	14C	14B	15C	16C	19C	15B	17C	19C	21C	121-125
126-130	6A	8A	11B	12B	9B	9B	13B	14B	7B	8B	13B	15C	15C	16C	17C	20C	16B	18C	20C	22C	126-130
131-135	7A	8B	12B	13C	10B	9B	14B	15C	7B	9B	14C	15C	16C	16C	17C	21C	17C	19C	21C	23C	131-135
136-140	7A	9B	12B	13C	10B	10B	14C	15C	8B	9B	14C	16C	16C	17C	18C	22C	18C	20C	22C	24C	136-140
141-145	7B	9B	13C	14C	11C	11C	15C	16C	8B	10C	15C	15C	17C	18C	19C	23C	19C	21C	23C	25C	141-145
146-150	7B	9C	13C	14C	11C	11C	15C	16C	8B	10C	15C	16C	18C	18C	20C	24C	20C	22C	24C	26C	146-150
UM 100	10E	12E	16E	17E	14E	14E	18E	20E	11E	13E	18E	20E	22E	22E	24E	28E	24E	26E	28E	30E	100 UM

(Use Impact Criticals)



UM = Unmodified Roll

Range Mod

0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75



14.1 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
06-10	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
11-15	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	En crust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H - ∞	Frigid strike to foe's torso and face. You have the initiative. +6H - ∞
16-20	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H - ∞	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H - ∞
21-35	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H - ∞	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H - ∞ - 1 (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H - (2×-15)
36-45	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H - ∞	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H - ∞	Catch foe in lower leg. You gain initiative while foe regains footing. +7H - 2× - 1	Foe ices down; freezing any exposed skin. The pain is great. +9H - 1 - 2 - 1 (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. 1 - (-20)
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H - 2×	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H - 2× - 2 1	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H - 1	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H - 1 - 2 - 1 (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H - 1
51-55	Blow to foe's chest. Your attack has force and foe stumbles. +7H - 1	Strong off-center blast takes foe in his shield arm wrist and side. +8H - 1 - 3 1	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H - 2 1 - (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H - 2 1 - 3 1	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H - 1 - 1 - 4 1
56-60	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H - 2 1	Foe turns to avoid your attack and exposes his back. All wood on his back becomes frozen and brittle. +9H - 2 1 - 2 1	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H - 2× w/o leg armor: +9H - 1 1	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. 1 1 - 3 1 - (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H - 1 1 - 4 1 - (-20)
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H - ∞ w/o arm greaves: +9H - 1 1	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H - 1 1 - (-5) - 3 1	Blast freeze dries organic material on foe's back. +11H - 4 1	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H - (-20) w/o shield: 5 1 - (-30)	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H - 3 1 - (-30)
66	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H - 3 1 1	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4 1 1 - 3 1	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6 1 - (-15) - 4 1	Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4 1 - (-30) - 4 1	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H - 8 1 1 - 4 1
67-70	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H - 1 1 1 - (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H - 2 1 - 1 1 - (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H - 2 1 - 1 1 - (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H - 1 1 1 - (-5) w/o ch armor: +13H - 3 1 1 - (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2 1 w/o shield: 6 1
71-75	Strong unbalancing blast. Foe's body temperature drops. +11H - 2 1 1 - (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H - 2 1 1 1 - 3 1	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2 1 1 1 - 3 1 - (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H - 2 1 1 1 - (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H - 3 1
76-80	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H - 2× w/o shield: +12H - 2 1 1 - 1	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H - 4 1 1 - (+15) - 3 1 w/o chest armor: +20H - 4× - (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3 1 1 - 4 1 w/o chest armor: (-25) - 4 1	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H - 3 1 1 1 - (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12 1 1 - (-30)
81-85	Back blast. Any glass on back is broken. Painful bruise. +13H - 2 1 1	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H - 2 1 1 1 - (-15) - 4 1	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6 1 1 - 5 1 - (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9 1 1 - 6 1	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
86-90	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2 1 1 - 6 (-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3 1 w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9 1 1 - 6 1 - (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H - (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. -
91-95	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3 1 w/o helmet: 6 1 1 - (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H - 3 1 1 1 - (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H - 3 1 1 1 - (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
96-99	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9 1	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. -	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H - (+10)
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. -	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

Key: B× = must parry B rounds; B● = no parry for B rounds; B★ = stunned for B rounds; B♠ = bleed B hits per round; (-B) = foe has -B penalty; (+B) = attacker gets +B next round.



14.2 ELECTRICITY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H – ★
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H – ✕	Foe fails to avoid some of the attack and almost falls down. +6H – ★
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H – ✕	Your attack jolts foe into action. He steps back and swings in all directions. +5H – 2✕ – ♦	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H – 2★
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H – ✕ with metal weapon: +7H – ★✕	Foe's side and back are entangled by blast. Foe is shaken. +2H – ✕ – ♦	Foe heats up and goes on defensive until he cools. His footing is good. +7H – 2✕	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H – ★ – 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H – 2★
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H – ✕ – ♦	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H – 2✕	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H – 2★	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H – 2★ – 2(-10)	Blast to foe's waist. He stumbles, dazzled by light, and twitches for the next hour. You have 6 rnds of initiative. +13H – 2★ – ●
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H – ★	Back strike throws equipment about. Minor burns to exposed skin. +7H – ★ – 2♦	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H – ★● – ♦	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H – 2★ – ✕	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H – 2★ – 2♦
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H – 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H – 2★ with metal: +10H – 2★●	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H – ★ w/o leg armor: +9H – 2★	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H – 6★	Bolt passes through foe's leg before grounding. Foe suffers. with leg armor: +8H – ★● w/o leg armor: +2H – 2♦
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H – 2★ w/o metal greaves: +7H – ★	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H – ★●	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H – 2★ – ✕	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6★ – 3♦ w/o shield: 2★ – 2♦	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H – 2★ – ✕
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3★	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H – 3★● – 2♦ – (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H – 12★	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H – 4♦	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H – ★✕	Strike lands on shoulder and streaks down back. Foe steps forward in failing attempt to duck. He is vulnerable. +10H – 2★ – ●	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H – 2★● – (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H – 2★ – (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4★ – 3♦ – (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H – 3★ – (-5)	Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning. 4★ – 2♦ while metal armor worn: 3♦	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H – 8★ until metal armor removed: 5♦	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H – 3★	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H – 3★● – ♦ w/o chest armor: 6★ – 3♦
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H – ★● with metal on shield: +9H – 2★●	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H – 2★ – ● w/o abdominal armor: +11H – 2♦	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed. 8★ – (-5) – ♦	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H – 10★●	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H – 3♦
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H – 2★✕	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H – 3★●	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H – ★ – (-20) w/o armor: 4★ – (-40) – 2♦	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H – 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. –
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H – 2★● w/o metal armor: +15H – 3★●	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6★● – ♦ w/o leg armor: 6★ – (-50)	Brunt of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2★● – (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9★ – 6♦	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. –
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3★ – (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9★	Trapped in a web of light, your foe falls to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds. (-75) – 5♦	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Governor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H – 12★	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. –	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)



14.3 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
06-10	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reaches out for foe. He evades. You have initiative. +4H
11-15	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H – ★
16-20	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. –	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H – ✕	Foe fails to avoid some of the attack and almost falls down. +7H – ✕
21-35	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H – ★	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H – ✕ – ♠	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H – 2✕ – ♠	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H – 2✕ – 2♠
36-45	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H – ✕	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned. with shield: +3H – 3✕ w/o shield: +7H – ✕ – ♠	Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him. +8H – 2✕ – ♠	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H – 2♠ If wet: +6H – 2✕	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H – ♠ w/o backpack: +10H – 3♠
46-50	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain endures longer than the flames. +7H – ✕ – ♠	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H – 2✕ – ♠	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H – ★ – 2♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H – ★ – 3♠	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H – 2★ – 3♠
51-55	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H – 2✕ – ♠	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H – ★ – 2♠	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H – 2★ – 3♠	Foe is aflame and takes damage for 3 rounds while he burns. +10H – 2★ – 3♠	Your flames reach out. Foe frantically leaps back. His chest is burned. +13H – ★● – 3♠
56-60	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H – ★ – 2♠	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H – 2★ – 2♠	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H – 2✕ w/o leg armor: +10H – 2★ – 2♠	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H – 2★ – 2(-10) w/o helmet: +12H – 2♠	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H – ★● – ♠ – (-5) w/o helm: +15H – 2★● – (-10) – 3♠
61-65	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H – ♠ w/o arm greaves: +10H – 3♠	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H – ★● – (-5) – 2♠	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H – ★● – (-10) – 3♠	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments. with shield: +10H – 2★ – ● – 4♠ w/o shield: +13H – 2★ – ● – 6♠	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H – 2★● – 4♠ – (-10)
66	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H – 2★● – (-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 – 2★ – 4♠	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H – 3♠	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10★ – (-10) – 6♠	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
67-70	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H – 2★ – 2♠ – (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive. +7H – 2★ – ● – (-10) – 2♠	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2★ – ● – (-15) – 2♠	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H – ★ – 3♠	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♠ – (-15)
71-75	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H – ★●	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H – 2★ – ● – (-15) – (+10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3★ – (-15) – 6♠	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6★ – (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H – 6♠ – (-60)
76-80	Foe's shield side is engulfed in flame. Foe's shield is kindled if wooden. +10H – 2★ – ● – 2♠	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 – 2♠	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6★ – (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3★● – 5♠	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H – 12★
81-85	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H – 2★ – 2♠ – (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ★ – 2♠	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast rumbles clear after impact. (-20) – 2♠	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H – 9★	Foe inhales flames scalding lungs and throat. Foe is active for 12 rnds (while he burns), then dies. +20H
86-90	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H – 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H – 3★	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H – 6★● – (-85) – 3♠	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♠	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
91-95	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H – 3★ – (-10) w/o helmet: +12H – 2★● – (-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H – 3✕ – 2♠ w/o helmet: 8♠	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning. +18H – 6★● – (-90) – 4♠	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage. –	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
96-99	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4★● – 8♠	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H – 12♠ – (+10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning. –	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
100	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H – 5♠	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

Key: β✕ = must parry β rounds; ● = no parry for β rounds; ★ = stunned for β rounds; ♠ = bleed β hits per round; (-β) = foe has -β penalty; (+β) = attacker gets +β next round.



14.4 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe rolls with the blow.. +0H	Rattle foe a little. Bruise his elbow. +0H	Strike glances off foe. He presses on. +1H	Strike lands without force. Foe is up. +2H	How foe evaded that blow is a mystery. +3H
06-10	It looks solid, but foe is not hindered. +1H	Bump foe in the chest. He loses a garment decoration. +2H	Foe turns to evade and gets hit in the backside. Little damage is done. +3H	Wild assault to shoulder fails to connect with foe. +4H	Foe is unbalanced and gives ground to regain his footing. +3H – 2(-15)
11-15	With great effort foe evades the damage. You have initiative. +2H	Corrupt foe's sense of balance. He stumbles and loses the initiative. +4H	Firm strike causes foe to step back and get his bearings. +3H – ×	Strike to chest is not hard but it is well placed. Foe steps back 5 feet. +4H – ×	Foe staggers back and trips, making things worse for him. +6H – ★
16-20	Spin foe sideways. He recovers quickly. You have the initiative. +3H	Foe's response is quick enough to avoid serious damage. +2H – ×	Strong blow. Foe abandons any hope of the initiative and falls back. +4H – ×	Foe starts stepping away from the assault before it hits his legs. +6H – ×	Foe fails to avoid some of the attack and almost falls down. +9H – ★
21-35	Your strike has some effect. Foe loses his balance and cannot regain a good stance. You have 2 rounds of initiative. +5H	Strike seeks foe's head. He blocks with his weapon and evades with shameless grace. He keeps his guard up. +5H – ×	Foe is unbalanced and can only manage some wild swings to protect himself for the moment. +8H – ×	Blow almost sends foe down. He strikes the ground with his weapon while trying to regain his balance. +10H – ×	Foe reels from this deadly strike. He avoids death but not damage. His side is badly bruised. +15H – ★
36-45	Foe must give ground or fall. He steps back 5 ft and goes low to avoid falling. He loses 2 rnds of initiative. +8H	Violent blow to shield side. Any shield is destroyed. Foe's side is bruised. He is still on his feet. +9H – ×	Pitiless blow to foe's lower leg. Foe is desperate to defend himself while he regains his balance. +10H – ★	Boom! Foe is hammered by an effective strike to his back. He looks to be recovering. Minor bruises. +12H – 2★	Hammer foe in shoulder. He falls 10 feet and spins around. He stumbles another 5 ft before regaining control. +15H – 2★ – 2(-15)
46-50	A solid shot unnerves foe and knocks him to the side. His recovery is slow. You have 3 rounds of initiative. +10H	Foe loses footing before being struck, but still avoids most of assault. A piece of equipment is knocked loose. +10H – ★	Foe's weapon arm is slammed into his chest. Foe almost falls. He steps back 5 feet and regains some footing. +12H – 2× – (+5)	Foe is shaken and steps back 5 feet for the next 2 rounds. If he cannot step back he falls down. +5H – 2×	Foe is lifted off the ground and thrown back five feet. Amazingly he does not fall. His guard is down. +20H – ★●
51-55	Bash to foe's side damages equipment unbalancing him. He stumbles about. +10H – ★	Smash foe to side. Foe still fights but footing is unfirm and armor is loose. +12H – ★	Hard strike to side, armor does not help. The bruise is deep and effective. +15H – 2×	Batter foe. He fumbles his weapon grip. He notices little else right now. ★● – (+5)	Foe tries to withstand blow, but goes down. He takes 2 rnds to stand. +20H – 2(40)
56-60	Foe's shield arm is roughed up. Foe puts his guard up and steps back. It is clear he is dazed. +10H – ★	Foe's response is ungraceful. The strike slams his weapon arm into his side and pins it for the moment. +10H – 2★	Strong bash hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. +12H – 2★	Concussion bruises skin and batters ribs. Foe is numb, unable to feel the damage. He thinks wound is mortal. 2★● – (-10)	Impact scatters unattached equipment. Shield, helmet, and any weapons go flying. Foe then falls down. +20H – 2★●
61-65	Well placed. Strike slams into foe's weapon arm. Foe holds onto his weapon . with arm greaves: +8H – × w/o arm greaves: +12H – ★	Blow crashes into foe's chest. If he has chest armor, it is damaged. If not, he has terrible bruises and cracked ribs. with chest armor: +12H – 2× w/o chest armor: +10H – ★●	Crashing blow to foe's shoulder sends him over. He uses weapon arm to stay standing and cannot defend himself. +10H – ★● – (+5)	Lay waste to foe's shield arm. Any shield in use takes some of the damage, but is destroyed by impact. with shield: +5H – ★ – 3(-10) w/o shield: +10H – 2★ – ●	Your strike vandalizes foe's sense of balance and he crashes to the ground. His legs and pride are bruised. +20H – 3★●
66	Foe braced poorly for the impact. His knee is pressed backwards damaging muscles and tendons. +20H – ×	Fingers are entangled in the impact and broken. Foe's shield hand is useless. The swelling might go away in a day. +15H – ★●	Blast breaks shield arm. He falls on his weapon arm and breaks his wrist. Both arms are useless. Talk about bad luck. 3★ – (-90)	Snap foe's head back. Foe falls unconscious onto ground breaking a leg and hand. Without helm he dies . –	Head strike. Foe's skull is crushed. Any helmet worn is driven into the side of foe's head. –
67-70	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side. +7H – ★●	Blow to back flings foe to knees. He drops his weapon. He stands but his guard is down as he rearms himself. +12H – ★●	A piece of solid equipment is jammed into foe's chest. The pain is sharp. It leaves a permanent bruise. 2★ – ●	Foe is knocked down. He lands on his equipment, and drops his weapon. He cannot get up for 2 rounds. +15H – (+5)	Strike impacts along thigh. Leg is twisted and muscles pulled. Foe jams a finger during the struggle. +15H – ★ – (-10)
71-75	Modest strike provides some excellent openings. If foe has a shield, it is out of position for 1 round. +10H – 2★	Solid strike to shoulder numbs foe's senses and bruises muscles. Foe's sense of direction is off. +20H – 2★ – ●	Violent strike to foe's midsection. He falls, drops equipment, and is vulnerable while standing up. +10H – 2★● – 2(+5)	Strike at foe's legs. Foe wisely leaps back from the strike. Both shins and knees are bruised his ankle is broken. with leg armor: +8H – 2(-20) w/o leg armor: +10H – ★	Strike lands in center of foe's chest. Foe is knocked down. Chest armor is destroyed. Ribs are broken. with chest armor: +20H – 5★ – (-10) w/o chest armor: +15H – 6★ – (-30)
76-80	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object. with shield: +6H – ★ w/o shield: +15H – 2★ – ●	Your irresistible blow sends foe onto his back. He drops his weapon. Foe has a variety of bruises. with chest armor: +12H – 3× w/o chest armor: +10H – 2★● – (+5)	Sweep foe onto his back. Foe must roll over to get up. Leg armor will slow him down. Minor fracture on lower leg. with leg armor: +5H – ★ – 2(-60) w/o leg armor: +15H – ★ – (-25)	Fold up foe's weapon arm and snap it against his body like a twig. His arm is useless. Boy that must hurt! +10H – ★	Strike crashes into foe's side, breaking his shoulder and collar bone. One arm is useless; the other isn't much better. +25H
81-85	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is torn. +10H – (-25)	Brutal strike lands between foe's shoulder blades. Tendons and muscles sprain. Little is not painful for foe. +10H – 2★ – (-25)	Strike looks harmless. However, foe's collarbone is broken. He is furious with his fortune. The pain is real. +15H – ★ – (-25)	Impact to face and chest knocks out teeth and breaks ribs. Foe is dazed and stands immobile for 3 rounds. +20H	Violent onslaught ruptures organs and causes massive internal bleeding. Foe will die in 6 inactive rounds. +30H
86-90	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are bashed against the ground. with leg armor: +8H – 2★ w/o leg armor: +10H – 3★●	Strike flings its strength into foe's legs. Muscles are bruised and tendons are torn. Foe remains standing. One of foe's greaves comes off. with leg armor: +20H – 3★ – (-50) w/o leg armor: +20H – ★● – (-20)	Blow fractures foe's thigh. Foe does not fall down, but he cannot walk until the leg has a splint. This is a good opportunity to practice your first aid. +20H – 2★● – (-60)	Onslaught to foe's midsection. Organs are damaged and foe throws up blood. Foe's abdomen is seriously damaged. He falls and should not be moved. with abdominal armor: 12★ w/o abdominal armor: dies in 6 rounds	Foe is thrown down. Two ribs protrude from his chest. Organs are destroyed. Foe's eyes glaze when death comes in 3 rnds. +50H
91-95	Blow to foe's head. If he has a helmet, it is unseated and covers foe's eyes. If no helmet, foe is knocked out. +20H – 3★● – (-50)	Strike hammers side of head. With helmet, foe is in coma for 2 weeks. If no helm, foe dies in 1-10 rnds. +25H	Force of attack breaks foe's knee and sends him down. He can't get up unassisted. He considers surrendering. +20H – 9★● – (-75)	Foe's face, jaw and neck shatter. He stumbles back a few steps. He falls and dies after 3 rounds of inactivity. Sad. +50H	Foe's lower body is crushed. Massive blood loss and shock will cause foe to die after 6 rounds. He can still speak. +30H
96-99	Blow lands hardest against foe's hip. The bone is fractured and foe falls down. Foe sprains wrist in the fall. When it rains, it pours. +20H – 3★● – (-50)	This sudden tempest breaks foe's neck. He cannot breath. He drops and dies after a futile 12 round struggle. Close his eyes. +25H	Savage impact ruptures internal organs and breaks many bones. Foe falls and dies.. +50H	Bash in foe's side. Bones are broken by the concussion. One of them is driven into a kidney. Foe goes into shock, drops, and dies in 8 rounds. +25H	Strike brings foe down. His spine is broken with little effort. Foe is still. Blood pours from his mouth heralding his death. He dies in 3 rounds. (+20)
100	Foe slams to ground from brutal strike. His rib cage is fractured. With armor, he is only knocked out; if no armor, foe dies in 3 rnds from internal bleeding. +25H	Bash in foe's side and a shoulder. The shoulder blade violently contacts foe's spine. Foe is paralyzed from the shoulder down. Foe is unhappy. +30H	Foe's head is in the middle of this tumult. Foe dies instantly. His skull is crushed and a few other bones are also broken in his fall. (+10)	Crush foe's lungs and heart with an irresistible onslaught. The impact slams foe to the ground and he dies a moment later. (+25)	Blast breaks close to thirty bones in foe's skeleton. He is dead a moment later. His body is difficult to gather up. Very little of his equipment is intact. –

14.5 SPELLS AGAINST CREATURES CRITICAL STRIKE TABLE

	LARGE CREATURES		SUPER LARGE CREATURES	
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	Your karma is not strong enough to damage such a beast. +0H	Sparks fly. The enchantment fails. You had hoped for more damage. +5H	The strength of your strike is not up to the challenge. +0H	You warn foe of his doom with this tiny whisper of your power. +3H
06-10	It looked powerful but your foe did not even stumble. +1H	Foe throws off the magic that threatens his very existence. +9H	Strike lands with little result. You had better get serious soon. +1H	Foe evades much of the damage. Maybe next time. +5H
11-20	You are daunted by the beast's gaze and your aim fails. +3H	Strike lands solid. Foe howls out in pain and anger! +12H	The beast is made of stronger stuff than you hoped. +2H	Your blast scrapes along foe's shoulder hissing as it touches his skin. +9H
21-30	The strike is powerful, but poorly placed. Remember, Focus. +5H	Chest strike leaves visible damage. Foe makes a futile attempt to brush it off. +15H	Strike glances off foe and damages his surroundings. +3H	Your strike is solid and flat, foe is burned by the enchantment. +12H
31-40	The attack lands well but seems only to scuff your foe's skin. +7H	Firm strike to foe's lower abdomen. Measurable damage has been done. +18H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +5H	Heavy assault yields a measure of damage to foe's leg. +15H
41- 50	Solid attack yields predictable damage. +10H	Your assault entangles foe's arm for an instant. Arm is bruised. +20H	Blow is placed solidly against foe's side. His vitals are beyond reach. +7H	Strike tears down foe's back. He ducks down in pain. +18H
51-65	Weak attack to a vulnerable spot. Foe is enraged by the close call. +13H	Blow to foe's back. Foe's hide is tough, but much damage is done. +25H	Strike threatens foe's eyes and he flinches. You have initiative. +7H	Blast to foe's face. Most of the damage misses him. Some does not. +20H
66	Blast drives into foe's mouth. The concussion knocks him down and puts him into a coma for a month. +30H	Assaulting foe's very living essence, your strike lands upon his head. His life is stripped from him. He dies instantly. (+10)	You find a weak point. Unexpectedly, foe reels and falls down. His shoulder is shattered. He gets up slowly. +25H – (-75)	Collapse foe's chest with perfect placement. His lungs are destroyed and his heart stops. He dies after 6 rounds of wheezing. +30H
67-70	Solid strike on foe's leg. Foe feels the assault. +15H	Attack hammers foe in his shield side. He is in much pain. +30H	Although not deadly, this strike leaves a visible and encouraging wound. You may win yet. +12H	Assault bounces off foe's primary arm. Arm is damaged but still functioning. Try again. +25H
71-80	Solid strike to foe's head hurts him, but he is still coming. If foe has head gear it is knocked off. +20H	Etch a nasty wound in foe's chest over his vitals. He is upset greatly. You have initiative for 6 rounds. +12H – 3★	Blow to foe's upper arm. Discoloration and various bruises mark your success. +15H	Solid strike to the chest. Foe steps back 10 feet and rebounds. +25H
81-90	Strong blast staggers your terrible foe. He is as surprised as you are at this success. He loses 6 rounds of initiative. +15H – 3★	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think you know what went wrong. +25H – 3★	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	Sparks fly and smoke rises off foe as your assault impacts. +30H
91-95	Hard and effective, your strike almost brings foe down. He stumbles, but does not fall. +20H – 2★●	You concentrate the energy of the strike and fracture foe's leg bone. 2★× – (-30)	Heavy and hard. Your strike is effective. Foe's abdomen is damaged. +30H	Your attack lands with a beautiful crash. Foe's leg is heavily damaged. He struggles to keep his defense up. +25H – 2★●
96-98	Strike lands and tears down into foe's neck. This vicious blast crushes foe's neck and shatters his spine. He falls unmoving and dies in 3 rounds. –	You are a mighty enchanter. Your strike hits foe's chest and neck. His neck is broken. Foe drops and dies. (+15)	Your onslaught lands against foe's skull. Brain is damaged. Swelling fractures his skull. Foe drops and dies in 6 rounds. –	Shot lands against foe's chest. Strike infests foe with terminal poison. The full burden of the enchantment ends his life instantly. –
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. Foe dies in 6 painful rounds. –	Perfect aim. Foe's carotid artery and jugular vein are torn open. Foe drops and dies in 3 rounds. –	Violent strike to foe's face. His eyes are badly damaged. He is blinded. He falls over. You have him now. 12★● – (-95)	Blast to foe's head. Inner ear destroyed. Foe dies in 6 inactive rounds. +20H
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +30H – 3★●	Side strike. Attack careens down foe's chest and leg. Skin is torn away. Foe roars his defiance. +35H – 5★●	Titanic blast sends foe stumbling despite his bulk. He is unable to defend himself for a moment. +30H – 2★●	Foe stumbles 10 feet to his right with the impact of your attack. He is vulnerable. +35H – 3★●
151-175	Your weapon wounds deep and cuts muscles and tendons. 5★● – (-20)	Fracture a bone in foe's forearm. It twists in a painful direction. His guard is down. +40H – 6★● – (-25)	Side strike. Foe steps to the side and takes the damage in his ribs. Bones are broken. 4★● – (-20)	Blast breaks bones and causes bleeding in foe's leg. He can still operate. 5● – (-20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +35H – (-35) – 10●	He is knocked down and out. Ribs are shattered. The concussion causes internal bleeding. 10● – (-50)	Mighty is your strike. Its turn to give. Foe's chest tears open and blood sprays on all bystanders. +30H – 5● – (-30)	Epic assault to foe's side sends foe onto his back. Wounds are severe. Internal bleeding. He is in trouble. +40H – 10● – (-50)
201-250	When your strike lands on foe's back, bones crackle and pop. Foe is paralyzed and in a 3 month coma. –	Assault causes mortal damage. Foe's organs fail. He is inactive and dies after 3 rounds. +50H	Snap foe's head back and fracture his spine. Foe is paralyzed from the neck down. +40H	Hammer foe's neck and face. The energy engulfs his throat. Nerves are destroyed. Foe dies after 9 inactive rounds. +50H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. Foe dies instantly. +20H	Impact of blast drives content of skull in all directions. Foe falls and flails around violently. He dies instantly. –	Shatter parts of foe's skeleton. Heart and lungs are damaged. Foe falls dead. His blood pours out onto the floor. –	Blast goes in through foe's eye and comes out ugly. Foe dies instantly. His terrible bulk comes crashing down. (+20)

Key: B× = must parry B rounds; B● = no parry for B rounds; B★ = stunned for B rounds; B● = bleed B hits per round; (-B) = foe has -B penalty; (+B) = attacker gets +B next round.

14.6 SPELL FAILURE TABLE

	ATTACK SPELLS		NON-ATTACK SPELLS	
	ELEMENTAL	FORCE	INFORMATIONAL	OTHER
01-20	That gnat just landed in your ear. You must begin casting the spell again (but do not lose the power points).	Your target's grace distracts you. You lose the spell (and one power point).	Momentary lapse in concentration delays the casting of the spell for one round.	You stumble across the incantation and delay the casting of the spell for one round.
21-30	Your fingertips spark and surprise you. You lose the spell (and one power point). You operate at a -50 modification next round.	You remember a childhood incident that was traumatizing. You lose the spell (but not the power points). Operate at -10 for five rounds.	You only gain one small bit of information. Unfortunately, that information is outdated (or incorrect).	You cannot remember the final words for the spell. Lose the spell (but not the power points).
31-40	Minor power backlash. You lose the spell (and half the number of power points –rounded down). Stunned for 1 round.	The magic blurs your vision. You lose the spell (and half the number of power points –rounded down). Stunned for 1 round.	You gain half of the desired information; but it is incorrect.	Your head pounds. You have to stop casting (lose the spell, but not the power points).
41-60	You realize you are casting the wrong spell. You must start over. Lose the power points and the spell.	The planets are not aligned correctly! Your spell has absolutely no effect (and you lose the power points).	The information you gain is correct, but you have no idea what the topic was!	A momentary mental lapse cause you to forget your place in the spell (lose the spell, but not the power points).
61-75	You feel a spider crawling up your back! You lose the spell and the power points.	Your target must be blessed! Your spell has no effect and you lose double the normal number of power points.	You gain correct information about a similar topic to that which you were seeking. You are so surprised, you are stunned 1 round.	While casting, you notice that shadows are beginning to move. You immediately stop casting (lose the spell and 1 power point).
76-90	The spell fails! Flames rolls down your arm. You take 5 hits and are stunned for 3 rounds.	Power backlash! The spell fails entirely. You are stunned for 8 rounds.	You cannot make out the information due to extraneous feedback.	A muscle cramp in your jaw causes your spell to fail. Lose the spell, and half the normal points (rounded down). You are stunned for two rounds.
91-95	The elements refuse your call! You are knocked back 3 feet (taking d10 hits), and are stunned for six rounds.	The target's will is stronger than yours! You collapse on the ground (taking d10 hits), and are stunned for 9 rounds.	You gain a bit of ominous information about your own death! You are stunned for one round.	You are seeing stars. You must cancel the spell. Lose the spell, and half the normal power points (rounded down). You are stunned for one round.
96-100	Instead of launching, the elements engulf you. Take 20 hits and a 'B' critical strike.	The spell internalizes. You take 4d10 hits and knocked unconscious for 12 hours.	You gain one piece of very specific, incorrect information. However, you experience power feedback (take d10 hits).	You internalize the spell. You take 2d10 hits and are stunned for 2d10 rounds.
101-125	The elemental attack strays to the right of the intended target. You are stunned for three rounds.	The spell affects a random target to the right of the intended target. You are stunned for one round and take d10 hits (from the mental strain).	Power feedback causes the information to be garbled. You are stunned for two rounds.	The spell strays to points unknown. You are stunned for three rounds.
126-150	An unforeseen cosmic shift causes the spell to veer to the left of the target (striking the nearest target). This sudden change causes mental strain; take 5 hits and you are stunned for one round.	You lose control and the spell hits a target to the left of the intended target. Make another attack against a random target within range. You are stunned for one round and take d10 hits from the wild attack.	You gain useless information about an unknown target. In addition, there is so much information, that you are stunned for three rounds.	For some reason, the spell does not work! You are stunned for four rounds while you try and figure it out.
151-175	You get the polarity backwards! The elements travel 180° from the intended direction (hitting any available target). In the wake, you take 5d10 hits and a 'C' critical strike.	The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Take 25 hits and are unable to function for d10 hours.	You strain too hard to get the information. Your spell fails utterly and you take 3 hits (and are stunned for 5 rounds).	You have been working too hard. The spell misfires badly. You take d10 hits and are stunned for d10 rounds.
176-185	The elements cannot be controlled! Your brain is fried (lose all spell casting ability for 1 week). You operate at -50 for 3 months (or until brain is repaired).	The spell lodges in your head. You suffer brain damage; you operate at a -75 modification for d10 months (or until brain is repaired). You lose all spell casting ability for 1 week).	Something just is not right here. The massive overload in your head knocks you down (take five hits). Spend 5d10 minutes recovering (no other actions allowed).	The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.
186-191	The spell explodes immediately as you cast it! Make a point blank attack on yourself. You are in a coma for 1 week (and lose spell casting ability for 2 weeks).	The spell misfires and internalizes inside your head. Take 35 hits. You lose spell casting ability for d10 weeks. There is a 40% chance of falling into a d10 day coma.	The utter nothingness that you discern takes you close to death. Take 2d10 hits and an 'A' Impact critical as you recover. You must spend one hour doing nothing.	Severe power feedback knocks you down. Take 1d10 hits and an 'A' Impact critical. You are unable to function for d10 hours.
192-195	The elements attack you. Take 10d10 hits and d10 'C' critical strikes. After the assault, you will fall into a coma for 5 weeks. After the coma, you will seem fine; but will die 6 hours later.	You suffer a massive stroke! Take 10d10 hits and fall into a month-long coma. At the end of the coma, you will seem fine; but will die d10 hours later.	You have seen your own death! You collapse to the ground (take 3d10 hits and you are unconscious for d10 hours). You now suffer from Paranoia.	You have just acquired a nervous disorder GM's discretion). You lose all spell casting ability for d10 weeks. You slam yourself into the nearest solid object (take 5d10 hits) and knock yourself out (for 12 hours).
196-200	The power is too much to control. The elements refuse to rise to your command. The spell internalizes and paralyzes your torso.	The spell completely short circuits your nervous system. You are paralyzed from the waist down.	You are the victim of a mild stroke. Take 4d10 hits and lose all spell casting ability for one week. In addition, you will have a -40 penalty for d10 days.	You suffer a mild stroke. Take 20 hits and lose all spell casting ability for two weeks. In addition, you will have a -50 penalty for d10 days.
201-250	The elements control you! Take 8d10 concussion hits and a d10 'E' critical strikes. After displaying your failure, you will fall into a coma for 3 weeks (and lose spell casting ability for d10 weeks).	The spell completely internalizes. You lose all spell casting ability for d10 weeks and will be in a coma for d10 weeks. Take 8d10 hits.	The spell short circuits. Take 20 hits and knock yourself out for 9 hours. You lose all spell casting ability for 4 weeks.	You internalize the spell. Take 4d10 hits and you are knocked out for 2d10 hours. You have lost all spell casting ability for d10 weeks.
251-300	You slip into the elemental planes for d10 rounds. When you return, you realize that you have lost all your spell casting ability for d10 months.	Severe nervous disorder causes you to lose all your spell casting ability for d10 months.	You now have a nervous tick. You are stunned for d10 rounds. Anytime you attempt to cast this spell in the future will result in deterioration of the nervous tick (eventually, you will become a quivering blob).	You now suffer from a nervous disorder (GM's discretion). You are stunned for 2d10 rounds and can no longer cast this spell.
301+	All of the elements visit you at once. All that is left is a charred mass of flesh.	Massive internalization of spell. Instant brain death.	You have seen Armageddon. This results in brain shut-down. You are in a coma for 3 months.	You suffer a severe stroke. You drop into a coma for d10 months.



SPECIAL SPELL NOTES

This section presents some general guidelines for certain situations that arise when spells are cast.

LORD RESEARCH

The *Alchemy Companion* provides a complete system for item creation and alchemy. However, *Spell Law* provides several spells that allow for item creation through the use of "Lord Research."

Lord research can be performed when a pure spell user of Essence or Channeling (not Mentalism) reaches 25th level and has learned the appropriate list to 25th level—Symbolic Ways (*Of Channeling*, p. 25) for Channelers or Rune Mastery (*Of Essence*, p. 13) for Essence users. At that point he can use the *Lord Research* spell to "research magic items." This type of research is heavily dependent on the world system being used, but we suggest the following guidelines.

First, the assumption is made that jewels have a very, very high concentration of essence locked within them. Lord researchers, with the proper equipment and care, can break down jewels and release their essence into other materials at hand, although they have little control over the end result of the process. Thus to perform lord research, an Essence user slowly feed jewels into a forge over the course of several weeks (or more) while casting the *Lord Research* spell at least three times a day. An Channeler is required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting the *Lord Research* spell at least three times a day. In both cases, the essence locked in the jewels will be released and begin to concentrate in some nearby item.

What form this released essence will take is impossible to determine until some time after the process is entirely completed. At that time, the GM should determine **randomly** what the newly created magic item actually does (its realm of power could be random). Keep in mind that its power and capabilities should be proportional to the number of weeks spent in casting Lord Research spells **and** the number (and value) of the jewels destroyed in supplying it with essence (note that the more essence a jewel has, the more valuable it would normally be).

It is suggested that the GM draw up tables of magic items appropriate to his world and use them to determine what powers an item created in this way might have. We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other professions be given the same item making capacity as an Alchemist (i.e., an Alchemist can choose what he is making)—see the *Alchemy Companion*.

SPELL RESEARCH

Spell research is the development of new spells to go on existing spell lists or new spells that do not fit on any existing list. A GM may decide not to allow spell research in his game.

A GM should first determine if a proposed spell is acceptable for his world system. He is the final authority on the inclusion of a researched spell into his game and should examine each prospective spell closely. In order to make a research static maneuver (see *RMFRP* p. 124), the following requirements must be met:

Definition of Realm – The GM should determine the realm of the proposed spell, (i.e., is the spell an Essence spell, a Mentalism spell, a Channeling spell, or perhaps a hybrid spell).

Definition of List – If possible, each spell should be grouped with similar spells, according to their nature. After determining that the spell is acceptable and deciding which realm it fits into, the GM (with help from the researcher) should determine if the spell fits into an existing list.

Determination of Spell Level – The GM must assign a level to the spell, based upon its power and the level of other spells of similar power that the spell user already knows or has available.

Research Material – The GM must establish that the character has access to the research material necessary.

Time – The researcher must spend at least 8-10 hours a day for the period indicated on the chart below. Triple the time if the spell being researched does not fit on one of the researcher's base, open, or closed lists.

SPELL RESEARCH TIME CHART

Level of Spell	TIME TO RESEARCH		
	Years	Months	Weeks
1	—	—	1
2	—	—	2
3	—	—	3
4	—	1	0
5	—	1	1
6	—	3	0
7	—	3	2
8	—	4	0
9	—	4	2
10	—	5	0
11	—	8	1
12	—	9	0
13	—	9	3
14	—	10	2
15	—	11	1
16	1	4	0
17	1	5	0
18	1	6	0
19	1	7	0
20	1	8	0
25	2	7	0
30	3	9	0
50	7	3	2

Upon completion of the required research time, the researcher may make a static maneuver roll modified by his research skill bonus and by his skill bonus (if any) for the spell list that the new spell fits on. If successful, the researcher knows the spell. If "partially successful," the researcher may research for one more week and then repeat the static maneuver attempt.



**Section
15.0
Special
Spell Notes**

15.1 COMBINING EFFECTS

More than one spell with the same name may not be in effect upon the same target at the same time. For this purpose, spells that have the same name with a numerical progression (e.g., *Protection I*, *Protection II*, etc.) should be considered to have the same name.

A Gamemaster may not want to allow certain other spells to be combined. If it is more appropriate in his world system, we strongly suggest he make more restrictions than we indicate in the rules. This may be particularly appropriate for spells on the same list (e.g., Cleric Base list, Protections).

15.2 GOOD, EVIL, DARK & LIGHT

There are a number of "alignment"-oriented spells. Largely, the application of these spells depends upon the system of morals the GM is using within his world. For these purposes, **Good** is assumed to be primarily motivated to promote the well-being and happiness of others, or to combat those forces that stand against it (i.e., Evil). **Evil** is characterized as that which causes intentional suffering or destruction, and that which strives to overthrow good. These definitions may (and should) be altered to fit the GM's particular view of these concepts.

"**Of Light**" is defined as something of "Good" origins (regardless of whether the thing itself is Good or not).

"**Of Darkness**" is defined as something of "Evil" origins (regardless of whether the thing itself is Evil or not).

"**Holy**" is defined as a person, place or object magically blessed by any priest or servant of a deity (or even the deity itself). Note that this may also include the concept of "Unholy," if Holy is applied to a Good blessing and Unholy applied to an Evil blessing.

15.3 REPEATED SPELL ATTEMPTS

Unless stated otherwise, when a spell caster attempts certain magical effects (e.g., *Item Analysis*, *Remove Curse*, etc.), that caster may attempt such an action on a specific item or situation only once per experience level. If the attempt fails, another attempt may not be made until another the caster increases his skill rank for the list that the spell is on.

Alternately, the GM may determine that another attempt may be made only after the caster has developed another skill rank for the list on which the spell is located.

15.4 PERMANENT SPELLS

A number of spells have a permanent duration. Typically, these spells deal with the creation of objects, substances, or effects. These durations are intended to indicate that a real, tangible object, substance, or effect has been produced. These results (unless otherwise noted) are subject to the normal effects of time and the environment. For instance, a *Wall of Ice* is permanent in duration, but is still subject to melting or destruction. The same is true of healing spells; a wound might be healed, but the target is still subject to such wounds in the future.

15.5 INVISIBILITY

Two or more invisible beings in a radius of invisibility must make "coordination" rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands - routine; touching - easy; talking to one another - medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a "fringe effect" (i.e., will blur slightly, will seem slightly out of focus); potential observers may make an Alertness or an Observation maneuver to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

Absurd: target of 1" radius moving at a walking pace;

Sheer Folly: target of 1" radius moving faster than walking;

Extremely Hard: target of 1' radius moving at a walking pace;

Very Hard: target of 1' radius moving faster than walking;

Hard: a 10'R or larger moving at a walking pace;

Medium: a 10'R or larger moving faster than walking.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

Attacks against invisible targets are modified by at least -50, unless the attacker can *See Invisible*. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, *Detect Invisible*, some disturbance, mental detection, etc.).

Invisibility is a useful and powerful type of spell. This type of spell lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible being attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case, we suggest that a "visibility" roll (1d100, open-ended) be made and modified based upon the difficulty of the maneuver: *Routine* (no roll), *Easy* (+2), *Light* (+5), *Medium* (+10), *Hard* (+15), *Very Hard* (+20), *Extremely Hard* (+25), *Sheer Folly* (+40), *Absurd* (+50). The character becomes visible if the result is greater than 100. Of course if the character "falls" or "falls down" due to the result of the moving maneuver, he automatically becomes visible. If the result is "fail to act" or "freeze," no visibility roll is required.

SPECIAL EFFECTS ON INVISIBILITY

Certain factors may improve perception rolls made to detect invisible objects or beings.

Rain/Water—Rain or water rushing on and over the area of effect of an invisibility spell will improve the chances of perceiving an invisible area through the heightened "fringe effect" of the rain passing through the radius limit. Modifications to any Perception rolls shift the difficulty of the maneuver by 2 to 3 "columns," depending on the amount of water, size of the invisibility radius and lighting.

Dust/Powder/Paint—Any substance that will coat an object will coat an invisible object. An invisible being covered in flour, for instance, would be visible as a white figure. Bonuses for perceiving an invisible object or being coated in this fashion range involve a "column shift" of 4 to 6 degrees of difficulty, depending upon the degree of coverage and the ease of seeing the covering substance itself (e.g., coal dust covering an invisible being at night will not help as much as crimson paint during the day on a snowfield). Additionally, the fringe effect of a substance passing through the invisibility radius will produce a fringe effect as with rain/water above.



15.6 ENCUMBRANCE LIMITS FOR MOVEMENT SPELLS

When dealing with movement spells (e.g., *Fly*, *Levitation*, *Leaving*, *Long Door*, etc.), we suggest that such spells normally handle a base weight up to 1.5 times the target's mass (weight). For every level of the caster, an additional 5 pounds is added to this base amount. There is then a 1% chance per 10 pounds over this limit that the spell will fail whenever the target attempts to lift more than the base amount. For example, a 200 pound 10th level Magician normally could *Levitate* up to 350 pounds ($200 \times 1.5 + 50 = 350$ base). If the Magician attempted to lift 400 pounds, the chance of the spell failing would be only 5%. This chance occurs each and every time the caster attempts to lift additional weight, although weight may be discarded without danger. This chance of failure is handled separately from (and in addition to) normal spell failure.

Note that the target's own weight is included in these calculations.

15.7 WALL SPELLS AND MATERIAL INTEGRITY

Any "wall" created by a spell must rest on a solid surface when initially created. It cannot be created in the same space as other solid material—it can only displace liquids and gases. With all such walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions of the spell. If the caster attempts to "fill" a space with a wall, the wall will not fit perfectly (i.e., not snugly).

BREACHING A WALL

In this section we present guidelines for "breaching" a wall by making a 3'x3' hole by delivering hits from attacks. Below we provide the hit totals required for a 3'x3' hole that is 1' deep—just proportionally increase (or decrease) these amounts for deeper (or less deep) holes.

Type of Material	Hits Required for a 3'x3'x1' Hole
Earth (packed)	10,000
Wood (Oak)	15,000
Ice	20,000
Brick	25,000
Stone (Granite)	65,000
Metal (Iron)	85,000

When an attack is made against a wall, apply any hits normally. If an attack delivers a critical, additional hits are applied to the structure:

Critical Severity	Additional Damage
A	+5 hits (+10 from spell attacks)
B	+10 hits (+20 from spell attacks)
C	+15 hits (+30 from spell attacks)
D	+20 hits (+40 from spell attacks)
E	+25 hits (+50 from spell attacks)

If *Cracks Call* has been cast on a wall, any further damage to such a structure does increased damage—triple any further damage.

WEAPON BREAKAGE

Pounding on a wall with a weapon is not conducive to the future efficacy of the weapon. In general, whenever striking a hard, immobile substance like a wall, you must check for damage to your weapon if you roll doubles on an attack.

To check for damage make a 1d100 roll (open-ended), add all applicable modifiers listed below, and add the weapon's strength (see the Weapon Chart in *RMFRP* Appendix A-7, p. 148). If the result is less than 100, the weapon breaks.

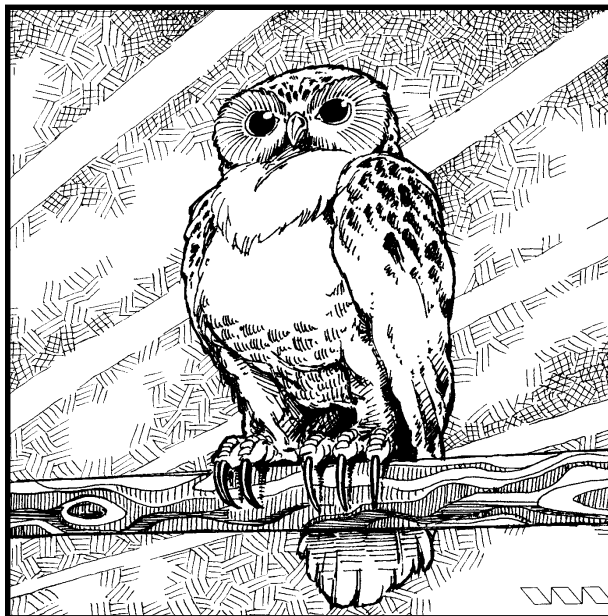
Condition	Breakage Modifier
<i>Tools</i> specifically made to breach the material (e.g., saws, chisels, picks, shovels, etc.)	+20
<i>Against Earth</i> : concussion weapons	+5
slashing weapons	-5
<i>Against Wood</i> : concussion weapons	+0
axes	+20
other slashing weapons	-10
<i>Against Ice</i> : concussion weapons	-5
slashing weapons	-20
<i>Against Brick/Stone</i> : picks & mattocks	+0
other concussion weapons	-10
slashing weapons	-30
<i>Against Metal</i> : concussion weapons	-15
slashing weapons	-35

15.8 CANCELING A SPELL

The caster of a non-permanent spell can, at any time, cancel that spell; the caster must be within the spell's original range limit or within "sensing" range of the spell's current effects. The caster cannot cancel the actual physical or mental results of a spell (e.g., fire, wounds, etc.). Cancellation takes 1 round of concentration.

15.9 MULTIPLE TARGETS

When casting a spell that can affect multiple targets, the caster can concentrate in order to "hold" the spell until it can be applied to the allowed number of targets. For instance, a spell user casting *Deflections II* may "hold" the spell until two missiles have been fired at the caster and deflected.



Section
15.0
Special
Spell Notes



**Section
15.0
Special
Spell Notes**

15.10 CONFLICTING EFFECTS

When two conflicting spells are directed at the same area, the lower level spell (or either one of two spells with equal levels) must make a RR; the attack level is the higher of the two levels and the target level is the lower of the two. If the RR fails, the lower level spell is canceled; if it succeeds, the higher level spell is canceled.

Where more than two conflicting spells are involved, start with the lowest attack level spell and roll a RR versus the highest level spell. Repeat this process until only one spell is left.

15.11 RRS FOR PASSIVE SPELLS

Spells listed as Passive in type do not provide a resistance roll to resist the effects of the spell. However, they do allow a resistance roll for the target to notice the spell.

Anyone who makes a successful RR versus a passive spell is aware that a spell has been cast on him. An open-ended roll may then be made, adding the appropriate Magical Lore skill bonus **and** half of the amount that the RR was made by. If the modified result is over 100, then the spell can be identified by the target.

15.12 VISIBILITY

Fog and Mist – Fog reduces visibility within its radius, depending upon its thickness. A light fog limits line of sight to approximately 100 feet **and** applies a -10 modification to all maneuvers using skills in the Awareness group that involve vision (e.g., Alertness, Observation, etc.). A heavy fog limits line of sight to approximately 10-20 feet **and** the modification is -50. In addition, there is a modification of -20 to all maneuvers using skills in the Awareness group that involve hearing—due to the inability to localize sounds effectively. A mist is treated as a light fog.

Darkness and Blindness – For game purposes, blindness and complete darkness may be handled the same way. Magical darkness is, to all intents and purposes, impenetrable without magical light of some kind. Normal fires, torches and the like will still produce heat, and will continue to burn (and ignite combustible materials), but will not produce any light.

Characters who are blind or operating under magical darkness operate with a modification of -100. Characters with Spatial Awareness skill may attempt to move without penalty (or a reduced penalty).

Nightvision – *Nightvision* allows an individual to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point source of light is enough to allow a person with Nightvision to see normally. If there is no light (i.e., underground, in magical darkness, etc.), then *Nightvision* does not give any benefit.

In addition, the use of *Nightvision* makes a person highly susceptible to sudden bright light. A very bright flash of light can stun an individual using *Nightvision*, giving a -50 RR modification to *Sudden Light* and similar spells.

Nightvision suffers normal penalties to visibility due to fog, mist, etc.

Darkvision – *Darkvision* is a magical vision that allows the user to see in complete (including magical) darkness as if in normal daylight. The user is subject to the same penalties for bright light as *Nightvision*.

15.13 INFORMATION SPELLS

The basic attack roll for spells that impart information to a character should be rolled by the GM. Because a failure may impart false information to the PC, the player should not know whether the roll was successful or not. As a rule of thumb, a mild failure should result in vague or slightly incorrect information, when any information is received at all. A severe failure should give misleading or even dangerously wrong information to the PC.

15.14 ILLUSIONS

For the purposes of the guidelines outlined in this section, “illusions” include all “Elemental” type spells that create or manipulate a physical element perceived by one of the six senses used in *Rolemaster*: sight, hearing, smell, taste, touch (i.e., feel), and *Presence*. Such spells include: *Illusions*, *Phantasms*, *Mirages*, *Facades*, *Misfeels*, etc.

The sense aspects (i.e., physical elements) of such spells are actually created. Because of this, all potential targets actually sense an illusion and resistance rolls are *not* made to “not sense an illusion.” For example, a *Light Mirage* spell will actually create an image that consists of the physical element, light (much like we create holograms in our world)—so anyone looking at a *Light Mirage* will actually see the image.

DISCOVERING AN ILLUSION

A target can “discover” if what he is sensing is an illusion by:

- Using a sense that is not affected by the aspects of the illusion (e.g., touching a *Light Mirage*)
- Deducing that it is only an illusion (e.g., an illusion of a fish walking on land might be easily discovered)
- Using an appropriate detection spell (e.g., *Detect Essence*, *Detect Illusion*, etc.)

But even if one of these things happens, the target senses will still be affected by the illusion (e.g., he will still see a *Light Mirage* even if he puts his hand through it).

A GM may require an open-ended d100 roll for each illusion to determine how accurately it is rendered by the spell. This roll would be modified by the caster’s skill bonus for the list that the spell comes from and by a standard difficulty modification (i.e., +10 for Light, -10 for Hard, etc.) based on the intricacy and unusualness of the illusion.

Then he can allow each target that senses the illusion to make an Alertness or an Observation maneuver to “discover” the illusion (see above). Such a maneuver is modified by subtracting the caster’s modified roll. For example, if a caster’s modified roll for an illusion is +75, then all such Alertness/Observation maneuvers would be modified by -75.

FEEL ILLUSIONS

If one of the senses in an illusion is “feel,” then the illusion feels real to a target’s touch senses. Striking part of such an illusion will cause the “feel” part of the illusion to be cancelled, but the rest of the illusion will remain for the normal duration of the spell. An illusion can be given multiple “feel” senses by using options from an *Illusion* # spell or a *Phantasm* # spell—in this case, each blow to the illusion cancels one of the “feel” senses.

A *Phantasm* with “feel” (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a fist attack (see *RMFRP*, p. 226) with an OB equal to the caster’s directed spell skill for *Phantasm* attacks. If a *Phan-*



**Section
15.0
Special
Spell Notes**

Example: *Khale has decided to employ his Dream spell to discover whether he should travel to Golotha by ship or overland. That night he receives a dream of a sea-bird perched upon a piece of beached driftwood beneath a storming sky. Upon awaking, Khale realizes that he has received his dream, but it was not the decisive clue he was looking for, and has created more questions than it has answered. Grumbling about double-dealing GMs, he decides to purchase a horse and travel overland rather than risk the strange portents of the dream.*

In the above example, the dream might have implied that the PC would be shipwrecked, or that the journey would be dangerous but successful. It might have also been a storming sky because of other events in the background of the PC, rather than a reference to the journey itself. This method provides a check upon the abuse of these powerful spells.

15.17 SPELL LIST AVAILABILITY

A Gamemaster may wish to make certain spell lists harder to learn than others for a variety of reasons. This can be done by making certain lists unavailable in certain cultures, or very difficult or expensive to obtain access to.

Example: *Desert nomad Mentalists might have some trouble attempting to learn the Liquid Alteration list—not particularly common in their culture.*

Another approach could be to make access to certain lists controlled by guilds or craft associations, who might jealously guard their trade secrets from all but initiates. Some arts of magic (lists) might well be found only in rare, ancient tomes. There are a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular GM will be dependent upon his world system. However, there should always be certain lists that are more or less “common knowledge” for members of each profession; usually these will be the profession’s base lists.

15.18 VARIABILITY OF SPELL DURATION

If a spell user has some means of tracking time precisely, it is possible to know exactly how long a given spell will last. Most spell users do not have such means, however, and should not be allowed to know exactly when a given duration is going to elapse. The GM may roll randomly to give a $\pm 10\%$ – 20% variability to the duration, or any other range the GM desires. This reflects the typical inability of one to accurately judge the precise passage of time.

Example: *A Magician casts a Fly spell that has a duration of 12 minutes. The player, having calculated out the distance to the far shore of a large inland lake, begins his flight. The GM rolls a 10% reduction in duration, and the player is going to be very surprised when he plunges into the lake unexpectedly.*

15.19 RRS FOR AREA EFFECTS

Radius effect spells do not allow a RR to avoid the attack or effect. However, if a caster tries to place the centerpoint of a radius effect on a target, the target receives a RR, with success indicating that the effect will be centered upon the target’s location at the time of the casting, and not upon the target himself. Note that this does not negate the effect, but prevents the effect from being “attached” to the target.

tasm has been given multiple “feel” senses by using options from a *Phantasm* # spell, each attack cancels one of the “feel” senses.

If a *Phantasm* has been given increased “size” by using options from a *Phantasm* # spell, the concussion hit damage from an attack is doubled for each option so used (e.g., if two options are used to increase the “size” to a 40’ radius, the attack’s concussion hit damage is four times normal).

Even though the damage caused by a *Phantasm*’s strike is like a fist, the phantasm can seem to be striking with any weapon or attack (e.g., sword, Dragon claw, hoof, dagger, etc.).

15.15 SLAYING CRITICALS FOR SPELLS

When a certain type of spell delivers a critical to a specific Large or Super Large creature, a GM may want to treat the critical as “slaying” (i.e., use the Slaying columns on the Spells Against Creatures Critical Strike Table 145, p. 93). This process should be used when a target is particularly vulnerable to the element or force of a spell. Some common examples include:

Creature	“Slaying” Spell
Air Elemental	Vacuum
Fire Drake	Ice Bolt
Cold Drake	Fire Bolt
Steel Golem	Lightning Bolt

15.16 DREAMS AND SYMBOLOGY

Dream spells and other divination spells are a valuable part of some fantasy environments, but some GMs are not comfortable with them. They represent an “outside” source of information that can skew a carefully planned story.

The GM may decide to be explicit in the information given, but it is recommended that any information be imparted through symbology and metaphor. Animals, music, smells, panoramas, and other elements may be used to convey general messages and vague clues to the information being sought.



Section 15.0 Special Spell Notes

15.20 CHANGING SPELLS

Spells which transform the caster or target into other creatures (or even plants) must be handled with caution. The lower level changing spells only give the physical form, without the commensurate abilities or powers. It is simply as if the recipient of the spell had altered his body to *appear* like the desired creature. Combat abilities, flying abilities, or any other special aspect are not received.

If a "changing" spell indicates that physical abilities are received, then purely physical abilities may be utilized, such as armor type, flight, and the use of natural weaponry (no skill with these abilities are received, but the caster may develop such skills). No magical or special abilities are received (e.g., breath weapons, magical immunities, spell capabilities, etc.). These abilities are only received if the spell *explicitly* states that such abilities are possible.

15.21 CURSES AND DISEASES

Curse and disease spells are handled in a special manner with regards to dispelling and canceling. Such a spell is normally unaffected by normal *Cancel* and *Dispel* spells.

Curse spells include all of the spells on the Curses list (*Of Channeling*, Section 10.1, p. 62) and a few other scattered spells. One of these spells can only be dispelled by *Uncurse* or *Remove Curse* spells.

Disease spells include all of the spells on the Diseases list (*Of Channeling*, Section 10.4, p. 65) and a few other scattered spells. One of these spells can only be dispelled by *Undisease* or *Remove Disease* spells. Alternatively, certain diseases may be "healed" by using normal healing treatments or healing spells.

15.22 DEMONS AND OTHER ENTITIES

The "Entities" referred to in the Entity Summons spell list (*Of Essence*, Section 10.4, p. 65) include Demons, Elementals, and any other extra-planar creatures that are appropriate to a GM's world. *Creatures & Monsters* provides full discussions and descriptions of a wide variety of Demons and Elementals. This section provides a brief outline of some of the properties of Entities for use with the spells on the Dark Contacts and Entity Summons spell lists.

Entities are assumed to be beings of another plane who are brought into the caster's plane through the use of an elemental force (usually one not of the Entity's plane). Thus, the Entity and caster do not make RRs during the initial summons and contact. The Entity can only remain in the world (for more than 2 rounds) while under the influence of an *Entity Mastery* spell, a *Control Entity* spell, a *Demon Mastery* spell, or a *Control Demon* spell.

For the purposes of the *Spell Law* spells, the 6 Types of Entities be classified as follows:

Type	Level	Elemental Name
I	1-2	Elemental Servants
II	3-5	Weak Elementals
III	6-10	Guardian Elementals
IV	11-15	Strong Elementals
V	16-20	—
VI	21-40	—
Beyond the Pale	41-100+	—

DEMON SUMMONING

When a Demon is "summoned" (see the Entity Summons list, *Of Essence*, Section 10.4, p. 65), it gradually materializes over the course of two rounds. If the Demon is not *Controlled* or *Mastered* (i.e., usually by one of the spells on the Entity Summons list) before the Demon materializes, make a d100 roll (open-ended) and add the Demon's Type times 10. Use this roll to determine the effect that the caster suffers (no RR):

Roll	Effect
≤ 20	Roll on the attack column of the Spell Failure Table 14.6, caster takes result.
21-40	Caster takes an 'A' Impact critical.
41-60	Caster takes a 'B' Impact critical.
61-75	caster takes a 'C' Impact critical.
76-90	caster takes a 'D' Impact critical.
91-100	caster takes an 'E' Impact critical.
> 100	Demon gives caster a <i>Quest</i> (GM discretion), see the Spirit Mastery list (<i>Of Essence</i> , Section 3.10, p. 25).

The Demon always leaves if uncontrolled or unmastered. In order to handle the Types of Demons a GM uses in his world system, he may want to change the % chance of failure for summoning spells and the penalties outlined above.

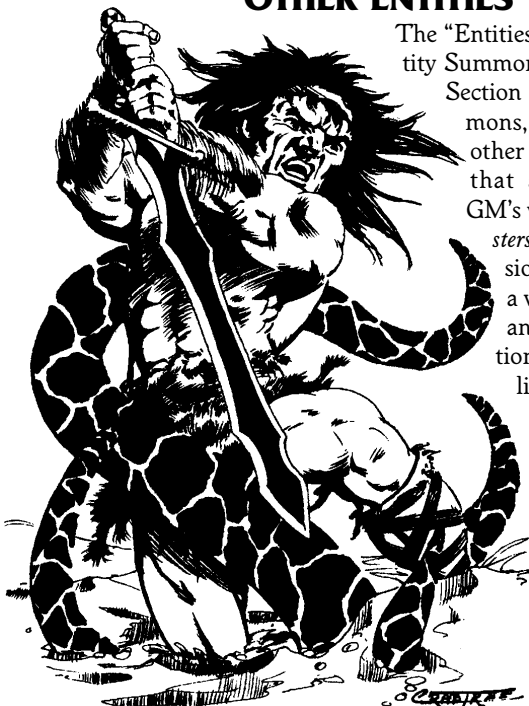
DEMON CONTACTS

When a Demon is "contacted" (see the Dark Contacts list, *Of Essence*, Section 10.1, p. 62), it contact is gradually established over the course of two rounds. If the Demon is not *Forced* (i.e., usually by one of the spells on the Dark Contacts list: *Force Analysis*, *Force Information*, or *Force Search*) before contact is established, the caster suffers an effect. Make a d100 roll (open-ended) and add the Demon's Type times 10. Use this roll to determine the effect that the caster suffers (no RR):

- If the result is less than 90, roll on the attack column of the Spell Failure Table 14.6 (p. 94), the caster takes the result.
- If the result is less than 90, the effect depends on the *Force* spell that the caster attempted:
 - No Force Spell*: Caster takes d5 'A' Impact criticals.
 - Force Analysis*: Caster loses item to be analyzed;
 - Force Information*: Caster is in a coma for d10 days;
 - Force Search*: Demon gives caster a *Quest* (GM discretion), see the Spirit Mastery list (*Of Essence*, Section 3.10, p. 25).

In order to handle the Types of Demons a GM uses in his world system, he may want to change the % chance of failure for contact spells and the penalties outlined above.

Note: Demons gain information by common knowledge among Demons, by contacting other Demons, or by observing the human plane (mentally and physically).



15.23 FATAL CHANNELING PROJECTIONS

Some who seek the divine aid of deities call for the death of their enemies. And, when efficiency and spell are paramount, they may turn to the use of fatal Channeling projections.

Fatal Channeling projections fall into 2 categories; they may (1) destroy the soul or life's Essence of the target or (2) they may destroy all or part of the target's body. The former group consists of those projections known as *Absolutions*, spells normally found in the higher reaches of power. The latter category embraces what are commonly called *Black Channels*.

While *Absolutions* refer to specific spells of power, *Black Channels* tend to vary with culture. The niceties of ritual and form mark the only great cultural distinctions between the sources of *Absolution*. *Black Channels*, however, produce widely differing results, many based on the preferences of ancestral prejudice.

The detailed effects of *Absolutions* are found in the Evil Cleric base list, Dark Channels (*Of Channeling*, Section 10.2, p. 63). Specific aspects of *Black Channels* are also found on that list; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the chart below has been provided. Certain users of *Black Channels* may have a choice with regard to which type they use in a specific situation. Others will be bound by cultural/religious restrictions, and may use only one variation.

BLACK CHANNELS CHART			
Name	Range	RR Mod	Effect
Black Channel I			
1) Thrayn's Touch	Touch	-50	Disrupts Body Cells; Foe operates at -50
2) Eye of Nur	25'	-30	Knocks foe out; 25 hits
3) Uonic Curse	50'	-25	Any one limb useless for 1-10 days.
4) Tauric Finger	50'	-10	Blinds foe 1-10 days; +10 hits.
5) Londarin's Hand	100'	None	Nerve disruption; foe is sent into coma.
Black Channel II			
1) Womaw Finger	25'	-30	Destroys muscles and tendons in legs.
2) Urulic Eye	50'	-25	Removes foe's hands.
3) Finger of Sart	75'	-15	Paralyzes foe entirely.
4) Channels of Chey	100'	-10	Severe brain disorder; convulsive spasms; foe operates at -75.
5) Umli Breeze	50'	None	Sends foe into a permanent coma; +10 hits.
Black Channel III			
1) Black Finger	25'	-50	Erases facial area.
2) Desert Curse	50'	-30	Blood Boils
3) Death's Wave	100'	None	Liquefies skeleton.

15.24 EVIL SPELL LISTS

Evil spell lists are included for evil spell users in all three realms: Channeling, Essence, and Mentalism. These lists reflect the dark sides of Essence, Channeling and Mentalism. A GM should realize that this is a high subjective and flexible concept and should reflect this in his world system. This could range from an evil spell user being perverted and manipulated by evil gods and power sources to minimal effects like the disapproval of superstitious peasants.

Evil spell users are always pure spell users (i.e., they have access to only one realm). They are the Evil Magician, the Evil Cleric, and the Evil Mentalist. An evil spell user has the six evil lists of his realm as his standard set of base lists. The GM should also select one of the options below that fits his concept of evil spell users in his world.

Option 1: *An evil spell user only gets the six evil lists as automatic base lists; but he is allowed to choose four additional base lists from that realm's open lists, that realm's closed lists, and the base lists of the corresponding profession of that realm (e.g., Magician, Cleric, or Mentalist lists).*

Option 2: *An evil spell user only gets the six evil lists as automatic base lists; but he is allowed to choose four additional base lists from the base lists of one other pure spell user profession of that realm. Such evil spell users could be Evil Illusionists, Evil Animists, Evil Seers, etc.*

15.25 HYBRID SPELLS

There is a set of hybrid spell lists for each of the three hybrid spell user professions (see Section 12.0, p. 75-80):

Profession	Realms
Healer	Channeling/Mentalism
Mystic	Essence/Mentalism
Sorcerer	Channeling/Essence

Note: *Full rules for hybrid spell users can be found in Character Law.*

A hybrid spell user can learn spells from his base lists and from the open and closed spells of both of his realms.

RESISTANCE ROLLS

When a character makes a resistance roll (RR) against a spell cast by a hybrid spell caster, follow one of these procedures:

- **If the spell is not from a hybrid base spell list**, handle the RR as you would any other spell from the realm corresponding to the spell.
- **If the spell is from a hybrid base spell list**, the spell uses power from two realms. So, when referring to the Basic Spell Attack Table 13.1 (p. 81), use the column from either of the two realms that is most advantageous for the target/defender.

In addition, do **not** modify the RR by 3x the target's stat bonus for the spell's realm. Instead, modify the RR by the sum of the two stat bonuses corresponding to the spell's realm—In & Pr for Healer base spells, Em & Pr for Mystic base spells, and In & Em for Sorcerer base spells.

If the target's realm of power is the same as either of the spell's realms, a +15 RR modification applies (see Resistance Roll Table 13.2, p. 81).



**Section
15.0
Special
Spell Notes**



**Section
16.0**
How to Use
Spell Law
Without
Rolemaster



16.0



HOW TO USE SPELL LAW WITHOUT ROLEMASTER

This section presents a set of guidelines for using *Spell Law* (SL) if you do not have access to the *Rolemaster* (RM) system.

Note: *The bonuses, penalties, and modifications given in these guidelines are based upon a scale of 1-100 for rolls and the capabilities of most characters. If your system uses a 3-18 or 1-20 scale, divide all bonuses, penalties, and modifications by 5 before using.*

5.1 DICE ROLLING CONVENTIONS

Each die used in *Spell Law* is a 10-sided die which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of *Rolemaster*—it is a “percentile” system.

PERCENTILE ROLLS (“1-100,” 1d100)

1-100 Roll (1d100) — Most of the rolls in *Rolemaster* are “1-100” rolls (also called “d100” rolls). To obtain a 1-100 result roll two dice together—one die is treated as the “ten’s” die and the other as the “one’s” die (designate before rolling, please). Thus a random result between 01 and 100 (a “00” is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten’s die is a “4” and the one’s die is a “7.” Thus the result is “47.”*

Low Open-ended Roll — To obtain a “low open-ended roll” first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05). A second roll is made with a result of 97 (i.e., between 96 and 100); so a third roll is made, resulting in a 03. Thus, the result of the low open-ended roll that the GM requested is -96 (= 04 - 97 - 03).*

High Open-ended Roll — To obtain a “high open-ended roll” first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100). A second roll is made with a result of 96; so a third roll is made with a result 04. Thus, the result of the high open-ended roll is 199 (= 99 + 96 + 04).*

Open-ended Roll — An open-ended roll is both high open-ended and low open-ended.

UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect—no modifications (or bonuses) are considered. These rolls are marked on the appropriate charts with a UM.

NON-“1-100” ROLLS

1-10 Roll (1d10) — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10.

1-5 Roll (1d5) — Roll one die, divide by 2 and round up.

1-8 Roll (1d8) — Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs.

5-50 Roll (5d10) — Roll 1-10 five times and sum the results.

2-10 Roll (2d5) — Roll two dice, divide each result by 2 (round up if necessary), and then add the two results to obtain the “2-10” (“2d5”) result.

5.2 THE REALMS OF POWER

Spell usage falls into three separate realms each of which concerns a different source of the power required to cast a given spell **and** a different set of spell lists. Similar spells exist in more than one realm, but the source of the power for the spells is dependent on the realm from which that power comes.

The Realm of Channeling — Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this “usually” does not require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e., healing, detection, etc.). More powerful and significant spells such as death spells and the revival of the dead might require the active consent of a deity, depending upon the world system being used by the Gamemaster.

Metal interferes with the drawing of power from deities, so no metal may be worn when casting or using a Channeling spell (any spell of this realm). In addition, only a small amount of metal may be *carried* on the person of a spell user of Channeling when casting or using spells; this should be determined by the Gamemaster dependent upon his world system.

The Realm of Essence — Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, Unified Field, the Force etc. A spell user of the Essence taps this power, molds it, and diverts it into spells. Most powerful Essence spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc.

The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell no armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the casting of the Essence spell, all parties must abide by the above restriction.

The Realm of Mentalism — Mentalism is the power of the Essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Mentalism is a very personal power, and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, such spells are usually limited to affecting the caster or one particular target.

Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn while casting a Mentalism spell.

15.3 SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of power and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession." Many "professions" are provided in *Spell Law*; however, Gamemasters may wish to initiate others or use those of different systems. See Section 12.0 (p. 75-80) for specific information on the professions provided in *Spell Law*.

Pure Spell Users — Pure spell users are of professions which have concentrated solely on one realm of power. Thus, their spells are generally more powerful than those employed by other spell users. The pure spell users presented in *Spell Law* are Animists, Clerics, Illusionists, Lay Healers, Magicians, and Mentalists.

Semi Spell Users — Semi spell users combine a realm of power with proficiency in skills that are not spell related. Members of these professions can only throw spells of limited potency, but are fairly adept in the use of arms. The semi spell users presented in *Spell Law* are Bards, Dabblers, Magents, Monks, Paladins, and Rangers.

Hybrid Spell Users — Hybrid spell users are of professions combining two realms of power. They can obtain the power of the most potent pure spell user only in a very restricted set of spells; however they are much more flexible in that they have access to two realms of power. When a hybrid spell user casts a spell, he must abide by the restrictions of that realm of power (only); if he is casting a Mentalism spell, he cannot be wearing a helmet, etc. When casting one of the spells from his base lists he must abide by the restrictions of both realms. The hybrid spell users presented in *Spell Law* are Healers, Mystics, and Sorcerers.

Non Spell Users — Members of these professions have no inherent magical realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's discretion). Even then their spells are of very limited potency.

15.4 SPELL LISTS

In *Spell Law*, the spells are organized into lists that reflect the similarities and basic applications common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice of lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

The spell lists are also grouped in units. These collections are based upon the spell users' various backgrounds within the greater realms of power. A Ranger's background and living experiences often differ significantly from the past life associated with a "pure" Cleric. Thus, certain spell lists will be easier for the Cleric to learn; correspondingly, others will seem simpler to the Ranger. Each profession will find that their education is colored by their own background.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster with a framework by which he can apply spell usages to variance in his world system or specific occurrences that demand certain flexibility.

Certain simplifications and organizational devices have been used to increase playability. Nonetheless, consistence and flavor are emphasized. After all, the world of spells is a rich one indeed.

CLASSIFICATIONS

Spell lists are classified according to their realm of power and availability to certain professions.

Open Spell Lists — There are ten open spell lists for each realm. Open spell lists involve the easiest concepts to master in each realm of power, although considerable dedication is required to learn their use.

Closed Spell Lists — There are ten closed spell lists for each realm. Closed spell lists involve the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master (or learn at all). Only pure and hybrid spell users may learn these spell lists.

Base Lists — There are six base lists for each spell using profession. These lists may only be learned by members of the appropriate profession. The spells on these lists represent professional specialties.

LEARNING SPELLS

Assuming a GM is using a system that allows characters to develop and improve their various skills, knowledge of each spell list should be handled as an individual skill. Then each time a character develops skill with a spell list, he will learn the lowest level spell on that list that he doesn't already know.

If a GM is using a "level-based" system, allow each pure and hybrid spell user to start knowing 20 spells (10 for semi spell users) and to learn 20 new spells (10 for semi spell users) each time he advances a level. A spell user cannot learn a spell on a list unless he already knows all of the lower level spells on that list.

15.5 CASTING SPELLS

Once a list is known (i.e., learned) to a given level, a spell user can cast those spells he knows. Normally, however, a spell user is restricted in how long it takes to cast a spell and how many spells he can cast before resting.

If a level-based system is being used, a spell user may not cast a spell with a level higher than his own level (e.g., a 5th level spell user could not cast spells above 5th level).

CASTING CAPABILITIES

The number of spells which can be cast by a character is dependent upon his power points (PPs) and the level of the spells cast. The number of power points expended to cast a spell is equal to the level of the spell. Power points, once used, can be only be regained by a period of sleep or meditation (usually around 8 hours).

Each spell user has a number of power points based upon his skill rank with a "power skill" (or his level) and one of his stats. For a character of extraordinary faculties it could be as high as three or four power points for each skill rank (level). (The *Stat Bonus Chart* summarizes

the number of power points per level a character has available.) The applicable stat is based upon the character's realm of power as follows (hybrid spell users should average the stat from their realms of power):

Realm	PP Stat
Channeling	Intuition (wisdom, insight, luck)
Essence	Empathy (intelligence, bardic voice)
Mentalism	Presence (charisma, mental discipline)



Section 16.0

How to Use
Spell Law
Without
Rolemaster

STAT BONUS CHART			
1-100 Stat	3-18 Stat	Stat Bonus	Power Points
102+	20+	+35	4
101	19	+30	3
100	18	+25	3
98-99	17	+20	3
95-97	16	+15	2
90-94	15	+10	2
75-89	13-14	+5	1
25-74	9-12	+0	0
10-24	7-8	-5	0
5-9	6	-10	0
3-4	5	-15	0
2	4	-20	0



Section 16.0

How to Use
Spell Law
Without
Rolemaster

A GM who is using a 2-12 or a 3-18 stat system may use the appropriate column on the *Stat Bonus Chart* to obtain a character's power points per level. This is dependent upon his game's character creation system, but for a character of extraordinary faculties it could be as high as three or four points.

Bonus Items — Certain magic items, bonus items, can enable characters to cast more spells per day.

Power Point Multipliers — The power points of a spell caster with a power point multiplier are increased by the factor of the item. For example, a spell user with a "x2" item and an inherent power point total of 7 has a net PP total of 14 points.

Spell Adders — Each +1 on a spell adder means that the owning spell user may cast (once) any one spell which he can normally cast, and not expend any PPs. These spell items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own PPs).

Restrictions — GMs must be very careful in handing out bonus items as they can distort the balance of the system. It is suggested that while +1 spell adders might be available to starting characters (like a weapon or armor for a Fighter), anything better should be relatively rare and expensive.

- Only one bonus item should be usable by any one character between rest periods (possession of 2 "x2" PP multipliers doesn't multiply your spell points by 4).
- Bonus items should be usable by only 1 character per day.
- Bonus items should be required to be held (or at least worn) when used (e.g., a Magician would have to carry his wand in his hand if that were his bonus item).
- It is also suggested that bonus items be restricted to working for only one realm of power, except for hybrid spell user bonus items.

MISCELLANEOUS

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a Cleric's deity might result in increased power points, or areas of rich or poor Essence might exist on a world which would affect a Magician's power points. This is a factor which is decided by the Gamemaster.

TIME REQUIRED TO CAST A SPELL

The time required to cast a spell will be described in terms of rounds. (We suggest 10 second rounds, but this may vary from game system to game system.) The time required to cast a spell is based on the level of the spell user and the spell he is trying to cast. Most spells become easier to throw as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing his level to that of the spell being cast.

During spell preparation, a spell caster must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of spell *effect* (i.e., when it is actually "cast" or "thrown") a spell caster may operate with 25% of normal activity (which means he may not cast another spell). If a caster is dropped, stunned, or killed during preparation, the spell is canceled but no power points are expended.

Note that certain spells are instantaneous in effect and do not require preparation and the caster may operate with 90% of normal activity the round the spell is cast (only one such spell may be cast each round). Instantaneous spells are marked as such on the spell lists and in the descriptions.

Class I Spells — A Class I spell require one round to cast; zero rounds to prepare, and one round for effect. A spell is a Class I spell if the caster knows at least six higher level spells on the same list.

Class II Spells — A Class II spells require two rounds to cast; one round of preparation, and one round for effect. A spell is a Class II spell if it is not a Class I spell **and** if the caster knows at least three higher level spells on the same list.

Class III Spells — A Class III spells require 3 rounds to cast; two rounds of preparation, and one round for effect. A spell is a Class III spell if it is not a Class I or a Class II spell

15.6 RESOLVING SPELLS

Once a spell is cast, the effect of the spell must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the spell failing to operate to the spell being overwhelmingly successful.

SPELL FAILURE

When a spell fails, a high open-ended roll is made and applied to the appropriate section of the Spell Failure Table 14.6 (p. 99). Then, the results are applied to the spell caster.

NON-ATTACK SPELLS

Non-attack spells include those which cannot adversely effect an opponent. These spells are indicated in the spell descriptions and include all spells marked: informational, defensive, etc. When a non-attack spell is cast, the caster makes a non-open-ended 1-100 roll: if the roll is 01-02, the spell fails; otherwise, the spell succeeds.

BASIC ATTACK SPELLS

Basic Attack spells include all spells which are not non-attack spells and which are not "elemental attack spells." Usually a Basic Attack spell is directed at a target that is a creature (or an unusual object) that gets to attempt to resist the effects of the spell.

Basic Attack spells are resolved by the caster making an attack roll (**not** open-ended) and then applying the results to a Resistance Roll (open-ended) made by the target (or Gamemaster). This net Resistance Roll (RR) will indicate if the spell has affected the target.

Basic Attack Rolls — The Basic Attack Roll (BAR) is **not** open-ended and represents the effectiveness of the caster's spell.

Unmodified Rolls — A BAR of 01-02 or 96-00 indicate an immediate effect and no modifications are applied. These rolls are marked on the Basic Attack Table with a "UM"—an unmodified roll of 01-02 indicates automatic spell failure, while an unmodified roll of 96-00 indicates a higher than normal Resistance Roll modification.

Modifications to the Basic Attack Roll — If the original roll was *not* 01-02 or 96-00, the following modifications are added to the Basic Attack Roll to obtain the Modified BAR. If the BAR thus modified is less than 03, the Modified BAR is 03. If the modified roll is greater than 95, the Modified BAR is 95.

Level — The level to which the caster knows the spell's list is added to the BAR.

Range — There is a modification to the BAR based upon the distance from the caster to the target. The modifications are provided on the Basic Spell Attack Table 13.1 (p. 81).

Cover and Situation – Certain situations can result in modifications being given by the Gamemaster. Some suggested modifications are indicated below.

Situation	Mod	Notes
Full Cover	-20	Detected but not sighted
Partial Cover	-10	Less than 50% of target sighted
Static Target	+10	No cover, target is surprised or prone

Miscellaneous – Some races, unusual material, spells, and magic items may modify the BAR.

Basic Spell Attack Table – The Basic Spell Attack Table (p. 81) has nine columns based upon the effect certain armor has on the three realms of power. To find the appropriate column, first find the heading for the realm of power of the spell being cast (Essence, Channeling, or Mentalism). Then choose one of the three columns *under that realm* which applies to the target.

Effects of the Basic Attack Roll – The Modified BAR is cross-indexed with the appropriate column and the spell result is read off the Basic Spell Attack Table 13.1.

Spell Failure – An “F” Result indicates that the spell has failed.

Resistance Roll Modification – A result of a positive or negative number indicates a result which must be added to the target’s Resistance Roll.

RESISTANCE ROLLS

The target of a Basic Attack spell that does not fail **must** make a Resistance Roll (RR). This open-ended roll represents the target’s innate resistance to the effects of the spell and may be modified by a number of factors:

Modifications From the BAR – The modification indicated by cross-indexing the Modified BAR with the appropriate target column is added to the RR.

Stat Bonus – A stat bonus modification is added to the RR; this bonus is based upon the realm of the spell cast and one of the stats of the target. The stat bonus for a RR against a hybrid spell user’s base spells is obtained by averaging the stat bonuses for the two realms involved. The values of these modifications are given in the Stat Bonus Chart. Use Intuition (Wisdom) for Channeling, Empathy (Intelligence) for Essence, and Presence (Charisma) for Mentalism.

Willing Targets – Certain targets may submit themselves as willing participants in a spell, in such a case, the RR should be modified by -50.

Miscellaneous – Some races, unusual material, spells, magic items may modify the BAR.

The Resistance Roll Table – To use the Resistance Roll Table 13.2 (p. 81), cross-index the level of the caster (or his skill rank with the spell’s list) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell.

ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of Essence (earth, water, air, heat, cold or light) into a physical attack on the target. Since such a spell concentrates elemental force to attack its target physically, the target is **not** entitled to a Resistance Roll. Each spell of this type has a separate attack table (Tables 13.3-13.9, p. 82-88) differentiating its varying effects.

Elemental Attack Rolls – The Elemental Attack Roll (EAR) is an open-ended roll that represents the accuracy and potency of a caster’s elemental attack spell.

Unmodified Rolls – An EAR of 01-02 or 96-00 *may* indicate an immediate effect and no modifications are applied. These rolls are marked on the elemental attack tables with a “UM.”

- An unmodified roll of 01-02 indicates spell failure.
- An unmodified roll of 96-00 for Area spells (e.g., *Cold Ball*, *Fire Ball*, etc.) indicates a very severe attack result.
- An unmodified roll of 00 for non-Area spells (e.g., *Ice Bolt*, *Lightning Bolt*, etc.) indicates a very severe attack result.
- If an unmodified roll is not indicated, then rolls of 01-05 and 96-00 are treated as normal open-ended rolls.

Caster Modifications to the EAR – If the original EAR was not an unmodified result, the following Caster modifications are added to the EAR.

Level – The level to which the caster knows the spell’s list is added to the EAR.

Caster Agility – The caster’s Agility stat bonus may modify the EAR (see the Stat Bonus Chart). This modification is not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*).

Directed Spells Skill Bonus – By spending time and effort in practice, a caster may develop Directed Spell skill in using certain elemental attack spells. This is dependent upon the character development system used. This modification is not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*).

Range – There is a modification to the EAR based upon the distance from the caster to the target. The modifications are provided on the attack tables. This modification is not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*).

Target Modifications to the EAR – If the original EAR was not an unmodified result, the following target modifications are added to the EAR.

Target Quickness – The target’s Quickness stat bonus may modify the EAR (see the Stat Bonus Chart). This only applies if the target is moving; stationary targets receive cover and position modifications rather than Quickness bonuses.

Shields & Helmets – A helmet and/or shield which faces the caster gives the target modifications as indicated below. Shield modifications are not applicable to Area Spells (e.g., *Cold Ball*, *Fire Ball*, etc.).

Type	EAR Mod.	Note
No Helmet	+5	–
Normal Helmet	+0	–
Full Helmet	-5	covers face
Wall Shield	-30	35-50 lb
Full Shield	-20	25-30 lb
Normal Shield	-15	15-20 lb
Target Shield	-5	5-10 lb

Cover and Position – At times, the target may be in an advantageous position. For example, partially behind a tree and this should be reflected in a subtraction from the EAR (to be determined by the GM). Note that, at times, the defender’s position may be so advantageous that he cannot be affected by the attack (use common sense). Some suggested modifications are indicated below.

Situation	Mod	Notes (No Qu Bonus)
Full Cover	-60	Detected but not sighted
Partial Cover	-30	Less than half of target sighted
Static Target	+30	No cover, target is surprised or prone



Section 16.0

How to Use
Spell Law
Without
Rolemaster



**Section
16.0**
How to Use
Spell Law
Without
Rolemaster

Area Spells — Certain Elemental Attack spells are called Area spells (*Fire Ball*, *Cold Ball*, etc.). These spells attack all targets in their radius. Modifications to the EAR due to caster's Agility, caster's skill, range, and target's shield *do not* apply; all other modifications do apply. In addition, there is a +20 EAR modification for any target at the center point (chosen by caster) of the spell's effect.

Result Determination — If the Modified EAR is less than 03, it is treated as 03. If the Modified EAR is greater than 95 for an Area Elemental Attack spell, it is treated as 95. If the Modified EAR is greater than 99 for a non-Area Elemental Attack spell, it is treated as 99.

The Modified EAR is cross-indexed with the target's armor on the appropriate elemental attack table. The results vary from spell failure to critical strikes as follows:

Spell Failure — A "F" result indicates that the spell has failed.

Concussion Hits — A number result (e.g., "8") indicates the number of concussion hits the target receives. Each target is limited in the number of concussion hits that he can take. When this limit is passed, the target is unconscious. Death may be caused if this limit is exceeded by a certain amount.

Critical Strikes — A result of a number followed by a letter (e.g., "17B") indicates: a number of concussion hits (see above) and a critical strike of a severity indicated by the letter (i.e., a severity of between 'A' and 'J').

Critical Strike Tables — The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with letters 'F' through 'J' indicating multiple criticals as detailed below and on the individual elemental attack tables.

When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The results are immediately applied to the target.

Certain critical strikes fall in the range of 'F', 'G', 'H', 'I', or 'J'. These results indicate two or three normal critical strikes to be applied to the target. A separate roll is made for each critical and all results are applied cumulatively. The number of critical strikes and their severity is given by the following table.

Critical Severity	Primary Critical	Secondary Critical	Tertiary Critical
F	E	A	-
G	E	B	-
H	E	C	A
I	E	D	B
J	E	D	C

Large and Super Large Creatures — Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used. Such creatures are separated into two categories:

- *Large Creatures* (Trolls, Giants, Demons, and Undead, etc.).
- *Super Large Creatures* (Dragons, powerful Demons, etc.).

Each category has its own column on Table 14.5 (p. 93), which is consulted if a sufficiently severe critical strike is obtained against them.

Large Creature Critical Strikes — Only critical strikes of severity 'B', 'C', 'D', or 'E' affect Large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Large Creature, Normal" column on Table 14.5 (p. 93), to obtain a result.

Super Large Creature Critical Strikes — Only critical strikes of severity 'D' or 'E' affect Super Large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the "Super Large, Normal" column on Table 14.5, to obtain a result.

Slaying Criticals — Some Large and Super Large creatures are especially vulnerable to certain types of spell criticals. In such cases, if a Large or Super Large critical is to be resolved, use the appropriate "Slaying" column on Table 14.5 instead of the "Normal" column.

CRITICAL & FAILURE RESULTS

All of the critical and failure tables have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.
- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:
+βH - β✱ - β● - β♦ - β(-α) - β(+α)

where α and β are numbers. In general:

H hits
✱ rounds of stun
● rounds of no parry
✕ rounds of must parry
♦ hits per round
(-α) penalty
(+α) bonus

Sometimes, the second and third items are combined (reading as ✱●). Also, sometimes the third item is replaced with β(✕-α) (there can never be both a ● and a ✕ entry). Below is a more detailed explanation of the entries.

- +βH — This indicates that the target of the attack takes an additional β hits of damage.
- β✱ — This indicates that the target of the attack is stunned for β rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When β is not specified, it is assumed to be 1.
- β●: This indicates that the target of the attack cannot parry for β rounds. The only allowable actions are maneuvering (modified by at least -75). This result is often accompanied by a ✱ result (see above). When β is not specified, it is assumed to be 1.
- β(✕-α): This indicates that the target of the attack must parry for his next β actions with a penalty of α. When β is not specified, it is assumed to be 1. When α is not specified, it is assumed to be zero.
- β♦: This indicates that the target of the attack will lose β hits every round until the wound is healed. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When β is not specified, it is assumed to be 1.
- β(-α): This indicates the target of the attack suffers a penalty of α for β rounds. When β is not specified, the penalty is assumed to last until the wound is healed.
- β(+α): This indicates that the attacker gains a bonus of α for β rounds. When β is not specified, it is assumed to be 1.

A

Absolution.....	c32, c63, c61, e61
Absolution Pure.....	c32, c63, c61, e61
Ache.....	e67
Addiction Mastery.....	c52, m52
Adrenal Focus II, III, IV, V.....	e47
Adrenal Focus True.....	e47
Afterthoughts.....	c21, e64
Aggravated Theft.....	m67
Agony.....	e67
Aim True.....	e9
Aim Untrue I, II, III.....	c42, e22, m7
Aiming.....	e9
Air Stop I, II, V, X.....	e37, c58, e51, e58, m16, m57
Airwall.....	c6, e37, e51, m16, m57
Airwall True.....	c6, e51, m16, m57
Alkar.....	e9
Amnesia.....	e50, m56
Amnesia True.....	e50, m56
Analysis.....	e6
Analyze Symbol.....	c25
Analyze Symbol True.....	c25
Animal Call.....	c26
Animal Calming I, II, III.....	c18
Animal Empathy.....	c11, e26
Animal Facade.....	c30, e46
Animal Form I, II, III.....	c30, e46
Animal Form True.....	c30, e46
Animal Location.....	c26
Animal Master True.....	c26
Animal Mastery	c26
Animal Mastery I, III, V.....	c11, e26
Animal Mastery True.....	c11
Animal Restoration I, II, III.....	c26
Animal Reviving I, II, III.....	c26
Animal Sleep I, III.....	c26
Animal Summons I, III, V, X.....	c26
Animal Summons True.....	c26
Animal Thoughts.....	c30, e46
Animal Thoughts True.....	c30, e46
Animal Tongues.....	c11, e26, e49
Animate Dead V.....	c66
Animate Dead I, II, III, IV, VI.....	c66
Animation I, II, III, IV, V, VI, VII, VIII.....	m31
Animation True.....	m31
Animist's Eye.....	c28
Anti-Channels I, III, V, VIII, X.....	c36
Anti-Channels True.....	c36
Anticipate Blow.....	m6
Anticipate Hostility.....	m6
Anticipate Hostility True.....	m6
Anticipate Missile.....	m6
Anticipate Spell.....	m6
Anticipations	m6
Anticipations.....	m6
Anticipations True.....	m6
Apply Poison I, II, III, IV.....	m49
Arson.....	m67
Arterial Repair.....	m26
Artificial Flesh.....	m31
Artificial Flesh True.....	m31
Assassination.....	m67
Assassination Mastery	m44
Assault.....	m67
Assessment True.....	e43, m40
Asthma.....	c65
Attack Avoidance	m7
Audio Attack.....	m37
Audio Control.....	m37
Aura.....	c9, e42
Awake.....	c55, e44, m55, m10
Awake True.....	c29
Awakening.....	c7, m28
Awareness.....	m12, m36
Awareness True.....	m36

B

Balance.....	e12, e44, m22
Balance I, II, III.....	e41
Balance True.....	e41
Banish Demon I, II, III.....	c39
Banish Demon True.....	c39
Banishment.....	c61, e61, m64
Banishment True.....	m64
Barrier Law	c6
Barrier Pit.....	c6
Bat Sense.....	c29
Beacon.....	m8
Beacon I, V, X.....	e29, e35
Bear Arms.....	c29
Bear Skin.....	c29
Beauty of Arraer.....	e62
Befriending.....	c26
Bending.....	m13
Bewilderment True.....	e50, m56
Binding II, V, X, XV.....	e63
Binding True.....	e63
Black Channel I, II, III.....	c63, e56, e56
Black Lore.....	c21, e64
Black Lore Mastery.....	c64
Bladebreak.....	m23

Bladeturn I, II, III.....	c42, e22, m7
Bleeding I, III, V.....	c67
Bleeding True.....	c67
Bless I, II, III, IV, V.....	c35, e44
Bless Tales.....	c64
Blind.....	e29
Blinding.....	c32, e50, m56
Blood Disease Cures.....	e50, m50
Blood Law	c16
Blood Mastery	m26
Blood Repair True.....	e50, m50, m26
Blood Ways	e50, m50
Blur.....	c42, e22, e27, e52, m9, m58
Blur Vision.....	m37, e50, m56
Boar Strength.....	e29
Body Armor III, IV.....	e47
Body Reins	e44
Body Renewal	e45
Body Shifting.....	e44
Body Weaponry I, II, III, IV.....	e47
Body Weaponry True.....	e47
Boil Liquid.....	e33
Boil Water.....	m17
Boil/Freeze Water.....	e53, m59
Bone Death.....	e56, e56
Bone Law	c17
Bone Lore.....	c17, m27
Bone Mastery	m27
Bone Regeneration.....	e51, m51, m27
Bone Regeneration True.....	e51, m51
Bone Transplant.....	m27
Bone Ways	e51, m51
Bowbreak.....	m23
Brain Regeneration.....	e23, m30
Brain Repair.....	e54, m54
Break Limb.....	e56, e56
Break Solid.....	e55, m61
Breeze Call.....	e15
Breezerunning.....	e48
Breezerunning True.....	e48
Breeces.....	e37
Brilliance	m8

C

Call Cold I, II, V.....	e34
Call Flame I, II, V.....	e33
Call of the Wild.....	c26
Call Rain.....	e36, e53, m59
Calm.....	m33
Calm I, II, III, IV, V, X.....	e18
Calm Song.....	m38
Calm Song True.....	m38
Calm Spirits	c18
Calm True.....	c18
Calm Water.....	e36, e57, e53, e57, m17, m59
Calm Water True.....	e36, e57, e53, e57, m17, m59
Calming.....	c32
Camouflage.....	m9
Camouflage True.....	m9
Cancel Channeling.....	c14, c36, c38, e14, m15
Cancel Channeling I.....	e16
Cancel Essence.....	c14, c38, e14, m15
Cancel Essence I.....	e16
Cancel Mentalism.....	c14, c38, e14, m15
Cancel Mentalism I.....	e16
Cancel True.....	e16
Carrier I, II, III.....	c65
Cartilage Regeneration.....	e51, m51, m27
Cartilage Regeneration True.....	e51, m51
Cartilage Repair.....	c17, e51, m51, m27
Cartilage Repair True.....	c17, e51, m51, m27
Cat Step.....	e29
Catatonian.....	m63
Catatonian True.....	m63
Cause Cracks.....	e66
Ceilingrunning.....	e48
Ceilingwalking.....	e48
Chameleon Skin.....	c29
Change.....	e19, e54, m22, m60
Change Lore.....	e19
Change Master.....	m22
Change to Kind.....	e19, e54, m22, m60
Changing.....	e19, e54, m60
Changing Facade.....	e27
Changing Lungs.....	e12, e54, m22, m60
Channel Opening I, II.....	c33, c38, e63
Channel Opening True.....	c33, c38
Channeling Resistance.....	c14, e14, m15
Channeling Shield.....	c14, e14, m15
Channels	c32
Channels I, III, V, VII, VIII, X.....	c32, e63
Charm Animals.....	e39
Charm Kind.....	e25, e39, m33
Charm Song.....	m38
Charm Song True.....	m38
Cheating.....	m67
Chill Metal.....	e34
Chill Solid.....	e34, e55, m23, m61
Chills.....	e65
Circle Aflame.....	e33
Circle of Cold.....	e34
Cleansing	e52, m52

Clear Skies.....	c15
Clear Water.....	m17
Clear Weather Prayer.....	c47
Clear/Desalinate Water.....	e53, m59
Cloaking	m49
Cloaking I, III, V, X, XX.....	m9, m48
Cloaking Sphere I, II, III, V.....	m9, m48
Clot I, III.....	m14
Clotting Curse.....	e62
Clotting I, III, V.....	c16, e50, e45, m50, m26
Clotting True.....	c16, e45, m26
Cloud Mastery.....	m16
Cloud Shaping.....	e51, m57
Clouds of Darkness I, II.....	e64
Clouds of Darkness True.....	e64
Cold Ball II, IV.....	e34
Cold Mastery.....	e34
Cold Resistance.....	c35, e44, m10
Cold Resistance True.....	m10
Cold True.....	e34
Coldarmor.....	e8
Coldarmor Sphere.....	e8
Collapse Lung.....	e56, e56
Coma.....	m33
Command Current.....	e36, e53, m59
Command I, II.....	e43
Communal Ways	c33
Commune I.....	c33, c38
Commune True.....	c33, c38
Communism	c38
Companion.....	e17
Companion True.....	e17
Conceal I, III, V, X.....	e38
Concealed Object I, II.....	m44
Concealed Object True.....	m44
Concealment Mastery	e38
Concealment Mastery.....	e38
Concentration II, III, IV, V.....	e44
Concussion Mastery	m28
Concussion's Ways	c7
Condensation.....	e36, e51, m16, m57
Confusing Ways	e50, m56
Confusion.....	e25, e50, m33, m56
Contact Poison.....	m49
Contain Elemental.....	e65
Contain Entity.....	e65
Contraction.....	m22
Contractions.....	e44
Control Demon I, II, III, IV, V.....	e17
Control Entity I, II, III, IV, V, VI.....	e65
Control Undead I, II, III, IV, V.....	e66
Control Undead True.....	e66
Controlling Songs	m38
Conveyance.....	e6
Conveyance True.....	e6
Cool Solid.....	e34, e55, m23, m61
Copy I, II, III, IV, V.....	m47
Copy True.....	m47
Corner Fires.....	e33
Corner Lightning Bolt.....	e35
Cornering I, III.....	e48
Correlation.....	m18
Correlation True.....	m18
Corridor.....	e60, e60
Courage.....	e43
Courage True.....	e43
Cracks.....	m42
Cracks Call.....	e32, e60, e55, e60, e66, m23, m61
Cramp.....	e67
Create Evidence I, II, III.....	m44
Create Holy Water.....	c32
Create Undead I, II, III, IV, V.....	e66
Create Undead True.....	e66
Creations	e19
Crevasse.....	e60, e60
Crumble.....	m23, m42
Cure Disease.....	e52, m52
Cure Poison.....	e52, m52
Curse Analysis.....	c8
Curse of Dake.....	e62
Curse of Furd.....	e62
Curse of Oli.....	e62
Curse of Penth.....	e62
Curse of Shar Bu.....	e62
Curse Tales.....	e21
Curses	e62
Curved Airwall.....	m16
Curved Wall.....	e6, e32
Curved Waterwall.....	m17
Cut Repair I, III.....	c16, e50, e45, m14, m26, m50
Cut Repair True.....	c16, m26

D

Damage Resistance	m10
Dark Absolution.....	c63
Dark Blinding.....	c63
Dark Channels	c63
Dark Contacts	e62
Dark Control II, V, X.....	e64
Dark I.....	e35
Dark Lore	e64

Dark Lore I, II, III.....	c21, e64
Dark Sleep.....	c63
Dark Slumbers.....	c61, e61
Dark Stunning.....	c63
Dark Summons	e63
Dark Thoughts.....	e62
Dark V.....	e35
Darkness.....	c38
Darkness	e64
Darkness I, II, V, X.....	c46, e64, m8
Darkness True.....	e64
Darkvision.....	e12, e42, e49, e64, m21
Dazed.....	m65
Deafen.....	e31, m42
Deafen Sphere.....	e31
Death Analysis.....	e6
Death Cloud I, II.....	e37
Death's Delving.....	e6
Death's Lore.....	m40
Death's Memory.....	m11
Death's Tale.....	c33, c38
Death's Tale True.....	c33, c38
Deer Speed I, II, III.....	c29
Deer Speed True.....	c29
Deflect I, II, III.....	m7
Deflect True.....	m7
Deflections I, II, III.....	e42, e22
Dehumidify.....	e57, e57
Dehumidify True.....	e57, e57
Dehydrate.....	e57, e57
Dehydrate True.....	e57, e57
Delay Poison.....	m49
Delving	m11
Delving.....	e6, m11
Delving Ways	e6
Demon Mastery II.....	e17
Demonic Analysis Link.....	e62
Demonic Gate I, II, II.....	c37
Demonic Information Link.....	e62
Demonic Possession I, II, III, IV, V.....	c61, e61, m64
Demonic Search Link.....	e62
Deoxygenation I, II, V.....	c58, e58
Deoxygenation True.....	c58, e58
Desalination.....	m17
Desiccation.....	e57, e57
Detect Active Power.....	e40
Detect Ambush I, II, III.....	c49
Detect Ambush True.....	c49
Detect Blessing.....	e64
Detect Channeling.....	c8, e7, m12
Detect Curse.....	c8, e21, e62, m11, m40
Detect Death.....	e7
Detect Detections.....	e7
Detect Emotion.....	c21, e64, m12
Detect Enemies I, II.....	c38
Detect Enemies True.....	c38
Detect Essence.....	c8, e7, m12
Detect Evil.....	c21, e7, m12
Detect Good.....	e64
Detect Illusion.....	e30, e49, m21
Detect Illusion True.....	m30, e21
Detect Invisible.....	c8, e7, e30, e49, m12
Detect Life.....	c8
Detect Magic.....	e28
Detect Mentalism.....	c8, e7, m12
Detect Power.....	e43, m11, m40
Detect Spell.....	c8, e7, m12
Detect Traps.....	c8, e7, m12
Detect True.....	c8, e7, m12
Detect Undead.....	c8, e39
Detecting Ways	e7
Detection Mastery	c8
Detections	m12
Detections Holy.....	e64
Dim Lights.....	m39
Direction I, II.....	m36
Direction True.....	m36
Disappear.....	m39
Disappear True.....	m39
Disarm I, II.....	e15
Disease	e65
Disease Purification.....	c12, e52, m52
Disease Resistance I, II, III.....	c12, e41
Disguise I, II, III, IV, V.....	m45
Disguise Mastery	m45
Disguise Mastery.....	m45
Disillusion.....	e49, m21
Disillusion I, III, V.....	e30
Disillusion True.....	e30, m21
Disintegration I, X.....	e66
Disintegration True.....	e66
Disorientation.....	e59, e59
Dispel Channeling I, V, X.....	c14, e36, e38, e16
Dispel Channeling Sphere I, V, X.....	c38, e14, e16
Dispel Essence I.....	c14, e38, e16
Dispel Essence Sphere I, V, X.....	c38, e14, e16
Dispel Essence True.....	e16
Dispel Mentalism I.....	c14, e38, e16
Dispel Mentalism Sphere I, V, X.....	c38, e14, e16
Dispel Sphere True.....	e16
Dispel True.....	e16
Dispelling Ways	e16

SPELL INDEX

c# = Of Channeling, e# = Of Essence, m# = Of Mentalism

Displacement	
I, II, III, IV, V,	e27, e38, e52, m9, m48, m58
Disruption I, II, V, X,	c56, e56, e66
Disruption True,	c56, e56
Distortions,	c59, e59
Distraction,	e50, m37, m56
Divine Guidance,	c20
Dodging I, III, IV, V,	e46
Dodging True,	e46
Domination,	m64
Door,	e55, m61
Dragon Skin,	c29
Drain Soul I, II,	c67
Drain Soul True,	c67
Dreams I, II, III, V,	c33, c38, c64, m6
Dull Mind I, II, III, IV, V, VI, VIII, X,	m65
Duplicate I, II, III,	m47

E

Earth Empathy,	c11
Earth Law ,	c32
Earth Mastery,	e32
Earth to Dust I, X,	e66
Earth to Dust True,	e66
Earth/Mud,	e32, c60, e60
Earth/Stone,	c32
Earthen Spikes,	c32
Earthwall,	c6, e32
Earthwall True,	c6, e32
Ease Addiction I, II,	c52, m52
Edgerunning,	e48
Edgewalking,	c10
Elemental Communication,	c28
Elemental Shields ,	e8
Elephantiasis,	c65
Emotion Analysis,	c21, c64
Emotions,	m33
Empathy,	m34
Enchanted Leather,	e22
Enchanted Robes,	e22
Enchanted Rope,	e32
Enchanted Shield,	e22
Enemy Speech,	c38
Energy Drain I, II,	c67
Enhancement,	e27
Enhancement True,	e27
Enlarge,	e19, e54, m60
Enlarge Self,	e19
Entertaining Ways ,	m39
Enthrall I, V, X,	m39
Entity Mastery I, II, III, IV, V, VI,	e65
Entity Summons ,	e65
Epilepsy,	c65
Erosions,	c60, e60
Escapes ,	m46
Essence Hand ,	e9
Essence Resistance,	c14, e14, m15
Essence Shield,	c14, e14, m15
Essence's Perceptions ,	e10
Evaporate I, II, III,	c57, e57
Evaporate True,	c57, e57
Evaporate Water,	e53, m59
Evaporation,	m17
Evisions ,	e46
Excommunication,	c62
Excommunication True,	c62
Exorcisms ,	c39
Extension II, III, IV, V, X,	e23
Extension True,	e23
Eye & Ear Regeneration,	c24
Eye Disruption,	c56, e56
Eye/Ear Repair,	e45, m14
Eyewitness III, V, X,	m48
Eyewitness True,	m48

F

Feel/Taste/Smell Glamour,	e26
Facade I, II, III, V,	e27, m45
Facades I, II,	m9
Face Shifting,	e44, m22
Face Shifting True,	e54, m60
False Assassin,	m45
False Credentials,	m48
False Image,	e27
False Sense I, II, III, IV, V,	m66
Familiar,	e17, e63
Fanfare,	m39
Far Mind Speech,	m35
Far Sense I, II,	e42, m47
Fast Deoxygenation I, II,	c58, e58
Fast Sprint,	e21, m24
Fast Swim,	m24
Fear,	e50, m33, m56
Fear's Song,	m38
Feel I, III, V, X,	m36
Feel Mirage I, III, V, VIII, X,	e26
Feel Mirage True,	e26
Feel Terrain,	e26
Feel-Taste-Smell ,	e26
Find Buyer I, II, III, IV,	e43

Find Owner I, II, III,	e43
Find Owner True,	e43
Finding I, II, III,	c20, m36
Finding True,	c20, m36
Fire Armor,	e8
Fire Ball,	e33
Fire Bolt I, III, V,	e33, e51, m57
Fire Law ,	e33
Fire Mastery,	e33
Fire Nerves,	e67
Fire Starting,	c19, c48
Firebolt III,	e51, m57
Firestop,	c31
Firestorm,	e33
Fit Enchanted Materials,	m31
Fit Glass,	m31
Fit Normal Metal,	m31
Fit Wood,	m31
Flare,	c9
Flattening,	e52, m46, m58
Flesh Destruction ,	c56, e56
Flip I, III,	e46
Float,	e41
Flow Stoppage I,	e45
Flowstop I, III, V,	c16, c41, m26
Flowstop True,	c16, m26
Fluid Destruction ,	c57, e57
Fluidrunning,	e48
Fly I, II, III, IV,	e20, m20
Fly True,	e20
Focus Merge,	m34
Focus Mind,	m35
Fog,	e36
Fog Call,	c15
Fog I, II, V, X, XXX,	e51, m16, m57
Fog Prayer,	c47
Fog True,	e51, m16, m57
Fogvision,	e49, m21
Fogvision True,	m21
Following Fires,	e33
Following Lightning Bolt,	e35
Food Finding I, II,	c48
Food Finding True,	c48
Food Preservation,	c12
Food Production I, III, V,	c19
Food Production True,	c19
Force Analysis III, IV, V, VI,	e62
Force Information III, IV, V, VI,	e62
Force Search III, IV, V,	e62
Forget,	c59, e59
Forget I, X,	m62
Forget True,	m62
Forgetting Song,	m38
Form Master,	m22
Fracture,	c67
Fracture Repair,	e45, m14
Fracture Repair True,	e45
Freeze Fluid,	c57, e57
Freeze Liquid,	c46, e34
Freeze Water,	m17
Friend Speech,	m35
Friend Speech True,	m35
Friendslayer,	c62
Frost/Burn Relief	
I, II, III, IV, V,	c7, c41, c55, m28, m55
Frost/Burn Relief True,	c55, m28, m55
Fumble,	e50, m37, m56

G

Gas Alteration ,	e51, m57
Gas Analysis,	e6
Gas Destruction ,	c58, e58
Gas Manipulation ,	m16
Gas To Air,	c58, e58
Gas-Air,	e51, m16, m57
Gaslungs,	e12, e44, m22
Gate,	c37
Gate Cleaver,	e15
Gate Mastery ,	e17
Gathering Secrets ,	m47
Gauge Wealth,	e43
Geas,	m33
Glide I, III,	c29, e41
Glide True,	c29
Glow,	m8
Golden Slumbers,	c32
Greater Demonic Contact,	e62
Greater Disease Purification,	c12
Greater Master of Kind,	e39
Greater Merging Organic,	c10
Greater Poison Purification,	e12
Great Change,	e54, m60
Great Change to Kind,	e54, m60
Great Crack,	c60, e60
Great Flip,	e46
Great Impersonation Change,	e54, m60
Great Leap,	e48
Great Merge,	e52, m20, m58
Great Merging Organic,	c45
Great Shout,	m32
Great Song I, V,	m43
Great Song True,	m43

Great Telekinesis,	e9
Great Vacuum,	e37
Great Vacuum I, II,	c58, e58
Greater Animal Production,	c19
Greater Calm Water,	c57, e57
Greater Charm Kind,	e39
Greater Darkness,	e64, m8
Greater Demonic Gate,	e17, e65
Greater Extension,	e23
Greater Face Shifting,	m22
Greater Far Sense I, II,	e42, m47
Greater Far Sense True,	m47
Greater Hold Kind,	e39
Greater Hurling III,	m25
Greater Light Control,	e29
Greater Location,	e7
Greater Magic Look,	e15
Greater Paranoia,	m63
Greater Phantom,	m66
Greater Plant Prod.,	c19
Greater Sound Control,	e31
Greater Staying II, III,	m25
Greater Suggestion,	e39
Greater Telekinesis II, III,	m25
Greater Utterdark,	e64
Green Tongue,	c62
Grey Vision,	c65
Guess,	c20, c33, m6
Guidance,	c20
Guilt,	c61, e61, m63
Guilt True,	m63
Guises ,	e27

H

Hail Prayer,	c47
Hallucinate,	m63
Hallucinate True,	m63
Hallucination,	e50, m37, m56
Hand of Fire,	m8
Hand of Fire True,	m8
Hard Wind,	e37
Haste I, II, III, IV, V, X,	e21, e46, m24
Hawk Sense,	c29
Heal Addiction I, II, III, IV, V, X,	c52, m52
Heal Addiction True,	c52, m52
Heal I, V, X, XV, XX,	c55, m55
Heal Life Essence I, II, III,	c34
Heal Life Essence True,	c34
Heal True,	c55, m55
Healing	
I, III, V, VII, X, XV, XVII, XX, ...	c7, c41, m28
Healing True,	c41
Hearing Loss,	c65
Heart Regeneration,	c24
Heart Repair,	c24
Heat Metal,	m23
Heat Resistance,	c35, c44, m10
Heat Resistance True,	m10
Heat Solid,	e33, m23
Heat Solid I, II,	e55, m61
Heat Stone,	m23
Heatarmor,	e8
Heatarmor Sphere,	e18
Heatvision,	e12
Hemophilia,	c65
Herb Cleansing,	c27
Herb Enhancement,	c19
Herb Finding I, III, V, X, XX,	c27
Herb Finding True,	c27
Herb Lore,	c11, c27
Herb Mastery ,	c27
Herb Mastery,	c19
Herb Mastery II, III, V, X,	c27
Herb Mastery True,	c27
Herb Production,	c11, c27
Hesitation,	m32
Hidden Pocket,	m39
Hide Tracks I, II, V, X, XV, XX,	c45
Hide Tracks True,	c45
Hiding ,	e52, m58
Hiding True,	e52, m58
High Prayer,	c33, c38
Hold Kind,	c18, e25, e39, m33
Hold Kind True,	m33
Hold True,	e25, m33
Holding Song,	m38
Holy Arms ,	c40
Holy Attack I, II, III, IV, V, VI, VII,	c40
Holy Attack True,	c40
Holy Aura I, II,	c40
Holy Aura True,	c40
Holy Bridge,	c32
Holy Focus,	c40
Holy Focus True,	c40
Holy Healing ,	c41
Holy Martyr,	c40
Holy Presence,	e54, m60
Holy Shields ,	c42
Holy Shields True,	c42
Holy Shout,	c32
Holy Strength I, II, III,	c40
Homicide,	m67

Horror,	c59, e59
Hue,	m8
Hues,	c30, e46
Hurling I, II, III, IV,	e9, m25
Hush,	m39
Hypochondria,	m66

I

Ice Armor,	e8
Ice Bolt I, III, V,	e34
Ice Law ,	e34
Icewall I, II,	c6
Identify Casting,	e24
Ignite,	e33
Illusion II, III, IV, V, VII, X,	e28, m13
Illusion Mastery ,	e28
Illusion True,	e28
Illusions ,	m13
Illusions II, III, V, VII, X,	e11
Illusionsight,	e49
Illusory Terrain,	e28
Impair I, III, V, X,	e67
Impersonation Change,	e54, m60
Impersonation Change True,	e54, m60
Impersonation Facade I, II, III, IV,	e27
Impersonation Facade True,	e27
Impersonation Study,	e27
Implosion,	c58, e58
Increased Radius I, II, III, IV,	e23
Influences ,	e39
Inner Thoughts,	m34
Inner Wall,	c44
Inner Wall I, II, III, V,	m18
Inner Wall True,	m18
Inner Walls ,	c44
Insect Sense,	c29
Insomnia,	m63
Insomnia True,	m63
Inspirations I, II, III, IV, V, VI, VII, VIII,	c43
Inspirations Mastery,	c43
Inspirations True,	c43
Inspiring Ways ,	c43
Instant Herbal Cures,	e27
Instant Ranging I, II, III, IV,	e23
Intuitions I, II, III, V, X,	c33, m6
Intuitions True,	c33, m6
Investiture I, II, III,	e63
Invisibility I, II,	e18, e52, m58
Invisibility Sphere I, II, III,	e18, e52, m58
Invisibility Split,	e18
Invisibility Split Sphere,	e18
Invisible Ways ,	e18
Invulnerability,	e19
Ironsght,	e42, e49, m47
Item Analysis,	m11
Item Analysis I, II, III, IV, V, VI, VII,	e43, m40
Item Analysis True,	m40
Item Assessment,	e43, m40
Item Feel,	m11
Item Lore ,	m40
Item Lore,	m11
Item Rereturning,	c32
Item Returning,	c32
Item Vision,	e43, m11, m40
Item Vision True,	m40

J

Jam I, II, III, IV,	e40
Jam True,	e40
Jamming,	e15
Jewel/Metal Assessment,	e43, m40
Joining,	c16, c17, c22, c23, c50-51, c53, c54, m26, m27, m29, m30, m50-51, m53-54
Joining True,	c16, c17, c22-23, c50-51, c53, c54, m26, m27, m29, m30, m50-51, m53-54
Joint Repair,	c17, c51, m51, m27
Joint Repair True,	c17, c51, m51, m27
Jolts I, III, V, X,	c59, e59, m32
Jumbled Text,	m66

K

Know Path,	c49
------------------	-----

L

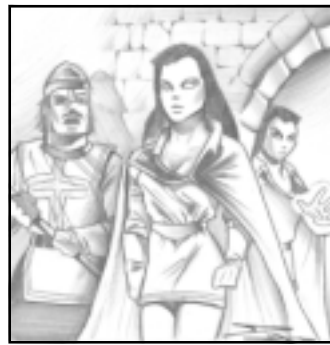
Landing,	e20, e41, e48, m20
Landing True,	e48, m20
Language Lore,	m41
Laying on Hands True,	c41
Learning of Mins,	c62
Leaping,	e20, m20
Leaping I, III,	e48
Learn Language II, III, IV, V,	m41
Learn Language True,	m41
Leave Item I, III, V,	m19, m46
Leaving I, II, III, V,	e20, e48, m19, m46
Leaving True,	m46
Legerdemain,	m39
Leprosy,	c65
Lesser Animal Production,	c19
Lesser Darkness,	e64

Lesser Demonic Gate.....	e17, e65
Lesser Illusions	e11
Lesser Phantom.....	m66
Lesser Plant Production.....	c19
Lesser Traps.....	c48
Lesser Utterdark.....	e64
Lesser Waiting Gate.....	e17
Leukemia.....	c65
Levitation.....	e20, e48
Levitation I, V, X.....	m20
Life Analysis.....	c8
Life Lore.....	c21
Life Lore True.....	c21
Life Mastery	c34
Life Typing.....	c8
Lifegiving I, II, III, IV, V.....	c34
Lifegiving True.....	c34
Lifekeeping I, II, III, IV.....	c34
Light.....	c46
Light Control I, V, X.....	e29
Light Control True.....	e29
Light Eruption.....	m8
Light Glamour.....	e11, e29, m13, m45
Light I, II, III, V, X.....	c9, e35, m8
Light Law	e35
Light Lore I, II, III.....	c21, c64
Light Mastery.....	e35
Light Mirage.....	e29
Light Molding	e29
Light Terrain.....	e29
Light Wall.....	c6
Light Wall II.....	c6
Light's Way	c9
Light/Sound Mirage.....	m13
Lightarmor.....	e8
Lightarmor Sphere.....	e8
Lightning Armor.....	e8
Lightning Bolt I, III, V.....	e29, e35
Lightning Call.....	c9
Lightning Prayer.....	c47
Lightning Reactions.....	m44
Lightshow.....	m39
Lightvision.....	e42
Limb Death.....	e56, e56
Limb Pain.....	e56, e56
Limb Preservation.....	c16, c17, c22, c23, m27, m29
Limb Regeneration.....	m14
Limbrunning.....	c10, c45
Limbwalking.....	c10, c45
Lion Claws.....	c29
Lion's Heart.....	e47
Liquid Alteration	e53, m59
Liquid Analysis.....	e6
Liquid Manipulation	m17
Liquid-Water.....	e53, m59
Listen.....	m47
Listen I, II, III, IV.....	e10
Listen True.....	e10
Living Change	e19
Living Gauge.....	c15
Locate Evidence I, II, III.....	m47
Locate Landmark I, II.....	c28
Locate Landmark True.....	c28
Locate Object.....	e38
Locate Target.....	e43
Locating Ways	c20
Location.....	c8, m12
Location I, III, V.....	c20, e7
Location True.....	c8, c20, e7
Lock.....	e15
Lock Joint.....	e56, e56
Lock Mastery.....	e15
Lockbreak.....	m23
Locklore.....	e15, m46
Lofty Bridge	e20
Lofty Movements	c10
Long Bewilderment.....	e50, m56
Long Calm.....	c18
Long Control.....	m37
Long Deafen.....	e31
Long Dive.....	e41, m20
Long Door I, III, V.....	e20, m19, m46
Long Door Item I, V, X.....	m19, m46
Long Ear I, II.....	e10
Long Eye I, II.....	e10
Long Far Sense I, II.....	e42, m47
Long Feel.....	m36
Long Flesh Destruction.....	e56, e56
Long Fluid Destruction.....	e57, e57
Long Gas Destruction.....	e58, e58
Long Matter Disruption.....	e66
Long Mind Destruction.....	e59, e59
Long Silence.....	e31
Long Solid Destruction.....	c60, e60
Long Soul Destruction.....	c61, e61
Long Sound Control.....	e31
Long Stun Relief.....	c7, m28
Long Sudden Sound.....	e31, m42
Long Transfer.....	e52, m52
Long Vision.....	e49
Long Whisper I, III, V, X.....	m43
Long Whisper True.....	m43

Longjump.....	e41
Loosen Earth.....	e32, c60, e60
Lord Aim.....	e9
Lord Bewilderment.....	e50, m56
Lord Calm.....	c18
Lord Channels.....	c32
Lord Forget.....	m62
Lord Heal Addiction.....	e52, m52
Lord Herb Finding.....	c27
Lord Leaving.....	m19
Lord Location.....	c20
Lord Research.....	c25, e13
Lord Rune.....	e13
Lord Sleep.....	e25, e39
Lord Spell Hold.....	e24
Lord Summons.....	c37, e17, e63
Lord Symbol.....	c25
Lord Teleport.....	e20
Lord Unpresence.....	e30
Lord Unseen.....	e30
Lores	c21
Lores	m41
Lost Experience I, II, III.....	c59, e59, m62
Lovely Assistant.....	m39
Lesser Demonic Contact.....	e62
Lung Repair.....	c24
Lying.....	m67

M

Machine Lore.....	e40
Magic Basin I, II.....	c33
Magic Lock.....	e15
Magic Lock True.....	e15
Maim.....	m67
Major Allergy.....	c65
Major Deoxygenation.....	e58, e58
Major Ear Repair.....	c24, c54, m30, m54
Major Eye Repair.....	c24, c54, m30, m54
Major Fracture Repair.....	c17, c41, c51, m27, m51
Major Fracture Repair True.....	c17, c51, m27, m51
Major Nerve Repair.....	c23, c54, m30, m54
Major Nerve Repair True.....	c23, c54, m54
Major Pain.....	e59, e59, m32
Major Traps.....	e48
Major Ultrasonics.....	e31
Major Vacuum.....	e58, e58
Major Vessel Repair.....	c16
Major Vessel Repair I, III, V.....	e50, m50
Malaria.....	c65
Mannish Scale.....	e12
Mark Target.....	e43
Mass Agony.....	e67
Mass Aim Untrue.....	e22
Mass Analysis.....	e6
Mass Animal Calming I, II.....	c18
Mass Aura.....	c9
Mass Balance.....	e12
Mass Bladeturn.....	e22
Mass Blood Repair.....	c16
Mass Blur.....	e27
Mass Calm.....	c18
Mass Cartilage Repair.....	c17
Mass Change.....	e19
Mass Clotting.....	c16, e50, m50
Mass Coldarmor.....	e8
Mass Cut Repair.....	e50, m50
Mass Darkvision.....	e64
Mass Deafening.....	e31
Mass Deflections.....	c42, e22
Mass Disorientation.....	e59, e59
Mass Disruption.....	e66
Mass Distortions.....	e59, e59
Mass Distraction.....	e50, m56
Mass Earth to Dust.....	e66
Mass Enlarge.....	e19
Mass Enthrall.....	m39
Mass Eyewitness.....	m48
Mass Facade I.....	e27
Mass Feel.....	e26, m36
Mass Fire Nerves.....	e67
Mass Flesh Destruction.....	e56, e56
Mass Flowstop.....	c16
Mass Gaslungs.....	e12
Mass Haste.....	e21
Mass Heatarmor.....	e8
Mass Impair I.....	e67
Mass Invisibility.....	e18
Mass Leaving.....	e20
Mass Light.....	c9
Mass Lightarmor.....	e8
Mass Long Door.....	e20
Mass Major Fracture Repair.....	c17
Mass Merging.....	e19
Mass Minor Fracture Repair.....	c17
Mass Mind Shock.....	e59, e59
Mass Misfeel.....	e30
Mass Muscle Repair.....	c22, e53, m53
Mass Nerve Regeneration.....	e54, m54
Mass Nerve Repair True.....	e23
Mass Nightvision.....	e12, e64
Mass Pain.....	e59, e59, e67



Mass Powder Stone.....	e66
Mass Quiet.....	c13
Mass Repair True.....	c22
Mass Repairs True.....	c53, m53
Mass Run.....	e21
Mass Shatter Repair.....	c17
Mass Sign.....	e13
Mass Silence.....	e31
Mass Smell/Taste.....	e26
Mass Soundwalls.....	c13
Mass Speed.....	e21
Mass Summons.....	c37, e47, e17
Mass Teleport.....	e20
Mass Tendon Repair.....	c22, e53, m53
Mass Trait Erosion I.....	e67
Mass True Healing.....	c7
Mass Unbalance.....	e59, e59
Mass Undisease.....	c12
Mass Unminding.....	e59, e59
Mass Unpoison.....	c12
Mass Unseen.....	e18
Mass Utterlight.....	e9
Mass Vibrations I, III.....	e9
Mass Vision.....	e12
Mass Water Production.....	c19
Mass Waterlungs.....	e12
Mass Watervision.....	e12
Mass Word.....	e25
Master of Kind.....	e25, e39, m33
Master of Movement.....	m20
Mastery.....	c11
Matter Disruption	e66
Measure.....	m31
Mechanisms	e40
Meditative Sleep.....	e44
Meld Wall.....	c6, e32
Melt Ice.....	c60, e60
Melt Solid.....	m23
Memory's Path.....	c20, c28
Mental Block I, II.....	m62
Mental Block True.....	m62
Mentalism Resistance.....	c14, e14, m15
Mentalist Ear.....	m21
Mentalist Ear True.....	m21
Mentalist Eye.....	m21
Mentalist Eye True.....	m21
Mentalist Tongue.....	m35
Merge True.....	m20
Merge with Mentalist.....	m34
Merging.....	e19, e52, m20, m58
Merging Organic.....	c10, c45
Merging True Organic.....	c10, c45
Metal Analysis.....	e6
Metal Door.....	m23
Metal Fires.....	e33
Metalsight.....	e49
Minor Irritation Relief.....	c7
Minor Nerve Repair True.....	c23
Mind Attack	m32
Mind Blank I, III, V, X.....	m62
Mind Blank True.....	m62
Mind Break.....	e59, e59, m33
Mind Control	m33
Mind Control True.....	m33
Mind Death	m62
Mind Death.....	e59, e59
Mind Death I, II, III, V, X.....	m62
Mind Destruction	e59, e59
Mind Disease	m63
Mind Disease Cures.....	c12, e52, m52
Mind Disease Cures True.....	c12, e52, m52
Mind Disease True.....	m63
Mind Distraction.....	m64
Mind Domination	m64
Mind Erosion	m65
Mind Erosion I, II, III, IV, V.....	m65
Mind Erosion True.....	m65
Mind Illusions	m66
Mind Invasion.....	m64
Mind Lock.....	m64
Mind Master.....	m33
Mind Mastery	m18
Mind Merge	m34

Mind Merge I, II.....	m34
Mind Merge True.....	m34
Mind Over Matter	e47
Mind Over Matter.....	e47
Mind Probe.....	m34
Mind Scan.....	m34
Mind Sense Molding	e30
Mind Shield.....	c14, e14, m15
Mind Shock.....	e59, e59
Mind Shout I, II, III.....	m32
Mind Shout True.....	m32
Mind Slave.....	m64
Mind Slave True.....	m64
Mind Speech	m35
Mind Speech I, II, III.....	m35
Mind Speech True.....	m35
Mind Store.....	m36
Mind Subversion	m67
Mind Switch.....	m34
Mind Switch True.....	m34
Mind Tongue.....	m45
Mind Tongue I, II, III, IV.....	m35
Mind Tongue True.....	m35
Mind Typing.....	m36
Mind Typing True.....	m36
Mind's Door	m19
Mind's Door I, II.....	m19
Mind's Door True.....	m19
Mind's Lore I, III, V, VII.....	m41
Mind's Lore True.....	m41
Mind's Song.....	m42
Mind's Song True.....	m42
Minor Vessel Repair.....	c41
Minor Allergy.....	e65
Minor Brain Repair.....	c23, m30
Minor Darkness.....	e64
Minor Ear Repair.....	c24, e54, m54
Minor Ear/Nose Repair.....	m30
Minor Eye Repair.....	c24, e54, m54, m30
Minor Fracture Repair.....	c17, c41, c51, m27, m51
Minor Fracture Repair True.....	c17, c51, m27, m51
Minor Long Door.....	m19, m46
Minor Nerve Repair.....	c23, c54, e45, m54, m14, m30
Minor Nerve Repair True.....	e54, m54
Minor Pain.....	e59, e59, m32
Minor Phantom.....	m66
Minor Sense Control.....	m37
Minor Ultrasonics.....	e31
Minor Vessel Repair.....	c16, e50, m26, m50
Mirages.....	e50, m56
Mirrormind.....	m18
Misdirections	m48
Misfeel.....	e30, e54, m18, m45, m60
Misfeel Calling.....	e30, e54, m18, m45, m60
Misfeel Kind.....	e30, e54, m18, m45, m60
Misfeel Power.....	e54, m18, m45, m60
Misfeel Power I, III, V, X.....	e30
Misfeel True.....	e30, e54, m45, m60
Misleading I, III, V, VII.....	m48, m66
Misleading True.....	m48, m66
Misleading VII.....	m66
Missile's Master II, III, IV, V.....	e47
Mistaken Identity I, II.....	m66
Mistaken Identity True.....	m66
Mistform.....	m22
Mold Glass.....	m31
Mold Metal.....	m23
Mold Normal Metal.....	m31
Mold Solid.....	e55, m23, m61
Mold Stone.....	m23
Mold Wood.....	m31
Monk's Bridge	e48
Monk's Bridge.....	e48
Monk's Move True.....	e46
Monk's Sense	e49
Monk's Sleep.....	e44
Monk's Sleep True.....	e44
Monksense.....	e49
Monkvision.....	e49
Movement	m20
Movement Mastery	e41
Movement Mastery.....	e41
Moving Ways	e45
MPD.....	m63
Mud/Earth.....	e32
Muscle/Tendon Repair.....	e45
Muscle/Tendon Repair True.....	e45
Muscle Death.....	e56, e56
Muscle Law	e22
Muscle Lore.....	c22
Muscle Mastery	m29
Muscle Regeneration.....	c22, e53, m29, m53
Muscle Regeneration True.....	m29
Muscle Repair I, III.....	c22, e53, m29, m53
Muscle Repair True.....	c22, e53, m29, m53
Muscle Transplant.....	m29
Muscle Ways	e53, m53
Muscle/Tendon Lore.....	m29
Muscle/Tendon Repair.....	c41, m14
Musical.....	m39
Mystical Change.....	e54, m60
Mystical Tongue.....	e54, m60

N

Nasal Repair.....	c24, c54, m54
Nature's Awareness I, II, III, V.....	c11, c28, c48
Nature's Awareness True.....	c48
Nature's Eye I, II, III.....	c28
Nature's Form True.....	c30
Nature's Guises	c46
Nature's Law	c11
Nature's Lore	c28
Nature's Movement/Senses	c29
Nature's Protection	c30
Nature's Summons	c47
Nature's Way	c48
Necromancy	c66
Nerve and Organ Mastery	m30
Nerve Law	c23
Nerve Lore.....	c23
Nerve Regeneration.....	c23, m30
Nerve Repair True.....	m30
Nerve Stun.....	m37
Nerve/Organ Lore.....	m30
Neurosis.....	c61, e61, m63
Neurosis True.....	m63
Neutralize Poison/Disease True.....	e45
Neutralize Curse I, II, III.....	c36, c39
Neutralize Disease.....	e45
Neutralize Poison.....	e45, m10, m49
Neutralize Poison True.....	m10, m49
New Blood.....	c50, m50, m26
New Gate.....	e15
Nightvision.....	c49, e12, e42, e49, e64, m21
Nightvision Curse.....	c62
Nightvision True.....	e64, m21
No Sense.....	e52, m58
Nondetect.....	e52, m45, m58
Nose Regeneration.....	c24
Numbing.....	m30, m37
Nutrient Conjures I, III.....	c19
Nutrient Conjures True.....	c19

O

Observation.....	m18
Observation True.....	m18
Open Ambush I, II, III.....	m44
Open Ambush True.....	m44
Open Prison I, II.....	e15
Opening I, II.....	e15
Operate I, II, III, IV.....	e40
Operate True.....	e40
Orchestra.....	m39
Order Bound II, X.....	e63
Order Bound True.....	e63
Order Elemental.....	e65
Order Entity.....	e65
Order Undead.....	c66
Organ Law	c24
Organ Lore.....	c24
Organ Preservation.....	m30
Organ Regeneration.....	c24, c54, m14, m30, m54
Organ Repair.....	c24, c54, m30, m54
Organ Repair True.....	c24
Organ Transplant.....	c24, m30
Organ Ways	c54, m54
Origins.....	e43, m11, m40
Origins True.....	e43, m40
Otterlungs.....	c29
Owner Vision.....	e43
Ox Strength.....	c29
Oxygenation.....	e51, m16, m57

P

Preserved Instant Herbal Cures.....	c27
Pain.....	e67
Pain Relief I, II.....	e45, m14
Pain Relief True.....	m14
Pang.....	e67
Panic.....	c61, e61, m63
Panic's Song.....	m38
Panic's Song True.....	m38
Parallel Reality.....	e50, m56
Paralysis.....	c67
Paralysis Cures.....	c23, c54, m30, m54
Paralysis Cures True.....	c54, m54
Paralyze I, II, V.....	m32
Paranoia.....	c61, e61, m63
Paranoia True.....	m63
Part Water.....	e36
Passage Origin.....	m41
Passing.....	e19, e52, m20, m46, m58
Passing Lore.....	c49
Passing True.....	m20, m46
Past Hold.....	m11
Past Vision I, II, III, IV.....	m11
Past Vision True.....	m11
Path Mastery	c49
Path Tale.....	c49
Pathfinding.....	c28
Pathfinding I, III, V, X, XX.....	c20, c49
Pathfinding True.....	c20

Pathlore.....	c49
Paths True.....	c20, c49
Perceive Power I, II, III.....	c8, e7, m12
Perceive Power True.....	m12
Permanent.....	e23
Petrification.....	c56, e56
Phantasm I, II, III, IV, V, VII, X.....	e11, e28, m13
Phantasm True.....	e28
Phantom True.....	m66
Phobia.....	m63
Phrase.....	e25
Physical Enhancement	e12
Physical Erosion	e67
Plague.....	c65
Plant Animation.....	c31
Plant Control I, III, V.....	c11, c31
Plant Control True.....	c31
Plant Facade.....	c30, c46
Plant Form I, II.....	c30, c46
Plant Form True.....	c30, c46
Plant Growth II, III, V, X.....	c31
Plant Growth True.....	c31
Plant Location.....	c31
Plant Lore.....	c11, c31
Plant Mastery	c31
Plant Restore.....	c31
Plant Tongues.....	c11, c31, c49
Pneumonia.....	c65
Poison Analysis.....	c8, m49
Poison Lore.....	c21, m49
Poison Mastery	m49
Poison Purification.....	c12, c52, m52
Poison Resistance I, II, III.....	c12, c41, m49
Portal.....	e20, m46
Portal True.....	e20
Powder Stone I, X.....	e66
Powder Stone True.....	e66
Power Analysis.....	e6
Power Analysis True.....	e6
Power Leak I, II, III, IV, V, VI, VII.....	m65
Power Leech.....	c62
Power Loan.....	e24
Power Lore.....	m11
Power Typing.....	c8, m12
Prayer I, II, III, IV, V.....	c35, c44
Prayer Mastery.....	c47
Precipitation Call.....	c15
Prepare Merge.....	m34
Prepare Mind I, II, III, IV, V.....	m35
Prepare Mind True.....	m35
Presence	m36
Presence.....	e10, m18, m36
Presence Mirage.....	e30
Presence True.....	m36
Preservation I, II, III, IV, V.....	c34
Preservation True.....	c34
Private World.....	m37
Projected Light.....	c9, m8, e29, e35
Prosthetics	m31
Protection from Elements.....	c30, c42
Protection I, II, III, IV, V.....	c14, e14, m15
Protection Prayer I, II, III, IV.....	c42
Protection Prayer True.....	c42
Protection Sphere I, II.....	c14, e14
Protections	c35
Protections Sphere I, III, V.....	c35
Protections True.....	c35
Psychosis.....	m63
Psychosis True.....	m63
Purge Curse.....	c44
Purge Disease.....	c44
Purge Poison.....	c44
Purification True.....	c12
Purifications	c12
Pyromania.....	m67

Q

Quake.....	c60, e60
Quest.....	e25, e39
Quest True.....	e39
Question.....	c61, e61, m33
Quiet I, III, V.....	c13, m42

R

Rabies.....	c65
Rain Call.....	c15
Rain Prayer.....	c47
Rain Prediction.....	c15
Rain/Snow.....	e34
Random Trait Subversion I, II, III.....	m67
Ranging I, II, III, IV, V.....	e23
Rapid Bone Regeneration.....	c51, m51
Rapid Bone Transplant.....	m27
Rapid Cartilage Regeneration.....	c51, m51
Rapid Mass Nerve Regeneration.....	c54, m54
Rapid Muscle Regeneration.....	c53, m29, m53
Rapid Muscle Transplant.....	m29
Rapid Organ Transplant.....	m30
Rapid Paralysis Cures.....	c54, m54
Rapid Shatter Repair.....	c51, m27, m51

Rapid Tendon Regeneration.....	c53, m29, m53
Rapid Ways	e21
Re-aiming.....	e22
Re-aiming True.....	e22
Read Emotions.....	m34
Ready Merge.....	m34
Ready Merge True.....	m34
Recall.....	m18, m41
Rechanneling.....	c36
Reduce Power Emanations.....	e30
Regenerate I, II, III.....	c55, m55
Regeneration I, II, III, V.....	c7, m28
Regeneration True.....	c53, m14, m53
Regulations.....	c50, m26, m50
Remove Curse.....	c36
Renewal True.....	e45
Repair.....	e32
Repel Demon I, II, III, IV, V, VI.....	c39
Repel Demon True.....	c39
Repel Undead I, III, V, IX, X, XII, XV.....	c36, c39
Repulsions	c36
Rereturning.....	c10
Resist Cold.....	e8
Resist Cold Sphere.....	e8
Resist Elements.....	c30
Resist Heat.....	e8
Resist Heat Sphere.....	e8
Resist Light.....	e8
Resist Light Sphere.....	e8
Resist Poison.....	e12, e45, m10
Resistance I, II, III, IV, V.....	c35, c44
Resistance True.....	c14, e14, m15
Resolve.....	m18
Resolve True.....	m18
Restoration.....	c34
Restoration True.....	c34
Returning I, V, X.....	c10
Reuniting.....	c54, m54
Reversal True.....	e24
Reverse Spell I, II.....	e24
Reverse Winds.....	e37, e51, m57
Rewounding.....	c62
Righteous Blow I, II, III, IV.....	c40
Ritual of Black Eternity.....	c66
Rock Lore.....	m11
Rockrunning.....	c45
Room Feel I, II, III.....	m6
Room Feel True.....	m6
Root Rot.....	c65
Run.....	e41, m24
Run I, III, V.....	e21
Run True.....	e48
Run I, II, III, V, VI, VII, VIII, IX, X.....	e13
Rune Mastery	e13
Running Death.....	c62
Running True.....	c45
Rupture Ear.....	c56, e56

S

Sanctuary.....	c32
Sanctuary True.....	c32
Sandrunning.....	c45
Scent.....	e42, e49, m21
Scent True.....	e49
Schizophrenia.....	m63
Schizophrenia True.....	m63
Screens.....	e52, m58
Sea Curse.....	c62
Sea Storm.....	c36
Secret I, III, V, X.....	e38
See Invisible.....	e49, m12
Self Aura.....	m8
Self Cloaking.....	c46
Self Healing	m14
Self Joining.....	e45, m14
Self Keeping.....	e44, m14
Self Preservation.....	c52, m52
Sense Control	m37
Sense Control II, III, IV, V.....	m37
Sense Control True.....	m37
Sense Mastery.....	e42, m21
Senses	e42
Senses True.....	e42
Sensory Damage I, II.....	c67
Sensory Deprivation.....	m37
Sensory Marker.....	e42, m47
Sensory Merge.....	m21
Sensory Overload.....	m37
Shade.....	c46, e35
Shadow.....	c30, c46, e27, e38, e52, m9, m58
Shadow Assassin.....	m45
Shadow Forms.....	e64
Shadow Landing.....	e41
Shadow Mentalist I, II.....	m9
Shadow Mystic.....	e52, m58
Shadow Steps.....	e41
Shapechanging.....	m22
Shatter.....	c60, e55, e60, e66, m61
Shatter Blast.....	m42
Shatter Repair.....	c17, c51, m27, m51
Shatter Repair True.....	c51, m51

Shattering Blow I, II, III.....	e47
Shattering Blow True.....	e47
Shelter Finding I, II.....	e22
Shelter Finding True.....	c48
Shield.....	c42, e22, m7
Shield Mastery	e22
Shielding Organic True.....	c30
Shielding Organic I, II, III.....	c30
Shifting	m22
Shifting.....	e50, m56
Shock A, B, C, D, E.....	m32
Shock Bolt.....	c9, m8
Shock Bolt I, III, V.....	e29, e35
Shout of Calming.....	c18
Shout of Confusion.....	e50, m56
Shout of Fear.....	e50, m56
Shout of Panic.....	c61, e61
Shout True.....	m32
Showman I, II, III, IV.....	m39
Showman True.....	m39
Shrink.....	e19, e54, m60
Shrink Self.....	e19
Sidevision.....	e12, e42, e49, m21
Sign of Blinding.....	e13
Sign of Fear.....	e13
Sign of Paralysis.....	e13
Sign of Shock.....	e13
Sign of Sleep.....	e13
Significance.....	e43, m40
Significance True.....	m40
Signs.....	e27
Silence.....	e52, m58
Silence I, III, V, X.....	c13, e31, m42
Silence True.....	m42
Silent Moves.....	c30, c46
Silent Song.....	m43
Skeletal Regeneration.....	m27
Skeletal Regeneration True.....	c51, m51
Skin Death.....	c56, e56
Skull Regeneration.....	c51, m51
Skull Repair.....	c17, c51, m27, m51
Skull Repair True.....	c17, c51, m27, m51
Slaying Attack.....	m44
Slaying Attack True.....	m44
Slaying Song.....	m38
Sleep.....	m33
Sleep III, V, VII, X, XII, XV.....	e25, e39, m38
Sleep Song.....	m38
Sleep Song True.....	m38
Sleep True.....	e39
Slumber Cloud.....	c37
Slumber Mist.....	e37
Sly Ears.....	e12, e42, e49, m21
Smell Mirage.....	e26
Smell Mirage True.....	e26
Smelling Loss.....	c65
Soft Structure Repair.....	m29
Soft Structure Repair True.....	m29
Solid Alteration	e55, m61
Solid Destruction	c60, e60
Solid Destruction True.....	c60, e60
Solid Door.....	m23
Solid Door I, II.....	e55, m61
Solid Door True.....	e55, m61
Solid Form.....	m22
Solid Manipulation	m23
Solid Transmutation.....	m23
Solid Tunnel.....	e55, m61
Solid Tunnel True.....	e55, m61
Song II, III, V, X.....	m43
Song Mastery.....	m43
Song of Coma.....	m38
Song of Mastery.....	m38
Song of Mastery True.....	m38
Song of Seeking.....	m38
Song Sounding II, III, IV, V, VII, X.....	m43
Song True.....	m38
Sonic Law I, II, III, IV.....	m42
Sonic Law True.....	m42
Soul Destruction	c61, e61
Sound Control	m42
Sound Control I, V, X.....	e31
Sound Control True.....	e31
Sound Glamour.....	e31
Sound Mirage.....	e31
Sound Molding	e31
Sound Projection	m43
Sound Terrain.....	e31
Sound's Way	c13
Sound/Light Mirage.....	e11
Sounding.....	c13, e12
Sounding II, V.....	m43
Soundwall I, V.....	c13
Spasm.....	e67
Special Effects.....	e23
Speech I, II, III.....	c13
Speech True.....	c13
Speed	m24
Speed Growth.....	c11
Speed Growth I, II, III, IV.....	c31
Speed Growth True.....	c31
Speed I, II, III, V, VII, X.....	e21, e46, m24

Speed Reading.....	e21, m24
Speed True.....	m24
Spell Analysis.....	e6
Spell Anticipation.....	m6
Spell Anticipation True.....	m6
Spell Bending I, II, III, IV, V.....	e24
Spell Bending True.....	e24
Spell Defense.....	c14
Spell Deflect I, II, III.....	m7
Spell Enhancement.....	e23
Spell Hold I, II, III, IV, V, X.....	e24
Spell Hold True.....	e24
Spell Prime.....	e25
Spell Reins.....	e24
Spell Resistance.....	m15
Spell Shield.....	e14
Spell Shield II.....	c14, m15
Spell Shield True.....	c14, e14, m15
Spell Store.....	e13, e24
Spell Typing.....	m12
Spell Wall.....	e14
Spider's Run.....	e41
Spider's Step.....	e41
Spider's Step True.....	e41
Spider's Walk.....	e41
Spider's Walk True.....	e41
Spin.....	e50, m56
Spirit Mastery.....	e25
Spirit Mastery.....	e25
Spotlight.....	m39
Sprain Limb.....	e56, e56
Sprain Repair.....	c22, c53, m29, m53
Spread Plants.....	c47
Spread Plants II.....	c47
Sprint.....	m24
Sprint I, III, V.....	e21
Staying I, II, III, IV, V, VI.....	e9, m25
Staying True.....	e9, m25
Stealing.....	m67
Sterilization.....	c44
Still Air.....	m7
Stone Analysis.....	e6
Stone Door.....	m23
Stone Fires.....	e33
Stone Lore.....	c11
Stone/Earth.....	e32, e60, e60
Stone/Earth/Mud.....	e55, m61
Stone/Mud.....	e32
Stonerunning.....	c10
Stonesight.....	e42, e49, m47
Stonespeech.....	c11, c49
Stonewalking.....	c10
Stonewall.....	c6, e32
Stonewall True.....	c6, e32
Store Sanctuary.....	c10
Storing.....	m18
Storm Call.....	c15, e37
Storm Prayer.....	c47
Storm Prediction.....	c15
Stream Diversion.....	e53, m59
Strength II, III, IV.....	e44
Strike I, III, V.....	e26
Study Disguise.....	m45
Study Form.....	c30, c46, e54, m60
Study Form True.....	c46
Study II, III, V, X.....	m41
Study Patsy.....	m44
Study True.....	m41
Study Victim.....	m44
Stumble.....	e50, m56
Stun Cloud I, II, IV.....	e37
Stun Cloud True.....	e37
Stun Relief.....	c7, c41
Stun Relief I, II, III, V, X.....	c41, c55, e45, m10, m28, m55
Stun Relief True.....	c41, c55, m28, m55
Stun Song.....	m38
Stun Song True.....	m38
Stunning.....	c32
Subjugation.....	c61, e61
Submerge Self.....	e54, m60
Sudden Light.....	e9, e29, e35
Sudden Sound.....	e31, m42
Sudden Sound Sphere.....	e31
Suggestion.....	e25, e39, m33
Suicide.....	m67
Summon Elemental I, II, III, IV.....	e65
Summon Folk.....	e17
Summon Group.....	c47
Summon Guardian.....	c47
Summon Guide.....	c47
Summon Hunter.....	c47
Summon Mastery.....	e63
Summon Mount.....	c47
Summon Nourishment.....	c47
Summon Sense.....	c47
Summon Warmth.....	c47
Summons.....	c37
Summons I, II, III, IV, V, VI, VII, VIII, X, XII, XV, XVII.....	c37, e17, e63
Summons True.....	c37
Sunfire True.....	m8

Sunfires.....	m8
Surface Ways.....	c55, m55
Suspend Life I, II.....	m26, m30
Suspicion.....	m67
Sustain Self.....	c19
Sustenance Purification.....	c12
Swimming.....	c45
Swimming True.....	c45
Swing I, III, V.....	e46
Symbol I, II, III, V, VI, VII, VIII, IX, X.....	c25
Symbolic Ways.....	c25

T

Targeting I, II, III.....	m44
Targeting True.....	m44
Taste Mirage.....	e26
Taste Mirage True.....	e26
Taste/Smell Mirage.....	e11
Taunting Hallucination.....	m37
Tear Cloud I, II, V.....	e26
Telekinesis.....	m25
Telekinesis I, II, III, IV, V, VI.....	e9, m25
Telekinesis Mastery.....	m25
Telekinesis True.....	m25
Telepathy.....	e10
Telepathy I, II.....	e39
Telepathy True.....	e39
Teleport I, III, V, X.....	e20, m46
Teleport True.....	e20
Temperature Sphere I, II.....	c35
Tendon Lore.....	c22
Tendon Regeneration.....	c22, c53, m29, m53
Tendon Regeneration True.....	m29
Tendon Repair I, III.....	c22, c53, m29, m53
Tendon Repair True.....	c22, c53, m29, m53
Text Analysis I, II, III.....	e6
Thieving Law.....	e43
Thought Steal.....	m34
Thoughts.....	m34
Tiger Skin.....	c29
Tongue Rot.....	c65
Torment.....	e67
Tornado Prayer.....	c47
Total Muscle Regeneration.....	c53, m53
Total Recall.....	m18
Total Tendon Regeneration.....	c53, m53
Touch.....	e42, e49, m21
Touch of Disruption.....	c56, e56
Touch True.....	e49
Traceless Passing.....	c45, e41
Traceless Passing True.....	c45
Traceless Running.....	c45
Traceless Running True.....	c45
Tracking I, II.....	c49
Tracking True.....	c49
Tracks Ahead.....	c49
Tracks Analysis.....	c49
Tracks Lore.....	c49
Traction.....	e48
Trait Erosion I, II, III, V.....	e67
Trait Erosion True.....	e67
Trait Subversion I, II, III, V, VII, X.....	m67
Trait Subversion True.....	m67
Transfer.....	c52, m52
Transfer Mind Store.....	m36
Transfer Poison I, II, III.....	m49
Transferral.....	c61, e61, m64
Transferral True.....	c61, e61, m64
Transmutation.....	e51, e53, e55, m57, m59, m61
Trap Detection.....	c28, e48
Trap Mastery.....	e15
Traplore.....	e15
Tree Restore.....	c31
Tremors.....	e32, e60, e60
Triad of Flame.....	e33
Triad of Ice.....	e34
Triad of Water.....	e36
True Armor.....	e8
True Aura.....	c9, e42, m8
True Change.....	e19
True Charm.....	e25, m33
True Cloaking.....	m9, m48
True Geas.....	m33
True Healing.....	c7, m28
True Hold.....	e18
True Invisibility.....	e18
True Lock.....	e15
True Quest.....	e25
True Sleep.....	m33
Tune.....	e40
Turn Blade.....	m7
Turn Missile.....	m7

U

Ugliness of Orn.....	c62
Ulcer Curse.....	c62
Un-Ice I, X.....	e66
Un-Ice True.....	e66
Unbalance.....	c59, e59
Unbarring Ways.....	e15

Unbind.....	m46
Unbind True.....	m46
Unchanneling.....	e16
Unclotting.....	c16, c50, m26, m50
Unclotting True.....	c50, m26, m50
Uncurse True.....	c36, c39
Undead Mastery.....	c66
Underwater Breathing.....	c30
Underwater Movement.....	e41, m20
Undisease.....	c12, c41
Undoer.....	e60, e60
Undoer I, II, III.....	e15
Undoer True.....	e15, e60
Uneath.....	e32, e60, e60
Unessence.....	e16
Unfog.....	e36, e58, e58
Unfog V, X.....	m16
Unfog True.....	m16
Ungag.....	m46
Unholy Gate.....	c63
Unknown Assassin.....	m45
Unlock I, II, III, IV.....	e40, m46
Unlock True.....	e40, m46
Unmentalism.....	e16
Unmetal.....	c60, e32, e55, e60, m61
Unminding.....	e59, e59
Unpain I, II, III, IV.....	c42, e44, m10
Unpain True.....	e44, m10
Unparalysis.....	c23, c41
Unpoison.....	c12, c41
Unpresence.....	e52, e54, m18, m45, m58, m60
Unpresence I, III, V.....	e30
Unpsychosis.....	c23, c52, m52
Unrain.....	c57, e57
Unrain True.....	c57, e57
Unseen.....	m9
Unseen I, II, III, V, X, XV.....	e18, e52, m48, m58
Unsouled Curse.....	c61, e61
Unstone.....	c60, e32, e55, e60, m61
Unsymbol I, II, III, V, X.....	c25
Unsymbol True.....	c25
Untie.....	m46
Untrap I, II, III, IV.....	e40
Untrap True.....	e40
Unwater I, II, III.....	c57, e57
Utterdark.....	e29, e35, e64, m8
Utterdark True.....	e64
Utterlight.....	e29, e35, m8
Utterlight I, V.....	c9

V

Vacuum A, B, C, D, E.....	e51, m57
Vacuum I, II, IV.....	c58, e37, e58, m16
Vacuum True.....	c58, e58
Vandal.....	m67
Vaporize Fluid.....	c57, e57
Vein Repair.....	m26
Vein/Artery Repair.....	e45, m14
Venom.....	m49
Venom's Breath.....	m49
Venom's Cloud.....	m49
Venom's Glare.....	m49
Venom's Sight.....	m49
Venom's Touch.....	m49
Ventriloquism.....	e11
Vibrations I, II, III, IV.....	e9
Viperfang.....	c29
Vision.....	e12, m21
Vision Attack.....	m37
Vision Control.....	m37
Vision True.....	e42, m21
Voice of Caution.....	c43
Voice of Conviction.....	c43
Voice of Friendship.....	c43
Voice of Reason.....	c43
Volunteer from the Audience.....	m39

W

Waiting Awareness I, II.....	c28, e48
Waiting Domination.....	m64
Waiting Domination True.....	m64
Waiting Firestorm.....	c33
Waiting Flame.....	e33
Waiting Gate.....	e17
Waiting Illusion I, II, III, IV, V, VI, VII, X.....	e11, e28, m13
Waiting Light.....	c9, e35
Waiting Phantasm I, II, III, IV, V.....	e11, e28
Waiting Sound.....	m42
Waiting Speech.....	m35
Waiting Summons.....	c37, e17
Waiting Tongue.....	m35
Waiting Word.....	e25
Waking Dream I, II, III.....	m66
Waking Dream True.....	m66
Wall Flip.....	e48
Wall of Cold.....	e34
Wall of Fire.....	e33
Wall of Force.....	c6
Wall of Ice.....	e34, e55, m61



Wall of Thorns.....	c31
Wallrunning.....	e48
Wallwalking.....	e48
Warm Air.....	m16
Warm Metal.....	m23
Warm Solid.....	e33, e55, m23, m61
Warm Stone.....	m23
Watch.....	m47
Watch I, II, III, IV.....	e10
Watch True.....	e10
Water Bolt.....	m17
Water Bolt I, III, V.....	c57, e36, e53, e57, m59
Water Bubble.....	e53, m17, m59
Water Bubble True.....	m17
Water Corridor True.....	e53, m17, m59
Water Corridor I, III.....	e53, m17, m59
Water Finding I, II.....	e48
Water Finding True.....	e48
Water Law.....	e36
Water Mastery.....	e36, m17
Water Production I, III, V.....	c19
Water Purification.....	e48
Water Tunnel.....	e53, m59
Water Tunnel True.....	e53, m59
Water Visions.....	e28
Water/Ice.....	e34
Waterform.....	m22
Waterlungs.....	e12, e44, m22
Waterrunning.....	c10, e45
Watervision.....	e12, e42, e49, m21
Watervision True.....	m21
Waterwalking.....	c10, e45
Waterwall.....	c6, e36, e53, m17, m59
Waterwall True.....	c6, e36, e53, m17, m59
Wave.....	e53, m17, m59
Weakening.....	e15
Weapon Alteration.....	e50, m56
Weather Call.....	e15
Weather Mastery.....	e15
Weather Prayer True.....	e47
Weather Prediction I, III, V.....	c15, e28, e48
Weather Prediction True.....	c15, e28
Weather Ways.....	e15
Weigh Pockets.....	e43
Well-Aimed Attack I, II, III.....	m44
Well-Aimed Attack True.....	m44
Whirling Winds.....	e51, m16, m57
Whirlpool.....	e36, e53, m17, m59
Whirlwind.....	e37
White Lore.....	c21, e64
White Lore Mastery.....	c21
Wind Drift.....	m20
Wind Law.....	e37
Wind Mastery.....	e15, e37
Windrunning.....	c10
Windrunning True.....	c10
Windwalking.....	c10, e41
Withering Hand.....	c65
Wolf Sense.....	c29
Woodfires.....	e33, e55, m61
Woodsight.....	e42, e49, m47
Woodwall.....	c6
Woodwall True.....	c6
Word of Calling.....	e25
Word of Death.....	e25
Word of Discard.....	e25
Word of Fear.....	e50, m56
Word of Pain.....	c59, e25, e59
Word of Panic.....	c61, e61
Word of Return.....	c10
Word of Sleep.....	e25
Word of Stunning.....	e25
Words of Caution.....	e43
Words of Conviction.....	e43
Words of Friendship.....	e43
Words of Reason.....	e43
Work Poison True.....	m49
Work Poison V, X.....	m49
Wounding.....	e67
Wounding I, III, V, VII, X, XV.....	e67
Wounding True.....	e67
Wyvern Skin.....	e29

ROLEMASTER™

ROLEMASTER FANTASY ROLE PLAYING™ (Core Product)

Rolemaster Fantasy Role Playing™ is the perfect way to begin your journey into the ultimate fantasy role playing experience. Discover the jewels of your imagination and the horrors of your own nightmares. You'll never adventure in a land as enthralling as the one of your own creation. Let *Rolemaster* lead you there!

The 256-page, hardcover volume contains all you need for character creation, combat, and magic—you can start to play right away. Once you're going, there are a number of *Rolemaster* support books that can add more flavor, detail, action, and excitement to your games.

ST #5800 \$30.00

ARMS LAW™ (Core Product)

Put fast and furious combat into your adventures with the critically acclaimed *Arms Law*. *Rolemaster Fantasy Role Playing* has combat power, but *Arms Law* gives you more: more weapons, more critical hit tables, more carnage for your game. With *Arms Law*, players and GMs will feel the battle rage around them and leave their foes bleeding in the ditch...

ST #5801 \$14.00

SPELL LAW™

(Core Product in three volumes)

Magic fabulous enough to improve any game with the three *Spell Law* volumes. *Of Channeling™* explores the miraculous gifts of the divine. *Of Essence™* probes the realms of the living force that binds and surrounds all living things. *Of Mentalism™* presents the enchantments deriving from the mental powers of strong-minded individuals. These concise books contain all the spell lists available in *Rolemaster Fantasy Role Playing* as well as the spell lists for the additional professions in *Character Law*—all up to 50th level—over 2,000 spells! As a Gamemaster, you will probably want to purchase all three *Spell Law* books, but as a player you need only purchase the book necessary for your character! Cast your lot with the best spells around.

ST #5803 Of Channeling..... \$14.00

ST #5804 Of Essence \$14.00

ST #5805 Of Mentalism \$14.00

GAMEMASTER LAW™ (Core Product)

This book explores the ins and outs and pitfalls of gamemastering compiled from some of the nation's top role playing GMs! In *Gamemaster Law* you will find core gamemaster mechanics for supporting the *Rolemaster Fantasy Role Playing* line. This includes a full blown system for Gamemasters to use in creating new, custom races for their worlds!

ST #5807 ... (avail. Sept. 1999) ... \$25.00

CHARACTER LAW™ (Core Product)

Add the power of expanded character development to your game. *Character Law* is the ultimate Player's Guide to *Rolemaster Fantasy Role Playing*, giving dozens of new character professions and hundreds of new character options: training packages, talents, flaws, skills, races, cultures, etc. Get the most out of your characters and feel the power of the *Rolemaster* system with this exciting core support book.

ST #5806 ... (avail. Aug. 1999) \$20.00

CREATURES & MONSTERS™

Encounter dragons, sprites, gorgons, sabertooth tigers, and foes of all stripes, spots, and scales. Even a herd of elephants or a leviathan dragon is not too big for ICE's comprehensive bestiary for *Rolemaster*. This is a compendium of information and statistics for two key elements of fantasy role playing: creatures and encounters.

ST #5802 \$25.00

"COMPANION" PRODUCTS

Companions contain optional material that will add even more detail and/or depth to your game—generally focusing on a specific theme. Some topics/titles coming in mid to late 1999 include: *Arcane Companion™* (introducing a fourth realm of magic), *Essence Companion™*, *Channeling Companion™*, *Mentalism Companion™*, *Treasure Companion™*, and *Martial Arts Companion™*.

SOURCEBOOKS

These products contain optional rules and information that will help expand the game into new horizons.

...and a 10-Foot Pole™ — A comprehensive compilation of equipment and gear for all eras—from the Stone Age to the Information Age. Suitable for any role playing game!

ST #5703 \$20.00

Iron Crown Enterprises
P.O. Box 1605
Charlottesville, VA 22902



www.ironcrown.com

1-877-ICE-GAME

1-877-423-4263

ICE BLADELANDS™ PRODUCTS

Planned for release in late 1999, the official game setting for *Rolemaster* is the shrouded *Bladelands!* In this dark world, magic governs the very existence of all the peoples; but the common folk are terrified of the great magicks that run amok in the world. Insane wizards, power-hungry sorcerers, and the ruthless Gorlu make for the dark tone of the comprehensive fantasy setting.

There are two ways to explore the *Bladelands* setting. For those that want to digest the world in smaller chunks and focus on a campaign-style of adventuring, there are the "sagas." When played in isolation, the sagas are complete mini-campaigns with over a hundred hours of gaming in each boxed set. However, when played in a series, the GM and the players get to experience the epic stories that are woven into the fabric of the *Bladelands* setting.

For those that want a more comprehensive view of the world (with less "adventure" material), there is the *Bladelands World Set*. This boxed set contains a more detailed examination of the major cultures and races and the major geographical regions. The world set will receive many support products that explore individual regions in more detail.

There will be many other types of support products including a book of non-player characters (many of which play important roles in the sagas as well as the complete stats on the "in-house" characters used in the development of the *Bladelands*), a book detailing the powers and abilities derived from the mystical Hues, and many others!

More products are planned. So, keep your eyes peeled for more information on ICE's website (www.ironcrown.com)!

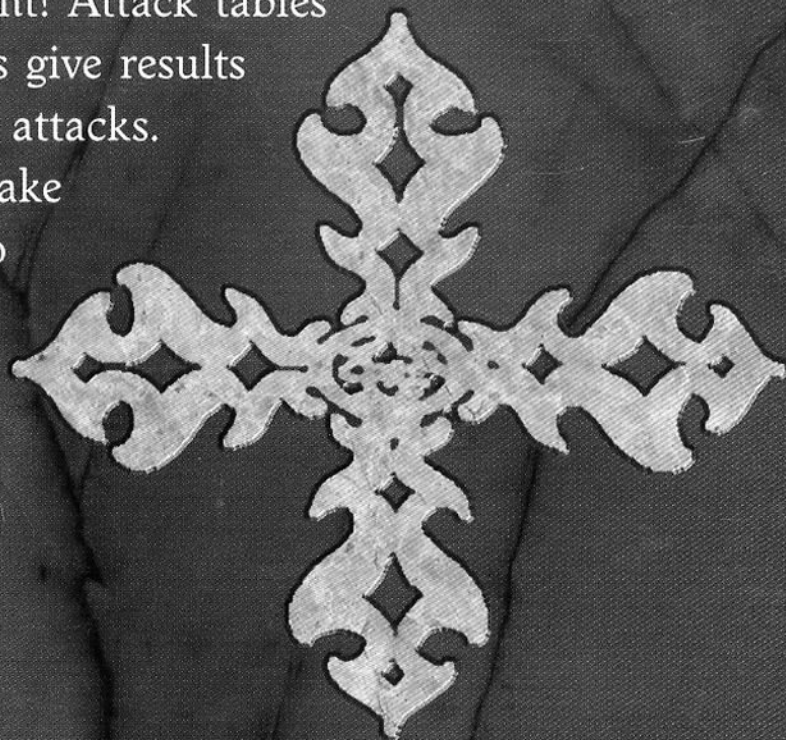
of Mentalism™

Open the doors of your mind...

The power of the mind lies just beyond the reach of most. Now you can tap into the ultimate personal power! Open the doors of your mind and the realm of Mentalism will be yours!

Inside you will find over 50 spell lists—with hundreds of spells. Plus all of the character information needed to expand the core Mentalism professions of your *Rolemaster Fantasy Role Playing™* game, including the Lay Healer, the Mystic, the Seer, and the Magent! Attack tables and critical strike tables give results for all kinds of magical attacks. And summary tables make all of the details easy to manage!

Now when a seer gazes into the future, there are no secrets that can remain so...



ICE, Inc.
PO Box 1605
Charlottesville, VA 22902
USA

<http://www.ironcrown.com>

1-800-555-5555 ICE700

This specially-priced
PDF is available
exclusively through the
ICE Online Store at
www.ironcrown.com

Made in USA

#5805P

SPELL™ LAW

3 volumes, more spells than you can imagine!
Look for *of Channeling & of Essence* to add
even more magic to your game!